

Aros's Curious Curious

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This most unusual shop could be found in almost any town, city, or open bazaar as its location generally changes up to twice a week. Wherever there is at least a modest amount of trading, Aro's Curious Curios could be found. The shop appears to be an old knight's pavilion tent, dusty white with faded vertical red stripes circling the entire tent. The entire square structure appears to be no more than 15 feet to a side with only one opening, or flap if you prefer, in the center of the front side. A bright pink pennant flies at the top of the structure while a faded oak sign hangs above the door proclaiming the name of the shop, "Aro's Curious Curios", whose words glow with a faint blue luminescence at night. A tiny wooden corral sits off to the right, no larger than the structure it sits next to. The corral usually contains a small brown horse (4 feet high at the shoulder) with a mane and tail oddly tinted some shade of pastel color, calmly munching on lush grass that grows just inside the corral no matter what the current time of year.

To enter the shop, you pass through a opaque silken curtain covered by tiny silver bells that jingle as you pass through into the dimly lit room beyond. Inside you immediately notice shelves, boxes, crates, displays, and hangers galore that hold an immense assortment of different goods in a tent that seems quite a bit larger than the outside suggests. Signs written in bold-lettered common hang high on the wall and proclaim messages such as: "If you break it, You bought it", "Trades Accepted, Refunds Aren't", "Magic Items- Appraised, Identified, Traded, Sold", and "If you don't like being a Rabbit, Don't think of Stealing." Straight across the way, is a three foot tall counter that seems to be the only unused flat surface in the room, and even it has an odd machine sitting on one end and several tiny bowls filled with rings on the opposite. A glass front face to the counter displays many different colored vials and jars filled with what appears to be hard candy. Within moments of entering the shop, a light voice with slight arabic accent will cry out from somewhere between the shelves, "Salaam, good day, I will be with you in a moment!" Within seconds the voice is followed by what can only be described as an odd looking proprietor. Dressed in robes of some bright color, decorated in flamboyant style with bright comets or moving stars, and topped by an outlandish turban or conical wizard hat is a gentleman whose height cannot be more than four feet tall. Aro Al'hasir O'Keefe as he introduces himself in whatever native language and dialect is normal for each customer, no matter how rare, is a slightly over middle-aged human with a long salt and pepper goatee and wide, spectacled brown eyes. He will bow to each customer, blessing his good fortunes for such wise and noble patrons, and begin to rattle at relatively high speed about the unique nature and benefits of his wares while moving from item to item. If left to browse, customers will find items of almost every sort, all tagged with small strips of white paper attached with string and naming the item and a value beginning with an odd snake-like rune "\$". If asked, Aro will describe what he knows about the item, which is almost everything, and quickly convert the value to gold pieces by means of a tiny abacus from his pocket. Any purchases are taken to the counter and after a few button pushes, quickly totaled by the machine on his counter. With a loud "Kaching," the customer's money disappears into the machine and his change comes out into a plate on the side. Change is always received as the local currency for small amounts, gems or trade bars (25 or 50gp value gold or silver bars) for large amounts.

Aro will identify magic items and their properties for a small fee, usually around but no more than 5% of the item's market value. This process is usually quite involved, requiring him to use strange spectacles, tuning forks, drops of odd liquids, and a large book in which he cross references results and looks up the item in question. He has a 90% chance of identifying any magical, magically treated, enspelled item, or artifact, even if it is unique, and the item's general purpose and minor abilities. Anything more in depth requires him to study the item, takes 1 to 8 days, and generally costs around 10% of the item's market value, but cannot be done for artifacts. This

process will almost always determine the full capabilities of the magic item in question. He will buy or appraise any type of magic item, no matter what purpose or alignment, at 50-80% of its true market value (the value dependent on how much he likes you). Aro will also trade magic items for anything he has in stock, generally at 75% of the true market value of the item. Lastly, Aro will occasionally have "true" magic items in stock. He will sell these items at 125% of their market value, or at a minimum, their market value. These items have a tendency to have minor quirks, such as looking ragged or having a specific foe it is useless against. Aro will never seem to know about these flaws, but will identify them normally if paid to do so.

Aro will always be courteous, if not down right flattering to any customer but will not talk about himself at all. If a customer is looking for specific magical items, he is always willing to "look around", for a small commission (about 25 gold). He has a large undisclosed network through which he can usually find almost any magic item as long as it is not unique or overly rare (DM's discretion). Aro is always a favorite with the local children as he gives out free candy and other small items from his shop, but always remembers who has already gotten some. Thieves, purposeful or not, find themselves unable to leave the store as the front curtain seems to be immovable and chimes loudly when touched by an individual carrying anything not paid for. If the item is quickly replaced or paid for, Aro will seem not to notice. If the customer seems to still be shopping and looks innocent, Aro will nonchalantly bring up his wonderful signs in conversation or while talking to himself (which he does quite often). However, if the "customer" fights with the curtain or gets malicious in any way, Aro will calmly point at the offender with the large ruby ring on his finger. Failure to save (Will save DC 30, Caster Level 30), will find the offender as a cute and fuzzy rabbit in the midst of all their possessions. After a two day intern as a diminutive mammal in a petting cage, they will be released minus fifty gold and the offending item(s) and will find themselves about two miles outside of the town or city they reside with a ear-splitting pop and cloud of green smoke. Offenders always seem to have a hard time finding Aro's afterwards. Violence in his store is always responded to in the same manner, as Aro detests violence. Should anyone fail to be transformed, or attempt to harm Aro in any way, they will find him to be quite well protected (it is a magic shop after all), and with just a command the entire shop can blink away leaving only the offenders behind.

The items listed below are ones commonly stocked by Aro's shop. He will normally have several of each item, often even more on hand at any time. If an item has a command word, it will normally be inscribed on the object or will be given to the owner when purchased. Aro also has in stock a large supply of material components for nearly any spell, and if he does not have it, he can arrange to have it in up to two days.

Armor

Chain Broach (200 gp): Broach made of two interlocking rings, turns into Chainmail for 10 minutes per charge (15 charges), "Padagoon".

Demon Shield (250 gp): Large, unadorned steel shield +1 enhancement bonus vs. Demons.

Sorcerous Leather Armor (150 gp): Oddly slitted leather armor, No chance of arcane spell failure when proficient in its use.

Temporary Platemail (250 gp): Amulet shaped like a knight, turns into Platemail +1 for 10 minutes per charge (8 charges), "Vizniff".

Clothing

Charm Bracelet (5,650 gp): Gold link bracelet charms would go on, up to 5 weapons can be stored on bracelet as charms, holding weapon and commanding it will make it turn into charm, holding charm and willing its return changes it back into weapon as free action, "Spitz".

Collar of Resistance (500 gp or 2,000 gp): Fine leather animal collar, grants +1 or +2 enhancement to all saving throws, only works on animals.

Comfort Robe (125 gp): Chamois lined robe that provides Cold Resistance 3.

Diving Goggles (300 gp): Black opaque goggles that allow wearer to see twice as well under water, Blinded otherwise.

Eyes of Dark Aura (2,000 gp): Dark eye lenses, allow user to see relative health of beings within 30 feet, Green aura: above 3 hitpoints, Red aura: below 4 hitpoints, Black aura: undead, Golden aura: neither living nor undead.

Goggles of Following (2,000 gp): Goggles with red and green lenses, grants user +10 bonus on Wilderness Lore checks while tracking.

Headband of Ferocity (2,000 gp): Studded leather headband, allows user to function normally at negative hitpoints, at -10 hitpoints user falls dead.

Lowlight Spectacles (1,700 gp): Silver half-moon spectacles, grant Low light vision when worn.

Masterful Mufflers (200 gp): Headgear ear-muffs that prevent all sound from reaching wearer while worn.

Protected Pouch (500 gp): Soft suede pouch, anything within cannot be broken unless the bag is penetrated or destroyed.

Quick Polish Boots (275 gp): Calf-high leather dress boots, brilliant shine with one swipe of cloth, destroyed if damaged.

Silent Purse (150 gp): Leather drawstring purse that emits no noise.

Superb Clothing (300 gp): Well tailored garment that magically fits wearer and cleans itself when left in dark overnight.

Warm Gloves (100 gp): Tight leather gloves, hands are immune to normal cold. One size fits all.

Household Items

Alarm Box (950 gp): Small, plain box with button, it makes noise like a group of people when approached (30 feet) for next 8 hrs, press button.

Anti-fire Candle (50 gp): 4 inch ebony carved candle with flame, beeps loudly when in presence of excessive smoke.

Auto Light (75 gp): Ordinary oil lamp that ignites itself if within 15 feet of lamp, "Let there be light".

Ballroom Necklace (1,000 gp): Polished non-precious stone necklace, Female wearer attired in properly elegant illusory clothing.

Bird Attractor (450 gp): Dull gray marble, attracts unintelligent avians in a 50 foot radius unless scared away.

Bird Leash (200 gp): Tiny metal band that when attached around an avian's leg prevents avian from leaving current room.

Blending Pitcher (300 gp): Black covered pitcher with button on side, crushes anything inside up to hardness of iron when button is pushed, anything put inside harder than iron permanently breaks pitcher.

Breaking Harness (500 gp): Animal harness acts as a Calm Animal on animal while worn.

Calculator (265 gp): Abacus that will automatically calculate problems spoken to it and speak the answer.

Candle Snuffer (75 gp): 6 inch bronze candle snuffer that snuffs out candle pointed at, "Fwoof".

Clap Lantern (150 gp): Regular lantern that lights itself with one clap and snuffs itself with two claps. Still requires oil.

Cleaning Marbles (12/ 50 gp): White marble cleans all dirt and dust from room (up to 1000 square feet) with a poof when broken.

Deep Pitcher (390 gp): Glass half-gallon open pitcher, allows 5 gallons of liquid placed in pitcher to be poured from it as long as it is not covered.

Delicacy Dish (1,500 gp): Small, covered dark crystal bowl, creates 1 ounce of a spoken delicacy up to 10 times per week.

Detangling Brush (95 gp): Ugly bone and bristle brush that detangles hair without pain when used.

Door Opener (175 gp): 4 inch carved stone door that can be tuned to one door and will open that door when knob is pressed, "Sesame".

Easy Drawer (75 gp): Autofitting wooden drawer, when placed into desk, item asked for is always at front when opened.

Endless Tap (2,000 gp): Brass spigot designed to be attached to a wall, when attached it draws water from elemental plane of water.

Eternal Ice cube (50 gp): 1 inch crystal cube, cools up to one gallon of liquid to a steady 35 degrees. Destroyed if boiled.

Etiquette Napkin (175 gp): Normal cloth napkin, allows user to eat in accordance to standards or manners of the current group.

Ever-Sharp Knife (80 gp): Kitchen knife that will not go dull.

Fire Bucket (250 gp): Miniature filled bronze bucket, when "thrown" at fire extinguishes it fire equal to one water bucket.

Frying Pan (175 gp): 9 inch iron skillet with "F" on handle, fries anything placed into skillet (non-stick).

Green Thumb Lamp (300 gp): Tall wicked lamp, acts as sunlight to plants when lit.

Haunted Flute (300 gp): Ebony flute that plays a haunting melody for five minutes, "Greensleaves".

Heat Box (175 gp): Wooden box with crank and vented side, emanates heat enough for medium sized room when cranked.

Heating Tube (185 gp): 1 inch metal pipe bent into an angle with one closed end, blows hot air out of open end, "Frizzy".

Herding Whistle (250 gp): Small carved wooden whistle, whistle attracts type of herd animal depicted on side.

Hour Glass (235 gp): Large wood and glass hourglass with yellow sand, state number of hours and turn, keeps exact time and chimes 10 times when sand runs out.

Immovable Vault (2,000 gp): Solid steel metal box with key, box cannot be moved when commanded (DC 40), "Heel".

Insomnia Chair (485 gp): A well stuffed easy chair, person sitting in chair cannot fall asleep.

Instant Painting (350 gp): Canvas takes on a painted picture of whatever it faces when commanded, usable only once, "Polaroid".

Kettle Anvils (100 gp): Two matched miniature iron anvils 1 red- 1 black, Red anvil is always same temperature as black.

Knitting Needles (35 gp): Pair of wooden knitting needles that allow user to knit at double normal speed.

Music Box (175 gp): 9x5x3 inch wooden box containing pewter musicians, plays music for 5 minutes when opened.

Mystical Cup (80 gp): Silver wine cup turns water into high-quality wine once per day, (No command word).

Nondescript Box (4,600 gp): Metal box 18x12x12 inches, must make Spot (25) check to see box unless shown, Will (25) to not forget seeing it.

Pesticide Pot (S-3/ 85gp, M-3/ 135gp, L-185 gp): Clay pots that kill harmful insects that land on plant growing within.

Polishing Cloth (300 gp): Small soft chamois cloth that polishes anything rubbed against it instantly.

Preserving Box (2,650 gp): Metal box 18x6x6 inches, preserves anything put inside indefinitely.

Privy Scale (150 gp): Box 12x12x2 inches, shows exact weight to person standing on box.

Proximity Lamp (150 gp): Oil lamp that self ignites whenever anyone gets within 10 feet of it and goes out when they leave. Still requires oil.

Quill of Truth (1,100 gp): Gold colored metal pen with replaceable tip, writer may only write statements that he believes are true.

Scroll Weight (390 gp): 2 inch ceramic representation of a scroll, keeps scroll open and flat when placed on top.

Secret Parchment (5/ 300 gp): Blank parchment that can only be read by the writer and names written on parchment.

Self Cleaning Rug (350 gp): Ordinary rug that shakes and cleans itself, "Cleanarog".

Self-Cleaning Silverware (2,500 gp): Set of silverware and plates for 6, when placed in bucket overnight they clean themselves.

Self-Heating Oven (2,000 gp): Ordinary stone oven that is heated by connection to elemental plane of fire.

Self-Sweeping Broom (150 gp): Straw broom that sweeps clean current room, "Swish".

Self-Sweeping Mop (150 gp): Cloth mop that mops current room, "Fantasia". 10% chance of animating wildly when struck by axe.

Speed quill (6/ 75 gp): Quill allows writer to write twice as fast as normal, cannot be used on magical script.

Spicepot (175 gp): Small wooden salt shaker with "S" engraved on side, creates any spice as desired.

Sewing Needle (25 gp): Sews a straight stitch, "Sew" to start, "Nosew" to stop.

Stasis Bottle (35 gp): Dark green glass bottle with screw top, maintains objects freshness and temperature indefinitely, Fragile.

Timed Lamp (50 gp): Ordinary oil lamp that can be programmed to light and snuff at specific times, command words on base.
Still requires oil.

Wacky Glue (3/ 25 gp): Minor version of sovereign glue, (DC 20).

Tuning Set (35 gp): Metal tuning fork, produces perfect scale when struck.

Oddities and Entertainment

Book "Do it yourself sorcery" (1,500 gp): Reading allows character to become sorcerer or mage next level, or cast prestidigitation once per day.

Book "How to identify a tree" (1,500 gp): Reading allows character to become druid or ranger next level, and grants +2 to Knowledge (Nature).

Book "Slimes, Molds, & Fungi" (1,100 gp): Reading grants +4 to Knowledge check to identify type and resistances of oozes, slimes, molds.

Bubble Potion (2 sp): Colorful bubbles containing spoken words come from mouth for next 3 rounds.

Color Candy (Bag of 20/ 5 sp): Rock candy that makes mouth glow color of candy for 1 minute.
Fun Flavors!

Distilled Darkness (105 gp): Vial of pure black liquid, imbiber and all equipment turn jet black for 1 hour, +10 bonus to Hide checks in dark areas.

Distilled Moonlight (705 gp): Vial of pure silver liquid, imbiber gains low-light vision and Darkvision 120 feet for 1d4 hours, eyes turn silver.

Ethereal Mushrooms (3/ 11,000 gp): Small jade box with 3 mushrooms, Eating one transports person to ethereal plane or back.

Familiar Summoning Kit (117 gp): Thin wooden box containing herbs and oil, a tindertwig, and small brass brazier for summoning a familiar.

Flash Cubes (6/ 15 gp or 3 gp each): Small crystal cube that brilliantly flashes when broken, save or Blinded for 1 round.

Lucky Dice (1,000 gp): Pair of onyx dice, roll whatever result the roller desires.

Magic Puffballs (10/ 15 gp): Creates small smoke cloud (5 foot radius) for 1 round when broken, 100% Concealment in cloud.

Mistmaker (1,800 gp): Small crystal vial, fill with water for 24 hrs and produces 30 ft radius cloud of mist with 50% Concealment.

Mysterious Mug (800 gp): Ordinary tankard, command "Jokesonu" liquid inside becomes modified to produce practical joke.

Mystic Mustard (3,000 gp): Small clay jar filled with mustard, eight servings, one serving allows user to breathe fire 3d6 dam 40 ft long, Reflex 20 for half damage, must be used within one minute of eating or user takes damage, Fort 20 save or user feels heartburn for 3 hours after use.

Phantom Chess Set (980 gp): Chess set will play a creditable game against the user.

Retrievable Marbles (300 gp): Small leather bag containing 100 marbles, weighs 1 lb, "Whoosh" makes marbles return to bag.

Ring Pipe (500 gp): Elegant wooden pipe that allows user to blow perfect smoke rings.

Personal Health

Anti-scar Cream (6/ 300 gp): Oily cream that removes a scar if left on for 1 hour.

Attraction Enhancer (1,500 gp): Heart-shaped diamond earring that enhances the size of the wearer's breasts as desired.

Auto-grow Hair Cream (6/ 150 gp): Oily cream applied with brush, hair grows 1 inch within one minute of application ANYWHERE applied.

Bug Scarab (300 gp): Golden/Green scarab, wearer will not be bitten or stung by common, non-magical insects.

Cooling Fan (160 gp): Lady's fan that cools air passing through by 20 degrees when used.

Cosmetic Ball (9/ 40 gp or 5 gp each): Small crystal globe, produces colored smoke that changes haircolor, hairstyle, eye color, and applies any type of cosmetic or perfume as the user desires, changes last for 24 hours, mentally picture changes and break globe at feet.

Dancing Fan (450 gp): Lady's fan that will continue to move in same pattern, "Izsohotilldie".

Dust of Broken Heart (5,325 gp): Small heart-shaped box containing tiny vial of red luminous dust, whoever breathes dust must make Will (40) check or fall in love with next person of opposite sex seen, each day allows another save with modifiers based on target's reactions, can be dispelled (caster level 10).

Grooming Brush (75 gp): Rune covered dragon bone brush, grooms hair by telepathic command, "Flaxinhair".

Efficient Shaver (100 gp): Ever-sharp shaving blade, hair removed does not regrow for one month.

Elixir of Infertility (35 gp): Luminous red liquid in tiny bottle, when drank encounters have 95% probability of not producing offspring for 1d4 days.

Feminine Whiles (675 gp): 12 applications, gives 22 Charisma for 1d4+1 min, attraction from males, loathing from females for 5d4 min.

Hangover Cure (6/ 50 gp): Small wooden box containing white pills, when 1 is placed in water and drunk removes all intoxicating effects, 10% chance to remove any poison or disease affecting user, pleasant minty taste.

Insomnia Wrap (35 gp): Black arm wrapping that removes insomnia from wearer.

Instant Water (10/ 200 gp): Small blue pill, becomes a gallon of pure, fresh water when covered in spittle for 10 seconds.

Machismo Musk (675 gp): 12 applications, gives 22 Charisma for 1d4+1 min, attraction from females, loathing from males for 5d4 min.

Macho Musk (675 gp): 12 applications, gives 22 Strength for 1d4+1 min, friends with males, enragement from females for 5d4 min.

Magical Muskmelon (500 gp): Large fruit provides meal for one person, never goes bad, and regrows 1-2 new melons in one hour up to six times.

Manicure Glove (250 gp): Oversized mitt that colors the fingernails of the hand placed inside to match current attire, lasts for 24 hours.

Mud Masque (800 gp): Small clay jar with mud, when applied to face works as Change self for 20 minutes, 1 application.

Scent-Away Lotion (85 gp): Bottle with clear lotion, removes all scent from wearer and sense of smell for 2d4 hours, 5 applications.

Tincture of Fertility (55 gp): Luminous green liquid in tiny bottle, when drank next encounter has 90% possibility of producing offspring.

Rings

Ring of Armoring (2,500 gp): White gold band inscribed "Armoring", can be attuned to one set of armor and on command replaces the user's current attire with the armor as a free action or returns the former clothing, "Entankment" while touching armor attunes, "Altis" armors.

Ring of Circular Curses (5,000 gp): Plain band inscribed "Power to curse", allows Curse 1 per day-affects wearer and target, point and say "Curse".

Ring of Destruction (3,000 gp): Obsidian ring, inflicts 1d6 dam per hour until -20 hp (Dust) or Remove Curse.

Ring of Dryness (1,500 gp): Bluish-silver metal ring, wearer cannot become wet by external conditions but will drown as normal if submerged.

Ring of the Eagle (10,000 gp): Onyx ring, allows polymorph to eagle up to 6 hours once per day, "Featherme".

Etiquette Ring (2,000 gp): Plain silver ring gives a +10 to Diplomacy in social gatherings.

Ring of Fashion (2,500 gp): Silver ring replaces clothing with any desired outfit (not armor) until commanded again, "Snappy".

Ring of Fitness (300 gp): Golden ring, makes the wearer look trim and physically fit. True weight and body structure doesn't change.

Ring of Gender Confusion (1,250 gp): Gold ring with red stone, deludes owner to believe gender is changed until dispelled.

Ring of Holding (2,500 gp): Steel ring, can be stretched to 12 inches in diameter, interior acts as Bag of Holding holding of 1 cubic foot.

Ring of Ideas (8,000 gp): Steel ring, allows wearer to come up with excellent idea (6 charges), snap fingers and say "Bingo".

Ring of Impact (5,500 gp): Brass ring, gives +1 enhancement bonus to attack and damage when unarmed.

Invisible Ring (50 gp): Brass ring, ring becomes invisible when worn. 1% chance of working as Improved Invisibility cast at 10th level.

Ring of Kindness (3,450 gp): Tin ring, makes wearer kindhearted to fault for 2d20 hours or until dispelled (Caster Level 15).

Ring of Languages (35,000 gp): Platinum ring engraved "Gift of Gab" allows user to speak any language spoken within 50 feet.

Long Sword Ring (250 gp): Steel ring, becomes long sword for 10 minutes per charge (15 charges), "Schnick".

Lucky Ring (50 gp): Thin silver wire ring, +1 bonus to next roll made (non-cumulative) then becomes non-magical.

Ring of Prestidigitation (1,500 gp): Copper ring with swirls, user can use Prestidigitation 3 times per day, "Alakazam".

Red Dragon Ring (150 gp): Thin red gold ring, acts as Ring of Protection +1 vs. Red Dragons.

Slimming Ring (100 gp): Plain silver ring, makes wearer look 5-10% lighter in weight than actual.

Traveling Gear

Armor-eaze Bedroll (1,125 gp): Normal appearing bedroll allows user to sleep comfortably when wearing any type of armor.

Book Binder (5,450 gp): Leather wrapper fits any book, book immune to Fire, Acid, Electricity, cannot get wet, and pests avoid contact with book.

Breaker Bottle (150 gp): One liter glass bottle with cap, breaks only when command word is spoken, command word on bottom of bottle.

Bug Bed (150 gp): Miniature bed in a bag of woven netting, when placed under bed- chases away all bugs.

Climbing Tree (35 gp): 3 inch carved wooden tree, when carried adds +5 competence bonus to climbing trees.

Collapsible Crowbar / Mallet (160 gp): Tiny 4 inch steel rod, transforms to full-size sledge or crowbar, "Bashem" or "Crackem" respectively.

Companion Carrier (6,750 gp): Leather drawstring pouch, holds animal companion in extradimensional space with food, water, air, and appropriate sleeping and hygiene for type of

animal contained, on command opens large enough to allow entry/ exit, "Domicile". Not for human use.

Compass (345 gp): Four inch diameter sundial-like disk, points north on command "Magellan". Only works above ground.

Continual Lantern (200 gp): Bullseye lantern using continual flame instead of normal oil flame, when closed it emits no light.

Continual Torch (100 gp): Torch produces no heat, can be covered.

Ever-Catch Fishbait (75 gp): Tin can with lid containing 12 grub-like objects, fish make Will (40) or catch largest fish in 50 yard radius.

Ever-Full Feedbag (4,220 gp): Ordinary horse's feedbag, always full unless more than 10 different horses are fed from bag.

Fetching Stick (840 gp): Small wooden wand that points towards animal requested if within 3 miles "Where is -animal's name-?"

Instant Armor-off Tabs (3/ 100 gp): Tiny white cloth strip that adheres to armor under left armpit, when ripped off armor falls off user instantly.

Instant Campfire (12/ 300 gp): Wooden tube containing 12 wooden coins, coin turns into normal burning campfire ten seconds after becoming wet.

Instant Ladder (5/ 300 gp): 1/2 inch wooden ladder that grows to 15 feet when water is added. (Water-proof box.)

Magical Markers (1,500 gp): Bag of 12 metal chips and a glass lens, chips stick to surface and glow 120 feet when seen through lens.

Magnificent Mattress (3,500 gp): Portable mattress, feels like feather mattress and grants Fire / Cold Resistance 3.

Musical Menagerie (2,000 gp): Bag produces any masterwork musical instrument desired for 12 hours, 12 charges.

Pocket Closet (2,400 gp): Tiny wooden closet, 4x1x 1/2 inches grows to full-size amoire, "Attitude".

Pocket Picks (1,200 gp): Small pocketknife, normal knife but will produce any type of masterwork thief's pick on mental command when opened.

Pop Tent (200 gp): 4 inch canvas bundle with pull string, turns into 2 person tent until string pulled again.

Portable Chair (95 gp): Carved miniature wooden chair, grows to full size chair, "Dreezel".

Portable Couch (350 gp): Carved miniature wooden couch, grows to full size padded couch, "Withizel".

Quickrope (2,000 gp): Small box 6x6x1 inches with rope end coming from hole and small button on side, 300 feet of silk rope can be pulled from box, when button is pushed rope will reel back in at 50 feet per round and pull as though it had a Strength of 12.

Racing Saddle (600 gp): Ordinary-looking saddle that allows rider to remain on a racing animal as long as he wishes.

Regenerating Log (465 gp): 8 inch diameter, 2 foot long log, lights easily and burns normally but regenerates after 6 hours.

Renewing Boot (800 gp): Minature brass boot, when rubbed against worn sole of shoe it restores strength and thickness as if new.

Riding Saddle (600 gp): Ordinary-looking saddle that will not fall off of the animal unless lifted off.

Safety Blanket (150 gp): Travel blanket maintains a comfortable temperature for user unless more than 30 degree difference.

Sanitary Canteen (200 gp): Ordinary-looking canteen that purifies water when inside for more than 2 hours.

Silent Hammer (250 gp): Iron hammer that creates no sound when used.

Silent Portal Disk (360 gp): 2 inch black metal disk attaches/ detaches easily to any door, door makes no noise opening or closing.

Silent Spikes (50 gp): Set of two iron spikes that create no sound when used.

Sorting Case (465 gp): Rectangular roll-up leather scroll case, 12x9x5 inches, sorts papers alphabetically, "Papire".

Suction Cup (300 gp): Black hemisphere with hook on top, Flat side sticks to any object (Break DC 30), "Adhere".

Travel Cloak (1,200 gp): Greenish-gray travel cloak, user has Cold resistance 5, keeps user dry from head to knees, 3/day produces trail rations, has flask in pocket that can produce up to 2 gallons of water or sugared tea per day, and 1/day it will turn into a 1 person tent, "Upflump".

Traveling Alchemy Lab (1,350 gp): Box, 8x6x4 inches, when opened expands with tiny shelves containing vials and minature alchemy equipment.

Warming Stone (150 gp): Flat oval stone, ½ inch thick and 4 inches long, warms hands when placed between them.

Waterproof Bed-bag (300 gp): A sewn up bedroll, anyone sleeping inside remains dry unless the bag is in more than 1 inch of water.

Weapons

Dart of Specialization (150 gp): Wielder automatically receives proficiency and competency bonus of +1 to attack and +2 to damage.

Deck of Daggers (200 gp): 52 cards per deck, each card creates a normal dagger for 10 minutes, hold card and say "Sting".

Golem Warhammer (700 gp): Warhammer that can strike any golem (acts as +5 versus damage reduction against golems).

Longsword of Proficiency (175 gp): Wielder automatically proficient with this longsword.

Lycanthrope Spear (75 gp): Acts as silver weapon versus lycanthropes.

Silver-Iron Sword (450 gp): Can strike creatures only hit by silver or cold iron.

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