

SPOOKY ROOM PRODUCTIONS

BY RIPLEY STONEBROOK

# BOTTLED WONDER OF THE DECANTER

*A new form of magical item  
to Fascinate, horrify and challenge your players*



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Spooky Room Production presents From Their OSR Line

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## INTRODUCTION

Behold! I present to you a wholly new class of magic item to baffle and amaze your players, The Bottled Wonder.

A myriad of strange things pickled and preserved in bottles, ready to be experimented with by your players.

These pickled treasures range from the merely amusing to the horrifically cursed.

Tired of handing out another +1 sword, or healing potion, when the heroes have defeated their enemies?

Try presenting them with a “Visible Chicken” and watch them try to figure out what it does, or if it does anything at all.

All of the items in this book (110 in all) are presented to the heroes as something preserved in a bottle; noses, hands, fruits or whole creatures.

Some of them replicate the effects of spells, potions, scrolls or other magic items players are already familiar with.

Others are unique in their powers and effects.

But where did these bottled things come from?

Bottled wonders were created hundreds of years ago in the dim history of the world.

Created by the great Decanter class that preceded the alchemists and wizards seen in the world the characters now adventure in.

The Decanters predate magic as it is known now, they tinkered and experimented, taking advantage of the magical powers of the strange creatures sometimes found in the wilds of the world, attempting to harness their powers by preserving the parts of their bodies associated with magical abilities.

Mostly their efforts were fruitless, but they were occasionally able to accomplish marvelous things.

However the nature of the bottled horrors worked against them.

Preservation methods were far from perfect, and the magical forces they attempted to harness were not yet understood.

This means that a Decanter often pulled forth their bottles to perform some feat and were disappointed when the contents merely spilled forth upon the floor in a stinking mess.

Or worse the effect turned on the caster as some terrible random effect occurred.

This led to the abandonment of bottled wonders as the studies of alchemy and wizardry progressed.

Thus the wonders were lost to history, with the practice of decanting being long forgotten by all except historians and story tellers.



Pig Totem

## FINDING A BOTTLE.

The first time your players are presented with a bottle they may not realize they have been gifted with a grand treasure. If they are the sort to grab everything not nailed down they may take it with them, only to find out once they return to town just what they have.

If they only take obvious treasures they may leave it behind the first time they see one. They should be allowed to do so. At some point another will pop up in their travels and they may, at that point, start to wonder “what is up with these things?”

Once their interest is piqued they may decide to further investigate these strange things.

### Experimenting with bottles

There are a variety of bottles this book. The heroes will have no idea which are magical, valuable, or useless junk. They won't know which they are till they bring them back to town, or through experimentation.

Even experimentation will be difficult as the bottles do not activate in the same way as regular magic items.

Bottles have many ways of activating. Some activate merely by being held, others must be opened, or have their sides tapped to activate.

Each bottle description states how they are activated and used. The Labyrinth Lord will have to determine if the bottle is activated or not and what the effects will be when being experimented upon.

I would suggest not having bottles fail or misfire during this experimentation time. It will be difficult enough for the characters to figure out what these things are without them misfiring or failing.

When experimenting with bottles they should “go off” with less prompting than usual. If they are set off by holding them, then holding them for a couple of seconds will cause them to activate. If activated by tapping on the glass, a single tap will set them off.

Consider the bottles to be creatures that have become lonely from lack of companionship. They will be quite eager to interact with the characters when they are first found.

## USING BOTTLES

Bottles can be used like any other magic item. Once the character has determined its effect and how it is activated they may use the item.

They will either open it, tap it, or shake it to activate the bottle. This can be done in one round. In combat in the same way as casting a spell or using another magic item.

Some items can only be used a limited number of times before their contents are emptied, some can be used an unlimited number of times.

The contents of the bottle must stay in the bottle to keep their effects. They cannot be split up into smaller bottles or be transferred into a different container.

A regular size bottle weighs 5 lbs.

A large bottle 10 lbs.

A small bottle 1 lb.

## BOTTLE MISFIRES

Every time a bottle is used the character rolls a d10.

- 1 Bottle fails. The contents have rotted and no longer have any magical power.
- 2 Bottle misfires. The effect is randomly targeted on another person in the room within range.
- 3-9 Bottle works exactly as planned.
- 10 Bottle Overloads. Whatever effects the bottle has are doubled, damage, range, duration, etc. However the bottle then shatters as its contents swell and the magic is lost.



## BROKEN BOTTLES

Bottles, like potions, can break. If, in your games, you roll to damage potions when characters take catastrophic damage then you may roll for bottles in exactly the same way.

If you do not roll to damage magic items then bottles will enjoy the same safety as potions.

Since bottles are often used during combat there is a chance they may become damaged when fighting.

It is up to the Labyrinth Lord whether enemies can target the bottle when attacking, or attempt to break the bottles while the character is using it.

If, for whatever reason, a bottle breaks then roll 1d10 on the following table. Whatever the result is the bottle will be broken and useless from now on.

- |      |  |
|------|--|
| 1    | Bottle effect is doubled and targeted on the user.                     |
| 2    | Bottle effect is targeted on the user.                                 |
| 3    | Bottle effect is randomly targeted on another target in the room       |
| 4-10 | Nothing happens. The glass breaks and the contents spill to the floor. |



Wolf Claws

## IDENTIFY SPELL

The characters may be at a complete loss to decipher just what a bottle does. In these cases they may fall back on the identify spell. It is at this point that they will be met with another quirk of the bottle. Identify spells have no effect on them.

This is because they do not belong to the same family of magic as traditional magic items and spells currently used in the world.

You may as well use an identify spell on an Orc, or a plate of bacon. Spells may be able to determine whether there are gold or valuable metals in the bottle, or possibly even what kind of creature the part has come from but it will not be able to determine the effects of putting all these things in a bottle together.

Completely baffled characters can still fall back on another source of information, ancient legends and stories.

## LEGENDS AND STORIES

Having failed at Identify spells the characters may think to check with the historians and sages of the land to try to decipher the effects of their bottles.

Even the story teller at the local tavern may have heard an ancient tale pertaining to the characters bottle.

Each type of bottle was a magical masterwork for its time and there are many stories associated with them, and with the master Decanters that wielded them.

For any sage or story teller the character consults roll a d6.

- |     |                                       |
|-----|---------------------------------------|
| 1-3 | They have heard tales of the bottles. |
| 4-6 | They have not heard of such things.   |

If they have heard of bottles then they will be able to identify the bottle on a roll of 1-4 on a d10.

If they have heard of the bottle they will be glad to show the characters how it works, for a price. Even a children's story teller will realize they have some valuable information the characters need.

The price for the information is 1d20x10 Gp.

## INCORPORATING BOTTLED HORRORS IN THE USUAL TREASURE TABLES

Instead of creating whole new sets of treasure tables you can incorporate bottles in your game as replacements for other items rolled on the standard treasure table.

Whenever an item in the list below is generated roll 1d6, if a 1 is rolled replace it with a bottle randomly generated from the section listed for that treasure.

Each bottle will also have an associated value in its description, should the characters wish to sell their bottles.

Copper pieces:	Roll 1d20 on the Useless bottle table.
Jewelry:	Roll 1d20 on the Treasure bottle table.
Gem:	Roll 1d10 on the Amusing bottle table.
Misc magic item:	Roll 1d10 on the Useful Trinket bottle table.
Potion:	Roll 1d20 on the Potion bottle table.
Scroll:	Roll 1d20 on the Spell bottle table.
Rod:	Roll 1d10/2 on the Bottles of the Gods table.
Cursed item:	Roll 1d10/2 on the Cursed bottle table.

### USELESS BOTTLES

- 1 Ant Farm
- 2 Bits and Bobs
- 3 Blue Orc Fingers
- 4 Eye Collection
- 5 Fake Lamia Young
- 6 False Monster
- 7 Famous Monkey
- 8 Ghast Mucus
- 9 Giant Bee Abdomens
- 10 Giants Ear
- 11 Green Horror
- 12 Hob Nobs
- 13 Long Ear Pointers
- 14 Pickled Giant Ant Eggs
- 15 Pig Totems
- 16 Purple Croakers
- 17 Red Floaters
- 18 Rotten Trapedy Mermaids
- 19 Tapeworms
- 20 Wolf Claws

### TREASURE BOTTLES

- 1 Barbed Devil Barbs
- 2 Blink Dog Paws
- 3 Dead Scenes
- 4 Demon Heart
- 5 Dragon Eyes
- 6 Dragonne Bundle
- 7 Dungeon Room Diorama
- 8 Golden Ants
- 9 Golden Spiraled Coatl Gall Bladder
- 10 Imp Tails
- 11 Lamia Young
- 12 Phase Tiger Tentacle
- 13 Pickled Quasit
- 14 Pit Fiend Hand
- 15 Pseudo Dragon
- 16 Purple Peppers
- 17 Salamander Blood
- 18 Silver Fish
- 19 Silver Plums
- 20 Troll Heart

### AMUSING BOTTLES

- 1 Aquatique Mesmeriste
- 2 Blooming Radiants
- 3 Charming Singer
- 4 Everchanging Organ
- 5 Following Bottle
- 6 Homunculus
- 7 Inversion Rodentia
- 8 March of the Rodentia
- 9 Mysterious Cloaker
- 10 Taxidermy Scenes

### USEFUL TRINKETS

- 1 Chromatic Bulbs
- 2 Fire Beetle Grab Bag
- 3 Firelighter
- 4 Loving Pair
- 5 Ochre Bottle
- 6 Rust Monster Antennae
- 7 Six Fingered Fancy
- 8 Spike Tail
- 9 Terror Tentacle
- 10 Three Toed Grotesque

**POTION BOTTLES**

- 1 Amulet of Zenizan
- 2 Armadillos Armor
- 3 Creeping Crawlers
- 4 Creepy Jelly
- 5 Dead Head
- 6 Firetongue
- 7 Fist of the King
- 8 Furry Fortitude Improvers
- 9 Ghouls Hand
- 10 Giant Spider Eyes
- 11 Mighty Muzzled Hamsters
- 12 Mighty Pig Head
- 13 Phase Spider Eyes
- 14 Poison Preventatives
- 15 Puffy Flyer
- 16 Replacement Peepers
- 17 Reptile Repellers
- 18 Silver Tongue
- 19 Troll Patches
- 20 Visible Cat

**SPELL BOTTLES**

- 1 Bizarre Organ
- 2 Brain of Thelnoz
- 3 Exploding Eels
- 4 Eye of the Dead
- 5 Eye of the Titan
- 6 Flittering Doom
- 7 Hand of Thelnoz
- 8 Heart of Darkness
- 9 Heart of Thelnoz
- 10 Bottle of Many Moods
- 11 Lizzard Blizzard of Fire
- 12 Octo Stoppers
- 13 Orange Bombs
- 14 Pseudo Detection
- 15 Skull Pepper Restoration Beets
- 16 Squawk Bottle
- 17 Stun Tongue
- 18 The Queen
- 19 Visible Chicken
- 20 Web Blasters

**BOTTLES OF THE GODS**

- 1 Basilisks Head
- 2 Bottle Lantern of Elzilade
- 3 Bottle of Knowledge
- 4 Door of Despair
- 5 Skull of Despair

**CURSED BOTTLES**

- 1 Dream of the Sea
- 2 Eye of the Night Hag
- 3 Golden Apples
- 4 Heart of Kammur-Tet
- 5 Phase Spider Venom Gland



Famous Monkey

## USELESS BOTTLES

These bottles may be strange, or mysterious, but have no real value beyond their novelty.

**Ant Farm:** An ant farm complete with tunnels, chambers and other features. It contains a full colony of ants including workers, soldiers and a queen. They are all quite dead.

Value 1d10 gp. Large size bottle.

**Bits and Bobs:** Human hair, teeth, eyes and fingers float about in this mix.

Value none. Regular size bottle.

**Blue Orc Fingers:** This bottle is filled with a dozen fingers floating about in blue tinted brine. The color may throw the players off for a time before they are able to discern what they are. These have no magical effects at all.

Value d20 cp. Regular size bottle.

**Eye Collection:** A collection of dozens of eyes, no two are alike. Each is a different color and species.

As a collection this is of some interest.

Value 1d6 gp. Large size bottle.

**Fake Lamia Young:** A fake lamia created by sewing a monkey to a snake or cat. It has no magical effects but is worth a few coins due to its marvelous preservation.

Value 1d10 gp. Large size bottle.



Bits and Bobs

**False Monster:** The decanters were always trying to find ways to make more money to fund their experiments.

One way was creating taxidermy “fakes”. By combining common creatures like goats, rats, armadillos, and birds, they would create baby “monsters” like cockatrice, dragons, rust monsters, or anything else that comes to their minds. They are quite lovely at times, and though they are clearly fakes they are still worth a few coins.

Value d20 sp. Large size Bottle.

**Famous Monkey:** Dressed as famous people from the ages these are well preserved monkeys dressed as famous kings, queens and wizards of the past.

Which person any given bottle is meant to represent is now lost to history but they can be quite amusing and their tiny costumes are sometimes very well made.

Value 1d20 sp. Large size bottle.

**Ghast Mucus:** When the bottle is first opened anyone within 10’ of the bottle must make a save vs poison or be incapacitated by vomiting for one turn. After this first opening the smell decreases enough to be just highly unpleasant.

Value 1d10 cp. Small size bottle.

**Giant Bee Abdomens:** This bottle is full to the top with giant bee abdomens, with their stingers removed. Swollen and bloated from their preserving liquid they are quite soft.

They have no use but can be sold for a few coins.

Value 1d6 sp. Small size bottle.

**Giant’s Ear:** A gnarled giant ear, large enough to be from a hill giant.

Closer inspection reveals it to be made up of pig skin stretched over a clay form.

Value 1d10 cp. Regular size bottle.

**Green Horror:** This bottle is filled with a green slimy substance, impossible to identify. It is slimy but has no smell. If the characters are brave enough to try, it has no taste either.

Value 1d10 sp. Small size bottle.

**Hob Nobs:** Bottle full of hobgoblin noses.

Value 1d6 cp. Regular size bottle.

**Long ear pointers:** Goblin fingers tied into a necklace, does nothing but smell bad: Value 1d10 cp. Regular size bottle.

**Pickled Giant Ant Eggs:** This bottle is stuffed half full of eggs the size of tomatoes. The top 2 or 3 have a bite taken out of them. They are quite inedible.

Value 1d20 cp. Regular size bottle.

**Pig Totems:** Tattooed hairless baby pigs. The tattoos are a mix of fireballs lightning bolts and snowflakes. This was a common fraud for the ancient decanters.

The idea was that the pig totem would protect you from the damage it was tattooed with. They didn't work, of course, but the decanters believed that if a victim tried to use one of the totems they would not live to tell anyone they didn't work.

Value 1d10 gp. Large size bottle.

**Purple Croakers:** Normal frogs, dyed purple and inflated to enormous size, filling their oversized bottle. The bottle contains 6 frogs. When squeezed they deflate with a croaking sound.

Value 1d6 cp. Large size bottle.

**Red Floaters:** Strange bulbous red blobs. On further examination they are spoiled beets.

Value none. Regular size bottle.



Rotten Trapzedy Mermaid

**Rotten Trapzedy Mermaids:** These bottles contain the rotten remains of a monkey with a fish tail sewn to the lower half to create the illusion of a mermaid. These are well known to be fakes but intact ones will still be worth a few coins. These ones however are quite badly decomposed.

Value 1d10 cp. Large size bottle.

**Tapeworms:** This bottle is filled with completely normal tapeworms of average size.

Value 1d6 cp. Small size bottle.

**Wolf Claws:** This bottle is stuffed with dozens of wolf claws. They have been pickled making them quite soft.

Value 1d10 cp. Regular size bottle.

## TREASURE BOTTLES:

Rare and valuable items, preserved rare creatures and parts.

These bottles could all be considered to be “treasures”. They have no magical abilities but are certainly valuable and often rare. Some of them may even serve alchemists and magic users today as ingredients when crafting modern potions.

**Barbed Devil Barbs:** This bottle is filled to the brim with pickled barbs plucked from a barbed devil. Once very hard and sharp they are now dull and soft from their pickling. They have no real use but there are many of a devilish bent that may get a thrill from having a bottle of pickled demon parts on their shelf.

Value 1d6x50 gp. Regular size bottle.

**Blink Dog Paws:** A bottle filled with blink dog paws. No magical effect.

Value 1d6x10 gp. Regular size bottle.

**Dead Scenes:** Tiny mermaid like creatures arranged in scenes from history or recreating great events like coronations, battles or other things. The bottles are quite large and will have fully decorated tiny rooms within them. The scene is still quite clearly seen through the preserving fluid. No magical effects.

Value 1d20x100 gp. Large size bottle.

**Demon Heart:** The heart of a demon floats in this bottle. No magical effects.

Value 1d20x50 gp. Regular size bottle.

**Dragon Eyes:** A pair of dragon eyes floating in a large bottle. Has no magical effects.

Value 1d100x2 gp. Large size bottle.

**Dragonne Bundle:** Dragonne whiskers, braided and tied around a dragonne paw. Rather lovely.

Value 1d10 gp. Regular size Bottle.

**Dungeon Room Diorama:** A tiny mimic is trapped within the bottle. It creates a miniature dungeon floor and tiny chest in a large bottle filled with anesthetic gas.

If opened the gas will escape, save vs poison for all those present or they will be knocked out for 1d6 turns while the mimic escapes. The mimic may choose to stay, possibly to attack the characters, causing 1d4 damage per turn as it feeds on them.

Value 1d20x100 gp. Large size bottle.

**Golden Ants:**, these sparkling and iridescent creatures are a bit larger than the average ant. They are now extinct.

Value 1d20x10 gp. Small size bottle.

**Golden Spiraled Coatl Gall Bladder:** The feathered serpent, the Coatl, is said to have a golden spiraled gall bladder. This bottle proves that this is true. Said to be a good luck charm this bottle has great value (actual effect is up to the Labyrinth Lord, if any).

Value 1d20 pp. Regular size bottle.

**Imp Tails:** A small bottle full of tiny imp tails. Not extremely valuable but exciting for fans of the demonic who may want to have such a horrific thing in their home.

Value 1d6x10 gp. Small size bottle.

**Lamia Young:** A favorite of the Decanter due to the variety of Lamia. A baby lamia may have the body of a lion, a peacock, a snake or any other creature. Some would collect whole shelves of Lamia if they were able, each of a varying sort. No magical effects.

Value 1d20x100 gp. Large size bottle.



**Phase Tiger Tentacle:** A phase tiger tentacle coiled upon itself stuffing the bottle full. Has no effects.

Value 1d100 gp. Large size bottle.

**Pickled Quasit:** This is a whole quasit, bottled and preserved. No wizard's lab is complete without one. No magical effect.

Value 1d6x100 gc. Large size bottle.

**Pit Fiend Hand:** The hand of a pit fiend, with claws intact.

Legends and stories about pit fiend hand say if it was hidden in an enemy's home the pit fiend would come in the night and take the victim. This is now known to not be true but the characters may find a buyer who still believes this.

Value 1d10x100 gp. Large size Bottle.

**Pseudo Dragon with Wings Spread:** An ancient story says that when a pseudo dragon dies the veins of its wings form a map to the underground halls of the fairy kings and queens.

Whether this is true is up to the Labyrinth Lord).

Value 1d6x50 gp. Large size bottle.

**Purple Peppers:** Spicy peppers from the far south. These are not extremely rare in dried form but, pickled, they are a delicacy as the pickling of them is now a lost art.

Value 1d6x50 gp. Small size bottle.

**Salamander Blood:** Green, thick and still warm. It never seems to fully lose it's heat.

Only mildly warm to the touch, has no effect.

Value 1d20gp. Small bottle.

**Silver Fish from the Springs of Kalkoom:** Tiny silver fish with large bulbous eyes.

Said to originate in the mythical springs of Kalkoom, they were once prized for their healing properties. They are now known to have no special effects but are still quite rare.

Value 1d10x10 gp. Regular size bottle.

**Silver Plums:** Pickled and floating in a sweet perfumed liquid.

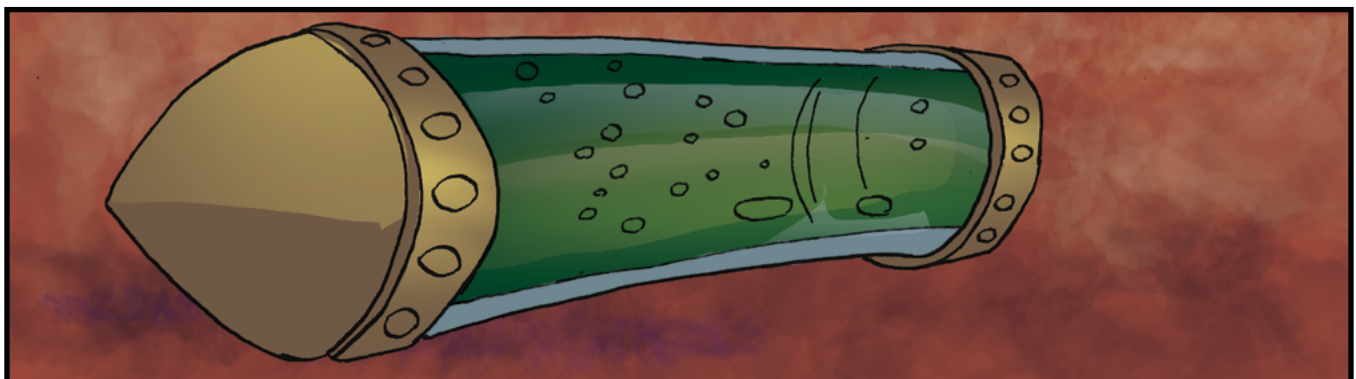
Long extinct these were once used to make a silver wine.

Value 1d10 gp. Regular size bottle.

**Troll Heart:** A large black heart floats, still beating, in this bottle. The heart will continue to beat with no sustenance or care.

The preservative qualities of the bottle prevents the heart from regenerating into a full troll. Has no magical effects.

Value 1d10 x 100 gc. Large size bottle.



Salamander Blood



## AMUSING BOTTLES

These bottles each have an interesting if not incredibly useful effect. They may serve as diverting novelties for a time

**Aquatic Mesmerist:** A large Bottle full of brine with a handful of tiny fish.

The fish seem to be alive, they swim around the bottle. They seem to live forever and never require feeding.

Value 1d20x10 gp. Large size bottle.

**Blooming Radiants:** A strange bunch of flowers, with the buds closed. When the bottle is tapped the buds open and light glows dimly from the blossoms. They shed the same light as a candle.

Value 1d20x10 gp. Large size bottle.

**Charming Singer:** A songbird on a branch, surrounded with brine. When the glass is tapped it sings for a short time, though the sound is muffled by the brine and the bottle. It sounds quite charming.

Value 1d10x50 gp. Large size bottle.

**Ever-Changing Organ:** A strange organ that changes color when held, from blue to red.

Value D6x50 sp. Small size bottle.

**Following Bottle:** A tiny creature's head whose eyes open and follow the heroes whenever they move.

Value d10x50 sp. Regular size bottle.

**Homunculus:** A spoiled tiny homunculus. Its only function is to tap on the glass whenever the characters tap on the glass.

Value 1d20x50 gp. Small size bottle.

**Inversion Rodentia:** A large rat that turns itself inside out when the bottle is inverted. It returns to normal when the bottle is again flipped over.

Value 1d20x10 gp. Large Bottle.

**March of the Rodentia:** A bottle full of preserved mice dressed as wizards. The bottle is dry with no brine or other preservative solution.

When the bottle is opened they march out and dance in a circle until tiny fireworks go off in the middle. The mice then dance back into the bottle and reassume their lifeless state.

Value 1d20x100 gp. Large size bottle.

**Mysterious Cloaker:** A pickled chameleon almost fills this bottle. The creature is quite dead but changes color to match whatever the bottle is placed near.

Value 1d10x10gp. Regular size bottle.

**Taxidermy Scenes:** Tiny mermaid type creatures float in this bottle.

When illuminated from behind they come to life acting out a scene. The scene will be projected into the room in life size, giving life to the scene. For example: A tiny wizard may be projected, go through the motions of a spell like sticks to snakes, with the effect of the spell actually occurring, turning tiny sticks to tiny snakes, though the shadow of the scene will be full size.

Value 1d20x100 gp. Large size bottle.

## USEFUL TRINKETS

These items are range from merely interesting to extremely useful without being overpowered. They are fun to drop into a game and see what the characters can come up with to use them for.

**Chromatic Bulbs:** A strange bulbous vegetable of many colors floats in a bottle full of brine. When the bulb is taken out of the bottle and rubbed on hair it turns it blue. It can then be placed in the bottle again. If used again it will turn the hair its normal color.

Value 1d6x10 gp. Small Bottle.

**Fire Beetle Grab Bag:** This bottle is filled with a collection of various fire beetle parts.

When the bottle is shaken it will warm enough to heat chilled hands or be kept within a cloak to warm the body in a cold environment.

Value 1d10x20gp. Small Bottle.

**Firelighter:** This bottle is full of a noxious smelling gas, with many herbs and twigs floating within.

When the bottle is opened, a small flame appears from the surface of the liquid. This bottle is useful for lighting torches or fires.

Value 1d10x20gp. Small bottle.

**Loving pair:** A pair of bottles, each containing a human heart.

When the bottles are brought near each other they will begin to beat, the closer they are brought together the faster they beat. The hearts will begin to beat once they come within 500 feet of one another.

Value as a pair only 1d6x50 gp. Regular size bottles.

**Ochre Bottle:** This bottle is filled with ochre jelly mixed with some other substance.

The bottling process has caused the jelly's acid to become much weaker. It can be used to clean and polish metal and other things.

Value 1d20 gp. Small bottle.

**Rust monster Antennae:** This bottle contains 1d10 preserved antennae from a rust monster.

The antennae may be rubbed on iron or steel to turn it completely to rust in 1d4 turns. The used antennae will then be useless.

The antenna loses its power after being out of its bottle for 1 turn.

Value 1d10x10 gp. Large size bottle.

**Six Fingered Fancy:** In this bottle of brine floats a Nymph hand. The thumb of a dryad has been sewn on to the hand on the side opposite the natural thumb.

The hand may be pressed against a tree to open its trunk, making a space within. The space is only as large as the tree it is in. Things may be placed inside this opening and when the hand is pressed to the tree again the opening closes sealing whatever is within without a trace.

Value 1d20x100 gp. Large size bottle.

**Spike Tail:** In this bottle floats a Manticore tail complete with 6 sharp spikes. The spikes may be removed, and the tail regenerates these spikes at the rate of 1 per day. The spikes may be tied to an arrow or stick to form a spear. When affixed in this way they cause no increase in damage or to hit but will damage creatures only affected by a minimum of +1 magical weapons.

Value 1d20 x10 gp. Large size bottle.

**Terror Tentacle:** In this bottle floats a tentacle cut from an Eye of the Deep.

The tentacle exudes a jelly that can be used to affix anything to anything with an incredibly strong bond. A successful strength check will separate the two things adhered with the jelly but otherwise they will remain bonded.

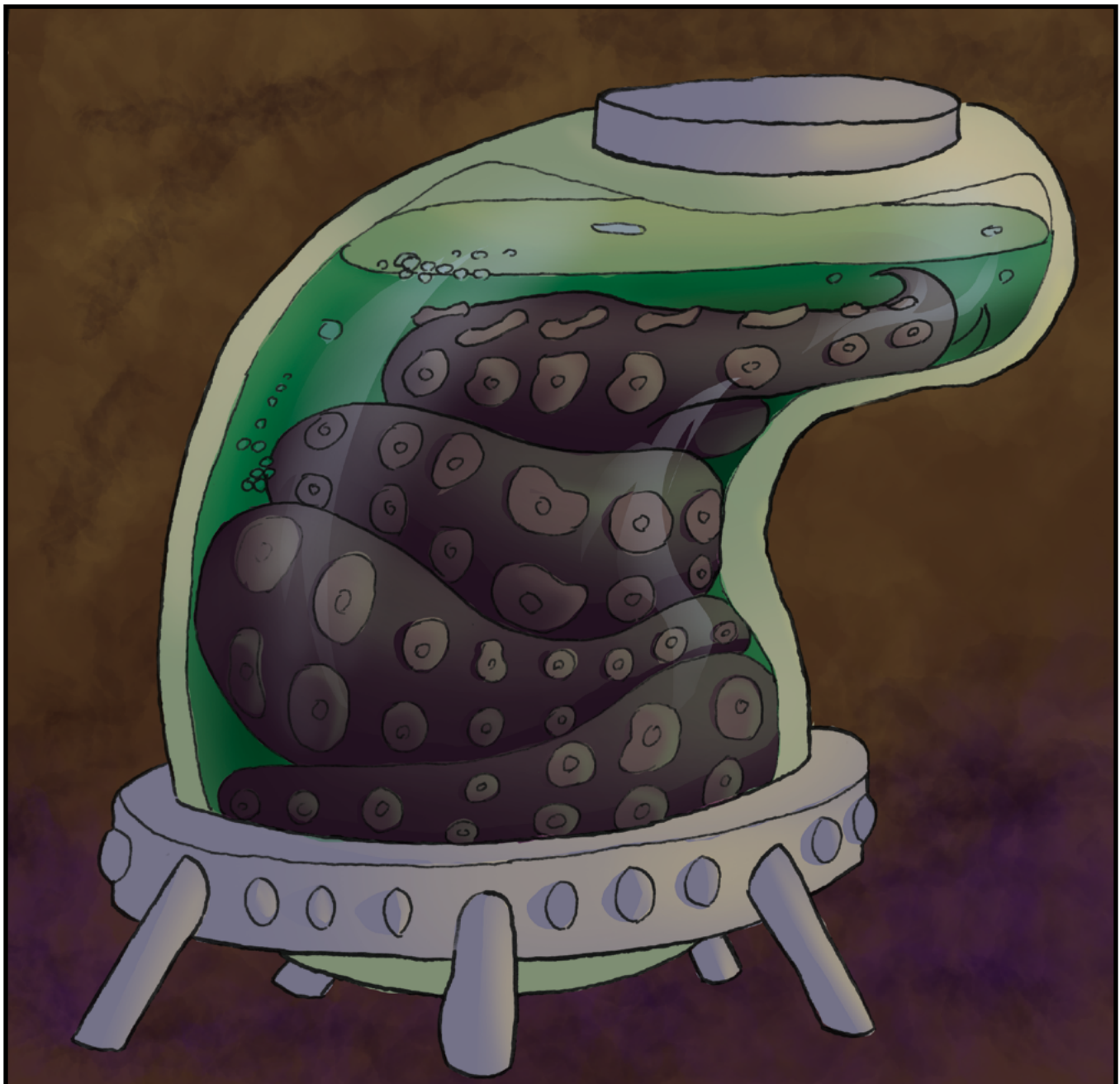
The affect lasts for 5 turns, at which time the jelly dries up and the two items fall apart.

Value 1d20x10 gp. Regular size bottle.

**Three toed grotesque:** In this bottle floats the foot of an ogre magi. Two of the toes have been replaced with gold and ruby replicas.

When the foot is pressed against an inanimate object the object becomes gaseous for 1 turn. When the object returns to its regular state it will be freezing cold to the touch.

Value 1d20x100 gp. Large size bottle.



Terror Tentacle

## POTION BOTTLES:

These bottles led the way for today's potions. They may have similar effects to modern potions but to use them is far more complex than simply just drinking some liquid. Each bottle will describe how it is used.

**Amulet of Zenizan:** A great jellylike eye surrounded with tentacles. When placed on a cursed character one of the tentacles shrivels and the curse is removed.

However the character loses 1d10 hit points in damage and 1 hit point permanently.

Value 1d100 gp, due to the cure being possible worse than the curse. Large size bottle.

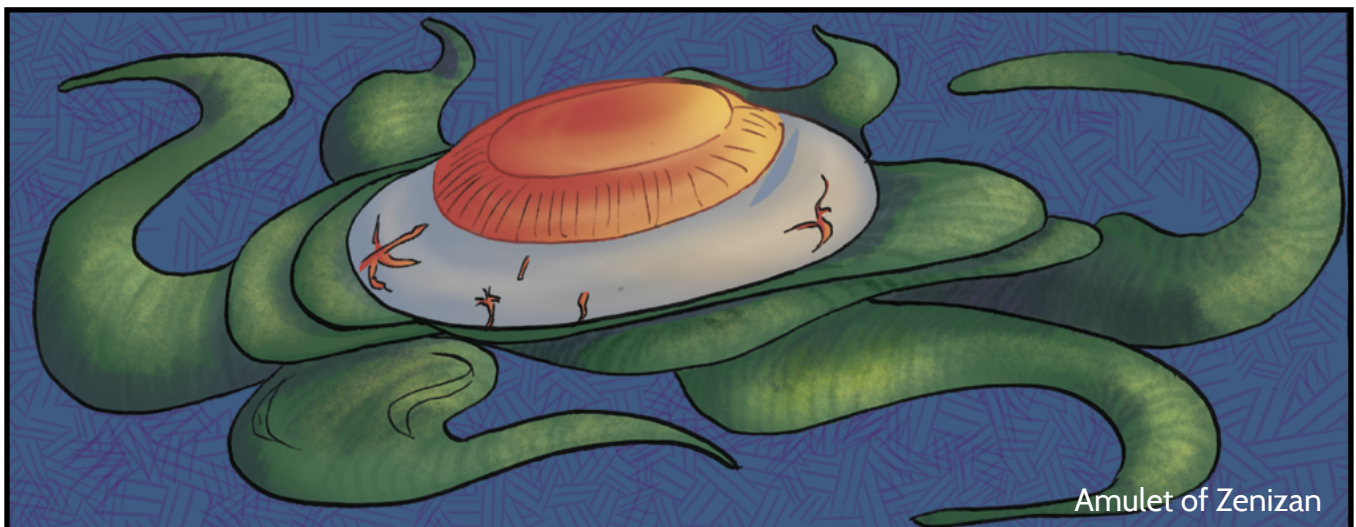
**Armadillos Armor:** This bottle contains 1d4 stacked rolls of armadillo shells (1d4).

They are quite soft and pliable from their pickling.

When placed on the face they stretch to cover the entire body with a stiff but jointed armor for 4 turns giving a bonus of +2 to ac. Multiple armadillos can be worn to stack this bonus.

When the time runs out the character will be trapped in place and must have someone else cut them free of the armadillos. This takes one turn per layer.

Value 1d20x50 gp. Large size bottle.



**Creeping Crawlers:** This bottle is full of pickled lizard feet.

When characters put their hands in the bottle the feet will stick to the characters hands.

The feet are sticky like lizards feet and allow the character to climb walls and sheer surfaces. The effect lasts for 2 turns. They may do this as easily as walking on a flat surface but may not carry anything in their hands while doing this because their hands are needed for crawling.

The bottle contains enough feet for 1d4 uses.

Value 1d10x100 gp. Large size bottle.

**Creepy Jelly:** A large complete jellyfish fills this bottle.

When placed over the head it makes the "wearer" invisible. Anyone present when the jellyfish is donned will not see the character as invisible.

The character will remain invisible for 1 hour at which point the Jelly has dried out and lost its power. It must then be placed back in its bottle. The Jelly can be used once per day.

Value 1d10x100. Large size bottle.





**Dead Head:** In this bottle floats a skull covered in rotting flesh.

In its eye sockets are two perfectly normal looking fresh eyes. When pulled from its bottle the eyes swell and glow red with a baleful light.

When held the head gives the character the ability to control one undead creature of up to 5 HD. They may command it to move or attack as if they were the ones who created it.

Unintelligent undead like zombies or skeletons may even be ordered to destroy itself by jumping off a cliff or into a fire. Intelligent undead will not destroy themselves in this way but can be ordered to move, attack or use their abilities in any way the controller demands.

After 1d10 rounds the eyes of the head fade and it must be placed back in its bottle. The head may be used once per day.

Value 1d6x100 gp. Large size bottle.

**Firetongue:** This bottle is filled with the pickled tongue of a salamander. This tongue constantly oozes a sticky foul smelling substance.

When rubbed on the body it gives the character a resistance to all damage from fire. All fire damage is halved while protected.

The tongue can be used once per day. This is the amount of time the tongue needs to produce enough substance to be used again.

Value 1d20x100 gp. Large size bottle.



**Fist of the king:** A preserved human fist with iron rings covering every finger and thumb. When taken from its bottle all humanoids will obey the holder of the fist

The holder of the fist may command 1d20 HD worth of humanoids. They may not be commanded to kill themselves but may be commanded to fight, even against superior numbers or their friends.

The fist will work for 1d20 rounds till it dries out, at which time it will need to be replaced in its bottle. The fist can be used once a day.

Value 1d10x50gp. Large size bottle.

**Furry Fortitude Improvers:** In this bottle are 1d10 claws of same large unidentified creature.

They can be stabbed into a character, curing the effects of poison from mammalian monsters or creatures but causes 1d6 points of damage.

Value 1d6x10pp. Regular size bottle.

**Ghouls Hand:** A Rotted hand of a ghoulish with vicious claws floats in this bottle. The bottling process has not only rendered the hand safe, it now has the power to Cure paralyzation caused by any monsters abilities. The hand has no effect on paralyzation caused by traps, spells, or magic items.

The hand is pressed against the victim and the cure is instantaneous. The hand can be used an unlimited number of times but, like any bottle, it may misfire every time it is used.

Value 1d20x20 gp. Large size bottle.

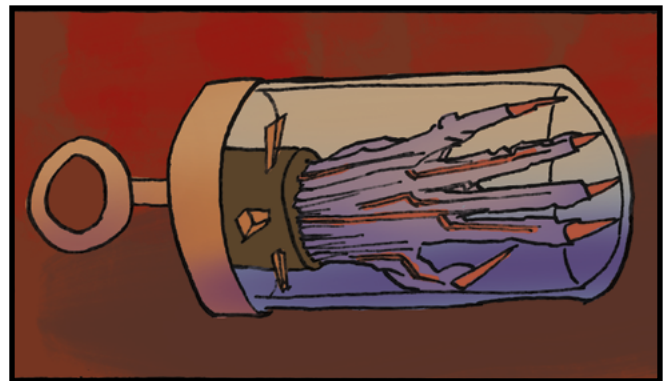
**Giant Spider Eyes:** This small bottle is full of giant spider eyes. When crushed and rubbed on the user it works like "bug repellent".

Normal sized insects avoid the user, giant insects must save vs spells to attack the user.

Value 1d10x10 gp. Small size Bottle.

**Mighty muzzled hamsters:** This large bottle is filled with 1d6 pickled hamsters wearing tiny muzzles. When pulled from their bottle they allow the user to control a mammal. They may command the animal to move or attack or perform simple tasks. They may not order the animal to kill itself or throw itself off a cliff but they may order it to attack other animals, even members of its own family or pack. A hamster's power lasts for 1d10 rounds before rotting and decomposing.

Value 1d6x60 gp. Large size bottle.



Ghouls Hand

**Mighty Pig Head:** In this large bottle floats a whole pig head, tattooed all over with thunderbolts.

When it is pulled from its bottle it emits a blood-curdling and deafening squeal. All enemies must make a save versus spells. Its mighty squeal will stun all who hear it and fail their save. The head may be used once per day.

Value 1d10x50 gp. Large size Bottle.

**Phase spider eyes:** This small bottle is filled with 1d10 phase spider eyes.

When cut in half and placed over the characters eyes it allows them to see invisible things, out of phase things, and even the true nature of illusions.

The effect lasts for 1 hour at which point the eyes dry out and fall off, now useless.

Value 1d20x50gp. Small size bottle.

**Poison Preventatives:** This bottle contains 1d10 giant wasp abdomens with their stingers still intact.

The stinger is still quite sharp. Stabbing a character with this cures them of effects of poison caused by insects but also causes 1d6 hp damage.

Value 1d6x10 pp. Small bottle.

**Puffy Flyer:** A deflated puffer fish floats in brine. When taken out of its bottle it inflates, stretching to two feet wide. The character holding the puffy floats up along with it as if magically weightless.

By pulling on the fins puffy will raise or lower as desired. Puffy can raise or lower 10ft per round. They can't control puffy's movement forward or backwards though they may use ropes to pull themselves along, or crawl along the ceiling. Other characters could also fly the character holding puffy like a kite by using a string or rope.

Value 1d10x50 gp. Regular size bottle.



Reptile Repellers

**Replacement Peepers:** These were developed to cure blindness.

This bottle is full of 1d20 sparkling blue eyes. When placed on the forehead they sink into the skin forming a socket and eyelids.

A pair of these eyes will function in the same way as the character's regular eyes. Of course now the character has 4 eyes, 2 of which are non-functional.

Value 1d20x10 pp. Regular size bottle.

**Reptile Repellers:** This bottle contains 1d10 large cobra heads with the lower jaws removed.

They can be stabbed into a character counteracting the effects of poison caused by reptiles but causing 1d6 hit points of damage.

Value 1d6x10pp. Regular size bottle.

**Silver Tongue:** In this bottle floats a Demon boar tongue, covered in silver leaf foil.

When taken out of the bottle and held in the hand the user is granted the ability to charm person as per the magic user spell for 4d6 rounds.

Value 1d10x50 gp. Small Bottle.

**Troll Patches:** This bottle contains 1d6 rolled up cigar shaped bundles of pickled troll skin.

The user may apply a patch of this skin to any injury or wound. The troll skin will immediately bond with the user's skin, closing the wound and healing the injury (heals 2d8 hp) however the affected area will forever be covered in troll skin which now replaces the user's natural skin.

-1 Cha for each application of troll skin.

Value 1d6x50 gp. Regular size bottle.

**Visible cat:** This bottle contains a skinned cat. Its muscles are semi translucent due to the pickling process and all organs and bones are all visible. It is quite slimy and disconcerting to handle.

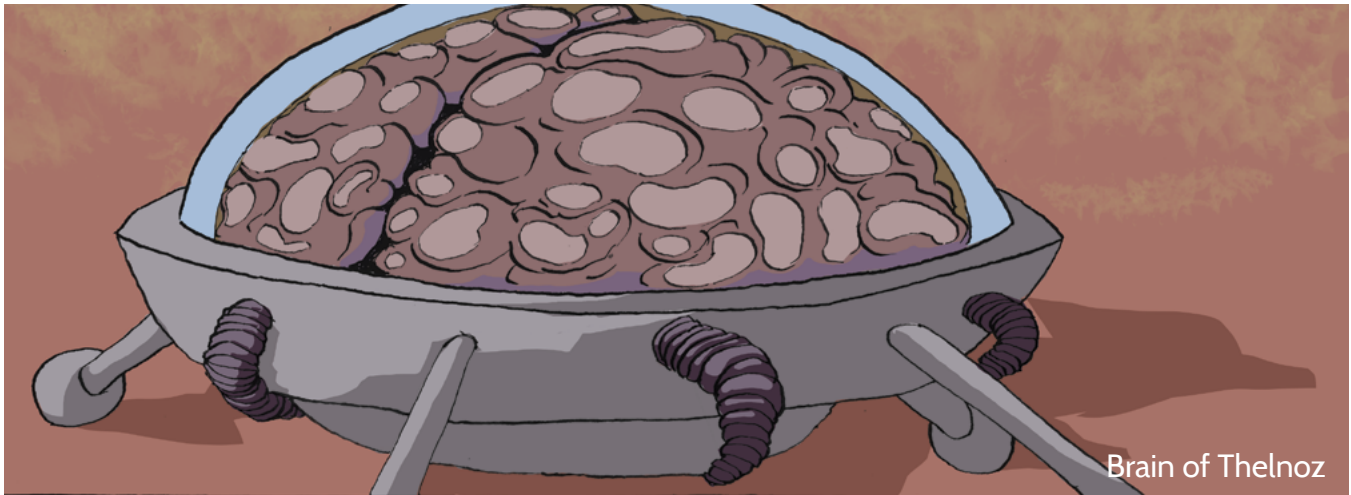
Roll randomly again on the potion bottle table and this is the effect of the visible cat from now on. The cat may be used once per day and must then be placed back in its bottle.

Value 2 times the value of the bottle effect it has. Large size bottle.



Troll Patches





## SPELL BOTTLES

These bottles are the first forerunners of recognizable magic that would come later. The spell bottles have many effects similar to modern spells and some may even be used with them.

**Bizarre Organ:** This small bottle is filled with a bizarre dry organ dry packed in herbs and spices, orange in color.

This is the sensing organ of a Xorn. When in the bottle the organ will lie dormant unless within 10 feet of precious metals or gems, at which time it will glow and pulsate. The treasure will need to be worth more than 100gp to be detected.

Value 1d20x10 gp. Small bottle.

**Brain of Thelnoz:** These were created and used by the great sorcerer Thelnoz.

These brains are humanoid sized and seem shriveled or deflated.

A spell caster may remove the lid of the bottle and “direct” a spell into the brain, which then swells to fill the bottle. In this way a spell may be “stored” by a magic user.

The caster may “cast” the spell by grasping the bottle in both hands and directing it as needed. Once the brain is used the spell is emptied and it may be filled again. When the bottle is opened roll on the misfire table.

Value 1d6x1000 GP. Large size bottle.

**Exploding Eels:** This large bottle is apparently full of pickled dead electric eels.

If the bottle is shaken for one full round, on the following round a bolt of lightning bursts forth from the bottle striking anyone within a 10 foot radius of the bottle. T

he strike causes 6d8 HP of damage, no attack roll necessary. The holder of the bottle is unaffected.

The bottle may be used once per day and the character must roll on the bottle misfire table after every use, which may cause the bottle to discharge it's strike again if a 2 or 10 is rolled.

Value 1d10x50 GP. Large size bottle.

**Eye Of The Titan:** This bottle contains an enormous eye of a titan.

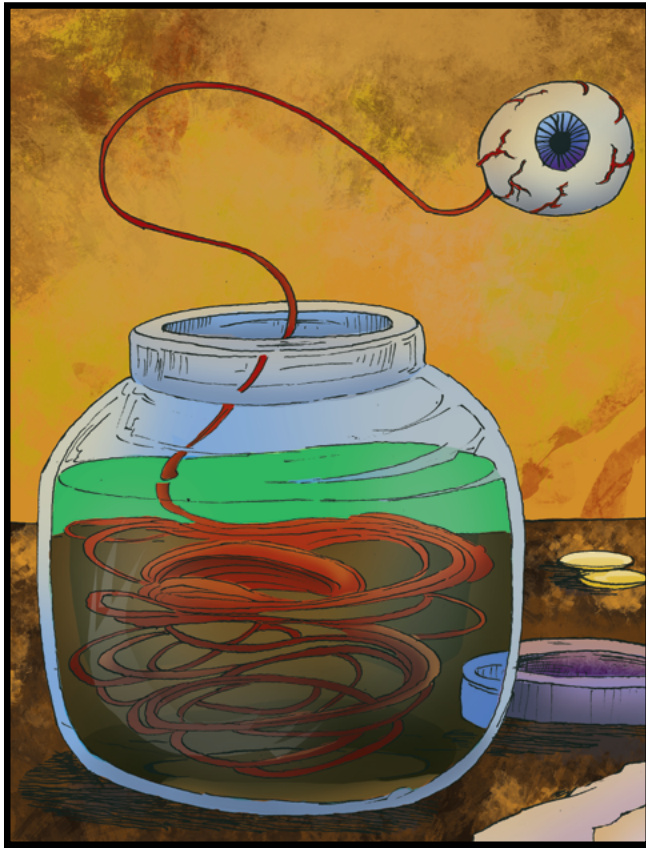
The back of the eyeball has a neatly cut hole in it, allowing a character to look through and out the front of the eye.

The brine in this bottle is quite clear so this may be done while the eye is still in the bottle.

Looking through the bottle in this way gives the user infravision 60’.

If the bottle is opened while the characters are experimenting then it is subject to the usual bottle misfire table.

Value 1d4x50 gp. Large size bottle.



Eye of the Dead

**Eye of the dead:** A single 1" diameter eye floats in a bottle along with a tightly coiled thin tentacle to which it is attached.

When the bottle is opened the eye will float out of the bottle, trailing its tentacle behind it.

The holder of the bottle can control the eye and see what it sees. The eye has 60' infravision.

The tentacle is long enough to extend 120 ft and the eye may travel up to 60 feet per round.

The eye leaves the bottle, trailing the tentacle/ nerve behind it, keeping it connected to the bottle. If the tentacle is cut the eye drops to the ground forever useless. The eye may be used once per day for up to one hour.

Value 1d10x50 gp. Large size Bottle.

**Flittering Doom:** This large bottle is crammed full with what appear to be dead locusts.

When the bottle is opened the locusts fly out in a swarm. The swarm fills a 30 foot diameter space. Anything with 2HD or fewer must flee the area the swarm occupies.

The holder of the bottle may command the swarm to move or to reenter the bottle, with the swarm moving 20 ft per round.

The bottle may be directed when opening to focus the attack away from the party. The swarm will last for one hour at which point the locusts will fall dead to the ground.

They may then be scooped back into the bottle to be used again. The swarm may only be used once per day.

Value 1d10x50 gp. Large size bottle.

**Hand of Thelnoz:** This bottle contains a hand covered in a chalky paste.

When the hand is used to draw a circle up to 10ft in diameter it forms a protective circle. No spells or spell effects may cross the circle in or out. The effect lasts for 1d4 turns.

The hand may only be used once per day.

Value 1d6x1000 GP. Large size bottle.

**Heart of Darkness.** This bottle contains the finally dead heart of a liche. This blackened diseased thing radiates evil.

The heart can be used in exactly the same way as the Magic User spell magic bottle. Anyone may try to enter the bottle; it is not limited only to magic users.

There is a 10% chance that a liche's spirit already resides in the bottle. If there is a spirit within it will slumber until either the bottle is opened or someone attempts to enter the heart to use it as a magic bottle. At this point the spirit will attempt to enter the person making the attempt, or the person opening the bottle.

Value 1d10x200 GP. Regular size bottle.

**Heart of Thelnoz:** When carried, any spell cast on the user has a chance of hitting the heart of Thelnoz instead.

Roll on 1d6:

1-3 the spell targets the heart

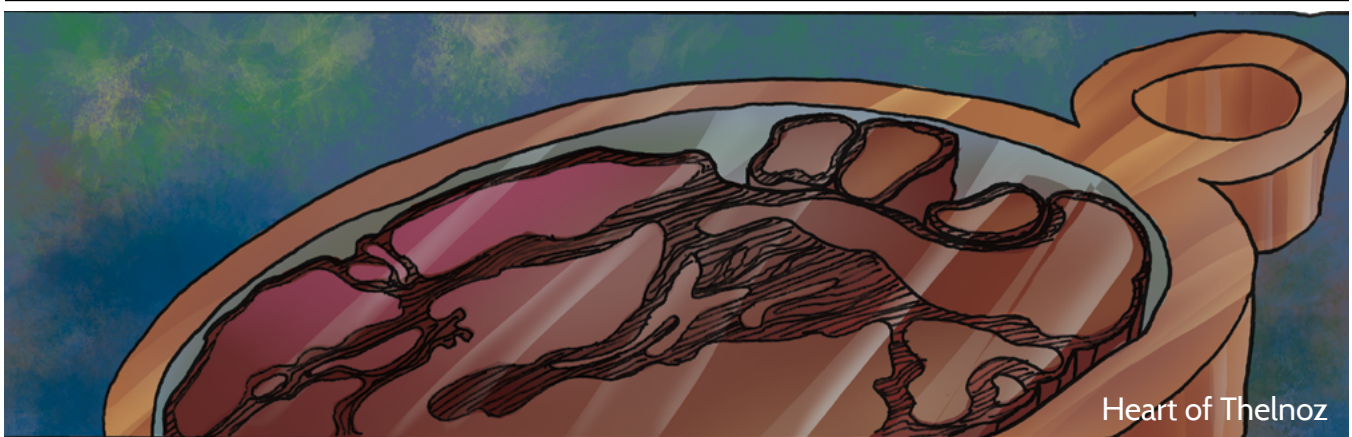
4-6 the spell targets the character

Spells meant to affect the carrier will target the heart instead. A magic missile will hit the heart, causing no damage to the carrier. A fireball will hit the heart, but unfortunately the user is still in the area of effect.

Charm spells or esp etc will affect the heart instead.

The heart can take 20 hp of damage before being destroyed.

Value 1d4x100 GP. Small size bottle.



**Bottle of Many Moods:** This bottle will remain black under normal circumstances.

When first picked up if the character is primarily "good" it will turn yellow. If they are primarily "evil" then it will turn blue.

Once it has stabilized in the characters hand it will turn black.

It will then change color again when in the presence of great evil or good within 10 feet.

Since this bottle is never opened it will never misfire.

Value 1d10x10 gp. Small size bottle.

**Lizard Blizzard of Fire:** This large bottle is filled with 1d10 baby salamander tails.

The bottling process has suppressed the tails fiery nature.

When the tails are removed from the bottle they will burst into flame in a short period of time in a fiery explosion.

The tail may be removed from the bottle and thrown as a grenade with the explosion causing 4d6 hp of fire damage to anything within a 5 ft radius.

Value 1d10x50 gp. Large size bottle.



Skull Pepper Restoration Beets

**Orange bombs:** This bottle is filled with d4 bombs. An orange, pierced with thorns throughout its surface.

When a spell is cast on it the orange will hold the spell for up to 12 rounds. 1 for every thorn removed. At the end of the delayed time the spell goes off with the normal effects with the center or origin being the orange.

Value 1d6x100 GP. Regular size bottle.

**Pseudo Detection:** A pseudo Dragon floating in brine fills this bottle. When the lid is removed the dragon's snout will rise to surface. Working as a kind of magic compass the pseudo dragon will point out any magic in the area. In the presence of magic the snout will point to the highest concentration of magic within 10 feet.

The pseudo dragon is prone to misfire like any bottle that is opened.

Value 1d6x50 gp. Regular size bottle.

**Octo Stoppers:** This bottle contains 1d8 hand-sized octopi like creatures, each with 10 legs and 8 eyes.

When taken from the bottle they come to "life" squirming and trying to escape the characters hand.

If thrown at an enemy within 30 feet the octopi will adjust its flight to land directly on the enemies face (no attack roll necessary).

The enemy (except undead) is paralyzed and frozen in place.

They will remain like this for 1 hour at which time the octopus "dies" and turns into a shapeless slime freeing them.

The octopus may be removed early but its tentacles will cause 1d6 damage to the enemy as it is removed. It will then turn to a shapeless slime.

Value 1d10x100 GP. Large Size Bottle.

**Skull Pepper Restoration Beets:** These peppers resemble tiny red skulls.

When eaten they restore 1 lost experience level due to magic or attack.

1d6 peppers are left in the bottle.

Value 1d6 x1000 gp. Small bottle.

**Squawk Bottle:** This bottle contains a spongy large purple mushroom.

This is a bottled shrieker. When pulled out of the bottle and squeezed the shrieker emits a terrible noise.

Any enemies not prepared for the noise must save vs spells or be stunned for 3 rounds due to the noise.

Once squeezed the shrieker is then useless until the next day when it "recovers".

Value 1d6x20 gp. Regular size bottle.



**Stun Tongue:** In this bottle floats a Throghrin tongue.

The tongue causes paralyzation identical to a ghoul to anything it touches, including characters who may pull it from the bottle.

Once it's effects are discovered the characters may find a way to affix it to a weapon or pole to use it as an attack.

A successful attack on an enemy causes paralyzation like a ghouls touch.

After a successful attack it loses its power and must be replaced in its bottle. The tongue may be used only once per day.

Value 1d10x100 gp. Small size bottle.

**The Queen:** This large bottle contains a Giant Ant Queen. Seemingly dead or slumbering, it floats within the bottle.

When any spell is cast on the queen it seems to come to life. It will lay 1d4 eggs and then seem to return to its lifeless state.

If the bottle is opened and the eggs removed the character will find that crushing the eggs causes the same spell effect to occur. Spells may be targeted (lightning bolts, fireballs etc.)

The queen can replicate level 1 and 2 spells. If a higher level spell is used the queen will explode causing a 10ft wide magical fireball that causes 3d6 of damage to all within range.

The queen may be used once per day. The eggs, once removed from the bottle will become dry and solid like a chicken egg. They must be kept in a safe container however as they are quite easy to break.

Value 1d10x1000 GP. Large size Bottle.

**Visible Chicken:** This large bottle contains an entire chicken, skinless and without muscle, it's organs are visible. They seem to undulate and squirm within the chickens body, changing colors and size.

The visible chicken may be asked questions about whether the immediate outcome of a particular action would be good or bad.

For example opening a chest, or pulling a lever. The chicken will answer questions with a bass profundo voice saying "good" or "bad" with a depth and power that shakes the ground beneath their feet.

After answering their question the brine of the bottle boils blowing it's top off, requiring the characters to put it back on. Every time this happens roll on the bottle misfire table.

Value 1d20x10 GP. Large size bottle.

**Web Blasters:** This bottle is full of large tarantula sized spiders.

Soft and rubbery these giant spiders, when squeezed, shoot out an inordinate amount of silk in proportion to the size of their body.

They may be sprayed at an enemy up to 10 feet away. They will be covered with webs and entangled. A human can break free in 2d4 turns. The bottle contains 1d10 spiders.

Value 1d20x20 GP. Large size bottle.

## BOTTLES OF THE GODS TRULY TERRIFYING IN POWER

These bottles have powers beyond those of minor magic items. These are powerful and have the possibility of seriously unbalancing a game. Luckily they are still subject to the bottle misfire table and so will any upset should be short lived.

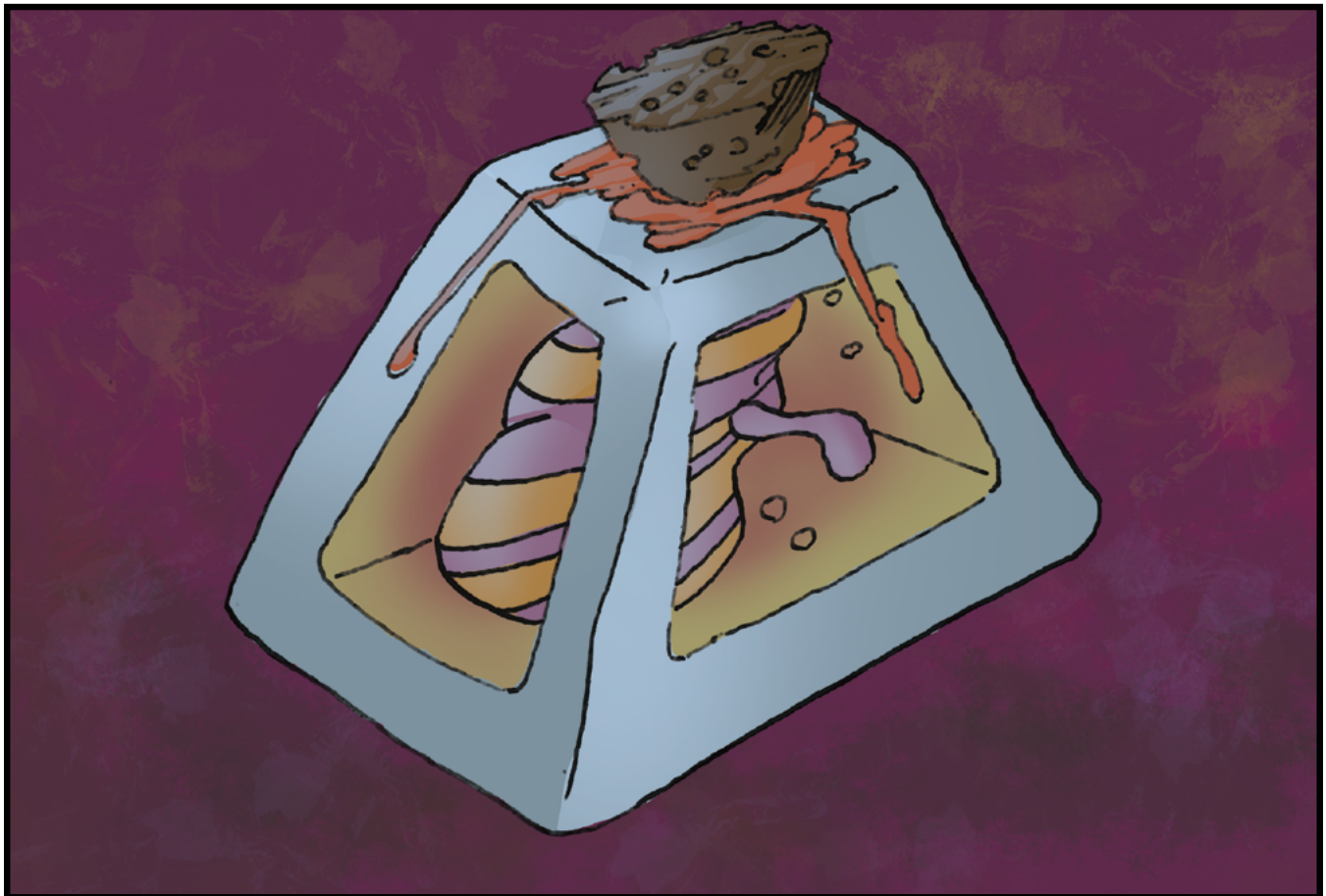
**Basilisks head:** This bottle contains the still living head of a basilisk.

The bottle resembles a lantern with a handle and blocked sides and back. A swinging metal door is on the front.

When the door is opened anyone looking in the direction of the bottle must save vs petrify or be turned to stone.

Subject to bottle misfire whenever the door is opened.

Value d6x10000 GP. Large size Bottle.



Golden Spiralled Coatl Bladder

**Bottle lantern of Elzilade:** This large bottle is filled with golden glowing pods, from some long extinct plant.

The bottle glows with a soft radiant light, like a dim candle. The front of the bottle is fitted with a metal fixture with wire clamps. Found near the bottle, usually in a separate box, will be a number of metal screens.

Each screen will have figures and shapes cut out so that when they are placed on the bottle they throw detailed shadow figures on the wall.

If the screen is left on for a few moments the light will brighten and dim, and the figures will appear to dance and move. In a few more moments anyone viewing will see the shadows begin to come to life. They begin to act out scenes or actions in life size.

The shadows may even be commanded by the user to leave their scene and perform acts for the owner of the bottle.

The most common screens found with the bottle are:

**THE DANCER:** this mesmerizing dancer will dazzle and enchant anyone watching except the holder of the bottle.

Save vs spells or be stunned until the show is ended.

**SHADOW THIEF:** The shadow thief will act out a scene of stealing a purse from a wealthy merchant but if commanded can be sent up to 1 mile away to commit a theft.

The thief must be sent at night and will return in exactly 5 hours whether successful or not. The shadow will be successful 50% of the time. Whether successful or not there is a 10% chance the shadow thief will be seen.

**SHADOW FIGHTER:** The shadow fighter will appear and duel another shadow fighter to the death.

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The shadow fighter can also be commanded to protect the holder of the bottle. The shadow fighter may not leave the range of the light of the bottle (20 feet). Other than this limitation it fights as a level 9 fighter with an ac of 4.

The shadow has 70 HP. If it is reduced to 0 HP it sinks to the floor and disappears. If the fighter is defeated in this way its figure will disappear from its screen and will not appear again. Whenever the fighter is summoned it will again have its full HP.

Other screens may be found but these are the most common.

Value 1d6x 3000 GP. Large size Bottle. Screens weigh an additional 5 lbs.



**Bottle of Knowledge:** This large glass bottle is formed in the shape of a large Rakshasa head. Inside the bottle floats a Rakshasa brain with the ears and eyes still connected. Placing their hands on the bottle gives the character the power of ESP, as per the Magic User spell. However the range of the effect is 500 feet and is not blocked by any amount of rock or metal. The bottle may be used any number of times per day and is subject to the bottle misfire table whenever it is used.

Value 1d6x10,000 GP. Large size bottle.

**Door of Darkness:** This is not truly a bottle. It is a large glass case, measuring 6 feet tall 4 feet wide and 3 feet deep.

This large sealed tank is filled with a thick green substance. Preserved within the case is a large twisted monstrosity, formed of the bodies of thorn demons. A circle of bodies surrounds a great amorphous sac. The bodies form a kind of doorway around the strange pulsing thing.

When the blood of a humanoid is poured into an opening at the top of the case the green substance darkens making the contents of the case completely opaque, a black yawning darkness. The case has now become a dimension door. The dimension door can be controlled in the same way as the Magic User spell. The door may be used by anyone.

The case is subject to the usual Bottle misfire table. The case may be used as many times per day as the characters like.

Value 1d10x10,000 GP.

**Skull of Despair:** This is a dried and polished skull. The top of the skull has been removed with a sphere of glass replacing it. Inside the sphere bobs a diseased looking brain floating in a sickly yellow substance.

The brain belongs to a long dead criminal who was experimented upon by a malignant Decanter many centuries ago. The brain lives still, in a horrible limbo like state. The poor criminals spirit still remains, insane from its years of imprisonment.

The skull may be used to animate recently dead corpses. The spirit of the criminal is sent into any newly dead body and reanimates it.

The spirit is insane and hates any bearer of the skull, wanting only to take it and smash it upon the floor finally freeing itself to escape to the afterlife. Unfortunately for the criminal he must follow every command of the holder of the skull.

The newly animated body will attack and defend as a 4HD creature, regardless of what it's stats

were when it was alive, and moves 20 feet per round.

If the creature is killed the spirit returns to the Skull.

If the holder of the skull is rendered unconscious, sleeps, or dies while the spirit is still in a body then it is freed from the holders control. It will immediately move to smash the skull freeing it.

Value 1d10x1000 gp. Large size bottle.



Skull of Despair

## CURSED BOTTLES

The cursed bottles are the remnants of terrible mistakes of the Decaners. Usually made from things that should have been left well alone they wait in their bottles to trap the characters in their doom.

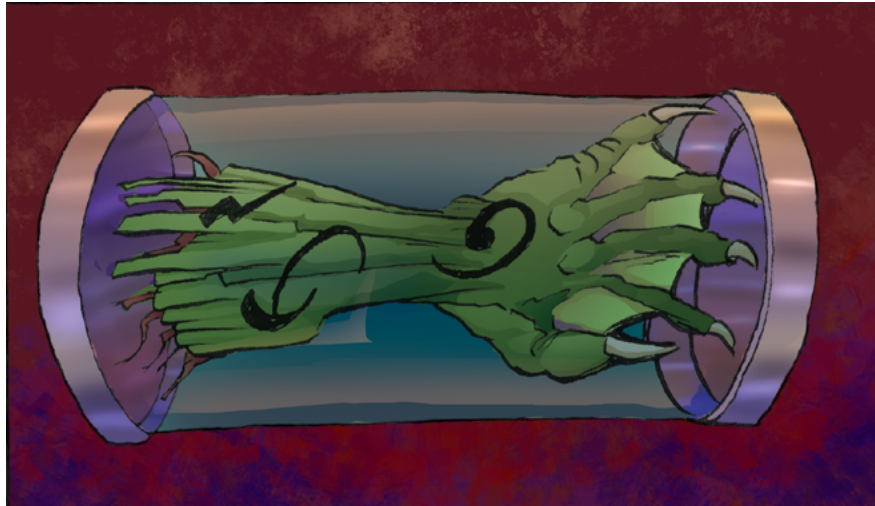
**Dream of the Sea:** A sahaugin arm and hand with distinctive tattoos and stripes is preserved in this large bottle.

It does not appear to have any magical powers and exhibits no strange behaviors.

However the character will begin to dream of the sea, and living another life in a great city beneath the waves. After the first night there will be a cumulative 5% chance per night that the character will wander off in their sleep towards the nearest body of water, preferably the sea. They will then walk into the water and, if they are able to completely submerge themselves, will disappear never to be seen again. The bottle is cursed and the hero may not willingly discard the bottle or destroy unless the curse is removed.

If the bottle is destroyed the person destroying it is immediately turned into a Sahaugin. They retain their class, stats, and abilities and level but they are now have the appearance of a sahaugin.

Value none. Large size bottle.



Dream of the Sea

**Eye of the Night Hag:** This tiny bottle contains a single humanoid sized eye.

The first character to pick up the bottle to examine it will be given a vision.

They will see a Night Hag riding a nightmare, flying through the sky. The hag has a single eye, an empty socket hints that the eye in the jar is her own. The character will know immediately that the hag is coming for them.

The hag is 1d6 days away and when they arrive they will begin tormenting the character in their dreams and riding them.

They will see the hag whenever looking at the bottle. The bottle is cursed and the character cannot willingly rid themselves of it unless the curse is first removed. Anyone holding the bottle will become the new target of the hag.

If the bottle is destroyed the hag will immediately appear in front of the character and will attack them until the hag or the character is dead.

If the hag wins she will then take the body and the eye and fly off again.

Small size bottle. No value.



Heart of Kammur-Tet

**Heart of Kammur-Tet:** This bottle contains a petrified Mummies heart. Sleeping within the heart is a scarab beetle.

At night the scarab will phase out of the bottle and phase into a sleeping character randomly within a 20' range. They will cause 1d6 hp of damage without waking the sleeper. The scarab phases back into the bottle after feeding.

The character will wake feeling a stabbing sensation in their chest.

If a character is killed by the scarab they will rise as a servant of the scarab and will take the bottle back to the mummy from which the heart came wherever it may be.

Once the heart is reunited with its owner the character will turn to dust.

Remove curse will do nothing once the character is dead and rises as the hero is already dead but they cannot be reincarnated or resurrected or

**Golden Apples:** Legends say these are worth a fortune as they have magical abilities of all kinds.

But they do not; they actually summon the Creeping Doom.

**CREeping DOOM;** each night a swarm of insects attacks the party. The first night the swarm is a 1 hd monster, the second a 2 hd monster, the third a 3 hd monster, and so on, and so on until the bottle is discarded. However the character can't get rid of the bottle until the curse is removed.

If the bottle is destroyed a swarm of double the size of the last swarm will appear and attack the party.

Value none. Regular size bottle.

raised until the mummy is found and reunited with its heart.

The character will not be able to discard or destroy the bottle willingly until the curse is removed.

If the bottle is destroyed the mummy will immediately appear and will attack along with the beetle who will immediately phase into a random character causing 1d6 hp damager per turn.

Anyone killed by the beetle will immediately rise and fight with the mummy against the other characters.

If the mummy is killed the beetle will also die. Once the mummy is killed any dead characters may now be resurrected, reincarnated or raised.

Regular size bottle. Value none.



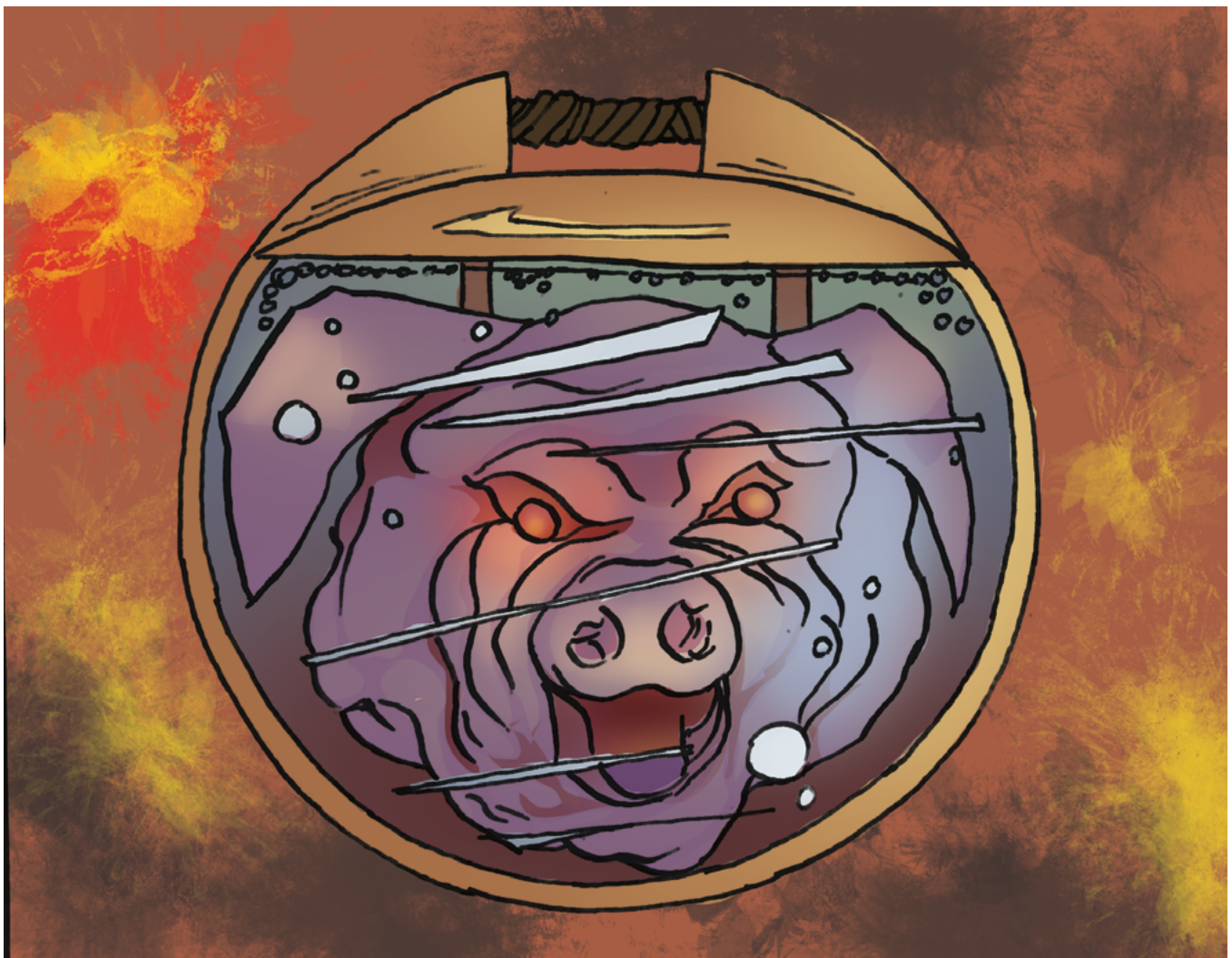
**Phase Spider Venom Gland:** This strange looking gland bobs in its liquid but does nothing very mysterious when first found.

After a day the gland will begin phasing out and reappearing in the bottle.

After this begins to happen the character has 1d6 days before the gland will phase out for a final time, taking the character with them, permanently out of phase and gone forever.

The bottle is cursed and the character cannot willingly get rid of it or destroy it. If the bottle is destroyed the gland will phase out taking anyone within 5 feet with it. A remove curse will allow the character to rid themselves of the bottle.

No value. Small bottle.



Mighty Pig Head