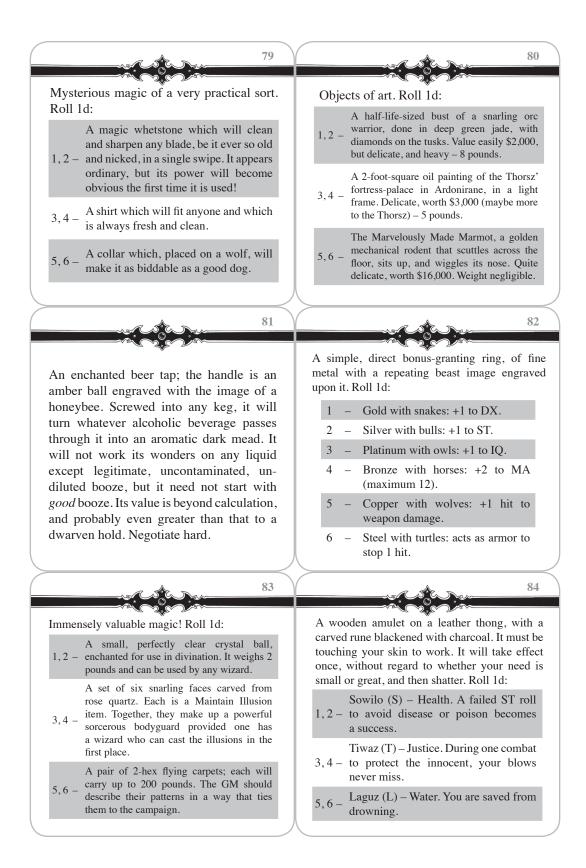
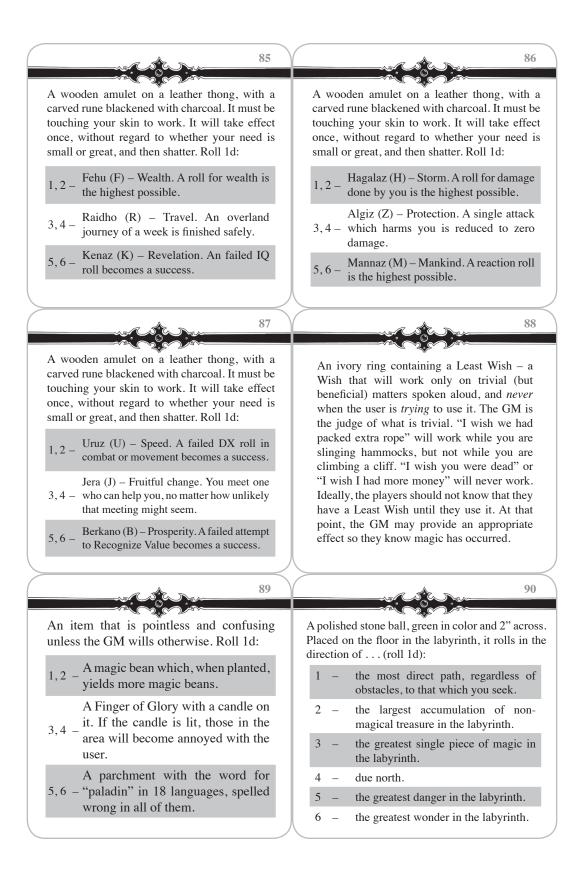
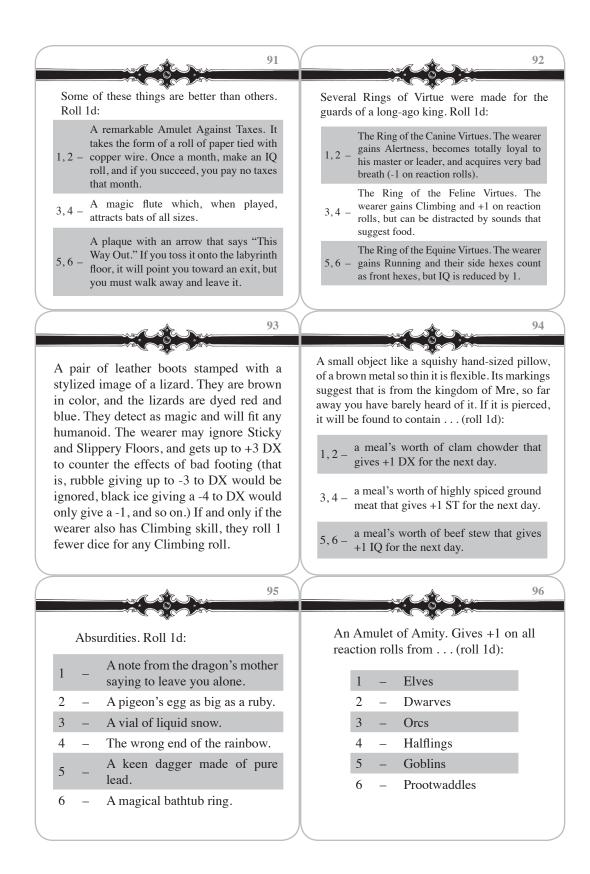


	74
A can labeled Disappearing Paint. There's enough here for about 20 square feet. Roll 1d:	A skull that talks! Roll 1d:
	1 – But it only repeats court gossip from a place you have barely heard of.
1-3 – It is bright red when painted on, but after an hour it seems to vanish.	It cries out for revenge against its
4 – Whatever is completely covered with the paint becomes invisible.	2 – slayer, but gives no clues who it is talking about.
Whatever is completely covered	3 – But all it wants to do is play "I Spy."
5 – with the paint vanishes. Gone forever.	4 – It says it was a powerful necromancer, but it can't or won't relate any spells.
6 – Shortly after you find it, it disappears.	5 _ But not in any language that you know.
	6 – But it only asks to be destroyed.
	>
75 V	76
Mundane items with strange powers, which do not detect as magic. Were the Mnoren involved? Roll 1d:	Three dice. Two are ivory with carnelian pips, one is carnelian with ivory pips. Roll 1d:
A chunk of ice the size of a walnut. It 1-3 – remains ice-cold but does not melt, even in fire	1,2 - They are loaded and will throw 6 about twice as often as they should.
<ul> <li>in fire.</li> <li>A set of alphabet blocks, with duplicates of the most common letters. Any word spelled out in any common language</li> <li>4-6 – will be illustrated by a transparent image that appears above the blocks. Some seemingly gibberish letter combinations will produce very interesting images!</li> </ul>	<ul> <li>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.</li> </ul>
	They will buzz in the hand if any 5,6 – cheating cards, dice, etc., are at the table.
77	78
Tools of the mountebank's trade. Roll 1d:	Fripperies! Fripperies are good! Roll 1d:
	1 – Three hatpins with emerald heads, worth \$75 each.
A deck of Tarot cards. If a 1 – single card is drawn randomly, it will always be Death.	2 – An enameled gold butterfly pin, worth \$200.
A pack of magician's flash	3 – A blue glass box, worth \$150.
2 – paper. A black wand inside which is a	4 – A comb of what appears to be bone, stained a deep blue, worth \$125.
4	5 – A thin gold necklace, worth \$200.
thin red silk handkerchief.	







97	98
A Ring of Control (ITL p. 159) for (roll 1d):	A long-necked bottle with about a half- gallon capacity. Liquid poured into it may immediately be poured out again and (roll 1d):
<ul> <li>2 - Dwarves</li> <li>3 - Orcs</li> <li>4 - Halflings</li> <li>5 - Goblins</li> <li>6 - Prootwaddles</li> </ul>	<ul> <li>1, 2 - it will be just under boiling temperature. It is made of red glass.</li> <li>it will be just above freezing</li> <li>3, 4 - temperature. It is made of blue glass.</li> <li>5, 6 - all impurities will be removed. It is made of green glass.</li> </ul>
99	100
<ul> <li>An ornate bottle of preserved magical ingredients. Roll 1d:</li> <li>1 - Pickled dragonet, worth \$100.</li> <li>2 - Ten stone beetle brains, worth \$20 each.</li> <li>3 - Three gargoyle gallbladders, worth \$50 each.</li> <li>4 - Two centaur hooves, worth \$100 each.</li> <li>5 - Four bloodtree hearts, worth \$30 each.</li> <li>6 - Three octopus eyes, worth \$50 each.</li> </ul>	<ul> <li>An ornate bottle of preserved magical ingredients. Roll 1d:</li> <li>1 - Four ounces of dragon dung, worth \$200.</li> <li>2 - A pickled giant salamander, worth \$150.</li> <li>3 - The dried essence of 15 bats, worth \$150.</li> <li>4 - 10 pounds of Giant hair, worth \$100.</li> <li>5 - Three wolf brains, worth \$40 each.</li> <li>6 - Five orc livers, worth \$30 each.</li> </ul>
GBT 1 Vormagrod's Coat: A suit of enchanted plate armor designed for a giant. Its first user was Vormagrod the Invincible, a still-famous giant warlord from two centuries in the past. It can fit any a 3-hex giant, ogre, or greater demon. The armor is enchanted to stop 2 extra	GBT 2 The Serpent Arrows: A snakeskin quiver holding eight arrows with heads like serpents. If an arrow hits a figure it does no damage but turns into a serpentine form with the effect of a Rope spell; on a miss, or fired at the ground, there's no effect. A shot arrow loses its power until placed

hits (total 7 hits) and also raises its

wearer's DX by +1.

back within the snakeskin quiver, which recharges it within an hour.

the ground, there's no effect. A shot arrow loses its power until placed

