

This document contains a list of urban random encounters, with direct rules references for DCC.



Unlikely Urban encounters

Urban environments are different from the wilderness, but sometimes it is needful to spice up downtime sessions with some random encounters. The below table provides Judges with cues to insert flavour, quest hooks or and special events at times when the adventurers are spending their stolen gold at a more civilized environment.

Most of the entries in the urban encounter table (Table B) are fairly freeform, allowing the Judge to extend them into playable content or to simply utilize them as background noise to make the urban milieu more lively. Suitable statlines for monsters and men can be found from the sections in the DCC rulebook covering such things, or extrapolated thereof.

Ultimately, the frequency of such encounters is left up to the Judge, but as a rule of thumb larger urban environments are more likely to trigger interesting events. When in doubt, ask the party leader to roll a Luck check and refer to the bellow table (Table A) for DC references. Should the check fail, roll up an encounter for the party.

Location size	DC
Small town	5
Sizeable township	10
Established city	15
Urban metropolis	20

Finally, the encounter list contains five special events. These are described at the end of the article. The special events range from tense diplomatic or combat encounters to opportunities to purchase magic items, and some of them function as mini adventures on their own right.

D20	Event
1	<i>The Ripper</i> : Special event, see below.
2	<i>A riot</i> : The group encounters a riot of angry townspeople. Roll d10 for the reason: (1) hunger; (2) taxes; (3) unpaid wages; (4) a shortage of drink; (5) too much drink; (6) lack of justice; (7) a witch hunt; (8) rebellious rabble rousing; (9) religion; (10) race. There is a 50/50 chance that the local guard is already intervening.
3	<i>Monster sighting</i> : The locals are all abuzz about a strange sighting in town. Roll d10 for type: (1) ghouls; (2) the walking dead; (3) gargoyles; (4) an albino alligator; (5) a demon dog; (6) a vampire; (7) a werewolf; (8) a flesh golem; (9) a giant octopus; (10) a dragon. There is a 50/50 chance that the sighting is just a rumour.
4	<i>Tax collectors</i> : The adventurers run afoul of a tax collector auditing travelers (this event should be set at a gate or an inn to guarantee that the characters interact with it). The tax collector is followed by a small retinue of heavily armored expert soldiers. They are to levy a d6x10% tax on all liquid assets from travelers and locals alike.
5	<i>The Bounty On Your Heads</i> : Special event, see below.
6	<i>Robbers</i> : A group of bravos is on the prowl, looking for wealthy victims to rob.
7	<i>Thieves</i> : A small team of pickpockets marks the characters as suitable targets for some pilfering.
8	<i>Flagellants</i> : A dozen or so religious flagellants walk the streets, wailing and bleeding. Roll a suitable random deity for the group based on local custom.
9	<i>Militia</i> : A detachment of local militia guards the streets, looking for suspicious individuals. Roll d10 for militia's nature: (1) garrulous; (2) over-eager; (3) aggressive; (4) inquisitive; (5) inept; (6) well-trained; (7) callous; (8) drunk; (9) sensible; (10) friendly.
10	<i>The Piper</i> : Special event, see below.
11	<i>Knights</i> : A lance of knights have arrived. Roll d6 for knight background: (1) mercenary freelance; (2) royal guard; (3) religious templars; (4) occult order; (5) evil blackguards; (6) elven lance-lords.

12	<i>City watch</i> : A group of watchmen patrol the area, keeping the peace however they can. Roll d10 for patrol character: (1) extortionist; (2) corrupt; (3) discriminatory; (4) officious; (5) well-liked; (6) lazy; (7) law-abiding; (8) elite; (9) drunk; (10) polite.
13	<i>A sale</i> : For whatever reason, a local establishment is having a sale on their produce. Roll d6 for what is sold at a heavy discount: (1) alcohol; (2) food; (3) tools and gear; (4) weapons; (5) armor; (6) clothes and accessories.
14	<i>A portent</i> : The adventurers encounter a strange portent. Roll d for nature of omen: (1) a black cat with two tails crosses the road; (2) a dark hound trails the group from a distance; (3) a blind beggar calls one of the character by name, shouting prophecy at them; (4) a child hugs one of the characters and tells them they'll survive; (5) a fanatic falls down in a fit as the group passes, speaking in tongues; (6) suddenly the surroundings fall silent and a bell tolls as many times as there are characters present.
15	<i>A Wondrous Contraption</i> : Special event, see below.
16	<i>A sage</i> : A savant holds office in the street, answering any and all questions for coin.
17	<i>A fortune teller</i> : A seer reads the futures of those with coin. A reading costs a single gold coin, and whoever has their fortunes told should make a Luck roll: (equal or below Luck) character gains 1 re-roll, usable on any roll; (above Luck) Judge may force character to re-roll any future roll, at any time. Whether the omens are good or ill, fortunes can be read only once per character.
18	<i>A noble retinue</i> : The group encounters a noble and their retinue of servants and knights. Roll 50/50 for noble's gender, and roll d14 twice for their character: (1) lecherous; (2) martial; (3) impoverished; (4) flamboyant; (5) violent; (6) grim; (7) famous; (8) scarred; (9) generous; (10) drunk; (11) mystical; (12) foreign; (13) demi-human; (14) brooding.
19	<i>A specialist merchant</i> : A rare master crafter has set up shop in a marketplace. Roll d for their specialty ¹ : (1) high quality weapons; (2) exceptional armour; (3) rare herbs; (4) adventurer's gear; (5) alchemical concoctions; (6) tindsmith's goods; (7) healing equipment; (8) vile poisons; (9) mystical tools; (10) magical brews.
20	<i>The Hidden Shop</i> : Special event, see below.

1. The Ripper

*"Did'ja hear about tha Ripper?
 There's a devil of a man, creeping around.
 Chooses their victim at random.
 AND RIPS 'EM APART!"*

One of the party has been marked by the Ripper (roll at random; the Ripper generally chooses victims who can be killed in a round or two). The Judge should take care to foreshadow the encounter by mentioning the local murderer in dialogues, and take care that the group might have a chance to spot the assassin following them, requiring roughly hourly DC 20 perception rolls from anyone to spot them.

¹ Rules for special materials and qualities, herbs and all sorts of specialist gear can be found in these articles on KitN: [weapons and armor](#), [herbs, gear and alchemy](#) and [beer](#).

The Ripper is an entirely insane elven assassin, guided by his bloodthirsty blade. He will attack at the most opportune moment, climbing into the target's room through a window or picking them off alone at an alley. The Judge should run the Ripper as a merciless, insane killer, with no other goal but to satisfy the murderous urge of the black, twisted blade controlling them. If the elf is somehow disarmed and parted from the Third Blade he will surrender immediately: the magical dagger is what forces him to kill. Arwoor the elf is a former adventurer, and should the party show him mercy he will provide them with a detailed story about an ancient evil ruin in the south, where he originally found the evil blade (this is a chance for the Judge to include a new quest seed, with the promise of loot and ruin).

The Ripper, an elven assassin: *Init:* +6; *Atk:* the Third Blade +8 melee (2d5+4) or stunning spell +4 (1 point of damage, and DC 18 Fort save or stunned for 1 rnd); *AC:* 15; *HD:* 3d6+3; *MV:* 30'; *Act:* 1d20+1d16; *SP:* infravision 60', immune to magical sleep and paralysis, immune to morale checks, iron allergy (as elves, DCC rulebook pg. 57), always surprises his target if possible; *Saves:* Fort +6, Ref +6, Will +6; *AL:* C.

Arwoor the elven assassin is a former adventurer, who has been entirely overcome by the Third Blade (see below). He only exists to follow the evil urges of the twisted, serrated dagger, and as long as he holds the blade is entirely driven by the urge to kill.

The Third Blade of the Soul: *kris* +1; *DMG:* 1d5+1; *INT:* 13; *AL:* Chaotic; *Communication:* an insidious telepathic connection with the wielder, urging them to never abandon the blade; forces Ego checks on the wielder in prolonged contact and eventually fills them with a murderous call. *Special:*

- Should the carrier of the blade completely give in to the evil within it, the kris gains additional powers. It's magical bonus increases to +3, and it's damage increases to 2d5+3. Additionally, the hold the evil soul within has on the carrier is empowered, doubling it's effective Intelligence against further Ego checks against the owner.
- The insidious, angry call within the blade is the soul of an ancient, world renowned murderer and assassin. As a servant of the God of Death they killed wantonly, but ultimately failed their divine task. Their soul was ripped to three pieces, all bound within blades of this kind. Should the blades ever be brought together, the killer will live again (this is essentially a potential plot seed for the Judge, and is left entirely to their discretion).

5. The Bounty on Your Heads

"Ahh, yes, here we are:

*By the sanctified decree of those rulers recognized far and wide,
and the deities they manifest and follow...*

...yaddi yaddi yaa...

Oh yes:

*You and your compatriots are placed under arrest by this group
of formally chartered bounty hunters.*

AHEM.

Surrender and face justice, resist and die."

Either due to a confused identity, or because of actual slight and misadventure, the characters are faced with an experienced group of zealot bounty hunters. This is an open-ended encounter: should the characters be guilty of a suitable infraction, the bounty hunters are here for them, but otherwise this is a dangerous case of mistaken identity. If the adventurers are actually innocent, refer to the table below (Table C) for suitable charges and suggestions for reparations. Judge's should note that most reparations can be replaced with forced adventure hooks in the service of a local authority.

The group of bounty hunters consists of a lawreader, a paladin, two strongmen and a gaggle of underlings. Roll for the group's alignment in order to determine their attitude towards the situation: characters may be able to negotiate their way out of the situation in various ways depending on their guilt and the alignment of the bounty hunters. Should the situation escalate into conflict, utilize the stats below; despite their threats, the bounty hunters attempt to take the characters alive utilizing a variety of strategies and spells at their disposal; the underlings either assist the other bounty hunters, or swarm and grapple weaker targets. If the characters are apprehended, any further events are up to Judge's discretion.

Table C: Possible infractions and reparations

D10	Infraction	Reparations
1	<i>Loitering and lollygagging:</i> The culprits have been spotted disregarding their duties as set by common custom and their station in society, their morals have been proven lax and their work unacceptable.	A fine of 1d20 gp or a public flogging.
2	<i>Unpaid taxes:</i> The guilty have not paid their taxes, as decreed by local law and divine providence.	Payment of back taxes in the sum of 1d100 gp or hard labour.
3	<i>Poaching and thievery:</i> The miscreants are guilty of poaching and pilfering things they have no claim to, shamelessly flaunting the fruit of their illicit labours.	A fine of 1d10x50 gp or the mutilation of a limb.
4	<i>Defaming a noble:</i> The iniquitous personages listed have defamed a noble of the highest honor, damaging their spotless reputation beyond repair.	A fine of 1d14x50 gp or the removal of ears, an eye or the tongue.
5	<i>Cheating and lying:</i> The accused are known cheats and liars, and their misadventures must come to an end now.	A fine of 1d20x5 gp or tarring and feathering.
6	<i>Being drunk and disorderly:</i> The degenerates in question are drunken sots, and their presence is significantly detrimental to the acceptable running of society.	A fine of 1d20x5 gp or a week in the stocks.
7	<i>Murder:</i> The accused are merciless murderers, and must pay for their reprehensible deeds.	A fine of 1d10x50 gp or capital punishment.
8	<i>Heresy:</i> These heretics must pay for their perverse ways according to precedents set by divine law.	A fine of 1d20x50 gp or forced penitence administered by the inquisition.
9	<i>Use of evil magicks:</i> These wicked reprobates are guilty of using nefarious and corrupt magicks to lure and pervert righteous men and women.	A fine of 1d20x50 gp or a witch trial administered by the inquisition.

10	<i>Treason:</i> The unprincipled villains are guilty of repugnant activities which fall under the legislation concerning treason, possibly even high treason.	Capital punishment.
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Lawreader: *Init:* -1; *Atk:* cudgel +1 melee (d4); *AC:* 11; *HD:* 3d4; *MV:* 30'; *Act:* 1d20; *SP:* caster level 3, spell check +4, *Sleep, Charm person, Force manipulation;* *Saves:* Fort +0, Ref +0, Will +4; *AL:* varies.

Paladin: *Init:* +1; *Atk:* maul +4 melee (d10+2); *AC:* 18; *HD:* 3d10; *MV:* 30'; *Act:* 1d20; *SP:* lay on hands 3/day, heals d8 points; smite 3/day, stuns target for a round unless DC 14 Will save passed; *Saves:* Fort +4, Ref +1, Will +3; *AL:* varies.

Strongmen: *Init:* +1; *Atk:* mancatcher +4 melee (grapple attack, strangles target, causing 1d4 Sta damage per round); *AC:* 11; *HD:* 1d12; *MV:* 30'; *Act:* 1d20; *SP:* whatever special goes here, including spells; *Saves:* Fort +3, Ref +2, Will +1; *AL:* varies.

Underlings (2d6): *Init:* +0; *Atk:* club +1 melee (1d4+1); *AC:* 10; *HD:* 1d6; *MV:* 30'; *Act:* 1d20; *Saves:* Fort +1, Ref +1, Will +0; *AL:* varies.

10. The Piper

*"It is a wonderful task you have accomplished.
But isn't ten thousand gold coins a hefty reward for a day's work?"*

This is a freeform background encounter suitable for any town large enough to be worth mention. The encounter is loosely based on the classic German fairytale about the *Pied Piper of Hamelin*.

As the group traverses the town, they come across a strange procession: a piper, dressed in colourful patchwork garb is leading a parade through the streets, clearly aiming for the main gate of the township or city. Roll on the below table (Table D) for the nature of the piper's followers.

Later, at a suitable juncture, the group comes across the piper arguing with the town leadership about their pay: the town's luminaries have declined to pay the previously agreed upon wage for the deed of clearing the town of whatever miscreants were troubling the locale. The piper swears revenge, and leaves off in a huff. Alternately, these events can be recounted to the players in the form of rumours that are circulating in the town.

Finally, comes the night of vengeance! While the previously exorcised miscreants wreak havoc upon the town, the piper lures away something necessary and precious in a nightmarish waltz or polka, stealing into the night through unknown means: roll again on the below table (Table D) to determine what the piper takes as hostage. Player characters may end up taking part in the mayhem that ensues during the night, but the Judge should take care to keep them away from the main action: after all, the narrative imperative requires that the piper is allowed their revenge upon the fiscally unreliable townspeople. It is up to the Judge whether the piper's

revenge affects the player characters: they are after all only visiting, and most likely had nothing to do with the bard being cheated.

Finally, it is up to the Judge how the aftermath of this encounter plays out. Perhaps the characters end up negotiating with the mysterious bard on the townships behalf, or maybe this event acts as a story hook for the next adventure. Or maybe the town is permanently changed by the unresolved disagreement with the magical pied piper.

Table D: Town miscreants & the piper’s revenge

D10	Town miscreants	Piper’s revenge
1	All vermin; mice, rats, cocroaches and lice.	Tools and kitchenware.
2	Ghosts, shadows and spirits.	Children and youngfolk.
3	Faeries, gremlins and pixies.	Priests and other clergy.
4	Cheats, murderers and thieves.	Guards and lawmen.
5	Tax collectors and petty bureaucrats.	Weapons and armor.
6	Sewer oozes and other sentient slimes.	Merchants and innkeepers.
7	Ghouls, ghastrs and the walking dead.	Pets and livestock.
8	Bums, drunkards and wastrels.	Hopes and dreams.
9	Giant insects and other unnatural fauna.	Fire and light.
10	Imps, devils and fiends.	Men or women.

15. The Wondrous Contraption

*“Come one, come all!
Come, and see how Dr. Flink’s wondrous machine
fulfills your heart’s desires!”*

The character’s come across a marketplace all abuzz around a strange contraption and it’s keeper. The machine stands on the back of a large wagon, and looks like something between a complex pipe organ and a steam engine, with a fair amount of odd clockwork added in for good measure. It’s keeper, the self-professed Doctor Flink is a tall, skinny man dressed in a well-made suit and sporting a pair of pince-nez glasses on his long, straight nose.

The machine appears to be fulfilling people’s wishes in various, sometimes wonky ways: the beggar wishing for wealth receives a contract for work, the skinny youth desiring fame and recognition is awarded a map to what appears to be a dragon’s lair nearby, and the child craving candy gets a handful of copper coins to spend on sweetmeats. Small and simple wishes are granted more directly, while more complex requests require more work on the petitioner’s part; however, it appears that there’s no direct ill intent with any of the answers the machine produces.

Dr. Flink takes payment from each petitioner, and requires them to sign their name into a little notebook he keeps at hand, so that he can keep his accounts straight “for tax purposes”. Payment varies by petitioner: obviously well-off individuals are required to pay more than the less fortunate. Once the formalities have been concluded, the petitioner pulls a lever, speaks their desire into a horn-like aperture on the side of the machine, and after a period of clicking, steaming and clonking the machine produces its answer through one of the myriad cabinet doors on its side.

The machine is of strange manufacture, and no one can quite recognize its workings. If Dr. Flink is inquired about the origins of the contraption he claims to have built it himself, for the betterment of mankind and to ease the pain of the common folk. Should the machine be investigated through magical means (such as *Detect magic*) it is revealed to be wholly mundane; however, sufficiently high results will reveal a number of magical creatures moving within the machine, and that Dr. Flink’s notebook is quite magical as well.

Unbeknownst to the the townsfolk, Dr. Flink is actually a powerful demonologist. The machine is powered by a mischief of imps he has enslaved to his service, and his little notebook actually starts with a contract binding all who sign it to relinquish a portion of their lifeforce to the wicked magician. Dr. Flink has constructed the machine to act as a smokescreen to collect power from the innocent villagers, as he is preparing for a grand ritual and requires additional power for spellburn purposes. The imps within the machine attempt to fulfill wishes to the best of their ability, but many of the prizes they grant are actually fake.

Should the player characters confront Flink he will attempt to leave the town in an outraged huff. If the situation escalates to violence he will defend himself, releasing the imps to assault the townsfolk and attempting to flee using the spells at his disposal. If his operation is left undisturbed he will leave town during the night, and everyone who signed their name in his little black book will suffer the effects of *Dr. Flink’s Draining Curse* (see below) in 2d14 days; any further effects of Dr. Flink’s ritual are left up to the Judge.

Dr. Flink *Init*: +3; *Atk*: dagger +4 melee (1d4+1) or spells (see below); *AC*: 13; *HD*: 5d4+2; *MV*: 30’; *Act*: 1d20+1d14; *SP*: caster level 5, spell check +6, *Magic shield*, *Sleep*, *Invisibility*, *Binding*, *Demon summoning*; *Saves*: Fort +1, Ref +3, Will +3; *AL*: C.

Imprisoned imps (13): *Init*: +5; *Atk*: bite +4 (1d6) melee; *AC*: 15; *HD*: 2d4; *MV*: 50’, can climb; *Act*: 2d16; *SP*: magic resistance 25%, immune to fire damage; *Saves*: Fort +0, Ref +6, Will +2; *AL*: C.

Dr. Flink’s Little Black Book: A small leather-bound notebook, which begins with multiple pages scribbled in demonic. The handwriting is tight and detailed, and the contents describes a contract between anyone who signs the book and the owner of the book (currently Dr. Flink) in convoluted demonic legalese.

- The owner of the book may draw upon the lifeforce of anyone who has signed the contract for the purposes of ritual spellcasting. The owner may draw upon this power once per fortnight, gaining up to 60% of the signee’s lifeforce (or up to 3d8 points, should the signee’s status be unknown). Each time they do so the person in question suffers the effects of Dr. Flink’s draining curse (see below); should the person be killed the contract is voided.
- The book may change owners in a few ways. Should the current owner be killed the next person to sign their name into the owner’s position within the contract becomes the owner of the book.

Alternately, the book may be freely given to another person by the current owner. Finally, resourceful thieves and rogues may be able to forge a change of ownership, should the come upon suitably magical inks and other tools to do so.

- If the book changes owners all previous contracts are nullified, and the pages containing signatures are wiped clean.

Dr. Flink's Draining Curse: Anyone who signs their name in *Dr. Flink's Little Black Book* suffers the effects of this curse, which has the following effects:

- When the curse hits, the target is immediately drained of d6x10% of their maximum Strength, Stamina and Agility; this drain may cause the untimely death of the signee, in which case the curse is lifted. Additionally, there is a 5% chance that they suffer corruption and patron taint (according to the patron of the owner of the *Little Black Book*).
- The drain is triggered every time the owner invokes the contract within the book, or every 2d14 days (should the actions of the owner be unknown at the time).
- The only way to be free of this curse is to force the book to reset by changing its ownership.

20. The Shifting Market

*"They say that every large city has one.
A shop that's there one day, and gone the next.
A store where secret things may be bought and sold.
No one knows where to find it, but a rare few know it's there."*

The Fates smile upon the group, but is it with joy or malice? The adventurer's come upon a small, secluded shop front, marked with arcane runes. Those with the skill to decipher them are surprised to realise that the shop claims to deal in magical items, eldritch memorabilia and enchanted relics. The shop is ran by a wizened magic user of obvious power, who has absolute control within the boutique.

This encounter is a rare chance for the characters to purchase magic items. Gold and mundane valuables are irrelevant to the powerful being running the market, but items may be traded for other magic, or more ephemeral bounty. Ultimately, any bartering done is up to the Judge, as are the magical objects on offer. There are five suggestions below, and a handy Judge may easily expand the list should they so desire.

If the characters don't have magic to trade for magic but still wish to make purchases the Judge may refer to the below table (Table E) for alternate "prices", all of which will permanently change the adventurer. Judges should also feel free to tailor the bartering to suit their table better: memories, spells and even quests are all valid trades to the magician of the market.

Table E: Market magician's barter offers	
D10	Trade offer
1	<i>Craft:</i> The magician will accept the character's craft in exchange for the item; should they accept, they lose their occupation permanently.

2	<i>Bodily power:</i> The magician offers to trade the item to a portion of the character's physical prowess; should they accept, they permanently lose 1d5 from Strength, Stamina or Agility (roll at random, but inform the character of the result before the trade).
3	<i>Mental strength:</i> The magician offers to exchange the item for a piece of the characters mental acuity and presence; should they accept they permanently reduce their Intelligence or Personality by 1d5 (roll at random, but inform the character of the result before the trade).
4	<i>Good fortune:</i> The magician will drain a portion of the character's Luck in exchange for the item; should they accept, their Luck score is permanently reduced by 1d3.
5	<i>Skill and ability:</i> The magician requires an ability from the character in trade for the item they desire. Should they accept, they permanently lose one of the abilities granted by their class or race; the ability in question is left up to Judge's discretion.
6	<i>Speech:</i> The magician will trade the item for 1d5 languages, these may be traded in from multiple characters should the party so decide; the magician will accept any language apart for common, traded languages are permanently lost.
7	<i>Resistance:</i> The magician will take one of the character's saving throws (roll at random, but inform the character of the result before the trade) in trade for the item; should they accept the save is permanently set to 0 and does not increase as the character levels up (magical effects can still increase the save).
8	<i>Health:</i> The magician will take the character's health in exchange for the item; should they accept, they lose 1 HD worth of HP permanently.
9	<i>Battle prowess:</i> The magician will accept a portion of the character's combat skill in trade for the item. Should they accept, reduce their crit table by one step and their crit die by -2d permanently.
10	<i>Protection:</i> The magician demands a portion of the character's natural protection in trade for the item. Should they accept, reduce their base armor class by 1d5 points (inform the character of the size of the reduction before the trade).

The magic items below are suggestions for relics on offer in the shifting market. Judges should feel free to expand the list with items of their own concoction; spellbooks, potions and scrolls might also be found on the shelves of the hidden boutique.

The Angry Axe: Previously wielded by an ornery barbarian from the eastern wastelands, the axe carries some of its original owner's anger and desire for mayhem, and is prone to take over when the wielder becomes drunk enough to be susceptible to it's call.

Features: Axe +1 (changes configuration to fit wielder's need, see below); *DMG:* 1d6/1d8/d10+1 (depending on configuration, see below); *INT:* 8; *AL:* Chaotic; *Communication:* aggressive urges while owner is drunk; *Special:*

- *Needful form:* The Angry Axe changes configuration to fit the wielder's need. It can manifest as a hand axe, a one-handed war axe or a two-handed battleaxe.
- *Time to clean up!* Any time the owner becomes drunk the axe forces an Ego check and attempt to take over; should it succeed, the owner starts to attack anyone near them, and will

only stop once unconscious, dead or once there are no conscious targets nearby. Note that inebriation should affect both the die rolled to resist the axe's urges, and any attack rolls made once possessed.

The Lord-Breakers: A pit fighter's fist irons, crafted from the chains of her slavery.

Features: Fist irons +1 (matching set for both hands, can be worn while wielding other weaponry); *DMG:* 1d4+1 (subdual); *INT:* 14; *AL:* Chaotic; *Communication:* anarchist urges; *Special:*

- *Lordbane:* If wielded in combat against oppressors, nobles, slavers or similar opponents increase magical bonus to +3 and all damage done becomes lethal.
- *Willfull rebellion:* Wielder has a +4 bonus to Will saves to resist charm and coercion of any kind.

The Sarong of Starshine: An ankle-height skirt made of a strange blue fabric with silvery strands, the sarong is of an ancient style long out of fashion. Despite this, the wearer appears more personable and intriguing to all who look at them.

Features: Wearing the sarong has the following effects:

- *Captivating glean:* The wielder has a +6 bonus to all checks involving their Personality score (apart for spell checks).
- *Rhythm of the spheres:* When the wearer is exposed to any rhythmical music they must roll a DC 15 Will save or break out in a pirouetting dervish dance, which halves their movement rate and applies a -1d penalty to all actions.
- *Dreaming the drums:* There is a 50% chance each night that the owner of the sarong is haunted by dreams of complex, unknowable rhythms from beyond time. Should this happen they must roll a DC 15 Will save or be exhausted by their lack of sleep the following day, suffering -1d to all actions.

The Smith's Hooves: Crafted by a rare halfling smith after his village was corrupted by an insidious cult of foul demon worshipers, this pair of maces is obviously made from horseshoes pounded together in anger. The smith himself disappeared after slaughtering his cultist neighbours for vengeance, but the maces remain as a testament to his burning fury.

Features: two maces +1; *DMG:* 1d6+1; *INT:* 9; *AL:* Lawful; *Communication:* powerful and outraged righteous urges when in the presence of hellish or eldritch powers; *Special:*

- *Burning anger:* When applied in battle against the forces of hell or otherworldly evils, the magical bonus of the weapons is increased to +3 and they deal an additional +1d4 impact damage with each blow.
- *Righteous fury:* The seething anger within the weapons makes the wielder entirely incapable of compromising at the face of hellish evils or insidious eldritch beings; additionally, they are forced to take an Ego check or fly into a destructive fury in these situations, attacking the offending parties relentlessly and without care for their own survival.

- *Pull of the law*: Extended periods of wielding the maces will eventually cause the owner's alignment to shift towards lawful; this effect is ultimately left to Judge's discretion.

The Jester's Slippers: Enchanted shoes which used to belong to a famous court jester, who was reputedly struck down by a bolt of divine lightning after blaspheming once too many times, only leaving behind a pair of smoking, curl-pointed slippers.

Features: Wearing the slippers has the following effects:

- *Nimble feet*: The wearer has a bonus of +4 to all acts of acrobatics and tumbling; this applies to suitable thief skills, and other feats of agility.
- *Fool me once*: The wearer gains a 25% resistance against lightning and electricity (i.e. any such damage has a 25% chance to be entirely nullified by the grounding effect of the slippers).
- *Divine ire*: The history of the slippers mars the users reputation among divine actors and gods; any assistance from clerics and others with a deep divine connection has a 10% chance of being withheld due to guilt by association.