

D44 CRYPTIC CANDLES



Detection Candle: This heavy blue candle is covered in gold painted eye symbols. When lit, it glows with a faint blue light that radiates 10ft. Within the light of this candle, everything becomes visibly sharper. The blue light helps to highlight hidden or obscured shapes and textures, making investigation within the light much easier.



Candle of Panic: This cone-shaped candle is deep red and has a small black holder. It will only ignite when held and burns with a black flame that cannot be extinguished. The flame casts no glow but any creatures within 30ft, except the wielder, start to panic - most too scared to even run. The candle burns out in d4 hours.



Solitary Candle: This rare but unremarkable looking candle measures 6" in height and produces faint white smoke from its bluish flame. Upon igniting the candle, all other natural light sources originating within 30ft immediately extinguish and will not reignite until the Solitary Candle is snuffed.



Apprentice's Candle: This candle, once set alight, will burn for exactly four hours. If the lighter of the candle strays further than five feet from the candle, it will instantly melt into a puddle of wax that is incredibly difficult to quickly clean up. These are often used by wizards to time a research task for their more unruly students.



Nursery Candle: These candles come in a range of bright colors. Once lit and placed on a surface or in a candleholder, they cannot be tipped over by any means. They automatically go out if any part of a human body gets within two inches of the flame.



Liar's Candle: This dark purple candle burns with a pleasant but mundane flame. However, if any speaker within 20ft speaks a deliberate mistruth, the flame briefly doubles in size and deepens to a rich red glow before slowly returning to its original size and color. The candle can be extinguished and relit whenever its owner has suspicions of subterfuge.



Candle of Desiccation: This candle is gray-green in color with a sweetish scent. When lit it will discretely drain the life force from the nearest creature within 20ft at a rate of d4 damage per minute.



The Candle of the Depths: This type of candle is usually dark gray and very short. When lit, it produces a gray flame that does not give off any light. However, the holder gains dark vision with a range of 30ft as long as the candle burns, which is typically d4 minutes.



Moth-Hex Candle: Unlit, this cursed item appears to be a common candle. Once lit, anyone who gazes directly at the flame must test their willpower or be driven to self destruction. Only snuffing the candle will end the hex.



Candle of Prisms: This candle has multitude of color layers, but only one color ever touches the wick at a given time. When lit, the flame's color matches that of the wax it is touching. Items within the 30ft glow of the candle with a similar color to the current flame will also glow. The ever changing effect is quite dazzling in a colorful environment.



Wraith Candle: a ghastly candle that seems to shift between gray and pale green. When lit a 20ft area around the candle shows any undead including ghosts, wraiths, or the like that would otherwise be invisible.



Candle of Calming: This long, narrow candle is a swirling light blue and dark violet. Once lit the aura given is a soft blue glow that radiates in a 40' globe. Creatures within are instantly calmed and are difficult to rile while within the candle's light.



Defective Hand of Glory: This candle is made from the hand of an executed criminal. When lit, the bearer of the hand becomes invisible - but only to themselves. Anyone else can see them clearly.



Portable Bonfire: This heavy three wicked candle burns with the light and heat of a bonfire. It can be used for cooking, long distance signaling, or illuminating an area out to 60ft. The candle can burn for 3d4 hours before it is no longer functional.



Candle of Silence: This quick burning candle is shaped like a cone. When lit, any sound made within 5ft of the candle cannot be heard beyond that zone. It's great for keeping conversations private but burns completely out in d4 minutes.



Bard's Candle: When lit, the smoke from this candle will form into vague shapes and images based around whatever tale or song is being performed by the one that lit it. A single Bard's Candle will last for d4 hours.

D44 MYSTERIOUS COINS



 	<p>Minotaur Coin: A round copper coin featuring the head of an angry bull on one side and an intricate circular labyrinth on the other. A close inspection of the labyrinth reveals a small skull symbol that moves slowly through the maze, as if tracking something's location.</p>
 	<p>Gateway Coin: One side of this large, silver coin shows a stone arch while the other side is smooth. When flipped, roll a <i>DIAMOND d4</i>: 1-3 (or if flipped more than once per day). The coin lands on the featureless side. Nothing happens. 4. The coin lands with the gate face-up and a magical portal is instantly opened to an unknown world.</p>
 	<p>Verdant Coin: This tarnished silver coin is engraved on both sides with vines and feels cold to the touch. If the tarnish is buffed clean the coin starts feeling warm to the touch and blooms appear on the vines. Left alone for 24 hours, the tarnish will return, the blooms will fade, and the coin becomes cold again.</p>
 	<p>Serpent Coin: This square, gold has a circular hole in the center. Encircling the hole is an etching of a serpent. If you look at the design long enough the serpent begins to move, as if slithering around the hole. Once you blink the serpent stop moving. Those witnessing the serpent's movement will have troubled dreams.</p>
 	<p>Coin of the Deep: One side of this gold coin features a smiling fish swimming underwater. The other shows a person, gasping for breath while on dry land. Deliberately holding this coin to you skin allows a character to breath underwater for <i>d4</i> hours. During this time, open air will cause them to suffocate as if drowning.</p>
 	<p>Coin of Seeking: One side of this copper coin has an arrow etched into it, the other side has a swirling pattern. When flipped, roll a <i>DIAMOND d4</i>: 1-3 (or if flipped more than once per day). The coin lands swirl-side up for no effect. 4. It lands arrow-side up and the arrow points in the direction you need to go.</p>
 	<p>Cannibal Coin: This coin is a mimic that makes itself look like the other coins around it. This creature eats other coins at a rate of <i>d4</i> per day. The coin is empathic to a small degree so that the owner does not want to spend it.</p>
 	<p>Coin of Thieves and Kings: One side of this coin is made of copper, with a grinning, hooded figure on it. The other side is made of gold with a crown on it. The imagery switches sides when the coin is flipped in the air.</p>
 	<p>Star Metal Coin: This intricate coin shows a faceless man on one side and a strange animal on the reverse. The writing on the coin is in an unknown language. The coin looks like steel, but it does not stick to a loadstone, nor can it be marred by tools, even when heated to white hot.</p>
 	<p>Coin of Obfuscated Truth: One side of this gold coin features a majestic eagle, the other an empty wooden bucket. When a simple question is asked out-loud and the coin is flipped, it will land on the side that most accurately answers the question. Questions that attempt to assign meaning to the imagery will cause the coin to vanish when flipped.</p>
 	<p>Returning Coin: This gold coin has an obvious imperfection on one face. When using this coin to purchase something, roll a <i>DIAMOND d4</i>: 1. No effect, the coin has been spent. 2-4. The coin reappears in the spender's pocket, pouch, or sock in <i>d4</i> minutes.</p>
 	<p>Thief's Penny: This copper coin shows a pile of coins on one side and an open padlock on the other. When attempting to pick the lock of something securing this coin (a chest or vault) or pickpocket someone carrying this coin, the would-be thief adds the result of a <i>DIAMOND d4</i> to their attempt roll.</p>
 	<p>Golden Aesop: This worn gold coin shows a tortoise relief on one side and a hare on the other. Once per day, the coin may be flipped. Roll a <i>DIAMOND d4</i>: 1-3 the coin lands on the turtle side. The character flipping the coin adds 1<i>d4</i> to their next Wisdom roll. 4. The coin lands on the hare side and the character gains +5 speed for 1 minute.</p>
 	<p>Coin of True Silver: When casting a spell with this coin in hand, roll a <i>DIAMOND d4</i>. 1-3. The spell is cast normally. 4. The spell is cast normally and a copy of the spell is stored in the coin. The spell can be recast later, much like casting a spell from a scroll. Casting the spell from the coin destroys it.</p>
 	<p>Demon Coin: This gold coin features the same grinning demon on both sides. Whoever possesses this coin is convinced they are stronger, smarter, and faster because of it. In reality this is only a mental shift. Losing or spending the coin causes the character to suffer -1 to all stats for <i>d4</i> days.</p>
 	<p>Doppelganger Coin: This coin is so worn that it's difficult to tell what it features. When flipped, roll on the Mysterious Coins table. The doppelgänger coin becomes that coin for 24 hours.</p>

D44 PRIMITIVE TOTEMS



Dual Hound Totem: This soapstone carving of a dog has a head on both ends and is decorated with a few crude symbols. Any canines that can see or smell the carrier of this totem will bark and growl, growing increasingly hostile if the totem or its bearer do not move out of range.



Ever Green Bough: This intricately carved cedar rod is topped with a bundle of vine wrapped fragrant leaves. The leaves never wither, and planting the stake near cultivated plants keeps pests away.



Hound's Nose: This medium sized canine skull is painted with arcane runes and stuffed with mild smelling herbs. When the bearer inhales deeply at the back of the skull they gain any tracking bonuses that the canine had in life for d4 rounds.



Narrowman: Carved in the shape of an elongated human head, this wooden totem hangs from a braided leather cord. If the bearer needs to squeeze through a narrow opening, roll a *DIAMOND d4* to determine the bonus they receive.



Ocean Spirit: A small, hand-carved fish made from a piece of drift wood about 3 inches in length. While carrying said totem, one gains a bonus to swimming and sense of peace and calm within large bodies of water.



Clipping Whistle: This totem is made from the hollow bones of a large bird, bundled together on a leather lanyard. When spun rapidly, the bones make a shrill whistling sound that reduces the flight speed of any creature within 100 feet by half.



Dragon Aspect: This totem is made from an intricately engraved dragon scale. The wielder of this totem can choose to have it absorb the damage from an attack of the same damage type as the breath weapon of the dragon from which the scale came. Doing so destroys the totem.



Ghost Chimes: These wind chimes, made from human bones, do not move when hung up in the wind. If hanging freely, they will begin to sway and chime if an undead creature comes within 40ft of them.



Sea Runes: This collection of rune-carved shells is held in a small pouch connected to a lanyard. Casting the runes on the deck of a ship at sea will give a d4 bonus to the caster's next navigation roll. The runes can be cast once every d4 days.



Talking Stick: This cedar stick is carved with the likeness of d4+2 animal heads. Holding the stick allows the user to understand and be understood by the types of animals depicted on the stick. Common animals featured include rabbit, raven, deer, fox, bear, squirrel, skunk, snake, rat, wolf, various types of cats, and occasionally mammoth or roc.



Liar's Doll: This small doll is made from sticks and straw bound around a shriveled elf tongue. When gifted to a child, the will believe the first lie they are told as an unshakable truth.



Dead Man's Hand: This shriveled hand is worn on a lanyard around the user's neck. If the wearer is grappled or attacked with natural weapons, the attacker will take d4 damage as the hand claws and scratches defensively. When the wearer sleeps, roll at *DIAMOND d4*. On a 4, it will attempt to attack the wearer.



Skullcap Bowl: This bowl is made from the rune-carved top of a humanoid skull. When liquid is poured into the skull, the GM rolls a *DIAMOND d4*. On a roll of 1 to 3, the liquid becomes an elixir that heals d4 damage. On the roll of a 4, the liquid becomes poison which inflicts 6d4 damage. The user has no way of knowing what the liquid has become.



Snake Torc: This neck-ring is made from the desiccated remains of a dead viper, threaded with fine copper wire. If the wearer is successfully poisoned, they become immune from that type of poison after they have recovered so long as they are wearing the torc.



Stone Whistle: This smooth stone is shaped like a large egg with a hole in the narrow end. Blowing into the hole caused the stone to resonate with a deep whistling tone. Any secret doors made from stonework within 50ft will automatically open. After use, roll a *DIAMOND d4*. On a 1, the Stone Whistle cracks and becomes useless.



Divining Claw: This totem is made from the claw of an albino raven. When activated by concentrating, the claw will point toward a person that the user is seeking. Every morning the GM should roll a *DIAMOND d4*. On a 1, a swarm of flying creatures (crows, bats, wasps, or whatever is appropriate) will attack in an attempt to destroy the talisman

THANK YOU!

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