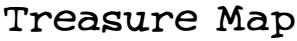
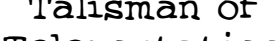
















<div>1001</div> <div> Hammer of Smiting</div> <div>(It's a large ornamented War Hammer)</div> <div>Legend has it this powerful hammer can destroy even the mightiest foe or magical beast. But once used it disintegrates into fine dust</div> <div>Weapon of Uberness instantly destroys one foe and can only be used on your turn</div> <div>Discard after use</div>	<div>1002</div> <div> Exploding Candle</div> <div>(It's a stick of dynamite)</div> <div>Used often by Dwarven Miners these Exploding Candles can make short work of even the most formidable foe</div> <div>Weapon of Uberness instantly destroys one foe and can only be used on your turn</div> <div>Discard after use</div>	<div>1003</div> <div> Shovel of Smashing</div> <div>(A typical looking, full-sized garden spade with a wooden handle at the end)</div> <div>Incredibly, this shovel is extremely light and powerful and glows when enemies are nearby. One whack from this handy tool can send a foe up up and away</div> <div>Weapon of Uberness instantly destroys one foe and can only be used on your turn</div> <div>Discard after use</div>	<div>1004</div> <div> wedril's Wand</div> <div>(It's a decorative wand)</div> <div>Wedril the Wizard traveled the realm gathering rare plants for his collection. One day a mischievous fairy managed to sneak away with his wand. Unfortunately for Wedril, he didn't discover the theft until he bumped into a hungry Otig</div> <div>Weapon of Uberness instantly destroys one foe and can only be used on your turn</div> <div>Discard after use</div>
<div>1005</div> <div> Bracers of Blocking</div> <div>(An attractive looking female elf wearing metal bracers on her forearms. The bracers are decorated with patterns)</div> <div>These Bracers were originally created for a beautiful Elven warrior, who was last seen headed to the Rugged Mountains</div> <div>Protective Gear will absorb any hit or damage you choose. This is a single-use item and, once used, must be discarded</div>	<div>1006</div> <div> Firejan's Shield</div> <div>(A round wooden shield with metal plating and a small spike in the center)</div> <div>The very name of Firejan the Mighty put fear into the hearts of even the fiercest Orcs. Some thought him invincible... ...until that unfortunate encounter with a Boulder of Crushiness</div> <div>Protective Gear will absorb any hit or damage you choose. This is a single-use item and, once used, must be discarded</div>	<div>1007</div> <div> Armor of Absorption</div> <div>(Leather armor)</div> <div>This armor must be enchanted. It's pliable yet sturdy...and automatically adjusts itself to the wearer</div> <div>Protective Gear will absorb any hit or damage you choose. This is a single-use item and, once used, must be discarded</div>	<div>1008</div> <div> Helmet of Deflection</div> <div>(It's a football helmet made from medieval era materials like wood & bronze)</div> <div>This rather bizarre looking helmet must have been created by Orcs. It may not be fashionable but at least it will help keep you alive</div> <div>Protective Gear will absorb any hit or damage you choose. This is a single-use item and, once used, must be discarded</div>

<p>1009</p> <h3>Spell Book</h3> <p><i>(An old, very worn, leather-bound book with a big cloth bookmark hanging out)</i></p> <p>This Book is old and mostly used up. Searching through the few remaining pages reveals 2 Spells that are still readable. After tearing them out of the book it vanishes into an impressive puff of smoke</p> <p><i>Only characters with Magic Ability may use Spell Book, which can be used any time without penalty. Discard after use</i></p>	<p>1010</p> <h3>Wizard's Hat</h3> <p><i>(A pointy, grayish-blue wide brimmed hat)</i></p> <p>Placing this on your head not only makes you feel very Wizardly, but produces 1 Magic Spell, which floats in front of you. As you reach out to grab it the hat disappears into a sparkly puff of smoke</p> <p><i>Only characters with Magic Ability may use Wizard's Hat, which can be used any time without penalty. Discard after use</i></p>	<p>1011</p> <h3>Butterfly Jar</h3> <p><i>(A simple jam jar with a butterfly inside and a lid on top. If the top of the lid is visible there are holes poked into it)</i></p> <p>When the lid to this magical jar is opened near a Butterfly the jar will suck it right in safe and sound. Use with care for it only works once...</p> <p><i>Discard after use</i></p>	<p>1012</p> <h3>Lock Picking Kit</h3> <p><i>(A thick roll-out cloth that has all kinds of lock picking implements fit into little slots or tied onto it with strips of cloth)</i></p> <p>Crafted by an inventive and rather resourceful Thief this special kit will enable someone with the proper skill to unlock any Dungeon door without having to roll, but can only be used once</p> <p><i>Only characters with Thievery skill may use Lock Picking Kit. Discard after use</i></p>
<p>1013</p> <h3>Boots of Speed</h3> <p><i>(Leathery boots that look worn with mileage and feature smoke residue)</i></p> <p>Legends and Tall Tales have spoken of this magical footwear, crafted by a master Dwarven Cobbler from the hide of a Mystical Mountain Beast</p> <p>Town Time - 3 Extra Movement Grouping – Counts as a Mount</p> <p><i>May not be combined with a Mount or other Items of Movement</i></p>	<p>1014</p> <h3>Staff of Walking</h3> <p><i>(It's a nondescript wooden walking stick that still resembles the gnarled branch from which it was carved)</i></p> <p>The only clue hinting to the origins of this Staff are the initials "GH" inscribed in the wood. It seems to put a little bounce in your step</p> <p>Town Time - 2 Extra Movement Grouping – Counts as a Mount</p> <p><i>May not be combined with a Mount or other Items of Movement</i></p>	<p>1015</p> <h3>Flying Carpet</h3> <p><i>(A decorative little floating rug with tassels on each of the four corners)</i></p> <p>Originally, this enchanted carpet was woven by a Havflin merchant to assist with transporting goods</p> <p>Town Time - 2 Extra Movement Grouping – Counts as a Mount</p> <p><i>May not be combined with a Mount or other Items of Movement</i></p>	<p>1016</p> <h3>Bag of Burping</h3> <p><i>(It's a simple, nondescript leather pouch)</i></p> <p>After dropping all your Copper Pieces into this plain leather pouch it gurgles and burbles for a moment, and then begins spitting them back out. To your amazement it has produced double what was put into it, then vanishes into a noisy puff of smoke</p> <p>Double your Coin Purse</p> <p><i>This card must be used immediately, and then discarded. It does not consume an Action during Town Time</i></p>

<div>1017</div> <div><h3>Treasure Map</h3><p><i>(It's a Treasure Map)</i></p></div> <div><p>This tattered old Treasure Map points to a stash of Hidden Booty, the faded markings of which are only discernible to those with the Treasure Hunter skill</p><p>Gives one Treasure Hunter two extra Hidden Loot rolls</p><p><i>May only be used by a single Treasure Hunter. Discard after use</i></p></div>	<div>1018</div> <div><h3>Talisman of Teleportation</h3><p><i>(It's a small talisman dangling on a simple chain necklace)</i></p></div> <div><p>Originally created by one of the founders of Villagetown this talisman can teleport you instantly to any space or building within the town. Unfortunately, it has but one charge remaining</p><p>Talisman of Teleportation may be used any time and does not consume your Action or Movement</p><p><i>Discard after use</i></p></div>	<div>1019</div> <div><h3>Scale Model</h3><p><i>(A scale model of an old fashioned steam engine train made of wood and copper. There's a coal tender and a passenger car)</i></p></div> <div><p>Carved into the underside are the words, "Steam Powered Gully Jumper." Most folks dismiss this as merely an inventive child's toy. But if the rumors are to be believed somewhere, in a secret place, a real working version is under construction by a mysterious, and no doubt eccentric Inventor</p><p>Trade In Value - 10 CP</p></div>	<div>1020</div> <div><h3>Wooden Flute</h3><p><i>(A wooden flute that appears to have been hand carved. The wood is of a light color)</i></p></div> <div><p>Carved from the wood of a Mangrove tree, these uncommon windstruments produce a most melodious tone. Sometimes, if one listens carefully while walking through the woods, the majestic sounds of an Elvish symphony can be heard drifting gently by</p><p>Trade In Value - 7 CP</p></div>
<div>1021</div> <div><h3>Fanciful Stationary</h3><p><i>(A small square-ish bottle of ink, a nice quill pen and a short stack of textured paper)</i></p></div> <div><p>Quality stationary like this is not easy to come by. All that's needed now is a quiet place to write a letter or get to working on that famous novel</p><p>Trade In Value - 6 CP</p></div>	<div>1022</div> <div><h3>Bolt of Fine Linen</h3><p><i>(It's a bolt of fine textured linen, dark red in color and looking fabulous)</i></p></div> <div><p>In the right hands, linen such as this can make for the highest quality bedding and attire</p><p>Trade In Value - 5 CP</p></div>	<div>1023</div> <div><h3>Tulips</h3><p><i>(It's a bouquet of tulips)</i></p></div> <div><p>As everyone knows tulips produce a nectar that instantly wipes away blemishes and warts. Of course, one must first know how to properly process the nectar</p><p>Trade In Value - 5 CP</p></div>	<div>1024</div> <div><h3>Animated Rock</h3><p><i>(A small, smooth pebble about the size of a fist. It's got little feet and a pair of eyes and a playful look. It has no mouth)</i></p></div> <div><p>This little fella seems quite taken with you. If one listens closely it makes a tiny chirping sound whenever its belly is tickled just so</p><p>Trade In Value - 4 CP</p></div>

<div>1025</div> <div> Mortar & Pestle</div> <div><i>(A small stone mortar & pestle with a bit of ground-up herbs inside and a few fresh picked herbs sitting next to it)</i></div> <div>Used mostly for grinding up potion ingredients these are also quite useful in preparing herbs & spices</div> <div>Trade In Value - 4 CP</div>	<div>1026</div> <div> Bedroll</div> <div><i>(A rolled-up bedroll tied up with a couple pieces of cording)</i></div> <div>There's nothing quite like a soft n' sturdy bedroll to make sleeping under the stars just a little more comfortable. A welcome addition to any long and arduous journey</div> <div>Trade In Value - 4 CP</div>	<div>1027</div> <div> Bar of Soap</div> <div><i>(It's a standard bar of soap that's crisp and clean and rests on a freshly opened package)</i></div> <div>It is not known from whom or where these originate, but they offer a most refreshing experience and are quite popular among maidens and wives throughout the land</div> <div>Now available in three dazzling new varieties, guaranteed to make you look and feel younger. Order today</div> <div>Trade In Value - 3 CP</div>	<div>1028</div> <div> Flaming Dagger</div> <div><i>(A character is holding the dagger upright and looking at you with one raised eyebrow as if he was expecting something more. The blade has changed to a less than dagger length flame, and only a flame)</i></div> <div>Moments after unsheathing this dagger the blade poofs into a slow-burning flame. Not so great for combat but it comes in rather handy for lighting campfires</div> <div>Trade In Value - 3 CP</div>
<div>1029</div> <div> Swirly Straw</div> <div><i>(A really swirly bright blue straw)</i></div> <div>Swirly Straws are the work of a certain Hauflin Inventor, who they say started out trying to create an underwater breathing device. After giving up on the idea he brought some of these to the Annual Festival, where they were a big hit</div> <div>Trade In Value - 3 CP</div>	<div>1030</div> <div> Cooking Spices</div> <div><i>(Tiny pouches with small symbols of various plants)</i></div> <div>With the right combination of spices (and winning apron design) a good cook can produce a tasty and satisfying meal out of just about anything</div> <div>Trade In Value - 3 CP</div>	<div>1031</div> <div> Last Year's Pantaloons</div> <div><i>(A froofy pair of pantaloons)</i></div> <div>Nothing makes a fashion statement like a fine pair of pantaloons. Why all the popular nobles are wearing them these days, except for the little detail that this line has gone way, way out of style dah-ling</div> <div>Trade In Value - 2 CP</div>	<div>1032</div> <div> Invisible Cloak</div> <div><i>(A confused looking adventurer holding up something that isn't there. He's looking right through it at you)</i></div> <div>When Dorfurd the Inept tried to sneak into an Orcish compound he was sure the magical disguise he'd brought along was an Invisibility Cloak. Alas poor Dorfurd was never heard from again</div> <div>Trade In Value - 2 CP</div>

<div data-bbox="75 123 138 185"></div> <div data-bbox="478 110 514 129">1033</div> <h3>Potion of Levitation</h3> <p><i>(A simple potion bottle with a cork that is two-thirds filled with purple liquid)</i></p> <p>One swig of this potion will cause the imbiber to levitate a few feet off the ground, an effect that lasts for several hours. Unfortunately, with no way to control movement the best thing is usually to tie a rope to a friend or mount and drift along in tow</p> <p>Trade In Value - 2 CP</p>	<div data-bbox="569 123 632 185"></div> <div data-bbox="976 110 1012 129">1034</div> <h3>Skeleton Key</h3> <p><i>(It's a Skeleton Key fashioned out of copper)</i></p> <p>It is thought that a key such as this is capable of unlocking every door of a single dungeon. Imagine the lost secrets and untold riches waiting to be discovered. Unfortunately, there's no way of knowing to which dungeon this key belongs...</p> <p>Trade In Value - 1 CP</p>	<div data-bbox="1472 110 1507 129">1035</div> <h3>Talking Skull</h3> <p><i>(It's a talking skull with a snarky attitude)</i></p> <p>The skull goes by the name of Chester and jabbars constantly. He seems to enjoy making fun of the way you dress and gleefully offers snarky comments about your performance in battle. He'll readily challenge anyone to a fight</p> <p>Trade In Value - You'd have to pay Tynafir to take this off your hands</p>	<div data-bbox="1969 110 2005 129">1036</div> <h3>Banking Token</h3> <p><i>(A nondescript token with perhaps a few markings and adornments)</i></p> <p>Commissioned by a traveling Treasure Hunter who dedicated his life's work to the orphanage back in the City. The stories of his fate are many and the original set of tokens lost to time, but rumors persist of their existence. Drop it into your coin purse and the token will transport as many Copper Pieces as desired back to a single deposit box (in Villageton)</p> <p><i>In the case of a Bank Day card the token would have to be used before the player rolls the die. Discard after use</i></p>
<div data-bbox="478 797 514 816">1037</div> <h3>Carrier Pigeons</h3> <p><i>(A pair of normal sized pigeons are lifting a stretcher bearing injured adventurers. Each pigeon grasps a small handlebar, connected by straps to the hand-holds. The pigeons are wearing appropriately sized WWII era medic helmets)</i></p> <p>These dedicated troops will rescue your Character (and companions) from danger by whisking them away to safety. But the contract is only good for one airlift, after which they are free to return home to their families</p> <p><i>Only works for one player during the Chase game or similar encounters</i> <i>Discard after use</i></p>	<div data-bbox="562 805 625 867"></div> <div data-bbox="976 797 1012 816">1038</div> <h3>Smoked Jerky</h3> <p><i>(A few pieces of flat jerky wrapped in some brown paper)</i></p> <p>A favorite among many adventurers this tender jerky is packed with fine mesquite flavor</p> <p>Restores 2 Hit Points <i>Discard after use</i></p>	<div data-bbox="1062 805 1125 867"></div> <div data-bbox="1472 797 1507 816">1039</div> <h3>Cheese Triangle</h3> <p><i>(A small piece of triangle shaped cheese wrapped carefully in brown paper. A round label holds it closed)</i></p> <p>The best of Feonoran Cheese stays fresh and firm for weeks on end. A popular snack that always goes well with Havflin crackers</p> <p>Restores 2 Hit Points <i>Discard after use</i></p>	<div data-bbox="1556 805 1619 867"></div> <div data-bbox="1969 797 2005 816">1040</div> <h3>Fizzy Tablets</h3> <p><i>(Plop, plop, fizz into a wizard's decanter)</i></p> <p>These rare medicinal tablets produce some amazing results when dropped into water and other things... Always a hit with kids and Goblins</p> <p>Restores 2 Hit Points <i>Discard after use</i></p>

<div> Liniment of Aloe</div> <div>1041</div> <div><i>(It's a small roundish tin with a colorful label depicting an Aloe Vera plant)</i></div> <div><p>This soothing balm is wonderful for healing battle wounds. Its all natural ingredients emit a light, pleasant fragrance</p></div> <div>Restores 3 Hit Points</div> <div><i>Discard after use</i></div>	<div> Slice of Carrot Cake</div> <div>1042</div> <div><i>(A slice of carrot cake resting on unwrapped paper)</i></div> <div><p>One of Feonora's common recipes baked with quality sweet carrots and freshly picked from the local Hauflin vegetable gardens</p></div> <div>Restores 3 Hit Points</div> <div><i>Discard after use</i></div>	<div> Fine Herbal Tea</div> <div>1043</div> <div><i>(A small, modern looking tea bag complete with little paper tag)</i></div> <div><p>This delectable blend of Herbal Tea is produced only in the northernmost region of the land, where the soothing ingredients and (highly sought after) recipe are a closely guarded secret</p></div> <div>Restores 4 Hit Points</div> <div><i>Discard after use</i></div>	<div> Magical Potion</div> <div>1044</div> <div><i>(A bubbly looking potion that's a bright orange)</i></div> <div><p>This magical potion's got a zip-tangy aftertaste, along with one small side effect... For the next two days the imbiber can speak only in 'Chickenish'</p></div> <div>Restores 4 Hit Points</div> <div><i>Discard after use</i></div>
<div> Magical Potion</div> <div>1045</div> <div><i>(A bubbly looking potion that's a dark shade of blue)</i></div> <div><p>It goes down smooth but packs quite a punch. There is one small side effect however...For the next day or so your character will sing anything they try to speak</p></div> <div>Restores 5 Hit Points</div> <div><i>Discard after use</i></div>	<div> Bar of Chocolate</div> <div>1046</div> <div><i>(A bar of solid, delicious chocolate in a wrapper)</i></div> <div><p>There are only two chocolatiers in all of Feonora...making this a rare find. In addition to its healing properties they say chocolate also, occasionally, works like a love potion</p></div> <div>Restores 6 Hit Point</div> <div><i>Discard after use</i></div>	<div> Steamy Potato Soup</div> <div>1047</div> <div><i>(A small wooden bowl with a hinged lid. The lid is open and features a clasp. The potato soup looks steamy and delicious)</i></div> <div><p>Prepared with utmost care this soup contains a special ingredient that keeps it fresh and delicious</p></div> <div>Restores 8 Hit Points</div> <div><i>Discard after use</i></div>	<div> Steamy Potato Soup</div> <div>1048</div> <div><i>(A small wooden bowl with a hinged lid. The lid is open and features a clasp. The potato soup looks steamy and delicious)</i></div> <div><p>Prepared with utmost care this soup contains a special ingredient that keeps it fresh and delicious</p></div> <div>Restores 8 Hit Points</div> <div><i>Discard after use</i></div>

<div> Elderberry Wine</div> <div>1049</div> <div><i>(A small leather flask capped off with a cork that is tethered to it)</i></div> <div>A truly fine beverage made from the choicest Elderberries and distilled in hand-carved barrels of ancient Oak</div> <div>Restores 7 Hit Points</div> <div><i>Discard after use</i></div>	<div> Bubbly Concoction</div> <div>1050</div> <div><i>(It's a bubbly, frothy concoction)</i></div> <div>The effects of this strange brew varies according to Class, and must be based on your Player Character</div> <div>Human – Indigestion Hauflin – Restores 8 HP Everyone Else – Restores 3 HP</div> <div><i>Discard after use</i></div>	<div> Bubbly Concoction</div> <div>1051</div> <div><i>(It's a bubbly, frothy concoction)</i></div> <div>The effects of this strange brew varies according to Class, and must be based on your Player Character</div> <div>Human – Hiccups Kha jathi – Restores 5 HP Everyone Else – Restores 2 HP</div> <div><i>Discard after use</i></div>	<div> Jelly Beans</div> <div>1052</div> <div><i>(A small pouch with several colorful and spotted jelly beans pouring out)</i></div> <div>The enchanting thing about Jelly Beans is that no two flavors are ever the same. Suffice it to say Jelly Beans are more popular with children (and Goblins) than grownups</div> <div>Group Recovery – Once used everyone may add 2 Hit Points to their Health Tracker, and describe the flavor of their jelly bean</div> <div><i>Discard after use</i></div>
<div> Oatmeal Raisin Cookies</div> <div>1053</div> <div><i>(A small stack of Oatmeal Raisin Cookies resting on an unfolded cloth. Next to them is a wooden thermos)</i></div> <div>No one knows for sure what makes these cookies so special and delicious, but they are thought to be an old Dwarven Recipe. With it is a thermos of cold milk</div> <div>Group Recovery – Once used everyone may add 3 Hit Points to their Health Tracker</div> <div><i>Discard after use</i></div>	<div> Pennyblum's Bread</div> <div>1054</div> <div><i>(A small loaf of steamy French bread wrapped in a cloth)</i></div> <div>Mmm Delicious. It's a loaf of Pennyblum's famous bread. And there's enough for everyone</div> <div>Group Recovery – Once used everyone may add 3 Hit Points to their Health Tracker</div> <div><i>Discard after use</i></div>	<div>Chewy Vitamins</div> <div>1055</div> <div><i>(A small unfolded pocket pouch reveals two gummy-like pills. A bit of indecipherable handwriting appears on a stitched label)</i></div> <div>The inscription reads, "Find out just how deep the rabbit hole goes..." Curious indeed. Are they enchanted? Is it a trick! After taking the vitamins it turns out to have an effect on your Character's Agility, giving them a +1 Bonus which will last for the duration of the adventure. Update the character sheet with a pencil</div> <div><i>Chewy Vitamins may be taken now or later and only work for characters with no existing Agility bonus. The vitamins cannot be shared. Discard after use</i></div>	<div> Inventor's Goggles </div> <div>1056</div> <div><i>(Roundish lenses with leather wraps & straps and all manner of strange magnification & other attachments)</i></div> <div><i>Legend tells of an energetic young Hauflin who would disappear into his workshop for months on end. Occasionally he would emerge with something fantastic. The last and most famous of these was a Fast Travel device he nicknamed "Catapult." The device worked splendidly, but the only thing they ever recovered were the poor chap's goggles</i></div>

<div>1057</div> <div>Lantern of Power</div> <div>(It's a flashlight made from copper and metal. It's not turned on)</div> <div>This otherworldly artifact produces a beam of brilliant light, which shoots out of it simply by clicking a small button. Such a wondrous and amazing artifact must have been crafted by a powerful wizard. Alas, its true origins are unknown</div>	<div>1058</div> <div>Lavendora's Lock</div> <div>(A small lock of hair held together by a single ribbon tied in a knot)</div> <div>Lavendora held back the Orcish invaders with nothing but her trusty bow and the truest aim in all the land. For three days and nights she held them back, wave upon wave, forcing each one into retreat. It was around about midnight when a poisoned arrow from a nearby tree found its mark... according to the legend she fought on for another full day, before the poison took her</div>	<div>1059</div> <div>Dragon's Scale</div> <div>(A single dragon's scale that looks quite solid and shimmering. It's roughly the size of a small shield)</div> <div>Dragon scale is so rare and magical that only the most gifted craftsmen can transform this amazing material into something useful. Common uses are shields, armor and a very expensive form of jewelry popular among the rich and trendy nobles</div>	<div>1060</div> <div>Hide of the Kraken</div> <div>(It's a big piece of mostly brown but slightly purple hide roughly the size of a piece of leather armor)</div> <div>Some believe the legendary Kraken of the Deep is merely a myth spread by drunken sailors. But even some of the older, saltier seafarers swear to have seen a glimpse of the gigantic creature through the thick rain and pounding seas of a mighty storm. For those are the times in which they come out to hunt...and drag an occasional unlucky ship & crew down to the depths</div>
<div>1061</div> <div>Dice of Throwing</div> <div>(3 polyhedral dice consisting of a d6, d8 and d12. They look to be fashioned out of gemstone, each one a different color)</div> <div>The origin of these peculiar looking dice is not known. But they are a wonder indeed for one throw of the dice produces a single enchantment upon the thrower. They say it only works one time and there is no way to predict the result. A few brave souls have tried, with some very interesting results...</div>	<div>1062</div> <div>Fantasy Artwork</div> <div>(A small, framed painting depicting a modern urban nightscape with cars and tall skyscrapers and lights)</div> <div>This painting depicts an animated scene of an enchanted land. It makes you feel as if you're floating through a huge city, filled with amazing and fantastical things that could only exist in someone's wildest imagination. The artist and origin of this curious piece are not known</div>	<div>1063</div> <div>Magic Rope</div> <div>(A soft, almost white colored rope that's tied around a thick branch protruding from the side of a cliff. It is a quality knot and the rope is taut, for something heavy is hanging below)</div> <div>This is no ordinary rope, for you can tie it in any knot, and when you are finished with it the slightest tug will pull it free. However, if at any point the bearer loses faith in the rope it will release the knot and unravel itself. Not surprisingly, this artifact has had many owners</div>	<div>1064</div> <div>Feonoran Army Tool</div> <div>(A rudimentary multi-plier tool made of wood and metal. Several strange tools are sticking out and the initials PH are inscribed in the side)</div> <div>Each member of the elite Royal Guard is issued one of these upon completion of training. This particular tool belonged to one of the most legendary of those Knights, who was sent on a mission so secret that his death and role in the affair were never officially acknowledged</div>

1065

Grimbold's Dwarven Gemstone

(A light blue multi-faceted gem that's protruding from a dark gray rock. It is shaped very much like the Hero Award on the back of the Character Sheet)

Grimbold and his fellow Miners rarely saw a Dwarven Gem turn up, for they are tiny and rare. But none had ever seen a gemstone like the one poor Grimbold dug out that fateful day. It was fifty times the size of the largest gem ever unearthed and shaped in the most peculiar way. The significance of this amazing stone remains a mystery to this day

1066

Clora's Necklace

(A simple silver necklace bearing a single, smooth gem)

Clora watched as the ship sailed into distance, remembering the promise of her true love, that upon his return they would marry. And the seasons passed. Every so often she would climb to their special spot high above the Misty Forest Falls, where she searched the horizon and dreamed of the life to come. The day the letter arrived her heart was overjoyed. There she stood reading it high above the falls. It was the last time Clora was seen again

1067

Edgar's Lump of Coal

(A small asymmetrical lump of warmly glowing coal resting inside a tiny portable copper stove)

Edgar the Explorer ventured deep into the Rugged Mountains in search of the mythical Pearls of Wisdom. Along the way he encountered a small lump of coal, which he happily lit and placed inside his empty stove. Edgar never found the Pearls, but the Orcs that later found him discovered a nice little stove that never went cold

1068

Olipher's Puzzle Box

(A copper cube made up of a bunch of smaller cubes. Each little cube has a small symbol, some of which clearly match)

Olipher the Wise had invented two magical gumdrops, which he placed into an enchanted puzzle box. One of them imbues extraordinarily long life but will take away all physical beauty. The other will make a person beautiful and desirable beyond compare, leaving them with no more than a few months of life. As the legend goes, the two tiny gumdrops are perfectly identical

1069

Pearls of Wisdom

(A few small, shiny pearls resting on an unfolded cloth)

It is said that within these small pearls are many untold secrets and the knowledge for bringing peace and prosperity to the realm once and for all. There is only one problem; no one has yet figured out how to use them

1070

Frantine's Cookware

(It's a small set of cast iron cookware)

Frantine the Haufflin was gathering ingredients in the forest when she happened upon a sick and injured traveler. As a gesture of thanks for nursing him back to health the man placed an enchantment on her cookware. From then on it required neither a flame nor stove and practically cooked food on its own

1071

Bag of Marbles

(It's a small pouch and a couple of large marbles are resting next to it. If you look closely each marble contains a small galaxy)

It is said that these marbles contain the stories of many far away places. Little else is known of their origin or the places they speak of. Gazing into the pouch you sense there is something very special about this treasure, and much yet to be discovered

1072

Recipe Book of Ages

(A small book that's very old and used)

This is no ordinary Recipe Book, as it contains the recipes for some of Feonora's most well guarded secrets. The author of this rare treasure is another mystery of the ages...

1073

Tiny Wooden Knight

(A cute little animated chess knight piece gazing up at you adoringly)

One day a lonely Wizard created a magical chess set so that he could play without a partner. Over time the enchanted chess pieces grew into faithful and loving companions, bringing him much joy and laughter. After the Wizard died his keep was overrun by Goblins, who looted it with glee, ensuring with near certainty that the set would never again be complete

1074

Rare Vegetable Seeds

(A few small pouches of seeds with hand drawn images of the vegetables on the packages)

Some say there is an old Hermit Hauflin who lives in a hidden grotto deep in the woods. There he faithfully tends a special garden filled with vegetables long since forgotten. They say if you can find him he'll trade some of his seeds for a mythical beverage known as "Mochaboba Latte"

1075

Looking Glass

(A relatively short, and not entirely straight, telescope with very pronounced segments)

The inventor of this amazing, magical artifact is not known; though whoever it was must have been an explorer. For this device enables one to see far into the distance. It is also thought (by some) that peering through the opposite end of the Looking Glass may reveal the deepest desires of one's heart

1076

Ring of Unspeakable Power

(A simple ring with a certain glow)

It's a small ring bearing strange markings. Immediately you sense that this artifact is shrouded in great mystery and unspeakable tragedy. The power emanating from it is unmistakable. Kingdoms will crumble! Armies will tremble before you!!

...Only it doesn't fit

1077

Valdemar's Creature Compendium

(A very old, leather bound book. The title is barely legible, "Critters of the Realm, Volume One")

Tis a large book filled with fantastical, hand-drawn pictures of creatures found throughout the land. Next to each picture is an overwhelming assortment of numbers and information, which might be used to one's advantage. Alas, only the most studious scholar could ever possibly make sense of it all

1078

Singing Sword

(Just above the hilt the blade has a silly face that is singing with gusto)

Legends speak of a flamboyant hero who traveled the land singing his tales of heroism. One day his ruckus awoke a sleeping dragon, which placed an irreversible spell on the wandering hero. This unique sword has a penchant for singing loudly, constantly and more than just a little off-key. Much to the dismay of your companions it also has a limited repertoire and never shuts up

1079

Explorer's Journal

(A fairly thin and highly worn leather-bound journal with an attached ribbon bookmark and one of those tie features that loops around a button)

The journey of Nils Griffinshire is a tale filled with adventure, daring escapes and discoveries of many wonders and faraway places. The journal is filled with small maps and drawings of things never before seen or recorded. His last entry speaks of gaining passage on a ship bound for the distant, unexplored shores beyond the Great Ocean

1080

Treasure of Esmirelda

(It's a humble and somewhat raggedy looking doll made of stitching and sackcloth, sitting slumped over a bit)

Grunkechar and his men had fought their way at last to the depths of the castle. Soon they would seize the fabled 'Treasure of Esmirelda.' As they burst through the heavy wooden door Grunkechar stepped into the chamber and lifted his torch. There to greet him in the moment of glory was a single pillar with nothing more than a simple rag doll resting atop it. The Orcish leader had just enough time to realize his fatal mistake before the others turned on him