

# 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 most OSR games with a tiny bit of conversion.*

**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,  
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the internet would be 100+10  
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# 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.

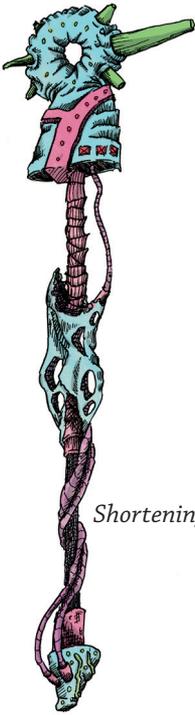
## What is this?

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).

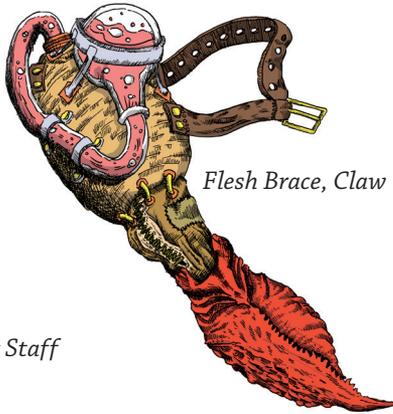
## OSR Stats

The OSR is a throwback and reinvention of classic fantasy role-playing games, lately with a focus on minimalist design it seems. Throughout these pages you will find stats for each magic item, but the OSR is such a huge and wide range of game systems with little mechanical differences between them all (and sometimes massive!). So in an effort to make stat conversion easy for as many of those games as possible, I have written each item's description with references to common items found on starting equipment tables in those games.

Two examples being HD for Hit Dice (a common stat used for mechanically describing monsters) and referencing a common weapon such as a Sword as being equivalent to the amount of damage able to be dealt by the magic item.



*Shortening Staff*

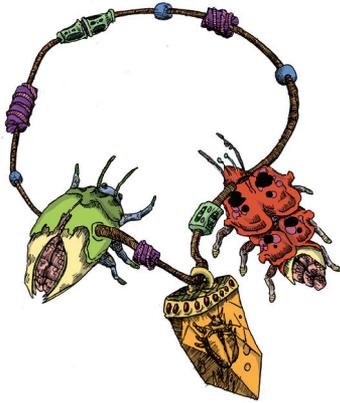


*Flesh Brace, Claw*

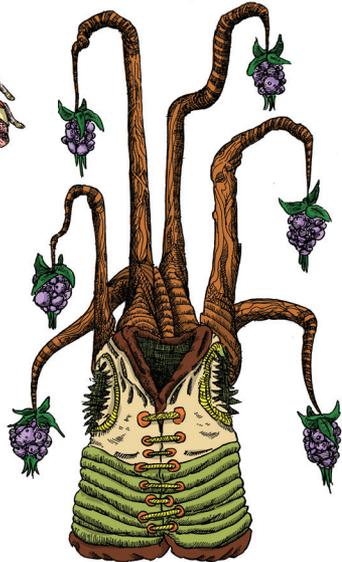


*Returning Lurdig Beater*

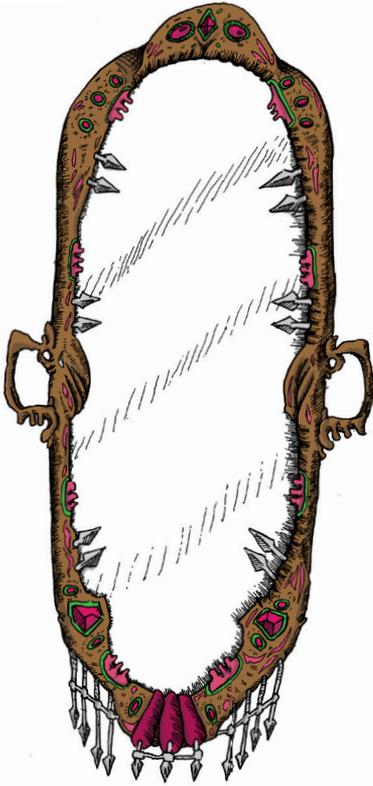
*Commander of Beetles*



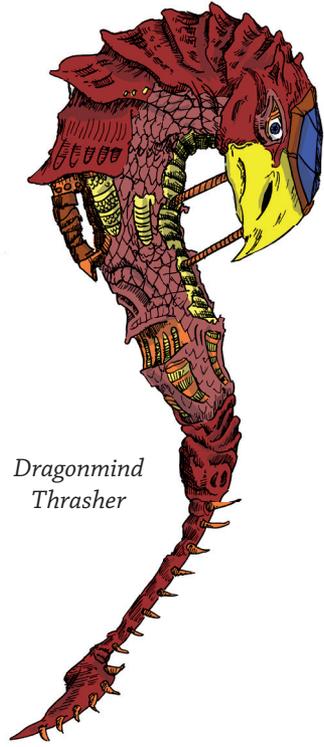
*Nibill Ladder*



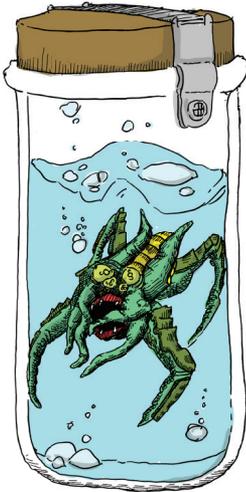
*Rationfruit Plant*



*Count Veldoser's  
Demise*



*Dragonmind  
Thrasher*



*Sour Torgat*



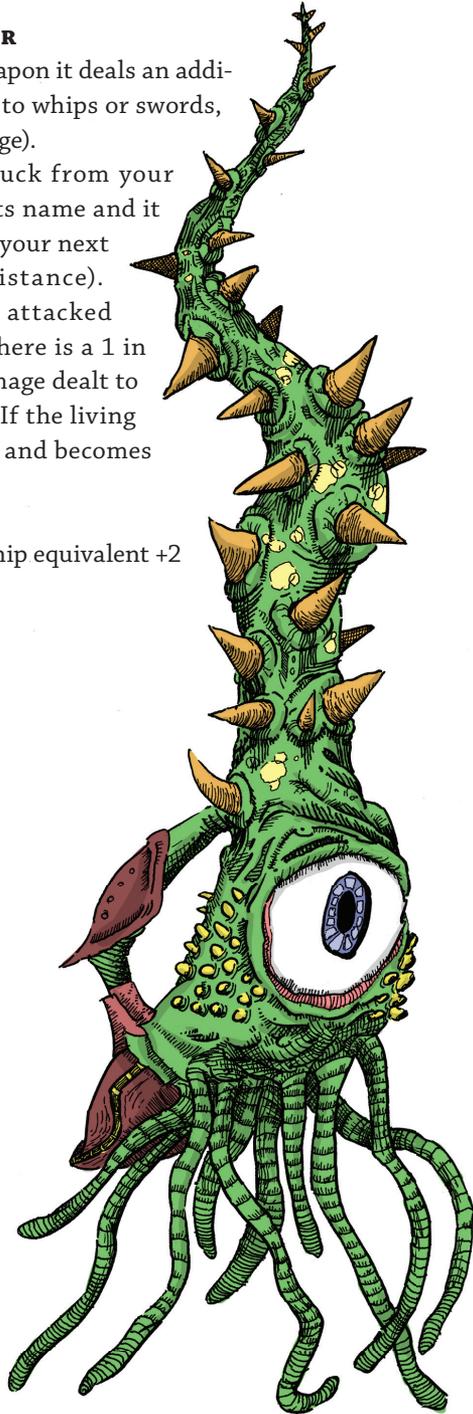
*Murotar's Glory*

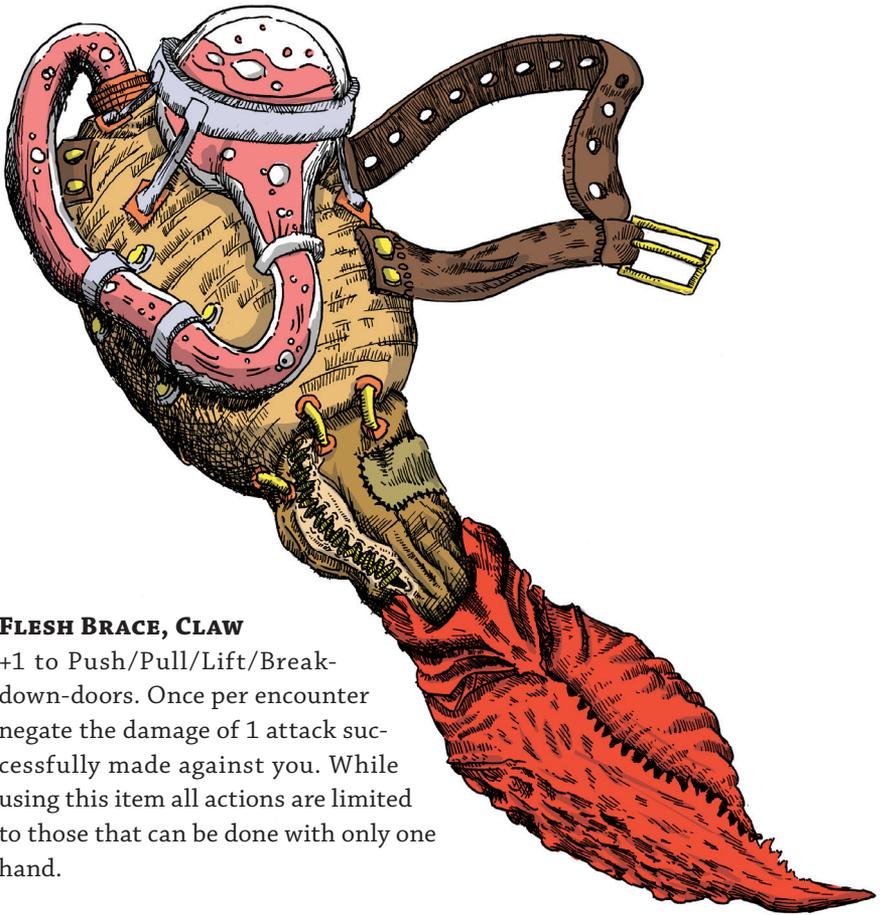
### **RETURNING LURDIG BEATER**

When attacking with this weapon it deals an additional +2 damage (compared to whips or swords, whichever does greater damage).

When the weapon is struck from your hand you may just yell out its name and it will return to you for use on your next turn in combat (despite distance). When you are successfully attacked while wielding the beater, there is a 1 in 3 chance that half of the damage dealt to you is taken by the weapon. If the living weapon is slain, it falls limp and becomes unusable.

HD: 1 | Damage: Sword or Whip equivalent +2

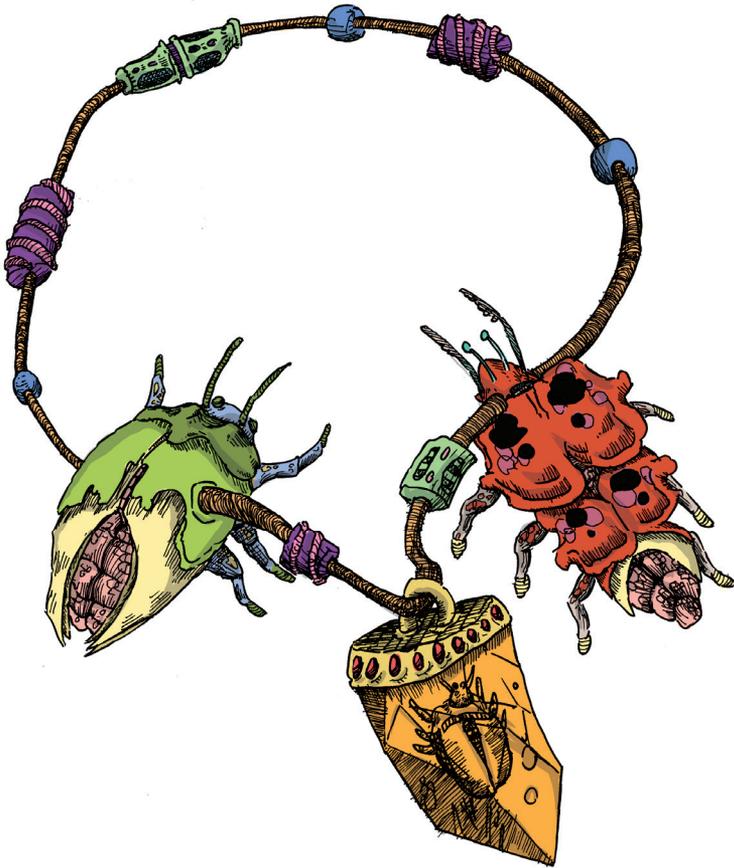




### **FLESH BRACE, CLAW**

+1 to Push/Pull/Lift/Break-down-doors. Once per encounter negate the damage of 1 attack successfully made against you. While using this item all actions are limited to those that can be done with only one hand.

Armor +1 | Damage (treat as Mace +1)



### **COMMANDER OF BEETLES**

With this item on the user, the user can once per day call on the aid of d3 giant beetles in battle, however there is a 25% chance that these beetles will attack the user and his/her party instead.

#### ***Giant Beetles***

HD 2 | Damage: Sword equivalent

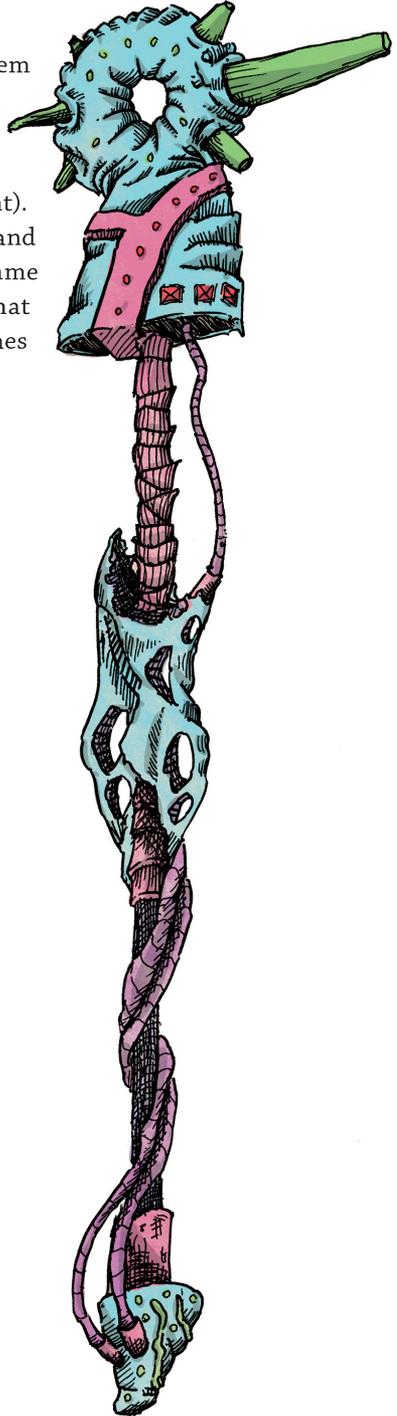
#### ***Special Abilities:***

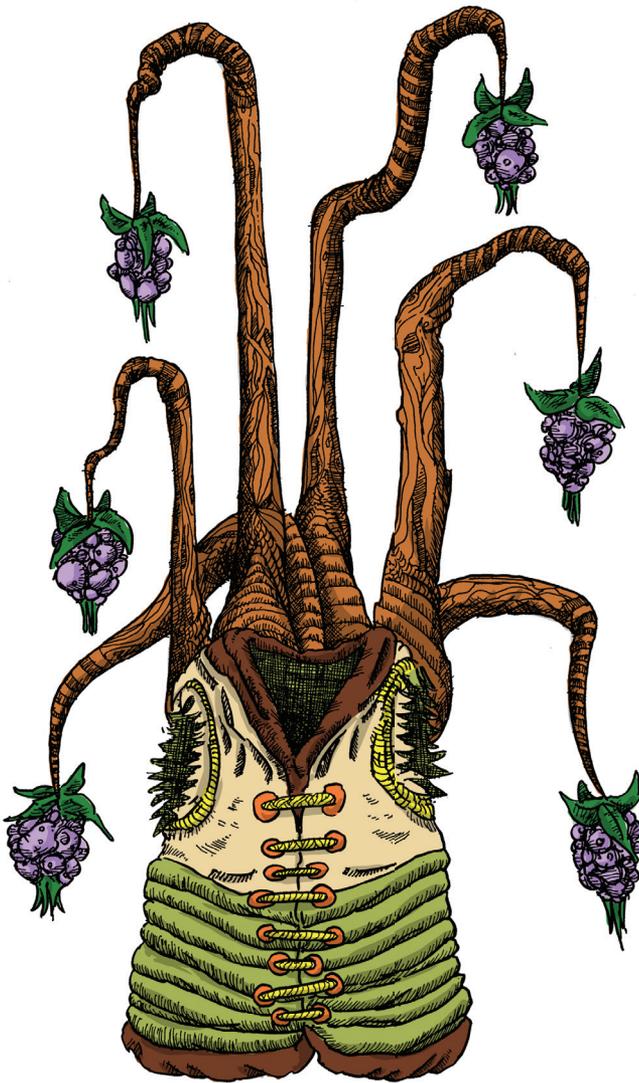
- **Burst Flight:** The beetles when surrounded or overcome may shoot into the air for a short burst of flight, potentially knocking enemies prone or disarming them if a Dexterity test is failed.

### **SHORTENING STAFF**

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.

Damage: Same as Staff



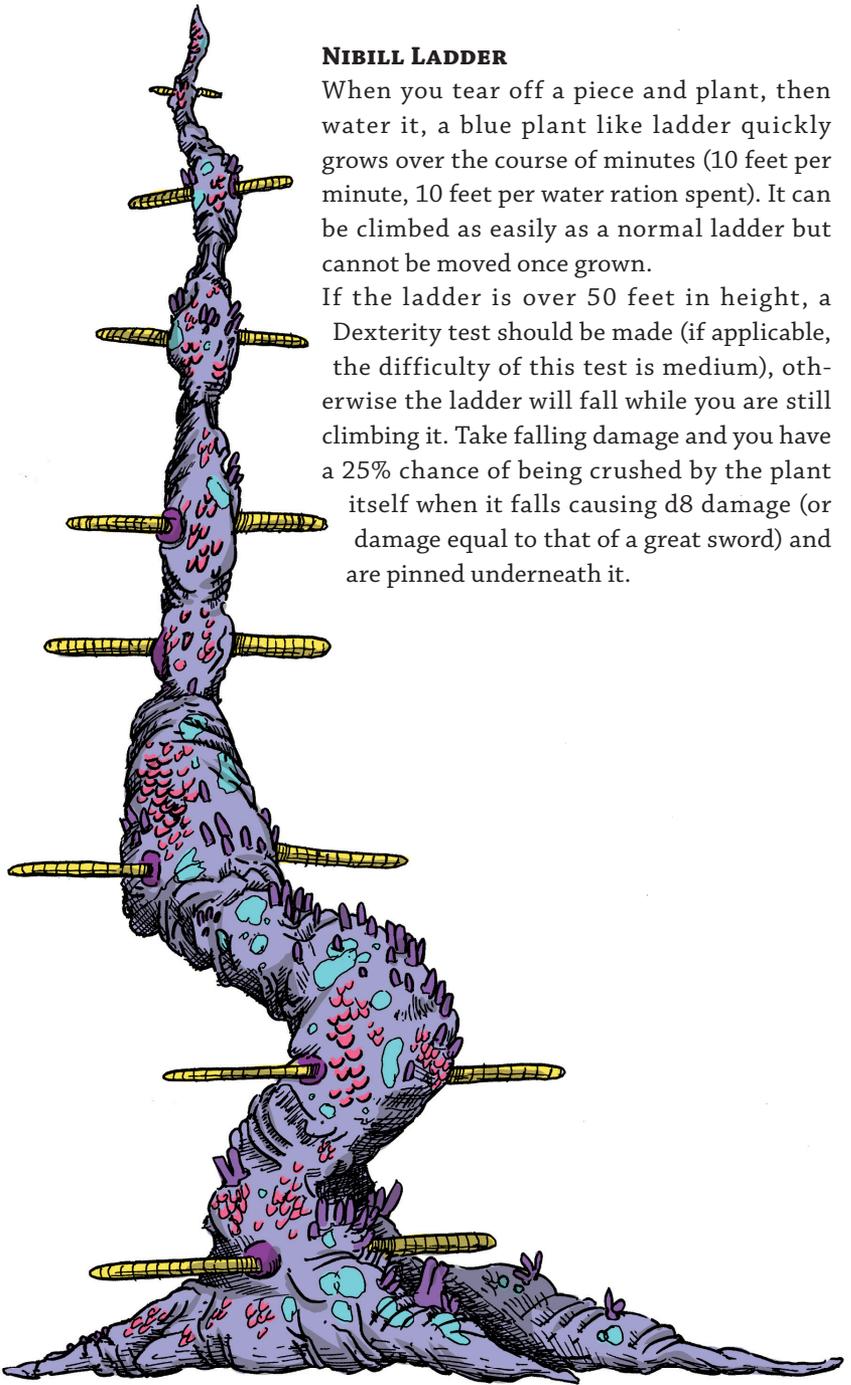


### **RATIONFRUIT**

This item functions as rations but without a limit on use over time. However, fruit can only be harvested from it twice a day (each harvest producing enough for 1 rations worth of food for 1 person). Harvesting over the recommended amount results in a 1 in 4 chance that the plant will die after the next time it is harvested.

The rationfruit plant will at all times have 4 fruits that are ripe enough to plucked and consumed.

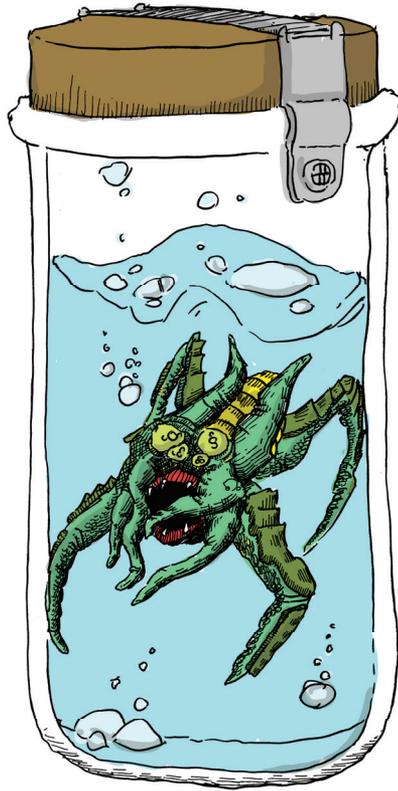
Armor: Leather equivalent



### **NIBILL LADDER**

When you tear off a piece and plant, then water it, a blue plant like ladder quickly grows 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 Dexterity test should be made (if applicable, the difficulty of this test is medium), otherwise the ladder will fall while you are still climbing it. Take falling damage and you have a 25% chance of being crushed by the plant itself when it falls causing d8 damage (or damage equal to that of a great sword) and are pinned underneath it.

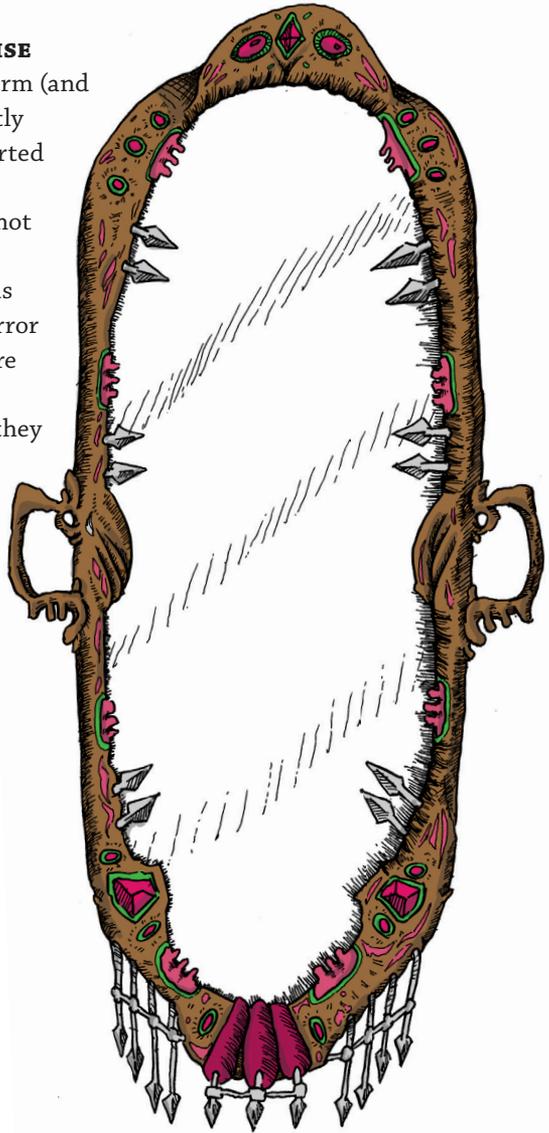


### **SOUR TORGAT**

When released from its jar full of sour phlegm, a single bite from the Torgat has a 75% chance to remove the last 24 hours of memory from whoever is bitten and a 25% chance to cause all of the users memories to always be in flames. Loved ones in flames, towns in flames, and entire seas in flames. If the Torgat is squished, its remains may be crushed into a powder which can only be used once and has a 100% chance to return the memories it has taken from whoever consumes it.

**COUNT VELDOSER'S DEMISE**

Targets who wish the PC harm (and are undead) who look directly into the mirror are transported completely into the mirror realm from which they cannot return. The mirror will no longer function once it holds three individuals. If the mirror is destroyed those within are removed from both realms, there is a 50% chance that they will be transported to a third unknown realm, and a 50% chance that they will die instantly.

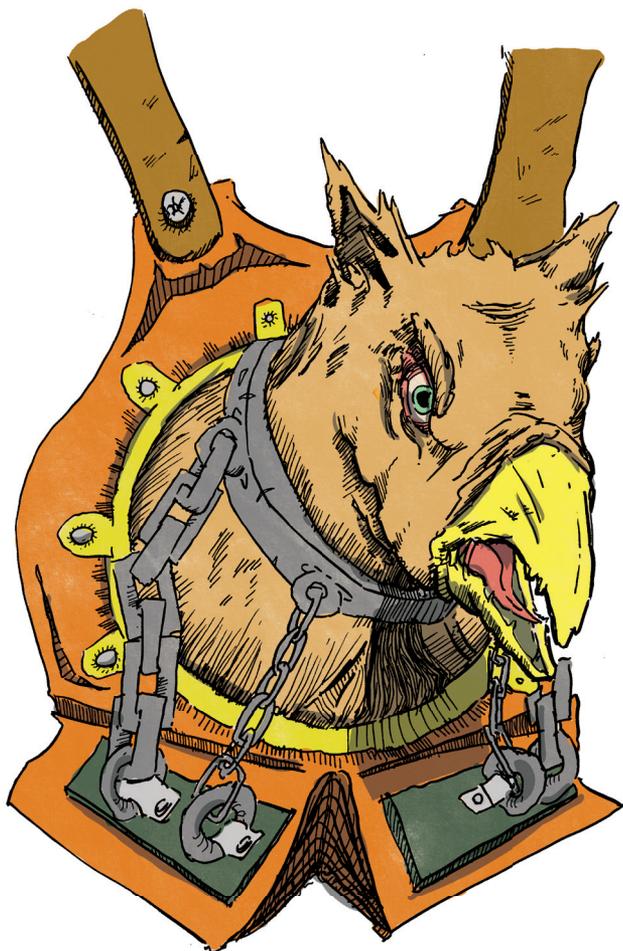


### **DRAGONMIND THRASHER**

When in close range (60 ft.) 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, if the item is damaged in anyway the item will still hold its power but only have a 25% chance of giving the user an accurate interpretation of the targets thoughts.

Damage: Staff equivalent





### **MUROTAR'S GLORY**

If an enemy attempts to grapple the user or come within range to do so, the animated griffon head has a 75% chance of biting the enemy (damage equivalent to a dagger and removing the targets ability to use two handed weapons), and a 25% chance of flailing causing the wearer to be thrown to the ground. When the griffon is cut to bits, the armor will become useless and a burden to wear, reducing movement speed by  $\frac{1}{2}$  and making it impossible to climb up a rope, ladder, or scale a wall until the armor is taken off.

Armor: Chainmail equivalent