Azure Serpent Blade: +1 hit and damage, magic sword (1d8 dmg).

- When worn or wielded the character is under the effect of the 3rd level magic-user spell Water Breathing.
- A slender, pale blue metal saber, unnaturally light but stronger than steel. Serpent engravings twist along the blade and undulate when drawn. Sheds a pale blue light 5' that does not affect infravision. One of the blades forged by elves for the White League to fight the reptile cults.

Crimson Ambition: +2 hit and damage, magic longsword (1d8 dmg).

- When used in battle the wielder is compelled to attack the largest / toughest foe nearby (within 50'). If they do not attack the foe with the highest number of hit-dice, all attacks will be at -1 to hit.
- Ancient longsword of elven manufacture. Incrusted gore fills wavy blood grooves decorating the blade glow faintly with intensity indicative of target foes' hit-dice (softer glow, low hd. Intense glow as it nears higher hit-dice monsters).
- Crimson Ambition is semi-sentient (Int: 3 Ego: 3). Its only desire is glory for its owner.

Verdant Fang: +1 hit and damage, magic dagger (1d4 dmg).

- On a critical hit (natural 20 or 10 over the needed to-hit-number) vines sprout from the wound, entangling the target for one round (save vs. Spells or be immobilized, ½ movement if successful)
- Carved from the large thorn of an unknown plant. Created by a long forgotten, evil druid.

Stubborn Root: +1 magic wooden shield (-1 to Armor Class)

- Once per day wearer may cast the 1st level druid spell Entangle. The spell emanates from the shield to fill the affected area.
- A wooden shield carved from a single circle of hard oak, embossed with flowing leaves and thorny vines. Created by a long forgotten, evil druid.
    - If Read Magic is cast upon the shield one can decipher the runes and sigils used in the casting of the 2nd level magic-user spell Stinking Cloud (CC #3). This can be used to scribe scrolls or enter into a spellbook.

Gravecleaver: +1 to hit and damage, magic polearm (1d10 dmg)

- Upon a successful to-hit roll Gravecleaver inflicts an extra 1d4 damage to plant-based or regenerating creatures. The extra damage will not regenerate and is unaffected by healing magic. Only natural healing will cure this damage.
- A heavy, dark metal polearm with dead flowers and vines inlayed upon its haft. Created by a long forgotten, evil druid.

Gloaming Threads

Two slender blindfolds—one black with white eyes, the other white with black—woven from Feywild silk and bound by ancient longing. When worn by two individuals, each sees through the other's eyes, blind to their own vision but tethered by shared sight.

These threads belonged to a fey princess and her mortal lover, separated by realms and fate. Their love endured across centuries, but reunion came at a cost: his death, her deeper imprisonment, and the severing of the last bridge between worlds. The blindfolds now carry the echo of their bond—fragile, beautiful, and fading like twilight.

A pair of cloth strips, 2 inches wide and 24 inches long. One is black with a pair of stylized eyes painted in white, the other is white with black eyes. They are to be worn across the eyes, as a blindfold. When each blindfold is worn by two different people, they can see out of each other's eyes instead of their own. They see what the wearer of the other blindfold would see in their field of vision – not their own, they are effectively 'blind' to their own eyes.

Pewter Mail appears to be a suit of ornate plate mail armor but is deceptively light and flexible. Not as strong as regular plate mail, this magical armor provides the same level of protection as chain mail but is no heavier than leather armor. Crafted by the pewter smith Alina of Crovia, one suit takes a month to create; each piece being individually cast, and custom fitted to the wearer.

Armor Class: 5
Move: 90’ (30’)
Weight: 200 coins
Cost: 500 gp

Glowing Moss Tea grants Infravison 60' for one hour, but also causes Sunlight Sensitivity for one hour after the infravision wears off. Looks like Mountain Dew, tastes like rancid buttermilk. Can be brewed from the glowing green moss found the Hole in the Oak. If placed in a sealed container / bottle it will last indefinitely until used.

Eepy Time Tea brewed from magic herbs grown by the Sheep Headed Fauns in the Hole in the Oak it will cause anyone who fails a Save vs. Spells to fall into a deep, unbreakable magical slumber for 1d6 turns upon drinking even a small sip. It is only effective while still hot, if cream and sugar are added the effect is doubled. It can be used in pastries and baked goods (substituting equal parts tea for any liquid the recipe requires) – if baked into a cookie, scone or biscuit it will last indefinitely until consumed. [Cats for some inexplicable reason are drawn to the tea and cannot resist drinking it, but only with extra cream and sugar. It only makes cats sleepy for 1d3 turns despite the cream and sugar.]

Pellet-bow (archeryhistorian.com/pellet-bow/)



- Damage: 1d4
- Range: 30/60/90 feet
- Rate of Fire: 1 shot per round
- Ammunition: Small pellets (lead, clay, stone, etc.)
- Cost: 10 gold (100sp, 1,000cp)
- Weight: 10 coin

Magic Bullets



Alchemist Bullets: These +1 magic sling bullets contains an enchanted reservoir that can store a measure of any alchemical substance (poison, potions, oil, holy water, cookies, etc. – it magically contains whatever constitutes a full dose). If it misses it is destroyed without effect.

Ring of Life **Protection:** This valuable ring will negate the effects of Id6 energy drain attacks. If the wearer is struck by an energy-draining undead (or effect), charges are drained from the ring and no levels are lost. If a single blow drains more experience levels than there are charges remaining in the ring, the ring disintegrates; otherwise, it becomes a *ring of protection +1* when all the charges are used.

The Gastronomicon: A Cookbook of the Damned
Summon, Sear, and Serve with Sinister Style

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- Index of Forbidden Flavors

Potion of Appetite Control (anyone who imbibes this potion will feel full and have no desire nor need of sustenance for 24 hours - During this time the character gains a +1 to their Initiative rolls) only one may be consumed per 24 hours.

The Maroon Marine Crustation Bib : (Bib of The Good Eats) while worn the wearer feels compelled to only eat healthiest of foods, forsaking any snacks, sweets, alcohol, etc... While worn the character gains a +1 to their Constitution Score, all effects end if removed.

Fancy Metal Boots of the Boor - Cursed Item: all Reaction rolls and Charisma based checks or Saving throws are at -5 (negative five) - become an insufferable boor and a bit of a bully nobody want to be around them, they do not come off, and they make your feet stink too.

Staff of Radience, Rope of Climbing, Ring of Life Protection, Potion of Super Healing, Magic Longbow +1, Cook Book of the Dead: a series of recipes and dishes that are known to be able summon various Demons and Extraplanar beings.

MAGICAL & HISTORICAL TOME CATALOG

— GRIMOIRES & CORE MAGICAL THEORY —

The Ashen Lexicon — Archmage Osric of Karsvale
Subtitle: Being the First Steps in Binding Wind to Word
Summary: A foundational primer that teaches novices how spoken patterns harness elemental currents, with side notes on safe pronunciation, counter-chants, and charcoal sigils.

On the Weft of Ley — Prof. Hadrien Kett
Subtitle: A Survey of Hidden Currents Beneath the Stone Circles
Summary: Fieldwork and diagrams mapping sub-surface ley threads, proposing methods for triangulating stone circles to stabilize weakened arcs.

Clavicula Salomonis (The Key of Solomon) — Anonymous
Subtitle: On Pentacles, Planetary Hours, and the Art of Command
Summary: A classic grimoire detailing consecrations, angelic seals, and planetary timings for ritual efficacy, with stern cautions about purity and intent.

Seals and Nomenclatures — Magister Jorun of the Copper Hall
Subtitle: A Grammar of True Names and Their Declensions
Summary: A linguistic approach to thaumaturgy, arguing that names flex like verbs; includes exercises for case, aspect, and respectful forms to avoid offense.

Songs that Move Stones — Cantor Izel of the Nine Choirs
Subtitle: An Introduction to Acoustic Geomancy
Summary: Demonstrates how modes and intervals resonate with geomantic lattices, enabling minor relocations of masonry and re-tuning of foundation spirits.

The Candle that Hears — Listener Berek
Subtitle: Auditory Thaumaturgy Explained
Summary: Explains wax-borne eavesbinding, where a shaped taper “listens” to ambient magic; includes recipes for wicks that amplify whispers but not shouts.

Speaking with Weather — Cloud-Sage Yura
Subtitle: A Dialogue, Mostly One-Sided
Summary: Philosophical and practical notes on negotiating with winds and pressure spirits, teaching respectful petitions rather than coercive summoning.

The Stone That Remembers — Mason-Prince Arvek
Subtitle: Memory Palaces Carved into Walls
Summary: Combines mnemonics and stonelore to store narratives in carved grain; readers learn to “read” walls like scrolls.

The Wounded River — Surgeon-Magus Ily Rivermend
Subtitle: On Healing a Damaged Leyline
Summary: Case studies in repairing ruptured leylines using grafts, bypasses, and ritual stents, with before-and-after flux measurements.

— APPLIED RITUALS & EVERYDAY MAGIC —

The Go-Between's Manual — Mediator Thae of Reedgate
Subtitle: Parleys with River-Spirits and the Proper Gifts
Summary: A diplomatic field guide to offerings, taboos, and gestures that keep ferries moving and floods appeased.

The Hearthwitch's Measures — Mother Reen of Cobble Row
Subtitle: Recipes, Rites, and the Alchemy of Soup
Summary: Comfort-magic for kitchens: warming wards, healing broths, and thrifty charms—every recipe doubles as a small blessing.

The Alehouse Almanac — Crier Puck Tallow-Voice
Subtitle: Fest Days, Portents, and Hangover Charms
Summary: A cheerful calendar of feast omens and tavern spells, from rain-proof toasts to next-day restoratives.

Fireside Conjectures — Adept Saro of Hearthwatch
Subtitle: On Sparks, Salamanders, and Insurance
Summary: Practical safety enchantments for chimney creatures and runaway cinders, sprinkled with wry tales of what not to do.

The Thrice-Lacquered Codex — Curator Mako of Tidekeep
Subtitle: Waterproof Spells for Sailors and Fools
Summary: Sea-tested rituals that still work in storms; pages shed brine, and the knots chapter prevents lines from remembering old tangles.

Gutterborn Glamours — Rag-Magus Nix
Subtitle: Cheap Tricks for Expensive Cities
Summary: Street-level illusions using bottle glass, soot, and chalk—perfect for vanishing rent notices and distracting pickpockets.

On the Fermentation of Spirits — Brewer-Magus Tolan Mash
Subtitle: Alchemy in Barrels
Summary: Shows how yeast "choirs" transmute grain and mood, with rites for soothing angry casks and fortifying a festival's courage.

On the Breeding of Familiars — Mistress Kaat Whisk
Subtitle: A Domestic Guide for the Patient and Clawed
Summary: Selection, training, and enrichment for magical companions; includes toy diagrams and a stern section on feeding rules.

The Courtier's Invisible Cloak — Diplomat Ren Silk-Word
Subtitle: Etiquette for Courtly Glamours
Summary: Invisible wards of politeness that smooth councils, disarm boasts, and rescue the unwary from ritual faux pas.

Book of Small Fires — Forester Drenn Coal-Kind
Subtitle: Village Charms for Ill-Luck and Smoke
Summary: Field remedies for damp tinder and bad omens, alongside respectful rites for the local hearth-spirit.

— HISTORIES, CHRONICLES & ARCHAEOLOGY —

Annals of the Saltmarsh — Scribe Lysa Brine
Subtitle: A Harbor-Chronicle of Tide, Trade, and the Kraken Tax
Summary: A port's history told through tariffs and tempests, with an infamous levy that once bankrupted a cult.

Chronicle of the Four Winds Barony — Castellan Emeric
Subtitle: Storms, Succession, and the Year Without Geese
Summary: Political weather and literal weather intertwine in a saga of failed heirs, broken windmills, and miraculous migrations.

The Red Abbey Ledger — Brother Havel, Archivist
Subtitle: A Thousand Years of Tithes and Miracles
Summary: Dry accounts that quietly reveal the abbey's hidden wonders, from bread-multiplying festivals to a saint who refused gold.

Annals of the Orchard — Keeper Bramble Apple-kept
Subtitle: Plagues, Pixies, and Pomology
Summary: A horticultural chronicle of blights and bargains with orchard sprites, culminating in a cider rite that ended a famine.

The Last War of the Reed Folk — Historian Ulna Mirewright
Subtitle: Excavations at the Mirewatch Causeway
Summary: Archaeology meets oral history to reconstruct the reed clans' final stand and the causeway that kept them safe—until it didn't.

The Seven Bridges of Ventra — Historian Lute
Subtitle: Collapse, Curse, Rebuild, Repeat
Summary: An engineering and civic saga of seven bridge eras, each downfall teaching the next generation a different lesson.

Letters from the Blue Border — Explorer Nar of the Ice-Road
Subtitle: Notes on the People Beyond the Glacier
Summary: Epistolary travelogue on trade diplomacy, cold-light festivals, and why compasses sulk near the glacier's heart.

The Long Silence of House Corm — Chronicler Jerr of Lowfen
Subtitle: A Disappearance in Twelve Generations
Summary: A multi-century mystery following vanishing heirs, empty banquet halls, and a sealed wing that refuses to age.

— LAW, ETHICS & GOVERNANCE —

Malleus Maleficarum (The Hammer of Witches) — Heinrich Kramer
Subtitle: Inquisitorial Procedures and Popular Error
Summary: A grim legal manual whose fervor shaped persecutions; now read as a caution against hysteria, bias, and weaponized doctrine.

Treatise on Binding Without Blood — Scholar Aria Peln
Subtitle: Ethics of Oathcraft in Mortal Polities
Summary: Argues for consent-based oathmaking and restorative bindings, offering model clauses for towns and guilds.

River-Law — Advocate Ness Current-Bound
Subtitle: Covenants Between Men and Currents
Summary: Case law and rituals governing ferries, mills, and floodplains, with precedent for when a river changes its mind.

The Quiet Knife — Magistrate Tholl of Courtfall
Subtitle: Law, Oaths, and the Binding of Assassins
Summary: A stark compendium on regulating shadow trades through geases and witness-wards to curb collateral harm.

— BESTIARIES, HERBALS & APOTHECARY —

Bestiary of Useful Monsters — The Ranger-Guild of Marlock
Subtitle: From Basilisks to Barn Mites: Employment and Avoidance
Summary: Practical entries on hiring, herding, or avoiding creatures, with hazard glyphs and rates for ethical monster-work.

Pestles at Dawn — Apothecary Twins Vohl & Vela
Subtitle: Disputations in Materia Magica
Summary: Duel-format essays debating antidotes, tinctures, and which poisons count as “spices” in extreme cuisine.

The Very Rude Herbal — Hedgewitch Bree Nettles
Subtitle: Plants with Opinions—and What to Do About Them
Summary: Field guide to back-talking flora, with remedies for sulky nettles and etiquette for gossiping willows.

Voynich Manuscript (Beinecke MS 408) — Anonymous (unknown script and hand)
Subtitle: An Illustrated Herbal of No Known Tongue
Summary: A mysterious compendium of undeciphered script and strange botany, interleaving cosmological wheels, bathing scenes, and recipe folios on vellum dated to the early 1400s.

— CARTOGRAPHY, TRAVEL & COSMOGRAPHY —

The Copper Road — Historian Vetrin Soot-Finger
Subtitle: Caravans, Coin, and the Jade Rebellions
Summary: Trade routes as arteries of revolt and renewal, with overlays showing how caravans carried both goods and ideas.

Cartographer's Guide to Invisible Places — Dame Kera Way
Subtitle: Mapping Glamours and the Glamourers Who Hate Maps
Summary: Techniques for surveying illusions and negotiating access with those who prefer to remain unmapped.

Pilgrim's Lights — Wayfinder Odo Lantern-Mate
Subtitle: Portable Constellations and How to Fold Them
Summary: Instructions for folding star-charts into lantern panes so travelers carry a private sky that points home.

The Shepherd's Sky — Weather-Warden Fenn
Subtitle: Storm-Driving as a Rural Art
Summary: Windcraft for herders, teaching cloud herding, hail diversion, and gentle breezes for lambing nights.

— WARDS, PORTALS & FORBIDDEN DOORS —

On Proper Wards — High Warden Selindre
Subtitle: Architecture for the Unseen Siege
Summary: Architectural wardcraft for fortresses and town walls, emphasizing layered sigils that fail safely rather than catastrophically.

Keystones & Keystones — Architect-Magus Pol
Subtitle: Why Your Portal Opens into a Pantry
Summary: Troubleshooting misaligned waygates; explains how mundane load-bearing stones can bully magical ones into bad habits.

An Index of Forbidden Doors — Librarian Oru of Stack 13
Subtitle: Catalog 13B, with Warnings in Red
Summary: A classified directory of dangerous thresholds, with precise warnings, do-not-enter hours, and the names of keys best left uncut.

— TRADE, INDUSTRY & ECONOMICS —

Manual of Candle-Ends — Quartermaster Prit Thriftborn
Subtitle: Ritual, Ration, and the Economics of Light
Summary: A miser's gospel of illumination, showing how to stretch wax, share flame, and budget brightness for civic calm.

Ledger of Salt and Snow — Trader-Countess Ais of Whiteway
Subtitle: Winter Caravans and the Economics of Magic
Summary: Winter logistics and hedge-charms that keep roads passable and margins healthy when frost taxes every mile.

Chronicle of the Silver Foundry — Guild-Scribe Thael
Subtitle: How the Automata Learned to Sing
Summary: Industrial history of song-guided machines, charting the union between rhythm, rivets, and emergent harmony.

— NECROMANCY & HAUNTINGS —

A Most Respectable Introduction to Necromancy — Dr. Jansa Grey
Subtitle: Letters to the Newly Bereaved
Summary: A humane entrypoint into funerary magic, focusing on consent, closure, and when not to ask the dead for answers.

The City and Its Shadows — Archivist Mera Ix
Subtitle: A Census of Hauntings by Ward and Watch
Summary: A bureaucrat's map of haunt densities, with practical guidance for calming spectral traffic at busy intersections.

— FAE & NONHUMAN DIPLOMACY —

Annals of the Hollow Hills — Lady Vens Under-Bough
Subtitle: Treaties with Things That Do Not Sign
Summary: Chronicles of negotiations with entities that refuse written pacts, teaching gestures, silences, and gifts that count as signatures.

— SCATOLOGY & SANITATION —

Dungheap Divinations — Dame Pella the Brown
Subtitle: Augury by Ashes, Offal, and Other Ordinaries
Summary: A blunt manual of omen-reading in everyday refuse, insisting that fortune speaks loudest from humblest heaps.

Nightsoil & Nightspells — Brother Tobold, Order of the Ladle
Subtitle: Sanitation Rites of the Low City
Summary: Rituals and civic procedures for keeping crowded districts sweet, safe, and disease-resistant.

The Privy Codex — Dame Pella the Brown
Subtitle: Hexes for Smells and Other Courtesies
Summary: Courtesy magic for necessary places, offering deodorizing sigils, queue-calming charms, and emergency seals.