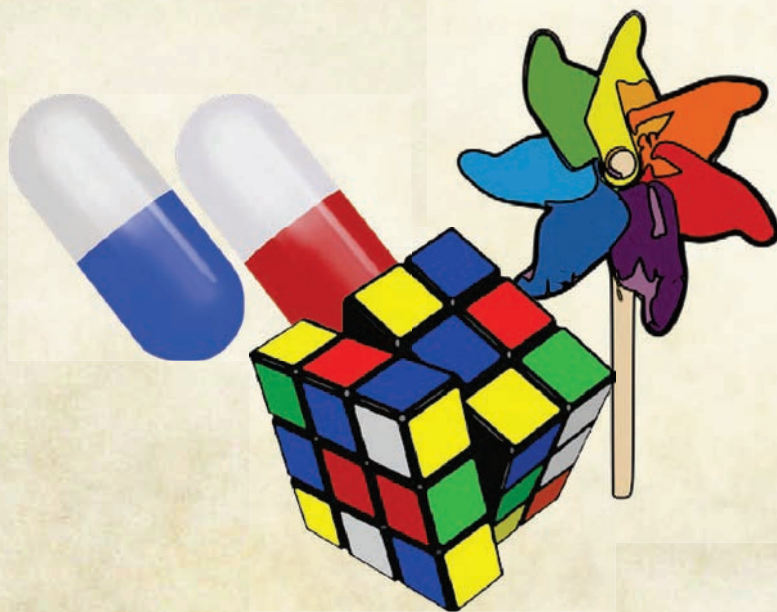


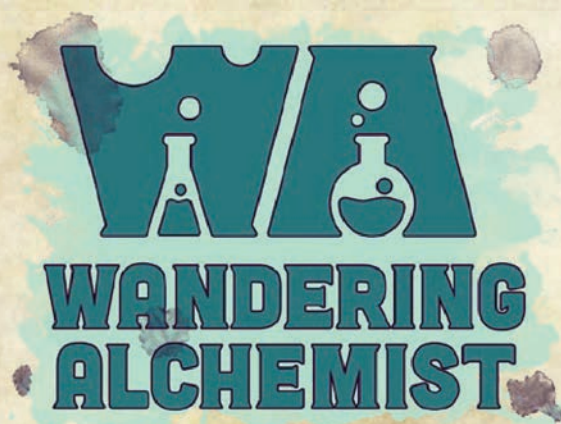
WEIRD & FUTURISTIC TRINKETS



*25 NEW ITEMS FOR
YOUR PLAYER CHARACTERS
TO START WITH OR FIND*



BY JOHN CROWLEY III
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Trinkets are something that often come naturally to characters. It might be a piece of their past, a pet, or a scrap from a pivotal moment in their adventuring career. Of course, it could just be something weird that they found. That's what these things are: weird objects that don't quite fit in a fantasy world.

Originally, the list was only 10 items long and made for an article on the Notes of the Wandering Alchemist blog. The intent was to add a little science fiction to your fantasy game, without giving players over powered laser pistols. From there I wondered what other items I could add, each one something of a novelty for the players.

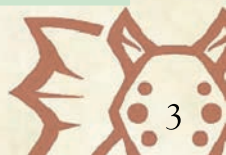
This list now consists of 25 items all derived from geeky pop culture. You'll recognize references to movies, television, and comics among these items. You will also find a number of toys and trinkets people collect for their cubicles in real life. A few of the items I made up myself.

While this table is intended for us in 5th Edition, there are no mechanics involved and can be used in any game you see fit. Let players start with them or find them. Sell them as curiosities or have defeated enemies carry them. Whatever you do, insert them for a bit of fun, silliness, and mystery. Who knows maybe it'll start the next crazy side trek your adventures take.

d% Roll	Trinket
1-4	This small book-like object, made of a light but sturdy material and metal, features the phrase "Don't Panic!" on the cover. When opened there are not pages, but if asked about a subject the "book" will provide a brief piece of knowledge. This information, however, tends to have not useful relation to situation at hand or reveals information you may already have learned the hard way.
5-8	This round glass vial appears to have been created without opening. Nevertheless, it is hollow and the contents visible. Within is some kind of sludge or growth that sits inert and unmoving. Shaking the container causes it to solidify temporarily. Staring at it long enough a single eye may appear to look back at you.
9-12	You have a multi-colored, light-weight cube of some unknown material. Each side appears to be made up of smaller squares, each small face is a different color. You count six colors and nine faces of each color. The device can be twisted to rearrange rows of the small squares. What happens when different colors align to each face is a mystery.
13-16	The small stone cube is inlaid with golden lines and runes of some kind creating an interesting, if odd, decoration. The barest of seams can be felt along the faces, calling you to attempt to manipulate the object into different forms, but none of the changes you makes seem to do anything. If left alone, the cube resets itself, but you eventually get the urge to try re-configuring the puzzle again.
17-20	Within this black metal box sits a single red gem that glows with inner intelligence. If addressed, the light pulses and a monotone voice will answer. The voice claims to know much and will refer to itself as MAL, if asked. No matter what else someone requests to know, however, the object will simply answer, "I cannot do that Dave."
21-24	This object is the size and shape of a human heart, and appears to be one for all intent and purpose. However, it is made cleverly overlapped metal plates that have begun to rust. If you listen closely you imagine you can here the slow, creaking beat of the metallic organ.
25-28	You have what appears to be a metal eye-patch with no loop to hold it on your head, and nowhere to attach one. When pressed you your eye the patch will remain in place, and you can sense a slight buzz or tingle. You get used to the feeling after a couple hours and there are no apparent side effects to wearing it.
29-32	This glass tube is closed off on both ends by hefty metal caps that can be screwed on and off. Despite a pair of metal braces running from one end to the other on opposite sides of the cylinder, the glass cracked at some point making it useless as a container. A dull, glowing green film that dried on the inside of the container can be noticed in darkness.
33-36	Hanging from a length of leather this strange mummified worm-like creature sits as if it used its incredibly sharp teeth to burst from your chest.



d% Roll	Trinket
37-40	The small hourglass is housed in a single piece of intricately carved crystal with three clawed toes holding it up from one side. The sand within it travels up into the empty portion above, rather than down, when tapped lightly. A small depression on the top can be pressed, causing the sand to disappear in a shimmer of light, reappearing back in the bottom.
41-44	A small, black metal ring with a channel running the center of each side, this object looks like a chakram that has no blade. Whenever the ring is held as if it were a complete weapon the channel briefly glows with energy before flickering and going out.
45-48	You are unsure who made these goggles, or why, but they do offer some protection from too-bright light when worn. The odd thing about them, however, is that everything you see through the glass of the goggles is in grey scale. Occasionally, while wearing them, it is as if a person is not who they appear and signs say strange, blunt commands.
49-52	Small and smoothed, this long fossilized sap contains a very small insect. It would be worth a good deal if not for the hole that someone has drilled through the amber on one side. The hole reaches all the way to insect within.
53-56	Long ago you met someone who cryptically asked you what you wanted in life. You don't quite remember what he said each capsule did, but he handed you a small glass vial. Within sit two small capsules, one blue and one red. Sure something would happen if you swallow one, but unsure what, you have never taken them out.
57-60	This small clockwork toy is a caricature of a flower with bright, smiling face with no key to turn. Instead, there is a brown piece of glass embedded in the pot. Whenever the item sits in the sun or other bright light the toy begins to move, as if dancing.
61-64	Most brooches are recognizable or, at least, functional. The one you have, however, appears to be a stylized arrow-head made of heavy metal. It is untarnished and bright, but has no pin. When you tap it, a strange sound is emitted before turning into a dying buzz. Sometimes you imagine someone speaking to you through the brooch.
65-68	The large iron ring contained a smooth, oval stone. Normally the stone remains an even white, but whenever someone presses a finger to the stone for five seconds or more it will change color. There is quite a range, but they tend to correspond to the individual's emotional state.
69-72	You have a small badge made of incredibly light material and white in color. Inset is a film that is bright green and noticeable. Etched into the base material, above the film, is a word that you don't quite understand: "RADIATION".
73-76	It is unlikely that this copper piece is worth any less in its current state, but someone has decided to flatten it, elongating its form. While one side is incredibly flat, the other is embossed with the image and a name or location.
77-80	Though you have never been a gardener, a relative gave you this small plant to take with you on your adventures. It was tempting to plant it from the get go, but you swear that the slowly growing tree moves when no one is looking. Especially in bars where bards are playing their music...
81-84	This horribly bright and stiff statue may be light but has no use you have figured out. Perhaps it is meant to represent some tropical bird, pink as it is. Where legs would be on a normal bird, this object only has metal rods. Perhaps someone would be willing to buy or trade for it.
85-88	Something of a comfort, this small orb sits in your pocket at all times. It is light, but dense, and you really aren't sure what it is made from. What you do know is that it will bounce whenever it is dropped or thrown, providing you with endless entertainment when you were but a child.
89-92	Thin metal sheets are bent a twisted into an odd, circular shape and attached to a metal rod. You don't know what the purpose of the device is, only that it will begin to spin if there is any draft or wind moving through the area.



d% Roll	Trinket
93-96	Gambling isn't normally your thing, but you have something for the occasional game of dice. This small half-sphere of a light and translucent material holds two dice. When pressed, the device lets out a loud <i>POP</i> and the dice are jostled, as if you had rolled them. You never need to touch them and know that they cannot be discreetly be replaced with loaded dice.
97-100	This red gem is cut into a perfect die with twenty sides. Each side is numbered from one to twenty which are made clear with white inking. Whenever a twenty is rolled something within the gem pulses with light, illuminating your victory. You still don't know what happens when you roll a one...



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