

# Notable Items & Equipment

Weapons, artifacts, and treasures

- [Notable Items](#)

# Notable Items

## Carried by the Party

### Sword Hilt (Mystery Relic)

- **Description:** Old iron. Clearly part of something larger and more interesting than a hilt.
  - **Contents:** A rolled paper with text written on it, fitted inside the hilt.
  - **Status:** None of the eight have read the paper. They are carrying both the hilt and the unread paper.
  - **Origin:** Found inside a chest on the Kaijitsu Blossom (the second ship), during the second ship expedition. The skeleton on the Blossom — an officer of that ship — gave the party a mithril sword handle. *remembered* — T3
  - **Source:** No module source. Confirmed original GM content.
  - **Significance:** *Live plot thread.* The paper's contents are directly connected to the destruction of Licktoad Village. An adventuring party that visited the Kaijitsu Blossom before the goblins disturbed the dead aboard the ship; those undead followed the adventurers' trail back and attacked the village. The paper likely identifies that party or documents their visit. Because the goblins have not read it, the cause of the village destruction remains an unresolved in-world mystery. Resolution requires the party to read the paper.
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## Items Recovered from the Kaijitsu Star (First Ship)

### Fireworks Cache

From the red chest in Vorka's cabin:

- 14 Desnan candles (5 gp each): foot-long tubes launching a flaming projectile; 1 nonlethal + 1 fire damage on hit; critical hit blinds for 1 round.
- 20 paper candles (1 gp each): detonate noisily one round after lighting; Fort DC 15 or dazzled 1d4 rounds.
- 7 skyrockets (50 gp each): launch in a straight line, then explode for 2d6 fire in a 10-foot burst (DC 15 Reflex for half); survivors blinded or deafened for 1 round.

These fireworks were the tribe's requested haul — the mission objective for the first ship expedition. Their current status (used, held, destroyed with the village) is not recorded after the village burning.

## Ivory Fan

Found in Vorka's cabin. Has a crude map drawn on its reverse side in Tien. Not mentioned in the campaign account — present in the module. Connects to the Jade Regent Adventure Path through its hidden cartographic content (not played). Fate in the campaign is unrecorded.

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# Birdcruncher Treasure Chest Loot (23.03.2024)

*remembered — T3 (both session-log-goblins.txt copies confirm)*

Awarded after Sneaky Scorch won the Chieftain's Moot:

Item	Holder
840 gp	Party
4× Potion of Cure Moderate Wounds	Party
1× Potion of Fire Resistance	Party
Wand of Restoration (9 charges) — reduce condition by 2 or lessen toxin	Rrrahah Bäähh
+1 Flaming Dogslicer	Sneaky Scorch
Cloak of Illusions	Sneaky Scorch
Bead of Force — 5d4 force, 60 ft reach, 10 ft burst, DC 21 Reflex	Rrrahah Bäähh
Frozen Lava type 1 — 5d6 fire damage, DC 21 Reflex, 6 charges, 70 ft fireburst	Bubble Bomb
8 flasks Sovereign Glue (55 gp/oz, 1 sq, sets in 1 round)	Bubble Bomb

## Crunchy Crown

*remembered — T3 (session-log-goblins.txt)*

- **Description:** Crown awarded to the winner of the Birdcruncher Chieftain's Moot.
- **Mechanical effect:** +2 bonus to Intimidate checks against Birdcrunchers.

- **Holder:** Sneaky Scorch (won the moot). Marks Scorch as Chief of the Birdcrunchers.
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## Animal Companions (Shvub-Mah)

Not items per se, but documented here for completeness. Shvub-Mah walks with **two pigs**. They are distinct animals.

**Princess Crackling** — *confirmed T1 FoundryVTT (5/24/2024 onward)*. Fire-breathing pig from Manschmied Farm (captured in a valley, officially freed at the Oger farm). Shvub-Mah's bonded animal companion. Fire Breath: 15-ft cone, 2d6 fire + 1d4 persistent fire, DC 17 Basic Reflex.

**Squealy Nord** — *remembered T3 + CD memory*. The Licktoad tribal mascot pig. Recovered from Paddlefoot Farm between ships. Found loose in the plains after the village burned, reunited with the party. NOT Princess Crackling.

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## Gogmurt's Loot (18.01.2025)

*confirmed — T1 FoundryVTT + T3 session-log*

Looted from Gogmurt after the Razertoath territory operation:

- Staff +1
  - Cloak of Gnawing Leaves
  - Studded Leather armor (unknown quality)
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## Early Session Items (Toadlick era)

*remembered — T3 (scorch-early-items.txt)*

Items from the earliest sessions. Partial list includes: Toadlick's Badge, Hurtful Words ability, Javelin (Rrrahah), Dogslicer (Vigo/Wee Goo), Dogslicer (Scorch), Shortbow, 6 mystery bottles, Tanglefoot Bags, Smokesticks, Tindertwigs, Meat Hook, various goblin treasures (wooden spoons, dead moles, pickled fish heads, broken spectacles, false teeth, 1 left leather boot).

## Current Equipment by Character

remembered — T3/T4 (character sheets + session logs). Use character sheets as authoritative for exact stats.

Item	Holder	Notes
+1 Flaming Dogslicer	Sneaky Scorch	Goblin weapon, fire damage
+1 Bane Dogslicer (bane vs horses)	Sneaky Scorch	Agile, Backstabber, Finesse — confirmed FoundryVTT T1
Staff of Impossible Visions	Sneaky Scorch	Two-hand d8 — confirmed FoundryVTT T1 (Thistletop loot)
Cloak of Illusions	Sneaky Scorch	Illusion magic
Crunchy Crown	Sneaky Scorch	+2 Intimidate vs Birdcrunchers; symbol of chieftainship
Fearsome (rune)	Sneaky Scorch	Worn item — confirmed FoundryVTT T1 (Thistletop loot)
Wand of Heal	Rrrahah Bäähh	Healing wand
Wand of Restoration (9 charges)	Rrrahah Bäähh	Reduce condition by 2 or lessen toxin
Bead of Force	Rrrahah Bäähh	5d4 damage, 60 ft reach, 10 ft burst, DC 21 Reflex
Lots-leg leg	Rrrahah Bäähh	From Lotslegs the giant spider — unknown use
Vile of Spider Slime	Rrrahah Bäähh	Unknown use
Frozen Lava necklace (6 charges)	Bubble Bomb	5d6 fire, DC 21 Reflex, 70 ft fireburst
8× Sovereign Glue	Bubble Bomb	55 gp/oz, glues 1 sq, sets in 1 round
Gourd of Fire Burping	Bubble Bomb	2d6 fire, swallowed in cheeks
Alchemy Goggles	Bubble Bomb	For alchemical crafting — from Manschmied Farm
Bagpipes of Turmoil	Screech Sagg	Musical instrument with magic properties
Pendant of the Occult	Screech Sagg	Occult focus item
+1 Sling	Screech Sagg	Ranged weapon
+1 Cold Iron Wakizashi	Shvub-Mah	Effective vs fey/fiends
+1 Dogslicer	Shvub-Mah	Goblin weapon
+1 Striking Wakizashi	Shvub-Mah	2d4+4 damage
Bracers of Missile Deflection	Shvub-Mah	Defensive item
Horsehopper	Shvub-Mah	Mount (called "Horsechopper" in FoundryVTT)

# Thistletop Loot (FoundryVTT loot tables, 5/27–6/8/2025)

*confirmed — T1 FoundryVTT*

Item	Assigned To	Notes
Fearsome rune	Sneaky Scorch	5th-level permanent item table
Staff of Impossible Visions	Sneaky Scorch	6th-level permanent item table
Clawed Bracers	Rrrahah Bäähh	7th-level permanent item table
Shark Tooth Charm	Party	5th-level consumables table
Silver Armor (Low-Grade)	Party	5th-level permanent item table
Miniature Mithral Scroll Tube	Group Treasure	Distributed 6/7/2025
Whispering Shriek (sword)	—	Unusable, 0 gp value — found 3/15/2025

# Nuke Item (Water Cave — Birdcruncher Sessions)

*remembered — T3 session log*

- Found in sunken skeletons in the water cave near Birdcruncher territory (Pfungsten 2025 sessions)
- Effect: 2d4 healing / 2d4 damage, with a reset timer
- Used during Thistletop roof assault (Session 03.10.2025)