SF

Mystic Knick Knacks

ROGUE GENIUS GAMES

52-IN-52

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STARFINDER COMPATIBLE

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Mystic Knick Knacks

So, what the heck are mystic knick-knacks? They are extremely minor hybrid items that are fun and interesting... and that's about it. They aren't game changers for anyone. Mystic knick knacks don't give you bonuses, change what skills you can work with, replace any normal tool or weapon, or generally impact the game mechanics of the game in any significant way.

These are the *other* items. The ones you buy at the register of the *Beds, Bandoliers, and Beyond* store (or wherever you get your backpacks and field rations) because they're sitting in a cardboard display on the counter. They're more like party favors than party treasure. A character may become attached to what they let you do, but in the same way a character gets attached to a particular costume look or a catchphrase rather in the same way a character gets attached to an effective tactic or spell.

These are the little useless items you are sure must exist in a world of alien craftsmen and super-science spellcasters, but are rarely detailed anywhere.

But sometimes, they *are* what your find when you rifle a newly-uncosncious patrolman's pockets.

A GM can use these minor, flavor-focused items as bits of loot more interesting than tapestries or hardwood goblets, in which case they may be rolled up randomly as minor magic items.

RANDOM MYSTIC KNICK KNACKS (ROLL 1D20)

d20	Name	Level	Price	Bulk
1-7	*Datapad of Redesign*	1	150	L
8-12	*Fauxzur's Mediocre Pigments*	1	50	L
13-15	*Living Puppet Box*	1	100	1
16-18	*Pet Rock*	0	80	–
19-20	*Stractor*	2	50	L

Datapad of Redesign

As the datapad touches the pair of dirty, ratty, brown synthleather boots, they shimmer and morph to become dirty, ratty, black synthleather boots with gray dagger symbols on front of each.

The *datapad of redesign* appears to be a typical tier 0 computer that can only run a single program—it can take pictures of clothing, armor, weapons, and equipment, (though nothing else), and show what it would look like with different coloration and designs on it. Once per day it can be touched to a single item of apparel, armor, weapon, or equipment that is not being worn or wielded by anyone, and change that item to match a different coloring or style. If the user has heraldry, symbols, or badges they use on a regular basis, these can be added to the changed item as well. However, an established badge, mark, or heraldic device (including anything used by a government, organization, or military) the datapad wielder does not use in their day-to-day life cannot be added.

This change is instant, but has no impact on the item's apparent quality, damage, materials, function, or value. The changes are even less than cosmetic, they are purely design related. A battered ceremonial plate helmet can be made to have wing patterns, or be lacquered blue, or have a horse emblem over the visor, but it remains clearly a battered ceremonial plate helmet.

The changes cannot grant any bonus or benefit the clothes do not normally grant. They are incapable of matching any pre-existing garment and symbols with sufficient authenticity to aid in the creation of a disguise, the coloration is not precise enough to assist with efforts at camouflage, and the cut may well be of a similar style as an uniform of specific outfit, but not close enough to fool anyone into thinking it is exactly the same.

What the datapad can do is adjust items gathered in different places and from different cultures, and give them a matching, intentional appearance. If several matching items are placed in a pile and

the item to be changed is placed on top of them, it creates colors, symbols, and styles that go well with the pile, even if it does not duplicate any specific existing item. Rather than a hodgepodge of brown boots, checkered pants, a striped shirt, and powered armor from a different region entirely, the datapad can make an outfit all one color of the user's choice, with enough similarities in style, design, motif, and theme that they appear to have been created to visually harmonize with one another.

Fauxzur's Mediocre Pigments

The colors fly of their own accord, sweeping across the parchment in with swoops and sharp lines. Slowly the form of a puppy appears. Or maybe a baby deer. It could even be a small log...

These magic pigments appear as cardboard box with 64 differently-colored crayons in it. They can be used as normal crayons, but never accidentally colors anything (even if rubbed directly on to a blank surface), and each crayon never runs out.

Suspected of having originally been created as the result of an arcane crafting accident, *Fauxzur's Mediocre Pigments* can automatically draw a scene or image, or capture the description of a creature or object, even from the user's memory... but badly. Scale is often off, images cartoonish, and details wrong. The image is in color and creates its own paper to paint on if none is provided (which always comes out to be 11 inches tall and 8.5 inches wide, for some unknown reason), but it so inaccurate that it doesn't usefully convey what the scene or item illustrated looks like.

It is possible to add art materials to a project you instruct the pigments to undertake. Paints and other color mediums can be added to the crayon box, cloth or other surfaces can be provided to paint on, brushes and similar tools can be made available. If they are, the pigment uses them appropriately to create an image and the quality is slightly increased. It takes 3d6 minutes for the pigments to create a piece of art. If no artistic materials are used, the end result is so fragile it cannot withstand any effort

to authenticate it, making it impossible to sell. If artistic materials are given to the pigments, the end result has a value equal to the materials provided.

The pigments can also be instructed to paint an image without being given any other guidance, in which case they create one of a set number of images known. Most pigments know about twenty different images, none of which are innovative or particularly interesting. A typical set of images is listed below. When asked to paint something without being given a description of a life model, the pigments generate one of these images at random.

1. A squiggly blue line that might be a waterfall, but with two eyes on one side of the bank.
2. A table of gnolls playing poker.
3. A dark knight above a crooked tower, with blurry stars, all illustrated in curves and squiggles.
4. A stylized sunset with simple m-shaped birds flying in front of it.
5. A grayscale beach, with a silhouetted couple walking along it, holding hands.
6. A devil grinning and giving a thumbs-up.
7. A lake reflecting the moon.
8. A forest scene, apparently full of happy little trees.
9. A rainbow arcing between two fluffy clouds.
10. A castle that looks like a skull with towers that look like a spiked crown. But bad.
11. A patchwork of bright squarish colors that might be a village.
12. A dark corner, with a dwarf slouched in it, apparently depressed.
13. A court jester crying.
14. A bright red mammal heart in an otherwise blank field of blue.
15. A pile of skulls, all with at least one gold tooth.
16. A giant eyeball staring directly at the viewer.
17. A basket of sleeping owlbear cubs.
18. A stuffed animal unicorn fighting a wooden dragon toy.
19. A plate of fruit on a table.
20. A flaming floor harp.

Living Puppet Box

The curtain on the side of a small wooden box parts, revealing two plastic action figures. One appears to be a clown in a purple suit, though it holds a tiny sign marked "scorpion." The other is clearly a vesk toy soldier, but holds a sign marked "frog." The two wiggle back in forth while facing one another, as if in debate.

A *living puppet box* is roughly a one foot cube of painted hardwood, with a curtain across one otherwise open side, and a collection of 3-5 hand-puppets inside. When a story is being told, the hand-puppets leap to live and play out the story (as best as they are able—often a toy soldier must act as the king and a fashion model/court lawyer figure as a knight, though each has a small sign it can carry which changes to reveal the name of the character it is supposed to be). They produce tiny props and costume changes as needed, and can interact with one another and the props in surprisingly complex ways.

However, the toys are only able to move and manipulate things within the box—as soon as they are removed from it they are lifeless and mundane. Additionally they cannot interact with anything placed into the box, and lack the force to remove anything from the box (or pull anything in, or do any damage to anything placed with the box).

The toy figures can act out their own stories as well independent of any storyteller, though soundlessly. When asked to put on a show or tell a story they break into a story determined at random—even requesting a specific tale, the *living puppet box* gives the viewers whatever is randomly next on its playlist. Most *living puppet boxes* have about 20 stories in their repertoire, though sometimes a specific story seems to show up over and over and over. The following is a list of typical stories, each ranging from 1-5 minutes in length

1. The scorpion and the frog
2. The scorpion and the froghemoth (it has a very different ending)
3. The turtle and the hare
4. The turtle-dragon and the hare (actually goes about the same)
5. The ladybug and the mite
6. The shirren who stole the cheese.
7. The green face and demilich skull: a parable about not touching things.
8. The boy who cried werewolf, on the moon, which was therefore always full, then turned into one forever.
9. The Two Identical Snowflakes, and their Sorrow
10. How the Wasp escaped the Web
11. The Laser Pistol in the Stone
12. You can drag a dead horse to water, but then no one should take a drink
13. Incubus, Succubus, and Clyde

14. Captain Disaster and the Starship of Mistakes
15. No, I Am Your Father, and I Made That Robot
16. The ghost who was haunted by people, and one loud cricket
17. The Cat Came Back
18. Ysoki trash collectors save the universe
19. The Officer Worker, the Fey Queen, Her King, His Lover, and a Space Unicorn named Gus
20. Child disobeys parents, dies a painful death.

Pet Rock

A small rounded stone, perfect for skipping across water, sits on a small handkerchief. Every few seconds it hops a few inches in an apparently random direction, and makes a short birdlike sound.

A *pet rock* is literally a rock, often a smooth one that conveniently fits in the palm of a human's hand, occasionally with eyes painted onto it, that acts a little like a pet.

Though a *pet rock* is not alive, nor even as self-sufficient and animate as a construct, its enchantments give it a rough semblance of very simple life. It chirps in a friendly manner when pet, snuggled, or kept warm, squeaks in annoyance when cold or moved suddenly or roughly, and can bounce around largely at random in a 1-square foot area from where it is put down.

And that's it.

It cannot be sent anywhere, does not learn tricks, doesn't move according to any plan, or far, or with any particular force. It's about as useful and varied as a wind-up spring-powered toy, it just doesn't happen to require springs or winding.

Stractor

"Ehhhhhhh, ulg, glrblruuuulf, ah me ancestors, luuuughblorf... bad ale..."

A *stractor* is a small lacquered box, between one and two inches on a side, with a bit of cord wrapped around it and stuck to it with wax. It's a one-shot magic item that creates a specific sound designed to cover up minor nearby noises, and possible draw attention from those that hear it. The cord is peeled up and the box then falls open, and makes its specific sound for one minute. The list of sounds a *stractor* might be designed to make is listed below. Each *strator* has an icon engraved into its lid to indicate what noise it makes when opened (an infant's rattle for the crying baby sound, a stein for the drunken dwarf retching, and so on). The sound is as effective as *ghost sound*, with a successful DC 13 Will save allowing a listener to determine the sound is illusory.

Once used, a *stractor* turns to valueless wood pulp.

1. Baby crying
2. Drunken dwarf retching
3. Two cats fighting
4. Dog incessantly barking
5. loud beeping, like when the fries are done at a fast food restaurant
6. Indistinct hushed, angry whispers
7. Two people shouting "fire" (usually in common, but versions exist in other languages)
8. A plasma sword powering up
9. Motorcycle engine revving
10. Goat bleating
11. Weird chanting (in no actual language)
12. High-pitched giggling
13. Fire alarm
14. Electrical short-circuiting
15. Liquid loudly "glug"-ing out of a barrel or similar container
16. Laughter
17. Sound of the "boost" slide of a streetsweeper being pumped
18. Random murmurs of a crowd
19. Tuneless whistling
20. Applause

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