

MENAGERIE OF MINOR MAGIC

BY ARNOLD KEMP

A GAME MASTER'S TOOLKIT



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Arnold Kemp is a blogger and really cool guy. Follow his musings over at goblinpunch.blogspot.com and make sure to thank him in G+, where he goes by "Arnold K." and posts about whatever his creative mind spits up.

ABOUT BAREBONES FANTASY™

This game takes advantage of the d00Lite™ system, a fast and simple set of game mechanics created by DWD Studios. To find out more visit <http://dwdstudios.com/barebones>

ABOUT KERANAK KINGDOMS™

The Keranak Kingdoms is a fantasy setting designed for but usable without the BareBones Fantasy roleplaying game. It is a broad brush-stroke fantasy game world designed for you – the GM – to tell a story that involves the player's characters. It gives you tools to build your tale, not frames to box in your imagination. Check out the Keranak Kingdoms setting book for sale where you purchased this product, or read the brief summary of the setting within the pages of the BareBones Fantasy game book.



MENAGERIE OF MINOR MAGIC

INTRODUCTION

Everyone knows the enchanter can create some amazing works of magic. But not everything turns out the way the creator wants. And sometimes, people want some really dumb things. At least by other people's standards.

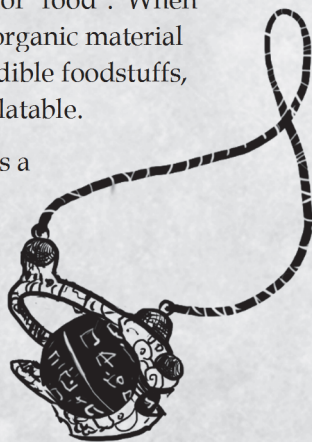
Adventurers are happy when they find a powerful sword, a shield that makes them legends, or a staff that shakes the foundation of the world. But not all magic items are so magnificent. Since permanent enchantments can outlast the purposes of their creators, it's reasonable to assume the fantasy world is riddled with unusual magic items of a much less impressive nature.

A duke's castle, for instance, might have an elevator powered by a magical winch that raises and lowers a wooden room when commanded which level is desired. The spindles used by the duchess might need not be pedaled to operate. A doll given to a princess to gain favor with the royal family might walk and hug her when she is sad. In a world where magic exists alongside gold, the rich will surely have paid for luxuries the rest of the world would find silly.

As you're planning the treasure hordes of the lairs of your adventures, keep in mind that someone paid a great price for the magic item you place there, either in gold or time or even by sacrificing their STR. It must have had a purpose for *someone*. The magic item should make sense (unless its creation was a mistake). Every magic item should have a history and purpose. The world isn't filled with unnamed swords giving +5 to hit. That's a silly waste of an enchanter's time. But there may be a magical forge that makes them, containing an imprisoned fire elemental who moans loudly and in great sorrow as he fuels the forge's flames.

What follows is a list of 100 minor magic items. Feel free to roll D100 or peruse the list to pick-and-choose what you like. Use it for inspiration or use directly in your games. The list originally appeared on the author's blog at goblinpunch.blogspot.com, and was edited for use in BareBones Fantasy by the staff at DwD Studios. We hope you enjoy it!

00. **Rover-rope.** Animate 50' rope with the personality of a loyal dog. Can be taught knots and tricks like a dog.
01. **Wooden Spoon.** Carved with rune for "food". When tapped on an inert organic or semi-organic material (wood, dirt) it turns that stuff into edible foodstuffs, although it will be mushy and unpalatable.
02. **Amulet of Hope.** Shines as bright as a candle, but only when there are no other light sources. Light points back towards a dungeon's entrance, vaguely. Hums reassuringly when clutched, and warms your hand.
03. **Orphan's Top.** Cannot be spun if there are any invisible undead nearby.
04. **Ring of the Adventurous Limb.** If worn on a hand, the entire arm will vanish. It will return after 24 hours has elapsed. When it re-appears, roll a 1D:
- 1 - tattoos on arm
 - 2 - arm has deep scars from burns
 - 3 - gained a second ring worth 1Dx10 gold
 - 4 - returns without the Ring of the Adventurous Limb
 - 5 - returns with someone else's hand wearing same ring
 - 6-10 - nothing special
05. **Dust of De-Appearance.** Can make things invisible, but wears off if the object moves, is moved, or even wiggles a bit. Best used on inanimate objects or people who can hold really, really still.
06. **Statuette of Baal.** Can be "fed" gold to grow larger, adding to its mass (does not create or destroy gold, just absorbs it). Starts out the size of a gold coin. It becomes more complex as it grows larger, adding realism and features to its statuary. At 10,000 gold it is as large as a real person. If grown to the size of 100,000 gold, it sits on a mighty steed and gains a solid slab foundation with a plaque that reveals some great secret. If grown to 1,000,000 gold, it will come alive and try to take over the world.
07. **Black Stone Pipe.** When smoked, it creates a huge cloud of smoke that obscures vision *and* allows the smoker to see



through that smoke. Can be smoked for 5 minutes and it will create enough smoke to fill a large house.

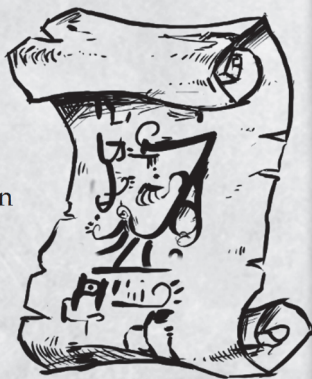
08. **Colorthief's Brush.** This paintbrush has a needle on the back. If you prick something, you steal all the color from it, but can later paint with those same brilliant colors (stored in the brush, controlled by imagination). If a book is pricked, it will steal the words. The book can then be reconstructed, but it takes a few days to reproduce.
09. **Love Potion.** Take a sip, and fall in pining love with the next person who sips from it, who will feel the same way. The love is thorough and absolute and knows no bounds. The love will dissipate in 1D days unless real love blossoms from it to replace the love gained by the potion. Created to give a love affair a jump start. Just don't let your mom drink from it after you. Ew.
10. **Exploserous Carnelian.** When activated, begins to glow hotter and hotter. Explodes like a stick of dynamite after 1d2+2 rounds.
11. **Mighty Acorn.** When thrown on the ground, immediately grows into a 20' oak.
12. **Mechanical Torchbearer.** Follows the associated amulet, or whoever is wearing it. Can hold 6 torches, and relight a new one as the old one burns out. Looks like a mechanical clockwork spider, 5' in diameter.
13. **Penguin tokens (1d10).** Summons an 80 lb emperor penguin. On land, cannot do anything except waddle to where you direct. In water, can attack as a rank 1 creature. Is destroyed/killed if it takes any damage. Reverts to a small (1") wooden token after 1 minute.
14. **Sleeping Draught.** Sleep TWICE AS HARD for four hours immediately after drinking from it. You get a full night's rest, but cannot be woken up. Unwilling targets get a WIL resistance check.
15. **Saint's Bones.** About the size of a cigar box. Contains a mandible and



some carpals. Will rattle ominously when a lie is uttered within 5 spaces.

16. **Amber Comb.** Any lightning attack within 10' is diverted to the comb instead. If the comb takes 10 or more damage (it is not immune to lightning), it shatters.

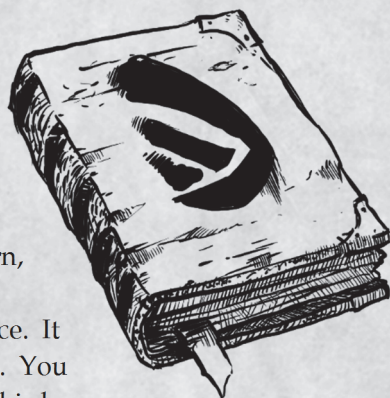
17. **Paired Scrolls.** Whatever is written on one appears on the other. Ink bleeds horribly and makes it hard to draw or write well. Give players a 3"x5" card to write on along with the largest sharpie you can find, to limit how much they can write.



18. **Library Box.** When a non-magical book is placed inside it, along with a block of wood, another of the same type will be found there the next day (the block of wood is gone). Does not work if watched.
19. **Chewed Bone.** When chewed, it fills the air with the smell of delicious fresh meat. This is strong enough to mask other odors. Dogs (and many barbarians) cannot resist gnawing on it for hours per day.
20. **Bottle of Light.** When swung overhead (a small chain is attached for this purpose) the bottle absorbs ambient light. Later, the bottle can be unstoppered to allow the light back out again. Can hold up to 5 rounds of light. Special properties of light are preserved: moonlight can induce lycanthropy, sunlight can burn vampires, etc.
21. **Silver silk handkerchief.** 3' on a side. It has a command word embroidered on it. When looked at from one side, the command word appears backwards due to the stitching going through the silk. When the command word is spoken normally, the silk handkerchief comes to the speaker's hand as soft silk but fast (moving in a straight line 20 spaces per turn). When the command word is spoken in reverse, the silk becomes as hard as steel. With practice, it can be hurled while saying the command word in reverse to slice through things or cut into them and recalled by speaking the word in reverse, effectively causing 3D damage to someone within 20 spaces.

22. **Silver silk rope.** Made by the same rogue enchanter as above, except this is a 25' rope. Has a 5-syllable command word. Speaking the first syllable of it makes one fifth of the silver silk rope become hard as steel. Speaking two syllables makes two fifths of the rope (10') become steel. The entire silk rope turns silk again by speaking the entire command word in reverse.

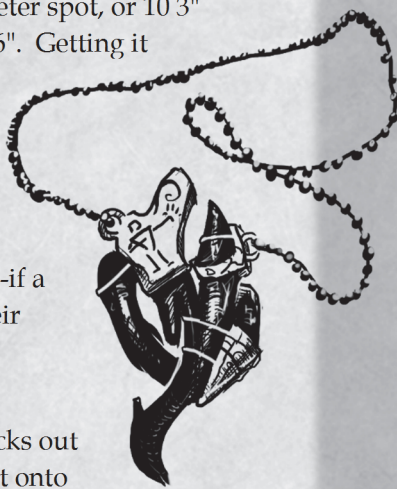
23. **Book of Epic Boredom.** When reading, make 3 WIL checks or fall asleep for 8 hours. If you ever get through the book, it was an okay story but it dragged a little.



24. **Goggles of the Clown.** When worn, everything looks like a clown, and speaks in a mocking, clowning voice. It is very difficult to tell people apart. You can barely tell a knight apart from his horse (which appears as a four-legged clown). In combat, you must make a WIL check every round or lose track of which clown is which. On the upside, you are immune to the beauty of nymphs and any gaze attack of any creature, and can look Medusa dead in the eyes.
25. **Vial of Nightshade.** When drunk, it puts the body into a deep coma and ejects the spirit (unwilling drinkers may resist with a WIL check). You can now roam around, incorporeal, until you return to your body. There is a 1-in-10 chance each hour that some mishap befalls you (body possessed by outsider, soul lost forever, etc). Coma lasts for 1D/2 days.
26. **Trollwax.** Tacky and unpalatable. Anything that tastes it must succeed on a check, or be so disgusted that it cannot taste it again. (Takes a week to fully leave the tongue.)
27. **Cheater's Coin.** When flipped, it will give whatever result the owner wishes. This is not limited to heads/tails--it can also give results of king, dragon, treasury, pilgrims, etc.
28. **Boots of Independence.** When you remove these boots and fail to restrain them (put them in a pack, etc.) they will walk back the way they came, all the way back to where you first put them on, with more-or-less the same cadence and

sounds. If you walked in a loop somewhere along the line, the boots will get stuck in the loop and repeat. You can even watch your fancy footwork where you fought those goblins (or whatever).

29. **Bloodapple tree.** Produces three fat apples every day (enough to feed 1 person). Must be watered with 1 cup of blood each day, or it will die. If dead, can be revived with water but that takes a few days of watering. Probably found dead.
30. **Skeleton gourd.** This gourd has a peephole. Anyone holding the gourd up to their face and looking into the peephole will be paralyzed while their brain is filled with visions of dancing skeletons.
31. **Ring of Petrification.** Putting this ring on will turn a person to stone, except for the ring. Someone else can remove the ring, and thereby return them to flesh.
32. **Quiet Bell.** This 2" tall silver bell prevents all sound within 1'. Was made to wear around the neck on a necklace chain to mask the horrible snoring of its wearer.
33. **Palette of All Colors.** Contains 7 mundane palettes (ROYGBIV) and 1 color that is invisible to humans. If the invisible color is painted on a wall, it allows people to see through it. Can paint up to a 3' diameter spot, or 10 3" peepholes. Penetrates no more than 6". Getting it on someone's face blinds them.
34. **Grinning Amulet.** Anyone who laughs--even a snicker--near this amulet must make a WIL resistance check or laugh uncontrollably for the next minute. Careful, it's contagious--if a player laughs during this, so does their character. No exceptions.
35. **Slimming Cone.** When touched to a creature, it instantly and harmless sucks out all the excess fat from them, ejecting it onto the floor in a big mass. The creature touched immediately becomes ravenously hungry.
36. **Grass Whistle.** When blown, roll for a random encounter. If the location has no encounter table (some



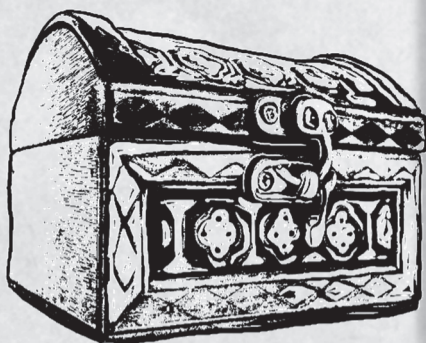
cities, maybe), the PCs will meet someone interesting who wants something. Each time you blow the grass whistle, it has a 1 in 10 chance of making grass grow from the user's head, displacing his hair. It will wither away over the next few days (or can be cut/pulled) leaving him bald. Hair will grow back.

37. **Ring of Swimming.** Wearer treats air as if it had the consistency of water. You can "fly" by swimming through the air, but the air is too thick to breath. Other water penalties also apply.
38. **Belt of Cat Imprisonment.** When laid on the ground, felines are compelled to sit in the center of it.
39. **Endless Boots.** Wearer cannot stop walking. Will never tire from walking. Cannot run; walk, walk, walk. Taking boots off while walking is nearly impossible (requires DEX-40 check, and you get only one try until your DEX changes).
40. **Spike of Woodland Suicides.** Sort of like a hunter's trap. When left in the woods, wild animals and small fey creatures will come and impale themselves on it. A verdant forest yields 1d10 rations worth per day, but must be moved daily. Fey will hate you, though.
41. **Salt Block.** Any food you carry will never spoil. Doesn't have to be on your person. Applies to a captain and his ship's cargo, for example.
42. **Log of Alarum.** This 300 lb log protects those who sleep with their heads against it. If they would be attacked in their sleep, the log has a 90% chance of waking them up (by making bird song).
43. **Naiad-hair Helmet.** 50% cursed. When worn, PC moves through all water as if it had the consistency of a gas (don't fall off a boat in deep waters). Water is still unbreathable.
44. **Demonic Muffin.** When eaten, reverses your gravity for 1-10 minutes.



45. **Chest of the Mundane.**

Anything placed inside it is covered with an illusion that makes it look worthless and boring, like scraps of old shoe leather or some moth-eaten discolored linens. When found, there is a 50% chance it will be holding something mildly valuable such as 3 peridots worth 10gp each.



46. **Everice.** Normally found in cups or other containers holding 1-10 small cubes. The ice never melts, even if thrown in a volcano.

47. **Boots of Displacement.** Placing something in one boot actually puts it in the other, regardless of how far the boots are separated. When you put them on, you can still move around but it's awkward. This was originally designed to help a rich lord who danced as if he had "two left feet," though it turned out that was just a saying.

48. **Fox-in-a-Bag.** Sleeps all the time. As soon as it touches the ground, it will run around like crazy. If you pick it up before it runs away (good luck, it has DEX 80 and a MOV of 15) it will fall back asleep.

49. **Feather of Bravado.** When placed in a hat, it points in the direction of the nearest deadly foe capable of killing the PCs. When placed in the bottom of one's shoe, allows them to run slightly faster (MOV +2) and points away from the nearest deadly foe capable of killing the PC.

50. **Gossip Cookies.** Each one contains either a random rumor from the most relevant rumor table (if playing an adventure module including such a table) or else will read "You will be killed by [random monster from most relevant random encounter table]". 50% chance of each.

51. **King Scamalot.** A small silver figurine of a king that, when given away, will return to your pocket after 1d10 minutes. The only way to permanently get rid of it is for the recipient to similarly give it away before the 1d10 minutes

expire. Alternatively, the original owner could die. This is great for scamming people. Apparent value: 1d100 silver.

52. **Ring of Grizzly Disguise.** A ring that gives the wearer a magnificent mustache/beard, depending on which finger it is worn on. The left ring finger, for example, always yields a Van Dyke.

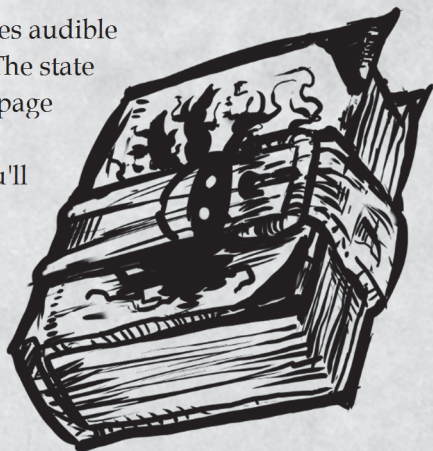


53. **Circlet of Seeing.** A ring that makes your eyeball pop out. This is not a problem, and you can continue to see through the eye just fine, like a spy-eye (can be disorienting and dizzying if the eye rolls around on the floor). Reversible if the ring is removed while holding the eye (or anyone's eye).
54. **David's Stone.** A rock that, when thrown, always hits its target. *Always.* Cannot do anything that you couldn't conceivably do with a really lucky throw.
55. **Mystic Saddle.** A saddle that turns any animal into a horse when it is strapped on. The horse cannot remove the saddle on its own (because... it's a horse). Currently owned by a bounty hunter who is fond of riding his bounties back to town.
56. **Master Key.** A key that can unlock any lock, but cannot be removed from the mechanism until it is relocked.
57. **Seeker's Tankard.** A mug that points the way to the nearest tavern when it is balanced on its edge.
58. **Cup of Hatching.** A cup that can hatch any egg that is placed atop it. Was created by an old wizard who found a dragon egg that was old and dead. It didn't give life to the dead dragon within, and is responsible for the existence of the deadly dracolich.
59. **Ring of Organic Invisibility.** A ring that makes you invisible, but not your equipment or clothing. Time to get naked.
60. **Poppins' Parachute.** An umbrella that allows you float downwards at 60' / round when open, negating fall damage.

61. **Chicken Arrows (1d10).** On a hit, target must make a WIL resistance check or feel great fear, running away as fast as he can (first arrow only). If the arrow tip is sat upon like an egg, it quickly turns into an adult chicken, which doesn't like to be sat on. Fledged with white feathers. Nobody knows who made these or why they're associated with chickens, though the fear effect is helpful.
62. **Dungbag.** Bag of Infinite Manure. Useful for campfires, or for fertilizing crops.
63. **Wand of Necromantic Cooking.** Can enchant a corpse or cut of meat to cut, prepare, marinate, and cook itself. A slaughtered pig will seek out gravy to roll around in. Sausages will jump into the saucepan, and then seek out your plate when cooked.
64. **Omnidress.** If folded then unfolded, it can turn into any type of dress (can even imitate leather armor, but not metal) of any size to fit any wearer.
65. **Indelible Pen.** Can write on anything. Writing is permanent.
66. **Scones (1D).** When broken in half, it erupts into D100 scones (10 scones = food for a day). Alternatively, it can be eaten whole to restore 10 BP.
67. **Wooden hand.** 1/day, can turn into a living-but-disembodied hand for 1 hour. Will obey your commands for the duration. It can climb most walls, operate door latches, etc. It can see normally, but cannot speak.
68. **Ring of the Dead.** Ring that makes the wearer appear to be dead and rotten. Although it's not helpful for meeting the ladies at the tavern, it will cause actual undead to ignore you. 50% chance it's cursed and cannot be removed except through use of the Cleanse spell cast by a cleric or spellcaster of level 4 or higher.



69. **Meltherian Locket.** Has "Meltheria" scrawled on it. Can be opened to reveal a comely elf woman's face who is always looking towards Meltheria. Wherever that is.
70. **Box of paired snails.** When one snail dies, so does its mate. Normally used to send very crude, binary messages. There are 1D/2 pairs of snails when found. Feed them leaves.
71. **Hungry coin.** Cursed. Will attempt to eat other coins that it comes into contact with. Eats 100 coins an hour. Grows in size and mass as it eats coins, but every day it doesn't eat coins it grows smaller until it returns to its original size.
72. **Armor of Glamour.** Looks like a fancy suit of clothes worthy of a royal function, but is actually a suit of chainmail armor.
73. **Ring of Good Omen.** The first time you fail a WIL resistance check against a curse or any other magic, the ring breaks and you automatically make your resistance check successfully.
74. **Boots of the Aristocrat.** When you click them together, your clothes become clean, your skin becomes perfumed, and your hair is styled.
75. **Cursed matches (1D).** When lit, the match does not ignite. Instead, whatever the PC is looking at catches fire. Does no damage unless allowed to progress.
76. **Preservative jar.** Anything placed in this jar enters stasis. Cannot hold anything bigger than a toad. Currently holds a toad.
77. **Party Book.** This book creates audible illusions imitating a party. The state of the party depends on the page the book is opened to. If the book is turned to page 1, you'll hear a couple people setting up silverware. Middle of the book, raucous carousing. Near the end, mostly snores and a few people taking shots.



78. **Prayer of the Seal.** When this sheet of paper is attached to a door or portal, it become locked (until the paper is removed or destroyed.)

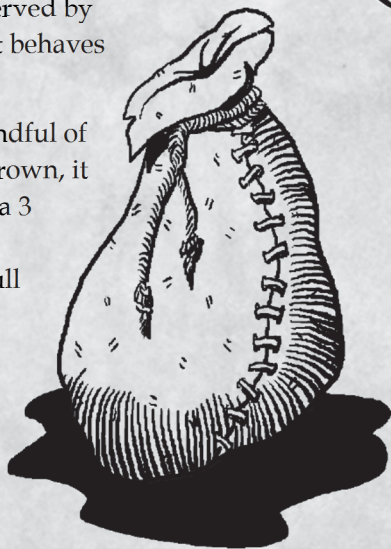
79. **Monocle of Entropy.** If you stare at something long enough, it will fall over. 1 round for a candlestick, 1 minute for a sleeping cow, 1 hour for a small tree, 1 day for a cottage or large tree, 1 week for a castle. Must be within 100'. Blinking and rests are permitted for long duration staring.



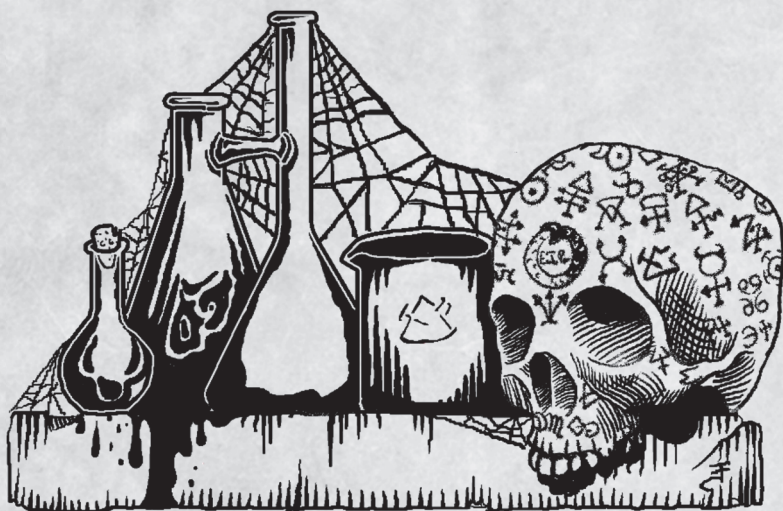
80. **Girdle of Masculinity/Femininity.** Non-cursed because that's way more fun.
81. **Stick of the Giant.** The size of a long and thick quarterstaff (though for the giant it's a small cudgel). Hits for 3D damage. Can be swung mightily once (strikes for 6D), but then breaks.
82. **Singing frog.** Knows 1D songs. Good for a free round of drinks in pretty much any bar you walk in to, with only a 20% chance that someone will try to steal it from you at the end of the night. All of the songs are dirty tavern songs.
83. **Perpetual motion machine.** Non-magical. Utterly unremarkable in a world filled with magic, but still cool.
84. **Seed of Moon Ice.** If dropped in a body of water, will "freeze" an area up to 20' diameter. If swallowed, you die. If touched, make a STR resistance check or die. Leaves awesomely frozen corpses that are not cold to the touch and never thaw. Usually found singly, but can sometimes be found in a small bag containing 2D of them, surrounded by rice or some other desiccants.
85. **Maidsbroom.** Looks like a normal broom with an ivory handle. When activated, will attempt to clean the dirtiest thing nearby.
86. **Black cat, winged.** When you tap it on the nose, it enters stasis (normally found that way). Tapping it again releases

it. While in stasis, it is as if preserved by taxidermy. While out of stasis, it behaves like a cat, only with wings.

87. **Dust of Vermicide.** When a handful of dust from this small pouch is thrown, it does 1 damage to everything in a 3 space diameter area, dropping swarms of insects instantly. A full pouch has 10 handfuls within, though when found only 1D handfuls remain.
88. **Blindfold of the Spirits.** When worn, you can attack incorporeal things as if they weren't. Also, you're blind. Good luck with that.
89. **Night's Black Windchimes.** 25% chance of alerting you when you would be attacked during the night. If one of the 1D chimes is broken in half, a refreshing (but also quite cold) breeze blows through the area, making camping quite comfortable even in the hottest nights.
90. **Goblin cloak.** Makes the wearer invisible while in shadowy areas, but stinks like a mound of goblin feces. They won't be able to see you, but they'll smell you coming even from upwind!
91. **Miser's Flute.** When played, all unsecured coins in 20' will leap up and roll after you. They will follow you as long as you play, and as fast as normal running speed. Uphill is fine, stairs are not.
92. **Donkey Legs.** These wooden donkey legs can be attached to *anything*. Once attached, the thing will follow you around like a loyal donkey. For example, you can attach them to a heavy statue and then have it walk itself out of the dungeon. Donkey legs are as strong as *two donkeys*!
93. **Giant's Ochre.** Anything painted with this pigment will double in size. Washes off easily with water or sweat. (If you paint yourself, it'll wash off after 3 rounds of sweaty combat).



94. **Mask of the Jester.** Anyone seeing it for the first time must make a WIL resistance check or be compelled to attack the wearer.
95. **Eye of Zin.** If this jewel is pressed into the forehead it remains there forever, bonded to the wearer. His eyes will turn jet black, and he gains darkvision. Unfortunately, the character will be blind whenever he is within 5 spaces of even small amounts of light.
96. **Metal Eye Mask.** Wearing this mask obscures your normal vision, but allows you to see from above, sort of like an orbital satellite's view. At sea level, you can see an area 200' in diameter, centered on the mask.
97. **Pink Bead.** When smashed on the ground, immediately turns into a huge mountain of fluffy bubbles, similar in consistency to a mass of fused marshmallows. Can cushion a fall or block a hallway or something. 10' in diameter, can be cut through with 6 slashing attacks, lasts 1D minutes.
98. **Sovereign Glue.** Can glue anything to anything. Vial runs out after 3 uses.
99. **Universal Solvent.** Can dissolve any binding agent, even Sovereign Glue. Vial runs out after 3 uses.



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MINAGERIE OF MINOR MAGIC

BY ARNOLD KEMP

Everyone knows the enchanter can create some amazing works of magic. But not everything turns out the way its creator wants. And sometimes, people want some really dumb things, at least by other people's standards.

Adventurers are happy when they find a powerful sword, a shield that makes them legends, or a staff that shakes the foundation of the world. But not all magic items are so magnificent. Since permanent enchantments can outlast the purposes of their creators, it's reasonable to assume the fantasy world is riddled with unusual magic items of a much less impressive nature.

This volume contains 100 such "treasures" – some of them are quite useful to a creative adventurer, and others... well... *somebody* wanted it made...

Originally released by Arnold Kemp on his blog, GoblinPunch.BlogSpot.com, and edited for use with the BareBones Fantasy Role-playing game, this book is a great resources for Game Masters needing that creative spark!