



NOGGINS ADVENTURE GEAR

SAMPLE PACKET

JACK R. DAVIS
DICESTORY GAMES



BLOODY BOUTIQUE

In the murky depths of the city, where shadows pool like ink and whispers carry the weight of hidden knowledge, lies the Bloody Boutique, a sanctuary steeped in the darker arts of magic. This emporium is not for the faint of heart, serving those who revel in the mystical and macabre. It is a realm where the air is thick with the scent of ancient leather-bound grimoires and the subtle tang of necrotic spells.

The very structure of the Bloody Boutique seems alive, its walls lined with intricate tapestries depicting scenes of eldritch horror and beauty, each thread imbued with a dark power. The floors creak underfoot, echoing through the shadow-filled aisles, as if the building itself murmurs of the countless deals and dark pacts made within its confines.

Here, every item on display, from the smallest vial of cursed ink to the grandest tome of undead summoning, holds the promise—or threat—of power unimaginable, guarded under the watchful gaze of Valeria, the Dhampir proprietress. Her mastery over the necrotic and the nefarious makes her a formidable guardian of this collection, her every smile both an invitation and a warning.

The Bloody Boutique stands as a beacon for those who seek to harness the shadows, each purchase a step deeper into the depths of the dark arts.

DESCRIPTION OF THE SHOP: READ ALOUD

“As you step inside, you are enveloped by an almost palpable darkness, the light dimly flickering from candles that seem to burn with a smoldering, unnatural flame. Shelves stretch endlessly, laden with artifacts that pulse with malevolent energy and books that whisper secrets of forbidden lore to those daring enough to listen.

As your gaze lingers in the corners, the light timidly recedes, and whatever you focus on grows ominously darker, beckoning you to step closer to examine the bleached bone bindings of necrotic spellbooks. Each intricate section of the shop boasts a devilish lounge chaise and high-backed chair, suggesting that a conversation will inevitably take place once your desires cry out loudly enough to dominate your inhibitions.

The soft click of hard-soled shoes on the washed pale stone floor provides a tether to reality as your mind frantically wanders past vials filled with sewn fingers and swollen ears. The dark wood pedestals that hoist a number of large tomes into the air are chilled by the absence of open flame. Regardless of the weather outside, peering through any of the often cracked and frosted glass windows reveals a bleak and dreary grey day, enhancing the shop’s haunting ambiance.”



VALERIA SCORZAHNI

In the heart of the shadowy corners of the city, where the streets whisper secrets to those daring enough to listen, stands the Bloody Boutique, a haven for those with a taste for the darker shades of magic. Valeria, the mastermind behind this establishment, is a Dhampir caught in a delicate dance between her human sensibilities and the vampiric tendencies inherited from her bloodline. Her journey to becoming the proprietor of the most infamous shop in town is a tapestry woven with threads of intrigue, dark arts, and a sprinkle of playful wickedness that belies her sinister dealings. Her sinister demeanor is not just a mask but a finely honed tool, a way to navigate the murky waters of her trade with a smile that could both beguile and terrify.

A warlock of considerable power, Valeria's talents stretch far beyond mere business acumen. She is a master of dark divination, a connoisseur of foul magic, and a librarian with an encyclopedic knowledge of wicked bestiaries and ungodly teachings. Her cosmic patron, the enigmatic entity known as "The Plague of Stars," grants her the power to enforce the blood-inked

MISTRESS VALERIA SCORZAHNI

Medium humanoid (dhampir), neutral evil

Armor Class 16 (arcane ward)

Hit Points 68 (9d8 + 27)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	15 (+2)	12 (+1)	18 (+4)

Saving Throws Wis +5, Cha +8

Senses darkvision 60 ft., passive Perception 14

Skills Arcana +6, Deception +8, Insight +5

Languages Common, Abyssal, Infernal, Elvish

Challenge 8 (3900 XP)

Spellcasting Valeria is a 9th-level spell caster. Here spellcasting ability is Charisma (spell save DC 16, +8 to hit with spells)

Cantrips (at will) Eldritch Blast, Mage Hand, Chill Touch

1st - 5th level Detect Thoughts, Hunger of Hadar, Blight, Contact other plane, Scrying

Blood Bound Enforcement. When a creature breaks a contract, inked in blood with Valeria, her patron notifies her. She can use her reaction to inflict pain upon the creature. The creature must make a DC 16 Constitution saving throw or take 4d10 psychic damage and be stunned until the end of its next turn.

ACTIONS

Multiattack. Valeria makes two attacks with her Eldritch Blast.

Eldritch Blast Ranged Spell Attack: +8 to hit, range 120 ft., one target. Hit: 10 (1d10 + 4) force damage.

contracts she crafts with a meticulous hand. This otherworldly being, residing in the domain of cosmic horrors and endless voids, ensures that every deal struck within the Bloody Boutique is upheld, with consequences that defy the imagination for those foolish enough to breach them.

Valeria's most complex relationship is with the Crimson Order, a society dedicated to the study and containment of vampiric entities, is as complex as it is fruitful. While her half-vampiric nature puts her at odds with their core mission, her extensive knowledge and resources make her an invaluable ally. In a delicate balance of power and necessity, Valeria provides the order with rare insights into the vampiric world, trading forbidden knowledge for even rarer blood samples, a currency of great value in her line of work.

Every master of dark arts needs a right hand, and for Valeria, it is Shade, a male drow with a mysterious past. An orphan blood-bound to Valeria, Shade serves her with a loyalty that borders on fanaticism, ensuring that her deepest desire for eternal life remains within reach. Shade navigates the underworld with a deft hand,



BLOODY BOUTIQUE INVENTORY

ON THE SHELVES

Item	Weight lbs	Cost gold	Item	Weight lbs	Cost gold
Blank Parchment	0.1	1	Marking Paint	0.5	4
Book of Knots	2	7	Metal Funnel	1	4
Book of simple Translations	2	10	Metal Hooks	0.5	3
Bone Saw	1	12	Metal Rings	0.2	2
Chalk	0.1	0.5	Moldable Water Proof Clay	2	8
Chopsticks	0.1	1	Music box	1	15
Climbing Gloves	0.5	8	Nails	1	1
Compass	0.2	15	Needles	0.1	0.5
Constellation book	1	15	Pocket-sized Magnifying Glass	0.2	10
Dye's	0.5	7	Powdered Glass	1	5
Edible Ash	0.2	2	Pocket-sized Traveler's Journal (keen mind alternative)	1	12
Expandable hand fan	0.5	4	Roasting Twine	0.5	2
Fake Coins	0.5	5	Rollable Leather mat	3	10
Fake Jewelry	0.5	10	Sack of Bells	2	4
Fake Medicine	0.2	12	Scent Cover Oils	0.5	7
Flammable Grease Pen	0.2	4	Screw C - Clamp	2	5
Flying Lantern Candle	1	8	Sealed Goggles	0.5	10
Fungi Identification Book	1	7	Sealing Wax	0.5	5
Glass Ball	1	5	Section of Chain	3	10
Glass Tube	0.2	3	Signal paper	0.2	3
Graphite Pencil	0.1	1	Single pane Glass Squares	0.5	4
Herb Pipe	0.5	5	Sticky Paper	0.2	2
Hollow Rod	1	3	Straining Sack	0.5	2
Infused Oil	0.5	10	Tea Lights	0.2	2
Investigator Brush	0.2	5	Towel	1	3
Kettle	2	5	Tube of Adhesive	0.5	4
Levers and Planks	5	15	Tube of Lube	0.5	4
Lighted Rope	5	12	Vials of Weird Smells	1	10
Magic Kit Set	2	25	Wooden Box		
Magnet with loop for rope	1	8			

CORRUPTED CONTRACTS

For those shady characters (read: morally flexible) seeking a little... assistance in their less-than-legal endeavors, the Bloody Boutique is the place to be. But be warned: when you're handed that unnervingly sharp quill, it's not just ink you'll be signing with. Oh no, it's a little more... personal. A bit of your very own life essence, if you will. And as that crimson signature is hastily scrawled across her cosmically bound contracts, you can be sure your darkest desires will be met - provided, of course, you keep up your end of this particularly shadowy bargain.

Valeria's knack for crafting devilishly intricate deals is the stuff of underworld legend. Archfey's have taken a look at her contracts and with a nodding approval state "fiendishly impressive terms", Her patron, the ominously named "The Plague of Stars," insists on a certain... precision in her contract work. Think of it like

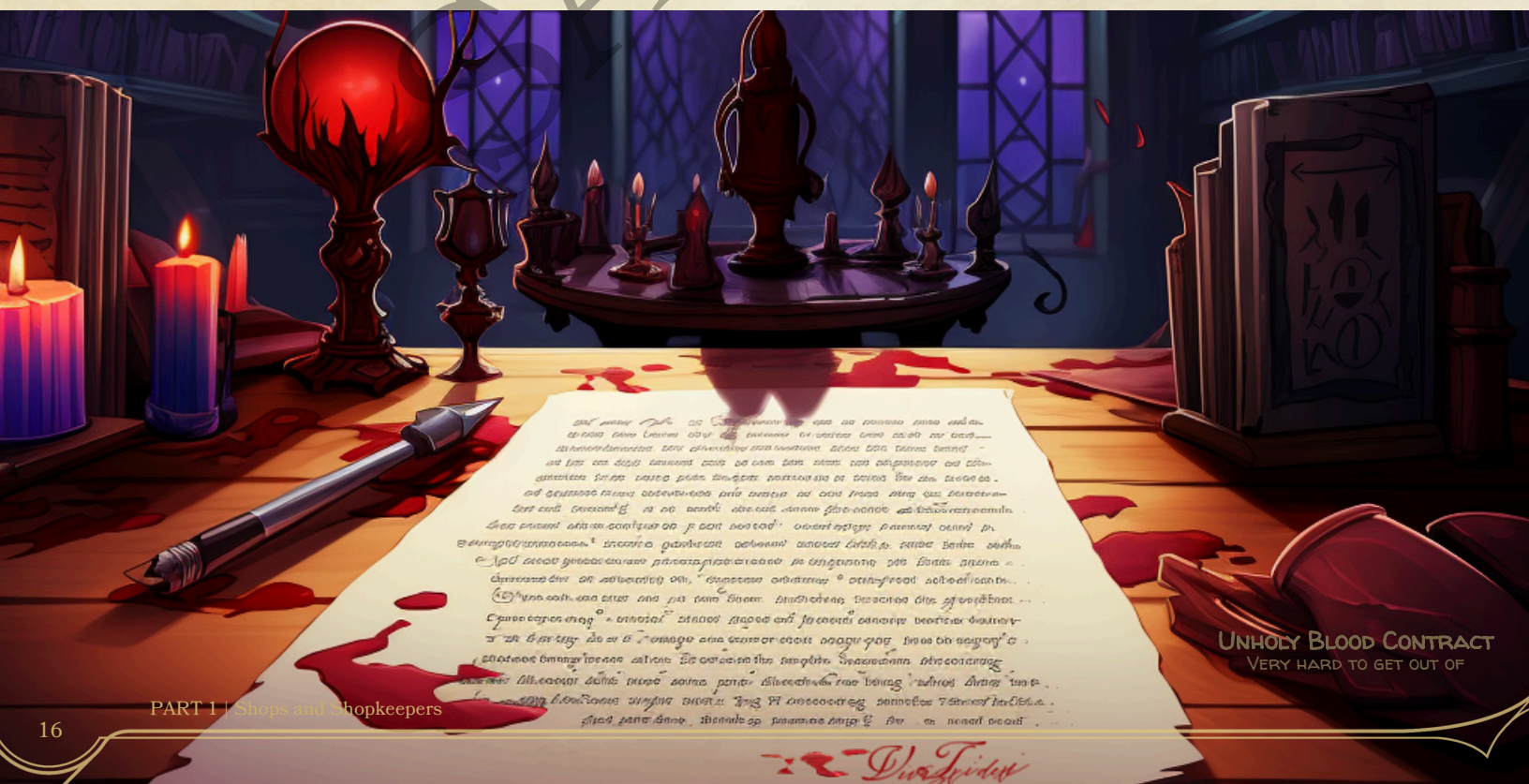
a casino from the depths of the abyss: the stakes are souls and blood, and let's just say the house always wins. But fear not! These contracts aren't left to mere chance. Oh no, they come with a nifty little arcane tracker. Break the deal? Valeria will know before you've even had time to regret that decision.

In the regrettable circumstance where you find yourself down on your luck and fresh out of bargaining chips, fear not — or perhaps fear a lot — for Shade, Valeria's ever-so-diligent assistant, will be there in a heartbeat, albeit a bit too closely for comfort. Oh yes, he has a knack for appearing just when despair hits, with a presence that is both intrusive and ominously foreboding.

You won't exactly be thrilled to see that malicious grin stretch across his face, nor will you find comfort in the bitterly sarcastic lifeline he tosses your way. But let's face it, it's a lifeline nonetheless, and quite possibly the last one you'll get before the ruthless enforcement of those dreadful contract terms kicks in.

CONTRACTS AVAILABLE

Item	Context	Reward
Recover a religious manuscript	A cult seeks the manuscript to defile the holy words of power found on its pages	500g
Persuade a influential noble to oppose a new temples construction	A new temple will compete with another one in the city. The established temple's leadership wants to keep their congregation intact.	700g or small favor
Kidnap the Virtuous Paladin	A demonic cult desires to corrupt a paladin known for their purity and valor. The contract involves kidnapping the paladin and bringing them to a specified location for a dark ritual.	1000g or large favor
Poison the City's Holy Water Reservoir	A demon, bound by the blessings of the city's holy water, seeks freedom. Tainting the reservoir with infernal ichor will weaken its chains.	750g and small favor
Steal the hammer of a powerful Cleric	A fallen angel desires this hammer to mock the heavens, believing that corrupting it will grant them power over the Cleric.	900g or large favor
Desecrate the Shrine of the Dawn	A fallen priest, now serving a malevolent deity, seeks to tarnish the reputation of his former temple by defiling its most sacred site.	600g or small favor



Use these remarks by Valeria or Shade to give them personality

Shade “I brought you a bouquet of colorful flowers to decorate your grave, but I figured a revised contract would add more color to your face. Do I scare you? Your white as a ghost!”

Shade “Usually a person gets cold feet before they sign the contract. But, everyone’s feet go cold when they break one of our contracts.”

Shade “I think your blood was worth more to you inside of your body rather than as a signature at the bottom of our contract.”

Shade “You have a wonderfully beautiful signature, I hope your name looks as good on a headstone as it did on our contract.”

Valeria “The ink on this contract will never fade. But your life will, if you break our agreement. “

Valeria “While our arrangement is a practice of formal business. The punishments for breaking it are personal.”

Valeria “You won’t find any hidden clause in this agreement. But, you will find my claws in your back if you break it.”

BREAKING A CONTRACT

This isn’t neglecting the fine print on a seaside villa rental agreement. “The Plague of Stars” doesn’t operate on a budget generous enough to accommodate failure. In this high-stakes game, fulfilling the contract to the very last letter, within the stipulated timeframe — isn’t just encouraged; it’s deadly serious.

The only way out other than making good on the bargain you’ve struck is the untimely demise of the contract’s authorizer Mistress Valeria Scorzahni. Many have attempted to fast-track Mistress Valeria Scorzahni to the afterlife. Alas, each and every one of them has instead secured a one-way ticket to their own grave. Good Luck!

SHADE VI'DEXI
ENFORCER



SHADE VI'DEXI

Medium Drow, lawful evil

Armor Class 16 (arcane ward)

Hit Points 81 (10d8 + 27)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	10 (+0)	11 (+0)	16 (+3)

Condition Immunities charmed, sleep,

Saving Throws Con +3, Cha +6

Senses darkvision 60 ft., passive Perception 11

Languages Elvish, Abyssal, Infernal, Common

Challenge 8 (3900 XP)

The Deal Changes Shade gains advantage on any stealth checks, charisma based rolls, initiative rolls when encountering signors of Contracts.

Spellcasting Shade is a 9-th level spellcaster. His spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks).

Cantrips (at will): Eldritch Blast, Mage Hand, Chill Touch

At-Will 3/day): Hex, Hold Person, Misty Step, Dimension Door, Locate Creature, Hold Monster, Synaptic Static

ACTIONS

Multiattack. Shade makes two attacks with his Eldritch Blast.

Eldritch Blast. Ranged Spell Attack: +7 to hit, range 120 ft., one target. Hit: 10 (1d10 + 3) force damage.

SHADE VI'DEXI

Shade Vi'dexi has a knack for lurking in the Bloody Boutique's shadowy nooks, exuding the silent, predatory aura of a jungle panther. Those piercing red eyes? They're not just for show. They're the windows to a mind that's always calculating, always plotting. If you've had the misfortune of breaking a contract, Shade's the "welcoming committee" you'll get to meet. And he's not here to offer you a refund.

Armed with a sharp wit to match his combat skills, Shade's got a retort for every sarcastic quip you might toss his way. A devout follower of "The Plague of Stars," he's been granted some nifty arcane perks for his service.

When Shade comes knocking, he's not delivering a friendly reminder. Nope, he's got an updated contract in hand, and let's just say the new terms aren't in your favor. The only incentive left? Keeping your skin where it's supposed to be: snugly wrapped around your bones. But hey, don't take it personally. It's just how contractual law that is magically enforced causing you to lose your soul forever goes...

INTRODUCTION

The items on the following pages are designed with three purposes:

1: Provide meaningful bonuses to players who creatively use their adventure gear.

2: Give examples of how to use the items with other players, and provide additional bonuses for players who collaborate.

3: Give Gamemasters tools to create interesting game moments that amplify risk and reward choices for players by implementing the optional drawbacks.

Each item begins with a suggested cost and weight. Next we give a description of the item and context for how it might be used. This helps players who are unfamiliar with an item. One last tip is noted under the description of each item; these tips are referred to as **Memorable Moments** they are designed to catalyze players roleplaying with each other at the table.

MEMORABLE MOMENTS: GAMEPLAY SUGGESTION

This box is present for each item. It will give players examples of how to engage with other players at the table. These are designed be creative hooks that can help drive engagement between players and the plot of the story.



USING ADVENTURE GEAR

Each item is designed with three item abilities. The item abilities have four categories: Refer to the example below for a breakdown.

(A) ITEM ABILITY:

This describes the ability that comes with the item. These items often confer a slight bonus that encourages the player to use the items.

(B) COLLABORATIVE ROLEPLAY BONUS:

A bonus that is earned by a player engaging with the other players of their party to unlock additional bonuses for the item.

(C) SAMPLE COLLABORATIVE ROLEPLAY MOMENT:

Designed to ignite imagination and to give usable examples of how to use an item to create unique gameplay moments together with other players.

(D) GM OPTIONAL DRAWBACKS:

Drawbacks are negative roll modifiers imposed at a Gamemaster's discretion to create and risk and reward choice for players in specific situations.

A:

Item Ability: Trap Trigger

+2 bonus to Intelligence (Investigation) checks. To Set up a simple triggering mechanism. when creating or dismantling traps using the metal plate.

B:

Collaborative Roleplay bonus:

+1 to Dexterity (Sleight of Hand) checks when collaborating with another player to set up a trap or disarm one using the metal plate as part of the mechanism.

C:

Sample collaborative roleplay moment:

A clever rogue, and a resourceful ranger, lay a trap for unsuspecting enemies. They use the metal plate as a pressure plate or trigger mechanism, carefully positioning it for maximum effectiveness.

D:

(GM) Optional Drawback:

-1 penalty on Dexterity (Stealth) The attention required to coordinate player movements and actions while using the metal plate in trap setups or disarms creates a noise.

2'x 2' METAL PLATE

Cost: 20 gold
Weight: 16 lbs.

An intriguing rough-cut metallic plate with endless possibilities for its applications. The plate is approximately 1/2" thick, offering several options for usage. It can be employed as a projectile, a shield, a valuable mechanical or crafting resource, a rudimentary mirror, or even as a platform for standing atop a controlled explosion to propel oneself over a distance of 100 feet or more. *Results will vary with size of explosion*

MEMORABLE MOMENTS:

Slag Zombies chased Pickle and I through cavern in the underdark. I used a metal plate and the heat metal spell to seal a metal mine shaft door shut so Pickle and I could retreat to the surface safely. ~Sledge

Item Ability: Shield

+1 bonus to AC. When using as a makeshift shield for protection.

Collaborative Roleplay bonus:

+1 to Charisma (Intimidation) when collaborating with another player to display an intimidating presence while wielding the metal plate as a shield.

Sample collaborative roleplay moment:

A mighty fighter, and a charismatic bard, create an impromptu gambling game. The fighter uses the metal plate for a tabletop, while the bard uses their words and presence advertise the game of chance.

(GM) Optional Drawback:

-1 penalty on Dexterity (Sleight of Hand) The size and weight of the metal plate make it cumbersome for both players to maneuver gracefully, imposing a -1 penalty on Dexterity (Sleight of Hand) checks made while using the metal plate together.

Item Ability: Improvised Weapon

+2 bonus to damage Use as a heavy melee weapon. Apply bonus to damage to rolls when using the metal plate as an improvised weapon.

Collaborative Roleplay bonus:

+1 to Strength (Intimidation) When collaborating with another player to demonstrate raw power and intimidation while wielding the metal plate as a weapon.

Sample collaborative roleplay moment:

A burly barbarian, and a cunning rogue, find themselves outnumbered in a dark alley. The barbarian hides the plate under their shirt giving them bonus AC against unarmed strikes, while the rogue exploits the chaos to strike strategically.

(GM) Optional Drawback:

-1 penalty on Wisdom (Perception) The use of the metal plate as a weapon may cause collateral damage to the surroundings making it difficult to find clues in the potential destruction caused by wielding the metal plate.

Item Ability: Trap Trigger

+2 bonus to Intelligence (Investigation) checks. To Set up a simple triggering mechanism. when creating or dismantling traps using the metal plate.

Collaborative Roleplay bonus:

+1 to Dexterity (Sleight of Hand) checks when collaborating with another player to set up a trap or disarm one using the metal plate as part of the mechanism.

Sample collaborative roleplay moment:

A clever rogue, and a resourceful ranger, lay a trap for unsuspecting enemies. They use the metal plate as a pressure plate or trigger mechanism, carefully positioning it for maximum effectiveness.

(GM) Optional Drawback:

-1 penalty on Dexterity (Stealth) The attention required to coordinate player movements and actions while using the metal plate in trap setups or disarms creates a noise.



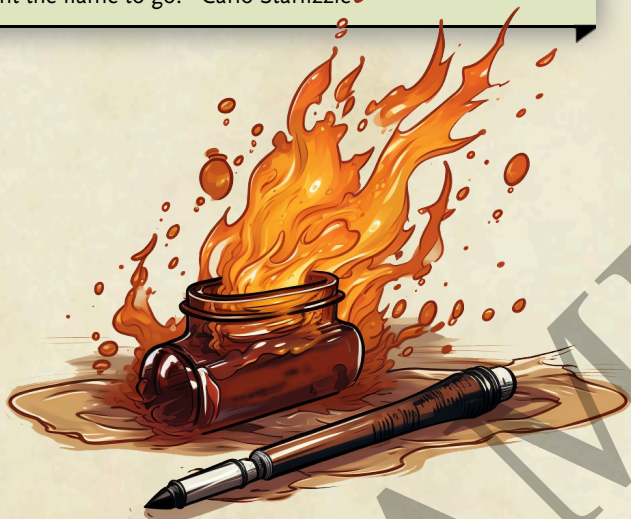
FLAMMABLE GREASE PEN

Cost: 5 gold
Weight: 1 lbs.

This pen is able to be filled with a volatile greasy substance that is able to stick to most any surface. It is delicate enough to be able to write as one would with thick oil paint. This grease will need an ignition source in order to light. Once the grease is alight it burns for 10 min or until put out.

MEMORABLE MOMENTS:

There is a significant benefit subtly in all things. More than a mere pene this allowed me to light an entire store room on fire in mere seconds rather than waiting for the flammable objects to catch fire. Simple draw a line and light where you want the flame to go. ~Carlo Starfizzle



Item Ability: Flammable Marking

+2 bonus to Intelligence (Investigation) Create temporary markings or symbols and decipher or interpret markings created with the pen.

Collaborative Roleplay bonus:

+1 to Charisma (Deception) when collaborating with another player to create misleading or secretive markings, utilizing the flammable grease pen to leave hidden messages.

Sample collaborative roleplay moment:

A rogue with expertise in deciphering codes, and a charismatic bard, work together to leave misleading markings for their enemies. The rogue uses the pen to create deceptive symbols while the bard distracts and misleads potential pursuers.

(GM) Optional Drawback:

-1 penalty on Wisdom (Perception) The flammable nature of the grease pen can accidentally ignite nearby flammable objects. This causes unintended fires.

Item Ability: Flammable Triggers

+2 bonus to Dexterity (Sleight of Hand)

Create flammable traps or triggers.

Collaborative Roleplay bonus:

+1 to Intelligence (Investigation) when collaborating with another player to set up complex traps, utilizing the flammable grease pen to mark trigger points.

Sample collaborative roleplay moment:

A cunning rogue, and a resourceful ranger, plan to ambush a group of enemies. The rogue uses the pen to mark trigger points for the traps while the ranger sets them up in strategic locations.

(GM) Optional Drawback:

-1 penalty on Wisdom (Perception) The strong odor emitted by the flammable grease pen makes it difficult for both players to remain discreet. It becomes difficult to hide or move silently due to the lingering smell that can give away their presence.

Item Ability: Flammable Signals

+2 bonus to Wisdom (Perception) Create visible or flammable signals.

Collaborative Roleplay bonus:

+1 to Charisma (Performance) when collaborating with another player to create elaborate or dramatic signals, utilizing the flammable grease pen to enhance visibility or create visually striking displays.

Sample collaborative roleplay moment:

A perceptive ranger, and an expressive sorcerer, need to send a signal to their allies. The ranger spots an elevated location and directs the sorcerer on how to create an attention-grabbing signal using the pen.

(GM) Optional Drawback:

-1 penalty on Charisma (Intimidation) The flammable nature of the pen can make others uncomfortable or cautious. The flammable pen creates an atmosphere of potential danger, making others more wary of player intentions.

GLIDER

Cost: 225 gold
Weight: 40 lbs.

Gliders can be used to transport goods and people great distances quickly. Giving yourself a eye in the sky. Resources can be air dropped into an area that would be difficult to carry extra weight into.

MEMORABLE MOMENTS:

I get hired all the time for spy opportunities. Its easy money. If its finding kobolds for the mayor. Bandits for the Guild Masters. Give me a sack of gold and Ill still go for nice easy glide about the clouds. ~Noggin Shamadoo

Item Ability: Reconnaissance

+2 bonus to Wisdom (Perception) Scout an area from above.

Collaborative Roleplay bonus:

+1 to Intelligence (Investigation) when collaborating with another player to analyze and interpret the information gathered during the aerial reconnaissance.

Sample collaborative roleplay moment:

A perceptive ranger, and an insightful wizard, take to the skies with the glider. The ranger uses the glider while the wizard uses their keen intellect to identify key points of interest.

(GM) Optional Drawback:

-1 penalty on Charisma (Persuasion) The presence of the glider during social interactions can be distracting and hinder social finesse it can raise suspicions or alternate lines of questioning as to why you have this contraption and whom benefits from the information.

Item Ability: Stealthy Infiltration

+2 bonus to Dexterity (Stealth) Use the glider for silent approach and silently descend upon a target or location.

Collaborative Roleplay bonus:

+1 to Charisma (Deception) when collaborating with another player to create a diversion or feint while utilizing the glider for a stealthy approach.

Sample collaborative roleplay moment:

A nimble rogue, and a charismatic bard, plan a heist. The rogue glides down with the glider, while the bard creates a distraction, drawing attention away from the approaching rogue.

(GM) Optional Drawback:

-1 penalty on Wisdom (Survival) The use of the glider may leave behind noticeable traces, such as disturbed foliage or marks on structures, giving clues to investigators about who committed the stealthy infiltration.

Item Ability: Aerial Assault

+2 bonus to the attack roll when using the glider to dive down and strike an enemy from above and dive from above for a surprise attack.

Collaborative Roleplay bonus:

+1 to Strength (Intimidation) when collaborating with another player to create an intimidating presence during the aerial assault, leveraging the element of surprise and domination.

Sample collaborative roleplay moment:

A fierce barbarian, and a commanding paladin, coordinate an assault from the sky. The barbarian swoops down with the glider, unleashing a devastating blow, while the paladin inspires fear and awe in their enemies with their righteous presence giving a sneaky opportunity to the barbarian.

(GM) Optional Drawback:

-1 penalty on Dexterity (Acrobatics) The speed and momentum of the glider make it difficult for both players to maintain balance and stability during the attack. Two players on the glide make it difficult to maintain their footing or perform agile maneuvers while using the glider together



POCKET-SIZED MAGNIFYING GLASS

Cost: 19 gold
Weight: 1 lbs.

Enhance small script, focus light into a fire, or add a clever costume piece to sell your attempt at deception using a disguise.

MEMORABLE MOMENTS:

Offer to burn custom messages into the hilts of players' weapons. Your friend may appreciate the personalization of their gear.

Item Ability: Investigation Aid

+2 bonus to **Intelligence (Investigation)** when using the magnifying glass to analyze and scrutinize objects, documents, or scenes.

Collaborative Roleplay bonus:

+1 to **Wisdom (Perception)** when collaborating with another player to spot hidden details or clues, leveraging the magnifying glass's precision.

Sample Collaborative Roleplay Moment:

A Rogue and a Wizard investigate a crime scene. The Rogue scans for overlooked evidence, while the Wizard uses the magnifying glass to examine cryptic messages left behind.

(GM) Optional Drawback:

-1 penalty on **Dexterity (Sleight of Hand)** due to the awkwardness of carrying and using the magnifying glass during social interactions, which can lead to clumsy movements.

Item Ability: Herbal Examination

+2 bonus to **Wisdom (Insight)** when using the magnifying glass to assess the quality, value, or authenticity of items.

Collaborative Roleplay bonus:

+1 to **Intelligence (Nature)** when collaborating with another player to identify rare plants or herbs, enhancing the ability to see minute details.

Sample Collaborative Roleplay Moment:

A Druid and a Rogue explore a forest. The Druid spots a rare medicinal herb, and the Rogue uses the magnifying glass to confirm its authenticity and details.

(GM) Optional Drawback:

-1 penalty on **Wisdom (Perception)** as focusing on details through the magnifying glass can make players more susceptible to being surprised by sudden events.

Item Ability: Arcane Expertise

+2 bonus to **Intelligence (Arcana)** when analyzing magical properties or deciphering arcane writings with the magnifying glass.

Collaborative Roleplay bonus:

+1 to **Intelligence (History)** when uncovering hidden meanings in historical documents or texts, utilizing the magnifying glass to reveal obscured information.

Sample Collaborative Roleplay Moment:

A Scholar and a Rogue investigate an ancient library. The Scholar uses the magnifying glass to decipher fading incantations, while the Rogue scans for hidden traps.

(GM) Optional Drawback:

-1 penalty on **Charisma (Persuasion)** as the intense focus required when using the magnifying glass can make players seem detached or distracted during social interactions.



STONE TEXTURED TARP

Cost: 22 gold
Weight: 9 lbs.

This tarp mimics the look of stone, making it ideal for decorating a dwarf's home, camouflaging a ranger's ambush, or concealing a druid's cave entrance.

MEMORABLE MOMENTS:

Constantly praise the craftsmanship of the tarp to the dwarf in your party, highlighting its resemblance to fine stonework and its utility in blending seamlessly with rocky surroundings.

Item Ability: Camouflage

+2 bonus to **Dexterity (Stealth)** for using the stone textured tarp to blend into rocky environments effectively.

Collaborative Roleplay bonus:

+1 to **Wisdom (Perception)** when collaborating with another player to scout the best locations for camouflage using the tarp.

Sample Collaborative Roleplay Moment:

A ranger and a rogue use the tarp to conceal their campsite within a rocky terrain, enhancing their stealth while monitoring enemy movements.

(GM) Optional Drawback:

-1 penalty on **Dexterity (Acrobatics)** as the tarp's texture can snag or restrict movement, complicating stealthy maneuvers.

Item Ability: Shelter

+2 bonus to **Intelligence (Investigation)** for constructing shelters that blend into stony environments.

Collaborative Roleplay bonus:

+1 to **Wisdom (Survival)** when securing the shelter against elements, making it both stealthy and durable.

Sample Collaborative Roleplay Moment:

A druid and a wizard collaborate to erect a shelter using the tarp during a harsh mountainous expedition, using it to shield themselves from wind and rain.

(GM) Optional Drawback:

-1 penalty on **Wisdom (Nature)** as altering the landscape to secure the tarp may disturb local flora and fauna, potentially attracting unwanted attention.

Item Ability: Distraction

+2 bonus to **Charisma (Deception)** for using the tarp to create diversions or mislead opponents.

Collaborative Roleplay bonus:

+1 to **Charisma (Performance)** when staging a distraction that involves the tarp, enhancing the deception with dramatic flair.

Sample Collaborative Roleplay Moment:

A bard and a paladin stage a mock battle against a decoy enemy camp to draw attackers away from their real target, using the tarp to simulate a larger force.

(GM) Optional Drawback:

-1 penalty on **Strength (Athletics)** due to the tarp's weight, which can be cumbersome and tiring to maneuver during prolonged use, especially in combat or while traveling.



RING OF THE EMBER SPIRIT

Ring, rare (requires attunement)

Resist fire damage. Once per day emit 60' of bright light centered on you for 1 hour.

Ember's Sacrifice (2 charges):

As an action, sacrifice 25% of your maximum hit points to cast Scorching Ray. Intelligence casting stat.

As an action, sacrifice 50% of your maximum hit points to cast Fireball. DC 15 Dexterity Save.

As an action, sacrifice 75% of your maximum hit points to cast Immolation. DC 15 Dexterity Save.

The ring is able to be recharged by laying in the coals of a fire lit by magic for 48 hours.



BOOTS OF THE GALE WALKER

Wondrous item, rare (requires attunement)

Your movement speed increases by 10 feet. Gain +1 to Dexterity saving throws.

Gale's Sacrifice (1 charge):

As an action, sacrifice 50% of your max hit points to transform into a living cyclone for 3 rounds. While in this form, you can move through creatures and objects and terrain that is 10' or less in width, dealing 3d10 bludgeoning damage to any creature you pass through. The creature makes a DC 14 Strength saving throw or is thrown 10' in random direction. The ring is able to be recharged by having Gaseous Form cast onto the ring 2 times.



STAFF OF THE TIDAL GUARDIAN

Staff, rare (requires attunement by a spellcaster)

Once per day you are able to cast Control Water.

Tidal Sacrifice (2 charges):

As an action, sacrifice 25% of your current hit points to create swirling rapids that rush around your body. This increases your AC by +1. This last for 3 rounds.

As an action, sacrifice 50% of your maximum hit points to create a globe of water that is a 15' radius centered on you. Ranged attacks entering the globe are at disadvantage. The globe is considered difficult terrain. Creatures are able to swim anywhere within the globe. Upon entering or starting their first turn in the globe creatures must succeed at DC 17 Strength saving throw or be tossed randomly in the radius of the globe and take 3d10 bludgeoning damage. On success the creature takes the damage but is not tossed.

As an action, sacrifice 75% of your max hit points, you may cast Wall of Ice one time. Additionally, your AC also increases by +2 for 3 rounds.



AMULET OF THE DESERT MIRAGE

Wondrous item, rare (requires attunement)

You can cast the Minor Illusion cantrip at will.

Desert's Sacrifice (1 charge):

As an action, sacrifice 50% or more of your current hit points to create a massive mirage on up to 8 friendly creatures. All creatures are able to take any illusory form that is a similar creature form and size. DC 17 Arcana check can see through the illusion. This lasts 1 hour. The amulet is able to be recharged by being buried in white sand for 48 hours.



BREWS

MEEFAN'S CLAIRVOYANT BREW

Brew, rare, 320g, 5 uses

After drinking this concoction, you slip into a blissful hallucinatory state for 4 hours. You experience illusory creatures and celebratory visual disturbances with patterns, lighting and color. After the experience subsides you receive a full rest and advantage on any history and arcana checks made for the next 24 hours as you are thinking with renewed clarity and enhanced perspective on your reality.

STARFIZZLE'S PURGING PEBBLE TEA

Brew, rare, 250g, 4 uses

After drinking this brew the imbiber is able to purge a 5'x 5' x 5' pile that is initially a liquid stone mixture and that over a few seconds hardens into stone. The user makes constitution checks at disadvantage for next hour as they recover from the terrifying experience.

STARFIZZLE'S PADFOOT PILSNER

Brew, rare, 375g, 4 uses

After drinking this brew the imbiber is able to visually detect the footsteps of anyone that has passed through an area in last 24 hours, the detection works out to a range of 30' of the imbiber. This was intended to help Starfizzle find his way home after getting blackout drunk but he never could get the brew right.

STARFIZZLE'S STOMACH SATCHEL

Brew, rare, 640g, 3 uses

After drinking this brew the imbiber is able to swallow any item that will fit in their mouth and have it stored magically in their stomach. They feel no discomfort and no negative effects. They are able to summon the item back at anytime in a messy ritual that best involves a empty bucket. This effect lasts until the item is leaves their stomach.

MEEFAN'S BOISTEROUS BELLOWING BREW

Brew, rare, 100g, 6 uses

After drinking this brew the imbiber has their singing voice augmented to sound beautiful and loud. The imbiber is able to gain +5 to any singing based performance check and rolls with advantage. This effect lasts 1 hour. After that hour the person is barely able to whisper for remainder of the day until a long rest, as their voice is strained.



STARFIZZLE'S PURGING PEBBLE TEA

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.
System Reference Document 5.0 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

Noggins Adventure Gear, Copyright 2024 TheDiceStory Games,
www.thedicestory.com.

END OF LICENSE