

# CURIOUS ITEMS



Treat

# Table of Contents

**Introduction.....2**  
**Rejuvenating Mint .....3**  
**Flaming Cinnamon Mint .....3**

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## Healing Fireball Publication

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All the game statistics and tables are open game content.

All Item Descriptions and histories, as well as the flavor text at the beginning of the chapters, the art, the front and back covers, the introduction, the *In this Book* section and the character bios are not open game content

## Introduction

Hello, and welcome reader, to a special Halloween *Curious Items* product. The *Curious Items* line of products is dedicated to expanding on what we view as underutilized or new magic item types. For any game master that has ever heard his players say things like “not another X,” “Now we can all have one” or “I bet that’s X,” this book series is for you.

Normal books in the *Curious Items* line give players and game masters a number of magical and non-magical items to add to their game and use in their adventures, as well as a fully detailed set piece, such as a shop complete with the shop owner, which you can drop whole into your fantasy world and where the items might be available for sale.

This special free Halloween treat presents two unique items that can give your world a sweet little treat that packs a punch. If you like this product please check out the other books in the *Curious Items* line.

*Robert stared in disbelief at the brightly colored building in front of him. He began to doubt if his information was correct and wondered if the old soldier at the bar had been lying. Robert could not imagine that this pastel sweet shop would have anything useful to a mercenary. But since he had come this far, Robert swallowed his pride and opened the door to the shop to the sound of silver bells tinkling.*

*As soon as the door closed, the slightly portly gray-haired lady behind the counter motioned for Robert to come to the counter. As Robert approached, the clerk said, “You don’t look like you’re here for a licorice whip. I bet you want our special stock.” Robert nodded in agreement and the woman led him to a locked glass case in the back of the store. Inside was a collection of marvelous treats, the likes of which Robert had never seen before.*

## Rejuvenating Mint

**Description:** Rejuvenating mints are white disks flecked with green that smell strongly of peppermint and spearmint. Rejuvenating mints usually come stacked in rolls of five wrapped in a thin foil layer. A band of paper usually marked with the words *Rejuvenate* and *Energize* is wrapped around this foil.



**Use:** When one sucks on a rejuvenating mint his head starts to clear and the refreshing mint invigorates the eater's muscles. This refreshing feeling can eliminate the Exhausted state for 1d6 rounds while the mint lasts. Users who are only Fatigued can remove this state permanently.

**History:** The first rejuvenating mints were created by the alchemist Otis Rathbone. He created the mints by infusing a concoction of peppermint and spearmint with several alchemical stimulants and invigorators. The resulting paste he pressed into tablets and the first rejuvenating mints were born.

These mints are highly prized by soldiers and guardsman who use them to stay active and alert longer. Many town guards and arms issue rolls of these mints to their lookouts and night sentries to keep them alert on the job. The mints have also become highly prized by some of the more savage species who will often engage in trade to secure a supply of these mints for the tribe.

**Statistics:** Craft (Alchemy) DC=15, Cost: 10 gp./a roll of 5 mints, Weight: N/A.

## Flaming Cinnamon Mint

**Description:** The flaming cinnamon mint is round with an irregular bumpy surface that is red with yellow speckles. The mints are slightly warm to the touch. They often come wrapped in yellow wax paper and packaged in a red cloth pouch embroidered with a flame design.

**Use:** When this mint is eaten it gives the imbiber the ability to breathe a 15 ft. cone of flame for 1d6 rounds while the mint lasts. This flame does 1d4 fire damage; a reflex save can be made to half this damage (DC=14). This flame can cause flammable items to burst into flame.

**History:** The first flaming cinnamon mints were created by the flame mage Denis Breton. Denis wished to create an item that would allow him to supplement his magical fire spells. To create this item, Denis took his favorite cinnamon snack and infused it with the primal essence of fire. He found that when the candy is eaten this essence is released and can be propelled out the mouth as a cone of flame. Since its creation the flaming cinnamon mint is a favorite emergency backup for spell casters with a love of flair. The mints have also found a use among woodsmen and charcoal makers as an easy way to light fires and create an even burn.

**Statistics:** Moderate Evocation; CL 4th; Craft Wondrous Item, *Burning Hands*, 500 gp./4 mints; Weight N/A.

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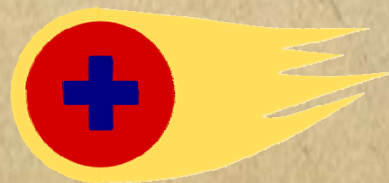
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Explore a collection of strange and unusual magic items that expand on underutilized magic item types. Each book in the *Curious Items* line presents a plethora of magic, alchemical and mechanical items based around a single theme as well as rules for using these items in your game and a set piece to add to your world where the items can be found.



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