

Bits of Magicka: TM Pocket Items

Credits

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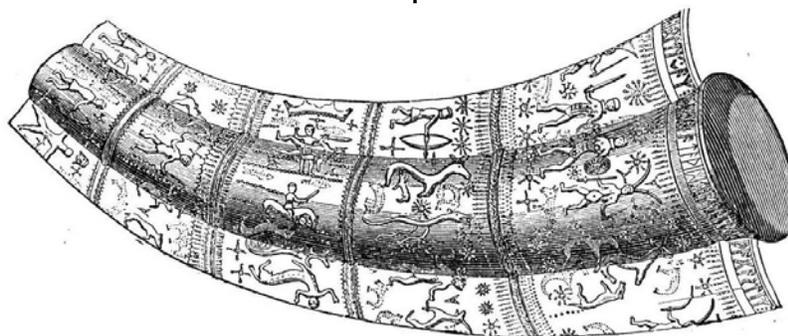
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Introduction

Welcome to *Bits of Magicka™: Pocket Items*, a free product in the Bits of Magicka line by Tabletop Adventures!

Have you ever had idle party scoundrels eye passersby in the street in your campaign cities, and try their hand at a little pickpocketing? All of a sudden, you have to come up with not only a description of possible targets, but some idea of what they might be carrying that is commensurate with the risk. Too often, this devolves into fleecing commoners for a handful of copper and silver, before the inevitable hue and cry and pursuit by the local town guards.

This is where *Bits of Magicka: Pocket Items* comes in. This free product presents you with a score of juicy targets carrying items of potential interest, including in each case a magical item of some kind. Not only do you have a wealth of interesting, but not overbalanced, loot for the enterprising cutpurses in your group to steal, but also some idea of who would be carrying it, why, and what the potential consequences might be once the victim discovers the theft.

So sit back and relax, knowing that the next time your characters' thieving instincts kick in, you'll be ready for them...quite possibly to their woe!

Using Bits of Magicka™

Whether you are a game master who loves to create adventure on the fly, a meticulous GM who crafts adventures well in advance to exacting specifications, or a beleaguered GM who barely has time to run published modules "out of the box," *Bits of Magicka* can work for you. Here are some of the ways:

1. Shooting from the hip: As mentioned above, this product is well suited for coming up with a few targets of pocket picking on the fly. Each of the persons presented here and the items they carry are admittedly not common to your average town citizen or traveler, but if thieves wish to go after easy targets, they should be content with the handful of coppers they get. Instead, these characters each stand out in some way, even if only subtly, and thus promise a greater risk to the thief.

2. Adventure seeds: A more intriguing possibility is to bring one or more of the people presented into your campaign as a minor support character or otherwise involve them in some way with the current adventure your group is undertaking. Perhaps the characters have heard of a local cult to a loathsome monstrosity and seek to investigate disappearances related to it; this could put them in contact with a possible agent of the cult, Dorgram Hamner (entry #14). Or maybe a party wizard seeks an exotic spell, only to find it excised from the book where it was stored (entry #5); the character might then seek out the lost pages—or even be accused of stealing them by the rightful owner!

Stealing from many of the individuals listed may be the springboard for an entire adventure. People usually take a dim view of having their valuable possessions stolen, and many of those with the most valuable items have powerful friends and influence that can be turned to hunting down the culprits.

Reading the Entries

The entries in Bits of Magicka: Pocket Items are arranged as follows:

TITLE: Gives a brief title describing the work.

THE MARK: A brief description of the potential target of theft, including a short bracketed section detailing the character's race, class, and level. Apart from the bracketed text, this section is designed to be read aloud to your players.

THE TAKE: An inventory of the valuables the mark carries, including not only the primary magical item described in more detail in subsequent sections, but whatever coins, jewelry, or other wealth the person might be carrying.

CONSEQUENCES OF DISCOVERY: How the mark might react if he or she catches a thief in the act, or what the victim might do once the loss is discovered. This can range from shrugging it off to hiring assassins to track down and slay those who dared the theft.

ITEM APPEARANCE: This is a description of the primary magic item carried by the individual. As

with the section above on “The Mark,” it is intended to be read aloud.

ITEM HISTORY: A few brief historical notes on who created the item and why, and some idea of what has happened to it. This section focuses more on notable people and events surrounding the item rather than being an exhaustive description of each item’s creation and history. Names of individuals, places, and organizations involved with the item are often given, but feel free to replace these with appropriate names from your own campaign. This section could be helpful in particular if a party has access to the services of a bard or historian, or appropriate divination magic. The exact difficulty of skill and ability checks to determine the information is also left to you, as it depends entirely on how significant a role you decide an item’s history has had in your campaign.

ITEM PROPERTIES: Lists the actual properties and powers of each magic item, whether it is essentially the same as an existing magic item, a variant of it, or something entirely new. This section also lists the strength and type of magical and alignment-based auras, if any, for each item, and the total value of an entry.

EL: The Encounter Level indicates the level at which this entry would be most appropriate for a group to encounter. Unlike the classic Bits of Magicka entries, which assigned EL values based

on the actual value of the magic item, the entry for Pocket Items is more a reflection of the challenge and threat the mark represents as a target of theft. In most but not all cases, the value of the take is commensurate with the level of difficulty. Note that a particular individual may be easy to steal from, but still have a high EL value due to the resources and abilities he or she commands to track down and punish thieves.

Remember: *Bits of Magicka™: Pocket Items* is designed to augment your imagination and make it easier to add flavor to your game. Never feel constrained by the exact description, properties, or history of any entry—feel free to adjust whatever it takes to suit your particular needs.

If you find *Pocket Items* to be a useful and entertaining addition to your gaming library, be sure to check out the other products in the *Bits of Magicka* line!

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12. Rashed's Glimmerlight

THE MARK

By the thick layer of dust coating the gray woolen robes of this diminutive gnomish traveler [male gnome Mnk6; Spot +10], he could only be a new arrival to town. He bears no visible weapons or other adornments on his simple rope belt, though the robe does have voluminous-looking pockets.

THE TAKE

The gnome's left pocket holds a wadded, heavily soiled handkerchief. His right pocket contains a few coins [3 gp, 8 sp, 9 cp], and a small sphere of clear crystal.

CONSEQUENCES OF DISCOVERY

This traveler, Rashed, views the loss of his small wealth philosophically, figuring the gods have placed the items in the hands of those in greater need, and does not actively pursue the criminals.

ITEM APPEARANCE

Polished to a mirror sheen, this smooth sphere of clear crystal is surprisingly heavy, and is about the size of a plum. [When held in one's hand:] The sphere erupts in bright silver light that clearly illuminates the area around.

ITEM HISTORY

The glimmerlight was created by the monastic Order of the Silver Flame, a group of gnome monks who seek physical excellence as a reflection of the purification of their spirituality. Rashed, a member of the order, was given the *glimmerlight* when he left to travel the land and gain experience and wisdom on his journey.

ITEM PROPERTIES

When held in hand, this crystal sphere radiates silver light brightly out to 20 feet, and dimly out to 40 feet. The sphere automatically activates when grasped, and deactivates one round after being released.

Faint evocation; CL 5th; Craft Wondrous Item, *continual flame*; Price 150 gp. EL 6. **Total Value:** 153.89 gp.

13. Scrivener's Exotic Inkset

THE MARK

A harried scribe [male human Exp6; Spot +4] trots along, hair mussed and a smudge of ink adorning one cheek. Despite his beleaguered appearance, the quality of his robes marks his status. He may be an important servant of a wealthy family, or perhaps the bookkeeper of a prosperous business. He bears a small leather satchel slung over one shoulder.



THE TAKE

Contained within the satchel are the scribe's tools, of masterwork quality: inks, quills, blotting sand, a knife to trim quill ends, various sheets of blank paper and parchment, and so forth [total 100 gp value]. These effectively serve as masterwork tools for the scribe's profession.

In addition, there are six different varieties of magical ink.

CONSEQUENCES OF DISCOVERY

Should the scribe's satchel be stolen, he reports the loss immediately to the noble family for whom he works; they use their resources to try to track down the thieves. Their chance of success depends upon the importance of the noble family in local affairs.

ITEM APPEARANCE

The whetstone within the pouch is made from an unusually dark granular stone, smoothed into a rectangular bar. A rune has been chiseled into the stone at either end. The coarse grains glitter with an oily sheen.

ITEM PROPERTIES

The whetstone can sharpen blades at great speed, with just a single draw across it for each side of the blade. While this does not unduly improve the accuracy of the blade in combat, it does save time; in a profession where being able to sharpen one's cutlery in a hurry is a boon (such as chef or weaponsmith), the blade adds a +2 circumstance bonus to Profession skill checks when determining weekly income.

ITEM APPEARANCE

This stone idol is a handspan long, and bears the semblance of a hulking, primitive apelike figure with a human face. Something about the proportions of the body seems vaguely awry, as if the sculptor had little experience judging the contours of natural forms. Tiny flakes of obsidian serve as the idol's eyes, staring blankly out of the human face.

ITEM PROPERTIES

When activated, the *Idol of Tur'Gaash* transforms into a hulking beast-thing nine feet tall in the same shape as the idol. It can be activated up to three times per day, for a total duration of up to 30 minutes. If slain, it reverts to idol form.

The beast-thing does not speak, but it understands Abyssal. It also can communicate empathically with the idol's possessor, if it so desires.

ITEM APPEARANCE

A teardrop-shaped stone has been set as a pendant in this fine gold necklace. The stone is polished smooth and is colored in intriguing bands of lighter and darker blue, with occasional patches of a coppery hue. The clasp on the back of the necklace looks broken. The mount affixing the gem to the necklace has been sculpted to resemble a sea serpent coiled around the top of the stone.

ITEM PROPERTIES

The pendant functions as an *amulet of health* +2; however, it needs to be repaired before it can be used, requiring 500 gp in materials.

The stone set in the pendant is a chrysocolla—a form of blue chalcedony

ITEM APPEARANCE

Polished to a mirror sheen, this smooth sphere of clear crystal is surprisingly heavy, and is about the size of a plum. [When held in one's hand:] The sphere erupts in bright silver light that clearly illuminates the area around.

ITEM PROPERTIES

When held in hand, this crystal sphere radiates silver light brightly out to 20 feet, and dimly out to 40 feet. The sphere automatically activates when grasped, and deactivates one round after being released.

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