

This document contains the details for the magical item Glib's Lucky Toes.



Glib's Lucky Toes

“Glib Glittercurl was a very lucky halfling, even by halfling standards. But as always, his luck eventually ran out when he tripped into a vat of acid inhabited by famished spectral piranhas. The only thing left behind was his left foot, caught by his old friend Devoyka the Devious. The foot was promptly preserved in a jar of strong dwarven brandy, and it seems to still hold some of its previous owner's lucky essence.”

Description: Glib's Lucky Toes are a gruesome prize with fortuitous power. At first glance just a hairy foot preserved in a bulky glass jar of amber-coloured brandy, the item looks like something from the workshop of a deranged anatomist or vivisectionist. The powers incumbent in the foot only become apparent when the item is carried upon one's person for a period of five days.

Glib's Lucky toes have the following powers and abilities:

- **Luck conduit:** Glib's Lucky Toes allow their owner to share Luck with other characters, similar to the halfling *Good luck charm* -ability (DCC rulebook pg. 60). Luck shared in this fashion is spent on a 1-for-1 basis (contrary to the full halfling ability) and the item does not grant any type of Luck regeneration.
- **Five toes of fortune:** The owner of the Lucky Toes may use them to add Luck to their own rolls, once per each toe (so, this ability has 5 charges). The first time this ability is used, it adds 1d3 points of Luck to a roll, and this die size increases by one step upon each consequent use (d3, d4, d5, d6 and finally d7 for the last use). Each time this power is invoked one of the toes on the preserved foot shrinks and withers away.
- **Fortunes finished:** When the Lucky Toes run out of charges and the final toe withers, two things happen. First, the owner gains the *Luck conduit* ability as described above as an innate personal power. Second, Glib curses the owner from beyond the grave! Over the next 5 days the owner's feet rot off in a painful manifestation of magical leprosy. Each day the character suffers this curse they lose one fifth of their movement rate and suffer a cumulative -1d on all rolls requiring ambulatory movement. The only way to stop the curse is to give the preserved foot a decent halfling burial on consecrated ground; doing this reverses any damage caused (a *Remove curse* spell halts the advancement of the condition, but does not repair any damage; treat as a powerful curse).