

# A BAKER'S DOZEN OF SORCEROUS ITEMS



AZUKAIL  
GAMES



# A BAKER'S DOZEN OF SORCEROUS ITEMS

## CREDITS

Design, Editing and Layout: Adrian Kennelly

Cover and Page Backgrounds: Lord Zsezse Works

Image: Some artwork copyright William McAusland, used with permission.

Published by Azukail Games, a trading style of eGDC Ltd

## COPYRIGHT INFORMATION

The contents are copyright © 2021 Azukail Games. All rights reserved. As a purchaser of this product you are entitled to print one copy for personal use. Reproduction, reselling and redistribution of this work are strictly and expressly forbidden without written permission from Azukail Games.

Open Gaming License Copyright © 2007 Wizards of the Coast. All rights reserved

Eldritch Tales: Lovecraftian White Box Role-Playing™ is a trademark of Joseph D. Salvador III.

**Product Identity:** The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, trade dress and the "100 Individuals and Groups to Meet on the Road" name. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.)

**Open Content:** Except for material designated as Product Identity (see above), the game mechanics of this Azukail Games product are Open Game Content, as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

100 Individuals and Groups to Meet on the Road is published by eGDC Ltd under the Open Game License v 1.0a Copyright 2000 Wizards of the Coast, Inc.

This PDF uses Adobe layers and the backgrounds and images can be disabled for a printer friendly version.



## INTRODUCTION

This supplement has 13 new sorcerous items for your Eldritch Tales game. Each is given a name, description and powers. Though many of these powers are useful, be warned, magic in such a setting is rarely safe, and these items can cause problems, sometimes terminal ones, if they are over-used by their owners.

### BONE OF THE DEEPS

An ancient, yellow and cracked piece of bone, bound with straps of blackened gold. A Natural Science feat indicates that the bone is not from any known natural creature; a Mythos Lore check identifies it as belonging to a deep one. The bone and the gold bands have been inscribed with various symbols. When the bone is held, the user can breathe underwater and gains a +3 modifier for Athletics feats related to swimming.

If the bone is used for more than 2 hours a week, the user must make a Constitution Saving Throw or start to take on the appearance of a deep one. This will be gradual, with each failed check resulting in a new change. Roll 1d6 to determine the change.

Roll	Change
1	Blubbery mouth
2	Gill slits
3	Hair loss
4	Protruding eyes
5	Scaly skin
6	Webbed extremity

### BRASS ORACLE

A brass bust the same size as a human head, but with its eyes closed. Symbols have been carved into the forehead and cheeks that appear to be occult in nature. Unless the brass head is activated, that is

all that it appears to be. Activation requires that the user anoint the three carved symbols with 1 HP of their own blood; the head will not work if the blood of someone else is used. Once this is done, the head's eyes and mouth will open, revealing living eyes and flesh inside the mouth and it will take a raspy breath; seeing this will require a Saving Throw vs. insanity the first time it is seen.

Once the head is activated, it will remain activated for 2d6+2 rounds. It may only be activated once per day. The head can be spoken to and it will answer questions. The effect of these questions is to add a +2 modifier to all checks made for Mythos knowledge by the questioner; this bonus will stack with any others.

### CANOPIC JAR OF SET-HOTEP

A canopic jar carved from limestone with a falcon-headed lid. By the looks of it, there was once an inscription of some sort on the side of the jar, perhaps hieroglyphics, but these appear to have been worn away over time. If the jar is opened, there is still a piece of preserved intestines inside it. If a small piece of the intestines is ground up and added to liquid, which is then drunk, the imbiber will gain insights until the sun sets that day. If an Intelligence Saving Throw is made, all rolls and Saving Throws will be done at +1; failure will result in the imbiber taking 1d6 points of damage and not gaining the bonus. There is a cumulative -1 penalty to the Saving Throw for every consecutive day the intestines are used, and failure increased the damage by +1 per day. If the Saving Throw is failed a cumulative three times by the imbiber, they will be exposed to strange visions of past times and will need to make a Saving Throw vs. insanity.

When the lid is replaced on the jar, any bits of the intestines that have been removed will somehow grow back, as long as the intestines are left inside it, meaning that



there will always be intestines to harvest.

## CLAY GUARDIAN

A statue made from fired clay, about half the height of a human. The statue holds a polearm and is dressed in ancient armour, all carefully moulded into the clay itself. If it wasn't for the height and the colour, the statue would look almost like a real person. The statue is an ancient protective figure that used to stand by the bed of its owner and protect them from nightmares and supernatural threats.

The owner, as long as the statue is within the same room as them, will always gain a peaceful night's rest. Whilst they are asleep, they will also be guarded against ghosts and any mind-affecting magics, and Hounds of Tindalos and night-gaunts will be unable to enter the room unless invited by someone already present. The statue maintains a link to its owner at all times and, should the owner ever harm an innocent, they will need to make a Saving Throw vs. insanity, suffering 1/1d6 points lost. The statue will also disappear.

## CLOAK OF THE HIDDEN

This cloak is woven from fine grey wool, and is so light it feels almost without weight. The slightest draft will cause the cloak to swirl about the body of one wearing it. When the cloak is worn, it makes the wearer much harder to see as the watcher's eye slips away from them. To notice that the wearer is there requires a Wisdom Feat with a -5 penalty; even when noticed, all attacks against the wearer are done at -3.

Though it may seem as if the wearer is partly invisible, and spells to detect the invisible as well as the *powder of Ibn Ghazi* will reveal them, they are actually partly in another dimension. For every ten minutes that the cloak is worn, a d20 should be rolled, with a +1 modifier for every cumu-

lative ten minutes of wear. On a 15 or over, a Hound of Tindalos will detect the wearer's presence outside the normal dimensions and home in on them to attack.

## ELDER ROCK

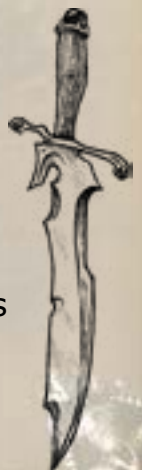
This piece of greenish rock has been smoothed by years of handling. Projecting out of the rock on one side is what looks like the fossil of a starfish, but the arms of the starfish have peculiarly truncated ends; a Mythos Lore check results in the realisation that the starfish bears a resemblance to part of an Elder Thing, though it is not close to the same size.

The possessor of the fossil gains a +1 situational modifier to all attacks against Shoggoths as long as they have it on their person. They also gain a situational modifier of +2 to all attempts to gain knowledge related to the Elder Things, whether this is to understand writing or remember Mythos Lore. After a character has possessed the fossil for seven days, they will start to have strange dreams during the night if they fail an Intelligence Saving Throw, of the strange cyclopean cities of the Elder Things and the creatures themselves. A Wisdom Saving Throw will be needed after a night of such dreams; failure means that the character will suffer a -1 on all Intelligence rolls and Intelligence Saving Throws for that day. The dreams stop when the fossil is permanently disposed of.

## GREY DAGGER

A dull and pitted grey dagger that has been forged in a single piece from meteoric iron. The dagger's handle has tattered hide wrapped around it and the blade refuses to take a sharp edge and is of no use as a traditional weapon, though it is very strong.

The dagger is capable of piercing illusions, by the user pointing it at





what they believe is cloaked by an illusion or is illusory in nature. This requires an Intelligence Saving Throw; failure results in the truth of the world being revealed and the user will be stunned for 1d6 rounds by what they see beyond the comforting veil. The dagger also provides protection against the influence of a Colour out of Space; the user will not be affected by that influence as long as the dagger is on their person.

## GLOBE OF SEEING

A crystal ball mounted on a stand made from what appears to be the severed claw of some unknown creature, but is believed to just be carefully shaped wood. A Mythos Lore check suggests that the stand is indeed a claw. At rest, the crystal ball just looks like an ordinary crystal ball, a slightly cloudy glass sphere. With an Intelligence Saving Throw, a user can get the crystal ball to act like a commune spell and contact Mythos entities in the same way and with the same limitations. Failure means the attempt doesn't work.

Once per day, for up to 10 minutes at a time, a user may attempt to use the ball to see a place they know and have visited in the past, no matter where on earth it is. This requires an Intelligence Saving Throw with a situational modifier of -1. If the attempt succeeds, they get to view the place from a fixed angle, though the scrying can be detected by some beings. If the attempt fails, the user sees a terrifying image of a person screaming as they die from fire and suffer the effects of a *confusion* spell with no saving throw.

## LENS OF PERCEPTION

A 3" diameter lens made from a type of smoky crystal that cannot be easily identified set into a tarnished brass mount that will not come clean. The mount has a hook through which a ribbon can be passed. When the lens is held up to an eye, the

viewer can see creatures and objects that are invisible or extradimensional in nature, and will suffer the normal consequences for doing so; anything that would require a Saving Throw vs. insanity if seen will require one. Looking through the lens will also allow the user to *read languages* (as per the spell) once per day.

Every time the lens is used, there is a risk to the user. Each time it is used, the user must make an Intelligence Saving Throw to use the lens properly. Failure will result in them seeing into other, horrific, dimensions, and they will suffer 1 point of Intelligence and Wisdom damage from the sight, which will regenerate the normal way.

## SANCTIFIED CLOTH

This piece of rectangular red silk cloth has been embroidered in gold thread in the centre. The embroidery is of a star inside a circle, with various runes and symbols stitched inside it. The cloth may be draped on items, or around an individual's neck, for it to be used. Any item it is placed on cannot be touched or harmed by the undead or by non-corporeal beings for long as it is in place. Neither physical nor magical attacks will hurt the item, and such beings will not be able to pass it if it is placed on a threshold, though they may go around.

Similarly, someone wearing the cloth cannot be harmed physically or magically by undead or non-corporeal beings, though they are not protected against mental attacks or immune to Sanity effects. However, if the cloth is worn by a living creature for too long, they will start to fade from existence. At the end of every hour the cloth is worn, the wearer must make a Constitution Saving Throw, with a -1 penalty for every subsequent hour worn. Failing the Saving Throw results in the cloth fluttering to the ground as the wearer becomes a ghost.



## SMOKING LAMP

A polished brass oil lamp that is decorated with various symbols; the Seal of Solomon appears to be the most prominent. The lamp appears to be of a design that is at least hundreds of years old, yet shows not a speck of tarnish or wear, looking as if it was only recently made.

If the lamp is rubbed, in the expectation that it might contain a genie, nothing happens. The lamp may be filled with oil and lit like a normal oil lamp, though it gives off an unusual amount of smoke, billowing out to form a cloud 10' in radius. Those within the smoke, other than the lamp's bearer, must make a Constitution Saving Throw or be affected as if by a *cloudkill* spell. If the lamp is used more than once per week, for each subsequent use the owner must make a Constitution Saving Throw themselves, with a cumulative -1 modifier for each time the lamp has been used, or be affected by the *cloudkill* effects themselves, no matter what level they are. Transdimensional beings within the smoke are affected as if it was a *banish* spell.

## TRUE VIOL

A viol, old but well cared for, nestled inside a velvet-lined case. The viol is perfectly tuned and never appears to need retuning. When played, the music the viol plays always sounds disturbing, no matter what the piece played is, requiring a Saving Throw vs. insanity for any first-time listener. If the player knows the true abilities of the viol, and succeeds at a Perform feat when playing the instrument, they can *charm person* as the spell once per day, if given a round in which to play. If this abil-

ity is attempted more than once per day, the music sounds harsh and the player is affected by a *confusion* spell.

The viol has another ability. If used, it will start to play itself and will function like a *commune* spell, with the entity contacted communicating through the sounds the viol plays. Watching this happen is disturbing and requires a Saving Throw vs. insanity. If this ability is used more than once per lunar month, it will fail and the user will be struck by a *feeblemind* effect for 1d6 days.

## TROJAN HELM

This ancient bronze helm covers much of the face and head but is worn in places and fragile, and is clearly unable to function as a protective piece of headgear. This is true, when it comes to weapons, because the helm's speciality is protecting the mind and granting certain mental abilities.



When the helm is worn, the user gains a +3 modifier to Intelligence Saving Throws vs. mind control effects, mind reading and charms. The user also gains the ability to read the thoughts of others, as per the *detect thoughts* spell, though with a range of 120 feet and they can penetrate thin lead and up to 4 feet of stone. Whenever this latter ability is used, the user must make an Intelligence Saving throw or have their mind flooded with the thoughts of dozens of people, gaining 1 Insanity as a result.

## MORE RELATED SUPPLEMENTS

[100 Notes and Letters to Find in Miskatonic Country: Arkham](#)

[100 Rumours to Hear in Miskatonic Country](#)

[25 Items of Weird News](#)

[Arkham Brochure](#)

[Lovecraftian Title Generator](#)

[Tomes of Cthulhu](#)

[Tomes of Cthulhu II](#)

## LINKS

[Join our mailing list](#) and get a free PDF, *The Book of Sixes*, which contains 33 d6 tables taken from our fantasy supplements.

[Subscribe to our YouTube channel](#) for product demos, unboxing videos, tutorial videos and more to come.

[Find us on itch.](#)

[Our Ko-fi store](#)



## 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 1.0a** © 2000, Wizards of the Coast, Inc. **System Reference Document** © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

**Swords & Wizardry Whitebox** by Marv Breig, Copyright 2008-2011, Matthew J. Finch.

**Monstrosities** copyright 2012, Matthew J. Finch.

**Realms of Crawling Chaos** by Daniel Proctor and Michael Curtis, Copyright 2008-2011, Daniel Proctor

**White Lies Roleplaying Game**, by Bill Logan, Copyright 2015, DWD Studios.

**WWII: Operation Whitebox** Copyright 2015, Peter C. Spahn.

**Eldritch Tales: Lovecraftian Role-Playing** Copyright 2018, Joseph D. Salvador III.

**A Baker's Dozen of Sorcerous Items** © 2021, eGDC Ltd; Author: Adrian Kennelly