

Bits of Magicka: Pocket Items



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Bits of Magicka:™ Pocket Items

Credits

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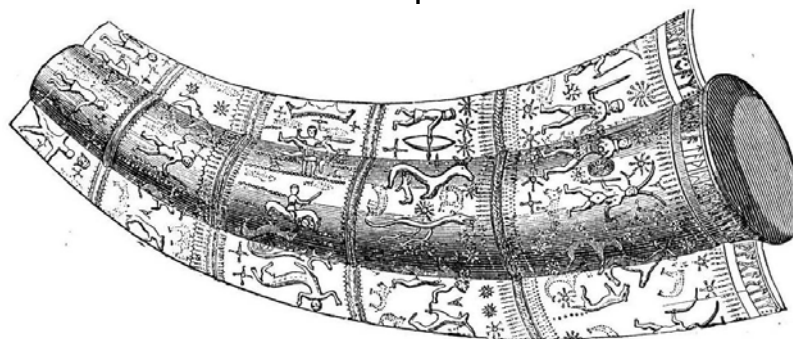
UK& Publishing

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Some clipart by:

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Introduction

Welcome to *Bits of Magicka™: Pocket Items*, a free product in the Bits of Magicka line by Tabletop Adventures!

Have you ever had idle party scoundrels eye passersby in the street in your campaign cities, and try their hand at a little pickpocketing? All of a sudden, you have to come up with not only a description of possible targets, but some idea of what they might be carrying that is commensurate with the risk. Too often, this devolves into fleecing commoners for a handful of copper and silver, before the inevitable hue and cry and pursuit by the local town guards.

This is where *Bits of Magicka: Pocket Items* comes in. This free product presents you with a score of juicy targets carrying items of potential interest, including in each case a magical item of some kind. Not only do you have a wealth of interesting, but not overbalanced, loot for the enterprising cutpurses in your group to steal, but also some idea of who would be carrying it, why, and what the potential consequences might be once the victim discovers the theft.

So sit back and relax, knowing that the next time your characters' thieving instincts kick in, you'll be ready for them...quite possibly to their woe!

Using Bits of Magicka™

Whether you are a game master who loves to create adventure on the fly, a meticulous GM who crafts adventures well in advance to exacting specifications, or a beleaguered GM who barely has time to run published modules "out of the box," *Bits of Magicka* can work for you. Here are some of the ways:

1. Shooting from the hip: As mentioned above, this product is well suited for coming up with a few targets of pocket picking on the fly. Each of the persons presented here and the items they carry are admittedly not common to your average town citizen or traveler, but if thieves wish to go after easy targets, they should be content with the handful of coppers they get. Instead, these characters each stand out in some way, even if only subtly, and thus promise a greater risk to the thief.

2. Adventure seeds: A more intriguing possibility is to bring one or more of the people presented into your campaign as a minor support character or otherwise involve them in some way with the current adventure your group is undertaking. Perhaps the characters have heard of a local cult to a loathsome monstrosity and seek to investigate disappearances related to it; this could put them in contact with a possible agent of the cult, Dorgram Hamner (entry #14). Or maybe a party wizard seeks an exotic spell, only to find it excised from the book where it was stored (entry #5); the character might then seek out the lost pages—or even be accused of stealing them by the rightful owner!

Stealing from many of the individuals listed may be the springboard for an entire adventure. People usually take a dim view of having their valuable possessions stolen, and many of those with the most valuable items have powerful friends and influence that can be turned to hunting down the culprits.

Reading the Entries

The entries in Bits of Magicka: Pocket Items are arranged as follows:

TITLE: Gives a brief title describing the work.

THE MARK: A brief description of the potential target of theft, including a short bracketed section detailing the character's race, class, and level. Apart from the bracketed text, this section is designed to be read aloud to your players.

THE TAKE: An inventory of the valuables the mark carries, including not only the primary magical item described in more detail in subsequent sections, but whatever coins, jewelry, or other wealth the person might be carrying.

CONSEQUENCES OF DISCOVERY: How the mark might react if he or she catches a thief in the act, or what the victim might do once the loss is discovered. This can range from shrugging it off to hiring assassins to track down and slay those who dared the theft.

ITEM APPEARANCE: This is a description of the primary magic item carried by the individual. As

with the section above on “The Mark,” it is intended to be read aloud.

ITEM HISTORY: A few brief historical notes on who created the item and why, and some idea of what has happened to it. This section focuses more on notable people and events surrounding the item rather than being an exhaustive description of each item’s creation and history. Names of individuals, places, and organizations involved with the item are often given, but feel free to replace these with appropriate names from your own campaign. This section could be helpful in particular if a party has access to the services of a bard or historian, or appropriate divination magic. The exact difficulty of skill and ability checks to determine the information is also left to you, as it depends entirely on how significant a role you decide an item’s history has had in your campaign.

ITEM PROPERTIES: Lists the actual properties and powers of each magic item, whether it is essentially the same as an existing magic item, a variant of it, or something entirely new. This section also lists the strength and type of magical and alignment-based auras, if any, for each item, and the total value of an entry.

EL: The Encounter Level indicates the level at which this entry would be most appropriate for a group to encounter. Unlike the classic *Bits of Magicka* entries, which assigned EL values based

on the actual value of the magic item, the entry for Pocket Items is more a reflection of the challenge and threat the mark represents as a target of theft. In most but not all cases, the value of the take is commensurate with the level of difficulty. Note that a particular individual may be easy to steal from, but still have a high EL value due to the resources and abilities he or she commands to track down and punish thieves.

Remember: *Bits of Magicka™: Pocket Items* is designed to augment your imagination and make it easier to add flavor to your game. Never feel constrained by the exact description, properties, or history of any entry—feel free to adjust whatever it takes to suit your particular needs.

If you find *Pocket Items* to be a useful and entertaining addition to your gaming library, be sure to check out the other products in the *Bits of Magicka* line!

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Pocket Items



1. Everclean Hanky

THE MARK

An elaborately coifed fop [male human Ari3; Spot +0] is nearly buried in lacy ruffles and similar adornments. His face and body are done up in the very latest fashion in the high court. He bears a royal blue embroidered cloth pouch at his waist, from which he frequently draws forth a white silk handkerchief to wave about for added emphasis in his gesticulations.

THE TAKE

Besides the silk handkerchief, the pouch [2 gp] contains a handful of coins [3 pp and 5 gp], a signet ring [50 gp] bearing his house crest, a stick of red sealing wax [6 cp], a pomander smelling of cloves and honeysuckle to cut down on noisome smells, and a small swatch of blue silk scarf – a love token from his current paramour.

CONSEQUENCES OF DISCOVERY

The nobleman loudly denounces any thefts, but is too much of a coward to seriously pursue the culprits, and he does not carry anything he cannot replace. He does report the loss to his family, playing up his devastation and affront over being picked clean by rogues; they may report the matter to the town guard, let it drop as a lesson to the young idiot, or seek redress through their own channels.

ITEM APPEARANCE

This handkerchief is made of smooth, finely woven white silk. It is completely clean, without the slightest blemish to mar its shining surface.

ITEM HISTORY

The fop used some of his family's considerable resources to commission this handkerchief, so soiled material need never trouble him. Seen as an extravagant waste of resources by his parents, they would be furious to learn of their son's intent to commission an entire set of silk bedsheets enchanted in a similar fashion.

ITEM PROPERTIES

The *everclean hanky* is always clean and fresh, and never needs to be washed or pressed.

Faint universal; CL 1st; Craft Wondrous Item, *prestidigitation*; Price 200 gp. EL 1. **Total Value:** 287.06 gp.

2. Rothgar's Luckless Stone

THE MARK

You spy a disheveled dwarf [male dwarf Ftr8; Spot -1] with bloodshot eyes, a nose reddened by prodigious quantities of ale, and a scruffy, ill-kept black beard. Despite his unwashed appearance, his garments are of fine weave, his pouch seems to bulge with coin, and he carries a wicked-looking handaxe at his belt.

THE TAKE

The pouch [1 gp] contains a fair assortment of coins [23 gp, 33 sp and 87 cp] as well as a small black stone. The handaxe [6 gp] is well kept but worth much less than the pouch and its contents.

CONSEQUENCES OF DISCOVERY



Rothgar has been trying to get his pouch stolen, and deliberately puts himself in situations where thieves have a good chance at acquiring it. Although he makes a show of grumbling and cursing if it is lifted, he secretly rejoices and leaves town at the earliest opportunity with a spring in his step. If someone tries to steal his axe, on the other hand, he would try to prevent the theft.

ITEM APPEARANCE

This asymmetrical river stone has been chiseled on one side with the dwarven rune of good fortune. The stone itself is about the size of a walnut, though flatter, made from water-smoothed basalt.

ITEM HISTORY

The dwarf Rothgar looted this stone from the burial treasures of the Dunfar Crypts, a series of ancient burial sites located beneath gorse-choked slopes to the north of the township of Dunfar. He was a member of a band of dwarven adventurers at the time, looking for some easy wealth and discounting rumors of the terrible fate that befalls those who dare to raid the crypts. He has learned the truth of these rumors to his woe, and now seeks above all else to rid himself of the cursed rock.

ITEM PROPERTIES

Terrible fortune afflicts the owner of the *luckless stone*. Once per day, it bestows one of the effects listed below on its owner. The DM determines the exact effect and when it occurs; it should always be a misfortune to the owner, but generally should not result in the owner's death or permanent incapacitation.

Possible effects include:

1. A saving throw automatically fails.
2. An attack roll misses that would otherwise hit.
3. An item possessed by the owner is damaged, lost, or stolen (generally something worth 500 gp or less).
4. If a malign effect would target a random person, it targets the stone's owner.

Other similar effects are possible, at the DM's discretion.

The curse prevents the owner of the stone from speaking or even hinting about the curse to others in any way, discarding the stone, or removing it magically from himself.

There are only three known ways to rid oneself of the stone:

1. A *remove curse* spell by a caster of at least 10th level, cast by someone other than the stone's owner.
2. It may be given to someone who knows of the stone's true nature and accepts it freely, without being coerced in any way.
3. It may be stolen from the bearer.

NOTE: If subjected to identification magic, this item identifies as a *stone of good luck*. Only actual use reveals its true nature.

Faint evocation; CL 5th; Craft Wondrous Item, *bestow curse*; Price N/A. EL 1. **Total Value:** Pouch only – 28.17 gp; with axe – 34.17 gp.

3. Wand of Quick Repairs

THE MARK

An immaculately tailored young seamstress [female human Sor2/Exp2; Spot +1] wanders down the street, looking into various shops with a curious eye. The seamstress carries a large cloth purse around her forearm.

THE TAKE

Within the purse [1 gp] are a number of coins [13 gp, 8 sp, 5 cp]. It also contains a pair of bone needles [5 sp each], a half dozen spools of thread [1 sp each], several cloth swatches, and a powder-blue slipcase of silk [1 gp] which holds a small wooden wand etched with delicate runes.

CONSEQUENCES OF DISCOVERY

The young lady is distressed at any theft, calling loudly for the guards and breaking into tears if threatened, or once the full impact of a successful robbery hits her. She relies on the sympathies of the guardsmen to get justice for her loss.

ITEM APPEARANCE

A trio of symbols has been inlaid in copper near the end of this short, polished length of hickory: an eye, a door, and a crescent moon. The other end of the wand bears a

comfortable leather grip. The wand is slightly scuffed and scarred, as if it has seen some use.

ITEM HISTORY

The wizardess who crafted this wand did so originally as a means of quickly repairing garments torn during her many expeditions to the nearby bramble-choked hills, where she would often need to scramble to difficult places to retrieve the plant specimens she needed for dyes and potion brewing. She found the wand so useful, she started producing them in number, and selling the surplus to well-to-do tailor shops. The income from these sales has gone a long way toward paying for her research.

ITEM PROPERTIES

This is a *wand of mending* with 23 charges remaining. The command word to activate it is "Idormune"; the three symbols are a phonetic representation of this word (eye, door, moon).

Faint transmutation; CL 1st; Craft Wand, *mending*; Price 172.5 gp (375 gp when fully charged). EL 2.
Total Value: 188.95 gp.

4. Beauty Salve

THE MARK

A handsome young rake [male half-elf Ari5; Spot +6] strides boldly along, hand on the hilt of his rapier, surveying those he passes with a sneer of ill-concealed contempt. A finely worked pouch dangles from his belt—a plump fruit begging to be plucked by a bold thief.

THE TAKE

The blade is of masterful quality, worth more than typical for such weapons [500 gp] due to the excellence of its workmanship and the gaudy blue gem (lapis lazuli) in the pommel. The pouch [2 gp] contains a wealth of platinum, gold, and silver coins [5 pp, 28 gp, and 13 sp], along with a pair of small amethysts [50 gp each] and a small jar of salve in a white ceramic container with a glass lid.

CONSEQUENCES OF DISCOVERY

The young nobleman is a hothead, not afraid to skewer any would-be thief with his sword, and call upon the watch if needed. He comes from an influential local family with ties to the nation's ruling family, and anyone who successfully steals

from him earns powerful enemies if his or her identity is discovered.

ITEM APPEARANCE

Contained within this white ceramic container is a creamy white salve flecked with crushed herbs; it bears a strong, pleasant aroma of lanolin and thyme. The small jar is sealed with a silver-embossed glass screw cap.

ITEM HISTORY

A family of hedge witches brews up quantities of this ointment to be sold in nearby towns, to help pay for more exotic and dubious researches into fabled youth-enhancing elixirs. In the local region, a shopkeeper named Artemis Vale procures the ointment and sells it to her wealthiest clientele as a beauty aid.

ITEM PROPERTIES

The *beauty salve* heals minor wounds and blemishes, instantly curing acne, boils, rashes, cuts, and similar lesions in a 2 x 2 inch area of skin for each application (which also heals 1 hit point of damage). There are a total of 12 applications remaining in the jar.

Faint conjuration; CL 1st; Brew Potion, *cure minor wounds*; Price 25 gp (per application). EL 3.
Total Value: Pouch only – 481.3 gp; with rapier – 981.3 gp.

5. Burdle's Purloined Pages

THE MARK

A man dressed in the robes of a local bureaucrat [male human Exp3; Spot +8 currently due to high level of paranoia] clutches a leather portfolio to his chest; he glances at those near him as he hurries to his destination, only to have his eyes dart away before meeting anyone's gaze.

THE TAKE

Fifteen pages trimmed from a spellbook with a sharp blade lie neatly folded inside the portfolio [2 gp].



Each sheet bears arcane writings in an elaborate gold script. The man bears no coins, and only a small but sharp pocketknife folded in the left hand pocket of his robes [20 gp].

CONSEQUENCES OF DISCOVERY

The functionary Seamus Burdle is extremely nervous about his theft of the spell pages. If they are in turn stolen from him, he does not dare report their loss to the authorities, but it means the life of his two daughters if he does not recover them, so he uses every resource at his disposal to track them down and recover them. This may include hiring assassins or bounty hunters.

ITEM APPEARANCE

The pages contained within the portfolio appear to have been neatly excised from a text of some sort. They are formed from fine quality paper with a slightly oily feel, and have a strange scent, possibly from a preservative used to treat the pages. The edge opposite the cut end bears fine gilding; the words themselves are also written in gold ink in a flowing script.

ITEM HISTORY

Seamus Burdle has been forced to retrieve these pages for the leader of a local bandit group, who kidnapped Burdle's two young daughters to force his compliance. The bandit leader hopes to turn a fat profit by selling the pages to a wizard he knows; the two girls are already dead, and Burdle will follow them should he actually succeed in delivering the pages he stole from the city archive.

ITEM PROPERTIES

The fifteen pages bear a total of one wizard spell each of first through fifth levels. The spells should be exotic or unusual, possibly coming from less-used sourcebooks; the exact spells are left to your discretion.

No auras. Price 1,500 gp. EL 3. **Total Value:** Portfolio only – 1,502 gp; with knife – 1,522 gp.

6. Coin of Infinite Returns

THE MARK

The pouch of this drunken gambler [male human Com5; Spot -3 in present condition] obviously bulges with coin; he staggers slightly as he moves, bellowing out his joy in an off-key drinking song.



THE TAKE

Coins, largely silver, have been crammed into the pouch [1 gp] to capacity. They are a bit sticky and reek of spilled ale [23 gp, 104 sp, and 6 cp; one of the silver pieces is magical].

CONSEQUENCES OF DISCOVERY

The gambler likely does not realize the loss of his pouch until the next morning, whereupon he rails against the fickleness of fate, but otherwise lets the matter drop.

ITEM APPEARANCE

Nothing remarkable stands out about this coin; it looks to be a silver mark much like any other. However, on closer inspection, the stamping on it is unfamiliar, with a man's profile on one side and the image of an eagle in flight on the other. The coin looks battered and nicked from wear; any writing it once possessed has worn away to illegibility.

ITEM HISTORY

The dwarf wizard Gattik Silverhand (known also as Gattik Silver-Pincher), a notorious skinflint, crafted this coin as a means of enjoying free drinks of ale in inns and taverns whenever he traveled; the fact that the money spent on enchanting the coin could have bought all the ale he could ever want must not have occurred to him.

The coin was stolen from Gattik over a year ago by an enterprising pickpocket; the dwarf wizard's outrage was so intense that it brought on a stroke, and he died as a result.

ITEM PROPERTIES

If one places one's forefinger and thumb together and utters the command phrase, "Coin to me now!" the *coin of infinite returns* teleports into place between thumb and finger. The coin must be within 35 feet and on the same plane of existence to function in this manner. The coin's magic functions three times per day.

Faint conjuration; CL 9th; Craft Wondrous Item, *teleport*; Price 200 gp. EL 4. **Total Value:** 234.46 gp.

7. Key of the Hidden Trove

THE MARK

This local jeweler [male human Exp5; Spot +4] bears an intriguing key on his key ring, visible when he opens his store in the morning and locks up for the night. It is small, made of silvery metal, and appears cunningly fashioned as a series of interwoven leaves.

THE TAKE

The jeweler's key ring is stored in an inner pocket of his clothing; it bears the key to his store, his house key, three small keys to jewelry cases in his shop, the key to a trunk in his home, and the aforementioned silver metal key. He also typically carries a good quantity of gold and silver coins in another pocket, along with a smattering of copper [typically 20 gp, 10 sp, 6 cp].

CONSEQUENCES OF DISCOVERY

If the key ring is lifted, the jeweler immediately reports the loss to the local guards and hires a number of bodyguards to watch his shop while a reputable locksmith replaces the locks at his store within 24 hours.

The leaf key is irreplaceable, and the jeweler then uses his contacts with the local thieves' guild to reacquire it. He's willing to offer a handsome reward for its return [500 gp], and will double it if the severed hands of the person who stole it are also delivered to him.

ITEM APPEARANCE

A number of keys of different sizes and shapes are attached to this brass key ring. One is fairly large, and appears to go to a fairly simple lock. Another, slightly smaller, has teeth on either side of the haft, obviously intended for a more complex mechanism. Three more keys are forged from polished steel, with a series of cunning teeth along the edges designed for a lock of very high quality. Another key is about the same size, cast from brass, but much simpler in appearance.

The final key is most unusual, formed from silvery metal and cunningly crafted to resemble a twig with tiny leaves fanning out at the end to form the teeth. So detailed is the workmanship that it seems as if the key was

once a real branch, somehow transformed into fine metal.

ITEM HISTORY

Elven artisans crafted the *key of the hidden trove*, and the lock it fits into, to keep sealed one of their hidden vaults. The jewelry merchant acquired the key from a desperate elf who needed funds badly enough to pawn the key temporarily. The fellow was killed soon after, assassinated in the city's market in a brutal manner that is still spoken of to this day in hushed tones by the local gossips. No one has ever come to claim it, so the jeweler attached the key to his key chain for safekeeping, and because he was delighted in its artistry. He has never tried to find out where the vault it opens is located, nor what it might contain.

ITEM PROPERTIES

The *key of the hidden trove* is fashioned from mithral, and has been crafted to open the specific lock to which it is keyed; the enchantment of the key and lock makes it extremely difficult to unlock by other means (requiring Open Locks DC 60 or a *wish* spell to unseal).

The corresponding lock is set within a clear crystal portal; when the key is inserted, the mithral vines and leaves grow through the interior of the crystal door until they find a number of lock points around its periphery, where the vines and leaves correctly trigger independent tumblers to unseal the door.



The contents and location of the vault are left to your discretion.

Faint alteration; CL 16; Craft Wondrous Item, *arcane lock*; Price 500 gp. EL 4. **Total Value:** Keys only – 500 gp; with coins – 521.06 gp.

8. Ball of Raveling Yarn

THE MARK

A stout dowager [female human Ari5; Spot +1] ambles along, humming softly to herself. Her dress is old fashioned, but nonetheless bespeaks a family of wealth. A large handbag festooned with bright yellow cloth frills dangles from her arm. The head of a fluffy white cat occasionally pokes out, whereupon she coaxes it back into the bag with gentle words and pets.

THE TAKE

The bag [1 gp] contains three balls of yarn (light yellow, orange, and a dark pink shade), along with a smaller pouch [5 sp] holding coins of local mintage [3 gp, 23 sp, and 5 cp]. The lacy pouch also holds a collection of mismatched toiletries, cosmetics, lint, and the like of little value.

The pink ball is the *ball of raveling yarn*. [The others are worth 3 cp each.]

The woman's cat is also in the bag; it is very friendly and seeks affection from anyone who looks within.

CONSEQUENCES OF DISCOVERY

At first, the woman complains loudly and at length to the town guard, primarily in the loss of her cat, Miss Puss. Should the thief not return the cat shortly, she eventually hires a tracker to seek the cat and punish the miscreants who stole her away.

ITEM APPEARANCE

A pair of wooden knitting needles has been speared through the center of this fist-sized ball of bright pink yarn.

ITEM HISTORY

The dowager's eldest son is a merchant sailor who has traveled to distant lands for trade. He brought the ball of enchanted yarn back on one such trip for his mother as a gift.

ITEM PROPERTIES

This ball produces a nearly infinite quantity of yarn - a total of 18,683 yards remain. Although the

ball itself is magical, any yarn removed from the ball becomes nonmagical.

In addition, the ball is remarkably easy to roll, taking no more than a minute maximum, no matter how many snarls or tangles or how much has been unwound.

Faint conjuration; CL 7th; Craft Wondrous Item, *minor creation*; Price 100 gp. EL 5. **Total Value:** 106.91.

9. Whetstone of Sharpening

THE MARK

A grizzled, tusked male [half-orc Ftr2/Exp4; Spot +2] wears well-kept, sensible work clothing marked with sweat stains from hard labor. He bears a basket slung over his shoulder holding a half dozen sheathed swords. The basket is marked with the sigil of a prominent local weaponsmith. Another blade hangs at his side next to a worn leather pouch.



THE TAKE

The belt pouch [1 gp] contains a *whetstone of sharpening*, two silver coins, six copper pennies, a small iron key, and three nails. Within the basket [4 sp] are two long-bladed swords [15 gp each] and four short swords, one of which is of superior craftsmanship [three worth 10 gp, and one masterwork blade worth 310 gp]. The long blade at the man's belt is also of superior quality [masterwork longsword, 315 gp].

CONSEQUENCES OF DISCOVERY

The man does not hesitate to attack thieves, though he uses non-lethal force first if possible. Should the scoundrels make good their escape, he reports the matter to the town guard and lets them handle the investigation.

ITEM APPEARANCE

The whetstone within the pouch is made from an unusually dark granular stone, smoothed into a rectangular bar. A rune has been chiseled into the stone at either end. The coarse grains glitter with an oily sheen.

ITEM HISTORY

Sharpening stones such as this were commonly seen over 800 years past during the reign of the Kings Arcanus of Dwyll. At the height of their reign, magic was used even for such mundane tasks as sharpening one's blade.

Though that kingdom has long since fallen, relics like this are occasionally unearthed and circulate to this day among the populace.

The runes marking the ends of this stone are the royal seal of Dwyll on one end, and the personal mark of the King Arcanus Vradik III ("The Sanglant") on the opposing end.

The weaponsmith who bears this stone won it in a lucky toss of the dice from an older veteran legionnaire.

ITEM PROPERTIES

The whetstone can sharpen blades at great speed, with just a single draw across it for each side of the blade. While this does not unduly improve the accuracy of the blade in combat, it does save time; in a profession where being able to sharpen one's cutlery in a hurry is a boon (such as chef or weaponsmith), the blade adds a +2 circumstance bonus to Profession skill checks when determining weekly income.

Faint transmutation; CL 1st; Craft Wondrous Item, creator must have at least 2 ranks in Profession (weaponsmith); Price 200 gp. EL 5. **Total Value:** Pouch only – 201.26 gp; basket only – 370.4 gp; all items – 886.66 gp.

10. Idol of Tur'Gaash

THE MARK

A massively built man in rough sailor's garb [male human Ftr3/Rog3; Spot +8] has elaborate black swirls tattooed across his face. His vest is open at the neck, revealing a broad expanse of chest covered with more tattoos set off by a gold necklace. His smile is unsettling, for his teeth have all been filed to points. A large pouch hangs from his black leather belt.

THE TAKE

The man is a pirate from a primitive culture. The gold necklace [50 gp] is booty; the pouch [1 gp]

holds a mix of coins of varying ages and mintage, some local, others from distant lands [2 pp, 8 gp, 15 sp and 7 cp in all]. It also holds a small, primitive stone idol.

CONSEQUENCES OF DISCOVERY

The pirate is surprisingly casual about the loss of his pouch, though he does not hesitate to cut down any thieves if he should catch them. He waits for rumors of strange killings in local waterfront dives, and follows up on them to track down the missing relic.

ITEM APPEARANCE

This stone idol is a handspan long, and bears the semblance of a hulking, primitive apelike figure with a human face. Something about the proportions of the body seems vaguely awry, as if the sculptor had little experience judging the contours of natural forms. Tiny flakes of obsidian serve as the idol's eyes, staring blankly out of the human face.

ITEM HISTORY

The demonic god Tur'Gaash is one of a number of primitive godlings worshipped by the native people of the distant Alakula'Akali islands. Some sages believe these islands were settled over a millennium ago by powerful wizards, who bred humans to worship them as gods, and used this faith energy to acquire godly status. Others believe that a planar rift caused a number of demons to manifest to the simple people living in the archipelago, which proceeded to devour all who would not worship them.



Whatever the origin, the islands are now home to over a dozen warlike tribes, each revering its own totem demon-god. The followers of Tur'Gaash were nearly exterminated a decade ago in this internecine warfare; the pirate possessing the idol is one of the few survivors. He fled the islands, taking one of his tribe's holiest relics with him: an

idol that would summon the avatar of Tur'Gaash.

ITEM PROPERTIES

When activated, the *idol of Tur'Gaash* transforms into a hulking beast-thing nine feet tall in the same shape as the idol. It can be activated up to three times per day, for a total duration of up to 30 minutes. If slain, it reverts to idol form.

Unlike a *figurine of wondrous power*, the brute is not under the control of the person who activated it. Its starting attitude is indifferent towards priests or shamans of Tur'Gaash, and unfriendly toward others who revere it as a god. To all others, its attitude is hostile, and it likely attacks immediately.

The idol is intelligent, and may self-activate, or attempt to refuse being activated. It has an Ego score of 9; its possessor must attempt a Will save (DC 9) to force the idol to activate against its will. If the save fails, the idol gains dominance over its owner. (See rules regarding intelligent items vs. characters.)

The beast-thing does not speak, but it understands Abyssal. It also can communicate empathically with the idol's possessor, if it so desires.

Beast-Thing of Tur'Gaash, Large outsider: CR 4 or —; HD 5d8+10; hp 40; Init +2; Spd 30 ft., climb 20 ft.; AC 15 (-1 size, +2 Dex, +4 natural), touch 11, flat-footed 13; BAB/grap +5/+15; Attack slam +11 melee (1d6+6); Full attack 2 slams +11 melee (1d6+6) and bite +9 melee (1d8+3); SA rend 2d6+9; SQ darkvision 60 ft., low-light vision, DR 5/magic, SR 15, cold and fire resistance 5, scent; AL CE; SV Fort +8, Ref +6, Will +5; Str 22, Dex 15, Con 14, Int 6, Wis 12, Cha 15.

Skills: Climb +22, Hide +6, Listen +9, Move Silently +10, Spot +9, Survival +9.

Feats: Great Fortitude, Multiattack, Track(b).

Moderate conjuration; CL 7th; Craft Wondrous Item, *lesser planar ally*, creator must be a dedicated worshipper of Tur'Gaash; Price 16,800 gp. EL 6. **Total Value:** Pouch only – 16,830.57 gp; with necklace – 16,880.57 gp. (Idol may be worth less or nothing at all to one who is not a cult member.)

11. Murine's Jeweled Pendant

THE MARK

Murine is a diminutive, well-to-do town matron of some standing [female halfling Exp6; Spot +4]. *She strolls along, trailed by a pair of ladies in waiting* [female halfling Com2; Spot +3], *who gossip and giggle to one another while eyeing other people speculatively.*

THE TAKE

The matron bears a black leather purse [1 gp] containing half a dozen silver coins, a handful of copper, three gold marks [3 gp, 6 sp, and 7 cp], numerous toiletries, and a small padded case [3 sp] holding a jeweled necklace with a broken clasp.



CONSEQUENCES OF DISCOVERY

Though not a noblewoman, Murine is the widow of a prominent local guildmaster. She would be shocked that anyone would try stealing from her, and would certainly report all she knows to her son and to the local guards.

ITEM APPEARANCE

A teardrop-shaped stone has been set as a pendant in this fine gold necklace. The stone is polished smooth and is colored in intriguing bands of lighter and darker blue, with occasional patches of a coppery hue. The clasp on the back of the necklace looks broken. The mount affixing the gem to the necklace has been sculpted to resemble a sea serpent coiled around the top of the stone.

ITEM HISTORY

This necklace is a family heirloom of Murine's husband, originally crafted by his great-great-grandfather, the infamous wizard Hydel the Golden. Murine's husband gave it to her as a gift on the tenth anniversary of their marriage; she intends to pass it along to her eldest daughter as part of her legacy when she dies.

ITEM PROPERTIES

The pendant functions as an *amulet of health* +2; however, it needs to be repaired before it can be used, requiring 500 gp in materials.

The stone set in the pendant is a chrysocolla—a form of blue chalcedony.

Moderate transmutation; CL 8th; Craft Wondrous Item, *bear's endurance*; Price 4,000 gp (once repaired). EL 6. **Total Value:** 3,504.97 gp.

12. Rashed's Glimmerlight

THE MARK

By the thick layer of dust coating the gray woolen robes of this diminutive gnomish traveler [male gnome Mnk6; Spot +10], he could only be a new arrival to town. He bears no visible weapons or other adornments on his simple rope belt, though the robe does have voluminous-looking pockets.

THE TAKE

The gnome's left pocket holds a wadded, heavily soiled handkerchief. His right pocket contains a few coins [3 gp, 8 sp, 9 cp], and a small sphere of clear crystal.

CONSEQUENCES OF DISCOVERY

This traveler, Rashed, views the loss of his small wealth philosophically, figuring the gods have placed the items in the hands of those in greater need, and does not actively pursue the criminals.

ITEM APPEARANCE

Polished to a mirror sheen, this smooth sphere of clear crystal is surprisingly heavy, and is about the size of a plum. [When held in one's hand:] The sphere erupts in bright silver light that clearly illuminates the area around.

ITEM HISTORY

The glimmerlight was created by the monastic Order of the Silver Flame, a group of gnome monks who seek physical excellence as a reflection of the purification of their spirituality. Rashed, a member of the order, was given the *glimmerlight* when he left to travel the land and gain experience and wisdom on his journey.

ITEM PROPERTIES

When held in hand, this crystal sphere radiates silver light brightly out to 20 feet, and dimly out to 40 feet. The sphere automatically activates when grasped, and deactivates one round after being released.

Faint evocation; CL 5th; Craft Wondrous Item, *continual flame*; Price 150 gp. EL 6. **Total Value:** 153.89 gp.

13. Scrivener's Exotic Inkset

THE MARK

A harried scribe [male human Exp6; Spot +4] trots along, hair mussed and a smudge of ink adorning one cheek. Despite his beleaguered appearance, the quality of his robes marks his status. He may be an important servant of a wealthy family, or perhaps the bookkeeper of a prosperous business. He bears a small leather satchel slung over one shoulder.



THE TAKE

Contained within the satchel are the scribe's tools, of masterwork quality: inks, quills, blotting sand, a knife to trim quill ends, various sheets of blank paper and parchment, and so forth [total 100 gp value]. These effectively serve as masterwork tools for the scribe's profession.

In addition, there are six different varieties of magical ink.

CONSEQUENCES OF DISCOVERY

Should the scribe's satchel be stolen, he reports the loss immediately to the noble family for whom he works; they use their resources to try to track down the thieves. Their chance of success depends upon the importance of the noble family in local affairs.

ITEM APPEARANCE

The satchel contains the tools of the trade for a professional scribe: eight ink bottles, a half dozen quills, blotting sand, a small blade and inkstone, and a small collection of parchment and paper of various sizes and degrees of quality. The contents are neatly arranged and compartmentalized, and look well maintained.

ITEM HISTORY

The scribe works both as a document writer and accountant for a prominent local family or business that dabbles in the arcane art. The magical inks he bears are not for his own needs, but for those of one of his patrons, who intends to use them to pen a few magic scrolls.

ITEM PROPERTIES

The magical inks are intended for the scribing of magical scrolls of third level or less. Using them reduces the gold piece cost of scribing by up to 50%, and uses up an equivalent gold piece amount of the inks. The total value of these inks is 2,000 gp. The magic they bear is inherent in the exotic ingredients from which they are made, and does not denote any special property other than that listed above.

Faint to moderate varied; inks harvested from a number of exotic sources (tears of a unicorn mixed with charcoal from a tree consumed by the flaming breath of an ancient red dragon, the liquid of a giant sea squid's ink sac that has been purified and blessed in a ritual during the vernal equinox, and so on); Price 2,000 gp. EL 6. **Total Value:** 2,100 gp.

14. The Ghastly Cheese of Dorgram Hamner

THE MARK

The soot-stained garments of this broad-chested individual mark him as a blacksmith or possibly a charcoal maker [male human Com5; Spot +1]. He bears a small leather satchel over one shoulder on a long strap.

THE TAKE

The satchel contains a decent quantity of coin [12 sp and 14 cp], as well as the bearer's lunch [8 cp]: a chunk of salted pork, half a dried apple, a slab of slightly stale seed bread, and a small wheel of

cheese, sealed in dull black wax. The cheese is magical.

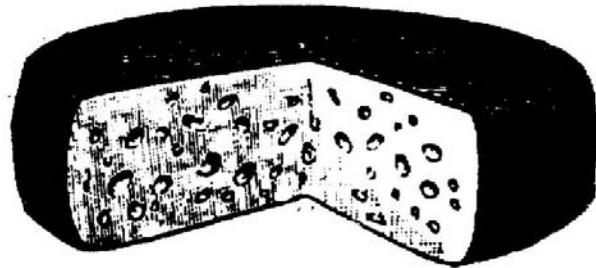
CONSEQUENCES OF DISCOVERY

Dorgram Hamner does not report the theft should the cheese be stolen; due to his clandestine associations with an evil cult he does not dare approach the city guards, and he fears reprisal from the cult should its loss be known. He therefore lays low and comes up with a cover story to explain how he was unable to accomplish his mission.

If another should eat the cheese and enjoy its effects in a manner that becomes public, the cult responsible for its creation likely targets both the eater and Dorgram for assassination.

ITEM APPEARANCE

A foul odor wafts from this palm-sized wheel of cheese. The waxy outer skin of the wheel is dead black. [If cut open:] A stench of great pungency wafts forth from the pale yellow interior of the wheel, akin to the sharpest of limburgers mixed with a faintly musty smell all its own.



ITEM HISTORY

The man carrying this wheel of cheese is secretly a member of a cult dedicated to worshipping the demon lord of slimes and oozes. He was gifted this cheese to assist him in burglarizing wealthy homes in town, to help secure funds for the cult.

ITEM PROPERTIES

To gain the full properties of this cheese, the entire wheel must be consumed. This takes one minute for a Small or Medium-sized creature, or one full round for a larger creature. The wheel is four inches in diameter and half an inch thick.

When activated, the recipient gains the ability to deform his body like an ooze, and is able to slip through cracks and holes as small as one-half inch in diameter. This effect lasts for one full hour.

Thereafter, the eater's body largely solidifies but remains a bit plastic, affording a +5 circumstance

bonus on all Escape Artist checks for the next day. Each day thereafter, this bonus drops by 1 until the effect wears off at the end of the fifth day.

The cheese has some unpleasant side effects. The eater's skin turns an unhealthy yellow shade, and his body exudes a foul stench similar to that of the cheese, resulting in a -5 circumstance penalty to skill and Charisma-based checks to influence the actions of anyone that can smell the person who ate it. This penalty drops by 1 per day (thus matching the Escape Artist bonus) as the skin pigmentation and foul odor slowly fade.

Moderate transmutation; CL 12th; Craft Wondrous Item, creator must worship demon god of oozes; Price 1,800 gp. **Total Value:** 1,801.42 gp.

15. Force Bead and Weasel Claw

THE MARK

The well-worn leathers and stained grip of this woman's longsword denote a warrior of some experience [female human War8; Spot +6]; *judging by the dust and grime coating her, she has likely just recently arrived in town as a caravan guard.*

THE TAKE

The woman has a belt pouch [1 gp] holding the wages she was recently paid along with her own wealth [30 gp, 18 sp, 5 cp]. The pouch also contains a small sphere of black glass and the preserved foot of a small animal, likely a rat or ferret.

CONSEQUENCES OF DISCOVERY

Although the coins and bead are of great value to her, the woman most treasures her lucky weasel's foot, and investigates the loss relentlessly until it is returned. She has a number of friends among the local guardsmen and uses these contacts to convince the guard to help investigate the theft.

ITEM APPEARANCE

About the length of a woman's thumb, the preserved foot is covered with brindled reddish fur and has been capped with a small copper band. The paw still bears small claws.

The bead is a sphere of black glass that, on close examination, hints at a shimmering rainbow of colors deep within. It feels cool to the touch.

ITEM HISTORY

Upon winning the black bead in a dice game several months ago, the guardswoman had it examined by a scholar she knew. On the strength of his recommendation she kept it for a dire occasion.

The clawed weasel foot is all that remains of the familiar of an apprentice wizard she loved as she came into womanhood. The familiar gave its life to try saving its master and while the gambit did not succeed, the woman kept the claw as a token to remind her of the value of loyalty and love. She feels it has brought her luck in her career and would be loath to give it up.

ITEM PROPERTIES

The bead is a standard *bead of force*. The weasel paw is not magical.

Moderate evocation; CL 10th; Craft Wondrous Item, *resilient sphere*; Price 3,000 gp. **Total Value:** 3,032.85 gp.

16. Phial of Exotic Essence

THE MARK

The filmy, revealing silk garments of this lady indicate her likely occupation to be that of a high-class courtesan [female half-elf Exp8; Spot +4]. *She wears a thin gold necklace studded with intriguing violet crystals, and bears a glossy white leather bag over one arm. A pleasant fragrance fills the air around her.*

THE TAKE

The courtesan carries a white leather purse [1 gp] containing the *phial of exotic essence*, a number of coins [10 gp, 13 sp] and a small brass locket with a portrait of two young girls [worth 2 gp]. She wears an amethyst necklace [500 gp].



CONSEQUENCES OF DISCOVERY

Although the lady possesses few resources of her own to track down thieves, she has a number of influential clients who would be happy to move heaven and earth to assist her in the recovery of stolen goods, and the capture or slaying of the thieves. Should the goods be promptly returned, however (possibly for a "finder's fee" of up to 20% of their total value), no long-term grudge will be held.

ITEM APPEARANCE

Exquisite etchings of stylized flowering vines ring this small perfume bottle near the top and bottom. A small red silk bladder attached to a thin cord connects to the top of the bottle, doubtless to be squeezed in order to spray the vessel's contents in a fine mist. The phial is half-full of pale blue liquid, and a faint, pleasant scent of exotic spices can be sensed.

ITEM HISTORY

This perfume bottle was purchased from Jasper Rowan, a renowned craftsman of exotic gifts for the most fashionable (and wealthy) men and women of a nearby large city. He is known to craft or commission a variety of jewelry and other fashion accessories for his clientele. This specific phial was acquired as a gift for the current owner by an ardent admirer.

ITEM PROPERTIES

To be activated, perfume worth at least 50 gp must be placed within the phial. (Its current contents are worth 50 gp as-is.) Thereafter, a creature sprayed by the perfume within the phial gains a +2 enhancement bonus to Charisma for one hour. The magic of the phial can be used up to three times per day.

Moderate transmutation; CL 8th; Craft Wondrous Item, *eagle's splendor*; Price 2,400 gp. EL 7. **Total Value:** Purse only – 2,464.3 gp; with necklace – 2,964.3 gp.

17. Aleph Qari's Jambiya

THE MARK

A small jeweled dagger with a curved gilt scabbard has been tucked into the front of this elven desert warrior's bright red sash [male elf Rgr8; Spot +12]. He also bears a scimitar at his hip, and wears a finely woven

shirt of chain armor beneath his flowing outer robes.

THE TAKE

The jeweled dagger and its scabbard are both of obvious value. [The set is worth over 1900 gp just for the jewels and workmanship.] The style of the blade is typical of many desert dwellers and is known as a jambiya.

In addition, the desert man bears a pouch [1 gp] hidden in his robes containing a number of platinum and gold ducats [20 pp, 10 gp].

CONSEQUENCES OF DISCOVERY

Aleph Qari hails from a tribe of desert-dwelling elves, currently on a mission for his people. He pursues any thieves and attacks them without mercy; if they escape, he swears a blood-oath of vengeance upon them, though it may be some time before he can pursue it as his current mission is urgent.

ITEM APPEARANCE

The dagger has an ornate, gilded hilt studded with blue and red gemstones and embossed in arabesque patterns. The blade itself curves back up near the point and is forged from high-quality steel. Fine writing has been engraved along the back of the blade on either side, evidently written in the language of a desert people.

ITEM HISTORY

Blades such as this are common among the tribal leaders of the elven peoples of the land where Aleph Qari was born. Each has its own name and tradition; this particular blade is known as "Mother's Tongue," after the sharp remarks and harsh attitude of the original owner's mother. Aleph Qari, grandson of that owner, inherited the blade and has worn it proudly since becoming an adult.

ITEM PROPERTIES

The blade is a +1 dagger, though its jewels (red and blue spinels) give it a slightly higher-than-normal value.

Faint transmutation; CL 1; Craft Magic Arms and Armor, *magic weapon*. Price 3,802 gp. EL 8. **Total Value:** 4,113 gp.

18. Juju Powder

THE MARK

Shrouded in black robes, this man [male human Wiz8 (necromancer); Spot +3] is thin and bony, and has a strange and unsettling gaze. A faint, unpleasant musty odor permeates the air around him. His black rope belt bears a plain black rod tucked into one side.

THE TAKE

The rod is not magical, though it is intended to look that way [worth 5 gold]. His true wealth is tucked into his spell component pouches beneath his robes, and includes some coin [17 pp and 9 gp], two black opals [worth 200 gp each], and a strange yellow powder in a thin parchment tube.

CONSEQUENCES OF DISCOVERY

The necromancer is utterly ruthless, and never forgets a perceived wrong. He uses his necromantic powers to track down any thieves, then kills them and uses their bodies as undead minions.

ITEM APPEARANCE

A thin paper tube, sealed at either end, holds a quantity of pale yellow powder that has a foul smell, like damp bone and iodine.

ITEM HISTORY

The man bearing this powder is the servant of a more powerful practitioner of the dark arts known only as the Governor. It is rumored he was originally an advisor in the thieves' guild of a nearby city, but used his art to seize power in the guild and now is the secret ruler of the city itself, controlling the ostensible leaders through magic and terror.

This individual is on a mission from the Governor, seeking to establish contacts with a local thieves' guild (or similar organization of few scruples) and extend the Governor's power into this region. The powder is intended to be both a sample of the power at the Governor's disposal, and a means of eliminating a threat to his activities here.

ITEM PROPERTIES

Juju powder must be administered like a poison, either ingested (usually by being put into the

victim's food or drink) or inhaled (generally by being blown or thrown into the victim's face).



The victim is entitled to an initial DC 19 Fortitude save; resistances or immunities to poison apply. If the save succeeds, the powder has no effect.

If the save fails, the victim's Intelligence and Wisdom drop to 4 and Charisma drops to 1. Further, the victim appears to die, with no discernible heartbeat or breathing (though a Heal check at DC 25 reveals the victim is not truly dead). This state persists for 24 hours, during which time the victim is aware of all around him but is helpless, utterly unable to act, even to activate purely mental abilities. A *neutralize poison* or similar spell ends the effect, and prevents further consequences of the powder, but only if applied during this helpless phase.

After 24 hours, the victim of juju powder comes under the mental control of the powder's creator, as if subjected to a *dominate person* spell. This effect lasts indefinitely. It only applies to humanoids, however; for other creatures, the domination is automatically broken (see below).

The domination cannot be dispelled, but a *remove curse* at caster level 12 ends it, as does a successful casting of *break enchantment*. A *heal* spell, *limited wish*, *wish*, or *miracle* spell also ends the effect.

Once the domination is broken, treat all reductions to Intelligence, Wisdom, and Charisma as ability score damage.

Although *juju powder* is intended to work for the creator, the ownership of the powder can be reassigned. This requires an hour-long ritual, a bit of blood from both individuals, 100 gp in rare incense, and the ability and knowledge to create *juju powder*.

Moderate enchantment and necromancy; CL 11, Craft Wondrous Item, *dominate person*, *enervation*; Price 7,100 gp. EL 8. **Total Value:** 7,684 gp.

19. Stone of the Ebon Eye

THE MARK

Sour faced, this gray-skinned dwarf [male dwarf (duergar) Ftr10; Spot +12] eyes all who come near him with suspicion. He is clad in black leather armor with a dark gray cloak thrown over it. An unpleasant stench of unknown spices wafts from him in an invisible miasma. A small, black leather pouch hangs from his belt next to a well-maintained handaxe; the dwarf's broad-fingered hand never strays far from the haft of this weapon.

THE TAKE

While the gray dwarf's magical axe [+1 handaxe; 2,000 gp] is valuable, his pouch holds the most valuable treasure: a fair amount of coin [37 pp, 18 gp, 7 sp, 3 cp], a small cloth packet holding two yellow gemstones [citricines, worth 50 gp each], a fiery red jewel [a 130 gp garnet], a fat black stone glistening with iridescent inclusions [a black opal worth 2,000 gp], and a thin translucent black jewel [the *stone of the ebon eye*; appraises as a black diamond worth 5,000 gp]).

CONSEQUENCES OF DISCOVERY

The dwarf reacts furiously to any thefts, immediately drawing his handaxe and laying into the thief if he catches the act in progress. If not, he returns to his allies (hiding in an abandoned building elsewhere in the city) and together they plot to discover the thieves and dispose of them with cruel vengeance. A wise thief would lay low or leave town.

ITEM APPEARANCE

The stone is a black diamond cut in a curved rhomboid shape like the slitted pupil of a cat's eye.

ITEM HISTORY

This dwarf is a merchant to his clan, which dwells in caverns deep beneath the surface of the earth. Though normally his kind holds no truck with surface dwellers, they seek a trade advantage in "topside magics" in their war with a neighboring clan of dark elves. This fellow has been given portable wealth in the form of gems and platinum in the hopes of purchasing light- and sun-related magics to take back with him to his homeland.

ITEM PROPERTIES

The rhomboid-shaped black diamond is an *ioun stone of darkvision*, granting darkvision to a range of 60 feet to the creature using it.

Moderate transmutation; CL 12th; Craft Wondrous Item, *darkvision*, creator must be 12th level; Price 24,000 gp. EL 10. **Total Value:** 28,618.73 gp.

20. Spy's Documents

THE MARK

A bored pilgrim [Rog12; Spot +18] loiters about, soaking in the local ambiance. He is dressed in patched gray robes, and bears a lean pouch at his side. The symbol of a minor sun god hangs about his neck, though he seems to be in no mood to proselytize.



THE TAKE

The pilgrim's pouch contains only some travel documents, evidently used as credentials for the church whence he hails, along with two silver and five copper coins. The value of his wooden holy symbol is negligible.

CONSEQUENCES OF DISCOVERY

The pilgrim, actually a spy, relies on the apparent poverty of his appearance and the good reputation of the deity he seems to represent as a deterrent for experienced thieves, and his own skills of observation to catch those too dimwitted to seek wealthier targets.

If someone is successful in lifting his documents, the spy assumes the thief is an enemy agent and uses his skills to personally track the thieves (also relying on contacts and informants he has made in the local thieves' guild and with other townsfolk) and retrieve the documents, likely by stealing them back. He then maintains observation of the thieves for some days, until he is certain of their true motives.

ITEM APPEARANCE

Poorly placed stamps and seals mark these dirt-stained sheets of parchment scribed with the bearer's name and writ of passage; the documents appear to be in order. [Be sure to tailor the contents and appearance to fit the likely use for which they would be intended when stolen.]

ITEM HISTORY

These documents were created at the behest of a neighboring kingdom for their spymaster to use in his infiltration of neighboring lands. Their existence is kept top secret.

ITEM PROPERTIES

When properly commanded through careful exercise of willpower, the appearance of the *spy's documents* changes to match the desires of the holder, including words written, the script style, the ink coloration and style, illustrations, and the

number, shape, size, and material of the pages themselves.

A person may use the magic of these documents to create forgeries; doing so grants a +5 circumstance bonus to the user's Forgery skill check to create accurate copies.

The spy's documents also have a self-destruct code: if the phrase "Trethygyr's Folly," is uttered within 30 feet of them, they crumble to dust. This feature was included to ensure the documents could not be used as evidence if the spy gets apprehended, either of the spy's activities or the exact nature of the documents themselves.

A *magic aura* effect disguises the documents' true aura.

Dim abjuration; CL 13th; Craft Wondrous Item, *permanent image*; Price 40,000 gp. EL 12. **Total Value:** 40,000.25 gp.

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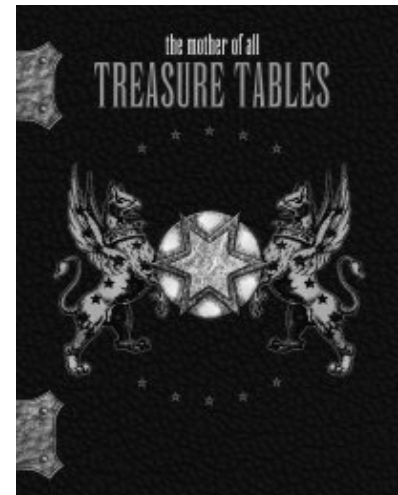
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Item Cards

How to use these cards:

Bits of Magicka Item Cards are prepared specifically so that a GM can hand them to players to use. The cards contain the minimum a player would need to use the magic item in question, including a physical description and its basic magical properties.

Efforts have been made to leave out information that a character would not know, such as the value of the item in question or how powerful it is, as given by the caster level of the spells. Names of some cursed or trapped items have been changed to better hide their true nature. It was not possible to leave out all such information and still make the cards usable in play, so it is up to the GM to determine whether players have discovered enough information about an item to be able to use its card.

It is expected that characters may attempt to determine the value of an item. Once an appraisal is attempted, the GM can choose to provide the player with the true value of the treasure or a value appropriate to the success of the appraisal.

Some pieces with long descriptive text have been divided into two cards. The cards are marked Card A and Card B of the same item number.

Everclean Hanky 01

ITEM APPEARANCE

This handkerchief is made of smooth, finely woven white silk. It is completely clean, without the slightest blemish to mar its shining surface.

ITEM PROPERTIES

The everclean hanky is always clean and fresh, and never needs to be washed or pressed.

Rothgar's Luckless Stone 02

ITEM APPEARANCE

This asymmetrical river stone has been chiseled on one side with the dwarven rune of good fortune. The stone itself is about the size of a walnut, though flatter, made from water-smoothed basalt.

ITEM PROPERTIES

Terrible fortune afflicts the owner of the *luckless stone*. The curse prevents the owner of the stone from speaking or even hinting about the curse to others in any way, discarding the stone, or removing it magically from himself. There are only three known ways to rid oneself of the stone:

1. A *remove curse* spell by a caster of at least 10th level, cast by someone other than the stone's owner.
2. It may be given to someone who knows of the stone's true nature and accepts it freely, without being coerced in any way.
3. It may be stolen from the bearer.

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Wand of Quick Repairs 03

ITEM APPEARANCE

A trio of symbols has been inlaid in copper near the end of this short, polished length of hickory: an eye, a door, and a crescent moon. The other end of the wand bears a comfortable leather grip. The wand is slightly scuffed and scarred, as if it has seen some use.

ITEM PROPERTIES

This is a *wand of mending* with 23 charges remaining. The command word to activate it is "Idormune"; the three symbols are a phonetic representation of this word (eye, door, moon).

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Beauty Salve 04

ITEM APPEARANCE

Contained within this white ceramic container is a creamy white salve flecked with crushed herbs; it bears a strong, pleasant aroma of lanolin and thyme. The small jar is sealed with a silver-embossed glass screw cap.

ITEM PROPERTIES

The *beauty salve* heals minor wounds and blemishes, instantly curing acne, boils, rashes, cuts, and similar lesions in a 2 x 2 inch area of skin for each application (which also heals 1 hit point of damage). There are a total of 12 applications remaining in the jar.

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ITEM APPEARANCE

The pages contained within the portfolio appear to have been neatly excised from a text of some sort. They are formed from fine quality paper with a slightly oily feel, and have a strange scent, possibly from a preservative used to treat the pages. The edge opposite the cut end bears fine gilding; the words themselves are also written in gold ink in a flowing script.

ITEM PROPERTIES

The fifteen pages bear a total of one wizard spell each of first through fifth levels. The spells should be exotic or unusual, possibly coming from less-used sourcebooks; the exact spells are left to your discretion.

ITEM APPEARANCE

Nothing remarkable stands out about this coin; it looks to be a silver mark much like any other. However, on closer inspection, the stamping on it is unfamiliar, with a man's profile on one side and the image of an eagle in flight on the other. The coin looks battered and nicked from wear; any writing it once possessed has worn away to illegibility.

ITEM PROPERTIES

If one places one's forefinger and thumb together and utters the command phrase, "Coin to me now!" the *coin of infinite returns* teleports into place between thumb and finger. The coin must be within 35 feet and on the same plane of existence to function in this manner. The coin's magic functions three times per day.

ITEM APPEARANCE

A number of keys of different sizes and shapes are attached to this brass key ring. One is fairly large, and appears to go to a fairly simple lock. Another, slightly smaller, has teeth on either side of the haft, obviously intended for a more complex mechanism. Three more keys are forged from polished steel, with a series of cunning teeth along the edges designed for a lock of very high quality. Another key is about the same size, cast from brass, but much simpler in appearance.

The final key is most unusual, formed from silvery metal and cunningly crafted to resemble a twig with tiny leaves fanning out at the end to form the teeth. So detailed is the workmanship that it seems as if the key was once a real branch, somehow transformed into fine metal.

ITEM PROPERTIES

The key of the hidden trove is fashioned from mithral, and has been crafted to open the specific lock to which it is keyed; the enchantment of the key and lock makes it extremely difficult to unlock by other means (requiring Open Locks DC 60 or a wish spell to unseal).

ITEM APPEARANCE

A pair of wooden knitting needles has been speared through the center of this fist-sized ball of bright pink yarn.

ITEM PROPERTIES

This ball produces a nearly infinite quantity of yarn - a total of 18,683 yards remain. Although the ball itself is magical, any yarn removed from the ball becomes nonmagical. In addition, the ball is remarkably easy to roll, taking no more than a minute maximum, no matter how many snarls or tangles or how much has been unwound.

ITEM APPEARANCE

The whetstone within the pouch is made from an unusually dark granular stone, smoothed into a rectangular bar. A rune has been chiseled into the stone at either end. The coarse grains glitter with an oily sheen.

ITEM PROPERTIES

The whetstone can sharpen blades at great speed, with just a single draw across it for each side of the blade. While this does not unduly improve the accuracy of the blade in combat, it does save time; in a profession where being able to sharpen one's cutlery in a hurry is a boon (such as chef or weaponsmith), the blade adds a +2 circumstance bonus to Profession skill checks when determining weekly income.

ITEM APPEARANCE

This stone idol is a handspan long, and bears the semblance of a hulking, primitive apelike figure with a human face. Something about the proportions of the body seems vaguely awry, as if the sculptor had little experience judging the contours of natural forms. Tiny flakes of obsidian serve as the idol's eyes, staring blankly out of the human face.

ITEM PROPERTIES

When activated, the *Idol of Tur'Gaash* transforms into a hulking beast-thing nine feet tall in the same shape as the idol. It can be activated up to three times per day, for a total duration of up to 30 minutes. If slain, it reverts to idol form.

The beast-thing does not speak, but it understands Abyssal. It also can communicate empathically with the idol's possessor, if it so desires.

ITEM APPEARANCE

A teardrop-shaped stone has been set as a pendant in this fine gold necklace. The stone is polished smooth and is colored in intriguing bands of lighter and darker blue, with occasional patches of a coppery hue. The clasp on the back of the necklace looks broken. The mount affixing the gem to the necklace has been sculpted to resemble a sea serpent coiled around the top of the stone.

ITEM PROPERTIES

The pendant functions as an *amulet of health* +2; however, it needs to be repaired before it can be used, requiring 500 gp in materials.

The stone set in the pendant is a chrysocolla—a form of blue chalcedony

ITEM APPEARANCE

Polished to a mirror sheen, this smooth sphere of clear crystal is surprisingly heavy, and is about the size of a plum. [When held in one's hand:] The sphere erupts in bright silver light that clearly illuminates the area around.

ITEM PROPERTIES

When held in hand, this crystal sphere radiates silver light brightly out to 20 feet, and dimly out to 40 feet. The sphere automatically activates when grasped, and deactivates one round after being released.

§ *Scrivener's Exotic Inkset* § 13

ITEM APPEARANCE

The satchel contains the tools of the trade for a professional scribe: eight ink bottles, a half dozen quills, blotting sand, a small blade and inkstone, and a small collection of parchment and paper of various sizes and degrees of quality. The contents are neatly arranged and compartmentalized, and look well maintained.

ITEM PROPERTIES

The magical inks are intended for the scribing of magical scrolls of third level or less. Using them reduces the gold piece cost of scribing by up to 50%, and uses up an equivalent gold piece amount of the inks. The total value of these inks is 2,000 gp. The magic they bear is inherent in the exotic ingredients from which they are made, and does not denote any special property other than that listed above.

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§ *Force Bead & Weasel Claw* § 15

ITEM APPEARANCE

About the length of a woman's thumb, the preserved foot is covered with brindled reddish fur and has been capped with a small copper band. The paw still bears small claws.

The bead is a sphere of black glass that, on close examination, hints at a shimmering rainbow of colors deep within. It feels cool to the touch.

ITEM PROPERTIES

The bead is a standard bead of force. The weasel paw is not magical.

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§ *The Ghastly Cheese* § 14

(of Dogram Hamner)

ITEM APPEARANCE

A foul odor wafts from this palm-sized wheel of cheese. The waxy outer skin of the wheel is dead black. [If cut open:] A stench of great pungency wafts forth from the pale yellow interior of the wheel, akin to the sharpest of limburgers mixed with a faintly musty smell all its own.

ITEM PROPERTIES

To gain the full properties of this cheese, the entire wheel must be consumed. This takes one minute for a Small or Medium-sized creature, or one full round for a larger creature. The wheel is four inches in diameter and half an inch thick.

When activated, the recipient gains the ability to deform his body like an ooze, and is able to slip through cracks and holes as small as one-half inch in diameter. This effect lasts for one full hour. Thereafter, the eater's body largely solidifies but remains a bit plastic, affording a +5 circumstance bonus on all Escape Artist checks for the next day. Each day thereafter, this bonus drops by 1 until the effect wears off at the end of the fifth day.

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§ *Phial of Exotic Essence* § 16

ITEM APPEARANCE

Exquisite etchings of stylized flowering vines ring this small perfume bottle near the top and bottom. A small red silk bladder attached to a thin cord connects to the top of the bottle, doubtless to be squeezed in order to spray the vessel's contents in a fine mist. The phial is half-full of pale blue liquid, and a faint, pleasant scent of exotic spices can be sensed.

ITEM PROPERTIES

To be activated, perfume worth at least 50 gp must be placed within the phial. (Its current contents are worth 50 gp as-is.) Thereafter, a creature sprayed by the perfume within the phial gains a +2 enhancement bonus to Charisma for one hour. The magic of the phial can be used up to three times per day.

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§ *Aleph Qari's Jambiya* § 17

ITEM APPEARANCE

The dagger has an ornate, gilded hilt studded with blue and red gemstones and embossed in arabesque patterns. The blade itself curves back up near the point and is forged from high-quality steel. Fine writing has been engraved along the back of the blade on either side, evidently written in the language of a desert people.

ITEM PROPERTIES

The blade is a +1 dagger, though its jewels (red and blue spinels) give it a slightly higher-than-normal value

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§ *Stone of the Ebon Eye* § 19

ITEM APPEARANCE

The stone is a black diamond cut in a curved rhomboid shape like the slitted pupil of a cat's eye.

ITEM PROPERTIES

The rhomboid-shaped black diamond is an ioun stone of darkvision, granting darkvision to a range of 60 feet to the creature using it.

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§ *Juju Powder* § 18

ITEM APPEARANCE

A thin paper tube, sealed at either end, holds a quantity of pale yellow powder that has a foul smell, like damp bone and iodine.

ITEM PROPERTIES

Juju powder must be administered like a poison, either ingested (usually by being put into the victim's food or drink) or inhaled (generally by being blown or thrown into the victim's face).

The victim is entitled to an initial DC 19 Fortitude save; resistances or immunities to poison apply. If the save succeeds, the powder has no effect. If the save fails, the victim's Intelligence and Wisdom drop to 4 and Charisma drops to 1. Further, the victim appears to die, with no discernible heartbeat or breathing (though a Heal check at DC 25 reveals the victim is not truly dead). This state persists for 24 hours, during which time the victim is aware of all around him but is helpless, utterly unable to act, even to activate purely mental abilities.

After 24 hours, the victim of juju powder comes under the mental control of the powder's creator, as if subjected to a *dominate person* spell. This effect lasts indefinitely.

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§ *Spy's Documents* § 20

ITEM APPEARANCE

Poorly placed stamps and seals mark these dirt-stained sheets of parchment scribed with the bearer's name and writ of passage; the documents appear to be in order. [Be sure to tailor the contents and appearance to fit the likely use for which they would be intended when stolen.]

ITEM PROPERTIES

When properly commanded through careful exercise of willpower, the appearance of the spy's documents changes to match the desires of the holder, including words written, the script style, the ink coloration and style, illustrations, and the number, shape, size, and material of the pages themselves. A person may use the magic of these documents to create forgeries; doing so grants a +5 circumstance bonus to the user's Forgery skill check to create accurate copies.

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