

# 100 Cheap and Unique Magic Items

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This list is intended to be used to provide interesting magical items to spice up low level loot drops and magic shops. Simply roll 1-100 to choose. Most items are system agnostic but are intended for Pathfinder, items can be easily converted to another d20 system. All items give off a faint, nondescript magical aura, and have an identify DC of 15. Each item roughly follows these guidelines:

- *Has a use, and is not malignant or cursed*
- *Is approximately 100gp or less in value*
- *Is easy to use, but difficult to exploit*
- *Doesn't provide ability, skill, or save bonuses*
- *Doesn't obsolete level 1 or higher spells*
- *Doesn't obsolete a high skill check bonus*
- *Ideally encourages roleplay*

1. Bag of Manure. A white pouch with large black spots. Feed it grass. Passes manure. Good for starting campfires, horticulture, and pranks.
2. Drunkard's Tankard. A wooden tankard with a tin frame that points the way to the nearest tavern or location which sells alcoholic beverages when it is balanced on its edge. The owner of the alcohol must be willing to sell the alcohol for the tankard to find it.
3. Pognophile's Beard. A ring that gives the wearer a magnificent mustache and/or beard, depending on which finger it is worn on. Once adorned, the wearer grows a beard in 1d4 rounds, but it immediately falls off in a mess of loose hair when the ring is removed. If a wearer already has a beard, it instead reshapes their beard immediately when put on.
4. Peeping Ring. A ring that, when twisted clockwise, will cause one of the wearer's eyeballs to pop out up to three feet attached by a vulnerable strand of flesh. You can continue to see through the eye. Reversible if the ring is twisted counterclockwise or removed. Good for party tricks or spying on the room below.
5. Lofty Umbrella. A sky blue and/or white umbrella of varying styles that allows you to fall slowly as if by a feather fall spell once per day and only remains active for up to 50ft of fall distance. Umbrella must be in hand to function.
6. Charlatan's Idol. A small, distinct silver figurine that, when given away, will return to your pocket after 1d6 minutes while not being observed. The only way to permanently get rid of it is for the recipient to similarly give it away before the 1d6 minutes expire. (Alternatively, the original owner could die.) Apparent value: 1d10 silver.
7. Indelible Pen. Can write on anything. Writing is permanent as far as mundane means of removal are concerned, but can still be disenchant. Inscriptions have a disenchant DC of 20. Works for a combined total of 10 plus 2d6 rounds of use (determined when found).
8. Box of Snails. A simple wooden box containing 1d6 pairs of curiously long-lived snails. When one snail dies, so does its mate. This effect works even in antimagic fields or across planes. Normally used to send very crude, binary messages. Feed them leaves.
9. Coin Scarab. A gold coin that appears to be a normal gold coin of local currency unless observed with a perception check DC 20. Will change into a beetle while it thinks it's not being observed and attempt to eat other coins in its nearby surroundings. Eats up to one coin per minute, but if no more coins can be found, it attempts to escape and find more coins. (When crushed, it releases an alchemical stone with a sell value of 1d100gp plus the value of any coins it consumed while in the player's possession)
10. Draught of Doubt. A silvery liquid in a small vial that, when imbibed, one must make a DC14 will save or briefly fail to retain the certainty of; the task at hand, object in question, validity of their motives, etc. Upon successfully identifying the Draught of Doubt with the help of a taste test (DC18 perception), one must make a DC14 will save or immediately be uncertain if it is actually a draught of doubt. Contains 1d3 doses.

11. False Draught of Doubt. It is likely the creator of this tincture were almost certain they had concocted a Draught of Doubt, but only succeeded in making a nearly identical tincture with no effects. This item requires a DC18 perception check to identify via taste test, but if the identification fails then it is believed to be a genuine drought of doubt.

12. Ring of Hindsight. Whenever the wearer of this ring misses an opportunity that would otherwise be a good move, the ring glows softly some 1d20 minutes later.

13. Antimatches. 1d6+2 black-tipped matches that when struck and thrown into a natural fire, the fire is immediately snuffed in a soft puff of air. Each match affects a 15ft cube.

14. Preservative jar. Anything nonmagical placed in this jar does not age and is held in stasis. Cannot hold anything bigger than a toad. Currently holds a toad.

15. Library Box. When a non-magical book is placed inside it overnight, another book of a random topic and identical price will be found there the next day. It is uncertain how this transaction happens.

16. Liquid Bath. One drop from this small, decorated vial completely washes and cleans one's hair, body, and any clothing and armor they are wearing. Does not repair anything, and will leave a powerful taste of scented soap in your mouth for days if imbibed. 2d4+2 uses.

17. Teatime Teapot. A nondescript teapot that will, every day at 4 o'clock, whistle loudly and make four servings of piping hot tea regardless of where it is (in a backpack, in one's unprotected hands, or upside-down over someone's head, for instance). There is no way to prevent this. It's good tea though.

18. Privy Pants. All waste passed while wearing these pants is cleanly stored in extradimensional space. When the wearer is struck by any form of antimagic or upon contact with an antimagic field, bag of holding, or portable hole, the pants violently burst releasing their contents in a 10-foot radius, becoming destroyed in the process.

19. Everyman's Towel. A 5x5ft towel that wicks away sweat with magical efficiency and can be stretched to whatever shape the user desires (The surface area of the towel must remain the same). There is a 1 in 100 chance that it may be a pure-white, indestructible variant.

20. Bean of Autocoquere. When fed to a dead animal 1 CR or less, the animal's corpse will briefly animate and use any means in a 10ft radius to cook and prepare itself into a meal for up to 4 people. The animal gets a +10 on its check to cook itself.

21. Tablets of Purification. 2d4 white tablets that make spoiled, rotten, diseased, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking when dropped in liquid or crushed over food. Alternatively, a tablet can be swallowed to remove all effects of mundane food poisoning. Each tablet cleanses enough food and water to nourish one person for one day. This item does not prevent subsequent natural decay or spoilage.

22. Evergreen Quarterstaff. A gnarled quarterstaff with the fragile quality, but can be planted in the ground and watered to repair itself overnight. Produces berries similar to a goodberry spell if watered with holy water. Cannot repair itself if totally destroyed.

23. Stone Lizard. A small lizard with skin that resembles granite. When it would receive damage of any kind or when its stomach is tickled, it rolls up, turns to stone, and becomes a +1 sling bullet with a hardness of 30. It remains in this state for 1d4 minutes or until after it is slung. Attempts to escape shortly following slinging. Feed it shiny pebbles.

24. Donkey Legs. This pair of wooden donkey legs can be attached to any solid inanimate object which they will attempt to mobilize. While attached, the legs will attempt to follow the person that activated them within 5ft, but only over flat, solid land or ramps. It has a move speed of 30ft and the same carrying statistics as a donkey: a light load is up to 50 pounds; a medium load, 51-100 pounds; and a heavy load, 101-150 pounds.

25. Messenger's Aeropaper. 1d4+1 sheets of white paper. When folded into an airplane and tossed into the air, it will attempt to fly with a 30ft clumsy fly speed to whomever the paper is addressed to. The plane has a range limit of one mile, it cannot fly in complex paths, and is unintelligent (therefore prone to crashing into objects moving in its path). Simply flies like a standard paper airplane if the addressee does not exist or is out of range.

26. False Door. A rolled up piece of fabric that, when spread over a wall as a full-round action, immediately appears to be a door of some sort, mimicking the appearance of any nearby doors if possible. It takes a DC15 perception check or a detect magic spell or similar to discern the falsehood of the door. The door can be peeled off as a move action.

27. Thunderous Pendant. When worn as a necklace, the volume of the wearer's voice is amplified by roughly ten times. Only by removing the necklace will the wearer's voice return to normal volume.

28. Traveler's Biscuit. A rather tough-looking biscuit that, when broken or bitten, erupts into 1d20+10 biscuits. Each biscuit never spoils and has nutrition equal to a full-day's worth of food. If uncontained during cracking, the biscuits will land randomly in a 10 foot radius.

29. Cloak of the Vagabond. When thrown over a horizontal branch or bar, this thick, canvas-textured cloak turns into a tent large enough for one medium creature or two small creatures with a bedroll and blanket. Acts as an endure elements spell for anything inside and returns to a cloak when removed.

30. Amulet of Slander. A beautiful gold amulet that emits a foul, septic odor whenever the wearer tells a lie. The more despicable the lie, the more repulsive the smell. The wearer doesn't notice the smell unless he or she succeeds a DC14 will save when putting the amulet on.

31. Cutpurse's Ring. A copper, gold, and silver banded ring that, when peered through, allows one to see any currency through mundane walls and nonmagical material up to 15ft away. Reveals nothing other than currency, however.

32. Egoist's Boots. Elegant black boots that make the wearer appear slightly taller, a bit more noticeable, and perhaps subtly more attractive. Actual physical size and weight do not change. Any perception checks made to find or locate the wearer with mundane means have their DC reduced by 10. In addition, the wearer will find themselves unable to resist an Enlarge Person spell. Purportedly crafted by a particularly insecure gnome.

33. Chilled Marbles. Three egg-sized bearings made of a strange silvery material that give off a constant aura of cold. Not harmful to flesh, but quite uncomfortable to the touch. Commonly used to cool drinks or the interior of packs containing perishables.

34. Lost and Found Compass. Points to the nearest object you have personally misplaced in the past 24 hours. Fails if any living or sentient entity intentionally had a hand in concealing the item from you.

35. Wispfly Larvae. 2d6 small rice-like eggs that glow faintly, and when heated with one's breath, they pop into a small wispy insects that give off a light radius of 10ft and fly at at 10ft/round in the direction the user blows them for 1d4+2 rounds before dissolving into smoke. Wispfly larvae burst brightly into sparks upon contact with an airborne poison or toxin of any kind.

36. Gossiper's Parchment. 1d3 pairs of parchment papers, each pair with a unique symbol on their corners. When one writes on one piece of parchment, the paired one mirrors the writing as long as they remain within 100 feet of each other. Each pair has enough space for about 300 words.

37. Rambler's Remedy. 1d3+3 doses of a strong-smelling, clear fluid in a stoppered container. Upon drinking, the imbiber immediately becomes sober and is free from the effects of hangover. Does not affect alcohol consumed after that point, however.

38. Circlet of Solitude. A silver circlet that, when worn willingly, makes the wearer unable to detect any other living or sentient thing in their surroundings; they cannot see, hear, smell, touch, taste, or sense them telepathically or spiritually in any way.

39. Decanter of Decanting. Can store a mix of up to one gallon of liquids, and when poured from, one can pour exactly the ratios of liquids desired, and always stop pouring at precisely the amount desired (unless there is not enough liquid to begin with).

40. Hat of Returning. When tossed, this hat will circle around and land on the tosser's head if possible. This hat also clings tenaciously to the wearer's head in strong wind and will not fall off if the wearer is not upright.

41. Gabber Amulet. A copper amulet with a mouth on one side and an ear on the other. With a first command word, a 30-second long phrase may be dictated to the ear side. With a second command word, the mouth side repeats the last phrase that was dictated to it. The mouth cannot utter verbal components, use command words, or activate magical effects. Often found with the last message uttered to it, commonly a shopping list or saucy gossip.

42. Handy Handkerchief. A brightly colored handkerchief that remains magically clean no matter what filth is wiped upon it and can instantly stifle a sneeze without fail. However, it is still only as effective as a handkerchief in regard to cleaning ability.

43. Wanderer's Standing Staff. A walking staff that always stands vertically when released vertically, but not with enough force to stand itself up from lying flat or resist a good shove. A knob at the top emits light like a torch if enabled by tapping the staff on the ground twice, and can be disabled similarly.

44. Handyman's Glove. A rugged leather glove that remains gripping whatever the wearer was gripping if they slide their hand out. The glove has a CMB and CMD score equal to the score of the person that put it in place up to a CMB of +10 and a CMD of 20. Does not hold things up in space, it only grips. It can be released by putting your hand back and releasing your grip, or by making a CMB check to pry the glove's grip apart.

45. Ring of the Eye. A small iron ring with an eyelid design. When the wearer closes their eyes, the eyelid on the ring opens to reveal a small pearl eye; the wearer can see from the viewpoint of the ring for as long as their eyes remain closed and the ring remains on their finger, and functions as a magnifying glass if held closely to objects.

46. Starstone. A round, polished moonstone that, when peered through at the sky, one can see any local constellations in sharp relief even during daytime or through clouds. Using a starstone successfully to view the stars allows those untrained in survival to determine north if they are trained in knowledge local.

47. Following Footstool. A small wooden footstool that, upon speaking a command word, will attempt to position itself under the speaker's feet. The footstool can only hold up to 100 pounds of weight before breaking, is considered having a strength score of 6 (Strength score of 4, +2 for being quadrupedal) for carrying capacity, and has a move speed of 20ft.

48. Gemini Bells. Two paired crystal bells, each about the size of a grape. Each bell chimes when its counterpart chimes, no matter the distance between them. Does not function across planes.

49. Pink Bubble Bead. A small, transparent, pink bead that, when crushed or thrown to the ground, immediately turns into a 15ft square mound of fluffy, pink bubbles that have a similar consistency to a mass of fused marshmallows. Can cushion a fall of up to 100ft or block a hallway, and lasts 2d4 rounds. Each square affected can be cut through with a standard action and slashing attacks. Simply dissolves when ingested and tastes strongly of soap.

50. Brass Adder Bracelet. A brass bracelet in the shape of a small snake. When within 1 foot of a poison of any kind, the bracelet writhes on its wearer's wrist, and if the wearer is stricken with poison of any kind, its eyes glow green.

51. Glowstones. 2d4+2 glowing stones. They come in an opaque pouch and shed light in a 15 foot cube.

52. Gag Bolt. An otherwise authentic-looking crossbow bolt that, when fired from a crossbow, affixes itself to the end of the weapon and unfurls a flag that reads some sort of onomatopoeia for a crossbow firing in either goblin or common. Prevents firing of more bolts unless removed with a standard action and can be reset with a full-round action. A successful DC20 perception check when examining or loading reveals the bolt's true nature. Found among 2d12 mundane bolts.

53. Six-Second Mirror. A small mirror that, when commanded with a command word, records six seconds (1 round) of whatever it would reflect, then can be commanded to play the recorded reflection back with another command word. Otherwise it shows what it would have reflected six seconds ago.

54. Lullaby Box. A music box with intricate blue flower designs on its wooden frame. When the box is wound, it will play a tune that acts like a level 1 lullaby spell that affects only the one who wound it, though others can still hear it.

55. Linguist Beans. 2d4 small, swallowable lozenges that allow the consumer to speak a language chosen randomly from ones available to the setting for 10 minutes. The consumer can speak only in the language the bean provides while under its effect, but understand the bean's language in addition to all others they knew before consumption. The beans are labeled, but there is a 1 in 20 chance that a bean is labeled improperly and grants a different language than expected.

56. Cerulean Glowtoad. A misnamed, electric-blue frog in a cage that positions itself so it faces the nearest magical item or source of magic, no matter how faint. It remembers and ignores any magic items that were near it at the beginning of each day. Feed it insects. However, if you feed it fireflies (which exude a minuscule magical aura when lit) it glows like a blue torch for the next four hours.

57. Wanderer's Compass. A nondescript tin compass that points toward the path you've taken during the past hour. Good for backtracking.

58. Crook's Chalk. 1d4+3 sticks of white chalk. When used, whatever was written turns invisible after a few moments then appears again exactly one hour later then behaves like normal chalk. Each chalk has a single use.

59. Seeking Box. A small iron box with a clasp big enough to fit only a few buttons or a marble. When something is enclosed inside, for whatever nonmagical material that the item is predominantly composed of, the box will quiver occasionally when within 20 feet of that material, and vibrate when within 10 feet. Likely used by dwarven miners to locate precious metals. Fails entirely if the object placed within is composed of too many materials.

60. Temperate Satchel. A normal-sized satchel with a twist-able blue gem on its clasp that can contain up to 10 pounds of material. The blue gem can be twisted to set the temperature of the interior from a cool 35f (1c) up to a room temperature of 72f (22c) degrees. The bag does not generate heat, it merely moves heat to or from the exterior to control temperature. The interior of the bag is treated as though it were under the effects of an endure elements spell to resist exterior temperatures.

61. Rotatable Re-sizing Stone. A nondescript black stone that when spun on the ground clockwise, grows larger, and when spun counterclockwise, smaller. Grows or shrinks by about 10% for each full rotation. Weight of the stone changes appropriately with its size. Does not grow or shrink if in motion; rolling, airborne, etc.

62. Flask of Holding. A small silver flask with a hole no bigger than a copper piece that extradimensionally holds up to one gallon of fluid, about 8 servings of beer, 16 potions or servings of wine, or 32 servings of spirits. Bursts and releases its contents violently when it comes into contact with a portable hole or bag of holding. Solid objects placed within the flask are quickly ejected, but not quickly enough to cause harm.

63. Modest Undergarments. A set of comfortable silk undergarments that both remove all signs of female breasts and male genitalia. Comes in two separate parts that do not need to be worn together. The undergarments, however, do not protect the wearer against "low blows".

64. Anylock. An incredibly sturdy masterwork lock without a corresponding key. Any normal-sized key that can fit in the hole of the lock can lock it, and only an identical key or a skilled lockpick (DC 40) will unlock it after doing so. A different key can be used once it is unlocked. The anylock has 15 hardness and 30 hit points.

65. Smuggler's Jar. A normal-sized glass jar, about as big as one's fist, that appears visually empty no matter what is inside of it unless the top is looked into via removing the lid. Still weighs more when something is inside. Found empty or containing some kind of local alcohol or contraband worth about  $50+2d10$  gp.

66. Latchwatcher Ring. A simple bronze ring that, once per day, can be bound to a nonliving object of medium size or smaller. Whenever something touches the bound object, the ring gives the wearer's finger the sensation of whatever touched the object.

67. Fool's Cup. A simple wooden cup which, unless the drinker succeeds a will save DC14 (can be failed willingly if the cup's true nature is known), causes any liquid drunk from it to taste of pure, clear water. This does not affect the actual nature of the liquid (e.g. poisonous, alcoholic, contaminated, etc.). A favorite of picky drunkards.

68. Remindtwine.  $2d4$  lengths of twine tied in a loop just large enough fit around one's finger and, with a command word, made to store information about a specific time of an activity the wearer must perform.  $1d20$  minutes before the planned time of the activity, the twine tightens gently, alerting the wearer. This effect only occurs if the twine is still worn. It offers no information about the specific time, place, or nature of the activity and each length can only store one 'reminder' at a time.

69. Snuffing Glove. A single white glove that, after activation by licking its forefinger and thumb, allows the user to "pinch" a torch-size or smaller natural fire in their field of vision to instantly snuff it out. The glove has a range of 30ft.



70. Extending Rope. This 5ft length of silk rope can be commanded to extend to 50ft, or shrink back to 5ft while untying itself, each with a separate command word. The rope can exert a force of up to 200 pounds while shrinking.

71. Hearthmessage Gems. 1d3 small, palm-sized gems that, when held in front of a light source, will project the last message stored on them. To store a message on a gem, write a message on a piece of paper no larger than a square foot, crumple the message around the gem, then throw it in a fire. Messages remain on the gem until another is recorded or it is destroyed. Magical text cannot be invoked from a gem.

72. Mountaineer's Snowshoes. Otherwise normal looking snowshoes that allow the wearer of 300 pounds or less to walk atop any amount of ice or fallen snow, no matter how fine. However, the shoes are quite unwieldy and reduce one's move speed by 10ft if their base move speed is 30ft or greater. Otherwise they reduce move speed by 5ft.

73. Flickflint. A small brass mechanism that holds two sparkling black stones resting over each other. When squeezed, the tool functions like flint and steel, but as a ranged touch attack with a range increment of 10ft. The spark produced is not strong enough to cause damage, and only lights things a normal flint and steel would be able to light. The stones will work when wet and never wear out.

74. Flask of Scent. This clear crystal flask can be opened to store all of the strongest scents of its immediate surroundings, and the air inside takes on a hue to match. One can 'pour' the scent from this flask onto another object which replaces that object's original scent with the scent of whatever was in the flask for 1d4 hours. The flask can be rinsed with water to be emptied. When found, the flask contains (decide with a 1d6 on generation):

1. Clear - Nothing
2. Purple - The smell of an exquisite perfume
3. Red - The smell of delicious meat
4. Pink - The smell of a sexually active animal (imperceptible without Scent)
5. Green - The smell of undead, rotting flesh
6. Brown - The smell of feces

75. Eversweeping Broom. This broom will sweep a room's floor clean when commanded to do so, and not stop until told to do so or destroyed. Usually found sweeping in an abandoned room with an impeccably clean floor.

76. Corpse Seeds. 1d6 small, rotten-looking seeds that, when planted in soft earth, over the course of one minute will grow into a damaged-looking corpse of whatever medium or small race and gender you speak while planting it. The corpse has exceedingly damaged and indistinct features and will otherwise decompose like a normal corpse once fully grown.

77. Paper Pony. An otherwise normal-looking folded piece of fur-patterned paper that, when unfolded, gradually transforms into a pony that can be used in any way a normal pony could, but does not need to eat, drink, or sleep. Unfolding it takes 2 minutes. It can be folded back into a compact piece of folded paper in a similar fashion, but the pony strongly dislikes being folded and raises a ruckus unless a DC 15 handle animal check is made.

78. Antimnemonic Hammer. This small, shiny, blue hammer can be used to briefly erase a single thought from a user's head. A willing user first calls to mind a specific event, person, object, word, phrase, spell, picture, location, et-cetera, then with a swift rap on the head the user loses all memories and evidence in memories of the thing that was called to mind for 5+1d4 minutes (rolled secretly by GM). Any dispelling effect, antimagic field, or another strike on the head from the hammer immediately ends this effect.

79. Misplacement Box. An ordinary-looking wooden box with a volume of a six-inch cube. Like other boxes, things can be placed into it and, when closed, objects within will be transported to a random unobserved location within a 20ft radius. If there are no such locations, the item simply stays in the box until an unobserved space large enough exists. This effect cannot move living or otherwise animated things or cause objects to appear inside living things.

80. Fauna Harp. A magical rosewood harp that, when played with a DC 14 perform check, compels neutral or friendly animals to follow the character as long as they keep playing. The harp does not otherwise alter the thought process of the animals, nor can it compel them to ignore base survival instincts.

81. Retrieving Wormband. A tarnished bronze bracelet that, when commanded, slithers off the wearer's wrist to an unattended object you call to mind of no more than 5lbs up to 30ft away, coils itself around the object, then attempts to crawl back. The bracelet has 10hp, a hardness of 1, and can move or climb 5ft as a full-round action. If the bracelet ever reaches more than 30ft from its commanding wearer or is damaged in any way, it immediately snaps back into bracelet form and becomes inert until worn again.

82. Monocle of Entropy. The wearer of this silver-rimmed monocle may stare at an unattended object and make it fall over. It takes a full-round action of concentration for each pound the object weighs. If the wearer is interrupted or blinks, they must start over. The wearer may not choose the direction in which the object falls.

83. Snake Oil. This small glass bottle with a dropper affixed to the lid contains 1d6+2 drops of a viscous, shiny liquid. When a user squeezes a drop from the dropper, on first contact with any solid or liquid, the drop rapidly manifests into a full-grown snake in a whiff of smoke. The bottle can also be used as a splash weapon to create as many snakes equal to the number of drops the bottle has left in a 5ft radius. The bottle creates (decide with a 1d6 on acquisition):

1. Garden Snakes (Harmless)
2. Corn Snakes (Harmless)
3. Rattlesnakes (Deadly bite)
4. King Snakes (Deadly bite, looks similar to Corn Snakes)
5. Pythons (Deadly constrictor, 20ft long)
6. Deadly Black Cobras (Very deadly bite)

84. Rolling Rescriber. A spongy cylinder which can rotate freely on a handle. If blank, one can roll it over nonmagical text to copy it to the cylinder. If it has copied text, one may roll it over another surface to place it there. Rinse thoroughly with water to remove pre-copied text. Can contain up to 5 square feet of text. Often found with pre-copied text of either routine writing that would need to be copied often, or a few local obscenities for easy graffiti application.

85. Anyputty. A tough, pink, apple-sized lump of rubbery substance that, when molded into a shape by hand and directed with a command word, turns hard, gray, and takes on the physical properties of forged steel. When the command is spoken a second time, the putty immediately returns to its squishy, pink state. It takes 30 seconds and a DC15 craft check of any kind to mold the anyputty into a hand-sized mundane tool. Found either squishy in a flask or jar, or hardened in the shape of a useful device.

86. Handy Handle. A shiny brass handle with flat ends that, when placed against a sufficiently flat object and given a command word, will affix itself to that object. If affixed to a dry, rigid, durable surface, the handles will stay attached with up to 2000 pounds of force, but if the surface is crumbling, slippery, or otherwise mutable, the handles will only hold anywhere from 10 to 1000 pounds of force (determined secretly on attachment, use a d% and multiply by 10). If the surface is flexible, soft, or gelatinous, the handles hold a maximum 5 pounds of force or fail to work at all.

87. Drypowder. This small silk bag contains 1d4+3 uses of a fine, clear powder that, when sprinkled on a medium or smaller object, any water coating or soaked into the object immediately dries. This only affects water, no other liquid, and does not significantly affect bodies of water larger than a bathtub, water in sealed containers, or the water in living things. If consumed, it induces incredible thirst and chaps lips to an uncomfortable degree, but is otherwise harmless.

88. Devil's Ink. A small red vial of pitch black ink that, when used to write a document in any written language, will cause it to combust after being signed by each person required to do so in the document. After combustion, with a DC12 spellcraft check (a devil or any entity with fiendish heritage automatically succeeds) the original writer may call the document to hand or dismiss it in a whiff of smoke. Contains enough ink for 1d3 legal documents.

89. Gluey Goblin Bug Bombs. A dingy pouch filled with 1d4+1 small, marble-sized balls of rubbery material that can be chewed then stuck to an object while moist. After hardening over 1 minute, the material becomes volatile and, when disturbed, will burst with a sharp report and release hundreds of distracting (Will save DC 10 + Number in list) bugs that swarm for 1d4+1 rounds on anyone in a 10ft cube. Has a 1 in 20 chance of bursting in the user's mouth when chewed. If swallowed, the bombs are fortunately digestible. Each bomb releases (decide with a 1d6):

1. Flies
2. Cockroaches
3. Horseflies
4. Spiders
5. Bees
6. Firewasps (possess nonlethal, but intensely painful stings)

90. Featherlight Discs. 1d4 small, silver medals slightly larger than a coin but about twice as thick that, when attached to an inanimate object, cause it to weigh up to 100lbs less. If a featherlight disc would make an object weigh less than 0lbs, it instead causes the object to float 1ft off the ground and the object can be moved effortlessly by hand at one's move speed as a move action, but will sit in place if no external force is being exerted on it.

91. Portable Cloud. A wispy white substance in a clear jar that, when uncorked, expands into a stationary cloud that hovers 10ft off the ground and provides cover from rain, sun, and snow in a 10ft radius. Any precipitation that falls upon it is absorbed by the cloud, but a stream of water will puncture through it. The cloud can be commanded to return to its jar and release any rainwater that had fallen on it (up to 10 gallons) with a command word.

92. Voracious Tome. This dingy leather bound tome bears strange serrated designs on its edges and appears to hold many different types of paper and parchment pages. With a command word, the book will animate and devour any unattended nonmagical text it is ordered to, which is then stored inside. Additionally, the book can be ordered to reorganize and/or regurgitate any pages it has stored in a mess of illegible shreds. The book cannot attack nor does it have intelligence while animated, and it is otherwise treated as a normal book while in this state. It extradimensionally holds any number of pages it consumes.

93. Mundane Dust. 5+1d6 doses of powdery-gray dust that, when sprinkled over a 5ft square, makes everything within it seem boring and useless for the next 24 hours. Appraise checks made on items affected by the dust have a 50% chance of devaluing the item unless that character takes at least 2 minutes to inspect it. Search checks to notice anything of distinct value affected by the dust have their DC increased by +4. The dust comes off easily with a kerchief or water.

94. Notion Blowgun. A bamboo blowgun with blue beads and feathers affixed that, when a user calls to mind a word or phrase, they can psychically puff the thought into an unsuspecting victim's head. If the user hits the target with a ranged touch attack, the target will hear the word or phrase in their head. The blowgun has a range of 100ft. The target must be able to understand the language used to create the psychic pellet.

95. Headband of Controlling Insects. An intricate headband made of countless tiny green and yellow beads that, when the wearer pantomimes insect antennae using their pointer fingers, allows them to control the movements of a single insect in sight no larger than tarantula or stag beetle. The wearer must concentrate in order to maintain control of the insect, and the headband has a range of 30ft. The effect is broken if the wearer loses sight of the insect or they stop earnestly pretending to have antennae.

96. Brick of Weight. A seemingly normal red brick that, when a command word is spoken, its weight rapidly changes from 10 pounds to 100 pounds, or vice versa depending on its current state. The brick is remarkably sturdy, having a hardness of 30 and 10 hp. The command word can be reset with a 1-minute ritual and a DC12 spellcraft check, and is one of the following when found (1d6): activate, brick, what, catch, weightify, or juglandaceous.

97. Hippo Tooth Amulet. A hippo tooth and white beads on a leather cord that, when worn, stores up to 7 full days worth of food and water consumed by the wearer. The amulet will slowly release nourishment to the wearer as time passes. When removed, if there is more than a meal remaining in the amulet, the wearer explosively regurgitates the remaining food and must make a DC 14 fortitude save or be nauseated for an hour.

98. Immortal Crab. A crab that cannot die. Any bits detached from it crumble to dust in seconds and regrow just as fast, but the crab doesn't seem to mind. The crab is found amongst some incomprehensible alchemical notes and an empty vial.

99. Newt of Malice. A blackened, dried newt affixed to a mundane stick that, when pointed at an unsuspecting victim, instills within them a feeling of inexplicable dread and/or impending doom. The feeling is more potent if the user mumbles secrets about the victim that are otherwise not public information. This effect cannot induce fear or panic in the victim, but reduces their will saving throw vs fear by 1 to 10 depending on how potent the mumbled secrets are. The effect ends immediately when line of sight to the victim is broken, or the victim is outside the newt's 50ft maximum range.

100. Roll twice more on this chart and combine the resulting items as reasonably or unreasonably as you please. Reroll on further 100s.