



SORA ESMA'S CART OF WONDERS

500 MYSTERIOUS & MYSTICAL
TRINKETS FROM EBERRON



INTRODUCTION

"What can you tell us about the Kago'ken gaanu Guursh ruins?" the goblin Raxys asked the crone.

"What do you offer in trade?" inquired the bent and gnarled hobgoblin peddler.

Thinking to make an easy time of it, Raxys smirked. "These potatoes. As many as you can carry."

The old woman hobbled over to the wagon the goblin indicated. Nodding, she hefted all five sacks of the potatoes effortlessly onto her back and set them on her own cart.

"You owe me two more sacks of potatoes." She cackled as she dug around for a map from her wares...

Characters in an Eberron game have a chance to meet this mysterious merchant anywhere in the world. Sora Esma prefers to trade rather than accept coin, and recounting tales and moments of heroism can be a fun way to reward players for past deeds with peculiar and slightly magical treasures. The major regions of Eberron are each given a table to roll items from. Characters might encounter Sora Esma during their travels in a particular region, or shop with her before setting off on a journey. A DM is free to choose items from any category for the merchant to have on hand, and should be encouraged to describe the crone's cart as filled with many strange and exotic knick-knacks.

If a character has something in mind that they want, these tables can be a fun way to obtain it. Alternatively a character can leave the choice to the die roll, accepting the roleplay boons and consequences any item might have.

In addition to encountering the peddler at the whim of a DM, a new character can roll for an item from their homeland or region instead of the trinkets listed in the *Player's Handbook* and the *Korranberg Chronicle: Adventurer's Almanac* ([available on the Dungeon Masters Guild](#)).

THE CRONE

To goblins she is known as Niaanu Batvuuk, the Mother of Markets. Gnolls whisper of the Lut Sos, and young pups yearn to hear tales told by the Story Mother. Kobolds (and rumors say even some dragons) speak of Dask Lex-Vrantvrak and hold reverence for the Mother of Word-Eggs. Esma Fendatr is well known from the rolling hills of Aundair, the wild woods of the Reaches, the untamed expanse of Droaam, and even city dwellers in Sharn have heard tales spun of this ancient peddler who tells stories wherever she goes.

It is said that Sora Esma has a thousand friends, and keeps a thousand secrets for every one of them. For centuries bards have spread word of encounters with this mysterious hobgoblin with magnificent baubles to trade.

APPEARANCE

Sora Esma is an old hobgoblin woman, her back bent with age. Seemingly frail, she has great hidden strength. She is often garbed in traveler's dresses and robes, sporting a diaphanous shawl around her hunched shoulders. She delights in jewelry and baubles and adorns herself with garish examples of both. Sora Esma is in truth, a **grandmother green hag** (*Monster Manual* page 177, *Volo's Guide to Monsters* page 52); however, she has a few key differences from her moss-colored sisters. Unlike most green hags, the form of an old orange-skinned hobgoblin is Sora Esma's natural form. She retains the illusory gifts for appearances that other hags possess, but prefers to conduct most business as a ghaal'dar. Esma has a gift for languages and there are few tongues she does not speak fluently.

MECHANICS

Stats for the green hag are sufficient for Sora Esma should a DM find a need for her to battle. She has a natural talent for the gift of artifice and several of her trinkets were crafted by her weathered hands. What she does not craft with artifice she imbues with weird magic (*Volo's Guide to Monsters* page 55) and a DM is encouraged to play this up.

Sora Esma's two-wheeled horse cart drives itself and doubles as the hag's lair (*VGM* pg 56, 58). 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:

- *Whirlwind of Junk*—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 or take 1d6 bludgeoning damage as it is battered by junk.
- *Witch's Switch*—A dusty broom answers Sora Esma's call. Until initiative count of 20 on the next round, Sora Esma has a fly speed of 120'.
- *Everything Must Go!*—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 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 are halved.
- Strange laughter sounding like goblin children and eerie music pervades the silence.

PERSONALITY

Sora Esma loves a bargain. To her a trade is not about the material value, but what story the trade can bring. Heroes can regale Sora Esma with ballads of their adventuring deeds, fierce plans for revenge, or even children's fairy-tales. Players should be encouraged to be creative when dealing with Sora Esma. The crone is sharp-witted and with a prophetic touch of mystery will always address characters by name. If pressed for detail, she will chuckle and reply with "Grannies always know."

Sora Esma is eccentric. She might use a priceless Jorasco wand to stir her porridge or talk lovingly to a book as she strokes its spine. Bargains with Sora Esma should seem peculiar, beneficial enough to lure players in, but with a hint of mischief or a debt to be repaid. Sora Esma can be used to appoint missions or tasks in exchange for her wares and favors; this can be a useful tool for sending players on an adventure that might not otherwise fit in with a campaign. In addition to her trinkets, Sora Esma has a lot of worldly and otherworldly knowledge. This is entirely a plot device and the limits to her prescience is up to the DM.

THE WARES

Sora Esma has a plethora of oddities at her disposal. A character may roll once for a trade. Characters can pool together with trades and stories to make multiple rolls. If a character trades for an esoteric and non-tangible item from Sora Esma, the crone will offer the character a "gift," and the trinket will develop or manifest at DM discretion.

During a bargain, players may roll on the table for Esma's cart, or the appropriate table for the region in which they meet her.

SORA ESMA'S CART

d20 Trinket

- 1 A live toad that will sing one song in Common repeatedly
- 2 A Khyber dragonshard pendulum on a chain which swings wildly whenever it is near a person who has felt grief within the past 24 hours
- 3 A rough-spun pair of dolweave socks
- 4 A byeshk pendulum on a leather thong which swings in a circle whenever the person holding it feels contentment
- 5 A dead, but still twitching, tonguworm
- 6 A blue fork that is seemingly made of Fernian flame but is constantly cool
- 7 A hermit crab that has made its home in a very tiny skull
- 8 A pillow filled with owlbear down. A sleeping character using the pillow has nightmares of falling
- 9 A bar of sweet-smelling soap with a tag labelling it "Gnome Repellent"
- 10 A spoon carved from Risian ice that remains surprisingly warm
- 11 A livewood case that contains your still beating heart (if your character does not have a heart, reroll)
- 12 A living snake missing its tail, severed from a medusa
- 13 A darkwood broomstick that makes anywhere it sweeps dirtier rather than cleaner
- 14 A top made from Quori celestine that does not stop spinning on its own
- 15 An animated rat skeleton in a bottle, said to belong to the Lady of the Plague
- 16 A stylish coat made for a dolgrim
- 17 A hagstone carved and polished into a spirit board planchette
- 18 A chalice which greedily drinks any liquid poured inside (up to one pint a day)
- 19 A book of Thelanis fairy stories. Once read, a story disappears from the book forever and is replaced by a different one
- 20 A plush beholder doll. The doll speaks a different phrase in horrifying Daelkyr speech whenever one of its eye stalks is pulled

AERENAL

d20 Trinket

- 1 A soarwood ship in a bottle
- 2 Forty pages of notes in Elven describing in detail the favorite napping spot of a revered ancestor
- 3 A small vial of white liquid that glows softly around scorpions
- 4 A box of sugar skulls that never goes bad
- 5 A mummified songbird that sings on command
- 6 A page from a spellbook with the header "Nailed to the Sky, 5/13"
- 7 A succulent golden pear from an Irian-touched orchard that slowly restores pieces consumed if not eaten entirely
- 8 A bronzewood death mask that alters a wearer's voice to a loud whisper
- 9 A baboon figurine carved from Mabaran ebony wood
- 10 Leafweave boots with straps fashioned from ravar bark
- 11 An hourglass filled with Irian crystal dust
- 12 A brooch made from a preserved kieros leaf
- 13 A marble of Irian quartz from the Age of Monsters
- 14 A candle from the Roll of Heroes burning with an eternal purple flame
- 15 An incomprehensible journal liberated from the Madwood Citadel, mindless undead are drawn to it
- 16 White robes of a *soungral* that allow the wearer to accurately determine the time of a corpse's death
- 17 A *mordril* tree seed in a jar of grave dirt
- 18 A Death-Eater rite, a mockery of the *levan mordr-aer* written on flayed elf flesh
- 19 A flower from the Undying Gardens, its scent causes extreme jealousy
- 20 A nail made of targath

ARGONNESSEN

d20 Trinket

- 1 A glass orb filled with multi-colored sand
- 2 The bottled smoke of a red dragon's breath
- 3 A leather collar fitted for a pseudodragon, studded with dragonshards
- 4 A Seren dragon totem made with white dragon scales
- 5 A pockmarked slate showing a draconic constellation made from black dragon acid drips
- 6 A hollow wyvern stinger that has been turned into a waterskin
- 7 A painting of Totem Beach, the perspective of which suggests it was painted from the sea at a safe distance away
- 8 A bone from a silver dragon that resists all attempts to break it
- 9 A sea-worn stone idol in the shape of a black dragon. The words "*In Vvaraak's Name*" are carved into the statue's stomach in Draconic
- 10 A grisly necklace of severed elf ears
- 11 Half of a bronzewood wand that appears more akin to a snapped branch
- 12 Part of a silver dragon eggshell. Any liquid poured into the shell tastes of mint
- 13 A dragon's thimble converted into a helmet
- 14 A single copper coin from the observatory of Tyrass
- 15 Star charts, land maps, and sea maps attempting to pin down an *orb of dragonkind*
- 16 A single boot crafted from brass dragonhide
- 17 A humanoid tunic of the Order of the Gentle Rain
- 18 A semi-corporeal ghost dragon claw from the Harvest of Pain
- 19 A rune-etched scale from a green Wyrms of War, using the scale as a shield or cover fills the bearer with cowardice
- 20 A fossilized kobold skull that whispers snippets of prophecies in Draconic

AUNDAIR

d20 Trinket

- 1 A "scroll" that is labeled *prestidifitadio*. It is written in gibberish
- 2 An eternally blossoming lotus flower
- 3 A small pouch of dragonshard dust that seems to change type at random
- 4 A silver spoon that once belonged to an Aundarian noble
- 5 An unremarkable, tattered old spellbook with blank pages that occasionally opens itself to a random page when no one is looking
- 6 A notebook kept by an apprentice wizard of Arcanix, filled with suggestions on how to attract partners rather than magical theory
- 7 A glass alchemist's flask with a crack running down one side, the inside smells faintly of flowers
- 8 A tome detailing the various benefits of utilizing differing wand woods, with maps of various forests where they can be found
- 9 A ghostly wine bottle, labeled *Boo's Spirits*, filled with swirling mist
- 10 Riding boots that emit a dramatic fanfare when the wearer goes through a doorway
- 11 A bronzed horseshoe
- 12 A rainbow silken scarf bearing the kiss of Queen Wrella
- 13 A black skull cairn stone taken from Whisper Rock
- 14 A lingering shadow dove from the Maze of Shadowy Terror in Arcanix
- 15 An absurdly long quill made from a dragonhawk tailfeather, the tip is always wet with fresh ink
- 16 A writ of challenge for a race set by an up and coming Knight Phantom
- 17 A locket bearing the House Orien unicorn rampant, within a single silver unicorn hair
- 18 A small book of common Aureon idioms, when three words are touched in order the book shifts to reveal dirty limericks
- 19 A back-scratcher hewn from the Eldritch Groves that finds just the right spot
- 20 A Siberys shard set in a circlet with lightning dancing inside the gem

BRELAND

d20 Trinket

- 1 A jeweler's lens designed to attach to a warforged's eye
- 2 Two feathers from a Race of Eight Winds champion griffin
- 3 A pair of burnt-out wands repurposed as hair pins
- 4 Several sheets of parchment bearing a manuscript for a stage play entitled "The Flumph King of Breland, A Play in Five Parts"
- 5 A deck of playing cards with all of the face cards styled after famous rulers of Khorvaire
- 6 A satchel of field medic's tools from The Last War
- 7 A poorly drawn and mostly indecipherable map claiming to show the location of "Skraggy's Tomb"
- 8 An issue of the Sharn Inquisitive annotated with cryptic and rambling scrawls
- 9 A round wooden token used by patrons at a well-known bordello in Sharn
- 10 A stuffed white Borrie tiger (teddy bear)
- 11 A stone from the Kyrilspire that changes type and form every day
- 12 A partial map scrawled on hobgoblin skin navigating a swath of Sharn's Depths
- 13 An autographed portrait of King Boranel wearing a gaudy soarleaf pattern shirt
- 14 A pewter seal of the line of Malleon the Reaver
- 15 Collected pages of the wisdom of Beggar Dane
- 16 A sash dyed with Sadya, wearing it helps abate sea-sickness
- 17 A pale glowing acorn from the ghost oaks of Faded Forest
- 18 A vial of cool pure water gathered from either lake Glisten or Gloam
- 19 A magebred bear claw necklace that instills courage and vigor
- 20 A permit to hunt certain anacondas in the King's Forest, which grow to the size of lightning rail trains due to Lamannia's influence

CYRE

d20 Trinket

- 1 A pair of darkweave opera gloves
- 2 The lower jaw of a warforged
- 3 The caboose of a model lightning rail train
- 4 A silver ring, its stone missing, tucked into the band is a note which reads "Thanks for letting me borrow this, I owe you one – D.T."
- 5 An intricate glass puzzle box containing sweets
- 6 A pair of ivory antlers symbolizing Balinor
- 7 A gilded *two of stone* playing card that goes blank when a certain word is spoken
- 8 An oil painting of a marked Cannith baker and his flat-nosed dog
- 9 A Celestial Crown holy symbol that appears as the Dark Star in reflections
- 10 An embossed braided belt of the Vermishard Guard
- 11 Part of a statuary bust of King Connos that offers cryptic advice at times
- 12 A journal from a Cyran soldier, when opened an illusory re-enactment of the Battle of Lurching Tower plays
- 13 A glass pendant that seems to have a tiny fish swimming within
- 14 A gala mask made with raven feathers that allows the wearer to notice social cues and body language
- 15 A heavy traveling cloak, wearing it allows someone to sleep standing up with no ill effects
- 16 A full royal guard regalia including doublet, tabard, belt, boots and blade custom-tailored to be worn by an owl
- 17 A pair of ivory dice with Siberys dragonshard pips from Old Metrol
- 18 In times of stress you hear a melody on the wind, if only you could remember the words
- 19 A beautiful orchid, when its petals drop, they fall up into the skies instead of to the ground
- 20 An anklet set with bells

DARGUUN

d20 Trinket

- 1 A goblin's eyepatch monogrammed with the symbol of the Traveler
- 2 One byeshk link from a chained weapon
- 3 Half a coin dating from the time of the Dhakaani empire
- 4 The shrunken head of an elf
- 5 A pastry made with an ingredient known as "spider cider"
- 6 A brand from a goblinoid clan either marking you as an ally or property
- 7 A knucklebone from a bugbear carved into a seven-sided die
- 8 A talisman of red granite scored with an impressive kill count
- 9 You know a forgotten dirge of the duur'kala
- 10 A horrid tiger skull engraved with wards in Goblin from the Kech Ghaalrac
- 11 Goblin livery immaculately preserved from the court of the Shaking Emperor
- 12 A ring of byeshk that reveals to its wearer knowledge of Marguul dance patterns
- 13 The severed hand of a ghaal'dar exile
- 14 A piece of shale from the Gathering Stone sacred to the Kurmaac
- 15 A warped sliver of broken blade found in the Torlaac Moor, it glows like a candle with black shadow
- 16 A torc of adamantine
- 17 Sheaves of parchment depicting numerous sigils and portents from the Seven Caves
- 18 A necklace made from spinal bones of a former slave-master
- 19 A helmet reforged from scrap taken from Matshuc Zaal
- 20 A tribex drinking horn that staves off inebriation



DEMON WASTES

d20 Trinket

- 1 An animated umber hulk head that chitters
- 2 A small cracked khybershard scored with bite marks
- 3 A Ghaash'kala brand that you have no memory of earning
- 4 A drinking horn made from the broken horn of a night hag
- 5 An ornate bowl stolen from Ashtakala
- 6 A small carnivorous plant retrieved from below the Labyrinth
- 7 An incomplete set of an augur's imp bones
- 8 A carrion tribe banner inked on flayed flesh
- 9 An imp skull corkscrew
- 10 The tongue of a fiend that never lied nailed inside a silver box, the tongue waggles
- 11 An ever-warm fist-sized meteorite from one of the moons
- 12 Shards of a *holy avenger* that shattered landing the killing blow on a fiend
- 13 The disembodied horn of some fiend which always somehow returns to your possession if it is lost or discarded
- 14 A subconscious pull to the Labyrinth, in your dreams you navigate the winding passages effortlessly, always to the same location where something beyond your sight is hidden
- 15 An obsidian arrowhead from the Lake of Fire
- 16 A half-elven journal from Desolate, encrypted with ravings, that abruptly ends mid-entry
- 17 A humanoid femur bone scored countless times, another mark appears every time you lie
- 18 A writ of passage from Blood Crescent that permits you to prospect for Khyber shards in the nearby vicinity of the hamlet at your own peril
- 19 A monocle of volcanic glass, anyone viewed through the lens appears garbed in the archaic fashions of the Age of Demons
- 20 A crude idol carved in the likeness of a winged fiend that seems to increase your luck, but makes you seem less trustworthy to those around you

DROAAM

d20 Trinket

- 1 A set of false teeth made of byeshk sized for a bugbear
- 2 Down feathers from a harpy
- 3 A pouch containing Thelanis blue cinnamon sticks
- 4 An ogre-sized brass belt buckle
- 5 A promise from a Znir gnoll that they will repay a debt to you
- 6 An invitation to a masquerade party hosted by a known hag
- 7 Three teeth from a chimera, one from each head
- 8 An egg-shaped stone that sings a mundane harpy lullaby when tapped thrice
- 9 A necklace with thirteen semi-precious stone orbs of differing colors and sizes
- 10 A bottle of Kaluunite bloodwine
- 11 A centuries-old head of a white marble statue (or petrified victim) that looks exactly like you
- 12 A banner of safe passage through the lands of Kethelrax the Cunning
- 13 A kerchief perfumed with minotaur musk wrapped around a note- "For an unforgettable Night of Long Shadows"
- 14 An ingot of basalt from the keep of Gorodan the Ashlord
- 15 A brand in the shape of a watchful eye, marking you in the favor of and indebted to the Droaam Queens
- 16 A weathered coin struck in byeshk that is rumored to connect you with someone called the Traveler's Daughter if spent in Graywall
- 17 A bracelet of woven raven-colored hair that helps the wearer to lucid dream
- 18 A wooden eating utensil from the fabled city of Lost. With a thought it changes from a spoon, to a fork, to a bread-knife
- 19 A bleeding rose from Khresht Rhyyl- the Forest of Flesh
- 20 From hag curse, fleshweaver experimentation, or some other reason, your laughter is that of a gnoll (reroll if the character is a gnoll)

ELDEEN REACHES

d20 Trinket

- 1 A silver Lamannian acorn
- 2 A Dwarven love letter to a pixie
- 3 A bundle of bark gifted from Oalian
- 4 A strange warped stone from the Gloaming
- 5 A petrified werewolf paw capped in silver
- 6 A spent wand from the Battle of Cree
- 7 A clay jar containing three coffin nails and packed with grave dirt
- 8 A metal component from a Siberys observatory
- 9 A magrebred chicken that lays a different flavored unfertilized egg every day
- 10 A pair of iron horseshoes worn by a satyr during a penance of 100 labors
- 11 A helmet made from the skull of a horrid boar
- 12 A necklace totem of a Dragon Below cult crafted from two petrified intertwining beholder eyestalks
- 13 A black flute made from Shadowcrag stone that produces haunting tones
- 14 A puzzle ring made of three interlocking bands of magically preserved water from Silver Lake, Lake Galifar, and the Eldeen Bay
- 15 The tiny darkwood fiddle of a grig
- 16 A Child of Winter talisman made from a winter wolf fang that becomes painful to the touch just before a severe change in weather
- 17 A stitched ball filled with pegasus feathers that is lighter than air, as if always under a *feather fall* effect
- 18 Flakes of stone from a druidic standing stone circle that hum when it rains
- 19 A bizarre map made from the stretched skin of a gibbering moulder, the trail is dotted in teeth and landmarks are set by various eyes
- 20 Knowledge that your actions assisted the Ashbound druids in destroying a ranch



EVERICE AND THE FROSTFELL

d20 Trinket

- 1 The fingerbone of a frost giant that is always cold
- 2 A dinner plate made from the scale of a remorhaz
- 3 A journal from a failed expedition rife with awkward political implications
- 4 A chunk of ice which continually melts but does not lose any mass
- 5 A sketch from a planned expedition which shows a massive humanoid figure slumbering beneath several feet of ice
- 6 The tongue of a salamander that, when placed in a drink, prevents it from freezing
- 7 A Risian snowflake the size of a buckler shield with the durability of glass
- 8 A taxidermied steam mephit converted into a set of bellows
- 9 A fist-sized globe holding a self-contained blizzard
- 10 A broken tablet of stone chiseled with a Dwarven premonition
- 11 A thick blue winter blanket, a white bear silhouette slowly marches around the edges
- 12 Frothing ice devil spittle in an alchemist's flask
- 13 A prism with a word for "dwarf" carved in Elven, if light shines through the prism it casts a shadow of script that reads "elf" in Dwarven
- 14 A sliver of strangely magnetic khybershard from the northernmost point in the world
- 15 Part of a mammoth tusk scrimshawed with the image of a beautiful, unknown city
- 16 A fur headband that covers the ears but allows the wearer to hear through snowstorms
- 17 A page from a journal showing a hastily sketched picture of a furry humanoid walking through a forest
- 18 Snow goggles worn by Boroman ir'Dayne during an excursion
- 19 A sewn-shut goat-leather bag containing essence of snowflake ooze, mildly helpful in alleviating headaches when used as a compress
- 20 An icy fey saved your life, one day this debt must be repaid

KARRNATH

d20 Trinket

- 1 Wooden toy set of a threehorn thunder lizard and a break-apart soldier
- 2 A silver key necklace engraved with *Together in Fairhaven*
- 3 A hand mirror that shows your reflection with a scar you do not possess
- 4 A badge of military ranking handed down from an ancestor
- 5 The cork from a bottle of ale you shared with a warlord
- 6 A red Conqueror piece styled after Karrn
- 7 A half-used jar of salve from a Jorasco healing kit
- 8 A letter from a Karrnathi soldier that never got delivered to his family
- 9 A wooden training sword with various names of would-be swordsmen carved into the blade
- 10 A Mabaran stone that helps to dull pain when rubbed against an injury
- 11 A mock pamphlet to the prestigious "*Rorkenmork*" Academy [sic] describing embarrassing "martial" maneuvers like sobbing uncontrollably to earn a foe's pity
- 12 A sheath embossed with the symbol of Dol Arrah, the first time a blade is drawn from it each day it glows briefly
- 13 A pockmarked blade unfit for combat retrieved near Karllakton
- 14 A black tunic with a red wolf head that howls at mid-day
- 15 A scepter from Fort Bones
- 16 Three vampire fangs on a length of cord
- 17 A stolen banner from Thronehold
- 18 A length of mummy wrappings with Blood of Vol prayers written upon them
- 19 A ring from the Twelve with a channel for thirteen stones, nine spots are empty
- 20 A spike claimed from a Karrnathi bulette

LHAZAAR PRINCIPALITIES

d20 Trinket

- 1 A peg leg autographed by a fleet Prince
- 2 A dead parrot, it has ceased to be, it is no more
- 3 Copper pieces strung on a necklace, each coin bearing the symbol of the Devourer
- 4 A telescope that does not show land
- 5 A fish bone hair comb
- 6 A small vial containing the single tear of a mermaid
- 7 A battered flask filled with tar
- 8 A small wooden chest which emits a faint golden light from within whenever opened
- 9 A hollowed-out barnacle which is rumored to allow one to see ghost ships if you gaze through it
- 10 A cloak made from the battered sails of a Cloudreaver ship
- 11 A pirate flag bearing a horned humanoid skull with a crossed sword and hammer
- 12 An extremely durable stone figure of a bird, whittled over a century by a Dreadhold inmate
- 13 A vellum treasure map, blank until Fernia is coterminous again
- 14 A crude necklace of coral that lets its wearer accurately gage times of high tide
- 15 A merfolk laurel of blessed Thelanis kelp
- 16 A driftwood plank from a merchant vessel christened Jarot's Mistress
- 17 A Farlnen compass with fingerbone needle that points to the nearest buried elf
- 18 A **map** with a skua bird in place of an X
- 19 The bill of a swordfish set into a hilt with crossguard
- 20 A large black pincer of a black crab from Trebaz Sinara

THE MOURNLAND

d20 Trinket

- 1 A half-eaten apple that does not decay, but smells atrocious
- 2 A map of Khorvaire painted on a human eyeball, the pupil is skewed to match the shape of the Mournland
- 3 A child's doll that weeps on the Day of Mourning
- 4 A lightning rail ticket to Metrol
- 5 The rusted faceplate of a warforged that quietly laughs in the night
- 6 A handful of lettered teeth in a box that, when shaken and opened, always spells out your name
- 7 A recurring nightmare of a wolf screaming the names of your allies
- 8 A portrait of a Cyran family no one seems to recognize. Every month it is in your possession, a new family member appears in the portrait
- 9 A wooden toy Cyran soldier. The soldier sometimes laughs or whispers in a child's voice
- 10 A fist-sized shard of a speaking stone which sometimes receives cryptic or haunting messages from another stone somewhere in the Mournland
- 11 A chunk of glass from the edges of the Glass Plateau that occasionally shows horrific visages
- 12 A translucent halfling skull that glows with a sickly green pallor
- 13 A razor-sharp shard of an unknown metal that absorbs any blood upon it
- 14 A small wooden bird cage which contains a mote of dead-gray mist. The mote swirls and dances within the cage but never leaves its confines
- 15 A grisly mask made from a changeling's face, the stitched visage changes appearance and its displayed emotion on its own whims
- 16 A luminescent *magic missile* trapped in stasis
- 17 A jar filled with living *cloudkill* essence
- 18 An urn of ashes that asks where it is and why everything is dark in a disembodied voice
- 19 Needle and thread, the thread is a spool of living hair, the needle crystallized ichor
- 20 A device that looks like a docent but seems to be strange tendrils of flesh housing a roving eye with an hourglass pupil

MIRROR HOLDS

d20 Trinket

- 1 A crystal that has been carved into the shape of a silver piece
- 2 A stuffed toy manticores
- 3 An iron ingot engraved in Orcish with a Jhorash'tar vow
- 4 A bent metal key that unlocks a blacklisted Kunderak vault
- 5 A circlet forged in the Fist of Onatar
- 6 The key to an unknown Kunderak safety deposit box
- 7 A Kunderak bank note officiated by House Sivis promising the payment of three sacks of potatoes
- 8 A pockmarked pickaxe head from Korran's Maw
- 9 A chip of obsidian from the Fist of Onatar
- 10 A scroll detailing the family tree of an unknown dwarf clan, which contains some interesting (non-dwarven) branches
- 11 A rod made from a heavy metal inscribed with warding runes
- 12 A bent and mangled ring which likely once belonged to a member of the Aurum
- 13 A wooden case containing a braid from a dwarven hero's beard
- 14 The notes of a dwarven metallurgist detailing plans for a new type of alloy
- 15 A tankard designed with a dagger hidden in the handle. The tankard is styled like a severed orc head
- 16 An iron chalice reclaimed from Noldrunhold that whispers profanities in Dwarven
- 17 A toy-sized ship crafted from the magically crystallized fog of Mirror Lake
- 18 A simple journal from a treasure hunter in the Goradra Gap, every day the words of the ledger shift and change to alter the account within
- 19 A bejeweled letter opener monogrammed with the initials "O d'K"
- 20 A rusty iron nutcracker made by trolls

Q'BARRA

d20 Trinket

- 1 Ivory ring carved with Draconic script
- 2 Six feet of snakeskin that glows in differing hues depending which moon's light it is held under
- 3 A prospecting map claiming a rich field of Eberon shards near a river that has been re-routed
- 4 A lizardfolk doll with an eel skull for a head
- 5 A weird purple Eberon dragonshard
- 6 A shocker lizard-sized leash and collar
- 7 A clay talisman with the imprint of a dragonborn child's hand
- 8 The deed to a patch of barren land located deep within the Basura swamp
- 9 A jar of pickled stirge eggs
- 10 A headdress made of scales, fangs and feathers which belonged to a lizardfolk chief
- 11 A forked branch of yew, said to help find dragonshards
- 12 A gaudy multi-colored vest stitched together from numerous poison tree frogs
- 13 In times of anguish you hear the sounds of drums that occasionally grow louder and more fervent
- 14 Feathers from a brightly colored bird that, when worn, cause the wearer to strut with false bravado
- 15 A long-stemmed pipe made of masthin shoots
- 16 A bowl made of dragonseye oak that turns any food placed into it completely white
- 17 A short cloak of blackscale lizardfolk scales that hinders the ability to swim
- 18 A severed poison dusk tongue that hisses cunning insults
- 19 A pardon from King ir'Kesslan excusing an embarrassing Newthrone infraction
- 20 A ring fashioned from the skull of a venomous snake, the eyes glow briefly green when in contact with saltwater

SARLONA

d20 Trinket

- 1 A lucky jackalope foot
- 2 A gem that changes color when you hold it and think deeply
- 3 Remnants of an astrological star calendar missing Vult
- 4 A dream catcher woven with Siberys dragonshard fragments
- 5 A slightly bent ring of electrum
- 6 An Adaran sand-painting set
- 7 A Tashana recipe for stewed sea prunes
- 8 A recurring dream of a small area of calm amidst great chaos
- 9 A bottle of cheap Syrk *ustah*
- 10 A ceramic tile with an Adaran earth painting on it
- 11 A spinning top whittled from an oni's tusk
- 12 A set of dull colored clothes crafted in a Dolurh *aukarak* that weigh five times their normal weight and instill a sense of melancholy upon the wearer
- 13 A worry stone of *sentira* carved to look like a sleeping red dragon
- 14 A preserved changeling eye on a chain that changes color and shape to match a random humanoid it perceives
- 15 The mummified hand of a maenad
- 16 Ire from an ogre mage that has plagued your family for generations
- 17 A Qiku shifter map etched in a globe of stone
- 18 A length of strengthened rope made from intertwining braids of gith hair
- 19 A small model of a *hanbalani* monolith that glows at night and encourages peculiar dreams
- 20 An exquisite Altsen carpet

THE SEAS OF EBERRON

d20 Trinket

- 1 A conch shell that sounds like the ocean when you listen to it closely
- 2 A pearl that started to form around a Siberys dragonshard
- 3 A pouch of sahuagin teeth that rattles if a drop of blood is added to it
- 4 A knot of sea glass that looks vaguely like a dragonmark
- 5 A piece of scrimshaw scribed with a song from the merfolk of the Lhazaar Sea
- 6 A chunk of oily black rock carved with the image of a crustacean monster
- 7 A message in a bottle that reads simply "THE SEA DOES NOT FORGIVE"
- 8 A belying pin made of fingernails
- 9 A locket depicting a parent and child standing on a pier
- 10 A hovering bubble that never pops, with a live scallop inside
- 11 A safe-passage token minted by the Sahuagin Empire
- 12 A salt-eaten set of cutlery that share the design of a flag with a white star
- 13 One broken prong of a merfolk trident
- 14 A bottle containing water from all ten seas, each of a slightly different color, never mixing with one another
- 15 A walking cane made from the leg of a giant spider crab
- 16 A flute carved from fulgurite
- 17 A crystalized bubble of the last breath of a drowning knight
- 18 A sahuagin book of broken promises bound in patches of skin, each patch bears the Mark of Storm
- 19 A kraken tooth
- 20 The bridal veil of a sea hag

SHADOW MARCHES

d20 Trinket

- 1 A rattle made from a muskrat skull filled with beans
- 2 A recipe for horrid boar barbeque
- 3 A map depicting a treacherous bog labeled *Vvaarak's Latrine*
- 4 A glass jar containing leeches in different bright colors
- 5 Gloves made from crocodile skin that forever feel wet on the outside
- 6 A broken piece of a draconic observatory lens that when held aloft and looked through shows the sky even when indoors or underground
- 7 A spider plant that moves when there's no breeze
- 8 A bundle of hathil root
- 9 A set of human knucklebones inscribed with strange runes and kept in a pouch made from moist, oily flesh
- 10 An elaborate owlbear costume
- 11 A thumbnail-sized, harmless, cast-off will-o-wisp mote that turns crimson when you are afraid
- 12 A hollowed-out geode that once housed Eberron shards, now made into an ocarina
- 13 A strange stretchy belt made from choker leather
- 14 Psychedelic marbles worn smooth in a dragon's gizzard
- 15 Several waterproof pages of an orc handfasting song
- 16 The skull of an orc child that mutters nonsensical ravings in Orc and Infernal, the voice sounds far from childish
- 17 Charcoal rubbings from the mysterious Aal'drash Seals
- 18 A hollow black dragon egg, the exterior painted with scenes of Gatekeepers warring with aberrations
- 19 A cracked Eberron shard which oozes a smelly black substance
- 20 A bundle of water lilies kissed by a dryad which never wilt

TALENTA PLAINS

d20 Trinket

- 1 A torch that burns with green flame. After an hour it burns out like a normal torch but can be re-lit and re-used
- 2 One half of a wooden war mask
- 3 A tooth from a sword-tooth titan
- 4 A raincaller made from Irian rosewood
- 5 A particularly fetching hat made from glidewing leather
- 6 A pen made from a threehorn quill
- 7 A small wooden box containing a secret blend of herbs and spices formulated by a Ghallanda chef
- 8 A kite designed to resemble a soaring
- 9 A hairbrush made from the tentacle barbs of a displacer beast, its exact location seems hard to pin down
- 10 The jawbone of a Great Fintail that fills with sweet dew every dawn
- 11 A small dragon bone from the Boneyard covered in runes that resemble dragonmarks
- 12 A blink dog fur blanket that seems to only be able to be found at the last moment
- 13 A small orb of amber with a preserved stirge specimen inside
- 14 A shaving razor created from a blade of grass from the Fields of Desolation
- 15 Half of a broken skull from a Karrnathi skeleton, the eye socket still gleams with red unholy light
- 16 A palm-sized Talentan boomerang that hovers in place, ineffective as a weapon but spins rapidly if flicked
- 17 A potted milian tal plant, tal brewed from its leaves bolsters courage
- 18 Three gray arrows that cannot be seen when Barrakas is full
- 19 A wooden beaded bracelet set with a hammertail spike that changes the wearer's voice by an octave
- 20 A vision that grants credit to the words of Holy Uldra

THRANE

d20 Trinket

- 1 A tear-stained copy of *Kissed By Flame*, a tawdry novel depicting a romance between a Silver Flame priestess and a farmgirl
- 2 A leather jacket with a couatl-wing emblem on the back
- 3 A sorbet dish that's always cold
- 4 A small vial of wolfsbane from a werewolf hunter's kit
- 5 A Thranish arrow with score marks carved into the shaft
- 6 An altar cloth from a church of the Silver Flame. The edges of the cloth are singed and streaked with bloodstains
- 7 A durable Kree-Flame three-sided flame box of stained glass
- 8 A silver spoon from the ruins of Shadukar that causes mild discomfort to undead when tapped against glass
- 9 A flask of dark water from the Bloody Shore of Valin Field
- 10 A wooden figurine of Skaravojen painted silver that growls at mice
- 11 A heavy stiff cloak fashioned after Wingwyrd wings
- 12 A coiled music horn that resembles a winged serpent, it produces no music that you can hear
- 13 A chapbook of Silver Flame sermons that emits a soft silvery light upon the face of the reader
- 14 A garden spade blessed by Keeper Saren Rellek
- 15 A scrollcase that contains a red candle engraved with the name "Abigara"
- 16 Remnants of a burned note reading "*Come back to us, come back to the Harrowcrowns*"
- 17 A tiny iron cage holding a miniature Lamannian monkey caught in the Thornwood
- 18 A goblet from which toasts were shared between soldiers and the archon Messengers
- 19 A banknote from Clan Soldorak promising the return of funds to someone called "The Ebonstar"
- 20 An invitation to participate in a sporting event in Tamor Gulch

VALENAR

d20 Trinket

- 1 A braid of Valenar horse hair
- 2 Three vials of blood strung together
- 3 A densewood torc
- 4 A wineskin of kumys
- 5 A charred piece of soarwood recovered from the wreckage of a famous airship
- 6 Remnants of a veil from a fallen soldier
- 7 Knowledge of a task left unfinished by a Valenar hero of ages past, and the desire to set upon the path to see it fulfilled
- 8 A vellum pedigree of a Valenar horse denoting fifteen generations
- 9 A patch of chainmail from the sundered armor of your first true kill
- 10 Remnants of a steel kraken tentacle from Kraken Bay
- 11 A battered story book written in Riedran
- 12 A small Khunan tapestry that always smells of petrified wood
- 13 A bracelet of living thorns from Taer Valaestas
- 14 A brush handed down from the Siyal Marrain, any steel brushed with it is cleared of burrs almost instantly
- 15 A brass earring made not for a humanoid, but a horse, any mount wearing the ring is kept free of flies, ticks, and other natural pests
- 16 A crystal eye styled after the legendary Vadallia, said to give great sight to any brave enough to wear it
- 17 A polished saddle that resizes to accommodate any mount
- 18 Pieces of a profane ritual, if all pieces were found it could be surviving spell-work of the great mystic Cardaen
- 19 A scroll case made from the bone of a giant
- 20 A torn banner of the Dusk Riders

XEN'DRIK

d20 Trinket

- 1 A Sulatar tattooing kit
- 2 A wooden tiger figurine made from eldritch whorlwood
- 3 An overly affectionate scorpion
- 4 A vial containing a few drops of water from Eldred's Pool in Stormreach
- 5 A bauble said to be made from Demon Glass
- 6 Remnants of a Rushemé banner
- 7 A basalt talisman with the name Adaxus carved in its surface in Elven
- 8 A roc's feather that crackles with electricity
- 9 A letter of marque granting permission to sell giant's fingernails in Breland, Zilargo, and Aundair
- 10 A fragile flask of girallon musk
- 11 A Fernian fire rock that functions like a tinderbox but takes twice as long
- 12 A doll made from long corn husks
- 13 A jar of exotic herbs which, when smoked from a pipe, taste like berries
- 14 A battered and worn compass with a Siberys dragonshard needle which points to the location of an ancient giant tomb
- 15 An armband made from dream serpent scales
- 16 A giant-sized fork that makes all vegetables taste better
- 17 A parchment signed by Little Del of the Bilge Rats, promising safe passage through Stormreach on one night of the year only
- 18 A vial of dust and pebbles from the hanbalani of Dar Qat, the contents of which swirl like a miniature cyclone
- 19 A worry stone which is rumored to ease the effects of the Traveler's Curse
- 20 A cloak made from the fur of a white bear which lives deep within the jungle

ZILARGO

d20 Trinket

- 1 A spoon that changes colors randomly
- 2 A small piece of candy that never loses flavor or size
- 3 A cracked catalog stone from the Library of Korranberg keyed to knowledge about ghosts
- 4 A botched *find familiar* scroll folded into the shape of a frog
- 5 A secret about a party member or a recurring NPC. Discuss with your DM what this secret is and what implications it might have if discovered
- 6 An intricately carved glass berry that looks to have dancing flames within
- 7 A *glamourweave* handkerchief that changes colors and monogrammed initials when held to the nose of a humanoid
- 8 A gilded feather from the christening of an airship's maiden voyage
- 9 One half of a heart-shaped locket
- 10 A cockatrice leash
- 11 Several sheaves from past Korranberg Chronicle articles that form a picture of a storefront in Trolanport when aligned correctly
- 12 Every day at midnight, the same message is whispered to you, no matter where you are
- 13 Eight wooden finger rings sloppily painted copper
- 14 A contest reward package that promises free dance lessons in Trolanport
- 15 A piece of jade from Pylas Pyrial
- 16 A brass smoking pipe that muffles the conversation of anyone in its smoke cloud
- 17 A writing quill that is balanced and weighted like a throwing dart
- 18 A tome that can be folded down to the size of a playing card
- 19 A knitted scarf made to look like a scroll with symbols for the Library of Korranberg
- 20 Coarse pebbles from an earth elemental in a silk pouch



STRANGER THINGS

"Nothing in my cart is to your liking?" The crone cackles. "Perhaps I can interest you in another kind of trade..."

For characters who want their trinket to carry a price, Sora Esma retrieves a black book from her cart. She takes down the character's name with a golden quill, and a bargain is struck. Most of these trinkets are intangible, but may have a heavy long-term price. These trinkets should be discussed with player and DM.

ESMA'S DARK GIFTS

d20 Trinket

- 1 The weight of a sin from a dead monarch
- 2 Knowledge that an old friend has betrayed you
- 3 You develop a seething hatred of the next creature type you face in combat
- 4 When next four moons are full, you may save a life at the cost of another
- 5 You are granted a glimpse of a strand of the Draconic Prophecy that is already set into motion
- 6 An entity from another plane learns your name
- 7 Rainwater causes you discomfort
- 8 You grow an extra finger on one hand that illusion and shape-changing cannot hide
- 9 No wound leaves a scar, no matter how grievous
- 10 A token of affection from the next friendly NPC you meet
- 11 A certain type of animal develops an affinity for you, it could be a boon or a hindrance
- 12 When you sleep, you do so with your eyes open (If your character does not sleep, roll again)
- 13 Your tears turn to ink
- 14 Knowledge of the location of a dangerous treasure buried in a forgotten ruin
- 15 When you dream, you relive the life of a long-dead Dhakaani soldier night by night (If your character does not dream, roll again)
- 16 You believe any words spoken to you by a child
- 17 The faces of those near you always appear to stare or sneer hatefully at you
- 18 Your shadow is taken and you no longer cast one
- 19 At night a young monarch trapped in Thelanis speaks in your mind, pleading for your aid
- 20 You are gifted a beautiful singing voice, it is not your own

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