

# TRAVELER'S TRINKETS



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# Labyrinth Lord

## Compatible Product

# Traveler's Trinkets

A collection of Magical Items for Labyrinth Lord™  
and other old-school fantasy role-playing games

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**Magnificent Musical Case:** This appears to be nothing more than a mundane case of wood and leather used to store a lute or similar hand instrument when it is not in use. Close examination reveals tiny music notes have been wood-burnt into the case. If *Detect Magic* is cast, the music case radiates a strong magical aura. The truth of the Magnificent Musical Case is that it will actually change its shape to fit any musical instrument from the size of a penny whistle to a viol. In addition, the Magnificent Musical Case is immune to almost all forms of damage. Unless it suffers 50 or more points of damage from a single attack, it cannot be destroyed and the musical instrument is safe inside.

**Cloak of Performance:** This fur lined cloak of highest quality crimson cloth is prized by bards. When worn it grants a +10% bonus to all Charming Performance rolls and a +1 bonus to all reaction rolls made when interacting with NPCs.



**Animated Musical Instruments:** From pan pipes to hammer dulcimer, the enchantment of animation can be found on a plethora of musical instruments. When the command word is spoken the music instrument springs to life and plays a lively tune for one turn..

**Drums of War:** Crafted by dwarven War Chanters, these are highly prized by skalds of the world. When a war chanter plays a Drum of War while activating his Battle Song ability, that ability's duration is doubled.

**Strings of Perfect Pitch:** These rare strings have been enchanted to always produce perfect melodies. When a bard uses them while using his Charming Performance ability, he may roll twice and take the better of the two rolls.

**Acorn Whistle:** Carved from an acorn, this tiny whistle produces a single shrill note. However, it may be used once per day to summon a single, small woodland creature such as a squirrel or fox. The animal arrives in 1d4 rounds. Once it has arrived, the whistle blower and the animal can communicate as if a *Speak with Animals* spell were active. In addition, the animal reacts to the whistle blower in a friendly manner, regarding him a friend to woodland creatures unless he proves otherwise.

**Tankard of Celebration:** This solid silver tankard has a single word etched on the bottom: "Cheers!" Once per day this tankard can be commanded to fill with the finest ale. The bearer simply raises the tankard above his head and says "Cheers!" and the tankard fills. In addition to being the best brew that has ever been tasted, it also restores 1d4 hit points of damage if the imbiber is injured.



**Singing Sword:** These rare and highly magical swords are typically either a *Short Sword* +3 or a *Long Sword* +3. In addition to this base magical enchantment each blade can be commanded, three times per day, to sing an enchanting song. The wielder chooses one target who must make a saving throw vs. spells or fall under the effects of a *Charm Monster* monster spell.

**Fiddler's Bow:** This appears to be nothing more than a the bow of a musical instrument, but in fact when the command word is uttered, it transforms into a *Short Bow* +1. It's ability to change shape upon command makes it easy to smuggle into otherwise peaceful areas – the fact that it requires arrows to truly serve as a weapon is another matter entirely.

**Oil of Charm:** This is an enchanted perfume or musk. For three hours after it is applied, the user has a +2 bonus to all reaction checks when interacting with NPCs.

**Boots of Dancing:** This footwear appear as an ornate pair of beautiful etched leather boots. Unfortunately, they are cursed. The curse does not reveal itself until the wearer is in combat. When the first round of combat begins, the *Boots of Dancing* activate and the wearer begins dancing so vigorously that they cannot attack, move, or

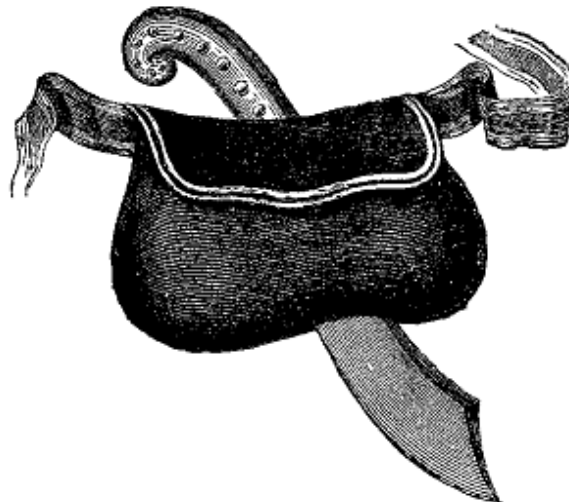


cast spells while in this state. The boots will continue dancing until combat ends.

**Lover's Quarrel:** These enchanted crossbow bolts do no damage when striking their target. Instead, the victim of the *Lover's Quarrel* immediately falls under the effects of a *Charm Monster* spell as if it were cast by their attacker.

**Cutpurse:** This unusual magic item aids nefarious travelers in pilfering goods from the purses of their patrons. It can be activated once via silent command of the wearer of the cutpurse. The wearer can then attempt to magically pick the pocket of any individual who requests a song or performance. They simply rub two fingers together and smile at their victim. They may then attempt to use their pick pockets ability from any distance. If they do not possess the pick pockets ability they may still attempt to use the cutpurse, though with only a 15% chance of success. The wearer of the cutpurse uses the enchanted prestidigitation and teleportation magic inherent to the cutpurse to finger the objects in their victim's pouch and teleport them to their own. If their pick pockets roll fails, they are not caught and indeed cannot be caught unless the victim becomes aware of their enchanted bag.

Only small objects, such as coins, jewels or a dagger can be acquired using the cutpurse.



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