

MINOR MAGIKS



MISCELLANEOUS ARCANA

VOLUME I

Written By Erik Tenkar and Michael Garcia

Art By Teo Commons

© 2013 Dead Rat Publishing

Swords & Wizardry, S&W, and Mythmere Games are trademarks of Matthew J. Finch

Dead Rat Publishing is in no way Affiliated with Matthew J. Finch, Mythmere Games, nor Frog God Games

Swords & Wizardry logo used by permission from [Frog God Games](#).



01 KLEA-VURR THE IMP



Klea-Vurr is a smallish blue-green imp who will act as a pet, friend or familiar to someone lucky enough to befriend or entrap him. He is just a little over a foot tall but usually stands hunched over - barely clearing 7 inches.

His skin is rough and covered with knobs and warts. His eyes are deep set and an odd orange-yellow. His long snout has several scars - likely from getting it caught places it shouldn't be. His teeth are sharp but yellow from lack of care. Several jut at odd angles out past his thin lips.

While he has wings they are not particularly powerful he soars more like a chicken than an eagle. His primary arms are a little longer than would seem normal while his secondary arms (the ones that sprout from his primary armpits) are almost comically short. His legs are stout and meaty and his long tail is great for holding onto items - especially items he doesn't own.

He can speak several languages but pretends not to understand anything but base common. He is very smart and surprisingly fast and strong (for his size) but his most amazing ability has to do with teleportation and common salt. Given an appropriate amount of salt he can pour out a shape that will exactly match a shape he can physically see. Like a picture frame, or the crack in a wall. Then he can reach into his shape and come out the actual shape. Anything stable enough to cast a shadow (but not a shadow itself!) can be used.

It's a great trick for reaching through and grabbing a coin or dagger. I've seen him steal food using the triangle of a person's legs sitting at a table. If pressed he can pass entirely through the portal but it's a one way trip for him he can't go back. Conversely he can't push anyone through the opened but he can pull people back through the portal.

He won't talk about what is in the space between the salt portal and the shape but if the salt or shape is destroyed or damaged while he is in transit it causes him a great deal of pain.

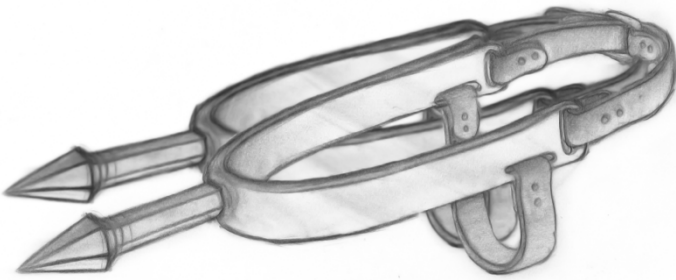
02 DOG-SPIRIT AMULET



A thick black leather strap with gaudy steel studs and a cheap looking silver and amber pendant. Trapped in the amber is the form of a sitting dog. Various breeds have been discovered throughout the world.

Many people who have found one of these items place them around the neck of their own dog and many a dog will look beautiful with this new jewelry around their neck.

The real power of the item will manifest when the item is clasped around the owners neck. Whenever the owner sleeps with the item on the spirit of the animal pictured in the amber will guard the owner while asleep and will awaken her if danger is near.



03 SPURS FOR THE FAITHFUL MOUNT

Very few of these incredible accessories exist. They appear to be regular spurs well maintained but old beyond years the leather shined with age and the spurs themselves worn to dull nubs. They are of a regular size but will amazingly stretch or shrink to attach to almost

any boot or shoe. Before you get any ideas the size change is so gradual to be virtually useless for detection purposes. Charlatans have been selling items that change shape to catch the unwary in just that kind of trap for centuries.

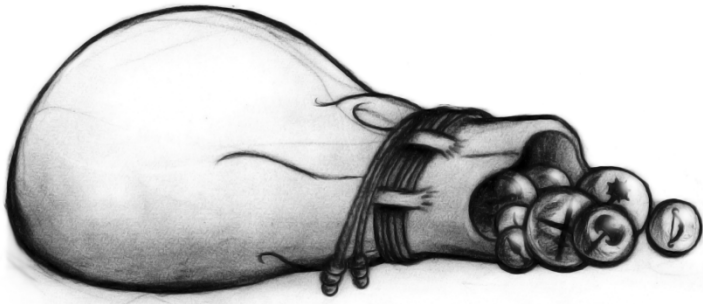
The real magic is when they are used by someone on a mount they truly trust. The contact with the spurs does not cause the mount any pain instead they start the formation of a psychic bond between mount and rider. The spurs do not allow for direct communication but create a strong two way empathic bond to be formed. The rider feels the mount and the mount can feel the rider. In this way they can work together knowing the desires and limitations of each other.

Given enough time the bond will even last while the spurs are not in contact with the mount. lasting days or even weeks after the last physical contact. The bond will only operate while the rider is wearing the spurs and unfortunately will only maintain a bond with one mount at a time.

Once the power of these spurs is discovered they are generally hoarded with a jealousy unbecoming of their worn and ruined appearance.

Highly sought by many orders of knights you can quite literally sell them for a kings ransom to the right buyer. Many fake sets have been sold for the same sum but I wouldn't want to find out what happens to vendors who sell knights fake magic spurs.

04 BAG OF WARRIOR BEADS



This bag of marbles is quite the bags of tricks. In the center of each marble is the shape of a weapon or two. It might be a mace and shield, a pair of long knives, a morning star or a sword and dagger. When the bead is crushed a capable warrior wielding the appropriate weapon emerges in a cloud of smoke.

While the beads are not reusable the instant addition of a warrior to your side of an argument is always helpful. The warriors are summoned magical spirits so they are susceptible to anything that could dispel their magic or dominate the spirit. (Treat these Warriors as 3rd Level Fighters with average ability scores. AC 5[14] and 15 HP. Damage by weapon type.

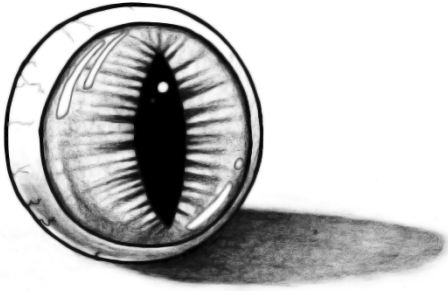
05 RAT PACK



The Rat Pack appears to be a stuffed “plush” toy rat, but if the activation word on the label behind the right ear is read, it turns into a 3’ long white rat with three large saddle bags over its back. It can carry up to 150 pounds that might otherwise fit into three large backpacks.

The rat follows behind its master by a distance of 3-5 feet, and is considered to be AC 2[17] with 20 HP if attacked. The rat may hiss or spit at its attacker, but it has no attacks itself. If reduced to 0 or less HP, it reverts to stuffed toy rat form. Saves are made by using its master’s saving throw.

The rat can remain in 3’ long rat form indefinitely. It needs neither food nor water, and does not defecate. Using the command word will return the rat to toy rat form.



06 CAT'S EYE MARBLE

It appears to be a “shooter” from a child’s set of marbles. You can roll it and it allows the user to see around corners as it passes them up to a range of 100’. It does not see in total dark, but sees as well as a cat would under the lighting available. When rolled it is as quiet as a cat. It must be recovered after rolling, and depending on the surface it is rolled on, it may go quite a distance before stopping.



07 TIN SOLDIER

This is a toy soldier about 9” tall, armed with a miniature spear. It can be used to stand watch when activated and given a “password” verbally (the command word is often, but not always, scratched on the sole of one of the toy’s feet) it will stand watch, walking back and forth in a semi random circle 2’ or so in diameter.

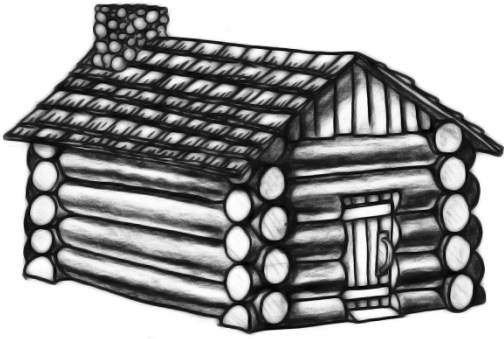
It will challenge anyone who approached with a loud “Halt! What’s the Password?!?” If the answer isn’t what the activator programed, it throws it’s spear for minimal damage (1 point of damage) and screams “Intruder!” If the password is valid, it states “Proceed” and resumes its patrol.

08 PONY ON A STICK



When one mounts the Pony on a Stick it’s as if one were mounting an actual pony to ride. The image of a pony forms around the stick and becomes a solid, life sized yet transparent, pony. The magical pony effect can be brought forth up to twice a day for up to an hour each time. When activated, the magical pony moves at a rate and carries weight as a normal pony. (If the pony is overburdened, it is dispelled, and one of the two daily uses is spent.)

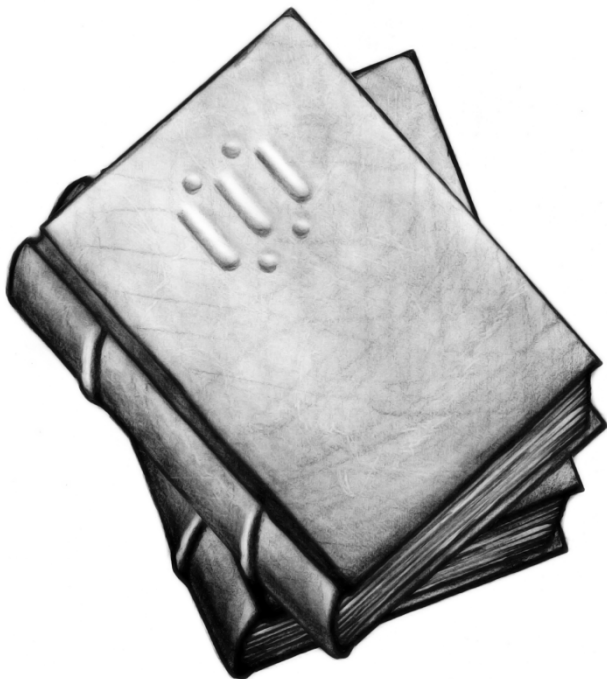
09 ALAHANN'S MINIATURE CABIN



This is a children's set of miniature logs and green colored wooden planks. When assembled and the command word is spoken (it is usually written on one of the green colored planks), it expands to the size of a 10'x15' log cabin with a 6' high roof. There is a place for a simple fireplace and a door that can be barred from the inside. A simple table and a pair of chairs will be found inside.

It is drafty and the roof leaks, but it is better protection from the elements than standing or sleeping outside. It will remain in place for up to 12 hours or until the command word is spoken again, at which point it returns to its original miniaturized state. It can be activated once per day.

10 DUAL DIARY SET



This is a set of two parchment diaries. Each is 40 double side pages long. That which is written in one diary magically appears in its mate, no matter the distance. A two-way conversation may be had, or notes may be taken with a copy hidden safely at another location. Each page holds approximately 100 written words or one diagram.

OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

- 1 Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
- 2 The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
- 3 Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
- 4 Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
- 5 Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
- 6 Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
- 7 Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
- 8 Identification: If you distribute Open Game Content, you must clearly indicate which portions of the work that you are distributing are Open Game Content.
- 9 Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
- 10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
- 11 Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
- 12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
- 13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
- 14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
- 15 COPYRIGHT NOTICE
Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.
System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.
Swords & Wizardry Core Rules, Copyright 2008, Matthew J. Finch
Swords & Wizardry Complete Rules, Copyright 2010, Matthew J. Finch
Minor Magiks & Miscellaneous Arcana, Copyright 2013, Michael Garcia d/b/a/ Dead Rat Publishing, Authors Erik Tenkar, Michael Garcia