

The following "Living Kingdoms of Kalamar" character known as

has received during

The Curse of the Tinkerer's Toys

Buzzy's Barking Beagle

This carved mahogany beagle, painted brown and gold, acts exactly like a stone of alarm. However, instead of a high-pitched wail, the beagle emits a loud, ferocious barking. The beagle is limited to 5 uses; in other words, after it barks five times when functioning as a stone of alarm, the beagle's alarm ability no longer works. The beagle is still magical, however, and barks when the user says the word "speak" when holding it.

Value: 1,000 gp (650 if sold)

Charges: 5

Tradable: Yes

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Buzzy's Jumping Jack-in-the-Box

This small metal jack-in-the-box is painted on all sides with clown faces. A cheerful tune plays when someone turns the crank. If the user takes a full-round action to turn the crank and pop the jack-in-the box while reciting the command phrase, they are considered under the effect of a jump spell. The jack-in-the-box is limited to 5 uses before the magic runs out.

Value: 1,000 gp (650 if sold)

Charges: 5

Tradable: Yes

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Buzzy's Talking Frog

This small green frog is carved from some sort of semi-precious green stone. When stroked, the frog lets out a loud croak. When activated using a command word, the frog will act as the source of the voice of the user for 3 minutes, as per the ventriloquism spell. The frog is limited to 5 uses before the magic runs out.

Value: 1,000 gp (650 if sold)

Charges: 5

Tradable: Yes

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Buzzy's Magic Mirror

This 1-foot by 1-foot piece of clear glass distorts images coming through it, warping the features of a viewed object in comical ways. When activated using a command word, the mirror will allow the user to understand strange writing viewed through it, or talk to a being viewed through it, as per the comprehend languages spell. The mirror is limited to 5 uses before the magic runs out.

Value: 1,000 gp (650 if sold)

Charges: 5

Tradable: Yes

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Buzzy's Serpent Scarf

This five-foot-long green and yellow silk scarf is made to look like a snake. When the snake's tongue is pulled, it automatically loops around the neck of the wearer snugly. When activated with a command word, the scarf provides the wearer protection as per the endure elements spell. The scarf is limited to 5 uses before the magic runs out.

Value: 1,000 gp (650 if sold)

Charges: 5

Tradable: Yes

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Buzzy's Beautiful Doll

This doll of a female elf has long blonde hair and wears a cute pink dress. One odd thing about this doll is that her hair can grow back if cut. When activated with the command word, the doll's hair begins growing, and she emanates an aura similar to mending. Any broken object that comes into contact with the doll when the command word is spoken is affected as if by that spe.. The doll is limited to 5 uses before the magic runs out.

Value: 1,000 gp (650 if sold)

Charges:5

Tradable: Yes

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