

## Peculiarities

- 111 An owl whistle. You can test your luck to summon d6 owls while in the city of Troika. They won't be friendly.
- 112 A big stack of triangular paper money from no known bank. The portraits drawn on them are either abstract depictions or truly alien, it's not clear.
- 113 A full dream journal. Not yours.
- 114 A pendulum that spins anticlockwise in the presence of apostasy.
- 115 A 6ft ladder which, due to mechanical contrivance, can collapse into a pocket sized cube. Takes a moment to open up and an hour or a successful luck test to put away again.
- 116 An innocuous hand mirror that, when used to look at things in reflection, grants the viewer +6 Second Sight. Can also be wielded against a spell to completely negate it, destroying the mirror in the process.
- 121 A metal cube in a velvet lined box. It's always as cold as ice no matter the ambient temperature.
- 122 A tame coati which lives in your rucksack and can follow simple commands to the level of a smart dog.
- 123 A box of 6 glass fire grenades. Throw at the base of a fire to put it out. Anyone within 12 feet and in an enclosed space must test their luck or start suffocating.
- 124 A voucher for 150p at Sutler's Department Store
- 125 Prehensile tail - Whatever form it takes, you can use it like a weak third hand. Using it to attack or other such thing is at -4.
- 126 Forked tongue. You were born to weave falsehoods. +1 to any rolls related to lying, disguise or other such things. The GM should give you some slack in non-rolling situations. Your tongue is also literally forked
- 131 You wear a necklace of tiny crowns from tiny kings and queens. Worth 1,000\*1d666p to the right buyer. Tiny knights will be looking for them.
- 132 Oily vulture wings, tacky to the touch, sometimes stick together and cause you to crash. Must test Fly every 10 minutes or fall. +1 Fly
- 133 Swan wings. Handsome, large, can break a man's arm (or so you claim). +1 Fly
- 134 Fangs. Impressive overbite, very obvious. Bite people for damage as knife. Every time you win a grapple get a free bite if you like.
- 135 No teeth, only baleen hairs. You can't eat solid food, and must mush it down into a lumpy brine.
- 136 Gills. Breathe underwater without trouble. They flap while you talk.
- 141 Beak. (damage as sword)
- 142 A postcard of and signed by the semi-divine Summer King

- 143 Membership card to the Roehampton Swimming and Achievable Divinity Club. Not yours
- 144 Jet powered Horizon Knight lance
- 145 Portable easel
- 146 A pint of Alzabo pituitary juices
- 151 Pointing wand
- 152 Elixir of Shazmazzm. If drunk, spells no longer cost stamina to cast. If other wizards learn about it, they will want your blood.
- 153 Rubber ball, very bouncy
- 154 Large bag of gummy worms
- 155 Pocket version of a game popular in your homeland. The rules are very complicated
- 156 Elevated shoes. Grants you an imposing height
- 161 A companion, master mountaineer and your spiritual guide.
- 162 A large floppy hat
- 163 A complete set of Dwarfen chisels
- 164 An apprentice of your craft
- 165 An oversized key given to you by your mother
- 166 A friend from school.
- 211 Rock blanket. You can roll up underneath it and look like a rock
- 212 Demon Sea water. Briney.
- 213 A palm sized book of the prayers of St Tom. 1 in 6 chance a prayer from it will repel any given demon.
- 214 A goblin spear. Being a stick with a biting beastie on the end (damage as small beast)
- 215 Automatic Friend. Small robot pal that follows you around
- 216 Very efficient metabolism. You only need to eat half as much as a normal person. Each ration heals twice as much but you can only gain benefits from two meals a day.
- 221 Fated Birthmark. You have an unusual birthmark on your face that marks you as a chosen one, or messiah, or bringer of the end times for some religion or other interested group.
- 222 Your insides are a council of birds. Small sparrows burst out of any suitably severe wound (5+) and make a lot of noise unless you put a hand over the wound and make calming noises to them for a turn. After combat, or when things are peaceful again, you may test your luck to regain half of the stamina lost as the birds return to you.
- 223 You have a second mouth somewhere on your body. You don't control it and should be considered a separate character with a distinct personality. It can and in fact needs to eat and drink, but you have no idea where it all goes. You gain the benefits of twice as many meals per day.
- 224 You are an artificial person, indistinguishable from the genuine article. Only you and your creators know this, unless you care to share.

- 225 You have a series of protruding growths on your head that look distinctly crown-like. Replace the 6th Mien of all demons you meet with “worshipful”.
- 226 You are well past your prime, old verging on frail. You lose 4 Stamina but gain 2 Luck.
- 231 You have enormous and impressive eyebrows.
- 232 You have an artificial ear to replace one damaged or deliberately removed. It might be seamlessly natural looking or freakishly obvious, up to you.
- 233 Your legs are furry and stubby, with a tail to match, much like a goat. +1 to climb
- 234 Fish Face. Your face makes you look like your head is stuck in the rear end of a trout. You talk with a strange accent and can breathe underwater.
- 235 Feathers. Partial or full coverage. Pick a colour for them.
- 236 Webbed Fingers. Maybe a discrete extension, or maybe you have big fat frog hands, either way have +3 Swimming.
- 241 Your speech is universally understood by every living thing, but unfortunately the reverse is not true.
- 242 Artificial legs. You replaced or lost one or both legs of your legs and had them replaced with limbs of shining metal, silvers and golds. You are reluctant to disclose where and how you aquired them. +1 Stamina
- 243 Dog headed. +2 awareness and you can bite with damage as modest beast. You may choose the breed.
- 244 Either due to an accident or because of practical considerations, you are partially mechanical. Choose some portion of your body to be mirror finished metal rather than flesh. Gain +1 natural armour. Now roll d6: on a 1 you are actually a thinking engine which has had its part replaced by cheaper flesh versions so many times that all you have left is that one limb.
- 245 You flew too close to an anti-sun, or drank from the White Sea, or a wizard did it. Either way, you are somewhat insubstantial. You are always a little bit translucent, but at will (and at the cost of 1 stamina per second) you can become fully insubstantial, able to pass through walls and ignore physical considerations.
- 246 Lion headed. You are possessed by a refined beauty in everything you do. Bite as modest beast.
- 251 Your parents dismissed your friend as imaginary, a result of the other children being scared of you. Only when they put their ears to your chest and heard the voice inside did they realise. Your inside-brother gives good advice, but is preoccupied with self preservation. You are his world.
- 252 Chameleonic. Your skin can change colour at will. You don't have enough control to make complex patterns, but you can imitate most hues. +1 Stealth +1 Disguise
- 253 Pig legs. Stumpy little legs making you look much smaller than your torso would suggest. Possessing the limbs of such a sinister animal is seen as a bad omen. -1 Etiquette +1 Second Sight

- 254 Pig headed. Excellent sense of smell and substandard sight, evening out to about average awareness of the corporeal world, but those sinister eyes see so much more. +3 Second Sight.
- 255 You vital fluids are thick and black like tar. Anyone rolling a 6 to damage you must test their luck or have their weapon stuck in you.
- 256 Rabbit headed. You are cursed with foresight. Your dreams are haunted by potential futures, of tunnels and great machines. Few of these come true, but sometimes they offer a little insight. +1 Luck
- 261 Goat headed. You are a recalcitrant agnostic and no one will ever change that. Besides, no god will have you.
- 262 Many jointed fingers. Long and spidery.
- 263 You have somehow been made aware of the exact time or method of your death, be it from an oracle, aeon, lamassu, or demon. Wherever it came from you believe it. You may always test your luck as though you had 2 points left.
- 264 Every night you see visions of the coming day. Once per day you can declare you saw this in your dreams and test your luck as though you had full luck.
- 265 You possess a magnificent mane of hair. The colour is up to you, but it is very handsome.
- 266 Scales. 50/50 partial/full cover. Either way, gives you added protection (always count as wearing leather) and looks cool.
- 311 You are two people in one, the Enrapt Siblings. +6 luck. You are psychically connected and share a single mind made of two parts. Create another character and play them both, if one dies you permanently lose half of the remaining twin's maximum Luck).
- 312 Your bones are made of an unidentified green metal. On them are engraved thousands of tiny letters that spell out your true name. If you die, and your bones are given to a competent magician, you can be reformed and bound to his will for all eternity. Also +4 stamina from having a metal skeleton.
- 313 You have a small velveteen pouch, and inside that pouch you have 7 eyeballs. They look very realistic, and feel almost like the real thing. Each is a different colour and shape, and anyone who touches one can see through it until they next sleep. If anyone else touches the eye they take control from you.
- 314 You find yourself nourished by the presence of fine art. If you spend time to appreciate a classically fine piece of art you may gain the benefits of having eaten a meal. If you eat fine art you may gain the benefit of eating a meal even if you have gone over your limit for the day.
- 315 You feel no pain! On no. The GM keeps track of your Stamina total, you may spend some time or an action (if in combat) to examine yourself and be told what this total is.
- 316 You are accompanied by a member of the Guild of Little Brothers and have six months of the contract left. Their union forbids them from fetching, carrying, acts of charity, bravery or sincerity. If you force or otherwise cause them to

- break their contract they will strike for d6 days. Skill 10, Stamina 20, carries an iron shod club and wears a thick jacket (mace & padded armour).
- 321 An inherited gentleman's gentleman who has been with your family since they can remember. Is utterly loyal to the extent of everything short of dying for you. They won't fight, even to defend themselves, instead fleeing or curling into a ball. They will however prepare meals, run baths, clean your equipment and clothes etc. Every stamina regaining leisure such as eating a meal or resting receives a +1 bonus when attended by the gentleman. This bonus can only be used by you, they can't perform a good enough job for everyone to benefit.
  - 322 A really nice horse - Wow, what a handsome horse. If able to physically ride it you also possess +2 Ride. Can carry 5 things.
  - 323 Elephant -Complete with a basic howdah. Able to carry three people, also willing to fight. 7/36 damage as polearm, if reduced to 20 or less stamina due to attack the animal will go berserk, lashing out at random.
  - 324 Grumpy lama -Can carry one person or 20 items, not both. Every time you mount it you must test your luck or it bites you (as small monster). Loves to spit on people
  - 325 Ostrich As fast as a horse but far more exciting. The animal will attack with its powerful legs while ridden. 5/14 damage as medium monster
  - 326 One of your fingers is replaced with a perfectly functional golden prosthesis.
  - 331 Riding Ox - The thing is slow. It can't travel above a modest walk but can carry 30 items for you as well as a rider.
  - 332 A Pair of Subtle Boots. These are no ordinary boots. They have been made at great expense by the finest artisans intent on making them look like ordinary boots. Up to six small items, no bigger than a chestnut, may be kept in the subtle boots and remain hidden unless the boots are taken apart and thoroughly searched. Secreted variously in removable heels, double padding, sneaky stitching and so on.
  - 333 White Sand – Grindings from the face of Mount Typhon. Highly nutritious, any plant planted in the bag will grow monstrously, soil mixed with it will encourage extra growth, and it is universally edible. One bag can supply 36 rations worth of meals, eaten by licking the finger and dipping it in.
  - 334 Indelible Pen. A pen made of green, metallic demon bone. It never requires dipping since it produces its own ink, refilling itself as needed. It can write on any surface and won't come off unless physically cut away. Demon bone is very strong and the pen may be used as if it were a knife.
  - 335 Corrective spectacles. You need them to see. Roll 1d3. The higher you roll the worse your eyes are, record this number. Without your spectacles receive the number rolled as a penalty on all sight based rolls. However, since spectacles are expensive and the skill to make them uncommon enough, most people just ignore their sub-optimal eyesight, making you somewhat better than average with them on. +1 to sight based roll while wearing your glasses (don't

get cheeky with this or the GM will stomp on your glasses). If you ever receive a mighty blow, your glasses will be broken. Time to get a new pair.

- 336 Silver Loupe. A folding jewellers loupe, cased in silver. You receive +1 Evaluate while using this.
- 341 A cockatoo that sits on your shoulder and screeches. +1 awareness to notice hidden enemies
- 342 A cat that barely tolerates you but randomly (1 in 6) brings you gifts of a morning.
- 343 A tiny homunculus shaped like a naked man. Excitable and incoherent, but can do whatever a 6 inch high man who can't understand you could be expected to do.
- 344 A rat that lives in your pocket. Very clever, can follow basic commands.
- 345 Mum's old fusil
- 346 Goat centaur. Goats are feared by the gods, +1 luck, +2 climb.
- 351 Lion centaur. +2 Acrobatics, your claws are treated as swords and may always strike twice, once with any weapon and once with your forepaws.
- 352 Horse centaur. +4 stamina, +6 Run and you may strike out with your hooves for damage as mace
- 353 Slug centaur. You move at half speed and leave a stinking trail of slime everywhere you go. You do, however, adhere to sheer surfaces wonderfully. +6 Climb
- 354 Your skin sheds every so often, fully and in tact. This causes you to lose all scars, tattoos, piercings, or other such superficial damage.
- 355 Vocal Sac At the meeting of your jaw and your neck is an expandible area of skin. Using this you may ribbit loudly.
- 356 You were born with knowledge, an old soul. Probably literally. You have memories of dark water and a garden. Either way, +5 to your choice of advanced skills.
- 361 Rabbit centaur. +2 run
- 362 Born of Fire. Normal heat doesn't bother you at all, though a magic fireball will still mess you up. You could even drink lava, though it would cause some issues when it solidified.
- 363 Pet Gremlin A small pointy featured pest, prone to destroying machinery and building extensive warrens lined with shiny things. It lives in a network of pockets it has stitched for itself inside your clothes and incessantly and uncontrollably scrabbles around. You may test your luck to reach in a pull out d6 silver pennies worth of valuables from your pet's warren, however it will bite you (7/7: small monster). Gremlins are terrible pets.
- 364 Quasi-Demonic You are directly related to a demon of the pit. You are susceptible to all demonic taboos (salt hurts, silver deals double damage, if anyone learns your true name they get three wishes etc.) but are also offered some of their potency. Gain +1 Skill, immunity to fire and drowning and you may

call on your demonic parent once per year for a boon. However be warned that demons don't value family that highly.

- 365 Hollow You are a shell of a person. Injuries don't cause you to bleed or break, rather you crumple inwards like wet cardboard. Inside is just an empty cavity which serves no purpose, no organs, no muscle, no brain even. You function normally, healing, breathing, eating and so on. No one knows where the food goes.
- 366 You are two people in one, the Enrapt Siblings. +6 luck. You are physically connected and have independent thoughts Choose a common limb or organ. You may control both of them or you might convince another player to be the other. Roll Skill and Luck separately for both, however they share a common, combined stamina total.
- 411 Vestigial wings. Their look is up to you, but all they do is flap excitedly.
- 412 False nose. You lost or removed your original nose and replaced it with an attractive artificial one. Decide what it is made of, but it is valuable and somehow allows you to function as though you had a working nose.
- 413 Radiant. Your skin glows faintly. It is alluring. +3 reaction/intimidation rolls. Also casts a dull light, like a candle.
- 414 Long and twitchy fronds come out of your forehead. You can use them to "see" in pitch blackness up to a metre away perfectly, and you have a good idea of what is around you up to normal sight range. This includes things such as walls, holes, movement, but not small details such as objects on a table.
- 415 A crest of spines runs from your forehead, down your back and to the base of your spine. You need to get creative with clothing. -1 to people grappling you, those things hurt.
- 416 Fur. It can be patchy or luxurious, your choice. Resistance to mundane cold, as though wearing appropriate gear at all times.
- 421 Large ears. Large and saggy like an elephant. Keeps you cool in the summer. +1 Awareness
- 422 A treasure map leading to the famous barge pirate and reformer, Wulfstan Ansurius's, treasure horde. It is in a pocket dimension requiring a dangerous journey.
- 423 Frog legs. You have long bouncy frog legs. You appear smaller because of how you stand (like a frog) but you're normal height. You can jump 15 feet straight upwards.
- 424 A regular sized floating eyebal is your loyal pet. It silently judges.
- 425 A pocket family portrait, able to fold out to a 6' x 4' canvas
- 426 An ancestor was in the Ablation Wars, you inherited their Coherent-Absorber armour. As heavy armour, while wearing you may pay the stamina cost of a spell aimed at you to ignore the effects of it.
- 431 You have a pair of functional mandibles
- 432 Lizard headed - Scaled head with individually swivelling eyes and scent detecting tongue. +2 awareness

- 433 Frog head. Bulbous eyes and thunderous ribbit. May breathe underwater
- 434 Ethereal Beauty. Something about you is universally beautiful, regardless of place or time. It has no supernatural effect, but everyone you meet will treat you as one they find pleasing to look upon.
- 435 Hypnotic gaze. Lock eyes with someone and speak gently to them with your demon tongue. Gain 6 Spell - Amity.
- 436 Distendible Jaw. You may disjoint your jaw, or maybe it splits vertically, or perhaps it grows inexplicably, but however it works you may swallow rather large things whole.
- 441 You bear the scar of a cattle brand on your cheek.
- 442 You escaped a contract serving in the galleys of the ships that sail between stars. +1 strength, they will come after you.
- 443 You are a member of a secretive fencing club. They will sporadically “test” you by ambushing you and sneaking up on you while you sleep. +1 to a fighting skill of your choice
- 444 Demon brand. You made a pact with the devil, or a devil, or several devils. Once per game you may automatically succeed at a roll, however when you are reduced to 0 stamina you may not test your luck to survive. Instead a flock of demons drag you to hell.
- 445 A brooch in the shape of a tiny clawed foot, indicating lifetime membership of the Gremlin Appreciation Society.
- 446 Soulless- When people look into your mind they see a gaping void. There’s nothing. You are spiritually barren. Spiritual magic can’t affect you and you are immune to effects that play with your emotions.
- 451 An old matchbox containing three mouse skeletons
- 452 The key to the city, honorary. Can be used as a club.
- 453 A medal for valour and honourable discharge from the war against the Autarch
- 454 The key to the city, genuine. The bearer may test their luck to open any locked door in Troika with it.
- 455 A book of poetry you have written.
- 456 A weather-proof copy of the seminal work of St Mequake, *Summa Contritio*
- 461 A bottle of Billberry Potion. Tasty, invigorating, jelly-like substance made of certain berries forced through particular processes. Viscous and slow to pour, it’s almost entirely unsuited for emergencies but more than makes up for it in effect. A full dose of this will restore 6 Stamina and take several minutes to swallow.
- 462 A bottle of Owlwine. The sharp and bitter juices of the pressed feral owl, only found in Troika, refreshes and invigorates the imbiber. A popular drink for wealthy students of the Universities. Gain 1 Skill for 1 hour.
- 463 An Infusion of Luck. Rumours abound that this sweet and clear liquid is really cherubim tears harvested in the breweries of Pandemonium. Most



discount it, but it would explain why you never see any these days. Restores 1 Luck.

- 464 A Tincture of Clarity. A chalky distillation with the unmistakable taste of medicine. Cures any non-magical poisons and offers a Luck test to those suffering from magical maladies.
- 465 A bottle of Elysian Mead. A tasty alcoholic beverage from the Elysian apiaries. It goes down smoothly and lubricates the tongue and the mind. Gain 1 Social Standing, lasts for an hour. Suddenly become old friends with anyone else drinking the stuff.
- 466 A bottle of Shade Wine. Brewed by anyone with a dark corner to spare in the sun-starved rim of Troika. The exact ingredients change by brewer, but the taste is consistently foul and inflicts the oral numbness it's famous for. +1 to all fighting rolls, -1 to everything else.
- 511 A bottle of Leech Blood. Neither blood nor made of leeches, instead it is a demonic pun that we are assured is extremely funny from their perspective. The liquid is, as it can loosely be called, a rich red with congealed black globules floating in it. An angular, charcoal-ey and altogether challenging experience. Spells cost half (rounded down) as much stamina to cast for an hour.
- 512 A bottle of Hazrad Smoke. A peculiar thing, but peculiar things are endemic to the City and greatly enjoyed. Hazrad smoke is served in a pear shaped bottle with a narrow neck. Once the seal is broken the meagre fluid inside turns to smoke and rushes out. You are encouraged to inhale it quickly lest this expensive treat escapes entirely. The taste has been described as austere and intolerably painful. -1 Stamina, for a few seconds you can see things in obscene detail, revealing any secret doors or unusual details of your surroundings.
- 513 A bottle of Soul Tea. A herbal infusion, each element collected from a different sphere, some hard fought and died for by the elite pickers of the Widdershins Tea Company; presented in an exquisite silk envelope for your convenience. The tea, when steeped, will shift one sideways into the astral plane. The effect is quite slow, requiring you to enjoy the hot tea quietly until gently fading away. The return journey is your own concern.
- 514 A bottle of Scap. Prepared gremlin leavings gathered from wild gremlins living in the walls of Troika. Gremlins from other places have been tried, but there is something about the nature of the city, the unparalleled variety of their diet that makes Troikian Scap stand apart from its provincial imitators. Either offered as a fine powder for sniffing, or compressed into pills for convenience. You may remove one initiative token from the stack and instead take one turn at the start of every round, also can sense and instinctively disassemble complex machinery, and can't cast magic. Lasts for 1d6 hours.
- 515 A pair of ruby lorgnettes in a fur lined all-weather carry case rated for depths of 60 metres.
- 516 An antique duelling pistolet. Originally a pair. Loaded.

- 521 A perfect metal sphere the size of a tennis ball. Nothing can damage its mirror finish and it is nearly indestructible. No matter where it is, or who it is given to, it will always return to you in the morning, sat next to your head.
- 522 An anonymous book of handwritten astrological calculations. Quietly revolutionary. Anyone with 1 Astrology or more gains a +2 bonus to Astrology rolls when consulting this book for half an hour.
- 523 Last year's Sutlers mail-order catalogue
- 524 A tiny adult human skull, no bigger than a ping-pong ball
- 525 A mummified hand in a box wearing a silver ring with a large jalestone set in it. The ring wearing finger twitches in the presence of demons. If the ring is removed the hand will never function again, and the ring is a mundane (though valuable: 2,500p) piece of jewellery.
- 526 A cobblestone used by St Pancras in the Calinode Riots, with wax seal of authenticity. +1 to rolls to hit and rolls to damage Alcalde. Damage as Improvised Weapon
- 531 One of your Congressional Army friends whose life you saved in the Battle for Ripple Road some years back. Totally loyal, 1 in 6 chance to wake someone up every night with their night terrors. Armed with a duelling pike (as Polearm).
- 532 A sibling on the run from their vows to the Order of St Mequake. Any random encounters in the city of Troika have a chance of being 1d6 Penitentiary Mequakers set on returning them to the martyr alive (stats as Ogres).
- 533 The deed to a deceased distant relative's wizard tower in a prime neighbourhood of Troika.
- 534 A friendly gull. It follows you no matter where in the universe you go. 1 in 6 chance that, when eating in its presence, it swoops down and steals a meal (will only steal one meal per day). It can lead you towards bodies of water if asked, and anyone harming it are cursed by losing all Luck and all but 1 Stamina.
- 535 A certificate of third class graduation from the College of Friends, with hologram of authenticity.
- 536 A large wig containing a specially made hollow big enough for one item the size of a cat to be stored safely and secretly.
- 541 A wooden hobby horse, attached and worn about the waist. Counts as medium armour.
- 542 A copy of 'The Long Hidden Friend', a tiny book of remedies. Gives +2 to healing tests when consulted for at least 10 minutes before hand.
- 543 A jewellers hammer with a green, demon-bone head. Used to authenticate relics; it pulverises normal bones to dust with sorcerous ease, but when striking a genuine relic it's like hammering an anvil.
- 544 A single room on a one way trip aboard the golden barge '*Do You See This, You Gods?*'.
- 545 A trophy cup with your name on it
- 546 An umbrella of oiled silk. Ignore 1 point of inconvenience from the rain.
- 551 A very long hat pin. Damage as knife.

- 552 Rubber wellingtons
- 553 A shepard's lance. Used to pole vault across and down crags. -1 to the stamina and time cost of rocky or hilly terrain. Can be used as a spear. Large item.
- 554 Walking pole. -1 to Stamina cost across flat terrain. Damage as Staff.
- 555 You are the legitimate heir to a devolved Troikan Dukedom.
- 556 An obscure sect has determined that you are probably the chosen one. A chronicler has been set to follow you around and record your deeds in detail. They will not be discouraged.
- 561 You are afflicted with the Red Eye Curse. While your eyes are open you constantly cast Fire Bolt as though you had 12 skill in it. It will target whatever you are looking at, and you will suffer the effects of the Oops! Table as normal. You can still see while your eyes are closed, from a side effect of the curse. It's very hard to sleep.
- 562 Ram horns. Fashionably demonic. Damage as appropriate sized beast
- 563 A golden false eye to replace the one you lost (randomly determine which eye is missing).
- 564 Your eyes are dark and shimmer like the bottom of a starlit well. You don't need light to see by.
- 565 Tusks – Jutting from your jaw are two great big ivory tusks. They serve no real function.
- 566 Crow feet. Your legs pinch off below the knee into huge crow feet. Clawed (as knife) and spindly.
- 611 Metal leg – A single leg has been replaced by a beautiful prosthetic. Functions as good as new, worth d66x1000 silver.
- 612 Crab hand. One (or both) of your hands is a chitinous claw. They will be useless for fine fiddling but they're meaty and strong. Count as knives if used to attack someone.
- 613 Claws. Strong claws grow from your fingers and toes. Shoes may prove a problem. 1 in 6 chance they're retractable. Damage as knife, +1 Climb
- 614 Scorpion tail - A huge chitinous tail erupts from the base of your spine, easily 4 metres long. It can lash out for damage as spear, causing a luck test in those taking damage. They must test every turn until they succeed, or take a further d3 damage each turn.
- 615 Your parents insisted you learn how to fence, to improve your college prospects. +2 Sword Fighting and a nice Sword.
- 616 Expelled from a cloistered life for being disordered. You learnt how to see god though. +2 Second Sight
- 621 A copy of the book *'In Defence of the Divine Right'* by Baron Petronax. Very illegal.
- 622 An ornate atomizer with 1d6 spritzes of a perfume banned for indecency.
- 623 A dinner invitation with a plus-one to the monthly open banquet at Miss Kinsey's Diners Club.

- 624 A coupon book of 2d6 preemptive indulgences signed by St Finbar the
- Canny
- 625 A set of watercolours and brushes and +2 Watercolour Painting
- 626 A paddle boat in a bottle. If the bottle is broken the boat returns to full size. Not reversible.
- 631 You have a bag of 10,000p, but the people you stole it from are looking for it.
- 632 A featureless straw mask. While worn no-one can tell who you are no matter how obvious it is, they will only remember the mask.
- 633 A cast iron, fully enclosed, pig head helmet. Light armour alone, medium armour if worn with other light armour
- 634 A bag of boiled sweets which never seems to run out. No nutritional value, and if its seemingly infinite supply is ever tested it will end.
- 635 A signed copy of *The Life of St Walaric by Himself*. Has the same properties as a silver object against demons and suchlike.
- 636 A living scarf. A kind of Troikan roof-fox which is bred for its extreme laziness, happy to sit on your shoulders for any amount of time but will begrudgingly stretch its legs if you insist. Feed it one ration a week to keep its coat looking glossy.
- 641 A messenger owl, good for one use. You don't know where it will return to but any letter will be delivered and replied to from anywhere in the cosmos.
- 642 A cheque book from the Spider Bank, where you have an account and keep all your money.
- 643 A bronze statue of a bland and bulbous male figure, possessed by a demon which grants those rubbing it good luck. Restores 1d6 luck per person per day per rub. Once it has been used restored 10d6 more Luck the demon's binding ends and it flees back to the underworld, rendering the statue inert. 1 in 6 chance the demon first tries to harm those who used it by manifesting for two turns with stats as Bonshad.
- 644 A roof tile from the martyr St Colman. The moss which grows on it spontaneously arranges itself into short free verse poems.
- 645 A portable pipe organ, powered via a mouth tube. Gain 1 Pipe Organ Playing
- 646 An instructional fencing flip-book. Can be used as a trainer up to 1 Sword Fighting.
- 651 An articulated statuette of an owl
- 652 A barbed strand from the scourge of St Guthlac. If used as a prayer rope it costs one Stamina per turn and prevents demonic attacks of all forms.
- 653 The patron saint of your birth-street favours you. They have claimed your soul, preventing necromantic resurrection or demonic possession before or after death.
- 654 Your blood is a rich brown earth, slow flowing and fragrant. You can't bleed out and are not desirable to blood drinking beasts.

- 655 Your blood is a potent intoxicant, sought out by gourmands. You are immune to the effects of alcohol and are highly flammable
- 656 Silver allergy, +1 to damage rolls against you with silver weapons, you can detect silver within 10ft by the way it makes you itch.
- 661 You are edible. Your flesh is soft and silky like a mushroom's. You may give of your flesh to others, providing one provision at the cost of two stamina lost. You heal in the normal way.
- 662 A well-read book of wisdom from Great Sage Hericlitus
- 663 Knuckle bone relic of a saint
- 664 A walking stick made from the ivory of an elephant, executed for apostasy. Can hurt magical creatures, damage as club
- 665 A tattoo of a road map of a neighbourhood of Troika. It magically updates itself every few weeks.
- 666 A brass puzzle box. Unsolved.