

CURIOUS ITEM CLUB
BY JUSTIN ALEXANDER

The Curious Item Club was an exclusive reward for [Patrons of the Alexandrian](#) from 2015 to 2016. The reward tier was discontinued as part of a general redesign of the Alexandrian Patreon so that I could focus my creative energies on other projects.

As time has passed, it's become more and more difficult for patrons to access these curious and enigmatic items. So I'm happy to finally make them available in a single collection. I hope you can find some truly strange and amazing uses for them in your campaign!

Justin Alexander
December 2023

JANUARY 2015 LIFEBINDING RODS

There are sixteen rods of adamantine each carved with intricately interwoven arcane runes. It's possible that describing them as long, slender spikes would be more accurate. Perhaps a few of them bear the remnants of ancient gore coagulated upon their tips.

These rods are designed for the deeply malevolent process of "lifebinding" during the creation of magical items: While creating the magical item, the item's creator can insert the *lifebinding rods* into a willing or unwilling victim by making a Knowledge (arcana) check (DC 25 + cast level of the item). The number of rods required is equal to the required caster level of the item + 1d4, and each rod inserted deals 1d8 points of damage. (With a successful Heal check (DC 15), this damage can be halved.)

If the Knowledge (arcana) check succeeds, the *lifebinding rods* allow the item creator to drain the required XP cost from the victim of the *rods* instead of sacrificing the XP themselves. However, the victim must sacrifice *twice* the normal amount of XP in order to satisfy the requirement.

There is a risk to this technique, however: The victim is allowed to make a Will save (DC 15 + the highest spell level required for the item + the item creator's relevant spellcasting ability modifier). On a success, the victim can curse the item (as per a *bestow curse* spell).

If the Knowledge (arcana) check fails, the item creation fails. The victim must succeed at a Fortitude save (DC 10 + caster level of the item) or lose half the XP they would have lost if the ritual had been successful.

FEBRUARY 2015
BLACK HEART OF MUTATION

“Let his blue blood be drunk into the pores of your soul. Let his black bile be vomited from the slit-wound of his mouth. And so shall he live in your flesh.” –
The Testament of Gallas Karr

The *black heart of mutation* is an artifact created through the melding of chaotic technomancy, a true ritual, and a drop of the Ebon Vested’s blood. The drop of blood is applied to the still beating heart of a sacrificial victim mere moments before it is ripped from their chest. It allows the holder to cast *blessed mutation* as a ranged touch spell 3d6 times per day.

Blessing of Mutation

Transmutation [Chaotic]

Level: Clr 5

Components: V, S, M, DF

Casting Time: Standard action

Range: Touch

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

The target gains a mutation. This mutation manifests over a period of 1d2+1 weeks.

A target gaining the minor mutation template reduces his experience point total to halfway between his current level and the previous level. He does not gain a new level again until he actually reaches a total that would qualify him for the next level. Thus, if the target is 6th level, his experience point total becomes 12,500 (but his level remains unchanged). He does not gain another level (7th) until he reaches 21,000 XP. Characters whose experience point totals fall to zero in this fashion drop into a coma for 1d2 weeks.

This spell does not work on targets that are already mutants.

Material Component: 1,000 gp worth of various chemicals and mixtures, requiring an Alchemy check (DC 20) to concoct. Failure indicates that the chemicals are wasted and ruined.

SAMPLE MUTATIONS

Air sail (flying squirrel)	Disembodied Voice (3 feet to left)	Multiple Limbs
Allergy	Dual Brain (external)	Photosynthetic Skin (black photosynthesis)
Anti-Life Leech	Effulgent Appendage	Poison (spitting)
Antlers	Electrical Generation	Quills or spines
Adhesive Hands (oozing adhesive)	Exuding Mist	Regeneration
Animate Hair	Faceless	Size Change
Atrophied Limb	Fat Cell Accumulation	Skeletal Extrusion
Attraction Odor	Flexible Bones	Tail
Blindness (bleeding sockets)	Gas Generation	Telepathy (wild, uncontrolled, and overwhelming)
Carapace	Gills	Vaporous Limb
Chameleon Power	Hands of Power (over-sized)	Wings
Darkvision	Hideous Laughter (intermittent)	
	Mirror Image (intermittent)	

MARCH 2015
ORNALET



Ornalets are often stored in chambers without oxygen, which causes them to enter a comatose state of stasis. In this dormant state, they have the appearance of large, milky-white gemstones. (They are often mistaken for moonstones, although the resemblance is often superficial.)

If the ornalet is brought into an oxygenated area, however, it will begin crawling around on small legs which appear to bud from its surface. When it draws near a magical item or aura, these legs will be joined by tiny proboscises. The ornalet feeds on the vestigial auras of magical items. This doesn't harm the magical item and, in fact, it can be quite beneficial in magical laboratories (where it prevents potential surges of wild magic and the like).

For easy transport, some mages will craft carriers of woven wire lightly enchanted with an antimagic charm. (These often have the appearance of jewelry.)

If left in pairs, there is a 1 in 20 chance per week per ornalet that it will give birth to a baby ornalet. These precious little gemstones can only mature into adult ornalets if they are exposed to extradimensional energy: Transferring them to the ethereal plane is effective, but they often wander off. Placing them in a *bag of holding* does the trick nicely, although there are stories of *bags* containing ornalets spontaneously transforming into *bags of a devouring*. This is probably an urban legend.

(Probably.)

APRIL 2015
STATUE OF LIGHT

In the middle of an age-rotten grotto there sits a squat statue of crude clay grasping a bowl of filth-encrusted malachite. The bowl appears to glow from within, lighting the face of the statue in a light which some might describe as dancing and others as demonic. (Perhaps it depends on the expression which the statue bears upon any particular viewing. A study of various sketches made of the statue would seem to suggest that it is an expression which has changed over time... or which is perhaps different for each viewer.)

The bowl is, in fact, filled with *liquid light*. Anyone touching the liquid will cause it flow up over their hand (or hands). From that point forward, their hands will glow white - producing the effects of a *daylight* spell. The light can be easily blocked with a pair of gloves or the like, but if it proves undesirable it can be easily purged through the use of a *remove curse* spell.

MAY 2015
CINDERHEART SEAL

In those realms where wanderers are expected to operate within a structure of laws, it is not uncommon to find guilds sealed to royal patents or the like responsible for their charge. Nor, with members of such potent powers, is it unusual for such guilds to exceed the intentions of their original mandate.

And, of course, it is not unusual to find such guilds offering strange and wondrous services to the benefit of their protected members. Among these guilds, it is not uncommon to find the use of *cinderheart seals*.

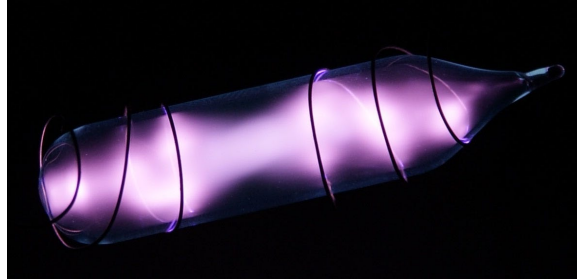
Cinderheart trees are often mistaken for beech trees, although their bark is much darker (usually a chocolate brown or a sepulchral charcoal color). The wood of a cinderheart tree is the color of pale ash and is totally resistant to fire.

Cinderheart seals, after being carved from this remarkable wood, are ensorcelled so that their carriers can summon their guilds to retrieve them during times of trouble. The more primitive of such *seals* are simply beacons, requiring the mounting of an additional expedition to provide succor. Others can serve as the focus for either scrying or direct teleportation, allowing for a more timely response.

Some guilds (or similar organizations) are also known to simply sell “cinderheart rights”, guaranteeing rescue (or a fair refund) if their *seal* is activated.

The history and use of *cinderheart seals* dates back at least several centuries. It is not strictly unusual to find ancient seals lost in the deep places, although the activation of such seals can often summon the unexpected and the dangerous.

JUNE 2015
LIQUID SPELLBOOKS



Over the multitude of millennia, masters of the arcane have found a seemingly limitless variety of methods for recording the secrets of their art. Perhaps the most interesting of these were the liquid spellbooks perfected by the *katai* - the Imperial sorcerers of the Karlasian Dynasty.

Using complex alchemical arts, the *katai* found a way to suspend the complex energy patterns of a spell in specially prepared liquids using self-restoring crystalline matrices. Instead of poring over musty tomes each morning, the *katai* can simply quaff each spell in turn, allowing the crystalline matrix to permeate their mind.

Creating a liquid spellbook requires the Brew Potion feat. Each spell costs 125 gp x the level of the spell x the caster level to create. The creator can drink a portion of the liquid spellbook to learn the spell for the day (in which case the liquid will regenerate over the course of the day and can be used again the next day). Alternatively, the creator can drink the entire liquid spellbook, in which case it functions like a potion (essentially resulting in the drinker immediately casting the spell). If used as a potion, however, the liquid spellbook is completely consumed and will not regenerate.

If cut off from the ethereal plane, a liquid spellbook cannot refresh itself. In such a case, the liquid spellbook can be used to prepare a spell 1d12+1 times before becoming exhausted.

A spellcaster preparing all of their spells from a liquid spellbook for the day reduces the time required to prepare their spells to one-quarter the normal value.

The energy patterns within a liquid spellbook are customized to the mind of the arcanist who created it. Using a liquid spellbook prepared by another arcanist is dangerous: The user must make a Spellcraft check (DC 15 + spell's level, +2 circumstance bonus if specialized in the spell's school). On a failure, they fail to prepare the spell and also suffer 1 point of damage from the ability score they use for casting spells.

JULY 2015
NANOPAINT



The future is chromed, but the relentless grinding of the wheel is constantly finding fresh ways to dull the bright edges. Smart materials promised to revolutionize the physical world the same way that augmented reality had transformed the digital, but their price was high and the cost of overhauling existing infrastructure is always higher than the cost of just letting the existing stuff rot away.

As a result, nanopaint – relatively cheap and easy to slop up onto existing structures – was the first smart material to become truly pervasive. Where the technophilic were given free reign, the garish, ever-moving mural displays of nanopaint became a common sight. (“A world filled with screensavers,” as one wonk put it.) But even where the HOAs ruled with an iron fist, the self-replenishing, never-dulling finishes of nanopaint were desirable. (And being able to change the color of your house at the push of a button was appealing.)

Nanopaint also saw the end of graffiti... for about nine minutes. Yes, the nanopaint made it possible to have graffiti-eating walls, but it also made it possible for the taggers to drop complex animations with a quick little spray. And it wasn't long before hackartists developed the first skirted graffiti (which shielded their tags from nanopaint on a molecular level). Corporate facilities responded by developing skim-sheet bots that would periodically glide over the surfaces of their buildings and aggressively burn out the skirted graffiti, so the hackartists responded with skitter graffiti that would literally move away from the skim-sheets. When the skim-sheets got better at boxing in the skitters, the inevitable riposte were trap glyphs that could corrupt, subvert, or simply distract the skim-sheets.

The walls of the future have become digital battlegrounds.

Nanopaint: smart material

Smart Graffiti: derma-linked, firewall, linked, memetic, smart material

Skim-Sheet: automatic, firewall, linked, small, wall glide

AUGUST 2015
MINDSTEALER CYPHER

Mindstealer cyphers embody the uncertainty and danger of tampering with the numenera remnants of the Great Ones who stalked the many lands of Earth before the coming of the Eighth World.

At first glance, a mindstealer appears to have the function of some other cypher. Its danger, however, lies in its hidden function (which can only be detected if the check to identify the cypher succeeds at a level 6 difficulty): The mindstealer copies the owner's brain patterns into itself and replaces them with the personality of the sentient entity stored within it (usually human, but possibly not).

For every week that the mindstealer cypher is carried or kept close, its owner must make an Intellect defense with a difficulty equal to the number of weeks they have been under its influence. On a failure, the owner's behavior will begin to be modified by the personality which is overwriting their own. Whenever they attempt to resolve a task, there is a 1 in 20 chance that they will take some other action determined by the GM. They may even lose control of their body for a time (as a GM intrusion). If a second Intellect defense check is failed, the owner's personality is completely overwritten.

Some mindstealer cyphers (perhaps even most of them) have no other function. These pose no real danger because they are usually discarded as trash and are almost never kept in someone's possession long enough to influence them. (Although if something like a building were to be built above such a device - or, worse, a trove of such devices - it could wreak great havoc.) Far more dangerous are mindstealer artifacts, since they are far more likely to be kept for prolonged periods of time.

SEPTEMBER 2015
BIOSPHERE BOULDERS

Seven large boulders hang suspended in mid-air. Upon each boulder (in a full 360 degrees) is a tiny, unique biosphere.

First Boulder: Covered in a bioluminescent fungus that reacts to the proximity of life by changing color and pattern.

Second Boulder: Covered in short-cropped ghost grass (a pale, translucent grass of remarkable strength; many primitive cultures weave it into clothing, particularly ritualistic costumes). The “landscape” is studded with bonsai darkwood trees.

Third Boulder: A bonsai forest of black ash, chestnuts, elms, and honey-locust trees.

Fourth Boulder: A black, grass-like growth that’s twisted into corkscrews. It’s razor-sharp to the touch and studded with blood-red stalks.

Fifth Boulder: A glittering crystal latticework sprawls across the irregular surface, with larger outcroppings of the crystal linked by beams of force energy.

Sixth Boulder: A multi-hued, ever-morphing slime mold dances across its surface.

Seventh Boulder: Etched by small rivers that flow in an impossible pattern of perpetual motion through fields of gently waving green grass.

OCTOBER 2015
PAN'S MASK

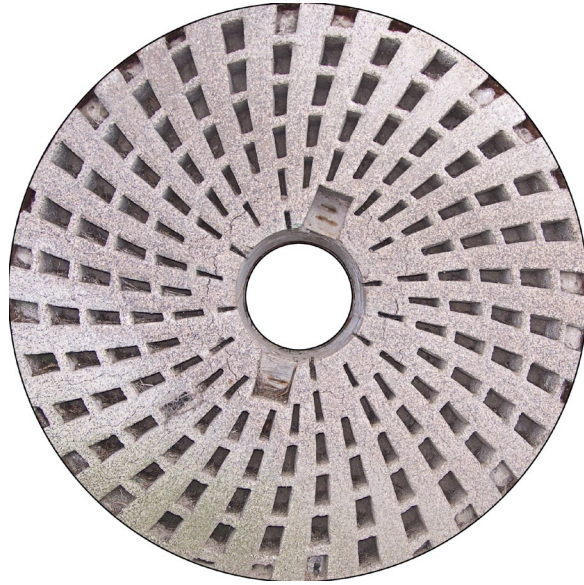


This mask is carved from a pale wood, although under moonlight it seems to glow with a faint, mossy green light. To casual inspection it obviously depicts a faun, but a Knowledge (religion) check (DC 12) will note the distinctive scar on its left cheek signifying that this is, in fact, the mischievous god Pan. (The wound being that given to him by Freya, who struck him with the Sliver of Ragnarok when he sought to seduce her at the gates of Fólkvangr.)

When worn, the mask allows you to continuously *speak with animals*... and only animals. All other attempts at spoken language are rendered as the twittering of birds or the bleating of sheep.

The mask is, of course, cursed and cannot be removed except by an animal (although there is nothing to indicate this requirement.) A *remove curse* spell will also counteract this effect.

NOVEMBER 2015
MOEBIUS MILLSTONE



In the center of the chamber, a large, beruned millstone grinds a deep channel into a floating moebius strip of faintly purplish stone. There is no clear mechanism by which either the millstone or moebius strip are suspended.

MADNESS OF THE MILLSTONE: 1d8+2 rounds after entering this chamber, characters must make a Will save (DC 15) or suffer 1d3 points of Wisdom damage. As Wisdom damage is suffered, the runes on the millstone begin to glow faintly blue and its motion along the moebius strip speeds up.

The save is repeated every (10 rounds - 1 per 5 points of total Wisdom damage the millstone has inflicted). The faster the millstone goes, the deeper the groove it wears in your mind.

DECEMBER 2015
NECROMENTAL TABLETS

Each of these age-worn brass-tablets is inscribed with acid-etched writing.

TABLET 1: NECROMENTALS

And the seas burned and the heavens rained dust for all that had been living was like unto death, and all that was dead was like unto the living.

And the spirit of the dead had infected the natural order of the world and transformed the elemental into the necromental.

TABLET 2: LEGEND OF THE AZURE PHOENIX

From the Forest of the Eastern Trees there rose a bird of flame, and we knew unto that day that the Necromancer had not been defeated.

And the flames turned blue as it fell upon the women and the children. And the men were turned impotent by its fire.

And where they fell, the legions of corrupt flame rose in fetor.

And the Assak and the Sinai and the Kalenba were no more when the cold flames of the Azure Phoenix were no more.

And its pyres burned for a hundred and a hundred nights. And the dead were not safe within their lights.

TABLET 3: LEGEND OF THE BLACKHEART

The Spirits of the Dead had sunk into the earth. And their wrongs were drawn to each other. And a Great Cyst of All Hatred seethed within the bosom of the harvest. And the reaping rose as a Blackheart to stalk among the lands of the living.

The mountains themselves parted for its passing, and it raised a great thicket of spires to pen in the hearts of men.

And the hearts of those who would stand against the Blackheart would be marked by its pain.

And within the bosom of the earth its stillborn roam.

TABLET 4: LEGEND OF THE BLOOD TIDE

The blood of the dead ran red into the water's bosom, and upon the turning of the moons the Blood Tide itself would rise and vomit forth the drowned.

And where the red tide passed, the breaths of the strong were stilled. And from their blood-drenched bodies, the great clouds of death rose to fill the sky.

TABLET 5: LEGEND OF THE SUNKILLER

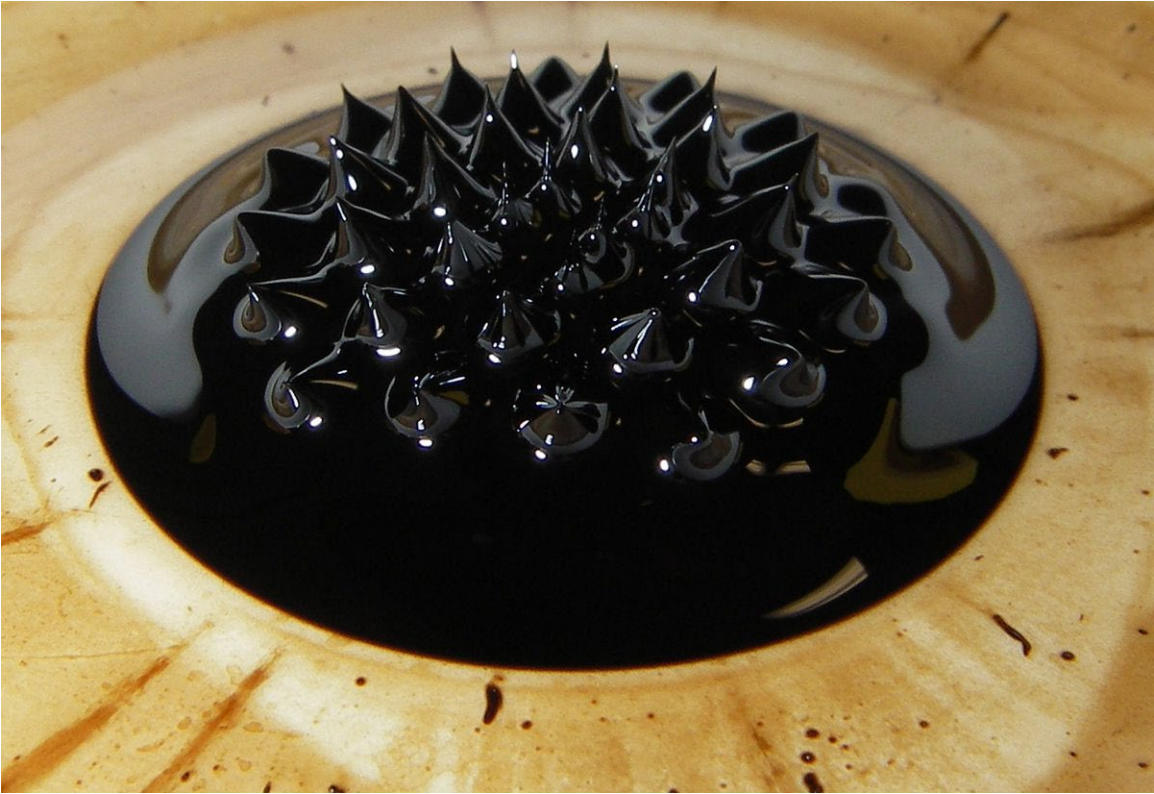
Though the people pled to the Gods for their salvation, the sky itself turned black and the strength of their prayers were turned back upon them.

And the sky turned itself against the sun, and a great darkness fell upon the world.

And all who fell within the shadow of the sky felt the touch of its death in their own flesh.

And with a great wind the valleys of the dead were raised.

JANUARY 2016
POOL OF SHADOW SCULPTURES



A pool of matte black liquid, its surface unnaturally still and unreflective. Perhaps it is found in a natural cavern. Or in the middle of the desert nestled between dunes blazing in the sun. Or kept in the marble basin of a vizier's palace. Or held in a bowl of brass decorated with strange bas reliefs.

LIQUID SHADOW

Liquid shadow is a vile substance that pools in the darkest corners of the world – usually at the heartrock of a massive mountain or in a cave at the bottom of the deepest lake. It exists naturally as a result of evil done in the world; the residue seeps into the earth and takes on a physical substance in the deep darkness. One can use liquid shadow to enhance spells with either the shadow or evil descriptor (either way, the spell gains both descriptors when cast). A pint of the material used as a spell component modifies a spell so that it is cast two levels higher than normal, with a +2 bonus to the saving throw DC to resist.

Liquid shadow inflicts damage to good-aligned outsiders and blessed children if used as a splash weapon (one pint inflicts 3d6 points of damage; full immersion inflicts 20d6 points of damage). It heals evil outsiders and undead in like

amounts. Liquid shadow is worth 1,000 gp per pint and is usually found only one or two pints at a time.

LIQUID SCULPTURES

When one draws near the pool, its deceptive placidity is abruptly, disturbingly disrupted. The surface of the pool rears up – almost mechanistically – forming various shapes and forms, both natural and otherwise.

These forms will shift – sometimes rapidly, at other times at lengthier intervals, but always stochastically. The longer one remains in proximity to the pool, generally the more specific the depictions become. Over time, it may even become clear that the pool is reacting to the moods of its viewer... and then their thoughts. And then their secrets. A disquieting sense arises in many of a malevolent, horribly alien intelligence rummaging through their minds. Are the things depicted in the pool what it seeks? Or merely the rubbish it is tossing aside? Or is it trying to communicate – to bridge some incomprehensible gap of understanding in the only way it can fathom?

FEBRUARY 2016
ELDRITCH SNOW GLOBE

A large, beautiful snow globe of clear antiquity. Its crystal is somewhat browned with age. Its large base of dark wood is intricately carved with a myriad array of strange and unfamiliar runes. (Although a casting of *comprehend languages* or the like will reveal a simple message: BEWARE.)

When the globe is shaken, its contents will shift to show its immediate surroundings in miniature (albeit as if carved from scrimshaw). Although not a living image (you must shake the globe again in order to update its depiction), careful inspection and experimentation will reveal that the globe's version of reality is perceived as if through a *true seeing* spell, thus revealing that which is invisible, illusionary, or otherwise uncertain.

Over time, however, the snow globe will begin depicting more disturbing imagery – shadowy figures, dismembered corpses, inexplicable creatures, objects of disquieting geometry, doppelgangers, and the like. (Or perhaps one will perceive the spirits of deceased loved ones... disturbingly replaced by those who they know to still be alive.)

Despite the *true seeing* properties of the globe, no tests or arcane measures will reveal the presence of these more disturbing irregularities in the real world. And one may take some solace in the idea that they are merely simulacrum of the globe itself.

But then, one day, the globe will be shaken... and snow will begin to fall upon its bearer.

APRIL 2016
LITHUIN SERPENTS



Whether created through the technomantic rites of the Lithuin Titans or the bioengineering of Lithuin Industries, Lithuin serpents are designed to inject medicines, drugs, and/or magical potions with their fangs.

Although they can serve as an unusual vector for assault, in darkness they blaze with an ultraviolet fluorescence and are not particularly well-suited to stealth. Rather, they are an affectation. An ostentatious display by the rich or gifted who wish to raise themselves above the humble mundanity of a syringe.

(Some druids are also known to employ them as useful companions. For example, a serpent injector could be used to deliver a healing potion without their master needing to expend an action or divert their attention.)

Lithuin serpents are known in a variety of breeds, primarily varying in size – from tiny threadsnakes to massive pythons.

MAY 2016
COIN OF ICARUS



This silver coin appears wholly unremarkable to any casual inspection (although a knowledgeable numismatist would most likely be puzzled by the fact that its decorations do not appear to match any known coinage).

When placed in close proximity with other coins, however, the Coin of Icarus will imbue a random number of its fellow coins with an anti-gravity field. The most common effect is for its owner to open their coin purse only to have a half dozen or so coins suddenly fly out and disappear into the sky above. (Although it's not entirely unheard of to find a Coin of Icarus lying amidst a scattering of random coins on the floor of some ancient vault, while a hundred or more coins have seemingly glued themselves to the ceiling.)

The Coin of Icarus will randomly afflict $2d6$ coins per week, although on some occasions it will become much more vigorous in its uncanny effect: If the $2d6$ roll results in a natural 12, re-roll the dice and add the new result (repeating indefinitely for as long as natural 12s are rolled).

JUNE 2016
TATTOOED CORPSE

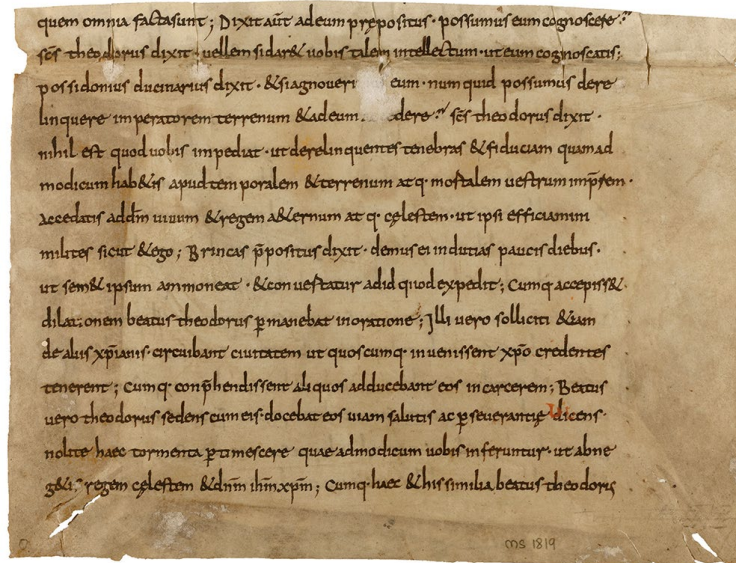
Deep in the dungeon lies a desiccated, half-mummified corpse slumped against the wall – its left arm hacked apart; the broken haft of the weapon which slew it still jutting out from its chest.

Every inch of the parchment-like skin of the corpse – from the top of its head to the bottom of its feet – is covered in ornate, slightly surrealistic tattoos. Any casual inspection will immediately note these tattoos are *dancing* – moving constantly in a lithe, sinuous motion that’s vaguely hypnotizing to the eye.

Upon closer inspection, one will discover that the tattoos are depicting – in abstract animation – the final battle in which the corpse died. Between the large, almost pictogrammic scenes drawn from this battle are smaller images. These, too, are animated, and they show the events immediately preceding the battle. Between these images there are even *smaller* animations illustrating earlier events in the corpse’s life.

A careful study of the corpse may, in fact, be capable of revealing many hidden truths of the dungeon.

JULY 2016
THE TRAGEDY OF YOU



The delicate parchment, worn to ruddy brown in its great age, is clearly fragmentary and badly damaged (showing signs of exposure to both fire and water). Any methods of dating the text or the parchment itself will demonstrate its great antiquity.

Upon translating the archaic Greek of the text, it will be identified as a theatrical script reputedly penned by Aeschylus. Even the most casual expertise, however, will reveal that it belongs to an unknown (and presumably lost) play.

Further translation efforts will eventually find the original title of the play preserved on one of the fragmentary pages: It's the name of the character who has discovered the manuscript.

And, indeed, as the text comes further into focus it will prove a dramatization of recent (and perhaps future?) events in the character's life – albeit one heavily distorted and sort of mythic in character.

AUGUST 2016
NEPHILIM LUMINESCENCE POOLS

These pools, filled with golden liquid, are placed in the uppermost levels of subterranean complexes. Warm light flows out of them like a fluid, filling the space around the pool and then pouring out and down. The catacombs beneath the luminescence pool are thus literally *flooded* with light.

In older, long-abandoned or ill-kept complexes, the illumination of the luminescence pools will fade to a ruddy murk or silver twilight. In other cases, the Nephilim's gift has been known to become corrupted. Such corrupted pools pour forth demonlight - a sort of anti-light which seems to illuminate despite possessing no illumination. The contradiction tends to disturb mortal eyes, giving a visual cast similar to a blacklight (although even that would be *some* form of illumination and this is none-and-yet-it-is). It is also said that the Great Liar can see all which is illuminated by demonlight.

SEPTEMBER 2016
IDOL OF MADNESS

A well-worn porcelain doll – its paint chipped and faded; its limbs of stuffed cloth marred with disturbing stains; its once-frilly dress torn and threadbare.

Concealed within the porcelain (if one were to break it open) is a small, humanoid statue of violet stone. The head seems oddly enlarged and its arms and legs are both longer than the proportions of a human would suggest. (Those knowledgeable in ancient might recognize that it depicts a Titan Spawn of Lithuin.)

One holding the idol (either directly, or while it remains hidden within the doll) hears a constant, maddening murmur of voices coursing through their mind. This is due to the idol opening their consciousness to the Tainted Dreaming. One holding the idol gains a +2 circumstance bonus on checks related to the Dreaming Arts and a +5 circumstance bonus on Craft Chaositech or Chaos Surgery checks. However, one must also make a Will save (DC 20) or suffer 1d4 Wisdom damage after sleeping with the idol.



OCTOBER 2016
JADE COIN OF THE LOST EMPIRE

A curious coin crafted from jade, perhaps mixed into a pile of gold and silver, but more likely found like a lost penny laying in some forlorn spot. Historians, even those of a numismatic bent, will not be familiar with any culture – whether modern or archaic – which uses jade coinage. Of a similarly curious nature are the runes which mark the surface of the coin, which do not appear to be drawn from any known script.

The jade coin is not magical. When left with other coins, however, it nevertheless has a tendency to transform them into other coins like itself. (Some identical, but perhaps others of various colors or demarcations.)

Such coins are particularly prized by the Sons of Jade, who believe (perhaps erroneously) that such coins originate from (or are in some other way associated with) the Lost City of Shandrala. Some claim that the jades arts of Shandrala, which have been lost to the modern world, were in fact gleaned from whatever forgotten epoch gave birth to these coins.



The truth is that the jade coins originate from... somewhere else. Where, exactly, is uncertain. But their presence is an anachronism. A violation of causality. A rupture of reality which seems to infect that which is brought near it. Some scholars suggest that they originate from a lost dimension. Others that it's an alien reality using the coins to actively invade our own. Or perhaps the coins originate from a bout of time travel gone awry – relics of an alternate timeline now lost to us, but which is perhaps the true or natural course of events to which the fabric of the world wishes to return.

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