

# Swadwads The Sneaky's Discount Thieving Gear

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## MAGIC

### Beshaba's Fingers 75 gp

These dessicated fingers are taken via lottery from acolytes of the reclusive goddess of misfortune, & given to her agents to aid in their strange work.

When snapped in half, the finger grants you advantage Dexterity checks & saves for the next minute. After that, you gain disadvantage on all Dexterity checks & saves for the next hour.

### Rat Launcher, recalled model 200 gp

Carved on the end of this foot long wooden rod is a large rodent head, mouth wide open & teeth barred. The rod has **3** charges, you can expend a charge to launch an item no heavier than **3lbs** up to **60** feet forward from the rod's mouth.

When the rod reaches **0** charges, roll a **d6**. Odds: the rod explodes in your hands, dealing **2d6** damage to everything in a 10 foot radius. Evens: the rod remains intact & regains **1** charge the next morning.

### Recycled Wand 400 gp

Each of these wands starts with **3** charges. When you spend a charge, roll a **d6**. On **4-6**, you cast the wand's *manifest spell* on your intended target. On a **1-2**, you cast the wand's *residual spell* on the same target.

When a wand reaches **0** charges, it becomes inert & unusable.

#### MANIFEST SPELL

Haste  
Invisibility  
Reduce  
Cure

#### RESIDUAL SPELL

Zone of Truth  
Enlarge  
Dispel Magic  
Grease

### Ring of Persuasion 2,500 gp

When wearing this garish ring, you gain advantage on Charisma checks made to influence any who regard themselves as members of high society.

You also gain advantage on any check made to convince anyone about the value of the ring, Swadwads mentions before slipping the ring from one of his good fingers.

### Swadwads' Discount Scroll of Opening 200 gp

When you ask Swadwads if he has any lockpicking magic, he scoffs. "What, do I look like I'm made of second level spell slots?" He asks defensively, & instead furnishes a few of these small scrolls.

When read aloud, a terrible screech projects from the scroll, destroying **1** non-magical, inanimate object of your choice within 10 feet. All creatures within **20** feet hear the ringing, & those within **50** feet may make a Perception check to hear it.

### Thin, Silver Pendant ??? gp

"What, this old thing? You don't want this," Swadwads bats your offer away & silently slips the gleaming bauble into the front of his shirt. You could swear there was writing on it, though not in any language you know. Your eyes return to the necklace a time or two more over the course of your transactions. Even just the metal pressing up against the linen of Swadwads' shirt snares your attention.

While your companions are inspecting various goods, enjoying the ambiance of the market, or otherwise occupied, Swadwads finds a quiet moment to intercept your gaze. "Let it be," he hisses & tightens his mouth into an indecipherable, reptilian emotion.

"The name's Swadwads. Swadwads, the Sneaky." The lizardman beside you juts out his bandaged hand. You go to shake it, mostly as a curt gesture, but he clamps down. His grip is almost unbelievably tight for having just half of his fingers. He eagerly pulls you through the bustle of the market back to his own stall, giving you a manic spiel as he goes.

"You're no doubt a discerning scoundrel, I can just smell the moral ambiguity wafting from you— I have a special gland in my snout. So of course you want tools of a certain quality! But did you know that most merchants these days actually charge extra for a *money-back guarantee*? It's criminal, which is saying something coming from me! That's why I'm cutting the fat: all of my wares come free of guarantees."

## GEAR

### Charlatan's Kit 10 gp

A collection of glittery paint, food dye, ornate bottles, fake gems, & snake oil. These materials can be used to make up to **10** objects appear magical to an untrained eye.

### False Idols 5 gp

Among Swadwads' wares are various holy books. "Each one hallowed, & hollowed, by my own blessed hand," he assures you.

Each book contains a concealed compartment for storing small items. A false idol may also function as a holy symbol for the purpose of casting spells, depending on how cool your god is.

### Firestarter 1 gp

This tiny ampoule has been painstakingly filled with a very small amount of Alchemist's Fire. When you snap the neck of the ampoule & or otherwise expose the sticky, red liquid within to the air, it ignites into a small but intensely hot flame.

### Eccentric Loaded Dice 2 gp

"I couldn't tell you how that happened," Swadwads murmurs. "But a sale's a sale, right?"

These sealed sets of six-sided dice have been loaded to more frequently roll certain results. When you purchase these dice, roll **2d6**. The results of your roll are how these dice are loaded. If you roll **2**, **7**, or **12**, you must reroll until you get another result.

### Swadwads' Homeopathic Cure-all 50 gp

"They'll never know the difference," Swadwads tells your cleric with a wink.

Drinking this ruddy potion will give you **1d4-1** placebo points, which you can convert into hit points on a successful Autohypnosis check.

### Wine, lightly used 5 sp

Consider it aerated.