

# ***GRAZAXE'S DECK OF MARVELOUS LOOT***

## **A Deck of d20 Fantasy Playing Cards and Magic Items**

DESIGN AND ILLUSTRATION BY A.J. MOORE



NO QUARTER INDUSTRIES

2015 LOOMIS ST

LA CROSSE, WI 54603

608-448-9424

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When running a role-playing game, the game master may instead choose to use a standard deck of cards to randomly determine which of these extraordinary artefacts are encountered by the characters in game.

### ACKNOWLEDGEMENTS

Without the help of a wonderful and supportive group of friends and collaborators this would not have been possible. To everyone who has been there to tease, correct, suggest, support, and coerce:

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Thank you for the enthusiasm, the patience, the encouragement, and the inspiration.

And thanks for rolling with me while we build the world of Gacky's Hollow and many others.

A.J.

## A♣ Coin of Avarice Cursed Item, Rare

A seemingly well-worn common gold coin. On close inspection, it has an image of a Quasit on one side and of a Devourer on the other, each with an inscription. If stowed with other coins the Coin of Avarice will consume 1d4 of the other coins. Each time the container is opened and resealed to add or spend funds, the Coin of Avarice will consume another 1d4. There is a 5% chance that the Coin of Avarice will have been spent each time coins are spent.



Notice through Passive Perception – DC20  
Notice while counting or dividing treasure – DC18  
Notice while inspecting coins – DC12  
Reading using Comprehend Languages – DC18

A spell or successful Check will reveal the inscriptions to read, "Greed is good." on the quasit side, and "I eat, therefore I am" on the other.

If a Remove Curse spell is cast upon the coin, it is destroyed in a puff of brimstone and flame. There will be 1d10 X 1d20 natural gold coins in its place.

## A♠ Amulet of Dispelling Cursed Item, Very Rare

A lustrous black stone cabochon on a corded silk necklace. An inscription on the back is in an unknown language in an arcane script.



If placed about the neck of a creature or character, or otherwise affixed to their clothing, the amulet dispels the magic from any items that are worn or carried by that character. If it is otherwise carried in a pouch, pocket, satchel, it has no effect.

Removal of the necklace requires a successful Intelligence or Wisdom Save DC18 or Remove Curse Spell

If the necklace is removed by successful Save, the magical properties will return to the dispelled items in three days. Any other attempt will cause the necklace to strangle the wearer for 1d0 rounds. Strength Save DC14 or suffer suffocation.

## 2♥ Talisman of Gainful Slumber Magic Item, Uncommon

A cameo pendant of lapis and ivory.



If worn while sleeping for a long rest, this talisman grants the user full restoration of all Hit Points and provides sufficient hydration and nutrition for the next day.

## A♦ Boots of Grease Cursed Item, Uncommon

A tall pair of beautifully crafted leather boots of Gnomish make. If the boots are worn, they immediately attempt to attune to the character.



Once attuned, the soles of these boots become slippery at the most inopportune times, imposing disadvantage on any Dexterity Checks that involve the use of the feet.

Once the curse has been removed from the boots, they can be easily and permanently enchanted by any PC with the Silence spell to become Boots of Silent Movement.

## 2♣ Prism of the Spectromage Magic Item, Very Rare

A prism hangs from one end of a long, fine platinum chain. Any spell that manipulates or produces light can be cast through the prism and have a variety of 1d8 random additional effects:



1. White - Allies with line of sight receive 1d8 healing.
2. Violet - Hostile creatures targeted by the spell also *Stunned* for one round.
3. Blue - Hostile creatures targeted by the spell receive 1d8 cold damage.
4. Green - Vines and roots spring up in the area of effect of the spell and entangle any hostile creatures for one round.
5. Yellow - Allies with line of sight are *Inspired* for one round.
6. Orange - Allies with line of sight are warded with a +2 bonus to all defenses for one round.
7. Red - Hostile creatures targeted by the spell receive 1d8 fire damage.
8. Black - Hostile creatures with line of sight to the prism receive 1d8 Necrotic Damage

## 2♠ Sands of Antimagical Field Magic Item, Rare

A small clay bottle contains fine opalescent crystalline sand. When used to draw a circle around an allied creature it negates any damage done to the creature by magical means for 1d10 rounds.



If used to draw a circle around a hostile creature, it negates any magical attacks, spells, or effects that originate from that creature, and the creature is held for 1d4 rounds.

Contains sufficient sand for three, ten-foot radius circles.

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### A♥ Mirror of Vanity Cursed Item, Rare

This gilded hand mirror has an ornate border of carved faces in various expressions of human emotion. A character that handles the mirror must make a Wisdom Save DC 14 or they will feel compelled to look at themselves in the mirror. A character that does look at themselves automatically becomes attuned and is cursed.



Thereafter, the player must gaze upon the mirror and preen themselves once every four hours for a period of no less than fifteen minutes. If the player has neglected to do so, the faces on the mirror will call out loudly, either with a barrage of insults and disparaging comments or by adulation and flattery until appeased.

Until the curse is lifted, the player cannot dispose of the object or benefit from a rest until the mirror has been appeased.

### 2♦ Runes of Summoning Magic Item, Common

A crudely stitched leather satchel contains twenty small tiles inscribed with arcane symbols and figures. Casting the runes randomly summons one of 20 possible sympathetic creatures to the aid of the caster.



- |                  |                   |
|------------------|-------------------|
| 1. Human Fighter | 11. Firbolg       |
| 2. Brown Bear    | 12. Minotaur      |
| 3. Pixie         | 13. Sprite        |
| 4. Vegepygmy     | 14. Myconid       |
| 5. Mastiff       | 15. Blink Dog     |
| 6. Azer          | 16. Thri-Kreen    |
| 7. Ghost         | 17. Swarm of Bees |
| 8. Pseudodragon  | 18. Couatl        |
| 9. Ape           | 19. Owlbear       |
| 10. Boar         | 20. Giant Eagle   |

CLASS RESTRICTED: Druid, Wizard, Bard  
1/Day

### 3♣ Tharguill's Mug of Inspiration Enchanted Item, Legendary

Using a turn to fill and drink any alcoholic beverage from the mug confers same healing as a short rest.



Once a character has used their action to drink from the mug, it can be passed to an ally to confer the same amount of healing.

If any character breaks the circle of camaraderie by declining to use their turn to drink, the effect ends.

In order to recharge the mug, it must be filled with wine and a song must be sung into it in its entirety. After which, the wine will have vanished and the mug will be recharged.

**3♦ Trickster's Bag of Random Things**  
**Holy Item, Legendary**



A trickster god's joke on a cleric. The character must say a prayer for any mundane object you require, reach in, and pull something out.

Charisma Check, Save DC16

On a successful Check, the trickster is appeased and delivers object as requested in prayer.

On a failed Check, the trickster has instead given some other object. That object must serve as the user's spellcasting focus for the next fortnight.

CLASS RESTRICTED: Druid, Wizard, Cleric, Bard

**3♥ Bundle of Preservation**  
**Enchanted Item, Uncommon**



This three-foot by two-foot piece of waxed, durable, canvas cloth with leather strap and buckle closures will protect any organic material that is wrapped within it from decay and spoilage.

Additionally, any food and beverages stored within the bundle for 24 hours are purified and safe for consumption.

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**3♠ Vial of Silence**  
**Magic Item, Uncommon**



When opened, this small vial releases a serpentine stream of smoke that creates a dome of silence around a single point in space, with a radius of 25 feet and a duration of one hour.

To be recharged, the vial must collect smoke from the charred remains of a snake cooked over a willow fire.

**4♣ Cooling Lamp**  
**Holy Item, Rare**



When lit, this unassuming ancient oil lamp gives off a pale blue light in a 20-foot radius. Any creature within its glow is cooled, making them resistant to heat and fire related damage for 8 hours.

**4♦ Beacon of Breathing**  
**Holy Item, Rare**



This garnet beacon the size of a fist emits a strong warm glow that penetrates even the darkest of waters for a radius of 25 feet.

Any creature within its light is immune to drowning and suffocation.

**4♥ Lantern of Protection**  
**Holy Item, Rare**



When filled with Anointing Oil, the light of this lantern confers concealment from detection by creatures with alignments other than Good.

**4♠ Candle of Revelation**  
**Holy Item, Rare**



The light of this candle reveals the silhouette of any hidden doors, traps, invisible creatures, or invisible items. It will also expose the true nature of mimics, shapeshifters, doppelgängers, and creatures otherwise attempting to disguise themselves.

The candle will burn for 60 uses or continuously for 1d4 hours.

**5♣ Dust of Deception**  
**Magic Item, Very Rare**



A small pouch contains ten pinches of dust. When a pinch is applied to the tongue of a creature or character, it confers advantage on all Deception Checks for one hour.

**5♦ Clay of Making**  
**Enchanted Item, Very Rare**



If a character spends one hour manipulating the clay and becoming attuned to its magical characteristics, this one-pound wad of clay can be used to make a small golem that can complete simple tasks.

STR 4  
DEX 11  
CON 9  
INT 2  
WIS 2  
CHA 4

8 Hit Points  
Small Target

**5♥ Shadowsilk Sheet**  
**Enchanted Item, Very Rare**

A six-foot by six-foot square of imperceptibly black silk provides complete illusory concealment if draped over any stationary item or creature that is also obscured by a shadow.



**5♠ Canvas of Resilience**  
**Enchanted Item, Rare**

An eight-foot by eight-foot square of heavy cotton canvas.

It can be folded, draped, or molded into any shape, and when given a command word, the canvas becomes impenetrable and as hard as turtle shell. For example, it can be used to form a bathtub, small boat, or rigid canopy. The canvas is fire and acid resistant and has 100 Hit Points.



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**6♣ Feather of Lightness**  
**Enchanted Item, Very Rare**

Placing the feather on any object reduces the object's weight to one tenth its normal weight.



**6♦ Jeord's Log of Bridging**  
**Enchanted Item, Singular**

A six-foot long ninety-pound oak log that can be commanded to become a narrow footbridge to easily traverse bodies of water or chasms of up to 100 feet across.



**6♥ Ward-skull**  
**Magic Item, Very Rare**

This old and sooty humanoid skull is covered in carved runes.

When hung above a door or on a nail, tentpole, or tree branch, the eyes of the Ward Skull radiates a deep sense of despair, dread, foreboding, and malaise in a 25-foot radius semi-circle. Any creature that wanders into its effect must succeed on a DC20 Charisma Save or be compelled to leave the line of sight of the skull.

Good aligned creatures have advantage on the roll. The skull has no effect on natural animals.



**6♠ Martyr's Bone Blade**

This ornately hilted and jeweled dagger hosts a blade made of gleaming white bone.

If an undead creature is hit by the weapon, it must make a Charisma Save VS the wielder's Wisdom Ability Score.

On a failed Save, the creature is banished to another plane. On a successful Save, the creature takes 1d4 Radiant damage and is Poisoned for a number of rounds equal to the wielder's Wisdom Ability Score Modifier.



**7♣ Chalk of Illusions**  
**Magical Item, Rare**

A line or circle drawn with the chalk creates a simple static illusion equal in size to a medium creature.

Straight lines create a two-dimensional illusion, viewable from only two sides. Circles create a three-dimensional illusion, viewable from all directions.



**7♦ Ink of Holes**  
**Magical Item, Very Rare**

Just like the coyote cartoon. When applied to a surface, this small bottle of ink will create a magical hole through any solid material up to one foot thick.

Wiping away the ink closes the hole.

There is enough ink for 576 square inches of surface area (4 square feet)



**7♥ The Quill of Unbreakable Oaths**  
**Holy Item, Singular**

Signing an oath with the quill becomes a powerful geas that compels the signer to the oath.

5d10 psychic damage is dealt to the oath breaker each time an act is committed, or a decision is made that is contrary to the oath.



**7♠ Invisibility Paint**  
**Magic Item, Rare**

A small earthenware jar of paint that makes objects invisible. Covers approximately 1 square ft. (for example one heavy melee weapon or buckler, two light melee weapons, six arrows or bolts, a small book, a hat, etc.).

The paint will flake and chip over time, revealing more and more of the object.



**8♣ Letters of Sending**  
**Enchanted Item, Uncommon**

Two sheets of parchment and identical envelopes covered in strange sigils and signs.

When words are written in ink on one of the sheets of parchment and that parchment is placed in its envelope, the text will appear on the other parchment, as long as it too is in its envelope.

The communication between the letters works both ways.



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**8♦ Ca Clug's Book**  
**of 1,000,000 Answers**  
**Magic Item, Singular**



A small squat book, almost cube-like in dimensions, is bound in Ancient Green Dragon scales. There are millions of questions and their corresponding answers scattered randomly within its pages: often smudged, scribbled over, crossed out, and rewritten.

When making an Intelligence Check attempt, the character may take an action to loudly ask a question of the book, open it, and randomly point to a page. The player will then roll a d4. On a roll of 4 the question and its answer are found, and the Check instantly succeeds.

Characters and creatures of less than medium size have advantage in using the book.

**8♥ Map of Finding**  
**Enchanted Item, Rare**

An ancient but legible script reveals on this faded parchment map indicates that by meditating on the map for a short rest, an animated pointer will appear that can direct a character to any object that they have held or previously owned.

Once the item is found, the map crumbles to dust.

Requires attunement.



**8♠ Draxander's Diptych**  
**Magic Item, Legendary**

A pair of wax tablets and a stylus in a hinged tarnished silver case.

When the possessor of the diptych is the target of and effected by a spell, that spell is copied into the blank side of the diptych.

If the spell is of a level and school of magic accessible to the character, the possessor may copy that spell onto the other side and cast the spell from it. When the spell is cast from the diptych, it is erased.

Once erased, a spell can be re-copied from the other side. In order to capture a spell, the diptych must have an empty side.



**9♣ Shield of Rebuke**  
**Enchanted Armor, Rare**

This shield provides superior defense in melee granting +3 to Armor Class.

Upon taking any melee damage, the shield also grants its user a counterattack as an immediate reaction.

If the shield is used as the weapon in the counterattack, it serves as a proficient weapon and does 1d8+3 bludgeoning damage.



**9♦ Fosgrim's Portable Fortress**  
**Enchanted Item, Legendary**

Once per day, this simple carved ivory chess rook can be commanded to become a fifteen-feet in diameter and fifteen-feet high impenetrable tower of white marble, protecting all creatures within it and maintaining a comfortable atmosphere for up to 8 hours.

Either on command or at the end of the 8 hours, the chess rook automatically resumes its former size and returns to its owner's left hand.



**9♥ Bracers of Camaraderie**  
**Enchanted Garment, Uncommon**

If the wearer of these charming ornate leather cuffs can get another character or creature to shake their hand, they are charmed for 1d20 hours.



**9♠ Mantle of the Deathless**  
**Enchanted Garment, Uncommon**

A short, hooded cape or cowl that allows the wearer to be reduced to zero Hit Points or fewer without risk of dying or having to make death saving throws.

At the end of two rounds at or below zero Hit Points, the character recovers consciousness and is automatically restored to one Hit Point.



**10♣ Knob of Passage**  
**Enchanted Item, Rare**

A large and ornate brass doorknob. When pressed against any door, this knob serves as a Knock/Lock spell.

When the knob is not in contact with the door, any lock, barrier, or bar returns to its former position.



**10♦ Spoon of Excavation**  
**Enchanted item, Rare**

A common serving spoon enchanted by a mad dwarven prospector. This spoon causes any safe to consume food eaten with it to taste like a delicious rich stew.

Additionally, once per day the spoon can be used to move 5 cubic yards of earth per minute for five minutes.



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**10♥ Sewing Kit of Mending**  
**Enchanted Item, Rare**

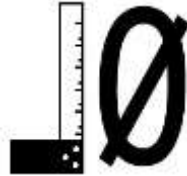
This small tin container contains a golden needle and a silk thread.

Any good-aligned creature can use the needle and thread to cast the Mending spell and repair any non-magical object.



**10♠ Square of Soundness**  
**Enchanted Item, Rare**

If used in the process of the construction or repair of any defensive fortification (earthen mound, palisade, brick wall, stone bulwark, etc.) the work is completed in one half the normal time and the fortification is impenetrable to breaches, physical assault, missiles, or spells for 24 hours. Those sheltered within the fortification are likewise protected.



**J♣ Relca's Bow of Concealment**  
**Enchanted Weapon, Legendary**

The limbs of this ornate bow appear to be laminated from the chitinous shells of giant insects and crustaceans.

When drawn, it provides illusory concealment to its wielder. The bow can be drawn for 3 rounds plus an additional round for each point of Strength Ability Modifier of the character.



**J♦ Quiver of Plenty**  
**Enchanted Item, Very Rare**

If regularly supplied with random bits of iron, wood, and feathers, this ornately crafted quiver produces a seemingly endless supply of arrows.



**J♥ Moosekin's Arrow of Healing**  
**Enchanted Weapon, Legendary**

When hit by this arrow, the target receives 12 minus 1d8 points of healing.



**J♠ Sling of Disruption**  
**Enchanted Weapon, Uncommon**

Precious stones slung from this sling deliver 1d8 Force Damage and act as a counterspell against their target for one round.



**Q♣ Bunny Slippers of Jumping**  
**Enchanted Garment, Singular**

These bright pink slippers are in the shape of large fuzzy bunnies.

When worn, they have the effect of the character being the subject of the Jump spell.

The slippers must be maintained in clean and pristine condition to be effective: the cleaning function of Prestidigitation and repairs performed by Mending spell being the most effective forms of preservation.



**Q♦ Apron of Crafting**  
**Enchanted Garment,**  
**Uncommon**

This apron allows a skilled individual to complete projects within their craft in one half the normally required time and at one half of the expense.



**Q♥ Cape of All Seasons**  
**Enchanted Garment,**  
**Uncommon**

This reversible, brightly colored and beautiful cape has a forest winter scene painted on one side, and a summer meadow on the other. Its wearer is comfortable in all weather conditions by simply turning the cape to match the conditions.



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**Q♠ Gaiters of Abjuration**  
**Enchanted Garment,**  
**Uncommon**

These woolen leg wraps cause all pestilent creatures (flies, biting insects, rodents, snakes, reptiles, leeches, grubs, etc.) to be repelled to a distance of 15 feet from the wearer.



**K♣ Stave of Morphing**  
**Enchanted Weapon,**  
**Uncommon**

Appears as a stout bamboo stave four feet in length. Upon attunement, the stave transforms to become the character's favored melee weapon. As a melee weapon it has a +3 bonus to hit and does the standard damage, and additional damage equal to the wielder's Charisma Modifier. If set aside for more than a minute, the weapon transforms back into the stave. Requires attunement.



**K♦ Aspergillum of Saint Cuthbert**  
**Holy Item, Legendary**

An ornate mace with piercings in the shape of raindrops. As a melee weapon it has a +2 Bonus to hit and does d6+2 damage. When used against abyssal, infernal, and undead targets the weapon releases a shower of holy water and automatically does maximum damage on a successful hit.



**K♥ Quakehammer**  
**Enchanted Weapon,**  
**Uncommon**

A large two-handed maul, requiring +3 Strength to wield. As a melee weapon it has +3 to hit and +3 to damage.



Once per day it can be used to strike the ground to cast the Earthquake spell with a radius of 25 feet from the point of impact.

**K♠ Sap of Awakening**  
**Enchanted Weapon,**  
**Uncommon**

A weighted leather sap embossed with a figure of a crowing rooster. Creatures struck by this sap received 1d4 damage, but are automatically roused and recovered from any impaired mental condition such as sleep, daze, charm, stun, etc.



**JOKER**  
**Bucket of Ducks**  
**Enchanted Item,**  
**Singular**

When this this plain tin bucket is tipped, an obviously illusory duck will tumble out from it and begin doing random ducky things. Each ten seconds that the bucket is tipped, another bucket duck will tumble out until there are a dozen illusory ducks wandering around doing duck stuff. The ducks have no attacks, defenses, or Hit Points. They cannot actually interact with the environment aside from the usual ducky things like walking, quacking, swimming, pecking, preening, flying, etc. If attacked, a bucket duck will simply vanish. When a duck vanishes, and there are less than 12 ducks present, another duck can be conjured from the bucket. Each time a duck tumbles from the bucket, the wielder can make a percentile roll. On a result of 1 the duck is a real, live, physically present duck that will immediately lay one egg and then fly away.



**JOKER**  
**Boot (singular) of Minor Levitation**  
**Enchanted Garment,**  
**Common**

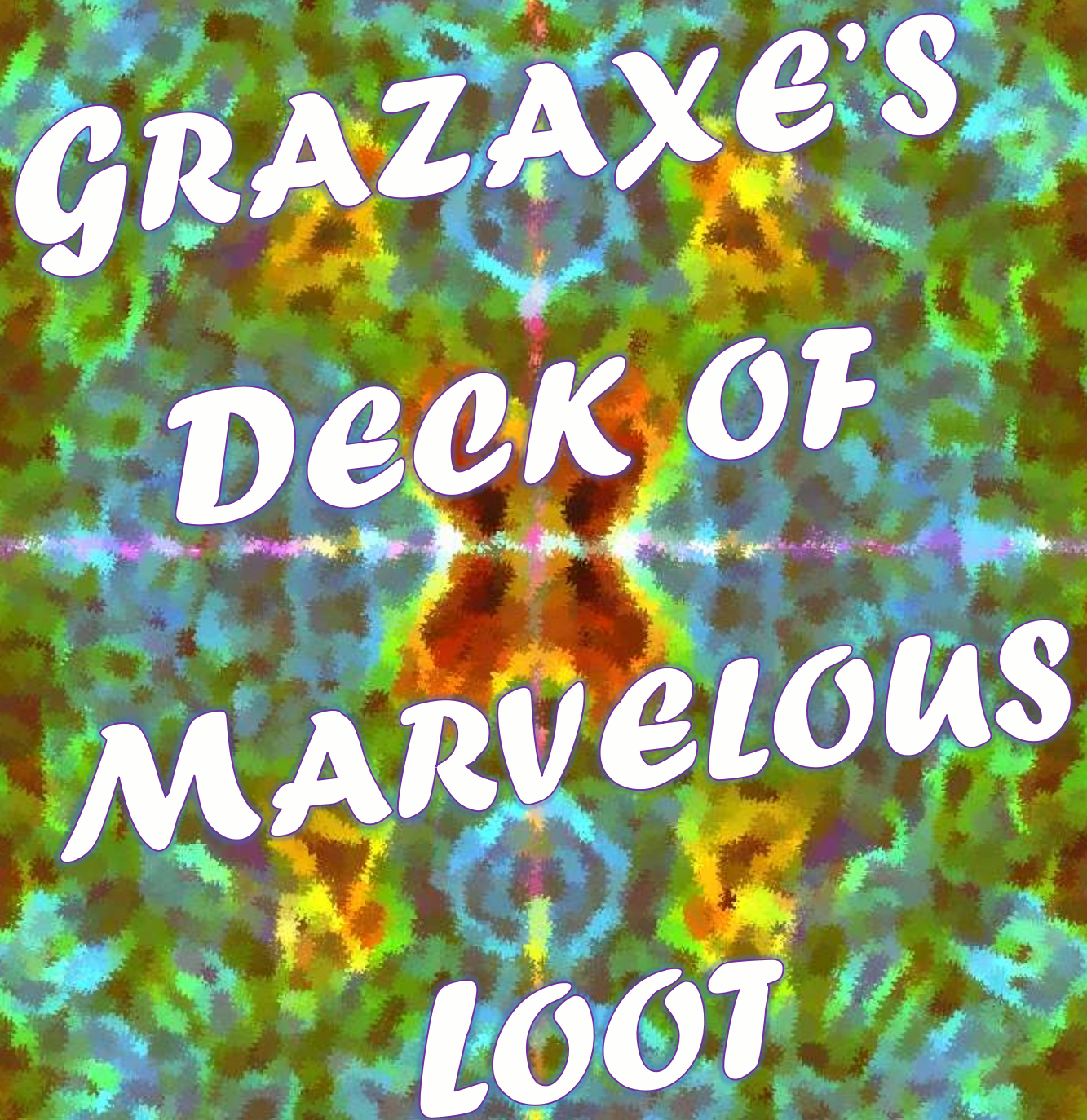
A single boot that magically fits any foot that is put into it. Upon command the boot confers minor levitation of up to ten feet.

Upon each attempt to use the boot for levitation the character must succeed on a Dexterity Check DC 14 or be prone.

Requires Attunement.







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