

THE GRINNING FROG PRESENTS

20 GOBLINOID

TRINKETS AND TREASURES

V O L U M E O N E



WELCOME TO 20 TRINKETS AND TREASURES

I'd like to explain my intent and purpose behind the content of these lists. It is my belief that dungeons and dragons is ultimately all about story telling.

Sure, the dice are great, I love the miniatures (probably more than I should) and the combat can be nail biting, but at the end of the day for me it all comes down to the story. Did it startle, surprise or otherwise move me? And by extension did it provoke similar feelings in the players? Were they emotionally and intellectually invested?

I've seen a player mistrust and keep an eye on an NPC for over two years (of real time) because they just didn't get the right vibe. I've seen another player obsessively search a wall, for two game sessions, because something about it made them suspicious about it. Those players were engaged! And it created story moments.

So, it struck me that the normal routine of "slay the bad guy / find some money" was getting a bit dull and was also a missed opportunity to enhance the experience for everyone. Hence this list of twenty items.

To be clear, the intention isn't that the players find twenty magic items each week, but I'd like them to have the chance to find some *interesting* stuff. Because I really believe that story moments will spring from these key items. Sure, the players could just chuck it all away or stick it into a bag of holding but hopefully the more enterprising ones, the more engaged ones, will find something creative to do with a pouch full of sticklewort, a pair of dragonscale gloves or a bottle of dark red ink smelling faintly of brimstone.*

Now some of these items do have small mechanical benefits and those are noted in the descriptions, but for the most part I have avoided anything too major. This is about adding flavour to the game rather than introducing game changing items.

Happy gaming!

Stephen Hart

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** examples chosen randomly from different editions of trinkets and pocket finds and very likely not contained in this specific edition!*

ITEMS VALUE

In my opinion, the value of these items would vary massively from location to location and, in reality, it isn't that important or relevant in most cases. Of course, feel free to add your own values to items to fit your game as you wish.

SKILL CHECKS

Whilst I have listed on a few occasions the skill checks that I think the players should use to try to identify items or information about items feel free to switch those out for other skills that you think are more applicable. Whether it's Nature, Survival or Medicine to identify a poison is debatable in my opinion so go with what I have listed or change it to suit your preferences if you wish.

In some cases, two DC rates are given for the same type of skill check. When that occurs, my notion was that a single roll had been made. Depending on how high the result was depended on which level of information was obtained.

Where two different skill checks are listed I feel that those would happen independently. Sometimes, making the first one aids with the second but players are not obligated to make that first skill roll. Typically, the different checks are to identify different things.

ITEM LOCATION

For the most part I envisage that these items are found in a creature's pockets. With some items, I have listed a location that seemed more logical e.g. some clothing items are just too big to fit into a pocket. In other instances, I would suggest a little imaginative licence to fit things into a trouser pocket – perhaps the creature is wearing their version of 'cargo pants' with extra-large pockets! Naturally, have the items in saddlebags, satchels or wherever works for you. My default would be in a pocket.

SIZES

Some items have a size mentioned. A bit like the above point on location feel free to adapt this to fit what works for your game, players and DM world vision. The one piece of advice I would say is that sizes are relative - consider that a young, or particularly small, medium sized creature will probably fit a piece of clothing sized for a small creature etc.

On a personal note, I have always liked the notion that magic clothing resizes itself to fit the wearer. In my head, it's a very cool visual - the item expanding or shrinking to a perfect fit. And from a gaming perspective it saves a lot of faffing about making things fit!

#	Item	Found
<i>Format of information</i>		
<i>Text outside of brackets is regular information that the character receives from finding the item. (Inside round brackets is information that requires some degree of investigation before it's known.) [Anything in square brackets is at the DM's discretion or only identifiable with a suitable skill check.]</i>		
1	Leather, shoulder holster style document wallet. Sized for a small creature. (Contains a sheaf of papers which, twenty seconds after being removed from the holster burst into flame and burns away to fine ash.) [Intelligence (Arcana) DC12 or (Investigation) DC15 There is a magic counter measure to the wallet being opened. This can be deactivated by running a finger over the wallet in a particular motion. If somehow the characters get sight of the papers they see that they are love letters between Lord Mallory and Lady Foyer. DM Notes: You can have those two individuals be whoever you want of course but in my mind, these papers link to a potential blackmail plot. It could be that the wallet fails to fully burn the letters through some character intervention thus seeding a potential side adventure.	
2	A small bag of game tokens made from some kind of shell, with various animal shapes engraved on them.	
3	A curved knife with a jagged blade and traces of green blood on the blade. [Intelligence (Investigation) DC15 Giant crab blood.]	
4	A pair of bone d6 dice. [Intelligence (Investigation) DC15 The dice are crooked and roll a 6 more often than they should. DM Notes: To represent the bias when the characters roll these dice have the player roll a d8 and any result 6-8 counts as a 6]	
5	A crumpled pamphlet printed on fine parchment. (Written in common, in a very pompous style, which helps the reader 'Identify between the lesser green races' and outlines the obvious differences between hobgoblins, goblins and kobolds. The tone is highhanded and patronising. In crude red crayon, the word 'B'stards' has been scrawled over it.)	
6	Wrapped in a dirty cloth is a long white vicious-looking claw carved with crude goblin religious symbols. [Intelligence (Medicine) DC15 its part of a hook horror claw. Probably used in ceremonial sacrifices.]	
7	A collection of metal cogs and the shell of a small carriage clock.	
8	A set of pan pipes which have clearly been around a while and have been repaired several times. They are sized for a small creature. (They still work.)	
9	A metal badge in the shape of a curvaceous woman. (Worn and shiny in certain places which would indicate that it has been rubbed frequently.)	
10	A small metal spanner with a green ribbon tied to the handle. (There are traces of oil around the top of the spanner.)	
11	A three-piece blowpipe made from a hollow river cane. (The three pieces screw together and the mouthpiece has been hand-carved, smoothed and sanded. This has been made with some care.)	
12	A battered steel pocket-watch on a twelve-inch chain. (It's broken and doesn't work. Likely repairable by a watch specialist.)	
13	A soft leather jerkin made from small animal skins sewn together. It has a very smooth silky feel to it. [Intelligence (Arcana) DC15 It is made from otter skins and infused with their essence. A person wearing this gains +1 AC, advantage on any escape attempts vs grabs and can float for an unlimited time in water.	
14	A pair of climbing cleats. Sized for a small creature. These provide advantage on any climbing attempts when moving at normal speed (To enable careful placing of the grips.)	

15	Encased in a glass jar is the still figure of a female pixie. The lid of the jar has been heat-sealed shut. (The pixie appears to be breathing.) [If removed from the jar the pixie starts to die. If left out of the bottle for more than thirty minutes she will die. (So yes, if the players have smashed the bottle to open it she will die unless they can magically rebuild the bottle). DM Notes: As to the resolution of this - i.e. where the pixie lives I leave it up to you ... a curse from a hobgoblin warcaster I was thinking ... also whether the pixie can be woken whilst being aroused from sleep is up to you.]	
16	A hand-drawn diagram of a dragon with various body parts highlighted and annotated in goblin. The annotations are suggested meals, with various examples of how to cook and eat them. "Dragon ball stew" is one disgusting example.	
17	A vulgarly shaped dark green bottle with a black vertical strip running up the middle. (Inside is a rank-smelling clear liquid). [Intelligence (Medicine) DC12 This is probably some kind of goblin perfume. The ingredients are, thankfully, unclear.]	
18	Tied in a knot is a bloodstained linen rag. [Intelligence (Investigation) DC12 One of the blood stains appears to be in a very specific jagged eight-pointed star pattern. It looks like the cloth was pressed against a wound that had been cut into that specific shape.]	
19	Hanging from a cord is a small leather bag. (Inside is a collection of approximately thirty teeth. Some are human, some are animal. They have all been polished and cleaned.)	
20	Arm bracers made of strips of leather, wood which are padded with goat's wool, also have coloured ribbons hanging from the sides. (+1 AC and the wearer gains +2 to intimidation checks.) [Intelligence (History) DC12 These are local goblin gang colours.]	

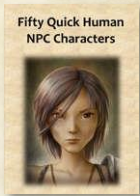
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6 BONUS GOBLINOID STORY HOOKS		THEGRINNINGFROG.COM
#	Hooks	Used
1	A new, goblinoid members-only nightclub, The Emerald Whip, has opened in town. There are lots of strange rumours about what goes on in it. The local religious authorities would like someone to investigate.	
2	The local Lord's wife was held up by a gang of goblins and her jewellery stolen. She will pay handsomely for its return and her husband wants the gang brought to justice or made an example of.	
3	A goblin mystic came from the east and gave Lady Styvian a beautiful necklace. She always wears it and people are now saying she is acting strangely.	
4	The Green Bay is an isolated spot on the shore of a river not far from here. Legend says that any goblinoid drinking from the waters under a full moon gains extraordinary abilities. The local elves use to guard the area at full moon to prevent goblinoids getting to it but they have all mysteriously vanished. With the next full moon only a week away, the locals are desperate for someone else to stand guard.	
5	The water in the local well has become undrinkable without magically being purified. The local wizard is fed up with cleaning the water and is looking for someone to identify the source of the pollution. He suspects the local goblin gang who is now being led by a hobgoblin warrior who has just arrived from overseas.	
6	A local goblin baker has had his most successful year ever striking a huge deal with a chain of taverns to supply his signature bear and pee pies. He needs to travel to the local city to sign the final papers and he is looking for some security for his trip. He is fearful that his cousin, envious of his success, will try to disrupt the trade.	

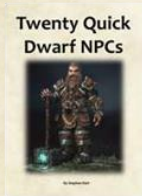
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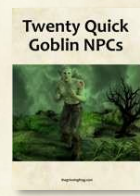
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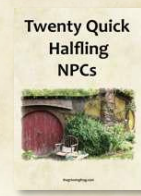
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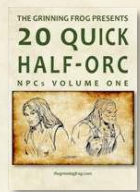
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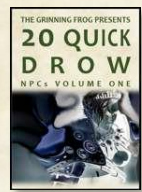
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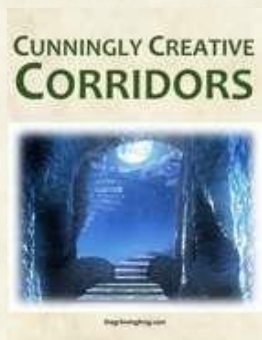
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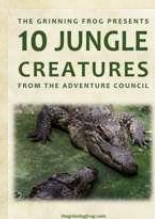
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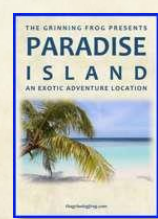
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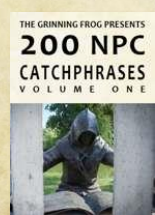
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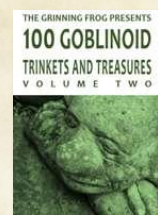
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