

The Genius Guide to: WHAT'S ^{IN} MY POCKET?



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

It's fairly common for randomly generated treasure to include a few mundane or low-value items. While these may be appreciated and hoarded for the few coins they can raise at low-levels, fairly early in most campaigns players stop caring much about items taken from the standard equipment tables (players only appreciate so many sunrods). However, sometimes a GM wants to spark some interest and mystery without handing out a major magic item, or at least make a world seem more in-depth by providing some colorful items that suggest they have a backstory behind them. To assist in such efforts, this product provides 110 odd little items, none of which will be of great use to players, but all of which might pique their interest.

To be on the list, an item had to be small enough to fit in a pocket, belt pouch, or backpack. Its weight had to be negligible, and its value low. None of these items give bonuses to rolls or checks. Rather, the items were designed to encourage players to ask questions and to act as starting points for GMs who wanted to introduce some new story hooks. These are creative motes and ideas rather than specific story elements, and they are best used by GMs who like creating stories and rumors on the fly. Even if one of these items didn't encourage further investigation when found, it may provide another great opportunity for a GM to create a colorful background when characters attempt to sell it.

Unless an item gives a specific value, these items are worthless (or if the GM prefers worth 1 cp) or valued at 10 gp. While in most cases it should be obvious whether an item is a minor valuable or essentially junk, ultimately it's left as an exercise for the GM to decide which is which – while mithral shards may be valuable in one campaign and a rat

jawbone worthless, it would not be difficult to conceive of an economy that reverses those valuations.

The few magical items presented below list their caster level and aura at the end of the item description. None of the magic items are noteworthy enough to require a full magic item entry – if a player wishes to recreate such items, their only prerequisite is Craft Wondrous Item.

Since these items are designed more as starting points for creative GMs than fully-fleshed ideas, they aren't really designed to be randomly selected. Instead, we recommend a GM glance through the list when wanting to add a bit of spice to a treasure trove, or when PCs demand to know what's in a giant's pockets. If a GM does wish to use this list to randomly generate odd treasure items, roll 1d100. On a result of 01-90, use the corresponding numbered item on the list. On a result of 91+ roll 1d20 and add 90, using the resulting value (from 91-110) as the item number.

THE ODDITIES

1. A black leather drawstring bag of six black, iron nails as long as a human finger, and veined with silver. A successful DC 15 Knowledge (religion) check recognizes them as crucifixion nails carried by an obscure religious sect known for its members' willingness to demonstrate their faith by having someone nail them to a tree.

2. Three mithral shards, too small to be worth money, and too few to guess what they were once part of.

3. A tiny ink-on-paper landscape showing some hills and an unusual rock formation. A successful DC 15 Knowledge (nature) check reveals it's not in the immediate area.

4. A carved wooden baby rattle (the rattles inside are the teeth of infants of various races).

5. Three mint leaves of unusually strong scent and taste.

6. Four brass military badges from widely separate locations. A successful DC 15 Knowledge (history) check identifies them. Depending on the needs of your campaign, the military units from which they came might be famous, infamous, vanished, destroyed, disbanded under a cloud of shame, or a local force.

7. A wrinkled scarlet ribbon made of wool.

8. A burlap bag containing a collection of a dozen canine and feline fangs.

9. Three bugbear scalps.

10. A drinking cup made from a monster's horn, with a simple brass rim. The horn's owner (e.g. a minotaur) is looking for it.

11. A silver key with a triangular shaft and three sets of flanges.

12. An adamantine slave collar with a broken hasp and three links of silver chain. This is probably worth about 100 gp, but should raise a lot of questions when shown in public, and it should attract unwanted attention from slavers looking for their escaped slave.

13. A lock of long, blond hair, tied with a black velvet ribbon.

14. Thirteen dried ears of small humanoids strung on a copper chain.

15. A tiny silver hippogriff, from a necklace or charm bracelet.

16. A vial of blood.

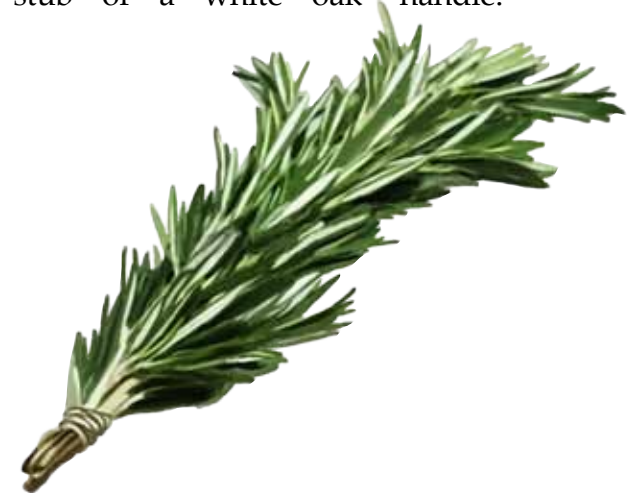
17. An antler smoothed and carved for a weapon handle, with the stub of a knife blade sticking out. A successful DC 15 Knowledge (nature) check identifies the animal (it should be ordinary and native to the local area).

18. Eleven phosphorescent pine splinters that each shed less light than a candle. The phosphorescence is natural and will last roughly a week.

19. An ivory cameo with a scrimshaw portrait of a dwarven woman.

20. A cold iron ring with twenty-three ordinary keys on it and no indication of a hasp, hinge, weld line, or other break to allow attachment or removal of a key.

21. A rusty iron hammerhead with the stub of a white oak handle.



22. A linen handkerchief with a heraldic bear embroidered on it with green thread. A successful DC Knowledge (nobility) or Knowledge (local) check should identify it as the symbol of a merchant house that routinely sends caravans through the area.

23. The wooden heel of a boot, sized for a Medium humanoid, with a secret compartment large enough to hold a few coins or a Fine object. A successful DC 25 Perception check finds the compartment.

24. A small blue, ceramic jar half-full of dead spiders.

25. A tin flask of dandelion wine.

26. A waxed cotton envelope containing dried blue rose petals.

27. A necklace of duck, snake, and squirrel bones on a cotton string.

28. A blown-glass globe, half-full of shiny blue river rocks and fine white sand, slightly scratched and frosted by its contents. There is no opening in the globe.

29. A partial spool of copper jewelry wire.

30. A roll of tanned humanoid skin. Note that if you want to make the source of this item seem scarier, then the skin should come from a powerful species of humanoid, such as a giant. If not, it could be as exotic as you want. A successful DC 15 Knowledge (nature) or DC 25 Heal check identifies the species.

31. Nine leather thongs braided together to form a short rope.



32. Three blobs of melted brass.

33. A carved pine boat about the size of a human hand.

34. A scrap of parchment with "Forgive me, Trevor" written on it in Common in gold ink.

35. Sparse red veins run through the otherwise ordinary material of this fragment of a sword blade. The veins glow like a candle when the fragment is within thirty feet of an orc. *Faint divination, CL 3rd.*

36. A blue silk scarf with a gold geometric border.

37. Unwrapping this small bundle of burgundy velvet reveals a polished silver straight razor with a pearl handle theoretically worth 50 gp. A successful DC 20 Knowledge (history) check recognizes it as the reported weapon used in a bizarre

series of murders that happened forty years ago. The killer was never caught. No one aware of its history will buy this, the local law has many questions for the possessor, and the murderer wants it back.

38. A fist-sized acorn carved from walnut wood and carefully polished and lacquered, probably from a stair or bedpost.

39. A blue flame dances inside this glass tube that is as long as a gnome's hand. There's nothing burning. It's not hot. It provides illumination as a candle. *Faint illusion, CL 1st.*

40. IOUs for unusually large amounts that name a local farmer, blacksmith, and religious authority as the debtors.

41. A receipt for a fine suit of clothes at a local tailor, and a date when the clothes are to be ready. (The date should be soon.)

42. A list of five women's names and addresses, each with a date and time in the future noted next to it. A successful DC 10 Knowledge (local) check recognizes the names as local, and belonging to women of different social statuses.

43. A hunting whistle that imitates the call of a local game animal or bird.

44. A credit receipt from a local gambling hall.

45. A horsehair fly whisk.

46. A successful DC 20 Knowledge (nobility) check identifies this love letter as being written by the spouse of a local political official to someone who isn't any of the bodies being looted.

47. A silver chain from which hangs a diamond-shaped silver pendant with a half-closed eye carved in it. A successful DC 20 Knowledge (local) check or DC 25 Knowledge (religion) check identifies it as the symbol of an obscure secret society.

48. A cut crystal doorknob.

49. A single brass earring with a jade chip.

50. A maroon felt beret sized for a Small character.

51. Three playing cards, all from the same deck. They're just regular cards, not face cards or divination cards.

52. A tiny tin shaker of ground turmeric (a spice).

53. A small cloth bag of seeds. A successful DC 18 Knowledge (nature) check recognizes them as assassin vine seeds (they could be seeds related to any plant creature).



54. A leather dog collar with a silk inner lining.

55. A bronze belt buckle shaped like interlocking aspen leaves.

56. Seven brass buttons, each with an apple in raised relief.

57. A shard of ice. It never melts, and it cools liquids normally. *Minor transmutation. CL 1st.*

58. A mummified pigeon wing.

59. A child's leather shoe stained with blood.

60. A pewter serving fork with two tines.

61. This Diminutive aventurine (green, with mica intrusions) kobold skull seems like an ordinary art object, worth about 50 gp. A DC 25 Perception or DC 15 Craft (gemcutting) check reveals

there are no tool marks on the skull (magic shaped it).

62. A red leather clown nose.

63. A deflated child's ball, made from a pig's bladder.

64. An adamantite jeweler's chisel (worth about 60 gp).

65. A folding steel shovel sized for Medium humanoids.

66. A leather glove for a six-fingered Medium humanoid (right hand).

67. A gaily-painted wooden wheel from a child's toy.

68. A leather mug with a leak in the bottom.

69. A glass preserve jar full of smoke. If opened, it does nothing. A character can pour the smoke out, in which case the smoke dissipates and the jar is empty.

70. Two small firecrackers.

71. A clear glass jar containing slices of dried apple.

72. A brass ring.

73. A rat jawbone.

74. Two feet of hemp rope.

75. A pewter spoon embossed with the monogram of a local authority figure.

76. An empty green glass wine bottle with a tattered label faded to illegibility.

77. A successful DC 10 Knowledge (engineering) check identifies these tools as those of a clay sculptor.

78. A thick sheet of darkwood tree bark with a strange serpentine script engraved on the interior side. A successful DC 15 Knowledge (nature) check recognizes the "script" as the trails left by termites.

79. A small, empty picture frame made from carved cherry wood (2 feet wide by 3 feet tall), with the word "Butai" engraved in Common on one edge. "Butai" is a command word that causes carvings on the sides of the frame to glow. In total, the glow is the equivalent of one candle's light. The light remains until someone speaks the word "Iatub" within 10 feet of the frame. *Faint evocation. CL 1st.*

80. A comb carved from horn and reinforced along the spine with pewter. It's missing some teeth.

81. A wood hairbrush with hair caught in it that doesn't match the looted body or any of its companions.

82. A single adamantite horseshoe worth about 60 gp.

83. A cold iron bar with a ring at each end. A successful DC 8 Handle Animal or Knowledge (nature) check identifies it as the bit from a riding animal's bridle.

84. A piece of rock candy tied up in a small cloth with twine.

85. A rose quartz chess piece worth about 50 gp. A successful DC 15 Knowledge (local) check identifies it as the recognition symbol used by rebels plotting something nefarious.

86. A successful DC 10 Knowledge (nobility) check recognizes the monogram on this silk shirt as that of a wealthy local recluse.

87. A steel set of folding eating utensils.

88. A small, leather-bound book of handwritten poetry. The poetry is mediocre at best, and often focuses on clay jugs. The penmanship is neat and clear.

89. A hand-span of brass tubing, as thick as a human male's thumb.

90. A single terra cotta roof tile.

91. Six glazed tiles about the size of an orc's thumbnail. Three are red, two are blue, and one is golden yellow.



92. This crystal jar with an elaborate gold seal contains a few ounces of dust. The dust itself is magical, not the jar. The dust doesn't actually do anything; it's just the remains of a scrap of a dead evil deity's clothing. Any cult of remaining faithful would kill to get the relic. Note that this is effectively an artifact that does nothing, and as a result does not detect as magic (the dust cannot be detected with mere mortal magic – see the *Pathfinder Roleplaying Game Core Rulebook* for information on artifacts). A successful DC 30 Knowledge (Arcana, History, or Religion) check reveals the dust's true nature.

93. A polished ovoid of amber surrounding an ordinary fly (overall length of the gem is about that of a human male's thumb, and it's slightly bigger in diameter). It is worth 100 gp.

94. A roll of thin, soft leather with twenty alchemical silver sewing pins stuck in it, worth about 50 gp total. Note that the pins themselves are too small to do damage, but they can deliver poison as improvised melee weapons.

95. A pewter mug decorated with stylized flames. The inside of the mug heats up when liquid is poured in it. In one round, the mug warms the liquid inside it. The temperature of the liquid becomes hot, but still drinkable. The liquid never boils or overheats. The exterior of the mug remains at room temperature. The mug has no effect if completely submerged. *Faint evocation. CL 1st.*

96. A leather wallet. The leather is rough and yellow, with some darker spots. A successful DC 25 Knowledge (arcana) check identifies it as the hide of a humanoid native to the astral plane, but not the exact species. Any humanoid native to the Astral plane who sees this wallet becomes unfriendly toward the possessor, and if events devolve into combat, focuses its attacks against the possessor.

97. Five pound of scrap metal in a leather bag. The metal includes broken hinges and hinge pins, bent nails, door handles, broken carpentry and artisan tools, a horseshoe, and the like. Taken together it's probably worth about 1 gp to a blacksmith.

98. A successful DC 20 Knowledge (arcana) check identifies the iron studs of this single, black, leather bracer as fragments from an iron golem. At the start of any round of combat with constructs, roll 1d10 for each construct. On a result of 1, that construct attacks the bearer of the bracer, if possible. Any intelligent construct

becomes unfriendly toward the wearer but is not forced to attack. *Faint transmutation. CL 3rd.*

99. A wooden stick stripped of bark, with a Y-shape. A successful DC 15 Knowledge (nature) check identifies the wood as coming from a hazel tree. If the stick comes within five feet of a creature with the Aquatic or Water subtype, then it vibrates. The vibration is noticeable even if the stick is in a backpack or other container – and if it is, then the vibration makes an audible sound that allows for a DC 15 Perception check to notice it. *Faint divination. CL 6th.*

100. Three heavy-duty canvas bags with lockable metal rims. The seal of a royal treasury marks each bag, and they are unlocked and empty.

101. Twelve adamantite pitons (worth about 60 gp each). A character can drive one of these pitons in a single round, rather than a full minute.

102. A green marble gear the size of a squirrel's head and two-inches thick, precisely made and with brass fittings. The gear is unusually heavy (Hardness 10 instead of 8, 60 hp instead of 30) and shows no sign of wear or chipping.

103. A crystal lens with a copper rim, but no handle or telescope tube to go with it. It's worth 200 gp to a spyglass crafter.

104. A hand-knitted baby bootie shaped and sized for a human infant's foot.

105. A canopic jar sized for a monster's internal organs, carved and painted with imagery from an appropriate monster deity/mythology but containing a desiccated human liver. A PC can make an appropriate Knowledge check (DC 10+ monster's CR, specific skill varies) to recognize the monster race that created it.

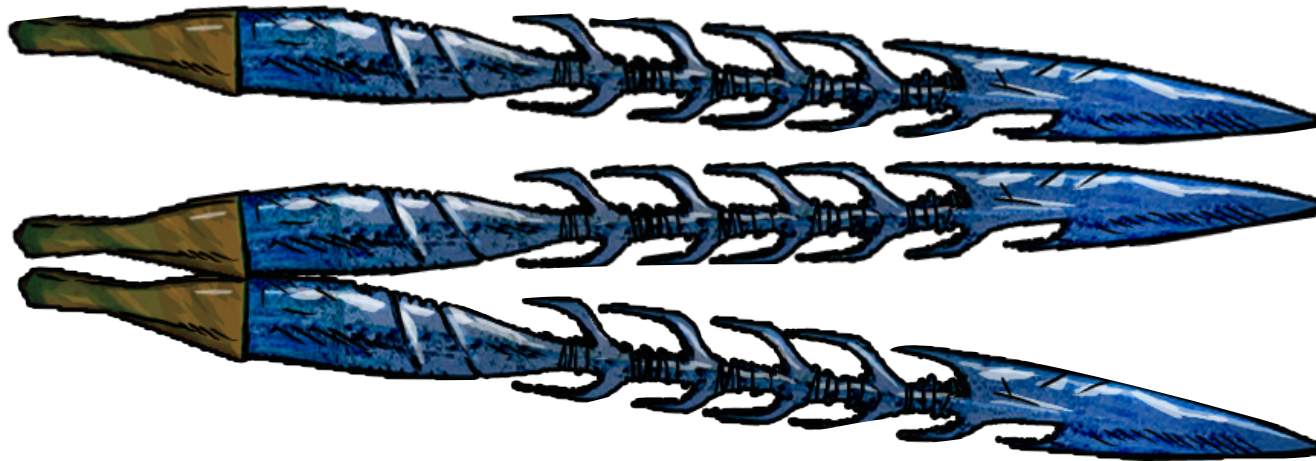
106. A wicker ball approximately the size of a large apple. Although it rattles and thumps like something is in it, when pried open it is empty. *Faint illusion. CL 1st.*

107. Very old gold coin, but a DC 10 Knowledge (nobility) check identifies the face on it as belonging to a currently living king.

108. A wooden box the size of a deck of cards, undecorated, with a sliding top. The inside is covered with dried blood.

109. A baby's quilt with two infant handprints burned into one square.

110. A flat pane of glass (hardness 1, hp 1) the size of a human palm. The pane has a brass rim around it. This item is one of a pair. When they are within 200 feet of each other, each glows with a soft, blue, light (provides illumination as a candle). Anything spoken by the possessor of one appears as garbled Common text on the other when they are within range. It requires a DC 25 Linguistics check to understand what is written. Until they are within range of each other, the auras presented by one are faint, and there is no sign of the pane's function. *Moderate divination. CL 11th.*



GM ADVICE

Here is a collection of advice on using these items in your game.

- Keep track of each item handed out. Know where it was acquired, when, who acquired it, and if sold, then who it was sold to and when. Follow up occasionally.
- Not every item needs to be a story hook, but any item could be.
- Make skill rolls to identify an item in secret.
- Incongruity is good for hooking player's interest. A troll could have an envelope of dried rose petals, while a sophisticated aasimar might have a vial of blood or a necklace of chicken bones.
- The skill checks to recognize an item are suggestions. Clever players may come up with other ways to identify them.
- Don't use more than one item unless a treasure hoard is truly vast (e.g., a dragon's hoard).
- Avoid using multiple items in a single adventure (a little oddity goes a long way).

TARGET FIXATION

A player may fixate on an item, certain that it is more significant at this particular moment than it is. Allow the player a few moments of time, then move on to other players. You can encourage the fixated player to role-play his character's fascination with the item – constantly pulling it out and examining it, asking random craftspeople and merchants about it when in town, consulting with sages, and so forth – without letting it take over the game or a session. You should also let the other players role-play their characters' growing frustration with the fixation, but don't egg anyone on unfairly. Let the group work it out. If the PCs are paying a random oddity more attention than you want, and they insist on sitting, staring at it, and discussing it, throw wandering monsters at them.



WE ERR ON THE SIDE OF AWESOME!

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