



This document contains details and rules for more exotic pieces of equipment, alchemical items, explosives, healing equipment, poisons and whatnot. It is mostly intended as a Judge's aid, rather than a shopping list for players, and item availability is entirely under Judge's discretion. Apart for the fairly mundane items listed in Table A, many of the pieces found here are likely better suited as loot found during adventures than items bought in bazaars.

Note that the potion list at the end (Table G) is entirely intended as a Judge's aid, and relies heavily on the spell *Make potion* (pg. 223 of the DCC rulebook). Additionally, many of the items listed here expand on the equipment and herbalism articles previously published on KitN (namely, [Equipment, improved](#) and [Marigold's Wagon of Wondrous Herbs.](#))

**Table A - Contraptions and Gear**

D20	Item	Value	Rules
1	Bag of Marbles <sup>1</sup>	2 gp	1 kg in a leather pouch. When poured on a level surface become an obstacle, those running through must roll a DC 10 Ref save or fall prone; bag is enough for 3mx3m (10'x10') area.
2	Bandolier	5 gp	Allows easy access to small items, potions and thrown weapons; no action used to access items, can throw weapons with one hand as if dual wielding.

**Table A - Contraptions and Gear**

<b>D20</b>	<b>Item</b>	<b>Value</b>	<b>Rules</b>
3	Belt of Pouches	1 gp	Allows easy access to very small items such as vials; no action spent to pull out items.
4	Caltrops <sup>1</sup>	1 gp / handful	2d4 handfuls. Spreading a handful of caltrops traps a 1½x1½m area (5'x5'), anyone running through it must roll a DC 10 Ref save or take 1d4 damage.
5	Camo Cloak	2 gp	Rainproof, makes it easier to hide in wilderness. +2 to all hide checks in suitable environments.
6	Camo Tarp	5 gp	4 m x 4 m, easier to hide in wilderness, rainproof. +4 to checks to hide a campsite or build a hidden shelter in suitable environments.
7	Disguise Kit	20 gp	In a leather satchel, includes make-up and relevant accessories. +4 to all disguise checks.
8	Ear Plugs	1 sp pair	2d6 pairs. +2 to saving throws against sonic or vocal effects, single use items, may hinder communication.
9	Field Repair Kit	15 gp	In a satchel, includes tools to fix most armor or weapons; roll DC depends on target, occupation determines die size.
10	Gasproof Mask	25 gp	+4 to saving throws against gaseous effects, user cannot speak while wearing mask.
11	Many-Lense Goggles	100 gp	+2 to all perception and decipher rolls, functions as a pair of binoculars or a set of magnifying lenses;
12	Protective Gloves	2 gp	+2 to saving throws against traps and effects that target the hands.
13	Protective Goggles	25 gp	Smoked glass with leather strap; +4 to saves against light based effects, +2 to saves against eye-contact based effects (i.e. hypnosis), -2 to perception rolls.
14	Quickdraw Sheath	5 gp	Can be used to hide a small weapon (dagger, blackjack, hand axe) in a sleeve; no action needed to draw weapon.
15	Set of Cheater's Dice	5 gp	Balanced to produce intended numbers. +10 to sleight of hand checks when cheating with dice.
16	Skeleton Key	25 gp	20% chance to open mundane locks.
17	Thieves' Tools	25 gp	In a leather satchel, includes tools to pick locks, find and disarm traps, climbing sheer surfaces, forging documents and handling poisons.
18	Throwing Net <sup>1</sup>	10 sp	2 m diameter. Can be used as a weapon (normal ranged attack roll) or set up as a trap: DC 10 check or get entangled.
19	Trap, Wolf <sup>1</sup>	10 gp	Damage 2d4, base DC 10 Ref save to avoid trap.
20	Trap, Bear <sup>1</sup>	20 gp	Damage 4d4, base DC 10 Ref save to avoid trap.

1: Alternately, use the thieves' *Find traps* skill to set up trap, save DC equals to roll.

*Table A: Contraptions and gear*

**Table B – Alchemical Concoctions**

<b>D20</b>	<b>Item</b>	<b>Value</b>	<b>Notes</b>
1	Aqua Vitae <sup>1</sup>	20 gp	In a ~½ l flask, very flammable, alchemical item. Can be used in various ways, including setting things on fire: 1d6 damage + fire (DC 10 Ref save to put out or suffer 1d6 on subsequent rounds).
2	Bladder of Glue	10 gp	In a ~½ l bladder, works on almost any surface. Causes a bond which requires a DC 20 STR check to break, requires 12 h to set.
3	Bottled Light	20 gp	Bottle glows softly when shook, for 8 hours, alchemical item. Light volume equivalent to a large candle.
4	Climber's Paste	15 gp	Single use, when spread on gloves and boots gives a +4 to all climb checks for 1 hour.
5	Crispine Lozenges	50 gp	When consumed, adds +1d6 to the next spell check made.
6	Darksight Droplets	20 gp	Small vial, when liquid is applied to the eyes, improves infravision by 20'.
7	Easeberry Cud	25 gp	When chewed adds +1 to all AGI checks and thief abilities for 1 hour.
8	Eastern Pepper	25 gp	When eaten allows user to breathe fire once within 1 turn, causing 1d6 damage to targets within 3m (~10') cone.
9	Goatskull Pill	25 gp	When eaten, doubles the height and length of the next subsequent jump.
10	Golden Snifter	30 gp	When snorted, gives the user the equivalent of the dwarven sense of smell, effect lasts for 1 hour.
11	Holy water <sup>1</sup>	25 gp	Causes 1d4 damage to unholy targets based on deity; can be used in other ways as well.
12	Hot Oil	25 gp	When spread on the skin the oil protects against cold; user is completely shielded against effects of natural cold, and gains a +2 to saves against magical cold effects. Effect lasts 12 hours.
13	Kelptorch	3 gp	2d4 pcs. Kelptorches burn with a bright green flame, and cannot be extinguished by falling or moisture.
14	Lightfinger Salve	25 gp	When rubbed on the hands, adds a +2 to skill checks related to manual dexterity (including thief skills) for 1 hour.
15	Owl-Ear Ointment	30 gp	When applied to the ears, the ointment improves hearing, allowing a +4 to all hearing based perception checks.
16	Perfume	25 gp	2 dl/10 uses. Allows a +1 to PER checks in suitable situations, effect has duration of 4 hours.

Table B - Alchemical Concoctions			
D20	Item	Value	Notes
17	Pest Repellent	2 gp	2 dl vial/10 uses. Insects and other pests avoid the user for 4 hours.
18	Rage Dust	15 gp	When snorted, causes a powerful rage; +2 to damage and to-hit rolls, -2 to AC for 1 turn.
19	Smearleaf Salve	25 gp	When spread on the body gives a +1 bonus to STR and AGI checks, and Ref saves, effect lasts 12 hours.
20	Vial of Acid <sup>1</sup>	25 gp	A ~½ l bottle, damages metal and stone as well as flesh. Causes 1d10 points of damage on bare flesh, and ruins most armor or weapons (roll d20 check against armor's AC or weapon's max. damage).

1: Instead of an attack roll, make a DC 5 AGI check to use in melee. Missile attack roll when thrown

Table B: Alchemical concoctions

Table C - Tindersmith's Goods			
D8	Item	Value	Notes
1	Black Powder <sup>1</sup>	50 gp	100 g pouch, prone to explode, alchemical item. Causes 1d6 damage in a 5' radius, increase damage and range for each additional dose, reduce damage by 1d6 for every 5' from center of explosion.
2	Firework	2 gp each	2d4 pcs, alchemical item. Produces a loud bang and bright lights, but is mostly decorational.
3	Flashbang <sup>1</sup>	50 gp	Produces a loud bang and a blinding flash, targets within 3m (~10') are <i>blinded</i> if a DC 10 Fort save is failed, if save is successful targets are just <i>dazed</i> . Effect lasts 1d6 rounds.
4	Flaming Oil <sup>1</sup>	20 gp	In a ~½ l flask, prone to explode. Causes 1d8 damage+fire (DC 15 Ref save to put out, or 1d6 damage on subsequent turns).
5	Matches	1 sp each, 2 gp a box	1d20 pcs/20 matches to a box. 20cm (8") matches, can be lit against any suitably rough surface. Provide light as a small candle.
6	Smoke Bomb <sup>1</sup>	50 gp	When triggered generates enough smoke to fill a 10m <sup>2</sup> (30'x30') space with thick, acrid smoke. Smoke occludes visibility and hinders breathing.
7	Sulphur Grenade <sup>1</sup>	100 gp	A 3m (10') radius explosion, causing d6 damage+fire (DC 10 Ref save to put out, or 1d6 damage on subsequent turns) within area.
8	Weedbane <sup>1</sup>	5 gp	In a ~½ l flask. Kills plants and damages plant-based creatures; 1d6 damage+withering (50/50 chance on further rounds for 1d6 more damage).

1: All thrown weapons have a DC 10 attack roll to hit target; missed attacks scatter 1d6m (1d20') to a random direction; fumbles explode prematurely.

Table C: Tindersmith's goods

Table D - Healer's Arsenal			
D10	Item	Value	Notes
1	Anti-Bleed Dressing	5 gp	When applied to a bleeding wound stops bleeding immediately.
2	Axeleaf Powder	10 gp	When mixed with water to form a paste and applied to damaged area, heals 1d4 points of HP damage.
3	Clearhead Essence	100 gp	When consumed, heals 1d3 points of PER or INT damage, and cancels ongoing mental effects.
4	Field Medic's Kit	20 gp	In a satchel, contains tools for field medicine, 2d3/6 uses. Can be used to bring bleeding characters back from death's door: roll a healing skill check, DC equals (20-current STA-current HP).
5	Healing Draught	100 gp	Drinker immediately heals 1 HD worth of HP damage.
6	Loch Killian Char-Brew	25 gp	When consumed causes powerful inebriation, and cancels ongoing poison effects (but does not heal suffered damage).
7	Moonapple Wine	100 gp	Contains the blessed essence of magic. Drinker is powerfully inebriated, but may also recoup 1d3 points of spellburn damage or deity disapproval.
8	Pisscap Juice	25 gp	In a ~½ 1 flask. If poured on an infected wound immediately after contamination, cancels disease or infection effect, and recoups lost damage.
9	Poultice	5 sp each	Doubles healing speed for a day when used.
10	Slurm Bandage	20 gp	When applied to damaged area, heals 1d6 points/round, if healing exceeds max HP user suffers excess as damage to both STR and AGI.

Table D: Healer's Arsenal

Table E - Poisons <sup>1</sup>					
D16	Item	Value	Delivery <sup>2</sup>	Fort save	Notes <sup>3</sup>
1	Black Lotus Oil	500 gp	Touch	DC 24	On a successful save causes 1d6 temporary INT damage; failed save means 2d6 permanent INT loss.
2	Centipede Oil	250 gp	Wound	DC 20	On a successful save causes 1d6 temporary AGI damage; failed save means 2d6 permanent AGI loss.
3	Lumphat Extract	25 gp	Wound	DC 18	Successful save causes -1 to all AGI checks; failed save halves target's movement speed. Effect lasts one hour.
4	Nullbrain Distillant	200 gp	Touch	DC 20	On a successful save target becomes disoriented for 1d6 turns (acts randomly); failed save means complete memory loss.

Table E - Poisons <sup>1</sup>					
D16	Item	Value	Delivery <sup>2</sup>	Fort save	Notes <sup>3</sup>
5	Madhat Unguent	500 gp	Touch	DC 22	On a successful save causes 1d6 temporary PER damage; failed save means 2d6 permanent PER loss.
6	Mihail's Dropper	25 gp	Ingestion	DC 20	When mixed with an alcoholic beverage increases the potency; if save is failed, consumer becomes pass-out drunk.
7	Phial of Lust	100 gp	Ingestion	DC 20	Causes lustful emotions: on a failed save -5d to all attempts to resist arousal or charm effects. Effect lasts 1 hour.
8	Poison Catalyst	100 gp	--	--	Increases poison effect: save DC +5, and all effects doubled.
9	Ripflesh	100 gp	Wound	DC 18	Causes 1d4 points of HP damage each turn until successful save is made; effect persists for 1d3 turns or until a successful save is made.
10	Shadepeach Dust	150 gp	Wound	DC 10	Successful save means 1d10 rounds of paralysis, failed save means effect extends to 1d4 days.
11	Sleepersand	150 gp	Wound	DC 18	Successful save causes a -1d to all actions for 1d12 rounds; failed save causes target to fall asleep. Effect lasts 1 hour.
12	Snakebite Venom	250 gp	Wound	DC 22	On a successful save causes 1d6 temporary STA damage; failed save means 2d6 permanent STA loss.
13	Spider Essence	250 gp	Wound	DC 22	On a successful save causes 1d6 temporary STR damage; failed save means 2d6 permanent STR loss.
14	Stonejoint Infusion	75 gp	Wound	DC 20	Successful save reduces target's AC by -2; failed save halves target's AC. Effect lasts 1 hour.
15	Stunner Oil	75 gp	Wound	DC 12	Successful save means target suffers -4 to all actions; failed save causes a -1d to all actions. Effect lasts 1 hour.
16	Whiteout	150 gp	Touch	DC 14	Successful save causes blindness for 1d6 rounds; failed save causes blindness for 1d7 days.
1: When applied to a weapon, poison effect persists until triggered.					
2: All touch and wound poisons double their effect if ingested.					
3: A failed <i>Handle poison</i> roll forces a Luck check, if check fails thief has to take suffer effect. Characters handling poisons without the skill to do so rely on Luck checks alone.					

Table E: Poisons

<b>Table F - Mysticism and Magic</b>			
<b>D6</b>	<b>Item</b>	<b>Value</b>	<b>Notes</b>
1	Black Lotus Opium	500 gp	Sends user on a powerful spirit-journey, beyond the veil of mundane reality. Journey can reveal new patrons or arcane secrets (Judge's discretion). Single use.
2	Elven Candle	50 gp	When used in a ritual casting, each candle used adds +1 to spell check result. Candles are consumed upon casting.
3	Hex Doll	1 gp	When used in the casting of a harmful spell with a single target, adds +1 to spell check result but increases fumble range by 1 (i.e. any 2s rolled count as 1s).
4	Octaron Implements	1000 gp	A set of arcane tools, useful in the identification of magical artifacts. User may roll a DC 15 spell check to determine whether a specific object is magical, or to glean related information from the environment.
5	Spell Component	10+ gp	Type depends on spell, component is consumed upon casting. When used to cast specific spell, adds +1 to spell check result.
6	Tarot Deck	5 gp	When used in the casting of a divination spell adds +2 to spell check result.

*Table F: Mysticism and magic*

<b>Table G - Magical Potions<sup>1</sup></b>		
<b>D24</b>	<b>Item</b>	<b>Creation cost<sup>2</sup></b>
1	Potion of Animal Control	225 gp
2	Potion of Extraordinary Healing	400 gp
3	Potion of Fire Resistance	325 gp
4	Potion of Flying	400 gp
5	Potion of Gaseous Form	225 gp
6	Potion of Giant Strength	425 gp
7	Potion of Growth	275 gp
8	Potion of Healing	225 gp
9	Potion of Heroism	300 gp
10	Potion of Human Control	325 gp
11	Potion of Invisibility	325 gp
12	Potion of Invulnerability	450 gp

Table G - Magical Potions <sup>1</sup>		
D24	Item	Creation cost <sup>2</sup>
13	Potion of Levitation	275 gp
14	Potion of Longevity	450 gp
15	Potion of Love	200 gp
16	Potion of Polymorph	300 gp
17	Potion of Shrinking	275 gp
18	Potion of Speed	300 gp
19	Potion of Super-heroism	425 gp
20	Potion of Undead Control	400 gp
21	Potion of Waterbreathing	275 gp
22-24	Roll again twice.	
<p>1: All of these potions refer to the <i>Make potion</i> spell in the DCC rulebook (pg. 223). This table is primarily intended as a Judge's aid, for when the situation calls for randomized potions as loot, or for determining if, per chance, some would be available for purchase due to whatever fortunate circumstances the players have managed to find themselves in. Refer to spell description for details on potion effects.</p>		
<p>2: Not taking into account any special materials required to create potion.</p>		

*Table G: Magical potions*

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