



100 Oddities For a Wizard's Library



By William T. Thrasher,
Clint Staples and Michael O. Varhola

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For a Wizard's Library



By Clint Staples, William T. Thrasher, and the Skirmisher Game Development Group

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Skirmisher Publishing LLC
499 Mystic Parkway
Spring Branch, TX 78070

Website: *<http://skirmisher.com>*
Email: *PDFs@skirmisher.com*
d-Infinity Online: *<http://d-Infinity.net>*

Illustrator: William T. Thrasher

Layout and Design: Michael O. Varhola

Editor: Brenda Cass

Welcome to our third entry in the Oddities line of titles, in which we present imaginative details that you can add to your games in whatever way you like. Oddities may clutter a shelf or lie forgotten in a corner, but they are not defined by where they are so much as what they are. Oddities are unusual by their very nature. A dead rat in the basement of an abandoned building is not an oddity, but the same dead rat with its eyes sewn shut is. Oddities make you think about why they exist, why they are there, even what the frack they are. And these questions are key to an engaging and invigorating roleplaying experience.

So now you have a better idea of what we are trying to provide with this series. How can you use it, you ask in my imaginary socratic dialogue? Good question. Unfortunately there is no definitive answer, except maybe, "However you want to use it." Which is kind of a cop out.

Oddities are intended to help you as GM by providing you with details and story hooks, weirdnesses and head-scratchers, red herrings and white elephants. They may be little details that nuance a play session, or they may become the play session. Here is how you can use the very tome you have in your electronic hands to confuse, tantalize, or intrigue your players [you know, with red herrings, white elephants and electronic hands, you are actually getting three bonus oddities right there. But anyway.]

Essentially, to use an Oddities list, you roll d100 as many times as you like or have time for. You can do it once per room, or multiple times, or a random number of times as defined by whatever die type you have handy. You can keep what you roll, mix it around, swap one roll from room 5 to room 8. None of us are going to step on you for however you do it.

BTW, we have formatted the Oddities so that you can copy and paste from the pdf directly to your own document, just to make it easier to play with. We're all GMs at Skirmisher Publishing, so we get that stuff.

If you have the time, roll things in advance, so you can smoothly introduce them into your narrative. But you can also wing it, rewarding, or punishing, that nosy bard's sickeningly high Search check and smarmy, "So what do I find in the book shelf?" Which brings us to a good example of winging it. OK bard, here you go. Me, GM-Proxy, rolls 07 on d100:

"A scattering of silvery fish scales on the furniture and floor. A trail of these scales lead to a nearby wall, where they stop."

Hmm, not a bookshelf entry. I could throw it away. Or keep it for later. I roll again, getting a 46:

"On Life, Death, and All Manner of States In-Between. An anonymously written folder slip-bound in calfskin, tanned a deep red, containing loose sheaves of parchment. This appears to tell the story of a day in the life of a vagabond mercenary who escapes death in the Necropolis of Kos through cunning and skill at arms."

So I can provide the bard with a text he can have a gander at and leave it at that, or add the two together, especially if his Search roll really was exceptionally good:

"As you are leafing through the folder, you notice a scattering of silver fish scales on the floor at your feet. When you look closely, you can see that they extend in a trail to that blank wall over there."

I'm pretty sure you can figure out a few things to do with a trail of silvery fish scale leading to a seemingly blank area of wall.

But let's roll up one in advance and work through some possibilities for it: #49:

"A bust of wet clay, only vaguely formed into the shape of a head, with obvious impressions of tools and fingers. The clay never dries and never sets. It can be shaped and molded over and over again."

So this is interesting and magical as is, and can work that way. But a little extrapolation can provide some neat bonus detail. Why does this exist? Is the wizard who owns this place constantly honing his sculpting ability? Why? Maybe he sculpts dead flesh in his flesh golem creation room in the basement and need all the practice he can get. What information can this item provide? Well, maybe an object reader can manipulate the clay into forms it has recently held. What a shock to find that this was recently the bust of a just-assassinated senator? Or perhaps the most recent likeness was that



of a famous courtesan, or even one of the player characters.

Maybe one of the players has their character try to shape the clay into a mask, and, having done so, attempts to place it over his own features. Now you have the opportunity for a spell effect gone awry as the clay molds itself to his eyes, nostrils and mouth, attempting to suffocate the curious fellow. Or maybe it works and the character has just discovered a fantastic new magic item that can give him the ability to mold his features at a whim.

Those are just a few examples of how it can go. Want some more? If the clay has a memory that an object reader can tap, maybe it has a soul or an intellect. Maybe it is some sort of specialized earth elemental. Can it be contacted mind to mind, co-opted to share what it knows? Maybe the clay isn't clay at all, but actual flesh made utterly transmutable and radiates heavily of necromancy. Maybe the clay is just clay, with the soul

of an innocent trapped within. Maybe the clay automatically assumes the likeness of whoever stands before it. Just because we wrote it one way, doesn't mean you can't change it around.

You can also let your players tell you what it is. If they are having fun throwing ideas around, go with the one that appeals most to you or them, or the one that will drive the story forward, or fix a little plot hole that has been bugging you for a while. You don't have to tell them whether they are right or not either, at least not right away. Let them sweat, or speculate.

We hope you like Oddities for a Wizard's Library. We have loads more in the pipeline, and more after that that we haven't even thought of yet. We also have plans to make them interactive. So you might find your oddity set referring you to another one, maybe sending your heroes from the Wizard's Library [tm] to the sewers running underneath it, the graveyard next door, or the ancient ruins in which the tower is situated.

Clint Staples, Will Thrasher, & Michael Varhola



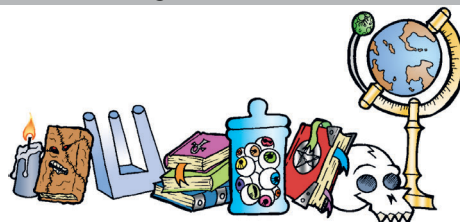
d100

Oddity

- 01 A minute, articulated model of an iron golem with blood-soaked, bladed arms and eyes that glow like tiny embers.
- 02 A fragile, foot long stave of lightning-blasted bone, capped with silver, secured with spider-silk ties. When held, the wielder can see into the spirit world, and any spirits instantly become aware of him.
- 03 A layer of dust has settled over every surface. If disturbed, the dust does not make one cough or sneeze. Rather, individuals exposed to the dust are rendered blind and mute for 1d6 minutes.
- 04 *Contessa Lucretzia's Anti-Aging Formula*. A chapbook by Lucretzia Donazetti with a cover more common on books hidden in bower dressers out of embarrassment. Within, on pages of the finest white paper, are instructions on how to make the transition to lichdom. Lucretzia, both a sorceress and lich, was known for her sense of humor.
- 05 A strip of green ribbon sticking out of a tome like a bookmark. If the ribbon is removed from the book, it combusts in a ball of fire, burning clothing and flesh, but leaving tomes, scrolls, and magic items intact.
- 06 *Mutato Mutandis: A Handbook for the Beginner*. This tome, bound in blue manticores hide and written on finely tanned vellum pages is a primer on the creation of chimerae like the owlbear, gryphon and wolf-spider.
- 07 A scattering of silvery fish scales on the furniture and floor. A trail of these scales leads to a nearby wall, where they stop.
- 08 *Thralls to Darkness: a Study of the Gloom and Its Creatures*. A tome made from the handwritten notes of Rigant of Valcaster bound in black snakeskin, detailing a plane known as the Gloom and its terrible denizens.
- 09 A false bookshelf, behind which are diverse supplies for the creation of potions, as well as several rare ingredients and a list. All the ingredients on the list are checked off except the last one.
- 10 *The Spirit Council*. A book with thin, gossamer pages bound between silver covers. The book weighs no more than a few ounces and contains a list of spirit lords, metaphysical creatures of the aether often associated with animal types or features geographic and geologic, and the means to attract their attentions.
- 11 A set of bookends made from the preserved skeletons of winged spider monkeys, crouching and pressing inward from either side of a file of books. The left bookend has a brass nametag reading "Albert I," while the right bookend has a similar one reading "Able."
- 12 *Minutes of the High Council of the Mage's Circle*. A tome with a plain black cover and dull grey pages. The book appears to have never been opened. The text within tells the blasphemous account of one man's journey to the outer planes and the maddening revelation he experienced at the core of the multiverse.
- 13 An unusual quill pen fashioned from the blade-like scale of a dragon. It will not write, even if dipped in an inkwell, almost as if it was consuming the ink.
- 14 *A Journey into Forgotten lands*. A thin book with a violet leather cover embossed with gold lettering and gilt edged pages. This appears to be a children's picture book with simple verses and one-to-two page stories which tell of an ancient, mysterious kingdom that once included the land where the wizard's library now stands. It seems ridiculous, but the essentials are true, though unremembered by scholars of the modern age.
- 15 A monocle of faceted glass in a brass frame. The glass can be turned in the frame in such a way that different facets move through the wearer's focal point. In one position, the lens translates text, in another it projects a concentrated beam of amber light that burns and cuts, on a third, the beam is directed inward to the wearer's eye. The facets are not readily distinguishable.

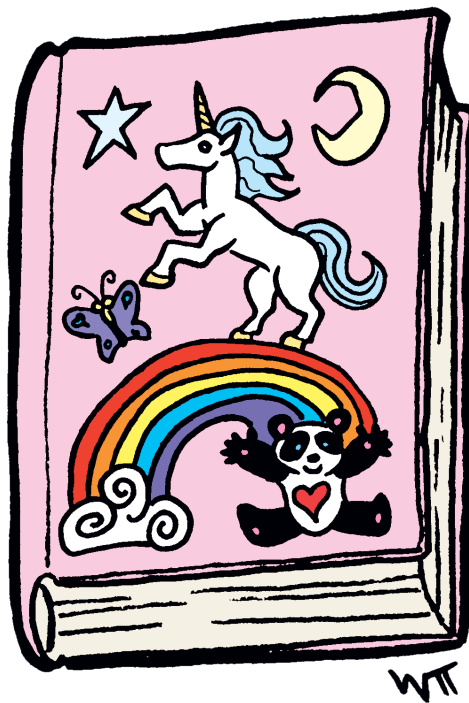


- 16 *On the Levitation of Great Things*, by Leo the Mathematician. A book with red leather covers with gold lettering and black binding. The vellum pages were obviously once a long, uncut scroll. It purports to detail the experiments of a great scholar of a past age and his attempts to levitate warships and siege engines for his king's military.
- 17 A game board and playing pieces of a chess-like game. One side's pieces consist of various dragons carved of green agate and creamy chalcedony. The opposing side's pieces are composed of different mages carved from obsidian, with tiny silver masks of terrible aspect.
- 18 *By the Blade Divided*, by Orestiyas of Aglamor. A tome with rich green silk covers over pages of fine parchment. The fine script records the fall of an Elf civilization founded by the twins Adlath and Imril, who were forcibly separated by the will of the dragonborn sword Heldrift.
- 19 A folding ebony bookstand with clawed hands to hold a book and clawed feet upon which the stand rests. If the command word is spoken, the stand animates and carries books, following whoever spoke the word. The stand remains animated until ordered to stop.
- 20 *The Lure of Adventure*. A large, ornate book with gilded covers painted with an idyllic woodland celebration scene, complete with frolicking beasts, attractive servants, refreshments, pillows, and celebrants lounging under multicolored awnings hung from trees. When opened, the reader is drawn through the book into the scene depicted on the cover, with fiendish differences in many pertinent details.
- 21 A simple pair of reading glasses made from handcrafted lenses on copper frames. The glasses grant one of the following abilities when worn, chosen randomly; translate text into common, see invisible text, read magical text, see spirits, no ability (ordinary glasses).
- 22 *The Amorous Potentialities of the Humanoid Form*, by Hugh Flint. A pornographic tome with an unmarked cover made from worn brown parchment. The book's illustrations luridly depict members of various humanoid races coupling (and in some cases trebling) in a multitude of positions with varying degrees of anatomical plausibility. The book is cursed, causing the reader to slowly lose their sight. If the entire book is read, the reader is left completely blind.
- 23 A small box with a tag reading "The One True Ring." Within the box are 3d6 rings of varying quality and composition.
- 24 A map of the surrounding region. Various spots on the map are marked in charcoal, with annotations reading "dig here," "empty grave," "true manifestation?" and the like.
- 25 *The Tragic Life and Ignoble Death of ...* A water-damaged, moldy tome stained with blood, ichor, and less wholesome fluids. The book is almost unreadable, including the cover. If the cover is cleaned or restored, the name of one of the party members is found at the end of the title.
- 26 A stuffed owl nailed to a perch. It's eyes follow the party. If anyone points this out, the eyes stare forward blankly, only to follow the party again once they lose interest.
- 27 A skull perched atop a large bookshelf. If the name of a book upon the shelf is spoken, the skull responds with the book's location (e.g. "Third shelf down, fifth from the right!")
- 28 *Monstrous Appetites of the Adventurous Gourmand*, by Trustram Vult. An octavo with a gravy-stained green cover. The book suggests ways to prepare the meat (and specific body parts) or various monstrous beasts to create meals that are both savory and impart some magical benefit upon the consumer. Recipes include how to prepare dragon's liver to impart immunity to fire, unicorn steaks that bestow clairvoyant insight, and how to make a meal of mermaid flesh that grants immortality.
- 29 A blank library plate. If this plate is glued to the inside cover of a book, the book will teleport to an appropriate spot on a bookshelf within the library if unread for 24 hours.
- 30 *Histories of the Lower Kingdoms*. A heavy tome with a smoky black cover written by an anonymous sage. The book details the history of various lost and current civilizations that exist in caverns deep below the world's surface. The book includes a map of possible entrances into these underground realms.



- 31 What appears to be a magnifying glass with an ivory handle. However, the glass is flat and incapable of magnification. Looking through the glass while holding it over various books in the library allow invisible notes to be seen scribbled in the margins.
- 32 *Carcossan Ramblings*. A tattered folio with a cover made from the slick, yellow hide of an unknown creature. The book details the improbable extra-dimensional travels and sayings of the anonymous author. Reading the book causes subtle hallucinations for the next 2d4 days.
- 33 A tattered scroll upon which is scribed a map of a subterranean necropolis. One tomb is marked with the notation "*Black Emerald*."
- 34 A set of precise, technical drawings detailing the creation of siege weapons unknown in the current age. These include a multi-barreled organ-gun, a scythed war-wagon drawn by mechanical horses, a steam-powered ballista, a self-propelled battering ram, and an elephantine mechanical boar that breathes fire from its brass snout.
- 35 A pair of mismatched, pungent old socks rolled together.
- 36 *Unwritten History of the Realms*. A small book with a tattered red-and-gold cover. The book is a brief history of the world, detailing major global events that have yet to occur. When events in the book transpire, they vanish from the page to be replaced with new future events.
- 37 A pair of reading glasses. When worn, the glasses turn any text viewed into gibberish. Actual gibberish (such as the scratchings of a madman or randomly arranged letters drawn from a bag) becomes readable as pertinent information.
- 38 *Atlas of the Planes*. A large, black tome emblazoned with overlapping gold leaf circles upon the cover. The book contains rough but accurate maps of several planes beyond the prime material. Annotated foldout maps show naturally occurring portals linking the prime material plane with several other planes.
- 39 A bookmark with a frayed tassel, and bearing the stylized image of a tiger. If the tassel is pulled free of the bookmark, the bookmark transforms into a tiger that fiercely protects whoever holds the tassel.
- 40 A small green crystal. When held near an open book, unfurled scroll, or map, the crystal produces enough light by which to read.
- 41 A wastepaper basket full of torn and crumpled sheets of parchment upon which experimental spells were unsuccessfully transcribed. With patience and skill, it is possible to reconstruct these fragments into functional spells.
- 42 *Pleasant Recipe for a Pleasant Foiree*. A small, well-worn book with a cover that was once dark blue, but has faded to a mottled light blue. The contents appear to be alchemical procedures written in a strange language, but are in fact the crabbed, hand-written recipes of a wizard's great aunt Matilda, who was fond of holding sophisticated brunches. The book is written in a highly formal, archaic form of common.
- 43 The skeleton of a raven, its joints held together by twists of silver wire. When placed upon an open book, the skeleton animates, reading aloud the contents in a clear voice. The animated skeleton turns the pages with its talons and continues to read until removed from the book.
- 44 A well-used eraser made from charcoal-gray rubber shot through with faint sparkles. This eraser erases any text it is rubbed against, from pencil marks to ink to letters engraved in stone or tattooed on skin.
- 45 A portrait of a lady, which changes depending on the time. By day, she is a beautiful, raven-haired noble with alabaster skin draped in rich velvets and delicate silks. By night her clothes are stained with blood and her face takes on a predatory cast with a hint of the fangs hidden behind her full lips.





- 46 *On Life, Death, and All Manner of States In-Between.* An anonymously-written folder slip-bound in calfskin, tanned a deep red, containing loose sheaves of parchment. This appears to tell the story of a day in the life of a vagabond mercenary who escapes death in the Necropolis of Kos through cunning and skill at arms.
- 47 A glass bowl, like a wine glass with a jade handle where the base would be. Next to the bowl is a miniature of a nearby comfortable reading chair. In the little chair is a tiny figure of a bearded man. When the bowl is placed over the chair, a bubble of force is conjured around the full-sized chair, reducing outside noise and preventing anyone from entering the protected area. Anyone within the field is free to leave at any time.
- 48 A diptych composed of two wooden panels separated by a hinge. In the recess of each panel is a surface of smooth wax. A stylus rests in a recess behind the left panel. Whatever is written in the left panel appears in the left panel of an identical diptych, regardless of distance. Anything written in the right panel of the other paired diptych appears in the right panel of this diptych. The location of the other diptych is up to the GM.
- 49 A bust of wet clay, only vaguely formed into the shape of a head, with obvious impressions of tools and fingers. The clay never dries and never sets. It can be shaped and molded over and over again.
- 50 A polished stone marked with a single glyph. When placed upon an object (e.g. a slip of paper, a book, furniture, etc.), the object and stone become immovable until a command word is spoken.
- 51 A plain book with a plain cover and plain pages, so generic it is difficult to describe. When placed upon an open book, this book transforms into an identical copy.
- 52 A pocket-sized book of phrases with a few blank pages in the front. Any phrase written on a blank age is automatically translated into multiple languages elsewhere in the book.
- 53 *My Magical Dream Journal.* A thin tome with pastel unicorns, pandas, and forest creatures on the cover. When placed next to a sleeping person, the book's pages fill with a written description of the subject's dreams. Somewhere in the world is an enchanted pen marked with similar images that allows someone to edit the passages and take control of the subject's dreams.



- 54 A library card for a library in a distant land. When held while speaking the name of a book found within that library, the book in question teleports into the free hand of the cardholder. The book must be returned to the library within one week by holding the book and card while speaking “Return!” If the book is not returned, spirits of dark knowledge haunt the cardholder until a fine is paid.
- 55 A stuffed spider monkey wearing a tiny jacket embroidered with the name Albert II. A little set of lock-picking tools are in the jacket’s inside pocket. On the monkey’s snarling face are perched a pair of pince-nez. A matching full-sized pair of the same lay in a silk slipcase next to the monkey. Whatever the little pair of pince-nez sees is also seen by the wearer of the large pair.
- 56 A slim, untitled folio bound in black leather, with individual paragraphs giving pertinent facts on several different possible apocalyptic scenarios, all with haunting details that make them seem entirely likely in the near future. All but one have a black diagonal line scribed through them. The unmarked entry is circled, with “YES!” written emphatically in the margin.
- 57 A small phial of a crimson liquid that looks very much like blood. When a living being nears the phial, the liquid within surges into action, attempting to flow in the direction of the closest living thing.
- 58 An incomplete deck of playing cards. Of the face cards, each suit depicts prominent members of the four most powerful local factions (e.g. nobles, guilds, cults, etc. as determined by the GM). After a moment perusing the cards, it is possible to notice the missing face cards would correspond to members of these factions who have recently died, some under suspicious circumstances.
- 59 A child’s wooden puzzle, with sliding pieces. Three black dots on three separate tiles may be slid around the board to catch a white dot, which seems to move of its own volition on the puzzles “turn”. If a black dot can be maneuvered next to the white dot, a tinny wail arises from the puzzle, followed by a tinny menacing laugh.
- 60 A tattered book with a cheap hide cover protecting cheap pages. The book contains lurid and embarrassing erotic illustrations by a clearly talented artist. The faces of the men and women depicted are caricatures of prominent local figures.
- 61 An ornate decoration on a nearby bookshelf conceals a secret panel that opens on an alcove large enough to insert one’s hand. At the back of the alcove is a sparkling ruby. The gem is firmly attached to the back of the alcove. Once the gem is grasped, it is impossible to release.
- 62 *Beyond and Back Again.* A small, dog-eared octavo with a chimerical beast on the cover. The book contains a rousing series of adventure stories wherein an unnamed protagonist hunts improbable beasts in distant lands. Each story, after being read, provides the reader with a vivid dream the next time he or she sleeps. They awaken refreshed the following morning, in the place described at the beginning of the tale they have most recently read. If they can satisfactorily follow the story to its conclusion, they will instantly find themselves waking wherever they lay down to sleep, some souvenir of their trip displayed nearby.
- 63 *Music: For Those Who Wish to Play.* A thin folio of flimsy sheets in a thick parchment cover. Each sheet is the musical annotation of a melody or tune. In the center-bottom of each page is a black oval the size of a thumbprint. If the oval is touched, the melody plays, slowly and simply, without embellishment or artifice but perfect for a student who wishes to follow along on an instrument.
- 64 *The Perils of Uninvited Research.* Not a true book, but a construct watchdog that resembles a heavy, richly embellished tome. If disturbed, the book animates, revealing snapping teeth between the pages. The book attacks everyone in the immediate area until they flee or a command word is spoken, at which point the book returns to its original resting place.

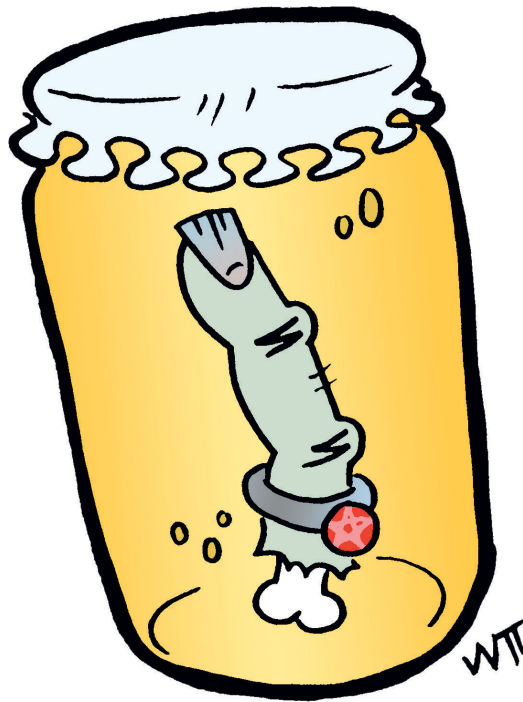


- 65 An ornate letter opener with a clear gemstone on the handle. When the tip of the opener is touches an envelope, the gemstone changes color depending upon the contents of the letter within; black for cursed or poisoned letters, red for threats, green for bills, blue for good news, orange for bad news, pink for love letters, and swirls of color for deceptive letters.
- 66 *Essays on Elemental Emanations.* A guide to elementals and the denizens of the elemental planes. However, the text on each page is a chaotic, unreadable jumble. When the book is exposed to a particular element, the text decodes and the book reveals a wealth of information on beings connected to the element in question.
- 67 A needle and thread used in bookbinding. When placed upon a cursed or evil tome, the needle and thread animate, stitching the pages together so the book cannot be read.
- 68 *The Journal of Blissful Ignorance.* A handwritten journal with a dull, black cover. Whatever is recorded in the book vanishes from the writer's memory. The book is full of things previous owners would much rather forget, from little humiliations to heartbreak to unspeakable deeds that would make the dukes of hell shudder with revulsion.
- 69 A jar of eyes. If a page of text is placed before the jar, the eyes swivel to read it, taking in the contents at a glance. Anyone who then eats one of the eyes can recall the contents of the page perfectly in every detail. If the page contains a spell and the reader has the ability to cast said spell, that spell is immediately memorized and prepared.
- 70 *Coins of the Realms.* A highly informative guide to coinage from civilizations across the world. Of great value to numismatists, the book can even help distinguish between real and counterfeit coins. The book also possesses a singular enchantment. If an ingot of base metal is pressed between the leaves of the book, when the leaves are opened the metal is transmuted into the type of coin detailed in that section of the book. Wise readers will use the book to determine which of these transmuted coins can pass as genuine and which bare the marks of counterfeiting.
- 71 A simple brass ring set with an oblong of cut amber. Trapped within the amber is a tiny human figure with flowing robes and long white hair and beard.
- 72 *A Philosophical Argument in Favor of Pacifism.* A false book that conceals a finely crafted dagger within a hollow between the covers. The dagger is coated with poison and can be quickly drawn from the book in a crisis.
- 73 A good-sized wooden box, not unlike a cigar box. It is warm to the touch. Within is a large green-skinned, clawed hand bathed in green fire. When opened, the flames extinguish and the hand begins to twitch and regenerate.
- 74 *A Practical Guide to Oracular Cards.* A guide to divination by cards, from common playing cards to tarot decks. The book goes into great detail, including illustrations of all cards mentioned. If these illustrations are cut out of the book, they make a perfect deck. However, if they are used for divination they will only predict a great doom befalling whoever defaced the book until the pages are somehow restored.
- 75 A ceramic lemon. When placed into an empty glass, it fills the glass with icy cold lemonade. If placed in a mug, the mug fills with hot honey and lemon, and a healthy dose of rum.
- 76 *An Unremarkable Day in an Uninteresting Life.* Not a true book, but a cross between a book and a bag of holding. The pages conceal a portal to a pocket dimension used for storage. Roll up another oddity to determine the book's current contents.
- 77 A small, thick cloth handkerchief with an appealing pattern embroidered around the edges, folded into quarters. The handkerchief unfolds into a large, warm blanket. It can be folded back to the size of a handkerchief again if you can remember the order of the folds.
- 78 A simple octavo book with dusty brown covers, untitled. This is a false book. Instead of pages, the hollow book contains a small rack capable of holding a dozen wands. The magic of the box allows charges from one wand to be moved to another.



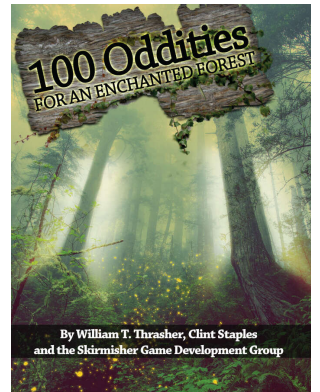
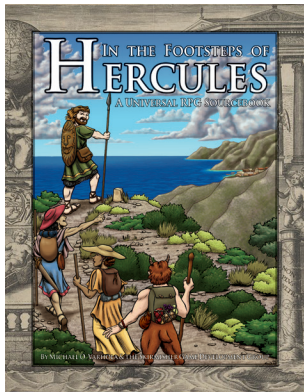
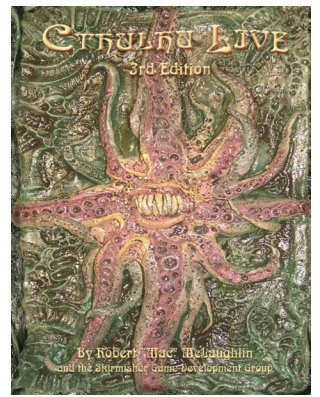
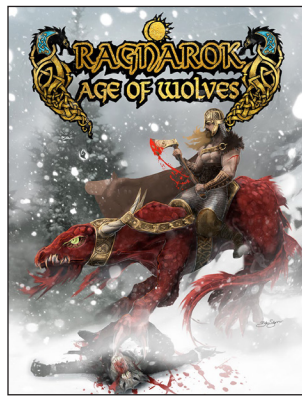
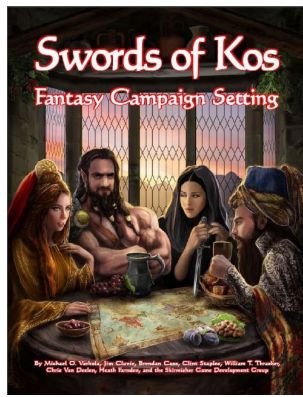
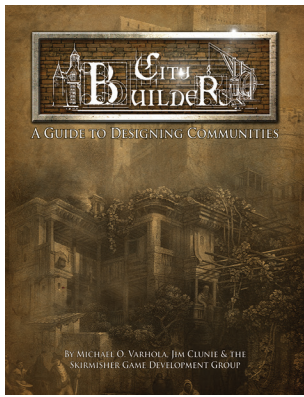
- 79 A pair of fine white lambskin gloves. The tips of the fingers are dark with use. The gloves resize themselves to fit any intelligent creature's hand (or equivalent appendage), and allow the wearer to open trapped or magically sabotaged books without triggering any dangerous effects.
- 80 A mahogany statue of a reclining cat, with eyes of gold and obsidian. If anyone but the master of the library touches any book within fifteen feet of the statue, it emits a loud, ghostly wowl.
- 81 A black, scrimshawed demon horn. The scrimshaw depicts an eternal war in the underworld. On the underside of the horn is the true name of the demon to which it was once attached.
- 82 A small painting of a nude woman, reclining in a demure pose. If the painting is turned toward the wall, when it is turned back the features and pose of the woman are different, though equally tasteful in nature.
- 83 A finely articulated hand crafted from dragon ivory, platinum, and supple, silvery leather. The wrist of the hand is a polished ball, obviously intended to fit into a prepared socket.
- 84 A precariously balanced long-stem wine glass filled to the top with cats eye marbles in all manner of bright colors. Even a slight disturbance tips the glass over, sending marbles scattering in all directions, creating a hazard to anyone attempted to walk in the area. However, if the glass is stood upright once again, the marbles will bounce back into the glass.
- 85 A grotesque taxidermy mandrill with vulture wings grafted onto its back. A chalkboard hangs around the baboon's neck. If the name of a book is written on the chalkboard, the baboon animates and flies away to retrieve the closest copy. Depending on the book's location, this could take some time. If no copies of the book exist on the baboon's current plane, it spends an eternity searching.
- 86 A list nailed to the side of a bookshelf with four rusty nails. The list begins "*Swiftfinger Thom, renowned thief, attempted to steal the following books...*" then proceeds to list a number of tomes. The list ends "*Thom was transmuted into vellum as punishment.*" If you listen closely, you can hear the list screaming in a tiny, shrill voice.
- 87 *The Tome of Reversals.* A mostly-blank book. The cover is smooth and black on one side and rough and white on the other. If any spell is transcribed into the book, its counter spell spontaneously appears on the corresponding page on the opposite side of the book.
- 88 A *Wand of Fireballs* with 1d4 charges remaining. However, the wand is specially designed to shoot fireballs from its handle rather than its tip, incinerating the wielder at point-blank range.
- 89 A small, leather-covered box with gold filigree. Within, the box is lined with padded, royal blue velvet. There are two indentations in the padding. In one rests a human tooth. The other is empty, but will shape itself to accept the tooth of any intelligent creature. When the human tooth and another tooth are placed within and the box closed, the human tooth absorbs a language spoken by the mouth that possessed the other tooth, which it then confers to whoever implants the tooth in their jaw.
- 90 A jar, sealed with wax, containing a naked, wizened form of a grotesque old man with a white beard, comically long nose, and terrible grimace. The eyes and mouth of the diminutive figure are sewn shut, the hands and fingers bound together with silver wire.
- 91 A purring white cat with silver-blue eyes. Anyone who wishes to read a book within the library must allow the cat to settle into his or her lap until she is ready to leave. If this rite is not observed, the cat assumes its true form.
- 92 A quill crafted from a changer bird's feather. It writes, never needing ink, and can reproduce a number of expensive pigments at the user's command, even the rare inks required for writing spell formulae.
- 93 A bestial skull carefully flensed and covered in complex sigils. Each sigil represents a demon. If a sigil is touched, a hollow voice issues from the skull, speaking the name of the demon.





- 94 A spinning coin of silvery metal. It may be picked up and examined, appearing to be nothing more than a metal disk marked with magical symbols. If put down, it resumes spinning.
- 95 A length of rope, 3d10 feet long, woven from human hair.
- 96 A stuffed alligator hanging from the ceiling by short lengths of rope.
- 97 A jar of honey. Suspended within the sweet fluid is a human finger wearing an elaborate ring.
- 98 A nondescript iron box with a sigil of fire on the lid. The box contains stray hairs, nail clippings, and skin flakes. When the box is closed and the sigil touched, the contents instantly burn to ash.
- 99 An elaborate summoning circle chalked onto the floor of the library. There is an equal chance the circle is meant to summon an angel, demon, spirit, or elemental. There is also an equal chance the circle is incomplete, complete, or broken. If broken, the summoned being has previously escaped and may lurk in the library or surrounding environs.
- 00 Book Trap! A large impressive volume with gold inlaid down a spine of rich, crimson leather. If touched, the book opens of its own accord and the true name of the handler appears within its ivory pages. The pages resist all attempts at tearing, burning, and other forms of mundane vandalism.





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Welcome to our third entry in the Oddities line of titles, in which we present imaginative details that you can add to your games in whatever way you like.

Oddities may clutter a shelf or lie forgotten in a corner, but they are not defined by where they are so much as what they are.

Oddities are unusual by their very nature. A dead rat in the basement of an abandoned building is not an oddity, but the same dead rat with its eyes sewn shut is.

Oddities make you think about why they exist, why they are there, even what the frack they are.

And these questions are key to an engaging and invigorating roleplaying experience.