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Roleplaying Tips Weekly Supplemental #6

"Minor Rewards Ideas"

Please find below 225+ treasure and reward ideas that you submitted to me in response to the Subscribers' Challenge in issue #116.

<http://www.roleplayingtips.com/issue116.html>

Ryan B. did an amazing job of compiling all this data, so a big thanks from the whole Tips list goes to you Ryan!

Jim B. converted to PDF and created the Bookmarks.

The rewards have been divided into seven broad categories:

- * Exotic Foods
- * Beasts And Monsters
- * Strange Materials And Misc Items
- * Art, Furniture And Jewelry
- * Gifts From Nobility
- * Named Items
- * Spells And Magic Items

A Few Caveats

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* Some items are not so minor. :)

* There are a lot of D&D oriented submissions. For non D&D GMs: my apologies, as making all the entries generic proved to be too much work. ☹

Conversions and terms:

- DC = Difficulty level where 15 is hard and 30 is nigh impossible.
- +1 = +5%, linear probability.

* 99.9% on the treasures are fantasy oriented, though I'm hoping GMs of all genres can adapt many of the treasures without a lot of work.

* More treasure ideas are welcome! It's the ideas in this document that are the most important to GMs and Tips subscribers in the end, not the editing or genre. So, I'm happy to keep adding if you're happy to keep sending ideas in. I'll post an update in the e-zine should this file grow by more than 50 new item entries.

Enjoy.

Regards,

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EXOTIC FOODS

Foodstuffs

A good example of this would be a huge wheel of parmesan cheese. The characters will look at it skeptically but it is nutritious enough to keep someone alive for several days with nothing else, and it lasts forever. Other examples could be jerked meat of rare variety (i.e. dragon, etc.)

Fine wine

An excellent wine to toast the victories of the group. Perhaps it will even heal a point or two of damage from the fine feeling of relaxation it imbues to mind and body. Game Hook: The group may find it beneficial to present a fine bottle of wine to a lord or other higher up they are trying to get favor from. However, if you feel like a light hearted adventure, all sorts of wine threatening situations can come up in delivering it, like it rolling towards the edge of high drops, being stolen by drunken kobolds seeking more ale, being lost in a pile of other bottles, etc.

Hunk'o'troll

A resealable jar with a small amount of troll meat in it. Simply uncap, wait a couple minutes, and slice off the regrowing portion and recap. Voila, instant troll patty. And in case you're wondering, though I've yet to try it myself, I'm told the taste of troll is, curiously, not entirely unlike that of common fowl such as chickens. Possible issues: Would lawful good characters consider this cruel & unusual punishment to the troll? Is it right to eat a sentient creature? Of course, the characters would have to know it was troll meat. They may have been eating it for some time before they found out...

Troll Berries

Troll Berries look like dull, black olives on the outside. The skin is thin, yet very tough, and can only be cut with a +1 or better edged weapon. Inside, there is a solid, red fleshy substance that is flaky like coconut meat. There is no seed or pit. The berries grow in clusters (4d6 berries) like grapes, limited to 1-3 clusters per bush. The bush grows straight up into 1-3, 7' tall palm-like stalks, with long, ugly, brown/black fronds. One cluster of berries grow per stalk.

This plant only grows outside in an arid climate, and only on an earthy spot where a troll's blood is spilled (must be the last drops of a dying troll). Troll Berries are sought and hoarded by trolls. Once picked, they dry nicely and keep for a millennium (the berries, not the trolls). Trolls who consume the berries actually grow stronger, tougher, and larger- permanently! Also, for 24 hours after eating the berries, trolls regenerate at double their usual rate! For game purposes, use +1 STR & CON and add d4 Hit Dice. Palladium characters

that are trolls gain +1 Physical Strength & Physical Endurance, plus d6 Hit Points.

Eaten straight, Troll Berries are extremely poisonous to most other races (the most dangerous, ingested poison will do, or the DM can make something up) Elves do not get a saving throw, they die instantly after eating one berry. But if handled carefully, they can be an interesting treasure! One berry, crushed and steeped in a large pot of boiling water for 5 minutes, will give up to 8 PCs regeneration for 1d4 hours. All Elves are allergic to this potion and will fall into a coma-like state for 1-4 days.

Piokos (Pee-oh-koes)

Chocolate birds. Like Peeps-only chocolate. These are made by a halfling confectioner and are prized as a delicacy by halflings. As they seem to last forever and tend to be hard and brittle, only halflings can stomach them.

The Flaming Onion

A drink that was a best seller in a tavern of the kingdom's barracks and was known throughout the kingdom for having a one drink limit. The recipe was carefully guarded and anyone that got it could use it to black mail the tavern owner, or to sell it to another tavern for big bucks. Although each one would have to have a good story behind it. A secret recipe could tempt even the most honest of parties.

The Shebbrin Cavefish

A prize which is difficult to obtain, difficult to maintain, and difficult to sell, but it could be well worth it. This small fish is a delicate shade of blue, with grayish fins. They can only be found in deep, extensive caverns, in natural pools. The meat is considered rather unpleasant by most people, but for some reason, rock and forest gnomes love them (deep gnomes are unimpressed - they eat them all the time.)

Unfortunately, "shebbies" die quickly when taken out of their natural environment, and their meat starts to spoil almost immediately, so they are difficult to transport to most gnomish settlements. Gnomish PCs can enjoy them as a treat on an adventure in the Underdark, or the PCs could try to figure out how to transport them to the gnomes that love them. Sale price might be as much as 25 gp per fish.

Dragon Milk

Exotic creatures, exotic properties, exotic tastes. Requires a *living* monster as source. Milking a dragon would truly be a challenge.

Fresh Basilisk Droppings

Requires a *living* monster as source. As for basilisk droppings, everybody knows they turn to stone if exposed to sunlight for more than a few minutes, and who knows why someone would want any, but this is what the client ordered...so how does an adventurer go about getting some? Possible alternative: Basilisk droppings have been discovered to burn hot & clean and is now considered to be a good source of energy. Or...the droppings are needed as a spell component. Many adventure hooks available.

Balaberries

Balaberry Plants grow only in wild thickets, and they are usually guarded fiercely by pixies and their ilk, who love to eat the fermented berries. Elves, however, may sometimes bargain for enough Balaberries to make a thick, syrupy wine that they call Ashala. A "recent" bottle of Ashala (anything up to 100 years old) can fetch 50 gp easily, but a truly excellent vintage that has been properly aged (say 500 years or more) might be worth as much as 1000 gp, especially to an elven wine collector.

Seed of Marawa

A plant growing deep underground only. It is rare, sometimes used in business (communities of the deep may value it for about 100-200 gold) and can be processed into the finest alcohol of the Deep. Bigger than a coconut-black, very hard shell.

BEASTS AND MONSTERS

Exotic pet

Brought from over the sea at no small expense by the King, his pride and joy, a Llama! Might be useful, might not. Or an emu. You get the picture.

Strange breeds of pets

Rabbits and cats. Cabbits? Dogs and raccoons. Dacoons? Rogs? Could be a lot of money for wizards looking for unusual familiars.

Younglings

The result of an attack on a monster's lair might be the discovery of a nest of its young. Baby animals of rare or magical species will definitely be very valuable. Or the character himself might want to try to raise the animal to be a pet or companion. For example, maybe a dire wolf cub can be trained to become

the ultimate guard dog; if a character of mine were to find a dire wolf cub, I'd certainly try it! Challenge: How do you take care of the little ones? How does the rest of the community feel?

Will O' Wisp within a Diamond

Magically contained within a large square cut diamond (approximately 2 gnome fists in size), a Will O' Wisp has been shrunk and bound. In its struggles to escape, it discharges static energy that causes the diamond to shimmer (10' radius light). Worth thousands of gold for the diamond alone, this item creates heat-less light that does not diminish and is impervious to anti-magic areas. Lawful good characters, however, are revolted by the imprisoning of an innocent creature. They and any ranger characters may feel the need to destroy the item & free the wisp.

A Rare Pet

A rare breed of dog, a racehorse, or something, um, *grander* in scale (the term "white elephant" comes to mind). Suddenly, the PC has to take care of a dependent. Much like exotic pets, yet more useful.

The Beast is the Treasure

It need not be dead or alive. The hostiles can have special qualities, information, clout, all sorts of things that make them interesting. So what will the group do when ordered to capture a vampire intact? Or to deliver the Dark Elf Matron of the Third House to a specific place at a specific time, alive, helpless, and unharmed? Or to provide the client a unicorn filly? Adult unicorns are rare in the extreme, reproduction not well known, and unicorn foals practically never seen... how about breeding one?

STRANGE MATERIALS AND MISC ITEMS

Fine cigars

Hopefully the orcs will get you before the tar does, but these cigars just say that you've gotten somewhere, when you smoke one. The feeling of grandeur should probably last awhile and leave the character with a feeling of impunity and a bonus to save verses attacks on the mind or try to control it.

Lead Lighting

Don't take windows for granted. Most people just use shutters. But if you can find some lead lighting or someone who can make it (Grateful people you've

saved), it just makes your house look great! If you can get an image of yourself and your buddies built into the glass, it's even better!

Pommel Gems

Mostly for the look of it, these can be affixed to bottom of the sword/axe handle. GMs might also want to take this into account if the player bops someone with said handle! Also could be a target for thieves...

Religious Texts

A set of tablets containing the "true" story of how the world was created. (This could be the fabled tablets of the Gods or just a fake.) If true and different from current beliefs, how will the church react? Probably not favorably.

Tea Set

A set of tea dishes made of a rare plant that is heat resistant and can be shaped into objects without killing the plant (ideal for Elves and Druids.)

Clothing

A set of clothes that are reversible (one side is blue the other is red.) Or alternately is like some modern cars changes color depending on where the character stands (usually its a group of closely related colors blue, blue-green, green, yellow-green, and yellow for example.)

Tools

A hammer and anvil of extreme masterwork (the blacksmithing equivalent of a +5 great sword).

Wooden Bestiary

A complete set of hand-carved miniature beasts of all kinds (dragons, manticore, owlbears, etc). You can place the set in one place, or scatter them to four winds. You can even make them popular collector's items (ala beanie babies) and everybody wants one.

Wolf-Tooth Knuckles

Like brass knuckles of today, the rivets consist of magically treated wolves' teeth. The effect is +2 damage for unarmed combat and can be used by a monk with

no penalty. In addition, a critical strike will cause the foe to become knocked unconscious.

Wrist Spike

Like the Wolf-tooth Knuckles, a wrist spike where the spike is the tooth of a large predator such as a dragon or similar.

Rune Skeleton Armor

This ancient bronze banded mail is inscribed with runes and enchantments that sustained it's undead wearer. Though now marred, the runes still seem to describe enchantments of otherworldly perception and supernatural protection. The type and AC of the armor varies, depending on the GM's choice and campaign style. One note of caution: If the skeleton is defeated, the characters will get the armor. Watch for power balance. Of course, maybe the armor is what caused the previous owner to die & become a skeleton, so any character wearing it will start to deteriorate...

Atlantean Gold

Similar to common gold, though slightly stronger. Atlantean gold has a reddish hue, making it prized for it's beauty as well as it's rarity.

Guardian Naga Potpourri

The ultimate accessory for the evil bathroom, the blue-green scales of the Guardian Naga, when removed and treated, provide the "sweet smell of flowers" for several months.

Dragon's Fire

Perhaps the most expensive aphrodisiac in existence, with good reason: the active ingredient is mature red dragon semen! Collecting this ingredient would make an interesting adventure to say the least, bringing a whole new meaning to the skill animal handling...

Humanoid Body Art

Orcs could be into tattoos in a big way. Now imagine an orcish Michelangelo, who travels around orc tribes spreading his work. Perhaps he could become quite collectible and his works could be valuable when separated from their owners (ouch!). Of course, you would have to be careful not the damage the work when acquiring it.

Preservatives

If the treasure is found in a hoard, you might find them preserved in unlabelled jars: Roots Leaves Bark Seeds Blossoms and pollen Mushrooms and Fungi Shellfish and other sea creatures Animals and animal parts Challenge: Many of these "organic" treasures will be found in wilderness, not in dungeons. Only characters with the proper knowledge can identify and gather them, and/or know how to preserve and transport them. Can you say, this is a job for the ranger?

Fluids

Blood and other body fluids. The blood and body fluids of legendary or magical creatures may have useful magical properties.

A quick list of fluids that might be valuable might include: Blood, Bile, Musk, Venom, Saliva, Stomach juices, Tears. Some fluids might grant eternal youth, or invulnerability to metal weapons, etc. In the Niebelungenlied, the blood of Fafner the dragon gives Siegfried the ability to understand animal speech. Challenge: How to preserve and transport the fluid? How to use the fluid correctly? Perhaps improper use is fatal or dangerous - the fluid may be poisonous, combustible, corrosive, spawn monsters (Remember the movie Clash of the Titans?), etc.

Eggs and Eggshells

Remember the Sinbad movie where Sinbad has to get a roc's eggshell to make an alchemical formula? And I'm sure anybody can find a use for the egg of a wyvern, or a dragon... Challenge: The nest, of course, is guarded.

Skullcups

A collection of (rather large) cups made of the skulls of a variety of long dead beasts and monsters. They have ornaments made of silver wire all over them. The gems that were fixed to the skulls eyes, resembling the beasts pupils were broken out a long time ago and only a few have resisted all attempts to remove them. A 'must-have' for every barbarian expecting guests!

Argent Horn

An old ram's horn with a large crack down one side, covered entirely with silver (now tarnished). Has a steel bracket attached to it, enabling it to be used as a (wall-mounted) candle sconce. This item was once owned by the chief of a nomadic tribe of barbarians. These usually peace-loving peoples were attacked and the Horn was stolen. Having some religious and personal worth, the tribe would befriend any who returned it.

Satyr's Honey

A squat, hexagonal, clay, one-pint jar of honey stopped with a yellow painted cork. The liquid has a deep rose tint to it and is laced with cinnamon. A delicacy in many parts of the world, this honey is affordable by only nobility and is a status symbol when served to guests. Rumored to be an aphrodisiac, but these are unfounded.

Runic Wood

As stated this lengthy piece of timber is intricately carved with the runes of the high dwarvish alphabet. Appearing to be made out of the dull pinkish brown Terus Immpyros wood it is resistant to flame and is easily large enough to be propped up above the fireplace. The fiery swirls of the polished grain offsetting the jagged runic letters of the High Dwarven Alphabet.

Rare Drinks

Examples could be hot chocolate or coffee

Cool Mug

A mug made out of an arctic metal or remorhaz scale and which keeps its content pleasantly cold. Great for always drinking cold beer!

Phosphorescent Stone

This rare type of stone absorbs and stores light or other sources of energy and then release this energy as a greenish glow when in a lightless environment. The phosphorescent stone sheds light in a 10' radius.

Henyan Spices

These spices, in addition to being worth a fortune, are so strong they confer anyone who eats them (alone or in conjunction with a meal) a bonus against poison for the next hour.

Mariam Honor Blade

An unenchanted long sword made from tempered steel, with a gold/silver mix for the handle carved into the shape of a lions head at the pommel, this blade was given for a single year to the champion of the Royal Tourney. Etched into the length of the blade in a tongue long forgotten are mysterious looking runes, the only word of which can be pronounced by local scholars is "Mariam" which means "Honor". These are not magical, and merely translate to the following poem: "Let those who are in favor with their stars, Of public honour and proud titles

boast, Whilst I, whom fortune of such triumph bars, Unlook'd for joy in that I honour most."

Fair Robe, White

A perfectly white garment made from a silk blend from three different species of spider, this robe will never get dirty, even if splashed with mud or tar. This is not from enchantment, but rather a physical attribute of the material itself. A treasure a King, or High Priest might pull out on special occasions if he/she wishes to make a strong impression.

Fair Robe, Colored

As above, except enchanted during its weaving in order to take dye of any color. If very few White Fair Robes were made, due to the difficulty and length of time involved in making them, the colored versions are even rarer. The colors will be absolutely pure, without any mixture from other colors, so only Cyan, Magenta, Yellow, and Black (*see below*) can be used. These colors will appear vibrant, and almost seem to shimmer. After the color has taken to the silk, the enchantment will fade, and the robe will remain "unmagical". It will keep its color, yet still not become dirty in any way.

Fair Robe, Black

Special mention should be made of the Black Fair Robe. As opposed to shimmering, such as the other three colored robes do, it will appear to suck in all the light around it, reflecting nothing. Thus, it will seem to be a worn shadow, and may assist in concealment. The only Black Fair Robes that were made, were made by assassins to help them hide in the shadows (+25%). Only the most powerful and skilled assassins will ever be allowed to use it.

Santeel

Imagine something between sand and steel. It's very rough but it does not crumble, it's very hard but not plastic at all. It's dark gray in color and is only found in cold volcanoes. It is said that it takes a dragon's strength to break santeel, but once it is broken it's useless, because if santeel is melted, the produced material can be broken with bare hands.

Santeel can never be made shiny, it's always twice as rough as sharkskin, and there is NO way to work it into a certain form. That's why santeel weapons and armor are much more rare than the material itself. The piece has to naturally have the needed form (i.e., a sword blade) and you have to be able to put a suitable handle on it.

A sword from santeel would be very tricky to handle - it would just lack a cutting edge (or in very rare cases, which makes the blade unique). On the other hand an armor piece, which permanently has a filing effect on the attacker's weapon is really interesting indeed...

Water silver

A metal with the properties of ordinary gold, which has the color of pure silver when looked at through water: "Silvery raindrops were running down his golden breast plate". Game hook: Besides being rare and therefore valuable, this metal may have some magical resistance? Or maybe when used in place of gold for a spell component, it works twice as well.

Krenshar Cloak

A cloak trimmed with fur from the pelt of a krenshar. Sure, it looks stylish, but other krenshar are not gonna be real pleased when they smell it. Of course, you can substitute any rare creature. Game hook: Characters find that the cloak they have is made from a rare sentient race.

Spider Silk Rope

This 50 foot coil of rope is made by drow weavers. They must wear gloves woven of the same spider silk and treated with solvent to remove the stickiness in order to handle it properly. It maintains some stickiness and grants a +2 material bonus to Climb and Use Rope checks. It weighs only 8 lbs. It also gives a -2 modifier when trying to escape if tied by this rope. Game hook: Giant spiders can sense this rope & will attack whomever carries it.

Mandrake Root

A bizarrely exotic herb used in the most powerful alchemical concoctions, enormously prized by alchemists. It can be used, in the right recipe, for everything from mind-enhancing concoctions to killer poisons. Usually found around basilisks.

Ember Flowers

Flowers known to grow on the graves of the mighty; mystical borderlines between the living and the dead. Often used in raising and resurrection spells.

Graymold

A bland-looking, bitter-tasting, flat-gray mold, often hard to find because it blends with the coarse granite it's known to grow on. Found only in deep, dank caves, the stuff is a powerful healing and purifying agent, used often for both healing flesh wounds and disease.

Silveroak

A spectacularly rare tree that is the silver lining on any cloud of a deep, deadly forest. It towers like the tallest oak and its branches are stronger than

most any other tree in the world. Any bow or wooden tool made from the tree counts as +1 to attack and damage, on top of any additional bonuses.

Platinum Bar ("Glowbar")

A strange disease, not readily identifiable, accompanies this metal (known in later years as radiation poisoning). Those who carry or are in constant close proximity to it must make a Fortitude check each week, with a DC equal to the number of weeks of exposure. The DC can be increased or decreased depending on the danger desired. Those who fail the check begin taking CON damage (NOT temporary) due to the rotting disease. Their flesh literally begins to turn to mulch, etc.

Gloranthan Copper

A strange copper-like metal that is ideal for forging armor and weapons of all sorts. Found in bars or ancient equipment or mined, the copper is reddish and melts at a cooler temperature than normal copper, yet is harder still when completely cooled (comparable to iron). It's more resilient to elements (except heat) than normal copper.

Unicorn Cloak

Snowy white cloak woven from a Unicorn's mane. Gives a +1 modifier to reactions and CHR while worn. Game hook: If identified as Unicorn, lawful good PCs & NPCs will be revolted, having the exact opposite effect (-1 reactions/CHR).

Insect Balm

Salve (no magical properties) which repels stinging insects. Monsters that are stinging insects (stirges, giant mosquitoes, etc.) are -2 while in the 5' radius of effect.

Sun Stones

These look somewhat like gold, but gain a slightly more translucent and mellowed hue of yellow and usually take the shape of palm-sized skipping stones. For each hour they are exposed to direct sunlight, they can produce 10 minutes of light as bright as an oil lamp, prompted by vigorous rubbing. Each stone can hold 3D6x10 minutes worth of sunlight.

Paper, High Quality

The sheets in this heap of paper are very thin, and yet as strong as any non-magical sheet. They weigh less than 1/20 of contemporary paper.

Marked Money

A sizable quantity of gold coins that have an ominous, reddish tinge to them. Each surface of the coins has been minted/carved/marked with faces demons, symbols of evil rulers, words in monster cants, pictures of vile acts etc. Each coin is also of an unusual shape. Large denomination ones perhaps gems with engraved metal bands around them. Tetrahedron coins, spherical coins, triangular ones.. options abound, and depend on the beliefs and symbolism of the area.

Hell Gold

Well known in the area, Hell Gold looks exactly like regular gold, but has a reddish hue to it that, when melted, causes it to look just like blood. It is incorrectly reputed to be cursed, and using or even possessing any is against the law. Anyone trying to trade with it marks himself as a villain or worse. As a result, unless the coins are reclaimed from some truly wicked source, they are not stored away as treasure. Some may have been thrown away as trash. Some may have been used in religious ceremonies or ornaments to scare people. And yet they are coins, as well as gold. Some money changers may accept hell gold, though of course at a significantly reduced rate and in some circles, Hell Gold is the preferred, or even the only accepted currency. Money can have a story of its own. Less exotic options abound, groups that trade only or preferably in certain kinds of currency. Game hook: Kill a dragon, find the entire treasure is Hell Gold. Where do you unload it? (A side note, Knights of the Dinner Table™ comic book by KenzerCo did something like this with Confederate currency in a civil war game. Very funny result!)

Steel Sword

Sword of Steel...or Steel as Sword? An item with multiple meanings. Someone may see the Sword of Wolfgaard as a unique relic with political significance...just the thing to give to the ambassador of the current rulers of Wolfgaard to seal an alliance or secure a pact, which is why the king's agents seek to acquire it by hook or by crook.

For another, it is simply a weapon. Yet another sees in it the odd design, which hints at the legendary swordsmith Graedel, so the blade may have been made by one of his apprentices, yet there is other influences to its design as well, which may shed light to the fate of Graedel.

For someone else, the sword is a key - both a map and a key in the literal sense - to the lost keep of Wolfgaard. It may be seen as the sign for people of Wolfgaard that the time to throw away the yoke of oppressors has arrived. And yet another finds it odd that the blade is effective in battle though the blade does not appear to be sharp. Perhaps this is due to its enchantments.. or its material.. or the combination of the two.. so taking it apart is necessary. Combine any two roles for a single piece, and it becomes much more than just a sword.

Silkworms

A polished wooden case containing silkworm eggs, mulberry seeds, and a treatise on the production of silk. Value: Nearly infinite to a culture which does not produce its own silk. Risk to PCs: A culture which has a monopoly on the silk trade will take extreme measures to protect its monopoly.

Tindersticks

The PC's who normally use flint and tinder to make fire, find it's a very uncomfortable way of making fire taking them some minutes and almost impossible in damp conditions. Suddenly, they encounter a little box filled with little sticks with a funny thing in one end, out of curiosity, they rub it and it lights up! Now they treasure a box of matches more than their dagger +5 because it makes fire faster than they ever thought.

Salamander Egg Tea Cups

Eight cups that never allow the heat to radiate out or burn the drinker. I ran a game where the climax had the party discover a dragon's egg incubating in lava. When the egg hatched, one of the party kept the pieces. We never did anything with them, but anything that can hold off lava could coat the space shuttle.

Lantern Stone

This material is thought to be a by-product of volcanic eruptions, as deposits of it are often mined from the slopes of long-dormant volcanoes. It breaks easily into rough one inch cubes. If it allowed to soak for eight hours in a pint of lantern oil, chemicals in the stone enhance the oil's burning property. It increases the light output of the flame from the oil by about a third (common lamp will illuminate 20 ft radius, hooded lantern will illuminate a forty foot radius, and a bullseye lantern's cone will be about 27 feet at the end and extend to 80 feet.) The oil lasts the same amount of time. Once a stone has enhanced 10 pints of oil, the chemicals that cause the enhancement are too diluted to do further good. It has no discernible effect on Greek fire. One stone typically fetches about 5 gp and weighs one pound.

Future Technology

Technology that the characters don't know how to use (preferably harmless, unless you are a particularly mean GM ;). They players typically will say: "Cool a Gattling gun, I'll point it at the bad guys and pull the trigger". This is a bad idea if they don't even know which way the gun is supposed to point. "A huge terrifying racket rings out and when the smoke clears the orcs are still charging you down, looking behind, you notice that the wizard is lying on the ground soaked in blood".

Patent notices

If the world is bureaucratic enough then this notice could make the character very rich going around the country and suing everyone that uses their designs for innovative inventions.

Technology Blueprints

Better ways to mix metals, better ways to mine and refine, ways of finding an uninhabited plane. As with patent notices above, what will others do to protect their processes (to stifle competition) or get their hands on yours?

Owlbear Pelt

What's better than stretching out before a roaring fire on a bearskin rug? How about stretching out on a rug made from the luxurious pelt of an owlbear? Sure they're foul-tempered and mean, but, when their hides are properly cured by an expert Tanner (DC 30 to get it just right), they embody all the softness and thickness of down with the warmth and size of bearskin. A well-made owlbear-skin rug could fetch as much as 200gp easily, maybe 300gp if a taxidermist stuffs the head and leaves it attached.

Ammunition

For the higher tech RPGs out there such as Shadowrun: Ammo. Do you know how hard it is to get armor piercing ammo? Perhaps the fence you usually use is fresh out of cash, but he's got two clips of the best ammo known to man.

Big Guns

Maybe the ghoul nest you take out (or make a deal with) has been holding on to this heavy machine gun...oops, where are you going to get heavy machine gun ammo (*see above*)?

SOTA Cyberware

Great, you've just "liberated" the paydata, and someone found a nifty sealed case on the way out. Perhaps it has the new cranial tactical computer that'll really give your team the edge....who's going to install it?

Clocks

Rare mechanical device, treasure that always knows what time it is. Brittle, but coveted by the rich and nobility.

Kitchen Knives

An exclusive modern-day set of kitchen knives. High quality. Limited combat use though.

Guardian Angel

These armors are extremely rare and are found almost exclusive at the hands of great military leaders or extremely rich collectors. For these armors are truly a gift from the heaven. The metal used to create these armors comes from the metals that have merged when meteors have smashed the earth.

Some call it Mithril and fancies the dwarven smiths who are the only who can manage such metals. Nevertheless, a Guardian Angel isn't just the hardest, most resistible armor in the world, it's also the most beautiful, many say. In sunlight it shines of glory and many soldiers have been inspired by its wearer to fight glorious battles before he dies.

One of the most extraordinary feats of the Guardian Angel, is its lightness. You could wear full plate created by Mithril and it would feel like wearing leather armor. But due to the dwarven magic used to create such wonderful armor, it also makes it impossible to cast spells in such armors. It simply can't be done.

Druskan Drinking Horn

Straight from the deeper Kuri Steppes, this drinking horn is made from the tusk of the Drazha beast, the beast that all Druskan boys must hunt to achieve their coming of age. The Horn itself is of a fabulous bleached white. As it continues to taper it also spirals around, the horn can be set on any flat surface due to this natural spiraling of the Drazha beast. It is said this was the drinking horn of Kudras himself, quite a legendary figure in Druskan folklore. It's brim is fitted with a bronze ring, which is connected to a bronze inlay that stretches across the horn's surface in the shape of fingers of fire. An assortment of gems is also encrusted within the blaze. The value of this horn is at least 4000 Imperial Marks but it's current owner, Marius Kohan, refuses to sell no matter the price.

Axehead, Stone

This head for a woodcutter's axe was made a few thousands years ago. It is quite fragile compared to iron or steel, made of flint as it is.

ART, FURNITURE AND JEWELRY

Fine Art

Rare and beautiful pieces, fished out of the dankest dungeons of the world. The awe of these rare or well painted works can be quite miraculous. The owner of the paintings can be considered to have one or two points higher charisma than they really have (while being near them). This can be interesting with the

players inviting those they wish favor from, to their abode so they are wonder struck by the art and are easier to persuade. The higher the character's charisma the more paintings he'll need to have an affect.

Old Vases

Beautiful and useful for holding flowers. In fact perhaps because of their age or method of manufacture, these vases will keep flowers alive and well for far longer than should be possible, perhaps for years!! This is helpful for adventures who can't be bothered with replacing flowers and other little things all the time. In fact after dungeoneering for weeks, they may come back to find the flowers still fresh. BTW, flowers help keep a house smelling nice...important considering where adventurers and their gear tend to go.

Ornamental Suits of Armor

Not much use as real armor and a pain to move, but damn they look great in your home!

Fine Furniture

It may be a pain to move. But finely polished and made, its great around the house. Its also useful to have these things full of secret compartments, so if your house gets looted your quite likely to be able to keep some things secret!

Matched Set of Exotic Jewelry

Maybe a platinum bracelet with attached finger rings, studded with moonstones, a platinum choker, platinum circlet with a moonstone in the center.

Mug/Cup/Stein

Made of a single large gem, this would be a cool little item to put in a PC's cabinet.

Portrait Shield

Centuries ago, a young knight named Laynor was so enamored with his beautiful queen he had her portrait painted upon his shield. Upon spying the shield in combat, the king, enraged with jealousy, had the knight executed on the spot. The queen, hearing of the knight's bravery in combat and his devotion to her, had the knight buried with his shield.

Statuette

A statue made of dragon horn ivory or other rare material.

Unexpected Treasure

A painting with the true will of a dead king hidden in its frame which would give the right to rule to a distant relative of the current king.

Chess Board

A chess board made of pure silver with miniaturized petrified adventures as pieces.

Rug Made of Gold Fibers

Golden Paint Brushes

A set of three paint brushes made of gold. It is not known whether they possess magical powers, but they are sought after by the greatest artists in the world.

Necklace of Teeth

A necklace that is made from the enchanted teeth of different creatures. A necklace made of dire rat teeth, for example, might give the PC a +2 to disease saves and the toughness feat.

Tapestry Map

A tapestry that depicts soldiers marching across a desert and into mountains to battle a dragon - the tapestry is an actual map, with landmarks noticed with a knowledge check.

Jewelry Box

Turquoise dolphins bordered in gold filigree leap from a lapis lazuli seascape on the ivory panels of this fine jewelry box. The box is two hands long by one hand deep and one hand wide and is enchanted to block perception (the contents can't be scried). The two side panels feature dolphins with fish in their mouths. Depressing the fish on both sides allows the upper and lower halves of the box to rotate so that they can be pulled apart into two separate boxes. The lid of the bottom box is trapped with an obsidian razor blade on the join where one would place a thumb to open the box.

Folk Art

Hukuls Houses in a neighboring culture feature an unusual form of painted art known as a hukul. A length of rope one or two fingers wide is first wound into a flat spiral. The circle of rope is held in place by running a long, thin pin through it, so that it resembles an O with a bar through the middle. Then the rope is treated with a mixture of mostly secret ingredients (the sap of a local tree is known to be part of the recipe) to ensure that the rope stays flat.

Artists paint intricate, brightly-colored patterns on the spiral of rope and often on the pin. The more intricate the design, the more valuable the piece. Hukul trends have briefly featured two or more holding pins and portraits or landscapes instead of patterns. Rural homes often have several small, home-made hukuls painted with blessings or homilies.

Cultural Art

Handicrafts of a particular region famed for that craft. Carpets from Isfahan, brocades from Mosul, Japanese lacquerware ... we have lots of real-world examples of items that are held to be special because they come from a particular place. Usually this is because the item is rare or difficult to produce, and thus in low supply, and the item is truly beautiful. Your world could be made richer by identifying "signature" crafts with the different regions of the world. Sample Items: Carpets and rugs, Tapestries, Textiles, Pottery, Metalware, Jewelry, Statuettes, and figurines Masks.

Challenge #1: Identify the item correctly, to know its true worth.

Challenge #2: These items are often bulky. How to transport them? And how to keep bandits and such from taking them, because they are quite obvious and obviously valuable?

Icons, Relics, and other Religious Items

Many artworks are made for religious purposes. They are valuable for their beauty, but even more valuable to those of the faith that created them. Having the PCs discover lost icons, idols, priestly vestments and gear and the like and turning them over to those of the proper religion could net great rewards, fame, and friendship.

Sample Items: Icons and paintings, Statuary, Priestly vestments, Cups and bowls used in ceremonies, Sacrificial knives, Bells, Masks.

Challenge: Find out the story behind the item, which may lead to more adventures; decide how to dispose of the item - sell it, restore it to the local temple or flock, turn it over to the authorities (if the religion or the icon is somehow banned), etc.?

Lost Masterpieces

Famous artists from the past may have left behind works which are now lost. Collectors will pay enormous sums to acquire such lost masterpieces - provided you can guarantee their authenticity.

Challenge: Identify the work and its creator correctly, to know its true value; find out who to sell it to.

Three Pieces by Gwyndallion

On an old scroll of purple papyrus there are three songs written down in golden letters by the famous bard himself! Not only that this manuscript alone must be worth a fortune, two of the three songs are not known to the ears of others yet (one of them is rather bad though...)!

Draconic Chess Set

This set's board is made of the leather scales of dragons, the black squares from a Black dragon, and the white squares from a white dragon. The pieces are carved from the appropriate dragon's teeth. (Can also be used for other games like checkers.)

Gilt Spectacles

Stylish (if perhaps outdated) spectacles formed of a Mithril-gold alloy. If found with intact lenses, worth 300 gp. If found with broken or missing lenses, worth 200 gp. In any event, the spectacles are suitable as the material for crafting any appropriate magic item.

Ducal Chandelier

Formed of crystal, silver, and brass, this chandelier is lovely but huge and heavy. (It's five feet in diameter and weighs 700 pounds.) It's worth 2500 gp. It has sconces for many heavy candles (adding another 150 pounds to the weight when full), but is more commonly used in magical worlds with continual flame spells and a black velvet drop-cloth (for dimming).

Unicorn Harp

This harp's strings are made of hair from the mane of a unicorn.

Silver Die

A roughly fist sized solid silver 6 sided dice with golden dotted indents. Surely a reward for any follower of good luck or the dice.

Lost Plays of Quintellus

An antique tome bound in the hide of a dragon, handwritten with fine calligraphy and beautiful paintings. This is the original version of famous theatre-plays

written over 500 years ago by the great playwright Salidan Quintellus. The plays were commissioned for Queen Arianha III.

Seeds

A small box filled with seeds of a rare tree, that will produce some of the sweetest fruits imaginable, if one can cultivate it properly. When the tree blooms, it will be totally covered in sweet-smelling white flowers.

Seven Stars of the Rainbow

These are a matching set of seven large gemstones, about the size of a soccer ball, cut into the shape of a starburst, or "Spiky Ball"... resembling a three dimensional compass rose ("*"). The gems were selected by color, each being a different one-Red, Orange, Yellow, Green, Blue, Indigo, Violet. A full or partial set is worth significantly more than the sum of each gem's individual worth.

Unicorn Painting Set

A compact roll of quality leather with several interior pockets that house a set of paint brushes. Each brush has a finely smoothed handle, crafted from ivory and contains the insignia of a unicorn head. A small gem is embedded on each side, representing the Unicorn's eyes. Each brush head contains very soft bristles of a pretty white color. The brushes have a slight odor of.... horse? These sets are said to be illegal in some parts of the land.

Scarab Flasks

A copper container fashioned into the likeness of a horned beetle, roughly the size of a man's hand. The scarab's head can be twisted off with some applied force. Rumors say that these flasks were used long ago by priests to store healing liquids.

Long-Stemmed Metal Rose

Leaves and stem are made from a greenish metal (electrum?) and the petals of the rose are comprised of dragon scales (your choice in color). Great for selling, or disassembling for use as spell components, but beware of angry artists if destroyed! ("You took it apart and used it for WHAT??")

Dragon Heart Wine

The bottle was so old the label was dirty to the point of being unrecognizable, plus the fact that it came from a couple of continents away. Its stopper was made of platinum and the glass was dark maroon. A clinking could be heard inside, which was from the 200gp bloodstone (bloodstones are relatively cheap,

and this one is quite large, and meticulously shaped into a perfect sphere (if they were to break the bottle and get it). Worth 110,000gp.

Inventions

The party discovers something that may be difficult or impossible to transfer, but shows ingenious design. Such as non-magical ways to provide running water, central heating, insulation, concrete. Realize the value, duplicate elsewhere => someone gets rich.

Personal items

Not like clothes or the like, but one of my characters (female) let the guys in the party take the gold and gems and she raided the dressing room of the sorceress they had killed. Things like perfume/cologne, fancy clothing (I know I said not clothing), makeup/hair things, shoes- someone's luggage can be just as fun as someone's safe.

Wizard Painting

On closer inspection, the scroll the wizard is holding in the portrait actually contains a complete spell (DM's choice, choose to suit campaign concept and party levels). Apparent Value: 50 gold. Actual Value: 1,000-15,000 gold (varies per spell).

Crystal Sextant

Of magical manufacture, but has no magical properties except accurate craftsmanship. Possible positive DM to navigation attempts. Value: 4,000 gold.

Dolls of the PCs

In Final Fantasy IX, you could collect action figures of characters in the game itself. Like there was a Queen Brahne, and later on you could actually get an item called the "Mini-Brahne" which was an action figure of her. If the PCs are famous enough, wouldn't it please them to see that action figures, or at least dolls of them have been made and hoarded as "treasure?" Or used as voodoo dolls...

Magazines

In Final Fantasy VIII, you could collect a set of magazines in the game and actually read snippets from them. How about including campaign newsletters as part of the treasure, like a limited edition magazine or newspaper? It would certainly be rare, almost as rare as most books and tomes of those time, and it would be something that the PCs can interact with.

Games

It's common to find gold or platinum chess sets, but how about finding a set of small papers with numbers on them, a board featuring several nearby locations, several crafted figurines and a bunch of "chance" cards? That's right, a Monopoly set! Granted, they may not have had those in ancient times, but the PCs could find such a set and popularize it in their campaign world.

Cards

In Final Fantasy VIII (all right, my sources of inspiration are quite limited), there was a card game where you could collect rare cards from defeating bosses or defeating opponents, much like Magic: The Gathering. There was also a card game in the Might & Magic series, but you couldn't collect the cards there. How about letting the PCs find valuable cards in a treasure trove? Maybe it's a game only mages play, and other mages would even kill to obtain those cards...

Porn

As distasteful as it may sound, it would be quite hilarious to have the PCs come upon the villains' stash of porn, wouldn't it? And on the black market, who knows how much it could fetch?

Dice

A set of valuable dice in the villains' horde? Maybe the villain was a compulsive gambler, or maybe the dice are cursed. Nevertheless, just scooping the dice off the table and presenting it to the PCs as their treasure will certainly shock them for a little while.

Musical Scores

Like in the article mentioned, musical scores certainly fetched a lot of money. And magical tunes would fetch even more... like perhaps the score of a siren's song? The score of a satyr's pipe tunes? A bard would certainly prize these.

The Green Robin Headboard

Giant birds are not particularly common, so it is an incredible thing to see an eagle sized Green Robin. This beady eyed terror to all worm kind, this magnificent beast was brought down by magic and has been preserved by dark magic. Affixed to a large wooden headboard etched with worms and scenes of grass, the giant Green Robin sits making an interesting (if somewhat macabre) conversation piece.

Bejeweled Dwarven Tavern Signs

Dwarves the great miners of the earth hold precious metals as somewhat more common than other races, as such to see signs etched with gold or silver and gems inlaid on them can be occasionally found on the most important and expensive places in some of the great dwarven cities. Of course these signs would be worth a good sum outside the caverns of the dwarves and as such it would be a truly great prize to have a bejeweled Tavern Sign covered in large dwarven script hung over your mantle piece. However finding, let alone stealing something so obvious would be difficult, but the reward is more than reflected in the prestige a thief would get by owning something like this.

Portrait of a Famous Deceased Adventurer

As painted by a lesser artist of the day, painted on canvas and mounted in a broad oaken frame. As a piece of art, it's worth maybe 200 gp at most. It becomes a lot more valuable if you take it out of its broad oak frame and discover that, on the bottom, the Adventurer is holding a map. This map may be copied and does, in fact, lead to a dungeon.

Pair of Matched Drinking Mugs

These are made out of hardwood, covered in leather made from a wild boar's skin, and the handles are made of his tusks. Each would be worth about 20 gp, but as a matched pair, they might go for 50gp total.

Tapestry of a Famous Local Battle

It may be worth only 50 gp in terms of materials, but its historical value may make it worth as much as 250 gp to a collector of such items, or a historian.

Artillian Statuette

This 3' high statuette is made from red marble, and is a miniature version of the 30' high cult statues that inhabit the temples and shrines throughout ancient Artillia. The statue is a representation of the ancient goddess Melira, the goddess of sacrifice, love, and compassion.

It is a finely detailed wrap-around sculpture (meaning it is interesting to look at from all angles and not just the front, sorry I forgot the technical term) of a beautiful woman, with a sad face and tears running down her round cheeks. She is garbed in the tattered mantle and cassock of her priestesses.

The cassock is fitted with a simple bronze buckle, the only adornment that intrudes upon the lush red marble. Though it is not fancily adorned, its use (as a head-piece to a shrine) and its materials make it worth at least 10,000 Imperial marks.

It is said that if one has one of these sculptures in their house, facing the door, it will bring blessings from the Lady of Compassion.

GIFTS FROM NOBILITY

Useless Title

You have just been named Keeper of the Rose of Florin with all the rights and privileges hereto attached. Could be made up by the king on the spot.

Slaves

Might be really tricky if the players are supposed to not be into that sort of thing. How do you not become a slaver and not offend the local king?

Sculpture

A sculpture made from relatively cheap material (brass, wood, clay) but commemorating the PCs victory over a certain beast or completion of a great service.

Music box

This music box releases butterflies once/day (perfect gift for a princess).

The Banner of Victory

A banner/flag/standard that is always stretched out evenly, no matter how much wind is present.

A Lady's Favor

A silk scarf, handkerchief, or something more intimate scented with a lady's perfume and given as a sign of her affection and gratitude. "This scarf was a gift to me from the Queen of America!"

Titles with Catches

Imagine the player's joy at getting this new title. Now imagine when they learn the catch - they have a border to protect, or are expected to marry a certain person, or the land was made barren by a curse.

"Karai-Natatak"

That's a title, given by the town's folk of certain cities to the person who has proven to have traveled a really, Really, REALLY long distance away from the

city in question. It's very respectable, too. And you loose it if you stay in the city for more than 24 hours. "Sleep on it" gets a new meaning here.

Treasure/Quest Switch-a-roo

A relatively simple quest brings the party great glory. As a result, the party leader is given a lesser noble title and expected to marry the daughter of the aristocrat employer. The marriage is the real mission. Maybe the marriage is the daughter's idea; she took a fancy for the noble hero and asked her father to set up a marriage.

Or the quest is a test, and the idea is to get her out of the way of an assassination (or at least get her a good protector). Or there are other, less obvious reasons why the employer wants to set up a marriage between the hero and his child, like preventing her from marrying someone else, to hide an embarrassing pregnancy (I wonder what the father of the child will do?)... or she may be a hellion and her father has just had it with her, ending up in harsh words and "I'll marry you off to the next available man who walks through that door!"

The Dungeon is the Treasure

Brought down by treachery, deceit, and a brief siege, the Castle of Highwatch was captured almost intact by barbarian king Kovach some fifty years ago. A zealot on a mission, he set fire to the central keep and continued his crusade. The damage done by the fire was mainly cosmetic, however. The castle yet stands, and is almost intact. Supplies and a few months of work would make it defensible, and in two years it could be made nearly impregnable, a stronghold watching over the unruly lands, a haven along the King Road.

Its current monstrous (or brigandic?) inhabitants have made some preparations to enhance the defenses but lack the sophistication, resources, and manpower to do a proper job.. which gives the PCs an opportunity. The party is sent to eliminate the monsters / brigands.. but nothing was said about the castle, which is the employers' (lesser noble? merchant guild? thieves guild?) main objective.

If the castle is cleared and left unoccupied, the employer's agents, a "trade caravan", will soon move in to secure it and in months it will be highly defensible once more. Will the party see the greatest treasure available for what it is? (of course the dungeons can be such also in a more classic sense. Any defensible spot with enough room and a good location is prime real estate, or promotion in rank, or some days off duty or a room of one's own.

Doll Set

This doll set can be found in a nobles house or perhaps in a thieves possession or lair. These little cute dolls act somewhat like ioun stones accept they dance and walk and play following the player on the ground and sometimes flying through the air. They imbue the personality of the player with a +2 charisma and the dolls seem irresistible for little girls to hold. The dolls also give the player a once a week charm person spell. This item can be used for a few different plot hooks. If given to a not so charismatic evil character who likes

to hide his alignment, a doll could be snatched up by a little girl and his alignment may prove to be shown after he reacts.

Isle of Koraas

The Isle of Koraas is a small island fiefdom located only a few miles offshore. The island itself once held a small thorp, but humanoid invaders took it over several years ago and wiped out the villagers. They now occupy the small keep on the island. A noble can grant title to the land to a PC, which means that the PCs can have a base of operations from which to work. But before the PCs can use the land, they, of course, must clear it of the invaders first, thus saving the noble from having to do it himself.

Hereditary Title

"Esteemed Benefactor" of city. This title grants no specific privileges but adds the character(s)' name to the list of pillars of the town. It may occasionally win a free ale or discounted armor.

Promissory note from the Earl of Highsbury.

This document promises the payment of 100 gold pieces on the presentation of it to the Earl of Highsbury.

Ownership of a Bridge

With a license to collect tolls if held intact and Kings messengers etc can pass for free. The bridge itself may be ruined.

Seal of an Unimportant Office

If offered for sale, it will attract many suspicious individuals claiming to be collectors and offering large sums of gold.

Tax Relief

The right to pay only half the taxes if working in some strange profession, or performing some ridiculous ritual regularly. Rich people may pay handsomely for this, but it may earn some enemies among the Kings Collectors.

Crest of Richard the Just

The Crest of Richard the Just is an oval medallion on a long silver chain. It is forged in an unknown, blue metal with the crest in relief-gold, with no magical properties.

The Crest is unique. It is also legendary in the realm of Richard the Just. Citizens of Wellendorn will recognize it on sight and will treat the bearer as they would the King himself. They have been known to carve it's likeness into anything that needed adornment, doors, barn walls, table tops, shields, lids of jars, glass windows...just about anything. Many proud villagers have the Crest tattooed onto their chest or arm as a vow of loyalty to the House of Mortenvale, the ruling family of Wellendorn and the honor guard of the ruling family has it branded into their chests when they become part of the elite guard.

The bearer of the Crest is honored in Wellendorn and treated with respect and generosity. Many warriors have possessed the Crest and all have been welcomed into the halls of Bellemont Castle as honored guests. The Crest has called the King to action to defend unknown foreign lands with his army at the mere suggestion of the bearer.

Anyone carrying the Crest in the realm of Wellendorn can expect food, cloths, shelter, supplies, and even help from the royal family.

The Crest of Richard the Just has been missing for a generation and it's location is unknown.

NAMED ITEMS

Garamos' Skin of Evil

This is a suit of armor that when worn by any evil creature, gives it the access to a single "wish" spell, but when worn by good, it does 1d4 damage each round worn.

Garamos' Helm of Summoning

This was worn in many of Garamos's battles, and is probably the most well known of his items. It summons the spirits and ghosts of any creatures who died in that area and takes control of them.

Skull of Garamos

This is just as it sounds-Garamos' skull. Although many think it is merely an ancient skull, a magic-user can clearly see that it radiates negative energy and can be used to call upon Garamos' spirit if a command word is spoken.

Grishnak's Thousand Keys

Grishnak, being a borderline OCD (obsessive-compulsive disorder) orc, loved to collect keys. The walls of his cave are covered in dozens of key rings, all full of keys of all sorts and sizes. Have a good laugh at your player's expression as you describe the orc's strange treasure trove. So many keys, so little time.

Kepepenta's Log

On the outside an unassuming, usually unadorned book, one would never guess the treasure hidden inside. The book always opens in the center, it is completely and utterly impossible to open closer to the front or back. You could turn the pages forever and never reach the end of the book. And if you seek something you know to be written in the book, you can simply turn the page and it will be there. If you have never seen this particular book before, you always start on the first written page and turn pages in the order they were written. Magical spells scribed into this book lose their potency, so it is useless as a spell book.

Brodrick's Armor

After Lord Brodrick slew the dragon he was wise enough to try to save everything that might be of value. This was a bit of a nuisance for the servants brought along to pack the goods out, but such is a servants life. Amongst the items brought out was a large jar filled with the dragons blood. Brodrick gave this blood and a very fine suit of armor to an artist of some renown. Using the extremely acidic blood like paint, the artist painted a beautiful scene depicting the slaying of the dragon on the breast plate of the armor. The greaves were decorated with pictures of the gods, and the helm with the Heraldic Shield of the city. The acid of the blood destroyed a prodigious amount of paintbrushes, but by the time he was done the armor was some of the most beautiful in the lands. In time, the blood began to fade and come off. This, however, was not a problem, as the acid had etched the scene into the armor. Now, hundreds of years later, none of the blood remains visible, but the scene looks as newly etched as though done yesterday by a master. One minor side effect of wearing the armor... the wearer of the armor wields a scaled down version of the Dragon Panic. Brodrick's Armor disappeared 100 years after it's creation, when his weak grandson's keep was sacked in the succession wars. It's location remains unknown.

Luth-Ax

Passed down the Luth family line, this masterwork great-ax was used by fighters and paladins to fend off the hordes and demons. It is of ancient design, combining a nearly 3-foot curved blade offset by a spike. The bottom of the shaft includes a wedge of metal designed as a weapon breaker. The ash handle is wrapped with crisscrossing wire allowing for a light, strong weapon.

Mirander Mocha Koffee deBaen's Coffee Book

The eccentric wildmage Mirander 'the Mochamaker' deBaen penned this book while trying to stop Judas deKaf from percolating Jesus (hey Zeus!). It contains all of his precious coffee recipes.

The Masks of Uru

A set of different-colored masks that grant the bearer different kinds of sight such as darkvision/infravision/detect invisibility and such. Collect them all to construct a mask that gives you eternal True sight!

Corison's Map

This item is actually 5 different leather items - belt, boots, gloves, great sword scabbard, and backpack - which should be found separately. Each is formed of tanned demon hide, beautifully worked, and covered in engraved symbols. There is an obvious thematic connection between the items, as the leather, the craftsmanship, and the symbology is all consistent. The script on the separate items cannot be deciphered, but if the items' symbols are somehow joined (such as by taking rubbings of each item and working the "puzzle" thus created), they can be deciphered (Decipher Script (DC 25)) as a textual map to a treasure hoard. (Of course, the hoard is guarded by an imprisoned demon.) Each separate item is worth between 15-20 gp - as a set they'll fetch 200 gp, if the PCs can find a buyer who clues in on the map. Corison, by the way, was a famous demon-hunting ranger from the previous century.

Bugbear morning star

The morning star of a bugbear tribe leader has the history of the clan and its relative power etched on it in their bloodthirsty tongue. Possession of this item can lead to prestige in the community, and also to being the object of a vengeful attack by the clan remnants...

Tapestry of Mergoathia

Large (4m across, 8m down) non-magic tapestries hand stitched by 6 elven maidens using only the finest threads to depict a massive battle between two human kingdoms. The weave so fine that almost every drop of blood spilt on the battlefield is depicted. The tapestries are woven are a story, each tapestry contains a scene of the battle at the beginning (2), middle (2) and end (2). There is a total of 6 tapestries and all are enigmatic as to who won until the final tapestry. Hung in order they would make a most impressive set.

Baltheza's Befuddled Rug of Ensnaring

Created by the would be Mage Baltheza this rug is his first attempt to create a magic item. Procuring a large (2m x 4m) rug, with rich red, gold and silver weaving for his spell, he attempted to bespell this rug to catch intruders. However during the process of creation he spilt a drop of water from the river Styx on the rug which he then attempted to clean off with a potion of heal he confused with a vial of holy water. He bespelled the rug thinking his mistake had been repaired and had his apprentice Iyrans test it. The rug did nothing. Enraged by his failure to create a useful rug he had his apprentice throw the rug out. Little did he know that the rug was sold by Iyrans to a wealthy adventurer who thought the rug looked good.

The warrior and his adventuring party used the rug as a totem until during a fight with a chaos beast, the standard was dropped by the party bard as he fell in combat and accidentally drooled on by the chaos beast. The magical spittle combined with the water of the Styx, the potion of heal and the unactivated magic triggered the rug to awareness. The semi sentient rug proceeded to engulf the chaos beast and crush it too death with a malevolent fury but instead healed the beast before accidentally letting it go.

The adventuring party finally slew the chaos beast and dragged the now slumbering rug back to town where they sold it to an eccentric man. The rug was then lost but has periodically turned up in pub tales about insane rugs who erratically chomped on people, healing them in the process. The owners of the rug always selling it because of how sporadically the rug terrorized guests by chomping on them. Such a rug would make for an interesting conversation piece for not many people have insane malevolent rugs who heal people through attempts to kill them.

Jhonen's Meadow

The deed to four acres of rolling, grassy meadow surrounded by a forest of birch, printed carefully on a yellowed one-foot square card with a shiny royal seal. It smells faintly of orange tea and has obviously been folded and re-folded a number of times. The reverse side is decorated with a complex geometrical design in faded blue ink.

Moireach Ni'Angualha's Harp

A very beautiful harp made out of dark wood, with inlays of gold. The strings itself are made out of silver. The harp belonged to a beautiful elven bard(ess). The only magical quality it has is that it is always perfectly tuned.

Thunder Child

A Mithril plated warhammer that once belonged to a long forgotten dwarven lord. Three times a day the wielder may call out the weapons name "Thunder Child!" and thunder (sonic blast) booms out in a cone of sound causing all in its range to take damage.

Sari's Fire Glass

A chalice carved out from a single large ruby, making it translucent red in color. Made by an artisan generations ago as a wedding present to a foreign princess coming to marry the local prince of the age, this treasure was stolen by looters when the palace burned down, and then subsequently stolen by a red dragon for his hoard.

Korva's Sphere

It's original purpose unclear, this is a rather damaged glass sphere with a powerful curse on it. Discovered by the wizard Korva, anything except ice that touches it will fall into profoundly disastrous circumstances. (Actual game effect: DM will be mercilessly cruel to target. For example, you could cause the ocean to flood the city the characters are in, and have a fire break out so that the escape route is blocked. If it helps, imagine that the target has just broken up with your sister).

Korva's Curse

This spell was devised by Korva soon after discovering the Sphere (see above). With it, he was able to have the effects of the Sphere be applied to a target of his choosing, merely by placing the ball between himself and the target, gesturing and chanting the appropriate words. This spell was recorded on a single scroll, made from the skin of a badger (fur still intact). Of course, placing the ball so that its effects don't touch the caster may be difficult.

Elemental Daggers

A set of four daggers with an elemental theme. Windcutter, Seatamer, Flamequencher and Stonebreaker. Each one does triple damage against one element. The trick is to only give your players one or two, but in a case or display built for four. You bet they'll always be searching for the others (and the people who have the others will be searching for the ones the PC's have).

Epaphos's Tubes

Hollowed tubes made out of a dark purple wood, varying in size from toe length to finger length. Most contain corked tops, unless the tops were lost to time. Made by anonymous wizard Epaphos, who carried precious powders and spices inside the tubes for spells and cooking. Perhaps some mysterious powder is even remaining in the some of the tubes?

Dust of Terreus

Oilskin pouch, with tightly sewn seams, contains dust from the plateaus of Terreus. Dust is comprised of soft pale blue granules and prickly black specks. If wetted, a swarm of gnats, which were hibernating in the dust, emerge to the irritation of the dust's carrier.

Gift of Krudge

This a 3" gold and jewel encrusted disk with evil orc images will normally be found in a tomb in the dead hand of an Orc leader. <Magic - . If picked up by a Good or Neutral character, they will take 2d6 fire damage and every orc and half-orc within 1 mile will have a mental image of the character in their minds. If picked up by an item will stay in the palm of the hand. -1 to any DEX based skill and -1 to attacks w/ two handed weapons, gives +4 bonus diplomacy, reaction, and leadership bonus with Orcs and Half-orcs.>

The Three Hornets

A curious collection of 3 light throwing knives with an unusual power that isn't obvious. When one of these knives is thrown it inflicts damage as per a standard throwing knife, but as soon as it hits a solid object the remaining two knives attempt to follow and strike the same target. A skilled user, who knows the secret of the Three Hornets, will toss the first two into the air (no roll necessary under normal circumstances) before throwing the 3rd knife (make standard ranged weapon roll). The remaining knives strike the same object as the first one, whether it hit it's intended target or not. If one knife is thrown while the other two are held, or stored somewhere the thrower may get a nasty surprise. If held in the thrower's hand, it will feel as though something has pulled the knives from the hand (make dexterity roll not to drop them) and they may be wounded. If in a belt or backpack, for example, the knives may cut their way through, although they will then simply fall to the ground having already encountered a solid object.

Gray's Song

A song in the PC's honor composed by the most famous bard in the land.

Gray's Cane

Walking stick carved out of the thigh bone of a giant. (Carvings match the type of giant: fire giant = flames, cloud giant = clouds & wind, etc.) No combat attributes, but allows the wielder to speak all Giant languages fluently while held.

Acorn of the Great Oak

This is an acorn from the Great Oak, jealously guarded by the Druidic orders of the West. This particular acorn must have been captured from them by evil forces. If it still has potency, it can be used in the New Planting Ceremony to lessen the chances of the protected forests seeing disasters such as fire or clearing by humans. "The Value of Amaranth" Oil Painting: A tremendously large oil painting of mostly 1:2 scale winged men and women, with both bird wings and bat wings, in pitched battle amongst the clouds, with an earthly city depicted below, with everyday people going about their lives. The canvas is roughly 46'x16' (yes, more than four stories along one side), with a gilded wooden frame. This frame is also exquisitely carved with depictions of angels and demons, in addition to animals such as goats, eagles, lions, and scorpions, and the occasional mortal man, all interacting with each other. The centerpiece of the frame is at the bottom, and appears as a beautiful flower, opening to the sun. For its sheer immensity and detail over such a large area, it is sought after by Kings who wish to make a statement of their own power.

"Ascension of the High Paladin"

This painting is 3 by 4 yards. It depicts the ascension ceremony of High Paladin Lord Adragan Zaldrun II, and shows in minute detail the faces of all senior paladins and priests who attended the ceremony. It is said to contain the answer to where Lord Zaldrun hid the Holy Breastplate before the Coming of the Second Darkness. The painting was made by the famed half-elf painter Kerrigar Feltenspar.

Erasmus's Bolts of Force

The magelord Erasmus the Learned often overcame his lack of meta-magic feats by crafting new versions of older spells. Erasmus's Bolts of Force is a Wiz 3/Sor 3 version of Magic Missile that can be cast with no components, effectively as if the Silent Spell and Still Spell feats had been applied to it. In all other ways, it functions identically to Magic Missile.

Ethran Blades

Ethran Blades appear as masterwork weapons that were made many centuries ago. They hold a dim magical aura which can be awakened by meditation in a Place of Power (holy site for a particular religion, crossing point of ley lines, whatever the DM imagines). To activate a new power from an Ethran Blade, the owner must spend a day in meditation and a 1000gp in rare incenses for every 1000gp of market value that is the difference between its previous magical quality rating and its new magical quality rating. (i.e. To first activate an Ethran Blade to a +1 enchantment, the market value for a magical weapon increases 2000 gp. So the owner must spend 2 days and 2000gp in incense, while meditating in a Place of Power, to make the item a +1 weapon.) The enchanted blade only functions for the current owner. In the hands of others, the Ethran Blade only functions as a masterwork weapon. A Place of Power can only be used once to open a new ability for an owner of a particular Ethran Blade. A new ability of each blade can only be opened once per experience level gained by the owner, and the order of powers is usually determined by the DM. For example: The Axe of Moritus is an Ethran Blade created for a vile and evil blackguard centuries ago. The progression of abilities for the Axe of Moritus is: (+1) +1 enhancement bonus; (+2) +2 enhancement bonus; (+3) keen magical ability; (+4 and +5, big jump to activate the next power here) unholy magical ability; (+6) frost magical ability; (+7) +3 enhancement bonus; (+8) +1 icy burst magical ability; (+9) +4 enhancement bonus; (+10) +5 enhancement bonus. For color, the DM may require the character to meditate in places of war, bloodshed, and sacrifice in order to grant these abilities to the weapon. (Inspired by the Samurai ancestral daisho ability, but given to the weapon instead of a class.)

Boddle's Note

"This note entitles the bearer to one wish. (signed) Boddle" This note, appears either valuable or just a scribble on a piece of paper to a single character. The character must locate Boddle to redeem the message. No one knows the criteria for the note appearing, but there are many theories and will add to the characters' fame/notoriety.

Sulamein's Boots of Travel

These boots appear simple and well made. When worn they protect the wearers feet from the elements keeping them warm (or cool) and dry regardless of the environment that the wearer is walking through. They automatically adjust to fit perfectly and will clean themselves overnight.

Isengeld

Also known as *The Shining Spear* or *Giantsbane*. This magically enchanted spear glows a light blue in the dark and is cold to touch. It is enchanted with cold and has been specifically designed to slay all kinds of Giants, delivering x2 damage that affects even Frost Giants.

Kendor's Pipe

The pipe is made of dark wood and doesn't look special in any way. It was made for Kendor, a priest who liked smoking while reading. When used, a continual light appears about 1 foot over the head of the pipe.

Kendor's Helm

A massive helm, made of black metal in the form of a bear head, the opening for the face is through the wide-open mouth of the bear. The eyes of the bear are closed but the delicate lids can be opened. When opened in darkness the eyes (two beautiful yellow gems) begin to glow and create enough light to see 20'.

Kendor's Cloak

A dwarven-sized cloak made from the pelt of a winter-wolf. It protects the wearer not only from 'normal' cold but from cold-based attacks as well and makes him more difficult to spot in snowy terrain.

Sledge of the Mountain

This heavy mace of orcish crafting is one of its kind. It's one of the magical weapons the orcs and the dark elves (the drow) created. With metals from the inner core of Mount Orc (occupied by, yes, orcs) and enchanted with magics long forgotten by the higher dark elven wizards, the mace truly is a destructive weapon. The mace itself is quite unpleasant and heavy to hold, since the orcs really doesn't care about things like comfort (they care only for the power of their items), and it isn't very pretty either. But its wearer wouldn't care about such things. When worn, the mace gives its wearer the strength of thousand orcs and after some time, a frightful appearance. It's said that one of the dark elven wizards failed so that the weapon became lethal to its wearer. It actually starts the rot process that normally starts when someone dies. After a year or two, the wearer will look like a zombie or a rotten corpse, and a terrible smell will reach from him. But some don't care for these things and uses the mace until their death. One of it's wearer is said to be the greatest orc king that

has ever lived, Orgnark. He found its former holder in the depths of Underdark. After a long battle, his soldiers defeated the undead (or so they believed it was) who they thought was a demigod of some kind. But when Orgnak understood that he had found the legendary Sledge of the mountain, he slew all the soldiers who was with him. Once back on his throne, he started the most offensive and expansive campaign ever done. He conquered half of the known world before he was assassinated by his own sons. They all wanted the power of the mace, and in the battle that followed, it was once again lost. No one knows now where it is, but it is certain that when it's found, the great armies of the orcs will do anything to get it back.

Octavious

Octavious, a magical wooden bat, was a weapon carried by the legendary Dellaron the Wise, a monk of great power. Dellaron was forbidden from carrying edged weapons by his sovereign and so set about gathering the spells, woods, gems, and experience he needed to fabricate and enchant a powerful weapon he could wield in combat. Octavious is crafted from wood that is deep yellow (unknown species), with a smooth iron band around the bludgeoning end. The handle is inset with 14 various gems that carry the permanent enchantments, but are unseen under a wrap of hide, like leather that always remains tactile and soft.

Octavious' powers are... * Indestructible (the very physical substance of the bat resists fire, cutting, splintering, and shattering. Whether that is a natural attribute of the wood or is an enchantment is unknown).

* Thunderbolt. Any creature struck by the weapon must roll vs. electrical damage from the discharge made by the bat. (No set damage level, you decide based on your campaign. Even a low damage would still make this weapon very valuable if it could happen every time it was used.)

* Line Drive. Any small (baseball size to marble size) projectile tossed up and struck by the bat has 90% chance of striking the intended target. The projectile travels at twice the speed of a slingshot and does twice the normal damage for the projectile-type. Maximum distance is the wielders Strength times 100 feet (STR: 12 X 100 = 1200 feet or 3 football fields). Anything larger than a softball will most likely trip the Thunderbolt and destroy the object entirely.

* Considered a +3 weapon.

* Does double damage against lawful evil and undead of any type.

SPELLS AND MAGIC ITEMS

Maiden of Illusion

A copper disk is enchanted. When activated it creates a beautiful female dancer (Perhaps a belly dancer or other type that suits the region). Some of the more powerful of these devices can project the image anywhere in the room, making this woman seem very life like. This can impress visitors, who may think the

woman is real. It's also just nice to watch, the woman being somewhat like a moving painting.

Ice Maker

Actually, this item is probably fairly powerful, given that in real history ice was such a luxury that it was sometimes mined from mountains and carried miles for kings. This magic device slowly produces ice cubes until it fills its decanter (Draws the water from the air). Also helpful for soothing wounds.

Enchanted Knife of +3 Square Meals per Day

Not intended for combat at all. It's presumed mages who prefer to keep their head in their books rather than their hands in the kitchen, created these. The knife can magically animate itself and if provided with food stuff, create basic meals (Like sandwiches, etc). It also cleans itself! Only 9.95 plus postage and miss handling of the goblin who owned it previously!

Glow Stone

Handy for places where you don't have a fireplace or space for a fire. When activated these stone warm up and glow with heat. Though unpleasant to hold for a long time, the rock cannot scald (Can't boil water either). Some people wrap them up in material and sleep next to them to keep them warm during the night. If you own several you can warm a house with them. Some of these stones produce more light than heat, and can be used for lighting purposes (Handy if you don't like going to bed at sunset and don't want oil or firewood costs).

Bedroll of Repelling

Bedroll/Sleeping bag that prevents insects from entering the 10' radius. Insectoid monsters can enter the radius, but suffer a -2 penalty on everything.

Everburning Tinder

A small pile of twigs and small sticks which, when lit on fire, will continue to burn until doused, never being eaten by the flame. When doused, they are dry and cool to the touch.

Crystal Skull

A crystal skull that lights up on command, producing light equivalent to a candle - designed to be an evil cleric's desk lamp.

Clothing of Cleanliness

A cloak and/or boots that resist dirt - they never get dirty. No real game application, but a character embellishment to be sure.

The Glowing Pen

This quill pen, made from the feather of some unidentifiable creature, always writes smoothly and with just the right amount of a black ink. It never runs out of ink. The ink dries immediately and cannot be smudged, but most amazing about this pen is that anything it writes gains a soft glow, not nearly enough to provide a light source but it allows the text to be read in the dark and provides a dazzling effect even in the light.

Soup Bowl of Heating

Magic Dancing Doll

Sewing Stick

Magic Compass

Box of Magic Fireworks

Cursed Crown

Seen on display, this crown resembles a black-lipped mouth filled with long, thin, yellow-gold teeth. The band of the crown is made of black metal with a bulge in the middle, as if its creator had formed the band around a rope. The tines are made of an unusual yellow metal, softer and more yellow than gold and faintly "greasy" to the touch. When worn, the crown confers or increases powers of command and causes fear in enemies, even those who dare not oppose the wearer openly.

Painting

The living painting A painting of a landscape in which you can see the grass blowing in the wind, hear the birds chirping and so on.

Staff of Desire

A magic staff that fills the one who touches it with bare skin with a desire for a certain item, idea or action (e.g. drinking water, freedom for his or her home country, possession of a special gem, etc.). The person is obsessed by that want until his or her need is fulfilled. The want must be a desire that the person

already has, it is then turned into an obsession by the wand. The staff is made of a dark wood and is nearly indestructible. It is said that it was created by a mischievous god.

The Bottomless Bag

This is a bag that contains a 'mini-dimension'. Virtually everything can be stuffed into it, so that the person carrying it will never have any problems with transporting too many and/or too heavy things! It is a brown bag of unknown fabric. It does not look too fancy. It is unknown where it comes from!

The Ruby Heart

A large glowing ruby in a Heart shape. Apart from being quite valuable it was also magical. It should be noted that the Ruby Heart is a religious symbol for a goddess of love in our campaign. The gem, when touched (as found out by embarrassing experimentation), greatly enhanced the libido and fertility of the person touching it, to the point where a couple of the characters got carried away, and now are expecting a child. The prize was worth far more than it's monetary or magical value due to it's significance as a religious relic. Donating it to the appropriate religion gained us a great deal of prestige and goodwill. The point of this example is that often mundane or magical items can be seen as priceless by certain people (and worthless by others). To see modern day examples, think of the Shroud of Turin, or even the Mummies in Egypt.

Secure backpack

A backpack of holding with several pockets on the outside. The pockets have items in them, but each requires a different command word to open. This lets the characters run around to find the treasure they already have.

Frost bottle

Keeps everything cool and icy.

Horn of Assassination

Resembles a rhino's horn or other creatures with horn(s). This kind of horn looks like any other kinds of horns. It's wide at the bottom and ends with a pointy top. It's hollow, so that it can contain liquid and useful to drink from (or be killed. more on that later). But at the tip it has a secret, tiny room that can contain everything of tiny size. This item is used mostly by assassins and thieves who need to smuggle tiny things (poisonous powder, tiny bottles of acid, etc) into well guarded areas. It's also very handy when it comes to assassination since it has a mix-function that pours the poisonous powder or the acid into the liquid, making it lethal. This mix-function is triggered by a small button at the tip of the horn (barely noticeable). These Horns are created by skilled craftsmen, usually working for assassins or evil wizards, since it is quite hard to craft correctly. The mix-mechanism, for example, often fails if

the horn isn't crafted right, and won't pour when the user wants it or pours when the user drinks of it himself. As said, Horn of assassination is a dangerous item.

Fool's Blade

This mighty weapon, consisting of a pommel, a grip and a guard, is in short words - a sword's handle. Once a noble man, a maniac at arms and armor, had this weapon "with an invisible blade" as a birthday present from his brother, a thief in his toes. On the other day they dueled... and nobility changed hands. It may be funny, but the Fool's Blade has a magical property besides the story: the one who grips it has a great urge to thrust someone with it. Well, it's a crazy world...

Costner's Tin Cups

A half-dozen small, plain, drinking vessels. When grasped firmly in one hand, the user may speak directly into the cup and the speech will be heard through the remainder of the cups, up to a range of 100 yds/level of the creator. Any liquid in the cups may be drunk normally, but communication coming through will sound, well, gargled.

Ever-Filling Mug

Popular (very popular) with the Knights of the Mug, this ornate vessel, when banged on a hard surface, will refill with a good ale every ten minutes. Leads to a lot of banging at the monthly meetings. Won't keep the party alive in a desert forever, but they'll die happy. Do not operate heavy war horses after use. Owners will fight to the death to keep possession ("Your 'Precious'? I'll show you something 'Precious!'").

Soul Beads

According to rumors, these strange beads are said to provide a good nights rest, even if one does not have a full night in which to rest. Usually the beads are about the size of a pea and colored a silver white. Often they mistaken for pearls, until one looks closer. If the rumors are to be believed, one must place a bead beneath their bed to gain the benefits of a restful slumber.

Nunchaku of the Dragon

This pair of nunchaku are made of finely polished dragon bones and dyed black. Each stick is stylishly engraved with a different color dragon that winds around it-red, green, silver, and gold. Their enchantment prevents the colors from fading or chipping. Both weapons are enchanted to be +3 to hit and damage, but when they are wielded at the same time they bestow the wielder with the Ambidexterity and Two-Weapon Fighting feats. These feats are only effective while using the weapons during combat. This effect allows one extra attack per round but all attacks during the round suffer a -2 penalty. The penalty lasts

until the next round, so any attacks of opportunity made before the next round also suffer the penalty. The weapons can be used individually as regular +3 nunchaku. The weapons radiate moderate evocation magic and moderate transmutation magic. Dam: 1d6+3, Critical: x2, Weight: 2 lb. each, Type: Bludgeoning Caster Level: 15, Market Price: 50,000 gp

Pen and Inkwell of the Peace Maker

This is the golden pin and inkwell set used by the human Lord Tinyoth to create the first peace treaty between the elves and dwarves in this region. The treaty started the longest period of peace the two groups in the last 2000 years. Regrettably this peace lasted only 87 years. It was ended after an unfortunate incident involving a new dwarven mine near the surface and a sacred elven tree. Could be found in a Wizards room or anywhere writing implements would normally be stored. The local elf and dwarf communities will be very interested in knowing how the PCs got this. <Magic - If used by a paladin or cleric of a good deity to write a document for a specific diplomatic situation, it adds +2 to diplomacy roll. Neutral characters will gain no benefit, and Evil characters will suffer a -2>

Infinite Quiver

A leather quiver banded with red-etched runes, this container never runs out of arrows so long as someone is not scrutinizing it (in other words, if someone pulls out arrows carefully to see how it works, it will disappointingly run out until refilled).

Ravage Knife

A blood-red knife especially attuned to human flesh. It gains a +3 bonus to attack and damage, but any time it misses, it strikes its wearer. If attacking a non-human foe, it gains a -3 bonus to attack and no bonus to damage, with the same user-attacking properties above.

Dwarf Horn

This ivory horn has a unique and highly distinctive note. Anyone that blows this horn on Tuesday becomes physically incapable of knowingly directing any harm (melee, missile, magic) against any dwarf for the rest of the day.

Griffon Wishbone

The wishbone of a griffon has certain special magical properties. If it is carefully removed intact from the carcass and cleaned of all flesh, it can be used to store spells. A given wishbone can store a number of spell levels equal to the creature's hit dice. Spells stored in a wishbone are cast like Sorcery, and can be cast by any magic-user touching the bone that has the ability to cast spells of that class and level. GM Note: GAH! Maybe spell levels *totaling* the griffon's hit dice.

Arrows of Piercing

Seven green-glowing magical arrows are quite a treasure to be found; they are nearly impossible to destroy, and are suitable for a short bow (composite or normal) only. These arrows ignore all armor, shielding, magical protection, etc. that adds to AC. The only AC bonuses a target gets against the Arrows of Piercing are from Dex and Size.

Monster Chess

A chessboard where the pieces animate whenever used. Much fun to play, voice or thought operated. Alas, the pieces tend to rip each other to pieces and feast on one another; dead pieces only leave a pedestal, and there are no replacements in the box under the chessboard (full set of pieces in the beginning though.. except that there are no rules). Also, the three armies appear to be vastly unmatched - one group consists primarily of lesser fiends, one of orcs and goblins, the third and most powerful one of elven archers, a mage, and a mounted knight. Further, each piece is unique in its features. Real people? Or not? Can they be rescued? Can it be done to the enemies of the party?

Force Piton Appearance

This small metal pin has a loop at one end, while the other end is threaded very coarsely. The entire thing is 8 inches long. The tip of the threaded end is covered with a wood or plastic cap. When the cap is removed, the tip can be seen to glow deep orange.

Effect: When the bare, threaded tip is pressed to stone, ice, or any other non-living surface, it sinks in until only the looped end is exposed. After waiting 15 seconds for it to "cure", the piton can not be removed without taking out all the material around it. These serve as handy anchor points for climbing ropes or anything else you need to hang from any surface. Can only be planted once, not removable.

Web in a Can

This small can measures the size of a very-large permanent marker. The application tip is white and fuzzy. Effect: This dispenser holds up to 200 feet of disposable webbing, which acts as giant spider silk (can hold up to 500 lbs.). It can be used as sticky cordage.

Underwear of cleanliness +1 protection

This very underwear never dirties on even the biggest ogres business end. It refits itself to any wearers size, and as soon as you and you alone touch it, it resizes to what would fit you best, the color and fabric can be changed by a wizard willing to do so who puts a little effort into figuring out its magics (Identify to find out the ingredients require). This change can be quite useful

if a shifty warlord likes his/her dream woman/guy to be wearing one kind of color, after all, even the ignorant general has a favorite color.

Enchanted Boot laces

I don't quite remember what item it was that could extend to long lengths but I'm sure it was a rope and that that rope could hold many pounds. This item can be easily disguised or packaged. It can carry a heavy load, more so than silk rope. This item can be very useful for tying up any large creature not knowing the command words or gestures to make it change size... and it could be interesting if they messed up such words and cut circulation to said held appendages.

Calendar of Dates

This small glass plate calendar has the ability to set up the players character with a cumulative blind date every week. The first week of holding onto the calendar it will show this month and/or next if needed, also it will set up the player with a random blind date of the characters race or somewhat close to thereof (elf could date a human, dwarf or half-orc...). This first date should be set up to make the player want to return. Every week there's a new blind date set up for the character, so the second week he'll have two dates, whether on the same or different day. After a while you will notice that every day will be filled up and later on there will be multiple dates for every day (make a max amount to be safe). If the player skips a date, then the next date will be of 'less quality' than his/her last. And if a PC keeps skipping dates, the single blind dates in the neighborhood will definitely start looking for him/her if they miss it, leading to some bad excuses after a while, and soon, mobs of angry people chasing after the lovebird hero. This calendar seems to have a hard time of getting lost. If thrown away or left somewhere the calendar will simply pop up in a place where the character will see it eye level. The calendar can't be stolen so a jealous lover of one of the blind dates or a thief with high hopes could get quite angry. Luckily the calendar can be read by anyone of any race or intelligence. Set up a quest or remove curse of how you wish to get rid of it for those characters who might find it annoying after a while.

Glove of Mutual Understanding

It's best a PC not know what this does after an identify has been made. When this glove is donned on the hand of a hapless PC, it reads the surface thoughts and feelings of the wearer and shows them in motions of the hand, dragging the body to the place where it would be best shown if need be (never causing physical damage in hp's). A character can make a Wisdom check if they know what the glove does and they're trying to suppress the action to be taken by 'not' thinking about it. Examples of actions being taken could be a snotty noble is being their usual self and the character strolls over to them and slaps them in the face. A drunken warrior comes up to the table and starts hitting on the character, so the PC draws a blade and holds it up to the persons throat quick as lightning. The greedy PC has the slightest moment of pity on the beggar at the side of the road with a broken leg and one eye so he throws his bag of gold at the beggars feet, leading to a tug of war between the two if needed. An evil type character is sitting in on a church sermon so as to spy on a wealthy

prospect so the glove flips the priest the bird while the PC is sitting quietly in there seat.

Ogre Sock

This piece of cloth which looks like the year old gym sock of a large humanoid was invented by an annoyed humane mage. She didn't much like the sound of a homely bard who pestered her daily outside the tower window so she got creative. When put in the mouth this tasty morsel makes words come out in a mumble of sorts, but tastes like a kings feast enveloping the character with a pallet of many flavors that almost none could resist. It has no nutritional value so any character who tries to replace there food with this will find themselves hungry by the end of the day. This treat cannot be swallowed and it emits a fairly decent scent in about a 5 foot radius leaving the hungry nearby wanting a bit for themselves.

Figurine

Similar to a Figurine of Wondrous Power, when peeled from it's wooden base and set on the ground before the user, the item becomes a full sized variant of that Animal/Person/thing. Generally the device is under a dweomer that forces it to be 'friendly with' or 'follow one order of' the person who peeled the figure from it's base. I have used this in various forms... An elephant with saddle, A 3rd level human fighter who fights one battle then wanders off to find his home... a 10'x10'x1' stone wall...this was used to block a passageway as the players retreated from a sticky situation, A small fire with fuel for 1 hour, A pile of snakes. Possibilities are endless....

+1 Axe

This blade has an engraving scratched on its blade it looks like a cross followed by a straight vertical line.

Mugs of Neverspilling

The base of these mugs has a sticky rubber-like substance extracted from a Maple tree, that once placed cannot be removed unless twisted in a certain fashion.

Bludgeon sheath

A sheath that fits any sword and acts as a bashing weapon 1d4.

Paper of Magical Correspondence

Paper of Correspondence looks like normal, linen paper of fine quality. When a sheet is used for a personal letter from one person to another, addressed to the recipient ("Joel Durnhurst of Jefegurn Springs"), and then lit on fire it will

burn quickly and not light anything else in it's vicinity and magically UNBURN in the immediate area of the addressed recipient! That's not all...The recipient can then write a reply on the back of the paper and light it on fire and it UNBURNS in the area of the originator.

This paper is highly sought after by people who cannot afford to keep pigeons for important messages, like battlefield commanders and adventurers.

Crown of Horns

The Crown, made entirely of the spiked horns of humanoid demons, once sat upon the head of Lucia Matak, otherwise known as the Queen of the Damned. Legend has it that Lucia was once a sorceress, learning in our very own Tower of Destinies when she summoned a dozen Zukrai demons (those are the demons that resemble Satrys with a single, slightly curving horn sticking from the top of their head like a unicorn) and offered them a deal they could not refuse. She proposed that if any of them could defeat her in a contest of spell and wit then they could have her soul and the souls of all in her school, but if she won then she could have their power.

The story tells us that they came on her at once but she, only a maiden of 16 at the time, bested them all and then, one by one, drew the horns from their heads with her bare hands. She then became the most powerful sorceress in the know realms. She left the school and began calling an army of the dead, with the addition of the tribes of goblins who came to worship her as a goddess, and the minions of the demons that she had slain. The Crown has an unbelievable value of 1,000,000 for those who believe in its power to call forth the undead, or 15,000 for those who do not.

I hope this document has given you a few ideas for your own campaign. If you have minor rewards ideas, opinions or comments, please send them to:

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