

Item Card

Freely Transferable

Test Item

0000

A Test Item Card

Dungeons and Delegates

Today

Item Card

Freely Transferable

The Quill of Dark Desire

365

A Quill that emanate magical energy

Dungeons and Delegates

Today

Dungeons and Delegates/Today

Freely Transferable

Test Gun Label 0000

Disc gun, loadable to 20 shots.

**Dungeons and Delegates  
Today  
item card  
(turn to other side)**

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Item Card

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**Whatzit**  
**12345**

If you press it, open packet a. If you twirl it, open packet b. If you pull it, open packet c.

1-Hand Bulky

Dungeons and Delegates

Today

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item card  
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Item Card

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**Sunberries****162**

These grow on sunny hillsides and are harvested at Midsummer.

Dungeons and Delegates

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**Turkey Baster****264**

It bastes turkeys.

Dungeons and Delegates

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**Eyebright****982**

A small, many-petaled white flower with a bright yellow center.

Dungeons and Delegates

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**Bilberries****847**

Small, dark blue berries that resemble blueberries.

Dungeons and Delegates

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**Phylactery Dust****375**

A fine glowing powder

Dungeons and Delegates

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**Magical Gun Blueprints****434**

Meticulously-drafted blueprints of how to augment a human gun with magically-enhanced propulsion.

Dungeons and Delegates

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**Dreamcatcher****822**

An intricate jade talisman engraved with a starry landscape.

Dungeons and Delegates

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**Forsythia****347**

A cluster of bright yellow flowers.

Dungeons and Delegates

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**Ginkgo Leaves****234**

Green and yellow fan-shaped leaves.

Dungeons and Delegates

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**The Legendary Sword of Ice****249**

You feel a surge of power while holding this sword. +5 CR while wielding this item.

Dungeons and Delegates

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**Sword fragment****123**

You feel a tingling sensation as you touch this fragment.

Dungeons and Delegates

Today

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**The Love Potion****203**

A pink potion that smells nice

Dungeons and Delegates

Today

Item Card

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**Vorpal Sword of Wonder****321**

The reforged Vorpal Sword of Wonder! It glows brightly, with a razor sharp blade.

Dungeons and Delegates

Today

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**A Blue Potion****204**

A blue potion that swirls and sparkles.

Dungeons and Delegates

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**The Legendary Orb of Power****281**

This orb radiates with heat and magic. You may treat your cr as 15 long as you possess the orb.

Dungeons and Delegates

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**Holy Book of Groznak****111**

A book sacred to the followers of The God of War. A magical force protects the book from being touched. *You may not interact with this object unless you know otherwise.*

Dungeons and Delegates

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**Seed of the World Tree****605**

A glowing seed of the World Tree

Dungeons and Delegates

Today

Item Card

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**The Ritual Wand****222**

A wand that glows

Dungeons and Delegates

Today

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**Phylactery****403**

A glowing gemstone. You may destroy this item by making a combined CR 20 attack against it. If you do so, go "Not here" and bring this item to a GM as soon as possible.

Dungeons and Delegates

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**Idol of the Reaper****666**

A statue of the grim reaper. The holder and any group they're in may pass through the warded door in the dungeon.

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**Idol of Domination****777**

A statue of a pile of chains. The holder and any group they're in my pass through the warded door in the dungeon.

Dungeons and Delegates

Today

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**Torch****352**

A burning torch. It is a good light source.

Dungeons and Delegates

Today

Item Card

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**Idol of Nature****811**

A statue of a tree. The holder and any group they're in my pass through the warded door in the dungeon.

Dungeons and Delegates

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**Smoke Bomb****215**

A small glass orb filled with a dark liquid. Consume upon use requires ability

Dungeons and Delegates

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**Sacrificial Dagger****148**

A dagger used for ritual sacrifices. It bears the mark of the God of War. A magical force protects the dagger from being touched. *You may not interact with this object unless you know otherwise.*

Dungeons and Delegates

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**Nightshade****658**

A curious looking white and purple flower

Dungeons and Delegates

Today

Item Card

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**Ward and Rune Repair Manual****694**

A book containing instructions on repairing wards and runes

Dungeons and Delegates

Today

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**Bleeding Heart****199**

A curious looking red and pink flower

Dungeons and Delegates

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**Rope****250**

A coil of rope

Dungeons and Delegates

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**Candle****098**

A plain, wax candle. It is a good light source.

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**Black Candle****097**

A candle made from pitch black wax, as far as you can tell. When lit, it seems to suck in light instead of providing it.

Dungeons and Delegates

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**Zumwalt's Golem Construction Manual, Part 1****991**

This is a torn set of pages that describe how to build a golem, and appears to be a part of a larger work. The writing style is very unusual: it does not appear to be hand-written.

Dungeons and Delegates

Today

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**Sacred Torch****373**

A torch that burns with a magical flame. Not only does it provide light, but attacks made with it count as fire damage. It also counts as three torches for the purposes of having multiple light sources or sources of fire.

Dungeons and Delegates

Today

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**Zumwalt's Golem Construction Manual, Part 2****992**

This is a torn set of pages that describe how to build a golem, and appears to be a part of a larger work. The writing style is very unusual: it does not appear to be hand-written.

Dungeons and Delegates

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**Cave Fungus****512**

A clump of mushrooms taken from a cave.

Dungeons and Delegates

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**Zumwalt's Golem Construction Manual, Part 3****993**

This is a torn set of pages that describe how to build a golem, and appears to be a part of a larger work. The writing style is very unusual: it does not appear to be hand-written.

Dungeons and Delegates

Today

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**Stealthy Firearm****556**

A gun which gives you +5 CR when used. You must you the incant bang when using the Stealthy Firearm

Dungeons and Delegates

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**Zumwalt's Golem Construction Manual, Part 4****994**

This is a torn set of pages that describe how to build a golem, and appears to be a part of a larger work. The writing style is very unusual: it does not appear to be hand-written.

Dungeons and Delegates

Today

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**Key to Treasure Room****558**

This is a big, golden key that unlocks Onyx's treasure room.

Dungeons and Delegates

Today

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**Zumwalt's Golem Construction Manual, Part 5****995**

This is a torn set of pages that describe how to build a golem, and appears to be a part of a larger work. The writing style is very unusual: it does not appear to be hand-written.

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**An Ornate Rod****490**

This steel rod is engraved with complicated, glowing runes. The word **Zumwalt** is engraved on the handle.

Dungeons and Delegates

Today

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**Missive to dispatch an army****100**

I, \_\_\_\_\_, the leader of the  
\_\_\_\_\_ army, order my forces:  
(Choose one)

- To join with the monster horde and oppose the humans!
- To leave the other monsters to their fate and seek asylum with the humans!

Dungeons and Delegates

Today

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**Demonomicron****667**

An old book bound in leather. Inside lies the history of Demonkind written in a magical language.

Dungeons and Delegates

Today

Item Card

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**Flask of Spiritual Resurrection****706**

A foul-smelling flask containing a brew that combines a powerful set of reagents.

Dungeons and Delegates

Today

Item Card

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**Common Children's Tales****4**

A weathered book with human cautionary tales.

Dungeons and Delegates

Today

Item Card

Freely Transferable

**A Quintu Seed****952**

One of the most powerful fruits from the heart of the fae realms.

Dungeons and Delegates

Today

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**Physiology and Evolution of the Magical Beast****4321**

This is a book. It is filled with a magical symbolic language that you cannot read.

Dungeons and Delegates

Today

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**Paper****265**

A plain sheet of paper

Dungeons and Delegates

Today

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**Voynich Manuscript****291**

This is an ancient tome of sorcerous knowledge. If you are a sorcerer or, a species predisposed to sorcery (Lich, Vampire, Djinni, Demon, Basilisk), as long as you have this book on your person, your CR is +5.

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**Quill****724**

A regular quill used for writing

Dungeons and Delegates

Today

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**Soul of the Sphinx**

The soul of the Sphinx. *This item is incorporeal. It cannot be found by normal search mechanics and can only be traded away via a mechanic that interacts with "Soul" items.*

Dungeons and Delegates

Today

Item Card

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**Soul of a Black Dragon**

The soul of a Black Dragon. *This item is incorporeal. It cannot be found by normal search mechanics and can only be traded away via a mechanic that interacts with "Soul" items.*

Dungeons and Delegates

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**Soul of a Demon**

The soul of a Demon. *This item is incorporeal. It cannot be found by normal search mechanics and can only be traded away via a mechanic that interacts with "Soul" items.*

Dungeons and Delegates

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Item Card

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**Soul of a Red Dragon**

The soul of a Red Dragon. *This item is incorporeal. It cannot be found by normal search mechanics and can only be traded away via a mechanic that interacts with "Soul" items.*

Dungeons and Delegates

Today

Item Card

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**Soul of a Troll**

The soul of a Troll. *This item is incorporeal. It cannot be found by normal search mechanics and can only be traded away via a mechanic that interacts with "Soul" items.*

Dungeons and Delegates

Today

Item Card

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**Soul of a Human**

The soul of a Human. *This item is incorporeal. It cannot be found by normal search mechanics and can only be traded away via a mechanic that interacts with "Soul" items.*

Dungeons and Delegates

Today

Item Card

Freely Transferable

**Soul of a Fae**

The soul of a Fae. *This item is incorporeal. It cannot be found by normal search mechanics and can only be traded away via a mechanic that interacts with "Soul" items.*

Dungeons and Delegates

Today

Item Card

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**Soul of a Vampire**

The soul of a Vampire. *This item is incorporeal. It cannot be found by normal search mechanics and can only be traded away via a mechanic that interacts with "Soul" items.*

Dungeons and Delegates

Today

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**Soul of a Minotaur**

The soul of a Minotaur. *This item is incorporeal. It cannot be found by normal search mechanics and can only be traded away via a mechanic that interacts with "Soul" items.*

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Item Card

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**Soul of a Goblin**

The soul of a Goblin. *This item is incorporeal. It cannot be found by normal search mechanics and can only be traded away via a mechanic that interacts with "Soul" items.*

Dungeons and Delegates

Today

Item Card

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**Soul of a Basilisk**

The soul of a Basilisk. *This item is incorporeal. It cannot be found by normal search mechanics and can only be traded away via a mechanic that interacts with "Soul" items.*

Dungeons and Delegates

Today

Item Card

Freely Transferable

**Soul of a Ent**

The soul of a Ent. *This item is incorporeal. It cannot be found by normal search mechanics and can only be traded away via a mechanic that interacts with "Soul" items.*

Dungeons and Delegates

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**A Shiny Necklace**

A shiny necklace of emeralds and fine gold filigree.

Dungeons and Delegates

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