

CURIOUS ITEMS



Child's Play

Bonus Toys

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Web Bonus Toys

Hello, and welcome reader, to a special Christmas *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.

The *Child’s Play* book deals primarily with the addition of toys to your world setting, including several unique magic, alchemical and mechanical toys. One of these toys was the ball and after releasing the product I thought that I did not wholly do this item justice and so this web enhancement expands on this item and gives some new weapons. Additionally, this web enhancement also includes a new magic item to add to the collection presented in the book.

~The Healer~
~Healing Fireball Publications~

Ball Variations

In *Child’s Play*, a ball is described as a spheroid-shaped leather pouch that is filled with a variety of different materials and used in a multitude of different games. But this is a simplified explanation. Below are several alternate types of balls and their prices.

Medicine Ball

Description: The medicine ball is a leather ball with a diameter about the width of a man's shoulders. It has a weighted solid core that is surrounded with padding made of unspun cotton or fleece. The weighted core can range in weight from 2 – 25 lb.

Use: Medicine balls are used in a myriad of exercises and are designed to enhance the user’s grip and throwing power.

History: Originally developed at the legendary Blade Song Fencing Academy the medicine ball was used by the new recruits in an exercise routine designed to strengthen their grip and precision, as the recruits had to catch medicine balls that were hurled into their ranks by masters. The ball has since become popular with many warriors as a way to strengthen their throwing arms.

Statistics: Medicine ball, Two-Handed simple Weapon; 10 gp. ; Damage 1d10; Critical 20/x2; Range 10 ft.; Weight 2–25 lb.; Damage type Bludgeoning.

Kick Ball

Description: The kick ball is a rugged leather ball about the size of a melon. It is usually stuffed with saw dust or sand to make a very rigid ball. The seams are stitched together with durable sinew strings and may even be double stitched for added security.

Use: The kick ball is used in many different games, all of which involve rolling the ball in the ground and moving it with one's feet.

History: No one knows who made the first kick ball but it seems to be the natural outgrowth of the small leather balls that are commonly used in children's catch games. As throwing the ball gave way to kicking it, it would only make sense that a larger, more rugged ball would develop. The kick ball's size makes it an ideal target for a kick with a foot or type of bat.

Statistics: Kick Ball, One-Handed Exotic Weapon*; 5 gp. ; Damage 1d8 (1d4) (Subdual Damage Only); Critical 20/x2; Range 20 (10) ft.; Weight 3 lb.; Damage type Bludgeoning.

* The statistics in brackets are those of the ball used as a two-handed simple weapon, thrown like a boulder. If one takes the exotic weapon proficiency Kick Ball, a user can hit a target with more force by kicking the ball at the opponent. This also changes it to a one-handed (footed) weapon.

Rubber Ball

Description: Rubber balls are small balls about the size of a human fist. They are entirely made of a solid spongy rubber.

Use: A rubber ball can be used in the same way that normal balls can be used. However a rubber ball will bounce when it strikes a surface, thus making the ball bounce all over the place.

History: The rubber ball is the latest creation of the gnomish tinkerer Armin Bachert. Armin saw the soft, pliable and spongy rubber and thought it would make the perfect material for his entertainer costumes. He has since crafted many items, from fake weapons to costume pieces from the substance, but his best invention was the rubber ball. Initially created as a tool for jesters and jugglers, rubber balls have become very popular with the upper class. These children like the ball since they can bounce it off walls or solid objects and thus play by themselves.

Statistics: Cost: 10 gp., Weight: 1 lb.

Ball Weapons

In the toys and adventurers section of *Child's Play* a single weapon variant (the weighted shot ball) is given. This is by no means the only weapon variant available and below are some other options for weapon balls.

Weighted Shot Ball

This item has been changed from an exotic weapon to a simple weapon to make it like the items below. All other statistics on this item remain the same.

Spiked Ball

Description: Spiked balls are rugged leather balls about the size of a human fist. The inside of these balls are filled with sand or sawdust to make a rigid ball. The outer cover of spiked balls are covered with sharp steel spikes. These spikes are spaced far enough apart that users can still throw the ball.

Use: The ball can be thrown in combat as a standard grenade-like weapon that does 1d4 damage when it strikes an opponent.

History: The spiked ball was invented by a juggler named Armond De Colville. They were used by him as a stunt in his act as he would juggle three of the balls at the same time without stabbing himself. This act became so popular that other performers took up the spiked balls and began to create their own routines using the weapons. However, not all uses of this weapon were for entertainment. The famous band of acrobat thieves, the Scarlet Jesters used these weapons as a calling card and other acrobatically-inclined thieves have also taken up their uses as a functional ranged weapon.

Statistics: **Spiked Ball** Small Simple Weapon; 10 gp. ; Damage 1d4; Critical 20/x2; Range 10 ft.; Weight 3 lb.; Damage Type Piercing.

Solid Ball

Description: A solid ball is a ball of solid cast iron about the size of a human fist. It weighs about the same as a mace head (6 lb.) and some of them are even cast with fins or ridges like a mace ball.

Use: The solid ball can be thrown in combat as a standard grenade-like weapon that does 1d6 points of bludgeoning damage.

History: The first solid ball was invented by a Halfling named Cedric Midwinter as a weapon to be used against giants. The young Cedric's village bordered the lands of some hostile hill giants and the giants often sent raiding parties into the village to get slaves. Cedric, who was an apprentice to a blacksmith at the time, wanted to design a weapon that even the most untrained Halfling could use to defend himself. Inspiration struck him when he saw some children playing catch outside the shop. A ball was a perfect weapon since everyone was familiar with how they worked. This led to the casting of the first solid balls as defensive weapons that could be used to drive off the raiding giants. Today

these weapons are still favored by some Halflings and many others who have had to fight giants have found the orbs a godsend to their arsenal.

Statistics: Solid Ball: Small Exotic Weapon; 5 gp. ; Damage 1d6; Critical 20/x2; Range 10 ft.; Weight 6 lb.; Damage type Bludgeoning.

Caltrop Ball

Description: Caltrop balls appear to be crudely made fist-sized balls of heavy leather. The ball feels lumpy and uneven to the touch and the stitching on the seams appears to be widely spaced and made with thin thread.

Use: The secret of the caltrop ball is that the lumpy filling is actually tightly packed caltrops. The stitching is designed to split on impact and disperse this stuffing. The ball can be used to spread caltrops across a single 5 ft. square simply by lobbing the ball into the square.

History: The first caltrop balls were made by the famous Shadow Fox. This intrepid thief and burglar was quite fond of using caltrops to slow his opponents down and allow him to make a smooth getaway. However, the Fox often found that it was impossible to use this tactic if he was caught unprepared as it took too much time to scatter the caltrops and his pursuer would be on him before he was done. After several near captures he resolved to find a way to deliver the caltrops quickly and to where he needed them without putting himself in danger. The answer, he decided, was to design a breakaway pouch that could be smashed open to scatter the contents. To make it fly better he made the pouch round and the first caltrop ball was born.

Bonus Magic Item

Below is a bonus magic item that was designed after *Child's Play* was released and never made the cut. Enjoy.

Hoop of Summoning

Description: At first glance the hoop of summoning appears to be a simple wooden toy hoop made of willow. Close inspection of the inner surface of the hoop, however, shows a line of runes inscribed around the hoop's diameter. This item is usually also found with a polished wooden stick that forks into a Y at the end and has the item's command word engraved on the side in Elvin.

Use: The hoop of summoning can be used as a normal toy hoop. To use its magical ability, one must place the hoop on the ground, think of the animal to be summoned and say the command word. The runes inside the circle will glow silver and the animal will appear in the hoop. Summoned animals are under the summoner's control and last for 10 minutes. The hoop can be used three times a day. Animals that can be summoned with the hoop are a dog, a wolf, an owl, a hawk, a monkey and a dire rat.

History: Hoops of summoning are created by the Elvin druids of the Whispering Willows glade. The hoops are created from the branches of the grove's sacred willow. Hoops are created to celebrate a pregnancy within the order. They are given to the expected mother at the next full moon and are intended to be given to the child as a guardian device. Many recipients of the hoops treasure them throughout their lives and carry them on into adulthood.

Statistics: Strong Conjunction; CL 4th; Craft Wondrous Item, *Summon Nature's Ally I*;
Cost: 1,500 gp. Weight: 3 lb.

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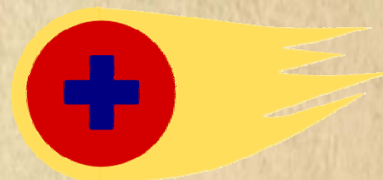
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