



# INSUPPOSABLE INSTRUMENTS

## *Poisoned Pages for Shadow of the Demon Lord*

Lij might be the City Of Wonders, but it is not the only place in Rûl where wondrous and powerful treasures can be found. Indeed, all across the continent one can unearth fantastical items, mundane and magical. From the worktable in a tinker's shop to the scores of neatly labeled bottles crowding the shelves of an alchemist's lab, the people of the Empire and beyond prove indefatigable when it comes to transforming raw materials into useful and interesting forms.

*Insupposable Instruments* catalogs a host of new items to add to your *Shadow of the Demon Lord* game. These peripherals can be found in dusty street markets or shady back alley deals, by grave digging or dungeon delving. For ease of use, each listing is separated into a category of item type.

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# ALCHEMICAL ITEMS

Introduced in the *Demon Lord's Companion*, alchemy stands at the crossroads of science and magic, and the items produced by this trade have all the hallmarks of both.

## ALCHEMICAL ITEMS

Item	Price	Availability
Alchemist's Apron	1 gc	Uncommon
Blinding Gas	5 ss	Uncommon
Burglepaste	1 gc	Uncommon
Chequewood Resin	2 ss	Rare
Dead Man's Bandage	2 ss	Rare
Emboldening Bauble	2 ss	Rare
Handful of Rain	2 ss	Rare
Leafpaper	5 cp	Uncommon
Maker's Clay	1 ss	Uncommon
Necklace of Pest Control	1 ss	Uncommon
Occult Incense	5 ss	Rare
Ooze Residue	1 gc	Rare
Pagelock	5 ss	Uncommon
Pileous Oil	5 cp	Uncommon
Raven's Call	2 ss	Uncommon
Sailor's Relief	5 cp	Uncommon
Salt of the Undying	1 cp	Exotic
Stick-Window	5 cp	Uncommon
Stovecake	2 cp	Common
Tanzeer's Dissolving Gel	1 ss	Uncommon

**Alchemist's Apron:** When worn, this thick leather apron grants 1 boon to challenge rolls made to avoid taking damage from blasts of extreme heat, cold, or corrosives. If the boon ever comes up as a 1, the apron is destroyed.

**Blinding Gas:** Sold in cheap clay pots stopped with corks, the containers hold a volatile liquid that, when exposed to air, changes to a gas that temporarily blinds anyone who inhales it. You can use an action to throw a pot to a point within medium range. The pot shatters when it strikes a solid creature or object and releases a cloud of acrid brown gas reeking of sulfur that spreads out from the point of impact to a 3-yard radius. The smoke remains for 1 minute or until dispersed by wind. When the gas appears, each living and breathing creature in the area, and any that enter it before it dissipates, must get a success on a Strength challenge roll or become blinded for 1d3 rounds.

**Burglepaste:** Burglepaste is a tacky gray substance sold in small glass jars that can hold up to four applications each. You can use an action to apply the substance to the gripping side of gloves using a short glass rod that's sold with the container. The paste gives you a sticky grip that is handy for climbing,

hanging, and holding on tight. While wearing gloves coated in burglepaste, you make challenge rolls to climb or hang with 2 boons, and you can support twice your usual weight before losing your grip. The burglepaste also grants 2 boons to rolls made to hold onto objects, and imposes 2 banes to any rolls made to disarm you. Burglepaste becomes dirty as it picks up little bits of debris and filth, and loses its effectiveness after 100 yards of climbing or 1 hour.

**Chequewood Resin:** Made from the sap of strange trees found growing only in the remotest parts of the Northern Reach, the substance is prized for its confusing effect on the mortal mind. You can use an action to apply the resin to the edge or point of a weapon or piece of ammunition, which causes it to become poisonous. If so, the poison retains potency for 1 hour or until the weapon or ammunition is used to deal damage. A living creature that takes damage from an attack made using the weapon or ammunition must get a success on a Strength challenge roll with 1 bane or become impaired and slowed for 1d3 rounds.

**Dead Man's Bandage:** Made from linen infused with grave dust and glue, you can use an action to apply a dead man's bandage to an incapacitated creature you can reach. The target creature immediately heals damage equal to its healing rate as the bandage stops any bleeding and closes the wound. As a minor activity, the bandage can be torn off, but the creature takes damage equal to twice its healing rate. The bandage can be safely removed with a success on an Intellect challenge roll made with 1 bane. If the bandage remains on a creature when it completes a rest, the wound the bandage covers becomes infected. The creature becomes diseased. While diseased in this way, the creature takes a 1d6 penalty to Health. If the bandage is removed, the diseased creature can make a Strength challenge roll when it completes a rest, with a success removing the diseased affliction.

**Emboldening Bauble:** This pentagonal piece of hollowed quartz is filled with a thin red liquid. When the fragile shell of the crystal is broken, as a minor activity, the liquid becomes exposed to air and evaporates into a strong vapor. Each creature within 1 yard of the broken crystal that inhales the vapor makes Perception and Agility challenge rolls with 1 boon for 3d6 minutes.

**Handful of Rain:** Handful of rain is a clear powder that always seems eager to slip through one's fingers. As a minor activity, you can spread the powder across a square surface, up to 1 yard on each side. The area becomes drenched as if a day of rain fell on that surface. Thirsty plants green up and grow, cisterns will fill, small, muddy pools will appear in desert sands, and so on. Handful of rain also douses non-magical fires in the area where it's applied.

**Leafpaper:** Leafpaper is a thin parchment that can be infused with any powder or liquid, such as a poison or potion. When submerged in liquid,



the leafpaper dissolves and releases its contents into its surroundings. Leafpaper passes for regular parchment and book paper easily, and can also easily be dyed and cut into deceptive shapes.

**Maker's Clay:** Maker's clay—a hard, brown substance—is sold in one-inch cubes. When a small amount of water is applied, the clay softens and becomes malleable. Wet maker's clay can be shaped into any form. One cube can be flattened and stretched to cover a square foot of area while still maintaining its original strength. Multiple cubes can be combined. Maker's clay dries permanently in its new shape after 1 minute unless water is applied before this time is up; once it dries, it cannot be reused.

**Necklace of Pest Control:** This collar of twisted exotic herbs and weeds prevents the wearer from being bitten by insects and vermin from the neck down. The necklace imposes 1 bane on the attack rolls of giant sized versions of such creatures. Once created, the necklace retains potency for one week.

**Occult Incense:** A block of sweet-smelling incense that when lit burns for 8 hours. If burned during a rest, each creature within short range of it that breathes in the smoke heals twice the normal amount of damage. However, each creature benefiting from the incense experiences horrific fever dreams and portents of possible futures. At the end of the rest, an affected creature must get a success on a Will challenge roll with 1 boon or gain 1 Insanity.

**Ooze Residue:** A reduction made from the remains of oozes, you can apply the slippery substance to a suit of light armor or clothing. Doing so takes 1 minute of work, and the substance retains potency for 1 hour. Until the effect ends, a creature wearing the affected armor or clothing can use a triggered action to move up to its Speed when an attack roll against its Defense or Agility results in a failure. This movement does not trigger free attacks.

**Pagelock:** Pagelock is a special glue developed to protect sensitive documents and guard forbidden items from being read. A book or stack of papers immersed in a bowl of pagelock becomes stuck together and cannot be unstuck without completely destroying the pages. Pagelocked books can be unstuck using an antidote that costs as much as pagelock itself. Some advanced alchemists create special formulas for pagelock that can only be unstuck by a unique, custom antidote.

**Pileous Oil:** You can use an action to rub this goopy, clear oil onto the skin of one living creature you can reach. The substance causes hair to grow at a swift rate. One application of oil causes a short beard or layer of fur to grow in 1 minute; a second application

grows this hair 1d6 + 1 inches long after another minute. Hair grown in this way falls out in clumps 2d6 hours after the last application.

**Raven's Call:** A small bundle of fruit twigs gathered from various exotic berry plants and bound together with hemp twine, an individual who places the Raven's Call on their windowsill at dusk will find a raven in its place the next morning. The raven can carry a brief written message or a small item of similar weight tied to its leg. Once you attach the package, you can name one creature. If the creature is within 100 miles of you, the raven carries the message or package to it. The time it takes to deliver the message is up to the GM as it might take considerable time to locate the named creature. Upon delivering the message, the raven flies off.

**Sailor's Relief:** You can use an action to apply this green powder to one Size 1 creature or object you can reach. The powder instantly dries any moisture on the target and gathers up to form into a small, sticky ball. The powder is safe to use on skin and clothing and has no effect on creatures made from water.

**Salt of the Undying:** This salt, gathered from the lips of rare desiccated corpses, can satiate the most unquenchable thirst. One pinch, used as a minor activity, can stave off the effects of being dehydrated for 1 day.

**Stick-Window:** Made from a combination of ooze residue and superior glue, a stick-window is a translucent square of jelly about a foot on each side and an inch thick. It is extremely sticky, but hard to spot if one doesn't know it's there.

**Stovecake:** Stovecakes are blocks of jelly two inches on a side and half an inch thick. When exposed to flame, they burn away, releasing intense heat but no light or smoke. One lit stovecake burns for an hour before disintegrating completely. Stovecakes burn without trouble in high winds, rain, damp, and cold but are put out when doused or submerged in water. They work well for lighting campfires under difficult conditions and are often sold along with a small metal box that can act as a stove when a stovecake is burned within.

**Tanzeer's Dissolving Gel:** You can use an action to apply this bubbling green gel to one object you can reach. The substance eats through normal adhesives such as tar, sap, and glue in 1 round or stronger non-magical adhesives in 1d6 rounds. One vial can cover a 1-yard-square area.





# FORBIDDEN ITEMS

A number of unusual items are deemed forbidden for the danger they pose to the user. One can usually acquire such items in black markets, from corrupted users of magic, or in forgotten places steeped in dark magic.

## FORBIDDEN ITEMS

Item	Price	Availability
Bloodstone	5 gc	Exotic
Deathshead	8 gc	Rare
Death Ray	5,000 gc	Exotic
Demonic Tincture	1 gc	Rare
Fleshy Pocket	50 gc	Exotic
Scrivener's Bone	1 ss	Rare
Siphon Grenade	5 gc	Exotic
Sybaritic Stone	5 gc	Exotic

**Bloodstone:** A crimson stone imbued with dark magic, it is normally worn as a pendant hanging from an iron chain. The device does nothing until you bond with it, which you can do when you don it and use an action to create the bond. You remain bonded until the device is removed, at which point you must get a success on a Will challenge roll with 3 banes or gain 1d3 Insanity. A broken bond robs the stone of its power, rendering it useless. While bonded to the device, you have a +1 bonus to Defense and a -3 penalty to Health. A bound bloodstone leaks blood.

**Deathshead:** These improvised explosives are made from severed and sewn-shut heads filled with an unwholesome stew of sputum, corrosives, pus, and rusty nails. You can use an action to throw the device as an attack to a point within medium range. Upon encountering a solid creature or object, the head explodes, dealing 1d6 + 1 damage to everything in a 1-yard radius centered on the point of impact. A creature in the area can make an Agility challenge roll and takes no damage on a success. A creature that takes the damage, however, must get a success on a Strength challenge roll or become diseased for 1 hour.

**Death Ray:** This cumbersome device resembles a pistol except for the copper pointed rod replacing the barrel, and the faint hum of electric vibration. At its base, the weapon is constructed of copper and steel with wires, tubes, and shards of obsidian protruding from its mass at odd angles.

Screwed into the rear of the device is a small glass vial containing the weapon's fuel—demonic essence, an exotic substance that costs 100 gc. The device comes with 6 doses, and you must use an action to reload it.



If you have at least one dose of fuel and you're holding the device with both hands, you can use an action to attack with it, releasing a black beam of crackling energy. Expend a dose of fuel and make an Agility attack roll against a creature or object within short range. On a success, the target takes 9d6 damage plus 3d6 extra damage if the total of your attack roll was 20 or higher and exceeded the target number by at least 5. A creature incapacitated by this damage dies, and it and everything it wears and carries are utterly erased from existence. So quick is the annihilation of the target's life force that some believe it disintegrates the victim's soul. Each time you use the device and kill a living creature, you gain 1d3 Corruption and must roll a d6. On a 6, a hostile shadow appears in the space the target vacated, and it can take the next available turn.

**Demonic Tincture:** You can use an action to drink this molasses-thick maroon substance or administer it to a willing, defenseless, or unconscious creature you can reach. At the end of the round in which it is consumed, the creature becomes filled with demonic power that lasts for 1 minute. Until the effect wears off, the creature's melee attacks deal 2d6 extra damage; however, each time it makes an attack it must get a success on a Will challenge roll with 1 bane or gain 1 Corruption.



**Fleshy Pocket:** A fleshy pocket is a square one-foot patch of skin harvested from a living creature. A row of small teeth along one edge can be unzipped to reveal an extra-dimensional space with 10 capacity; it can hold items whose sum of their Size score equals 10 or less. The fleshy pocket remains flat, no matter how much it holds. When placed on the bare skin of another living creature, the teeth of the fleshy pocket burrow into the flesh and disappear, causing the creature to take 1 damage. The patch of skin melds into the target creature, leaving a smooth, faintly discolored spot. A melded fleshy pocket can be spotted with a success on a Perception challenge roll with 1 bane. A fleshy pocket can be removed using an action.

**Scrivener's Bone:** A scrivener's bone is made from any long, thin bone taken from a creature that knows at least one language. You can use a minor activity to prick yourself with the sharpened tip of the bone, drawing a spot of blood but taking no damage as a result. Once done, the scrivener's bone writes for 1 hour like a pen with blood-red ink.

**Siphon Grenade:** This spherical flask is filled with a volatile concoction infused with blood magic. You can use an action to throw the flask to a point within medium range. When it strikes a solid surface, the flask shatters to release a miasma of reddish-purple mist that spreads out in a 3-yard radius from the point of impact. Each living creature in the area with blood in its body takes 1d6 damage as its vital fluids forcefully exit its body. The cloud then carries the released blood back to you and dissipates. You heal damage equal to the total damage dealt by the mist, but you must then make a fate roll.

On a 1, the magic stains your soul, and you gain 1 Corruption.

On a 2–5, small tears of blood drip from the corners of your eyes for 1 round.

On a 6, the surge of new blood intensifies your senses, and you make attack rolls and challenge rolls with 1 boon for 1 round.

If you heal 10 damage or more from this device, you become bloated with blood for 3d6 minutes. Until this effect ends, blood leaks from all of your orifices.

**Sybaritic Stone:** A small, flat stone marked with a profane glyph, the device offers feelings of euphoria and confidence when stroked between thumb and forefinger. As a minor activity, these feelings infuse you for 1 hour. Until the effect ends, you make challenge rolls to avoid gaining Insanity with 2 boons. If you take damage from any source, you take half the damage, the stone's effect ends, and you cannot use the stone again until you complete a rest. If, however, you willingly commit an act of evil and gain Corruption as a result, you regain the ability to use the stone.

## POTIONS

Magical liquids brewed with painstaking precision and produced in small quantities at great expense, they are usually sold in vials, philters, or in syringes. See *Shadow*, page 108, for how to use potions.

### POTIONS

Item	Price	Availability
Fizzlewig's Furious Formula	5 ss	Rare
Frost Resistance	5 ss	Common
Graybottle	1 ss	Uncommon
Mute Juice	1 ss	Uncommon
Silvertongue	1 gc	Rare
Stomach Lining	2 ss	Uncommon

**Fizzlewig's Furious Formula:** A thick red concoction made from bog myrtle and ale, it induces a violent uncontrollable state. When the potion takes effect, the creature goes berserk as if under the effects of the Berserk talent (*Shadow*, Page 63).

**Frost Resistance:** Effervescent with the faint smell of fish, this amethyst colored concoction has faint swirls of white that dance through it. When the potion takes effect, the creature takes half damage from cold and ice for 1 hour.

**Graybottle:** A drink of graybottle—a gritty, ashy-tasting gray goo—makes the creature appear extremely old and decrepit for 2d6 hours. The creature's skin becomes wrinkled and riddled with bulging veins, hair thins and whitens, and eyes cloud and become bleary. The potion affects only the creature's appearance and has no effect on its capabilities, posture, or musculature, and thus an affected stoop and tremble in the hand are normally required to carry off the disguise.

**Mute Juice:** When this slippery, sickly-sweet liquid takes effect, it renders the creature unable to speak for 1 hour. The creature's voice comes out as a faint, bubbly croak at best. Invented by a jealous bard to ruin the careers of his rivals, mute juice has found many uses by spies and assassins.

**Silvertongue:** This thick, silvery potion tastes like garbage, but when it takes effect, it grants the creature 2 boons on attack rolls made in social situations for 1 hour. The creature's voice becomes powerful and commanding, and the creature finds choosing the right words easier.

**Stomach Lining:** This cold red potion slips down the throat in one smooth motion. After the potion takes effect, the next drink the creature consumes before the creature completes a rest is absorbed by the potion in its stomach. Poisons, other potions, and even alcohol have no effect if absorbed in this way. The creature coughs up the mixture of stomach lining and liquid as a hard black-and-red ball 1d6 hours after the potion absorbs it.



# ADVENTURING GEAR AND TOOLS

Adventuring gear includes a variety of items explorers and adventurers might find useful during their journeys.

## GEAR

Item	Price	Availability
Apotropaic Pack	1 gc	Rare
Bandolier	5 cp	Common
Bolas	1 ss	Uncommon
Chain, steel (15 yards)	1 ss	Common
Chalk	1 bit	Common
Cindercloth	2 bits	Common
Cloth Dye	7 bits	Common
Crampons	5 cp	Uncommon
Crate	1 cp	Common
Death Dowser	1 gc	Rare
Embalmer's Tools	1 gc	Uncommon
Erik's Extendable Pole	5 ss	Uncommon
Fool's Clothing	1 gc	Rare
Forgery Tools	10 gc	Exotic
Goggles	4 gc	Uncommon
Hollow Buckle	1 ss	Uncommon
Jeweler's Eye	1 gc	Uncommon
Megaphone	1 cp	Common
Moon Tongue	1 gc	Rare
Musician's Tools	1 gc	Rare
Parasol	3 cp	Rare
Phial Flechette Munitions (5)	1 gc	Rare
Plague Mask	3 gc	Rare
Portable Commode	1 cp	Common
Sawbones Tools	1 gc	Uncommon
Scoundrel's Gloves	2 ss	Exotic
Seer's Eye	1 ss	Uncommon
Slam Shot	2 gc	Rare
Smuggler's Boots	2 gc	Rare
Spore Munitions (5)	1 gc	Rare
Tarot Deck	1 ss	Common
Throwing Bones	1 gc	Uncommon
Wooden Stake	2 bits	Common

**Apotropaic Pack:** This is a leather satchel with an unusual amount of pockets sewn into it. The pack contains various implements used to turn away harmful or evil influences, as in deflecting misfortune or averting the evil eye. The pack includes all of the following items.

- A small curved ivory apotropaic wand depicting a procession of protective deities typically used to draw a magic protective circle around a mother and child.
- A couple of dried beets with grotesque faces carved into them.
- A small plank of oak wood used to “knock on.” “Knocking on wood” is said to hide communication from evil spirits. Some traditions also include the words, “May the Devil not hear,” as they knock on the wood.
- Various small amulets of protection. Types of amulets could include; small shards of worn blue glass, depictions of eyes, effigies of a gorgon, holy symbols, or phallic symbols.
- Candles and chalks of various colors used to draw or diagram protective geometries.
- A small mirror or silver plate used to deflect the evil eye.
- A set of Witch Orbs. A group of shiny blown glass baubles, similar to ornaments used to decorate Grandmother Tree during the winter solstice. Witch Orbs are usually hung in windows to protect against spirits entering the home.

Each item contained in the pack can be used once before it loses its protective qualities. Generally, the items grant 1 boon on challenge rolls made to resist attacks from spirits, faeries, undead, and spells from the Curse and Forbidden traditions, though the GM might award greater protections at his or her discretion.

**Bolas:** You can use an action to throw a bolas at one Size 2 or smaller creature within medium range by making a Strength or Agility attack roll against the target's Agility. On a success, the bolas hits and entangles the target, which causes it to fall prone and become slowed. If the total of the attack roll was 20 or higher and beat the target number by at least 5, the target also takes 1d6 damage. A creature can use an action to remove the bolas and the afflictions they bestow.

**Cindercloth:** A piece of cloth made by weaving special fibers soaked in grain alcohol and dried in cellars, it's most commonly used as a fast-acting kindling; however, in some regions it is used to cheaply manufacture children's clothing.

**Death Dowser:** A death dowser is a set of two long switch-like sticks or rods each approximately 1 yard long. You can use an action while holding the sticks





lightly in both hands to point the crossed rods in a direction and then slowly turn around. Roll a d6. On a 1 or a 6, the device works, and if there is a dead creature within short range, the sticks vibrate when pointed in the direction of it. The vibration increases as you move closer to the remains of the dead and decrease if you shift direction or move farther away. On any other number, the device does not work and cannot be used again until you complete a rest.

**Embalmer's Tools:** Used in the preparation of corpses for burial, this kit contains two empty 2-quart glass bottles, 1 quart each of the chemicals magnesium salts, phenol, formaldehyde, and lanolin to keep the skin supple. It also contains a rubber tube, 2 yards long, with a suction ball in the center, two different gauged syringes, various needles, valves, and rubber tubing.

**Erik's Extendable Pole:** This small item appears to be a 1-foot-long steel rod weighing a little more than 2 pounds. However, when a secret button is pushed, the rod lengthens from each end until it reaches 3 yards in length.

**Fool's Clothing:** This rust-colored powder comes in an unmarked paper packet. When mixed with milk, it creates a golden slurry. Any coins or other small metal objects placed in the slurry while it is boiling gain a thin coating that makes them look like gold. One packet makes enough fool's clothing to cover 20 coins or a similar volume of metal. The effect is good enough to fool the average person, though anyone who knows his way around money will have a good shot at uncovering the deception. The plating flakes away after 1d3 days.

**Forgery Tools:** Used to produce copies and facsimiles of official items and documents, the tools include a set of dense clay stamps for sealing envelopes with wax. These stamps come with fine molding tools to change the seals as needed. The tools also include a wax

press to forge copies of keys, as well as an assortment of inks, parchments, and stationery.

**Hollow Buckle:** An average-looking belt buckle, crafted to secretly house small possessions.

**Jeweler's Eye:** A small amplified monocle that grants 1 boon on Perception challenge rolls to discover details on tiny objects.

**Moon Tongue:** When left outside overnight, this crescent-shaped porous bowl resembling a curled tongue draws enough moisture from the air to fill a water skin. It does so even in the harshest, driest climates.

**Musician's Tools:** This kit includes tuning forks, cleaning oils, cloths, pliers, and files in various sizes.

**Phial Flechette Munitions:** Sold as bolts or arrows, they feature hollow glass heads that can be filled with a dose of poison or a potion. Due to the size, these munitions only administer half a normal dose of whatever they are filled with, so the durations of potions delivered this way have their durations halved, and challenge rolls made to resist the poison are made with 1 boon.

**Plague Mask:** These masks are made of cured leather and fitted mottled glass eyelets, with a sponge-like filter near the mouth. The filters (2 ss, uncommon) are typically made out of organic materials such as moss or dried animal innards, and do not last long. Plague masks protect the wearer from noxious fumes and airborne illnesses. A plague mask grants its wearer 1 boon on Strength challenge rolls made to resist dangerous air, vapors, or gases from their surroundings. Each time a boon is given, 1 charge is depleted from the filter. When the mask runs out of charges, it provides no benefit.

Filters have 3 charges, or roughly 10 minutes of exposure protection.

**Portable Commode:** This small pan has an attached cover that slides over its top and latches with a simple clasp. Its bottom also has a wide, removable stopper for easy emptying.





**Sawbones Tools:** Used by field doctors, this toolkit contains various scalpels, scissors, handsaws, syringes, clamps, needles and threads. The tools grant 1 boon on challenge rolls made to stabilize incapacitated characters. If you're using *Battle Scars*, you can use an action to use the tools on a character you can reach who sustained massive damage. The target takes 1d3 extra damage but can re-roll once on the Scars table.

**Scoundrel's Gloves:** Finely crafted leather gloves with fine lock picks built into the wrists and a garrote wire that spools out from the palm.

**Seer's Eye:** These baubles are neither eyes nor do they truly belong to The Seer of the Old Faith. They are merely marbles designed in the image of the Seer's missing left eye—yet not completely empty of his power. Often mistaken as toys, the marble grants a minimal power of divination to those who possess it. Every so often the marble shines softly, emitting an amber glow and humming sound not unlike the buzzing of an insect's wing. Seer's Eyes do not last forever; each use depletes the marble's power, eventually cracking it beyond repair. A Seer's Eye has 1d3 charges, determined upon purchase. Once per day, when a creature holding the marble would make a challenge roll, the creature can expend a charge to roll the d20 an extra time and use the highest result. When the final charge is spent, the marble turns gray and cracks.

**Smuggler's Boots:** These boots come in many shapes, sizes, and styles, and they appear to be ordinary footwear. One boot, or both, has hollowed heels, and the compartments can be accessed by simply unscrewing the heel from the bottom of the boot.

**Spore Munitions:** Sold as arrows or bolts, they have specialized heads filled with a cultivated strain of mold. When you make an attack using a spore munition, the head explodes on impact with a solid surface, causing spores to burst from the point it struck in a 3-yard radius. Each living, breathing creature in the area must get a success on a Strength challenge roll or become poisoned for 1 round.

**Tarot Deck:** This deck of 78 oversized cards is often hand-crafted by occultists who use the deck as a way to express their own personal interpretations of the cards' supposed divine capabilities. You can use a tarot deck as an implement of magic.

**Throwing Bones:** A small black suede pouch embroidered with a symbol of divination, it contains a handful of cleaned and dried opossum bones and a 1-foot square of goat skin. When the bones are "thrown" on to the goatskin, or a circle drawn in dirt, you might be able to vaguely discern upcoming events. Make an Intellect challenge roll with 3 banes plus 1 bane each additional time you use the item before you complete a rest. For each point of your

Power score, you make the roll with 1 boon. On a success, you cast the *augur* spell from the Divination tradition. On a failure, you learn nothing and cannot use the bones again for 1 hour. If the total of your roll was 0 or less, the bones lose their power and become worthless.

## MARVELS OF ENGINEERING

Although magic suffuses the world, engineers have had great success producing items of wonder.

### MARVELS OF ENGINEERING

Item	Price	Availability
Clockwork Limb	300 gc	Exotic
Heimer's Boots of Stilting	1 gc	Exotic
Learning Music Box	1 gc	Exotic
Living Statue	10 gc	Exotic
Memory Steel Weapon	Special	Exotic
Moving Map	5 gc	Exotic
Music Box	1 gc	Rare
Rifle Telescope	200 gc	Exotic
Sam's Exploding Bits	5 cp	Uncommon
Scouting Orb	50 gc	Exotic
Self-fastening Armor	10 gc	Exotic
Telescopic Goggles	160 gc	Exotic

**Clockwork Limb:** Clockwork limbs are superior to mechanical limbs (*Battle Scars*, page 4) and thus cost significantly more. Steadier, precise, and crafted from better materials, they often work better than the limbs they replace. A clockwork arm grants 1 boon on Strength challenge rolls made to bend, lift, or break. A clockwork hand grants 1 boon on Agility challenge rolls made to perform tasks involving manual dexterity. A clockwork foot grants 1 boon on Agility challenge rolls made to balance. Finally, a clockwork leg grants a +1 bonus to Speed. Clockwork limbs, however, are prone to the same mishaps as mechanical limbs.

**Heimer's Boots of Stilting:** Appearing as normal thick riding boots, these boots contain hidden levers, tubes, and gears attached to the interior. When you press a secret button under your big toe, mechanical whirs and clicks reveal the boots' true purpose—a false sole and small steel stilts become visible as you rise into the air, essentially increasing your height. Due to Heimer's inability to put a hydraulic regulator into the boots, the height gained is random (1d3 yards). As well, while you wear the boots and benefit from the increased height, you are slowed. Once used, you must manually retract the stilts, which takes 1 minute of work.



**Learning Music Box:** A learning music box can be taught new songs. Turning the crank clockwise plays a learning music box's song as normal, but if a user turns the crank counterclockwise while singing a tune, that new tune replaces whatever song the box used to play. Though invented as a toy for wealthy children, learning music boxes have found use among thieves and spies as a way of transmitting coded messages that can easily be passed off as mere songs.

**Living Statue:** Usually metal statues of humanoid size, these living statues are built to perform a single activity, such as lowering a polearm when a creature approaches a particular door or hauling stone from one spot in a mine to another. A living statue is akin to a clockwork but without the intelligence granted by the presence of a soul. Any responses it displays must be triggered by such means as a trip-wire or pressure plate. These items count as objects of their Size that can move at Speed 6.

**Memory Steel Weapon:** Memory steel is treated metal made possible by magic that uses fragments of lost souls to harnesses the raw power of memories. The steel can be forged into any weapon as normal; however, it can also transform into something mundane and innocuous such as a cuff link, coin, or button. The forging process of a memory steel weapon is twice as long as normal, and a command phrase must be chosen at the time of its creation. Striking the mundane version of the weapon forcefully against a hard surface will transform it into its weapon form. Speaking its command word while in weapon form will return it to its mundane form.

A weapon made from memory steel costs 20 times its list price.

**Moving Map:** A moving map is a large table with a surface made from the tips of thousands of slender wooden dowels. The dowels can be raised and lowered with cranks along the sides of the table. A user can spend ten minutes working the cranks to render a topographical display of any region he knows. Moving maps are highly prized by military commanders, who carry them on campaign to use for tactical planning.

**Music Box:** A small wooden box with a delicate crank on one side, a music box contains complex gears that play a melody when the crank is turned. Music box melodies are invariably melancholy and remind listeners of lost childhood days.

**Rifle Telescope:** This sighted tube has multiple levered monacles of various thicknesses attached to one end, and once clamped on the top of a rifle, the monacles can be adjusted to see more clearly at long distances. You can use an action or a triggered action on your turn to gain 1 boon on the next attack roll you make against targets at medium range or longer using the weapon to which the telescope is affixed before the end of the next round.

**Sam's Exploding Bits:** These small striped sticks are perfect for jump scares, pranks, and distractions.

You can light the small fuse attached to one end as a minor activity, and at the end of the round, the stick explodes with an audible bang that carries up to a half mile away though it deals no damage.

While Sam provides a disclaimer stating the explosion may not necessarily cause damage to body parts, he absolves himself from all responsibility if something were to happen.

**Scouting Orb:** Imbued with magic, these 6-inch metal spheres are made to explore and map their surroundings. You can use an action to activate a scouting orb you hold. Doing so causes the orb to unfold and assume a humanoid shape with tiny metal wings. The construct obeys your spoken commands and uses the following statistics. The device can be activated for a total time of 8 hours. Once it reaches 8 hours of activation, the device deactivates and cannot be used again for 24 hours.

## SCOUTING ORB

*Size 1/8 construct*

**Perception** 10 (+0); darksight

**Defense** 13; **Health** 8

**Strength** 8 (-2), **Agility** 13 (+3), **Intellect** 5 (-5), **Will** 11 (+1)

**Speed** 10; flier (swoop)

**Immune** damage from disease or poison; gaining Insanity; asleep, charmed, diseased, fatigued, frightened, poisoned

**Follow the Leader** If you are within 1 yard of the scouting orb when you move, it moves up to its Speed to remain within 1 yard of you. If prevented from moving, it stays put.

**Command Words** The scouting orb obeys three commands while activated. Giving a command is a minor activity.

- **Deactivate:** The construct folds up and becomes an object of its Size, falling to the ground and taking no damage on landing.
- **Seek:** The orb uses an action each round to move up to twice its Speed in a direction you choose, during which time it records details from its surroundings. Each round, it moves off in a new direction until it has gathered information about an area that can fit inside a cube of space 40 yards on each side. Generally, the whole process takes about 5 minutes, though obstacles might extend the time it takes. When it has finished, it returns to you and hovers in the air at head height until you give it a command. If you give this command again, the orb loses all the information it gained. The orb also loses all this information if it is deactivated.
- **Reveal:** The orb moves to a smooth, flat surface and uses a phallic appendage to create an accurate and detailed map of the area, which takes 1d3 minutes. If there is no suitable surface on which it can draw the map, the orb does nothing.

**Self-Fastening Armor:** Dozens of tiny motors and gears replace the bands that hold together a normal suit of armor, enabling it to automatically tighten itself to fit the wearer. Thanks to this help, the time it takes to don self-fastening armor is half of what normal armor of the same type takes. Only metal armor can be upgraded to become self-fastening. This is an additional cost on top of the listed price of the armor chosen to be upgraded.



**Telescopic Goggles:** These heavy goggles require an additional strap to secure them to the wearer's head. Wearing them allows you to see everything magnified ten times, and a special filament in the lens grants the wearer the darksight talent. Everything seen through the lenses is in bright green hues.

## ANIMAL COMPANIONS

Various animals from around the world can be trapped and trained to perform a multitude of tasks. These sidekicks are trained as companions, can be used for transportation, taught to fight at your side, and can even stow gear. The statistics boxes for each animal are found in the main rulebook. Rarity depends on region as determined by the GM.

### ANIMAL COMPANIONS

Animal	Price	Statistics
Bear, black	4 gc	Large animal
Bat	1 cp	Tiny animal, flier
Cat	5 cp	Tiny animal
Capybara	1 ss	Small animal
Ferret	3 cp	Tiny animal
Giant moth	2 cp	Tiny animal, flier
Giant spider	1 ss	Small animal, poisonous
Gibbon	1 ss	Small animal
Llama	2 gc	As horse
Otter	4 cp	Small animal, swimmer
Ox	1 ss	Large animal
Pigeon	5 cp	Tiny animal, flier
Porcupine	2 cp	Tiny animal
Rattlesnake	2 cp	Tiny animal, poisonous

### ANIMAL GEAR

These items are made for use by animals or made for the taking care of animals. Most of these items can be found at general stores or supply stores.

### ANIMAL GEAR

Item	Price	Rarity
Animal Bandolier	1 gc	Rare
Animal Rations	4 bits	Common
Collar	1 cp	Common
Leash	1 cp	Common
Mail Tube	3 ss	Common
Pouch, Huge	1 gc	Uncommon
Pouch, Large	6 ss	Common
Pouch, Small	3 ss	Common
Pouch, Tiny	5 cp	Common





# VEHICLES

Traveling through Rûl can be dangerous, and in some places, nearly impossible. Purchasing or hiring the right vehicle to get the job done is often the only choice for continuing the adventure. Below is a selection of vehicles available to those who find the need to greatly reduce travel times, dig into the earth, or bring fear to their enemies.

## CABLE CAR

PRICE 50 GC

### Size 3 object (vehicle)

**Defense** 5; **Health** 50  
**Strength** 0 (-10), **Agility** 0 (-10), **Intellect** —, **Will** —  
**Space** 3 × 4; **Maximum Speed** 6 (acceleration 2/ deceleration 2)  
**Crew** One conductor (pilot) and three crew (passengers)  
**Cargo** 6  
**Immune** afflictions; attack rolls against Intellect, Will, or Perception; effects that allow challenge rolls using Intellect, Will, or Perception

These cars run along cables and can only move forward or backward. Turn maneuvers are not possible. To change directions the conductor must use deceleration maneuvers to first come to a complete stop and then accelerate in the opposite direction. These maneuvers do not require Agility challenge rolls. Cable cars come in two basic types: streetcars run along relatively flat ground, while funiculars ascend and descend steep inclines and can even cross over wide, empty spaces.

## DEATHFLOAT

PRICE 340 GC

### Size 6 object (vehicle)

**Defense** 5; **Health** 100  
**Strength** 0 (-10), **Agility** 0 (-10), **Intellect** —, **Will** —  
**Space** 2 × 5; **Maximum Speed** 60 (acceleration 12/ deceleration 2); flier, cannot exceed altitudes of 100 yards  
**Crew** One pilot and two crew  
**Cargo** 8  
**Immune** afflictions; attack rolls against Intellect, Will, or Perception; effects that allow challenge rolls using Intellect, Will, or Perception  
**Explosion** Puncturing the corpse with any sort of fire will cause an explosion large enough to destroy the vehicle, dealing 5d6 damage to any creature on board and within 5 yards of the vehicle. A creature halves the damage with a success on an Agility challenge roll.  
**Ranged Advantage** Attack rolls made using ranged weapons are made with 1 boon

Raiders out of the Kingdom of Skulls sometimes use these low floating platforms as a means to rain fear and death upon their victims, or quickly move from target to target. The hollowed corpse of a giant, troll, or other huge monster is sealed with resin after being filled with a foul smelling natural gas. Atop these flesh balloons sits a small platform, to which a pedal-powered, rear-facing fan and rudder are attached. The platform has room enough for the pilot and two crewmembers with just enough space leftover to carry cargo.

## DISSONANCE ENGINE

PRICE 14,000 GC

### Size 5 object (vehicle)

**Defense** 5; **Health** 100  
**Strength** 0 (-10), **Agility** 0 (-10), **Intellect** —, **Will** —  
**Space** 4 × 6; **Maximum Speed** 10 (acceleration 2/ deceleration 2)  
**Crew** One driver (pilot) and four crew (musicians)  
**Cargo** 8  
**Immune** afflictions; attack rolls against Intellect, Will, or Perception; effects that allow challenge rolls using Intellect, Will, or Perception  
**Shoddy** For every 50 damage the vehicle takes, roll 1d6. On a 1, the engine is critically damaged, and the vehicle stops moving until one of its crew succeeds on an Intellect challenge roll to repair the damage, which takes 1d6 minutes of work.

### SPECIAL ACTIONS

**Discordance** A crewmember can use an action to emit a terrible noise from the vehicle. The noise spreads through a 10-yard-long cone extending away from the vehicle. Each creature that is not deafened and in the area must get a success on a Will challenge roll or become deafened and impaired for 1 round.

The dissonance engine is a piecemeal contraption made of a ramshackle collection of steel, iron, bone and whatever sturdy materials can be found. Typically shaped like tanks, having many wheels on each side, a dissonance engine is piloted by a single driver and contains four other crew stationed within, or atop the vehicle. It is fitted with rare and advanced mechanical devices that amplify sound to be exponentially louder and more caustic than normal. Each crewmember hooks their musical instrument into the amplifiers and unleashes a horrible cacophony of shrieking guitars, pounding drums, haunting horns, and screams.

## FANBOAT

PRICE 100 GC

### Size 3 object (vehicle)

**Defense** 5; **Health** 30  
**Strength** 0 (-10), **Agility** 0 (-10), **Intellect** —, **Will** —  
**Space** 3 × 4; **Maximum Speed** 25 (acceleration 5/ deceleration 1)  
**Crew** One pilot and four crew (passengers)  
**Cargo** 4  
**Immune** afflictions; attack rolls against Intellect, Will, or Perception; effects that allow challenge rolls using Intellect, Will, or Perception

Flat-bottomed boats designed to navigate shallow, still waters such as swamps and marshes. They do not work on dry land. On moving water such as rivers or choppy ocean, a fanboat's maximum speed drops to 15, and Agility challenge rolls made to perform maneuvers are made with 1 or more banes depending on the conditions.





## PENETRATOR

PRICE 20,000 GC

### Size 6 object (vehicle)

**Defense** 5; **Health** 250  
**Strength** 0 (-10), **Agility** 0 (-10), **Intellect** —, **Will** —  
**Space** 5 × 10; **Maximum Speed** 16 (acceleration 4/ deceleration 2); Tunnel  
**Crew** One pilot and one engineer  
**Cargo** 18  
**Immune** afflictions; attack rolls against Intellect, Will, or Perception; effects that allow challenge rolls using Intellect, Will, or Perception  
**Tunnel** The vehicle can move up to its Speed through earth, sand, or material of a similar consistency. When it moves in this way, it leaves behind a 5-yard diameter tunnel.

This stocky, cylindrical vehicle has two collections of small tires on each side, and its nose is fitted with a massive spinning drill surrounded by a series of smaller drill heads. While spinning, the vehicle emits a high-pitched whine. It is made of steel and affixed with dozens of toothy, spiked bits all over its exterior. The cockpit of the penetrator is through the smooth glass dome at its top. This dome is affixed with reinforcements of more steel fastened to the thick glass with hundreds of rivets.

## RAILWAY HANDCART

PRICE 5 GC

### Size 4 object (vehicle)

**Defense** 3; **Health** 50  
**Strength** 0 (-10), **Agility** 0 (-10), **Intellect** —, **Will** —  
**Space** 1 × 2; **Maximum Speed** creature's Strength (acceleration 5/deceleration 5)  
**Crew** One pilot  
**Cargo** 1  
**Immune** afflictions; attack rolls against Intellect, Will, or Perception; effects that allow challenge rolls using Intellect, Will, or Perception

A simple, three-wheeled cart used for rail travel and thus can only move along rails. It has seats for two, and the pilot powers it by pushing a lever back and forth to turn the two wheels on the right, while the single wheel on the left stabilizes the cart. The frame is made of steel, while the small flat carriage is wooden.

## WALKING CABIN

PRICE 7,000 GC

### Size 8 object (vehicle)

**Defense** 5; **Health** 50  
**Strength** 0 (-10), **Agility** 0 (-10), **Intellect** —, **Will** —  
**Space** 4 × 4; **Maximum Speed** 6 (acceleration 2/ deceleration 2)  
**Crew** One pilot and three crew  
**Cargo** 6  
**Immune** afflictions; attack rolls against Intellect, Will, or Perception; effects that allow challenge rolls using Intellect, Will, or Perception

When resting, a walking cabin looks like an ordinary log cabin, but thanks to mechanical engineering, from the base of the building the walking cabin can extend four legs and then lift and carry itself across great distances. Owners of walking cabins often furnish them with all the comforts of home.

## PROPERTY

The most seasoned adventurers pine for respite from time to time—a roof over their head and a bed to rest their eyes. The following sections list the types of dwellings one may purchase. Dwellings have a range in costs to account for location and building condition. For example, a small home in a nice part of town is likely to be more expensive than a small home on the outskirts of town. The variation on cost is left for the GM to determine. Dwelling listings include the type of building, the cost range, and the upkeep cost. Upkeep on dwellings covers property taxes and maintenance costs as well as supplies like clean water and fuel for heat.

### PROPERTY

Type	Price	Upkeep
Boarding Room	—	4 ss
Large Mansion	45,000-100,000 gc	135 gc
Single Bedroom Home	350-1,000 gc	2 gc
Small Shack	100-250 gc	2 ss
Two Bedroom Home	850-1,400 gc	4 gc
Two Story Home	1,600-3,500 gc	6 gc
Urban Manor	5,100-10,000 gc	10 gc
Yurt	100-300 gc	6 ss

**Boarding Room:** A single, tiny room in a boarding home in the city of choice, there is just enough room for a small bed and a single chest of drawers.

**Large Mansion:** A massive, multi-storied, multi-roomed mansion either in the quiet, wealthier district of town or in a rural area no less than a day's march to town. Upkeep costs include the cost of servants to maintain the place.

**Single Bedroom Home:** A single story home with a separate room just off the main living space.

**Small Shack:** A ramshackle wooden cube, usually outside the city walls or in a bad neighborhood. There is a single small bed, and a small trunk for belongings. The upkeep costs include replacing the frequently stolen basic belongings.

**Two Story Home:** This humble home can accommodate a medium-sized family and is generally located in a nicer part of town or with a small plot of land outside the city. For the same cost of a single-room home, the owner can purchase stables, barns, or chicken coops.

**Urban Manor:** This large home is not quite as large as a mansion but no less extravagant. Manor homes are usually in the nicest developed part of town and are big enough for a large family to live in, but they are more commonly owned by aristocratic young adults with no immediate family.

**Yurt:** An octagonal, semi-permanent, large tent. Huge families are known to congregate in a single yurt, but it is also the home of choice for nomadic people or those just wishing to get away from the bustle of city life. Yurts can be stowed and moved to another location but must be transported via wagon.



# OWNING A BUSINESS

Running a business is a great way to fund further exploits. Characters can purchase and run a business based on their professions. Much like dwellings, businesses have a range of purchasing costs and are listed by size rather than type. The GM determines the final price of the business based on the location of the business and the quality of business the player intends to run. A high-quality business in a good location will have a higher purchasing cost than a shoddy business in a seedy neighborhood.

Each week a business will generate a profit; the total amount of money left over after the costs of running the business have been addressed. The bigger the business, the better the profit. Profits must be collected in person each week, and to do so the owner of the business is to roll according to the profit column on the business table. Profits from high-quality businesses should be doubled.

## BUSINESSES

Size	Cost	Profit
Tiny	450 - 600 gc	1d6 cp + 1d6 ss + 1d3 gc
Small	700 - 950 gc	3d6 cp + 3d6 ss + 1d6 gc
Medium	1,050 - 2,000 gc	5d6 cp + 5d6 ss + 2d6 gc
Large	2,100 - 2,350 gc	7d6 cp + 7d6 ss + 3d6 gc

**Academic Businesses:** Academic businesses include profitable teaching jobs, or consulting services. Someone with the occult profession may run a fortune telling business, or if they are scholars of war they may run a school for military tactics. Buildings include boarding schools, specialty shops, clinics, or law offices.

**Criminal Businesses:** Criminal enterprises provide a quick way to make a profit. The stakes are high, but those cunning enough may find themselves retiring early. Businesses can include gambling dens, brothels, leading a group of orphaned street urchins, assassination contracts, or even smuggling. Criminal rackets can be run from nearly any building, and nearly any business can be a fence. For example, an undertaker may secretly be robbing graves.

**Common Businesses:** These common businesses provide everyday goods and services: basic hospitality services, artisan goods such as weapons and armor, or agricultural businesses like farms or fisheries. Buildings include farms, blacksmiths, inns, taverns, kennels, breweries, theaters, ranches, and stores that sell basic merchandise.

**Martial Businesses:** These businesses are generally for the violent types who wish to stay on the good side of the law. Private detectives, mercenary or military contracting, for-profit jailing, body guarding, and bounty hunting are all common martial businesses.

Most martial businesses only require an office or barracks to run but can also include small keeps and underground dungeons.

**Wilderness Businesses:** Loggers, herbalists, gatherers, trappers, miners, and hunters all prefer to do their business in the great outdoors. Trading posts and goods stores are the buildings of choice to do business on the frontier.

# WANDERING MERCHANT TABLE

While out on the highways of Rûl, one might encounter merchants or the occasional trinket peddler traveling between cities. Traveling merchants are often a means to acquire weapons, treasures, relics, and other items that may not be in the next store that the group visits. Customers of these moving mercantiles should be prepared to pay a 50-percent markup on standard goods in areas where the merchants do not have to set competitive prices, unless noted otherwise. Some listings may have a contingent of guards traveling with the merchant. Guard listings will have a number of guards followed by a suggested difficulty rating, listed as number of guards / difficulty rating. The guards are generally human mercenaries.

## WANDERING MERCHANT

### D20 Merchant

- 1 A rabid ox charges down the road carrying a cart spilling basic goods and supplies. Dragging behind the cart is the bouncing, dead merchant, his foot caught in a rope still attached to the cart. This merchant has no goods to sell, but 2d6 each denomination of currency can be found in a locked box in the cart. If the player characters travel into Hell, the merchant might be there and sell them infernal treasures. (0 Guards)
- 2 A basic merchant trudges along the road with a single donkey and small bag of basic goods. He has, however, stumbled upon a magic weapon of the GM's choice and hasn't the faintest clue that it is magic. He will sell it to the group as if it were a regular, mundane weapon but at a 25% markup. (Guards 1/25)
- 3 A small group of fishmongers from Nar are traveling the same road as the adventurers. They only are selling dried and salted fish as rations (Guards 1/10)
- 4 A group of high-level bards traveling happily across the countryside will bestow a spell from the song tradition (*Shadow*, page 140) with an extended duration. The cost of each song is 3 gold crowns. (Guards 0)



- 5 Thirteen small children are marching in a circle in the middle of the road, each holding a single item of the GM's choice from the interesting things tables (*Shadow*, page 26). Each child is under the curse of an enterprising albeit insane witch who lives nearby. They must sell the item they are holding for 50 gold crowns. Only when they have sold their item and turned in the crowns will they be freed of the curse and have the ability to return to their families. Killing the witch, stealing the items, or stealing the crowns from the children after the transaction will not end the curse.
- 6 Four Jotun merchants from the Frozen Wastes have braved the northern lands to sell their expertly crafted weapons. They are selling shields and military melee weapons (*Shadow*, page 103) for twice the listed cost. Each weapon is of flawless make and grants a +2 bonus to damage rolls for attacks made using them. (Guards 3/100)
- 7 A halfling couple and their two small children march on foot down the road. Attached to poles that rest on the halfling's shoulders is a large wooden chest with a heavy iron lock. They are selling suits of medium and heavy armor (*Shadow*, page 101) with -2 to strength requirements and +1 to their listed defense score. Each piece of armor is crafted with the highest precision and costs twice as much as the listed price for their average counterpart. As the halflings are devoted parents, they have let their children paint permanent, crude scenes on the pieces of armor. (Guards 1d3/100)
- 8 A noisy, colorful caravan of many covered wagons belonging to a wealthy merchant from the island of Opal in the Kingdom Of Sails makes quite a clamor on the road. The merchant won't deal directly with the customer; she will direct a lower merchant to do the work. This caravan is selling scimitars of unknown origin. Each scimitar is unique, and the make is impossible to identify. They are made of materials that look like gold, jade, and rubies. When wielded against fey creatures, these scimitars grant an extra boon on attack rolls as well as +3 to damage rolls. Each scimitar costs 15 gold crowns. (Guards 1d6 + 6/250)
- 9 An ox-driven caged wagon squawks, squeaks, brays, and moos along the road. The driver is an ancient clockwork ranger in the form of a large bronze bear. Amongst the confines of the cage can be found all manner of animals trained for companionship. Each animal was trained by the clockwork bear to perform their duties loyally and to their best ability. After this merchant is encountered on the road at least once, he can be seen capturing and training animals in different environs across Rûl. For example he may be encountered in The Patchwork Lands selling horses to the war barons, and the next day he may be found tracking caribou in Blötland. (Guards 0)
- 10 Triplet human sisters march down the road at a brisk pace, their legs are tied together in a manner that allows them to walk in unison. The three of them are identical in looks and dress, and they speak in eerie unison as one person. They are a trio of jewelers from Lij, the City of Wonders. On each of their hips is fastened a small pouch. In one pouch is a random assortment of ring bands, another pouch holds small magic gems, and the third pouch holds jeweler's tools. The sisters are in a hurry to raise as much money as possible to cover debts owed to the Artificer's Guild in Lij. For 35 gold crowns, the sisters will craft an enchanted ring that absorbs up 1d6 damage the wearer would take. The result is permanent and represents the maximum amount of damage the ring can absorb. Each sister will also sell up to five enchanted pieces of jewelry randomly selected from the enchanted objects table (*Shadow*, page 208). (Guards 0)
- 11 A changeling merchant is driving several small ponies laden with goods. At the time of the transaction, he is struggling to retain his changed shape and will try to conceal his face. As a result, he will easily give in to most demands and haggling. His guards do not know he is a changeling. He carries any ten uncommon items found in this book. (Guards 1d6/100)
- 12 A bumbling, old dwarven woman is driving a chuck wagon down the road. She sells travelers the food her husband prepares in the back of the cart. Upon the closest possible inspection, the dwarf couple appear almost as if dead. Their bones bulge through their saggy gray skin, their eyes are sunken, and their teeth are stained the same shade as pink porcelain. Despite this, the pair are eager to sell their prepared foods to any and all. The pair invites customers to eat their meals around the foldout table at the back of the wagon and politely exchange conversation and news of the world. These dwarves are revenants (*Tombs of Desolation*, page 4), and the food they sell is made from human flesh. A success on a Perception challenge roll reveals this disgusting fact.



- 13 Gleefully skipping down the road is a nearly naked man who smells of sulfur and coal. He is a cambion, the son of a lesser devil. Other than the loincloth he wears, he is carrying only an empty canvas sack slung over his shoulder. His eyes glow with the same orange breath of a hot coal, his smile stretches between both ears, and he isn't selling anything. Rather, this fellow is giving away dreams for free. He will try to convince a player to get into his canvas sack, and if they accept this invitation they will find that they have traveled into the dimensional pocket (*Shadow*, page 173) office of Rigkin, a lesser devil. His office is made completely of black stone, down to even the book cases and the chair the he sits on. Massive fireplaces are set into each of the four walls, and the heat is unbearable to most creatures. Rigkin, from underneath a quilt of fresh pig skins, will try and convince the player to trade their soul for any material possession of their choice. If they agree, they will receive the item at that moment. If they refuse, they may exit by jumping through one of the fireplaces. Any player who refuses the offer will be constantly plagued by Rigkin's cambion son; he will appear at the most inopportune moments trying to convince the player to give his bag another chance. (Guards 0)
- 14 A gnome is riding on the shoulders of a compelled minotaur who is carrying a covered wagon like a rickshaw. The gnome is a powerful master warlock who travels the world selling precious alchemical reagents and potions. If for any reason the gnome suspects foul play is afoot, he will set his minotaur upon the party. The gnome and minotaur wear matching iron amulets imbued with magic that extends the compel spell indefinitely. From his inventory he sells potions relating to magic traditions of the GM's choosing. Quaffing one of these potions will give the drinker access to one spell from said tradition that the player may choose. Access to the spell lasts 24 hours or until the next rest, whichever comes first. After that, the potion's effect wears off. Each potion costs 40 gold crowns. (Guards 0)
- 15 The merchant and his guards are actually bandits in disguise who have murdered and hidden the bodies of the real merchants inside the covered wagon. They will attempt to play the part of merchants by dissuading anyone from buying anything. The bandits attack if they think the customers are suspicious. (Bandits 1d6 + 3/25)
- 17 The Dead Man's Burden Trading Company is a small traveling company that specializes in selling weapons and trinkets picked from those who've died on the battlefield. Their caravan consists of three massive wooden containers carried on the backs of dozens of animated corpses who have had their legs removed. Chained to each container are three or four human slaves who act as a dangling carrot to the corpses. Sitting atop each container is an orc driver. Preceding and following the three macabre containers are horse drawn wagons full of guards and merchants. Players will be able to purchase nearly any item they may need from this troupe. Any purchased items are sold as is: covered in blood and viscera from whatever field they were found. Purchasing 5 or more gold crowns worth of merchandise from the Dead Man's Burden Trading Company will result in the player gaining 1 point of corruption. (Guards 3d6/250)
- 18 The merchant is actually a drunkard, only trying to sell a single item of the GM's choice for more drinking money. (Guards 0)
- 19 This merchant happens to be in the wrong place at the wrong time. He is selling whatever the adventurers would not need. For example: if they are traveling through the desert in the summer, the merchant is offering wool coats. Everything he sells, however, is at a 50% discount from the listed cost. (Guards 2/50)
- 20 A gray-bearded man in spectacles skips down the road, gleefully ignoring the crumbling world around him. He seems to care not for where to or from he is traveling, only that he has just enough money to feed himself and stay drunk. Slung across his back is a rucksack tied to a long pole that holds a jar of beans, a spoon, and a small library of Incantations written in his own blood. Calculate the number of in-game weeks that have passed in the campaign—for each week passed the man has one incantation. The selection of incantations is at the discretion of the GM, but the man will write a new one on the first day of each week. After a player purchases their first incantation from him, they become addicted to buying more. Each in-game week the player must get a success on a Will challenge roll or seek the man out to buy a new incantation. (Guards 0)