



# THE ADVENTURER'S HOARD

January 2017

## **10 MAGIC ITEMS**

*Includes the following:*

Returning Lurdig Beater, Rationfruit Plant, Flesh Brace (Claw),  
Nibill Ladder, Shortening Staff, Commander of Beetles,  
Count Veldoser's Demise, Dragonmind Thrasher,  
Sour Torgat, Murotar's Glory

*Made for use with The Indie Hack by Slade Stolar.*

**CREDITS:**

Text, art, design, and layout  
by Thomas Novosel

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**TO MY SUPPORTERS:**

I would like to take this bit of space to thank all of my supporters over on Patreon, without your encouragement the internet would be 100+10 percent less interesting of a place:

Austin Zach, Charlie Vick, Chris Stieha, Dirk Leichty, Edchuk, Christopher Mennell, John Schuhr, Karl Larsson, Kathleen Hyde, Maria Rivera, qpop, Tony,



*[www.patreon.com/thomasnovosel](https://www.patreon.com/thomasnovosel)*

# Ah! An Adventurer's Hoard!

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Every retired adventurer has a chest full of oddities that have gathered dust in their cellar or in the attic among other things from a different time. Items of immense power, swords that sing as they slice through foes, helms which grant the wearer access to the memories of all those who have died wearing it, and much, much more. These items buried in mountains of gems, jewels, and gold coins from empires that he/she had a part in overthrowing or rebuilding.

This text is a peek into 10 items of power that an eccentric adventurer from a distant land kept stowed away out of sight of prying eyes and rogue grabbers. A small bit of a section of the vast wealth of tales and riches found in an adventurer's hoard.

## What is this?

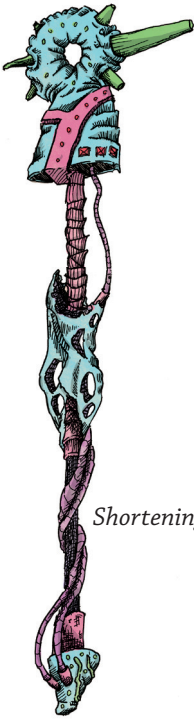
This is a collection of 10 interesting magic items to be planted in dungeons, towers, and even at the bottom of a draining lake by a Game-Master who likes interesting magic items. But even if they can't be used directly, each is sure to inspire the creation of something interesting to reward Players or reveal dangers that lie on the horizon (and maybe just past it in the shadows).

## The Indie Hack

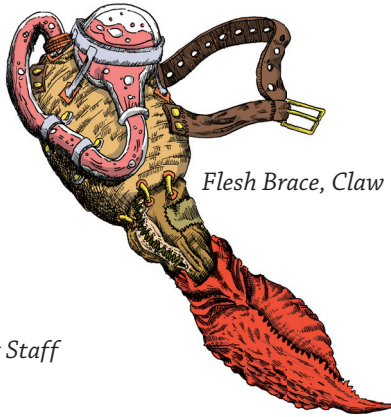
The Indie Hack is a fantasy rpg with some interesting qualities which make it different than the traditional "us against the goblin horde" type game. So here are some words from the creator of the game to pitch it to you:

*"The Indie Hack (TIH) is a minimalist fantasy roleplaying game that takes old-school gaming and gives it an indie-game edge: you still get heroes, magic, traps, and monsters but the players get more control over the richness of the story and the mysteries of the setting. The characters are ruled not by abstract ideas of goodness and order, but by Masters (who they must try to impress) and Goddesses (who they need to appease or face death, or worse). At just 28 pages, The Indie Hack is a light-weight way to shift your dungeon-delving paradigm."*

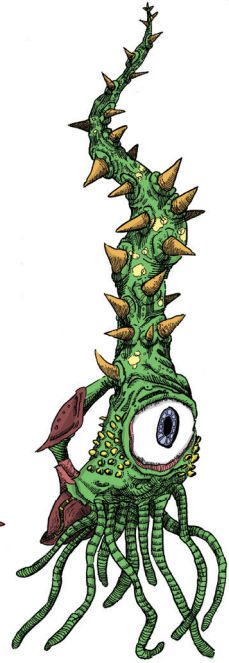
For additional information on The Indie Hack, or if you are interested in purchasing it in print or PDF, visit [www.scablandspress.com](http://www.scablandspress.com).



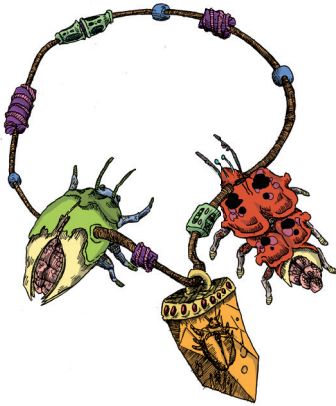
*Shortening Staff*



*Flesh Brace, Claw*



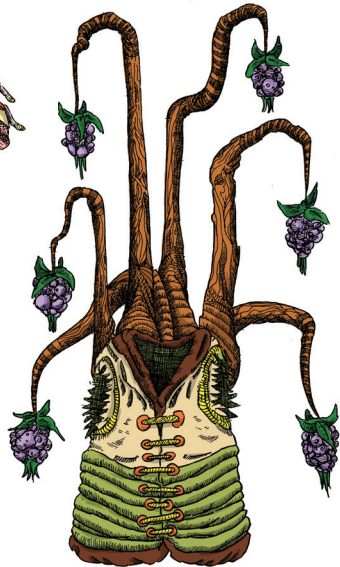
*Returning Lurdig Beater*



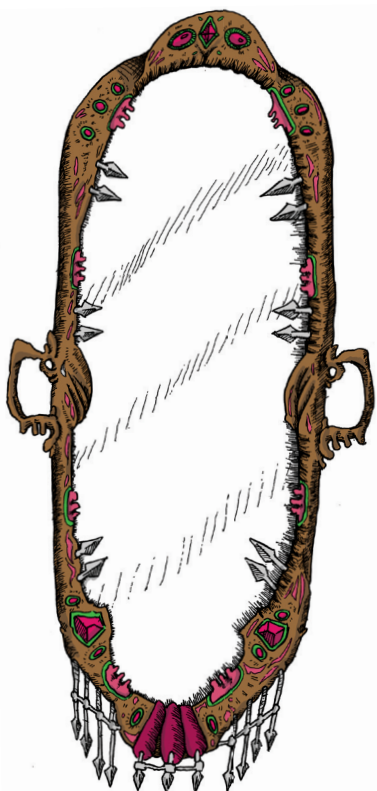
*Commander of Beetles*



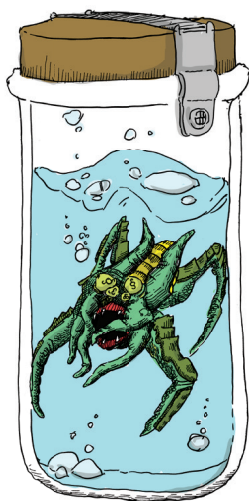
*Nibill Ladder*



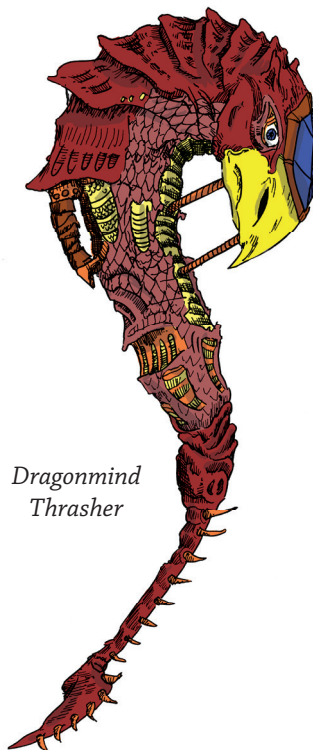
*Rationfruit Plant*



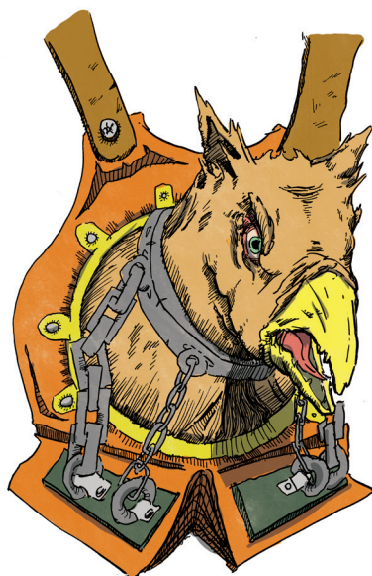
*Count Veldoser's  
Demise*



*Sour Torgat*



*Dragonmind  
Thrasher*



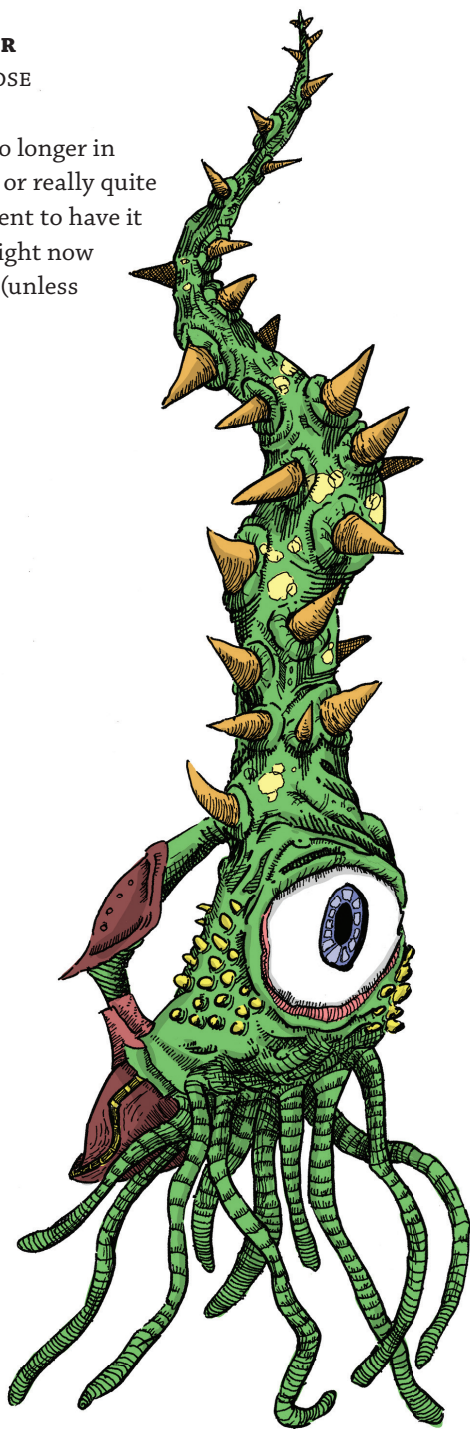
*Murotar's Glory*

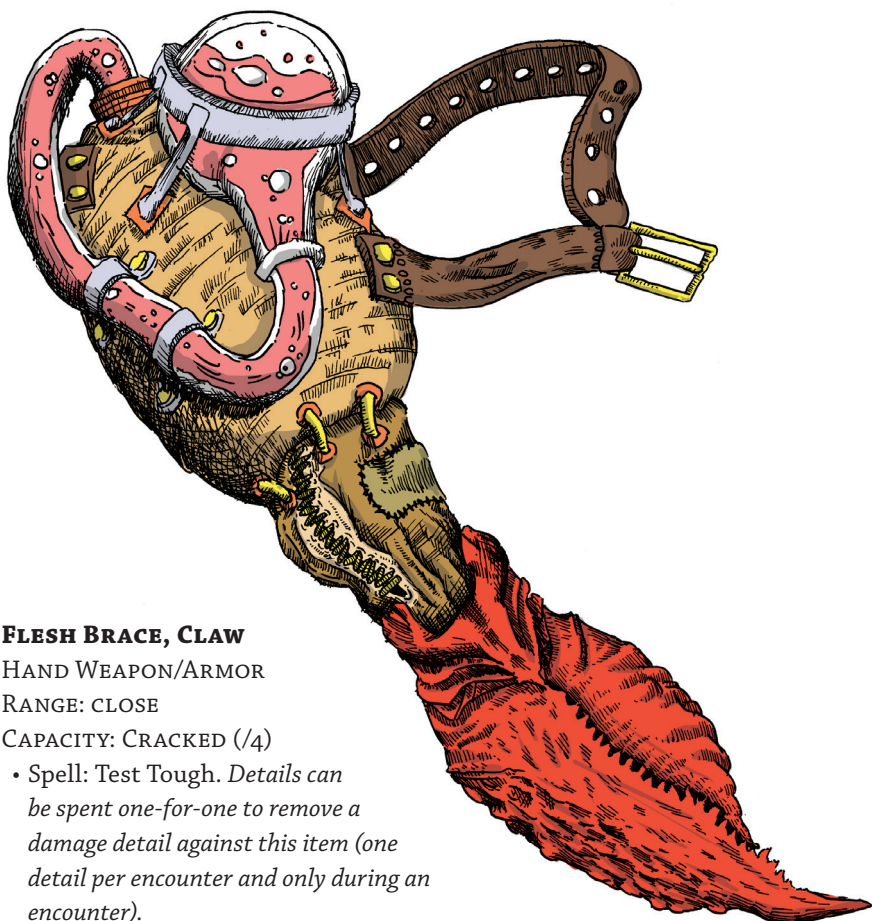
## RETURNING LURDIG BEATER

HAND WEAPON | RANGE: CLOSE

CAPACITY: SLAIN (1/4)

- If this item is dropped or no longer in your hand (and is not slain or really quite far away) a detail can be spent to have it run back into your hands right now despite distance or terrain (unless there are flames).





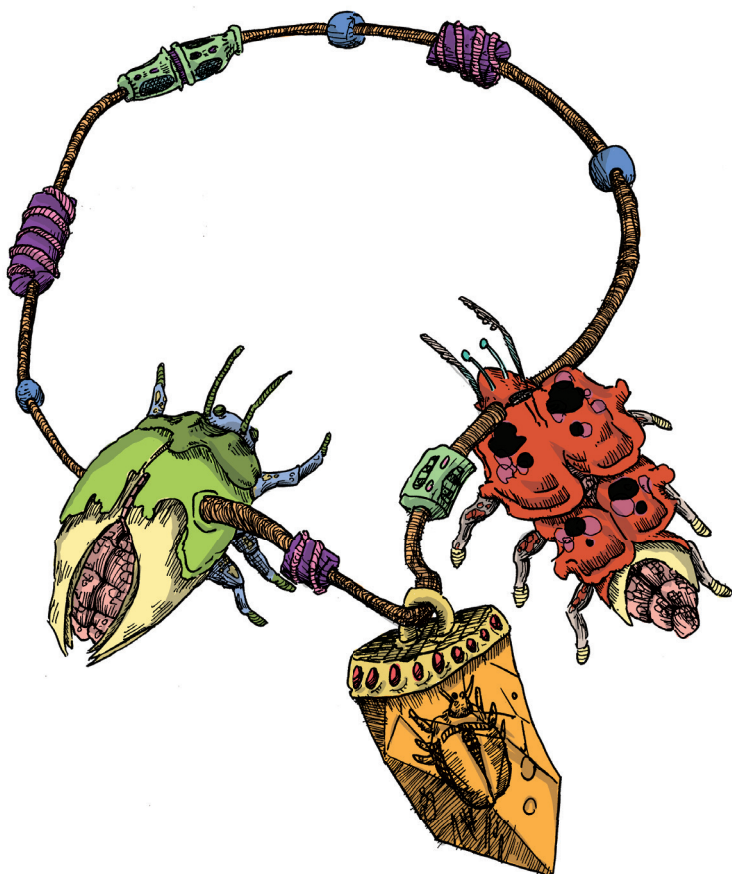
### **FLESH BRACE, CLAW**

HAND WEAPON/ARMOR

RANGE: CLOSE

CAPACITY: CRACKED (/4)

- Spell: Test Tough. *Details can be spent one-for-one to remove a damage detail against this item (one detail per encounter and only during an encounter).*
- While wearing this item, your arm fills the form of the claw, meaning this arm cannot be used in tasks that don't benefit from the extreme strength it grants the user.
- *Deadly* (adds 1 damage detail when over), and *Cumbersome* (adds 1 additional negative detail when under).



## COMMANDER OF BEETLES

NECKLACE | CAPACITY: BROKEN (/2)

- Spell: Test Clever. *Number over indicates the number of giant beetles that come to the user's aid. Number under indicates number of giant beetles that come to attack the user and party.*

## Giant Beetle (CL 1-2)

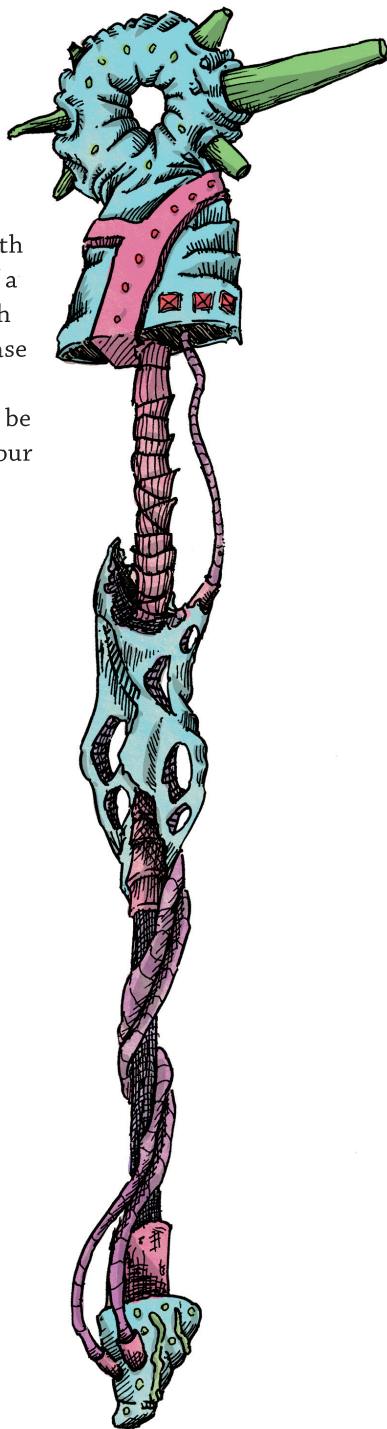
- Fallen (/3)
- Snap (as Hand Weapon, "Crushed" as GM Scene detail)
- Burst Flight (can fly in short bursts potentially knocking down or disarming enemies)

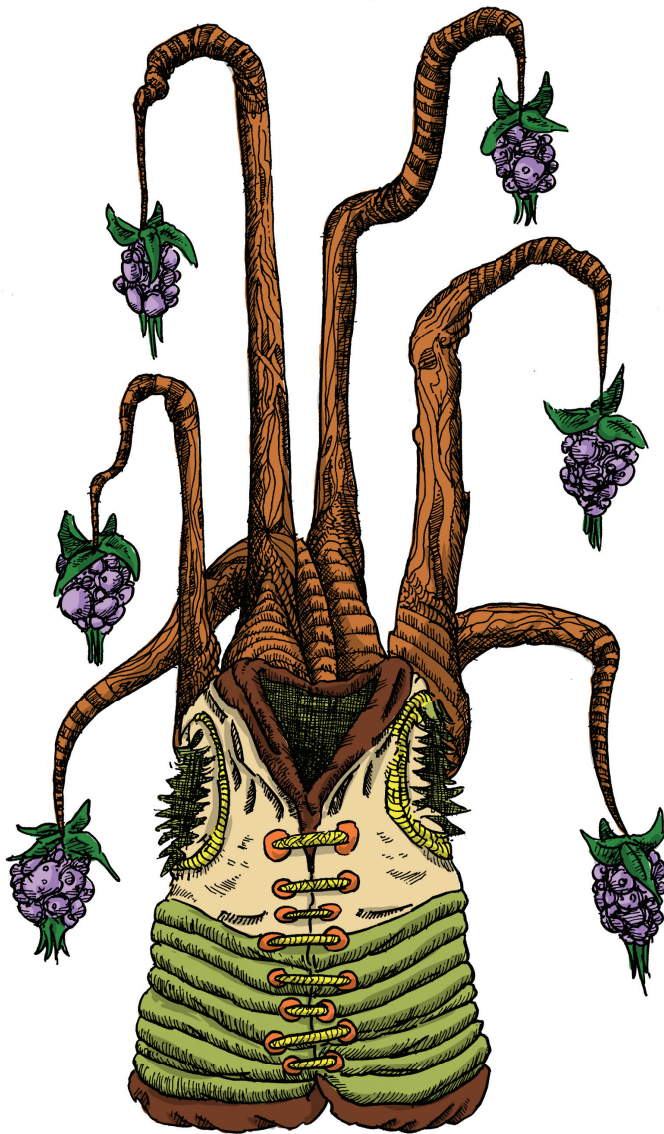
### SHORTENING STAFF

HAND WEAPON | RANGE: CLOSE

CAPACITY: SNAPPED ( $\frac{1}{3}$ )

- Walking forward while holding this item causes you and the staff to shrink to 75% of your previous steps height (shrinking each step, with the lowest size possible being that of a regular ant). Walking backwards with the item in hand causes you to increase in size at the same rate, but with the maximum height that could possibly be attained being 6 inches taller than your natural height.

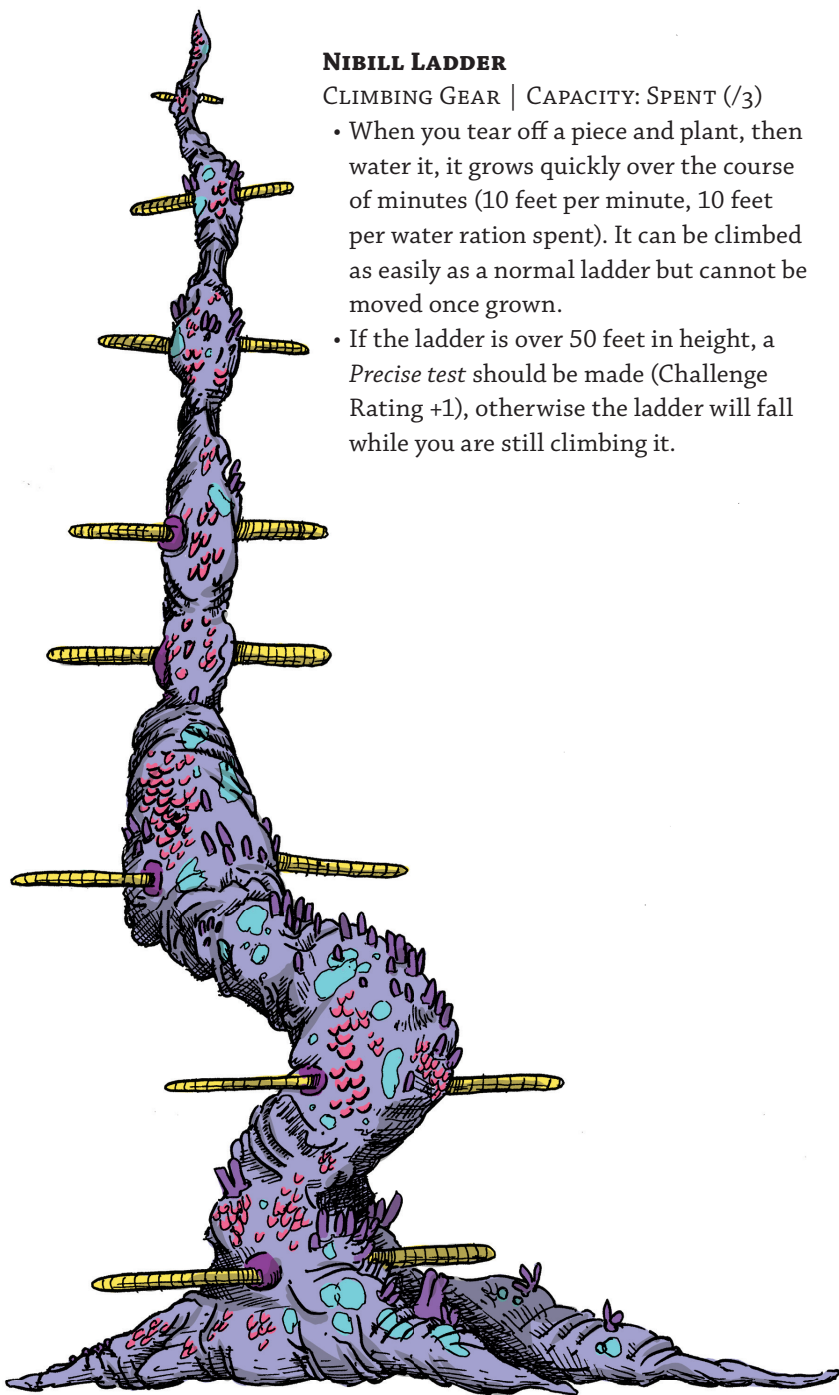




### **RATIONFRUIT**

RATIONS/CLOTHING | CAPACITY: WITHERED (1/4)

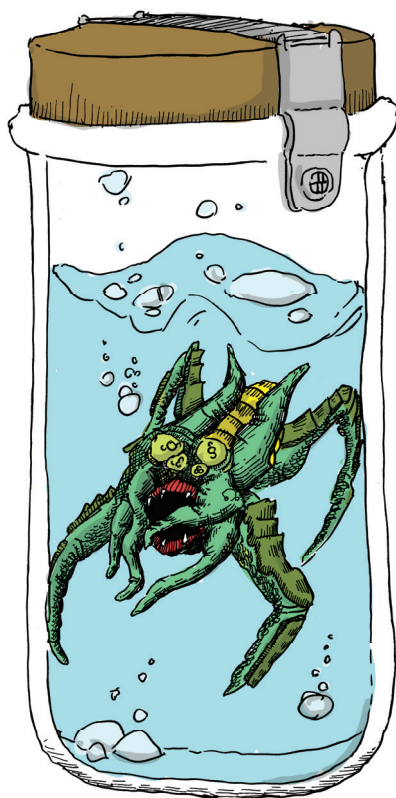
- Treat this item as if it were rations without a limit on use over time. Only 2 fruit can be harvested each day, picking more will cause the rationfruit plant to begin to *wither*, once the rationfruit has been overused a few times, it will die and be of no use to anyone, unless you need to start a fire.



### NIBILL LADDER

CLIMBING GEAR | CAPACITY: SPENT ( $\frac{1}{3}$ )

- When you tear off a piece and plant, then water it, it grows quickly over the course of minutes (10 feet per minute, 10 feet per water ration spent). It can be climbed as easily as a normal ladder but cannot be moved once grown.
- If the ladder is over 50 feet in height, a *Precise* test should be made (Challenge Rating +1), otherwise the ladder will fall while you are still climbing it.



## **SOUP TORGAT**

PET

CAPACITY: ROUGHED UP (/2)

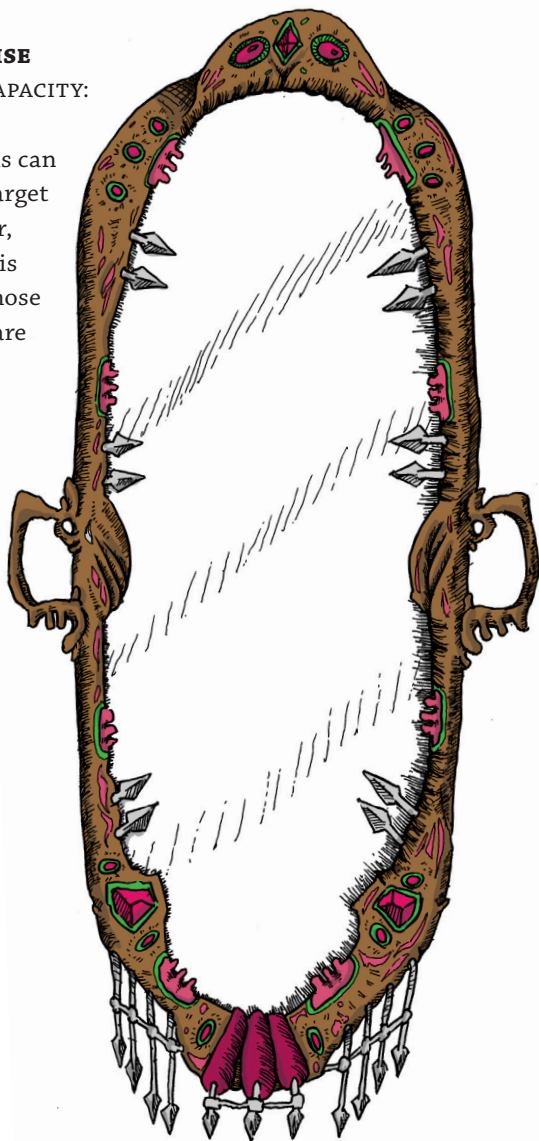
- When released from its jar full of sour phlegm, a single bite from the Torgat removes the last 24 hours of memory from whoever is bitten.

### COUNT VELDOSER'S DEMISE

TREASURE | RANGE: FAR CAPACITY:

FILLED (1/3)

- Spell: Test Precise. Details can be spent to transport a target who looks into the mirror, into the mirror world. This world can only contain those who wish you harm and are undead.



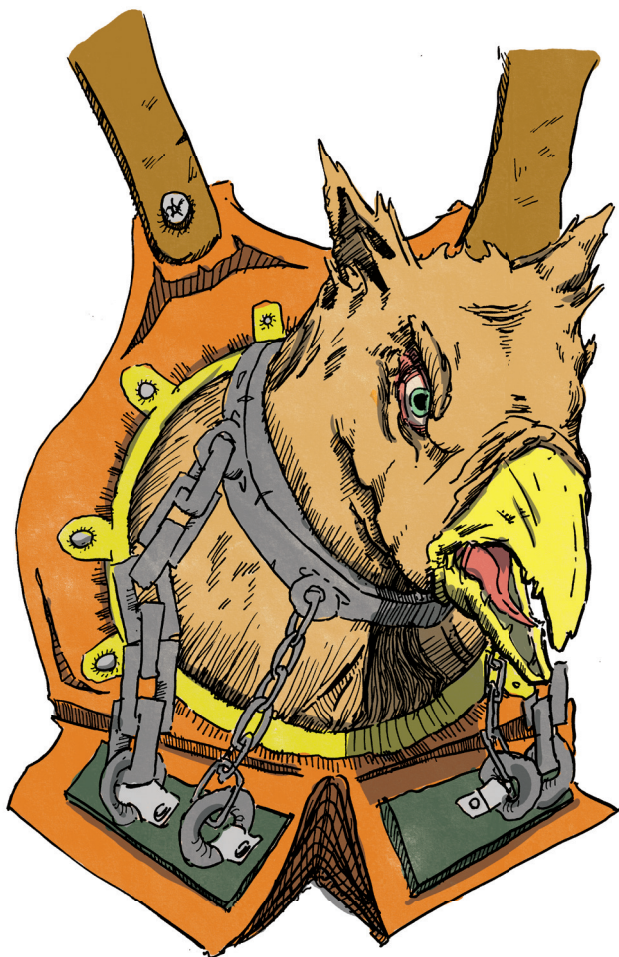
## DRAGONMIND THRASHER

TOTEM | RANGE: CLOSE |

CAPACITY: BURNED (/3)

- When in close range the wielder of this staff can telepathically speak to dragons of all types as well as read their minds. Often dragons who are hostile will attempt to destroy the staff so that their thoughts can no longer be heard.





### **MUROTAR'S GLORY**

ARMOR | RANGE: CLOSE | CAPACITY: CUT TO BITS (/3)

- *Test Clever: Spend a detail to have the Griffon bite the hand of one enemy at close range. They add the damage detail: Just a Lefty until I'm Properly Healed (item use and actions are limited to one hand, no two-handed weapons).*

When the griffon is cut to bits, the armor will become useless and burdensome, to a degree where it will become harder to move and perform acrobatic feats, or even fight, until the armor has been completely removed.