

TRINKETS OF MENZOBERRANZAN

TRINKETS OF THE REALMS VOL.2



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Trinkets of the Forgotten Realms Vol. Two

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Beneath the surface world lies another world, one of utter darkness and unseen perils. In the vast Underdark lives the cruel dark elves, the children of the dark goddess Lolth. The drow typically make their home in massive caves where they can build a defensive city and pay homage to their malicious deities.

One of the most well-known drow cities in the Underdark is the famed Menzoberranzan. Once home to the legendary dark elf ranger Drizzt Do' Urden, this city of wicked cruelty has been ruled over by House Baenre since its founding thousands of years ago. Lying far to the north of Faerûn, the population of Menzoberranzan is small—just twenty thousand dark elves make up the city's population—kept small by constant violent clashes between the city's noble houses. The constant scheming makes the drow of Menzoberranzan unusually cunning survivors and amongst the deadliest warriors in all the Underdark.

The trinkets presented in this supplement represent what one might come across while adventuring in the drow city of Menzoberranzan, and represent a mere fraction of what you could find in this city.

Trinkets



1. A small grey stone statue of the drow god Kep-tolo
2. A small stained glass window pane of a red spider surrounded by black glass
3. A painting of the Dark Seldarine pantheon, with Lolth at the its center and obviously given the most attention to detail
4. A tabard worn by drow males who are training at the tower of Sorcere
5. A copper spider broach of average quality
6. A blue ceramic serving plate of above-average quality
7. A necklace made of tiny spiders of a red tinged metal taken from the Abyss, which once belonged to a drow noblewoman in favor with the Spider Queen
8. A delicate smoking pipe shaped like a deep dragon, mostly used by male nobles
9. A note between drow lovers belonging to two warring houses
10. A deck of 3 Dragon Ante playing cards from

the World Above

11. A green ceramic jar filled with small sheets of a dried edible algae that grows in nearby lake
12. A clear glass wine bottle from the World Above
13. A dagger hilt bearing the emblem of House Baerne
14. A list of drow nobles of House Kenafin and their common movements
15. A wide-brimmed, dark blue hat common among drow mercenaries
16. A black leather skirt embroidered on the hem with a golden spider motif
17. A rusted iron spike coved in dried humanoid blood
18. A purple banner bearing the heraldry of house Baenre



19. A book bound in sahuagin skin entitled "The Mysteries of the Waters Below"
20. A broken dagger with the blade cracked down its spine; if used in combat the dagger will break on a to-hit roll of a 1
21. An elegant spider bracelet that must have fallen off the arm of a drow noble
22. A pair of thigh-high black leather boots
23. A daily tally of the slaves and prisoners of House Hunzrin



mirror taken from the Tower of Sorcere

33. A blue gem enchanted to give off atmospheric light, commonly used to light noble houses during parties and revelry

34. A skull from a surface elf, taken as a trophy from a surface raid

35. A black cloth bodice covered in a web like lace, once owned by a noble lady and then discarded after becoming soiled during a night of debauchery

36. A plain copper goblet with the drow symbol for pain inscribed on the bottom

37. A game board from game frequently played by drow females

38. a pair of long black cloth gloves

39. A drow poison ring with a small compartment inside of the ring for dried poison

40. A statue of the goddess Lolth in the shape of a large spider with its head and torso replaced with the torso of beautiful drow woman

41. A used, high-quality, black leather corset

42. A bag of slightly hallucinogenic mushrooms often brewed for tea used at drow parties

43. A clear, sealed glass jar filled a greenish liquid and the tongues of those who lied and got caught, formerly owned by a now-dead drow matron

44. A black, leather-bound book entitled "The Care and Feeding of Prisoners to Achieve the Optimum Workload Potential"

45. A black wand with a wooden handle topped with a purple crystal that should be ready to receive enchantment

46. A map to a small stockpile of weapons and magic items owned by House Vandree

47. A small painting of a life-like black widow spi-

24. A freshwater pearl earring with a silver hoop

25. A bracelet that always smells of an exotic perfume, made of semi-precious gemstones

26. A black leather collar with an attached chain

27. A bag filled with a blue mushroom that, when rendered down, can become an extremely toxic poison but in their current state are harmless

28. A delicate copper circlet in a form of a spiders' web

29. A single leather boot taken from a fallen adventurer from the World Above

30. A set of travel documents that allow the bearer to come and go from Menzoberranzan, issued by the High Priestess of Lolth

31. A blue leather scabbard bearing the heraldry of House Vandree



32. A medium-sized, circular, black glass scrying

der made by a semi-famous but dead drow artist

48. A silver-covered elf skull, used by priestesses of Lolth in their rituals; to possess one means death if found out by the clergy of the Spider Queen

49. A small stone box with an attached lid covered in dwarven runes, taken as a trophy from Undermountain

50. A necklace made of copper and silver wire, worked in twisting loops, crafted by gnomes and taken by the drow

51. A black cloth cloak worn by drow commoners

52. A used, red, full-length dress of high quality, most likely worn by a servant of a noble house

53. A blue stone that floats 3 feet off the ground and when the command word "vash" is spoken plays dark but beautiful melodies until the command word is uttered again

54. A broken statue of green marble depicting the matron of a fallen, long-forgotten house

55. A carved stone bookstand in the shape of a spider with its legs spread wide

56. A stuffed, magically preserved imp.

57. A large tooth taken from a deep dragon

58. A manuscript by the drow mage Aristofan of the Tower Sorcere on the topic of mind control

59. A black wooden puzzle box that rewards the winner with a blast of poison gas.

60. A single black candle in good condition

61. A 3-foot-high statue of the god Vhaeraun, made of rusted iron but still in god condition

62. A bronze bust of a beautiful drow woman many hundreds of years old

63. A shiny new pair of leg irons

64. A map to a hidden shrine to the goddess Eilistraee located in the marketplace of Mantol-Derith

65. A small, circular glass aquarium containing four small luminescent fish

66. An elegant purple dress in a style current in fashion for the drow aristocracy

67. A copper serving plate, simply made but sturdy

68. A clear glass cylinder containing swirling green fluid taken from the Abyss

69. A bag of dried meat from a deep rothe

70. A simple box with hinged lid containing a steel clockwork serpent that immediately strikes who ever opens the box. The serpent is poisoned. The person who opens the box must make a DC 15 Dexterity saving throw to avoid being struck by serpent. On a failure, the target takes 1 piercing damage and must make a DC 14 Constitution saving throw. On a failure, the target is poisoned for 1 hour and takes 8d8 poison damage. On a successful, the target takes half as much damage and is poisoned for 1 minute. Once the serpent strikes it become inert until the lid of the box is closed, when it resets.

71. A black leather belt pouch containing a bit of sulfur

72. A leather dagger sheath made to fit inside a boot

73. A belt buckle in the form of clenched demonic fist

74. A wax seal bearing the official mark of House Kenafin



75. A black, leather-bound journal containing descriptions and the findings of alchemical experiments by the head mage of House Duskryn



76. A bag of half inch-wide buttons in the shape of humanoid skulls

77. An iron writing quill made from the tusk of a small cave whale

78. A single plate mail bracer, damaged in battle; its quality speaks that it was made for one of the noble houses

79. A 3-foot long spine taken from an underdark creature; the bones are brittle and will break if any real force is exerted upon them

80. A simple copper ring with the initials D.B. on the inside

81. A medium-sized bronze brazier filled with charcoal

82. A red, four-foot-square silk veil imported from Kara-Tur

83. A silver cloak clasp in the shape of an outstretched spider

84. An offering bowl that consumes blood

85. A brass candle holder with a half-burned red candle still in it

86. A writ of seizure issued by the Temple of Lolth for the slaves belonging to House Vandree on the grounds that the House has displeased Lolth

87. A note with hastily scribbled notes concerning the troop placements of House Mizzrym



88. An elegant, 2-inch-high heeled boot made of a soft black leather

89. A hand mirror in the shape of a spider with the mirror being the spider's abdomen

90. A black tabard with the symbol of Lolth, formerly owned by a female paladin of the Spider Queen

91. A set of ceremonial plate pauldrons in the shape of spiders resting and draping their legs over the shoulders

92. A hairpin carved in the shape of an elongated spider, made from the ivory of an unknown underdark creature

93. A wand sheath that can be easily concealed, commonly used by drow mages

94. A small tooth from a deep dragon

95. An eye patch made of green, tanned leather

96. A small wooden foot stool carved in the likeness of a spider with eight legs

97. A pair of grey cloth trousers in fashion with the common folk of drow society

98. A leather head band commonly worn by male drow warriors

99. A figurine of the goddess Eilistraee wrapped in plain tan cloth

100. A bottle of fungus wine taken from a raid on a nearby duergar stronghold.



For more titles by David Stephens, please check out these other supplements

Players Guide to the Blood War Vol 1.

<https://www.dmsguild.com/product/262575/Players-Guide-to-the-Blood-War-Vol-1?filters=45469>

Champions of the Underdark Sacred Oath: Oath of the Kinslayer

<https://www.dmsguild.com/product/268004/Champions-of-the-Underdark-Sacred-Oath-Oath-of-the-Kinslayer>

Magic of the Blood War

<https://www.dmsguild.com/product/274273/Magic-of-the-Blood-War>

Compendium of blades

<https://www.dmsguild.com/product/288258/Compendium-of-Blades-Magical-Swords>

Treasures of Avernus

<https://www.dmsguild.com/product/289676/Treasures-of-Avernus>