

TROLL IN THE CORNER'S MAGICAL EMPORIUM – MIRKMOOT'S MAGICAL ACCOUTREMENTS FOR CREATURES SMALL AND GREAT

We here at Troll in the Corner's Magical Emporium were recently approached by our Goblin counterpart, Mirkmoot, with a cross promotional offer we found ourselves unable to refuse. Magical items for small beings such as Gnomes, Halflings, Goblins and many others!

Initially skeptical about this cross promotion, we decided to move forward with it because the items are uniquely designed for players of smaller stature and we owe Mirkmoot a good deal of money.

Mirkmoot is the Goblin people's premier Wizard extraordinaire! He is quite possibly the only Goblin in living memory to attain the rank of Wizard, 3rd class or master the art of multiplication.

He brought us a whole wheelbarrow full of items and we've had to use every available wizard to work out exactly what they are and how they work. And why some of them are pink. His grasp of the common language can be a bit wanting and he insisted on naming his items himself, hence the unorthodox, wonderfully quaint naming scheme. It's ah, enbeautiful!

These items, they are certainly... unique! Never before have we come across a group of magical items so striking. Mirkmoot's sense of style and his near mastering of the art of creating magical items is unmatched by anyone we've ever met before. He has a certain ability to bring out qualities in magical items that are both unexpected and unique!

This expansion contains the following Items for use with creatures of Small size:

Mirkmoot's Belt of Enbiginating (Magical Item) Mirkmoot's helm of Engoblinating (Magical Armor) Mirkmoot's helm of Unengoblinating (Magical Armor) Mirkmoot's Dagger of Enstabbing (Magical Weapon) Mirkmoot's Fob of Unenincarcerating (Magical Item) Mirkmoot's Glorious Helm of Engloryating (Magical Armor) Mirkmoot's Short Bow of Redeadifying (Magical Armor) Mirkmoot's Bardy Lute of Unbardsuckifying (Magical . . . er. . . Instrument?) Mirkmoot's Tube of Fabulous Enseeing (Wondrous Item) Mirkmoot's Helm of Enseeing Really Far (Wondrous Item) Mirkmoot's Tablet of Easy Writingness (Wondrous Item)



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Mirkmoot's Belt of Enbiginating (Magic Item)

Aura: Transmutation Caster Level: 1 Slot: Belt Price: 600 GP Weight: 1 lb.

Description

Mirkmoot's Belt of Enbiginating looks to be a leather sword belt sized to fit small races such as Goblins, Gnomes or Halflings. It features a, ah...stylized self-portrait of Mirkmoot himself. Certainly a collector's item if we've ever seen one!

Mirkmoot claimed that this belt "Made you strong as a giant. A very small giant so it also put bulk on you like eating a lot of pig's feet."

After testing it on the local Gnome population we've determined exactly what it does to the extent that the Gnomes would cooperate. I can personally attest that it will be impossible to forget the site of a 220 pound Gnome.

This belt imparts a +1 STR bonus to the wearer. It also increases the wearer's weight by 10 pounds per level.

We recommend this for wizards who are in need of a rapid bulk-up, say while visiting a beach or tavern, and fighters who don't mind carrying around a little extra.

Construction

Requirements Craft Magical Item, Enlarge Cost 300GP

Mirkmoot's Helm of Engoblinatin(Magic Armor)

Aura: Illusion, Divination Caster Level: 3 Slot: Head Price: 1,000 GP Weight: 2 lb.

Description

One of Mirkmoot's favorite objects, or at least the only one he handed us that didn't prompt him to spit on or near our feet, is the Helm of Engoblinating. It is a standard, medium sized helm that appears to have Mirkmoot's reflection permanently captured on it.

A number of convicted felons were presented to us by the city magistrate after the incident with the Gnomes and the resulting civil suit. Testing this helm we were actually quite pleased with the results.

Once put on, the wearer will appear to any Goblins as an aged, Goblin elder, wise in the ways of well, ah, as an older Goblin.

It also allows the wearer to speak Goblin fluently, and master the ins and outs of Goblin society. To non-goblins, you will appear as normal.

Legally we are bound to tell you that mastering the ins and outs of Goblin society means the wearer will suffer a -2 to their INT and also have a strong, overriding desire to break things and pick their nose.

Each time they feel a desire to break something or pick their nose, they must make a Will saving throw (DC 15) or follow through with the action. As soon as the helm is removed, all effects cease and the wearer returns to normal.

Construction

Requirements Craft Magic Arms and Armor, Major Image, Tongues. **Cost** 500 GP



Mirkmoot's Helm of Unengoblinatin (Magic Armor)

Aura: Transmutation Caster Level: 2 Slot: Head Price: 1,500 GP Weight: 2 lb.

Description

Mirkmoot's perception of being one of the "enbigger" races is an interesting one. To illustrate for his fellow Goblins what it is like to have more grey matter and less desire to remove mucus from your nose with your finger, he created the Helm of Unengoblinating. A full helm sized for the small races.

This golden helm, for some reason, casts an eerie red glow when not being worn but appears normal while being worn. At least, while being worn by convicted felons. Our wizard advisors have been trying to duplicate this interesting feature without success, making this too a rare and wondrous collectors item.

When the helm is worn it allows the wearer to speak and read Common if they could not normally do so. It also imparts a +1 bonus to INT.

In addition to these bonuses the wearer will have a strong desire to argue about any subject they may disagree on with another party member, insisting they are in the right. They will also start using the words "Thee", "Thou", "Hence" and "Heretofore" in regular conversation. Each time this occurs, a Will saving throw (DC 15) may be made to avoid these interesting conversational quirks.

Construction

Requirements Craft Magic Arms and Armor, Fox's Cunning **Cost** 750 GP



Mirkmoot's Dagger of Enstabbing (Magic Weapon)

Aura: Divination Caster Level: 1 Slot: Hand Price: 1000 GP Weight: 1 lb.

Description

Mirkmoot confided in us one day that he has a particular love for daggers, knives and small edged weapons.

He has taken it on himself to create the definitive Goblin stabbing weapon, which he has appropriately named the Dagger of Enstabbing.

This is a small sized (1d4) +2 dagger which he has enchanted to allow even the most inexperienced stab-happy Goblin a solid chance at hitting their target. He also wished to make it particularly endearing to the Goblin race.

Once per day, the wielder need only say "Enstab!" in any language while wielding this dagger to cast True Strike on.

Mirkmoot also enabled this dagger to shout "Goblin Pride!" in his native Goblin twice daily, on command.

Unfortunately, the same command word is used for both abilities.

When the wielder shouts "Enstab!" for the first time in a day, there is a 66% chance the dagger will shout "Goblin Pride" in goblin. The second time the command word is shouted, there is a 66% chance that True Strike will be cast. If after the 2nd attempt

True Strike has still not been cast, it will be cast the third time "Enstab!" is shouted.

Construction

Requirements Craft Magical Arms and Amor, True Strike, Tongues **Cost** 500 GP



Mirkmoot's Fob of Unenincarcerating (Magic Item)

Aura: Transmutation Caster Level: 2 Slot: -Price: 300 GP Weight: -

Description

We all have to admit, none of us here knew what a Fob was prior to finding one at the bottom of Mirkmoot's wheelbarrow.

On confession our ignorance, Mirkmoot launched into a long, meandering and occasionally coherent diatribe about fobs, keys and locks.

Apparently in his youth he spent some time incarcerated on charges of spitting in public. His six hours in the clink gave him a mortal hatred of jails, prisons, and dungeons which in turn inspired him to design his Fob of Unenincarcerating.

This leather fob has within its folds a single lock pick tool, attached to a brass rivet.

It imparts a +5 to any Disable Device skill roll – but only if that skill is used to pick a lock and the wielder has at least 1 rank in it.

If you do not have any ranks in Disable Device, the Fob gives you a +2 to an unskilled DC check.

Apparently Mirkmoot uses the Lowest Bidder theory when it comes to equipment and parts. We realized after thorough testing that with every use, there is a 10% chance the pick itself will snap and become lodged in the lock, rendering it jammed. Thankfully, Mirkmoot's Fob of Unenincarcerating is capable of regenerating its lock pick tool after 24 hours if it does snap.

Unfortunately the city officials will need to replace the locks on the town armory, the Rusty Goat tavern and the female bath house.

Construction

Requirements Craft Magic Items, Knock Cost 150 GP



Mirkmoot's Glorious Helm of Englorying (Magic Armor)

Aura: Enchantment Caster Level: 3 Slot: Head Price: 1,000 GP Weight: 1 lb.

Description

This was a fun one to test. Mirkmoot's Glorious Helm of Englorying is enjoyable to use, despite its pink hue.

If you're a small statured being it will fit on your head quite nicely and adds some pretty, good stats. That little grammatical pun is intended. See the comma – oh, you get it.

Anyway, once on the head, this helm immediately adds a +1 to CHA and also causes the wearer to occasionally sparkle. At first we thought the light was reflecting of some particularly white teeth but it kept happening.

It does have one minor quirk, as many of Mirkmoot's items do. Once daily, at noon, even if the sun can't be seen, there's a small chance this helm will cast Charm Person as a 3rd level caster on one nearby person! Standard saving throw in effect. It's only a 25% chance. We think it's rather fun and the effects wear off after a few hours. It can go a long way towards party moral.

Even more fun, if no one else is within range at noon (30 feet) and this feature becomes active (25% chance) the helm will independently cast Charm Person on whoever is wearing it, causing them to fall deeply under the spell of, you guessed it, themselves! Several of our test subjects spent hours just gazing at themselves in the reflective surfaces of this highly polished headpiece.

Construction

Requirements Craft Magic Arms and Armor, Charm Person **Cost** 500 GP



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Mirkmoot's Short Bow of Redeadifying (Magic Weapon)

Aura: Necromancy Caster Level: 1 Slot: Hands Price: 1,200 GP Weight: 1 lb.

Description

A fairly standard looking short bow for small sized creatures, Minkmoot's Short Bow of Redeadifying was at first a mystery to us. A mystery until a few zombies wandered into our testing grounds and ate most of one test subject.

At that point, one of our testers took aim and let fly with this short bow! She missed of course, but on the second shot she got old Zed right between the eyes. Much to our surprise, the zombie's head exploded like an overripe Snotfruit and the short bow screamed "RE-DIE!" in the common tongue.

Thankfully those undead shamblers had gotten to a few more of our test subjects and in hours we had more zombies to further test out this bow.

It acts as a normal, small sized short bow unless it's fired at an undead creature. If that's the case, it adds a +2 bonus to strike, a +2 bonus to damage and increases the critical threat rang of this bow by one.

To sum up: Against undead this short bow can cause 1d4+2 damage, is a +2 to strike and will threaten a critical hit on a roll of 19/20.

Every time a critical hit is achieved, it screams "RE-DIE" in common.

Construction

Requirements Craft magical arms and armor, Disrupt Undead **Cost** 600 GP

Mirkmoot's Bardy Lute of Unbardsuckifying (Magical...instrument?)

Aura: Transmutation Caster Level: 8 Slot: Hands Price: 800 GP Weight: 4 lbs.

Description

We here at the Magical Emporium are a bit hesitant to call this lute an instrument. Or a lute.

Mirkmoot has taken exception to the notion of Bards, and these are his words not ours, as "Nancy pants feduddlers named Flynn who couldn't fight a cold and sing at great, nasty beasties like it matters a bit in a fight."

His idea of the perfect Bardic lute cannot be tuned, weighs a good two pounds more than an average lute, and packs quite a wallop when swung backhanded. It can still even be played, after a fashion.

The, and again this is Mirkmoot's description, Bardy Lute of Unbardsuckifying can actually be used as an improvised weapon by small or medium beings, doing considerable damage. Yes, Mirkmoot has created a damage enhanced Lute, gods help us.

The Bardy Lute of Unbardsuckifying is a +2 lute, doing 1d4+2 damage. It also imparts the feat Improvised Weapon Mastery to its wielder, but only for the purpose of wielding this lute.

If it is used by anyone in performance, it gives a -1 to any performance skill checks

as it's slightly out of tune and sounds like a hollow rock with strings.

Throughout all of our tests, using this as a weapon has failed to damage it in any way.

Construction

Requirements Craft Magical Arms and Armor, Magic Weapon, Greater **Cost** 400 GP



Mirkmoot's Tube of Fabulous Enseeing (Wondrous Item)

Aura: Divination, Transmutation Caster Level: 2 Slot: -Price: 2,000 GP Weight: 1 lb.

Description

Perhaps one of Mirkmoot's greatest accomplishments, the Tube of Fabulous Enseeing is roughly two feet long, about two inches thick and hollow. It is crafted from some sort of brass and is pink, if you haven't already noticed.

Mirkmoot himself demonstrated this for us. To activate the tube, simply pour one liter of water in to it and shake it vigorously. Despite being open at both ends, the water does not leak out at all.

Once shaken, two almost completely transparent bubbles appear at either end of the tube.

Mirkmoot then attached this tube to a standard light crossbow and we suddenly understood!

Aiming at a target through this bubble tube brought it jumping closer to us! The bubbles at either end seem to act as some sort of magnifiers.

Mirkmoot's Tube of Fabulous Enseeing can only be attached to a light or heavy crossbow, which it will stick to without tools or modification. When it's activated, using it increases the effective range increments of the weapons by 50 feet and imparts a +1 bonus to strike.

The tube works for 1d10+3 rounds.

Like all of Mirkmoot's creations this does have an odd side effect. Once activated and for the entire time it's operating, it will emit 1d6 large (6" in diameter), translucent pink bubbles every round. They waft gently upwards and away from the crossbow. They will pop noiselessly just like a regular soap bubble when they encounter an obstruction.

Once activated there does not seem to be a way to deactivate it. One must wait until all of the bubbles have wafted away at which point this tube is bone dry again. To remove it from a weapon, simply pull it off.

Construction

Requirements Craft Wondrous Item, True Strike, Magic Weapon Cost 1,000 GP



Mirkmoot's Ring of Encursing (Magic Ring)

Aura: Divination Caster Level: 3 Slot: Ring Finger Price: 200 GP Weight: -

Description

Initially the name threw us off but once we determined what Mirkmoot's Ring of Encursing actually did we were rather taken with it.

Simply put, once worn, this ring allows the wearer to use profanity in any language. At least, any language we and our considerable cadre of wizards know.

This ring is actually responsible for the settling of several long standing wagers between us and our magical staff, for which we have to thank Mirkmoot.

What had our mages initially confused is that, should the wearer utter a swear word, those within range of hearing will hear it in every single language they know *at the same time*. Since our learned wizardly staff knows at least ten languages each it took a bit of sorting out. Wizardly staff. That's a jokay, sorry.

Construction

Requirements Forge Ring, Tongues **Cost** 100 GP



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Mirkmoot's Helm of Enseeing Really Far (Wondrous Item)

Aura: Divination Caster Level: 4 Slot: Head Price: 2,000 GP Weight: 1 lb.

Description

Ah Mirkmoot. Your concepts are wonderful when thought of in the abstract but your execution can lead to some interesting results.

Mirkmoot's Helm of Enseeing Really Far is a full faced metal helm with two nearly translucent crystals somehow welded over the eye slots.

If worn without activation, the helm makes it very hard to see, giving whoever is wearing it a -4 to strike and they react to threats as if flat footed.

When the word "Enseeing" is uttered in common, the helm's magical properties take effect. They allow the wearer to see the world as if they were standing 150 feet directly in front of themselves.

It's as if their eyes were plucked out of their skull and deposited in the air, or whatever may be 150 feet in front of them. They *cannot* see anything occurring between them and their now magically distanced eyes.

This can cause quite a bit of vertigo at first if the wearer turns their head even slightly but one soon gets used to the effect. One problem is that if there is an object 150 feet in front of the wearer, such as a tree, a person, the planet or what have you, they will see as if their eyes have been placed inside that object.

For those without low light vision, it's just pitch dark. For those with low light vision, it can be a . . . disturbing view, particularly the inside of J'ak from Accounting as I can attest.

To stop the effects of this helm, simply take it off.

Construction

Requirements Craft wondrous item, Arcane Eye **Cost** 1,000 GP



Mirkmoot's Tablet of Easy Writingness (Wondrous Item) Aura: slight Divination, slight

Transmutation Caster Level: 1 Slot: -Price: 500 GP Weight: 46 lb. As far as we can tell this wondrous contraption has a range of fifteen miles, which is quite good.

Construction

Requirements Craft wondrous item, Read Magic, Message, Large granite slab **Cost** 250 GP

Description

Mirkmoot's Tablet of Easy Writingness could be one of those inventions that changes the way society operates. But probably not.

Mirkmoot has created a portable system of sending long distance messages, and we're stretching the definition of portable here.

This magical item actually comes in two parts - the Talking Stone and the Writingness Stone. If one person talks into the Talking Stone, what they say is transcribed into the Writingness Stone by magical means, at 15 words per round.

Whoever is standing in front of the writing stone can read what is slowly being rolled upwards across the screen like an unfurling scroll. One may even say scrolling upwards! I should write this stuff down.

Where was I? Oh yes, they can read it even if they cannot read at all, as it's magic and that's what magic is for, right?

The largest problem with this device, besides its slow rate of transcription is that the Writingness Stone weighs in at a hefty 45 pounds. The Talking Stone adds another pound to this.





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