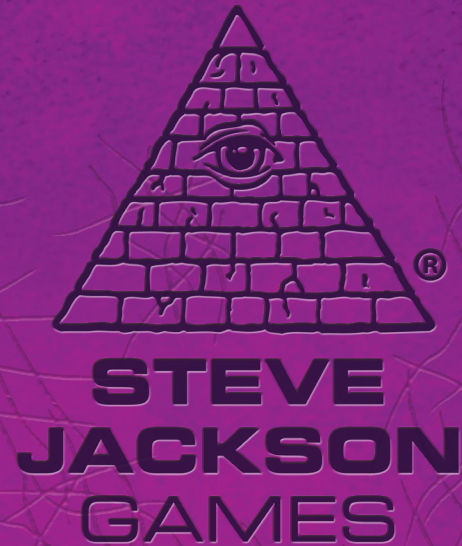


The Fantasy Trip™ Treasures



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A bit of treasure! Roll a die:

1, 2 – An oddly stitched little bag. It contains \$70 worth of silver and gold in small cylindrical bars stamped with unfamiliar letters.

3, 4 – A fine fringed blue leather purse, stamped with an eagle design, easily worth \$50. Inside it are seven silver pieces and a silver ring worth \$20.

5, 6 – 14 gold pieces strung on a knotted string. Having been punched through their centers, they are less useful as coins, but they are still fine gold for a jeweler.

NOTES

A small woodcut-printed book entitled “*Thy Manuale of Polearms I.*” It is sturdily bound and has obviously seen use. With pictures, it describes the similarities and differences among halberds, pike-axes, glaives, guisarmes, glaive-guisarmes, guisarme-glaives, glaive-glaive-guisarmes, and marmots. The spelling is antique, the political opinions interspersed with the text are peculiar, and the section on marmots is impossible to explain (though, as far as you can tell, accurate). The title implies that there might be at least one more volume somewhere. If magic is plentiful in your campaign, serious study of this book will halve the XP required to learn Polearms skill, and give +1 to identify small rodents. If magic is not plentiful, treat the book as a curiosity of interest to scholars.

NOTES

A little magic! Roll a die:

1-3 – A bottle of 4 doses of healing potion. It smells like peppermint (no reason – the alchemist just liked peppermint). The flask and stopper are heavy, designed to survive being carried in a belt pouch, and have a value of \$10 on their own.

4-6 – A ceramic tile, about 2" in diameter, with a remarkably realistic representation of a wilted rose. If this tile is placed on or next to a plant, that plant will die within 24 hours, be it ever so huge. If found in a forested place, the tile will be at the center of a dead spot perhaps two feet across, which may yield a hint about its function.

NOTES

Five ingots of very pure copper, each weighing about a pound. They have been coated with a clear enamel to keep them from corroding, and their red-gold shine is so alluring that they might be mistaken for gold. To a metalsmith these would be worth \$10 each, once he assures himself of their purity . . . it would be far easier to use these than to melt down and refine coins for copper or to use the scrap that is often offered in the trade. The smith will ask if you have any more!

NOTES

A beautiful gemstone. Roll 1d:

1-3 – An emerald on a gold chain. The whole is worth \$130. A very good roll on Detect Magic will give a faint whiff of enchantment, but it means nothing except that the necklace was hidden with Conceal at one time.

4-6 – A gemstone the size of a lady's little fingernail, unset. It glimmers green and purple and it is very unlikely that anyone will ever identify it. (If it is recognized, it has no special properties except its rarity.) It is worth \$300 as a lovely curiosity.

NOTES

An interesting curio. Roll 1d:

1-3 – A very finely made magnifying glass with an ivory handle, worth \$200 to one who works with books and does not already have such a glass. It makes words appear about twice their actual size.

4-6 – A beautiful red-and-blue glass globe 2" across. It is just a knick-knack, but is worth \$120 as such, and it is the kind of thing that a wizard might choose to enchant just because of its appearance.

NOTES

Mere paper, but sometimes paper has value! Roll 1d:

A pawnshop ticket from the closest city, dated last year, listing a shirt of chainmail, a shortsword, two daggers, and a winter coat. \$150 would get them back any time in the next two months.

An elaborately printed bank certificate, embellished with gold ink and bearing a seal in red wax, indicating that the bearer may redeem it for 1,000 gold pieces. However, none of you has ever heard of the bank or the city, and the certificate is dated 22 years ago.

A detailed map of a nearby city, showing what seem to be tunnels under the walls which connect to a labyrinth under the ruler's palace.

NOTES

A wheel of cheese, perhaps 2 pounds, still in its protective wax. The dust indicates that it has been here for a while . . . but if opened, it is a very fine cheese, rich and delicate. It has no value after it's opened, except as lunch, but Reveal Magic will find enchantment on the wax covering, centered in the seal. A wizard might also (3/IQ) recognize that the glyph might be magic. At any rate, either the Wizards' Guild or the Cheesemakers' Guild would pay \$300 for the undamaged wax glyph . . . or owe you a favor, which might be far more valuable in the long run.

NOTES

A small hoard! Refer to the Treasure Card and roll 1d:

1 – An earthenware pot of small coins. Roll six times on the Treasure Card, starting with Copper.

2, 3 – An ordinary purse, battered and of no value in itself, but it jingles! Roll twice on the Treasure Card, starting with Silver.

4, 5 – Sweet gold! Roll on the Treasure Card, starting with Gold.

6 – A crude unfired-clay hand with only three fingers, but it's decorated! Roll on the Treasure Card, starting with Rings.

NOTES

Just shiny junk – or is it worth a closer look? Roll 1d:

1-3 – A big silver key, worth perhaps \$6 for the metal. It is not magical. Scratches on the wards indicate that it has actually been used as a key, but there is tarnish in the scratches, so it has not been used in some time.

4-6 – A bag of beautiful stone marbles of different colors, some speckled, some swirling. A Recognize Value roll will affirm that they are worth \$100 as a curio, but are they made of highly unusual stones, and worth a lot more to a scholar and collector, or are they just very pretty?

NOTES

NOTES

Are you perhaps in the Dungeon of the Beetle? Roll 1d:

A vial of dried beetles, shining blue and green. No magic is evident. This is obviously the kind of thing that you would check with an alchemist or wizard . . . but they will see

- 1, 2 – no value in it. An expert cook, on the other hand, would know that these can be ground into an excellent spice; the vial is worth \$110 in the right hands. Recognize Value might spot this, but only on a 5/IQ roll!

- 3, 4 – A sapphire carved into a scarab, worth \$150.

- 5, 6 – A little book of original ink sketches, skillfully finished with watercolors. Each image is of a beetle. The book would bring 2d × \$10 from the Scholar's Guild.

NOTES

Just coins . . . but you won't turn them down. Roll 1d:

- 1 – 422 copper coins, carefully balanced in a single pile. If knocked over, they will jingle loudly. 4/DX to take the coins without knocking them over.

- 2, 3 – A number of silver coins equal to the day of the month.

- 4, 5 – The age of the finding player (not character), in silver coins.

- 6 – Gold coins in a number equal to the number of rooms in the building where you are playing – maximum 50.

Useful magic, if identified! Roll 1d:

1, 2 – A jar labeled Fish Sauce, and that's what it is – stinky, delicious garum made in the Roman style. But each 1/5 of the jar is also equivalent to a Water Breathing potion. It could all be taken at once, giving you 50 minutes underwater, but if you drink that much you will have very fishy burps for the next day.

3, 4 – A greenish metal ring that subtracts 2 from the to-hit roll of any thrown or missile weapon, or any missile spell, used against you.

5, 6 – A roll of bandages that detect as magic. There are enough bandages here to aid three patients, and they will double the number of hits that a Physicker can cure with first aid.

NOTES

Carved stones that detect as magic! Roll 1d:

1, 2 – A carved figure of a sleeping dog, ivory and about an inch long, which subtracts 1d from Animal Handler rolls for a person who already possesses that talent.

3, 4 – An amulet bearing an image of a banana peel. If placed on the floor, it creates a megahex of Sticky Floor. Not slippery, but sticky; there was a failure to communicate.

5, 6 – A pinkish marble cabochon showing a frowning face. It is an Amulet of Skepticism, which works even if you think the whole idea is nonsense.

NOTES

Unexplained but powerful magic. Roll 1d:

1, 2 – A pair of scissors that cannot cut. They can, however, join two similar pieces of similar material, including skin. +1 hit cured by a Physicker, from any wound that is bleeding, if this power is discovered.

3, 4 – A smooth brown stone, the size of the first joint of your thumb, of common appearance. It weighs just over 47 pounds.

5, 6 – A bronze trident which, if jabbed into a natural body of water, will always capture a tasty fish. Usable once a turn; could protect a whole city from starvation.

NOTES

A piece of parchment trash that seems surprisingly heavy. When it is uncrumpled, two gold pieces fall out, along with a gold ring that responds positively to Detect Magic. On the parchment is written the word CALIX. The ring gives the Treasure-Smelling power for an hour, but only if the word is repeated every minute. (When the hour is up, the ring must recharge for a day.)

NOTES



A Lens of Translation that “knows” the common tongue, Orcish, Elvish, Goblin, and one other language of the GM’s choice. It would be of great interest to the Scholars’ Guild, or indeed to any big-city guild that has a library. Its “book” price is about \$30,200 if the right buyer is found, though any well-heeled trader in magic items could be haggled up to \$20,000 and would then hold it for resale.

NOTES



A piece of reddish semiprecious stone carved cabochon-style with an image of a scorpion. It is an Amulet against Vermin. It is specifically made to drive away small vermin. Huge spiders, scorpions, and so on will get +3 to their IQ when they make their saving roll to bypass the amulet, but all small vermin of whatever kindred, including flying bugs and Naughty Minnows, will be automatically repelled.

NOTES

NOTES

A finely carved wooden staff that looks like a wizard's staff, but no magic is detected. In fact, it was intended as a walking stick. It is made of a very tough, tight-grained wood, and if used as a club or quarterstaff it will simply never break in regular use. Without the Expert Naturalist or Recognize Value skills, it seems merely to be a fine carving worth \$100. If its special property is known it could be worth twice that. And, of course, it could be enchanted as a staff.

NOTES

A circle of cloudy light-blue stone, an inch and a half across, set in a silver circle and hanging from a silver chain. It has a Detect Magic spell on it; it will glow when it is within 3 hexes of a magic item, and glow more brightly the closer it comes. Of course, it will react to any magic items that its wearer already has; there is no way to "exclude" something from its detection.



A tiny scroll with a scrawled picture of a figure with an oversized head and little lines all around the head. When carried, this gives the equivalent of an Increase IQ potion, but if used for more than an hour, it will cause intense headaches and lower IQ by 2. If used more than six times a month, it may cause permanent harm as per Increase IQ potion (see *ITL*, p. 146).

NOTES



A cylindrical bottle with a label pasted onto it. There is an unfamiliar name written in fanciful letters and a picture of a black cat, its eyes wide open. It contains 20 black pills. An Alchemist could identify one, if he were so minded. Each pill is the equivalent of a quarter-dose of Dark Vision potion, giving 15 minutes of effect. A fair price for the pills would be \$125 each.

NOTES

An inconveniently large treasure. Roll 1d:

- 1-3 – A granite building stone weighing about 30 pounds. It has a small hole in one side. When someone walks within a foot of it, an arrow emerges and strikes with almost unerring accuracy (DX 15, 1 die damage). It can do this once per turn. The stone is not even long enough to hold the arrows it fires.
- 4-6 – A Red Ladder (*ITL*, p. 159), 12 feet long. Worth \$10,000, but not the kind of thing you can just pick up and carry home.

NOTES

A jar of crimson clay, very fine-grained and easy to work. It does not stain the hands, and it faithfully holds the shape it is given. It remains moist and pliable out of the jar, and is not flammable, poisonous, or accursed. It does not seem to be magic – just very useful stuff that would not be found in a marketplace. It would be worth \$200 to a sculptor. If it could be duplicated, there would be a small continuing demand for it.

NOTES

NOTES

Useful magic for the adventurer. Roll 1d:

A waterproof box of very thin shavings of wood, of a greenish color, with a flint and a piece of steel. The wood is obviously tinder. It is

- 1-3 – magical; the tiniest spark will light it, and even a small piece will burn hot for five minutes, plenty of time to get a fire going. There's enough here for a hundred fires.

- 4-6 – A plate that cleans poison or unwholesome things from food placed on it.

NOTES

Useful magic for the adventurer. Roll 1d:

- 1, 2 – A bottle labeled "Glue" in the Dwarvish tongue. A small brush is attached to the cap. Each of the 20 drops in the container will work like an Adhesion spell.

- 3, 4 – A bracelet of intertwined gold and copper, worth \$200 as jewelry, but it is magic. The limb wearing it (only) can stop 4 hits of damage per attack.

- 5, 6 – 50 feet of ordinary-seeming rope that detects as magic, and simply will not break, nor can it be cut. It will burn, though, in a very hot fire.



A scroll in a case labeled “Water Jet.” No such spell is public knowledge! If a wizard tries to look at it and sets it off, he will immediately cast a firehose jet of water lasting 2 turns. If he successfully glances at it (*ITL*, p. 141), he will learn what it will do. For combat purposes, treat as a Magic Fist that strikes twice, with +4 to hit on the second strike. It does double damage against beings of flame. A Wizard’s Guild would pay well for this new spell.

NOTES



A sealed tube with a spell scroll. Roll 1d:

- 1 – Giant Rope
- 2 – Megahex Avert
- 3 – Hammertouch
- 4 – Regeneration
- 5 – Two scrolls, each 7-Hex Shadow
- 6 – Lightning

NOTES



A missile with a minor magic spell. Roll 1d:

- 1 – Arrow: +1 damage
- 2 – Arrow: +1 to hit with it
- 3 – Crossbow bolt: +1 damage
- 4 – Crossbow bolt: +1 to hit with it
- 5 – Throwing stone: +3 damage
- 6 – Throwing stone: +3 to hit with it

NOTES



A sword with a minor magic spell. Roll 1d:

- 1 – Broadsword: +1 damage
- 2 – Broadsword: +1 to hit with it
- 3 – Shortsword: +1 damage
- 4 – Shortsword: +1 to hit with it
- 5 – Saber: +1 damage
- 6 – Saber: +1 to hit with it

NOTES

NOTES

Useful magic for the adventurer. Roll 1d:

A candlestick which detects as magic.

A candle placed in this stick will burn indefinitely and will not blow out in any

1, 2 – but the heaviest winds. If found in the course of an underground delve, there will be a lit candle in it, even if the room has clearly been abandoned for generations!

3, 4 – A bear's tooth which is enchanted to give a permanent dim light.

A tiny silver bell which, when rung, will

5, 6 – cause all silver items within 4 megahexes to echo its chime.

NOTES

More mysterious than useful . . . Roll 1d:

A little wooden box of oak leaves, made of purest gold. They seem

1, 2 – real. Their value in metal is perhaps \$20, but as curios they might fetch much more.

3, 4 – A hand mirror that does not reverse right to left.

A gem that glows red when the

5, 6 – moon is in the sky. A dealer will offer 1d × \$50 for it.

NOTES

For the fashion-forward delver. Roll 1d:

1, 2 – A leather cap made from the skin of a great bear's head. Its "glass" eyes are actually topaz, and it is worth \$200.

3, 4 – A belt made of fine silver and bronze chainmail. It grants +1 ST.

A feather plume, suitable for a hat. If the wearer bows and doffs the hat, any reaction roll can be retried, and the result will never be worse than the first roll.

NOTES

Eggs, eggs, and more eggs! Roll 1d:

1, 2 – A handful of very delicately carved round stones. A Naturalist will identify them as Stonemason eggs. It is unusual to find these outside of a hive and unguarded.

3, 4 – A box of eggs. They look like regular brown chicken eggs. One is cracked and stinking. The others are intact. If opened, ten of them will be rotten, and the last will have a normal yolk and white, plus a chunk of gold (\$150) inside. The gold does not seem to have been worked by human hands.

5, 6 – A small oval sapphire that lets anyone foretell the weather. As soon as someone picks it up, they speak aloud a one-sentence forecast for the morrow (which is always correct). They don't know where the knowledge comes from.

NOTES

This stubby pencil is barely long enough for its name to be written on the side: The Pencil of Truth. In fact, it will write only lies. An attempt to write a true thing will not even dent the paper. It will not tell the future. After each sentence you write, there is a $\frac{1}{6}$ chance you will have to sharpen the pencil, and the 10th sharpening reduces it to a stub that can only write one last sentence.

NOTES

Of use to a traveler. Roll 1d:

A very ordinary-looking mask. If you put it on, only a close look will detect that it is a mask (5/IQ, or 4/IQ for your close friends; roll an extra die in poor lighting). You will just look like some random person off the street.

The Traveler's Friend. A tiny book which, when opened, reveals a section of information about the city you are in, focusing on good taverns, safe inns, and honest dealers in magic. It will work anywhere, but you cannot look at any section except that for the city (or town, or village) you are actually in. If the book opens to blank pages, beware.



A very small empty purse with a magical sigil on it. Anything placed in the purse will not seem to fit, even a tiny pebble. But if the purse is turned over and shaken, a gold coin falls out. This is always the same gold coin, though. No matter what you do with it, it will return to the purse in an hour and then fall out again the next time it is shaken.

NOTES



You can feel this item but not see it; it is invisible! It is a small glass vial, and it contains a dose of Invisibility Potion (which becomes visible if poured out). The potion is worth \$1,500, but the invisible vial – which renders anything placed into it invisible as well! – is worth more than that to a Wizards' Guild, which would love to try to duplicate the trick.

NOTES



A half-gallon flask containing a tiny, live frog, brilliant in red and yellow. A tag on the flask says “My name is George.” The frog is enchanted and does not need to eat or drink, but will happily accept flies and bugs. He will not try to escape if the flask is opened, although he would move to a larger home if one were provided. If George is swallowed whole, the swallower will not need to eat or drink for a month.

NOTES



Five wrapped tiles, each about a foot square and weighing 3 pounds. They are of glazed porcelain and form a picture (the GM may describe the image in a way that fits the campaign) – but the lower left tile is missing. Perhaps the adventurers know where it is; perhaps it remains to be found. If all six are assembled and placed in a home, the tiles perform a constant low-level Cleansing on the whole home, doing no harm to large creatures but killing tiny vermin.

NOTES

Mysterious carvings. What are their secrets?

Roll 1d:

1, 2 – A set of chess pieces. One side is carved from jet with great skill. The other side is white wood, carved very roughly. The set registers as magic.

3, 4 – A stone head that sometimes lies and sometimes tells the truth. On the bottom is the marking “3/3.”

5, 6 – A stylized thunderbolt carved from a flame-red stone. The holder rolls one extra point of damage per die rolled when casting a Lightning spell.

NOTES

A coppery-bronze sundial. The size is up to the GM, depending on the story: it could be a huge piece of sculpture, or of a size to hold in the hand. When placed in the sun, it shows the proper time, even if it is moved or turned! If a shadow is then cast on the pointer, a cloud covers the sun. The deeper the shadow, the heavier the cloud. The cloud vanishes if the shadow is removed. But at night, or if placed in complete darkness, the sundial has no apparent effect.

NOTES

NOTES

A tiny metal soldier, about 2" tall, well-painted. It is enchanted and will follow (to the best of its ability) any simple command from its owner, as long as that command is voiced in a gruff, military manner. The more military in nature the command is, the likelier that it will be followed correctly. Its little sword is far too small to do even a hit of damage, though of course it could be poisoned. The soldier itself would be destroyed by a hit of damage, but it will dodge attacks cleverly: -4 to all rolls to hit it. Its MA is 2. It has many uses for a clever owner; for instance, it could be commanded to stand sentry duty and strike a gong to warn of intruders.

NOTES

A steel token with an engraved picture of a mule on one side and a feather on the other. It has no effect unless it is placed within a pack weighing at least 50 pounds. At that point, it will negate up to 100 pounds of weight for a human carrier or a pack animal. It will not make a rider lighter. Such tokens are relatively common in some places, though the makers are unknown. No more than two may be used by a single carrier or pack animal. The value depends on the local rarity of the item.

Sharp steel, enspelled! Roll 1d:

A large needle which detects as magic. If you squint through its eye, you will be able to detect images, illusions, and glamors, and even see invisible items. But it is a terribly inconvenient way to look at the world.

- 1-3 –
- 4, 5 –

Goldwitch – a magic dagger which, dangled from a string, will point toward the nearest gold other than that possessed by the party. The owner may say “Not that!” to the dagger and cause it to point to the next-nearest, and so on. In combat, Goldwitch is like a normal dagger.

- 6 –

Physicker – a broadsword that, when you take a full swing at someone unprotected by armor, will heal 1d hits. But only 5 times out of 6. The other time, it does normal damage

NOTES

Three interlocked rings, or perhaps a very short chain. The whole thing detects as magic. It turns out that any one of the rings can be worn comfortably as a pinky ring, and the other two then diminish in size to mere decorations. There is no way to wear more than one ring at a time, and separating the rings will destroy them and the spells. This also counts as three rings worn, even though only one is useful at a time. The gold ring gives +1 to DX, the silver ring gives +1 to ST, and the bronze ring lets your skin stop 1 hit of damage.

NOTES

NOTES

A magic ring which can be used once per day, for one hour, at no ST cost. You must address it by name and tell it "Perform thy office." Roll 1d.

- 1 - Blur. This ring is named Smarag, and has an emerald in a cloudy silver setting.
- 2 - Dark Vision. This ring is named Vesper, and is of a speckled black and white stone.
- 3 - Look Your Best. This ring is named Valet, and is unadorned copper that never tarnishes.
- 4 - Turn Missiles. This ring is named Buckler, and is shining steel.
- 5 - Clearheadedness. This ring is named Expergis, and is silver with an amethyst.
- 6 - Far Vision. This ring is named Falco, and is of gold, with a falcon's head and ruby chips for eyes.

NOTES

A magic ring which can be used once per day, for one hour, at no ST cost. You must address it by name and tell it "Perform thy office." Roll 1d.

- 1 - Iron Flesh. This ring is named Ferro, and is a dark blue iron.
- 2 - Stone Flesh. This ring is named Lapidum, and is carved of white marble.
- 3 - Stalwart. This ring is named Rex, and is braided copper and silver.
- 4 - Acid Touch. This ring is named Rubigo, and is the color of rust.
- 5 - Great Voice. This ring is named Herald, and is of a light blue metal.
- 6 - Silent Movement. This ring is named Felis, and is solid jet with a cat's face carved on it.

NOTES

A potion bottle whose label says “Restorative” – but the word is marked out in red, with a question mark. A failed experiment? In fact, if you merely sniff it, as a chemist or alchemist might do while testing, it will banish all fatigue; there is enough here for 40 such uses. If a drop is drunk, it will banish all fatigue and cure 2 hits; each such use counts as two sniffs. But if it is drunk all at once, however much is left, it will either banish all fatigue *and* cure *all* injuries, or kill the drinker; there is 1 chance in 6 of the latter unfortunate result.

NOTES

A practical acquisition.

1-3 – A spike shield of an unfamiliar silvery metal. It does not detect as magic, and gives no bonuses, but if anyone uses it for a while they will notice that it shows almost no wear even in a campaign in which shields are used up and thrown out.

4-6 – A long coat made of carefully-matched scum-bunny fur. It is brindled brown, with no ugly green tones, and so well made that it does not look as though it came from vermin. It will keep the wearer comfortable in wet weather and give them -2 to be seen in swamp or forest.



Ten gold ingots, each the weight of ten gold coins. They are wrapped in thin yellow cloth and are absolutely pristine. Each has stamped upon it “FOOL’S GOLD.” A Goldsmith will pronounce them real. (The stamp is a sort of editorial comment. A noble, weary of those obsessed with gold, minted all his coins and ingots with this slogan. The ingots are truly nothing but fine coinage gold.)

NOTES



A small wooden box containing a very tiny hen and rooster. On the Gridlore Scale of Cuteness, they easily rate a 7 (for comparison, a basket of kittens is only 5). They are of no earthly use, but any wealthy collector of curios will give \$1,000 for them without blinking. They are fertile, and if given a tiny farmyard and tiny bugs to eat, they will in time produce a large tiny flock.

NOTES

Knowledge is power! Roll 1d:

A learned treatise, written in parallel columns in both Elvish and the language of the Octopi, on the nature and habits of those selfsame

- 1-3 – Octopi. The Scholars' Guild would offer \$300 for this, and might volunteer the judgment that the pen that wrote the manuscript was held in a suckered arm rather than a hand.

A thick sheaf of parchment which, if a PC is literate, proves to be the tax rolls for the nearest town for the previous year. What is it

- 4-6 – doing here? Might there be a reward for its return? Might it contain irregularities that a Mathematician could detect, and what could be done with *that*?

NOTES

A relic from elsewhere. It is described below as it would be recognized on our own world, but the GM should describe it only by its physical appearance and apparent properties. Roll 1d:

- 1 – A 40-foot roll of clear food wrap. No box.
- 2 – A green plastic egg containing flesh-colored toy putty.
- 3 – A small (foot-tall) red fire extinguisher, fully charged.
- 4 – The bottom half of a flip phone.
- 5 – A mesh-back baseball cap for the team of your choice.
- 6 – A Boy Scout metal canteen, clean but empty, with canvas cover.

NOTES

A sealed but empty potion bottle with a completely spurious label. Roll 1d:

- 1 – Dragon's Breath
- 2 – Truth As Best We Know It
- 3 – Ambrosia Spores
- 4 – Yesterday's Joy
- 5 – Liquid Wealth
- 6 – Old Number Seven

NOTES

Hardly worth the air you breathed in order to get here. Roll 1d:

- 1 – A single corroded copper coin.
- 2 – A battered brass ring engraved "Myrtle."
- 3 – A small coil of tarnished wire, worth 5 coppers.
- 4 – A poorly carved wooden clothespin.
- 5 – A freshly dead marmot.
- 6 – Two slightly bruised pears.

NOTES



A puppy, all big eyes and big feet. He is friendly and will grow up into a very smart, smooth-haired, shepherd-type dog, the equal in combat of a big wolf, with IQ 7. The players don't know this unless someone is an Animal Handler or has appropriate Area Knowledge, but this type of dog is bred as guard and companion to high nobles in a nearby kingdom. As an untrained puppy he's worth \$1,000; as a mature dog and friend he will be worth much more to his person!

NOTES



Things are not always what they seem. Roll 1d:

A set of six weights, marked with values starting at an ounce and going down to 1/64. They are finely made, shiny, and new. If tested at (for instance) a

1-3 – goldsmith's shop, they prove to be cheats . . . they are a consistent 5% light. If there is a Goldsmith in the party, this would be detected, just by hefting the ounce weight, on a 2/IQ roll.

A battered copper token hanging on a leather thong. It seems like an ordinary good-luck charm, and does not detect as magic. Close examination

4-6 – will reveal that if it is squeezed, it will unscrew, revealing a hiding place that might hold a tiny gem, a note, or suchlike secret valuable. Currently it is empty.

NOTES

Unusual magic! Roll 1d:

A common ceramic lamp, with a sealed container of oil. It will burn for 20 minutes. The virtue is in the oil; while it

- 1-3 – burns, all Illusions that it lights become mere Images. This is explained, in crabbed handwriting in the Goblin tongue, on a paper attached to the oil flask.

A parrot's feather. If worn, it grants the

- 4-6 – Mimic ability for birdcalls only, and lets you understand the meaning of birdcalls as though you were an Expert Naturalist.

NOTES

Small mysteries! Roll 1d:

32 round discs of ivory, coin-sized. They have complex inlays of different colored metal, but no writing. Perhaps

- 1, 2 – they *are* coins and the inlays indicate their value? They are totally unfamiliar to the group, even to one with Recognize Value.

A weapon which a PC will recognize

- 3, 4 – as having been lost in a previous adventure! How has this come to pass?

A medallion bearing the image of the

- 5, 6 – PC who finds it.

NOTES

A simple treasure. Roll 1d:

1-3 – A roll of thin wire that looks like gold. It's as heavy as gold . . . it is, in fact, gold, and worth far more than its weight to a jeweler because it's already been worked. Worth \$1,200 if not too much is used up by the PCs in testing it.

4-6 – A signet ring of a silver-gold alloy with a picture of a wolf. Not magic, but certainly worth the trouble of enchanting. Worth \$400 as it is.

NOTES

An unusual weapon. Roll 1d:

1-3 – A small glass flask, very thoroughly sealed with red wax. Inside you can see dried mushrooms. These are poison-gas mushrooms and the whole thing is a gas bomb designed to be hard to break – perhaps a rock has to fall on it. The mushroom spores will do 4 dice damage as per a Gas Bomb. If a PC wants to open the bottle, require clever ideas and roleplaying, not just a DX roll.

4-6 – As above, but *explosive* mushrooms (*ITL*, p. 98).

NOTES

A can labeled Disappearing Paint. There's enough here for about 20 square feet. Roll 1d:

- 1-3 – It is bright red when painted on, but after an hour it seems to vanish.
- 4 – Whatever is completely covered with the paint becomes invisible.
- 5 – Whatever is completely covered with the paint vanishes. Gone forever.
- 6 – Shortly after you find it, it disappears.

NOTES

A skull that talks! Roll 1d:

- 1 – But it only repeats court gossip from a place you have barely heard of.
- 2 – It cries out for revenge against its slayer, but gives no clues who it is talking about.
- 3 – But all it wants to do is play “I Spy.”
- 4 – It says it was a powerful necromancer, but it can't or won't relate any spells.
- 5 – But not in any language that you know.
- 6 – But it only asks to be destroyed.

NOTES

Mundane items with strange powers, which do not detect as magic. Were the Mnoren involved? Roll 1d:

1-3 – A chunk of ice the size of a walnut. It remains ice-cold but does not melt, even in fire.

4-6 – A set of alphabet blocks, with duplicates of the most common letters. Any word spelled out in any common language will be illustrated by a transparent image that appears above the blocks. Some seemingly gibberish letter combinations will produce very interesting images!

NOTES

Three dice. Two are ivory with carnelian pips, one is carnelian with ivory pips. Roll 1d:

1, 2 – They are loaded and will throw 6 about twice as often as they should.

3, 4 – They are magic cheater's dice, and once per night, used in a game of chance, they will throw exactly what the owner needs to win.

5, 6 – They will buzz in the hand if any cheating cards, dice, etc., are at the table.

NOTES

Tools of the mountebank's trade.

Roll 1d:

- 1 – A deck of Tarot cards. If a single card is drawn randomly, it will always be Death.
- 2 – A pack of magician's flash paper.
- 3 – A black wand inside which is a thin red silk handkerchief.
- 4-6 – A silver coin with two heads.

NOTES

Fripperies! Fripperies are good! Roll 1d:

- 1 – Three hatpins with emerald heads, worth \$75 each.
- 2 – An enameled gold butterfly pin, worth \$200.
- 3 – A blue glass box, worth \$150.
- 4 – A comb of what appears to be bone, stained a deep blue, worth \$125.
- 5 – A thin gold necklace, worth \$200.
- 6 – A platinum nose ring, worth \$250.

NOTES

Mysterious magic of a very practical sort.
Roll 1d:

- 1, 2 – A magic whetstone which will clean and sharpen any blade, be it ever so old and nicked, in a single swipe. It appears ordinary, but its power will become obvious the first time it is used!
- 3, 4 – A shirt which will fit anyone and which is always fresh and clean.
- 5, 6 – A collar which, placed on a wolf, will make it as biddable as a good dog.

NOTES

Objects of art. Roll 1d:

- 1, 2 – A half-life-sized bust of a snarling orc warrior, done in deep green jade, with diamonds on the tusks. Value easily \$2,000, but delicate, and heavy – 8 pounds.
- 3, 4 – A 2-foot-square oil painting of the Thorsz' fortress-palace in Ardonirane, in a light frame. Delicate, worth \$3,000 (maybe more to the Thorsz) – 5 pounds.
- 5, 6 – The Marvelously Made Marmot, a golden mechanical rodent that scuttles across the floor, sits up, and wiggles its nose. Quite delicate, worth \$16,000. Weight negligible.

NOTES

NOTES

An enchanted beer tap; the handle is an amber ball engraved with the image of a honeybee. Screwed into any keg, it will turn whatever alcoholic beverage passes through it into an aromatic dark mead. It will not work its wonders on any liquid except legitimate, uncontaminated, undiluted booze, but it need not start with *good* booze. Its value is beyond calculation, and probably even greater than that to a dwarven hold. Negotiate hard.

NOTES

A simple, direct bonus-granting ring, of fine metal with a repeating beast image engraved upon it. Roll 1d:

- 1 – Gold with snakes: +1 to DX.
- 2 – Silver with bulls: +1 to ST.
- 3 – Platinum with owls: +1 to IQ.
- 4 – Bronze with horses: +2 to MA (maximum 12).
- 5 – Copper with wolves: +1 hit to weapon damage.
- 6 – Steel with turtles: acts as armor to stop 1 hit.

Immensely valuable magic! Roll 1d:

1, 2 – A small, perfectly clear crystal ball, enchanted for use in divination. It weighs 2 pounds and can be used by any wizard.

3, 4 – A set of six snarling faces carved from rose quartz. Each is a Maintain Illusion item. Together, they make up a powerful sorcerous bodyguard provided one has a wizard who can cast the illusions in the first place.

5, 6 – A pair of 2-hex flying carpets; each will carry up to 200 pounds. The GM should describe their patterns in a way that ties them to the campaign.

NOTES

A wooden amulet on a leather thong, with a carved rune blackened with charcoal. It must be touching your skin to work. It will take effect once, without regard to whether your need is small or great, and then shatter. Roll 1d:

1, 2 – Sowilo (S) – Health. A failed ST roll to avoid disease or poison becomes a success.

3, 4 – Tiwaz (T) – Justice. During one combat to protect the innocent, your blows never miss.

5, 6 – Laguz (L) – Water. You are saved from drowning.

NOTES

NOTES

A wooden amulet on a leather thong, with a carved rune blackened with charcoal. It must be touching your skin to work. It will take effect once, without regard to whether your need is small or great, and then shatter. Roll 1d:

1, 2 – Fehu (F) – Wealth. A roll for wealth is the highest possible.

3, 4 – Raidho (R) – Travel. An overland journey of a week is finished safely.

5, 6 – Kenaz (K) – Revelation. An failed IQ roll becomes a success.

NOTES

A wooden amulet on a leather thong, with a carved rune blackened with charcoal. It must be touching your skin to work. It will take effect once, without regard to whether your need is small or great, and then shatter. Roll 1d:

1, 2 – Hagalaz (H) – Storm. A roll for damage done by you is the highest possible.

3, 4 – Algiz (Z) – Protection. A single attack which harms you is reduced to zero damage.

5, 6 – Mannaz (M) – Mankind. A reaction roll is the highest possible.

A wooden amulet on a leather thong, with a carved rune blackened with charcoal. It must be touching your skin to work. It will take effect once, without regard to whether your need is small or great, and then shatter. Roll 1d:

1, 2 – Uruz (U) – Speed. A failed DX roll in combat or movement becomes a success.

3, 4 – Jera (J) – Fruitful change. You meet one who can help you, no matter how unlikely that meeting might seem.

5, 6 – Berkano (B) – Prosperity. A failed attempt to Recognize Value becomes a success.

NOTES

An ivory ring containing a Least Wish – a Wish that will work only on trivial (but beneficial) matters spoken aloud, and *never* when the user is *trying* to use it. The GM is the judge of what is trivial. “I wish we had packed extra rope” will work while you are slinging hammocks, but not while you are climbing a cliff. “I wish you were dead” or “I wish I had more money” will never work. Ideally, the players should not know that they have a Least Wish until they use it. At that point, the GM may provide an appropriate effect so they know magic has occurred.

NOTES

An item that is pointless and confusing unless the GM wills otherwise. Roll 1d:

1, 2 – A magic bean which, when planted, yields more magic beans.

3, 4 – A Finger of Glory with a candle on it. If the candle is lit, those in the area will become annoyed with the user.

5, 6 – A parchment with the word for “paladin” in 18 languages, spelled wrong in all of them.

NOTES

A polished stone ball, green in color and 2” across. Placed on the floor in the labyrinth, it rolls in the direction of . . . (roll 1d):

1 – the most direct path, regardless of obstacles, to that which you seek.

2 – the largest accumulation of non-magical treasure in the labyrinth.

3 – the greatest single piece of magic in the labyrinth.

4 – due north.

5 – the greatest danger in the labyrinth.

6 – the greatest wonder in the labyrinth.

NOTES

Some of these things are better than others.
Roll 1d:

1, 2 – A remarkable Amulet Against Taxes. It takes the form of a roll of paper tied with copper wire. Once a month, make an IQ roll, and if you succeed, you pay no taxes that month.

3, 4 – A magic flute which, when played, attracts bats of all sizes.

5, 6 – A plaque with an arrow that says “This Way Out.” If you toss it onto the labyrinth floor, it will point you toward an exit, but you must walk away and leave it.

NOTES

Several Rings of Virtue were made for the guards of a long-ago king. Roll 1d:

1, 2 – The Ring of the Canine Virtues. The wearer gains Alertness, becomes totally loyal to his master or leader, and acquires very bad breath (-1 on reaction rolls).

3, 4 – The Ring of the Feline Virtues. The wearer gains Climbing and +1 on reaction rolls, but can be distracted by sounds that suggest food.

5, 6 – The Ring of the Equine Virtues. The wearer gains Running and their side hexes count as front hexes, but IQ is reduced by 1.

NOTES



A pair of leather boots stamped with a stylized image of a lizard. They are brown in color, and the lizards are dyed red and blue. They detect as magic and will fit any humanoid. The wearer may ignore Sticky and Slippery Floors, and gets up to +3 DX to counter the effects of bad footing (that is, rubble giving up to -3 to DX would be ignored, black ice giving a -4 to DX would only give a -1, and so on.) If and only if the wearer also has Climbing skill, they roll 1 fewer dice for any Climbing roll.

NOTES



A small object like a squishy hand-sized pillow, of a brown metal so thin it is flexible. Its markings suggest that it is from the kingdom of Mre, so far away you have barely heard of it. If it is pierced, it will be found to contain . . . (roll 1d):

1, 2 – a meal's worth of clam chowder that gives +1 DX for the next day.

3, 4 – a meal's worth of highly spiced ground meat that gives +1 ST for the next day.

5, 6 – a meal's worth of beef stew that gives +1 IQ for the next day.

NOTES

Absurdities. Roll 1d:

- 1 – A note from the dragon's mother saying to leave you alone.
- 2 – A pigeon's egg as big as a ruby.
- 3 – A vial of liquid snow.
- 4 – The wrong end of the rainbow.
- 5 – A keen dagger made of pure lead.
- 6 – A magical bathtub ring.

NOTES

An Amulet of Amity. Gives +1 on all reaction rolls from . . . (roll 1d):

- 1 – Elves
- 2 – Dwarves
- 3 – Orcs
- 4 – Halflings
- 5 – Goblins
- 6 – Prootwaddles

NOTES

A Ring of Control (ITL p. 159) for . . .
(roll 1d):

- 1 – Elves
- 2 – Dwarves
- 3 – Orcs
- 4 – Halflings
- 5 – Goblins
- 6 – Prootwaddles

NOTES

A long-necked bottle with about a half-gallon capacity. Liquid poured into it may immediately be poured out again and . . .
(roll 1d):

- 1, 2 – it will be just under boiling temperature. It is made of red glass.
- it will be just above freezing
- 3, 4 – temperature. It is made of blue glass.
- 5, 6 – all impurities will be removed. It is made of green glass.

NOTES

An ornate bottle of preserved magical ingredients. Roll 1d:

- 1 – Pickled dragonet, worth \$100.
- 2 – Ten stone beetle brains, worth \$20 each.
- 3 – Three gargoyle gallbladders, worth \$50 each.
- 4 – Two centaur hooves, worth \$100 each.
- 5 – Four bloodtree hearts, worth \$30 each.
- 6 – Three octopus eyes, worth \$50 each.

NOTES

An ornate bottle of preserved magical ingredients. Roll 1d:

- 1 – Four ounces of dragon dung, worth \$200.
- 2 – A pickled giant salamander, worth \$150.
- 3 – The dried essence of 15 bats, worth \$150.
- 4 – 10 pounds of Giant hair, worth \$100.
- 5 – Three wolf brains, worth \$40 each.
- 6 – Five orc livers, worth \$30 each.

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no. ____

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no. ____

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