



Overflowing
Chalk Pipe



Torturers'
Truth-teller



Huddling
Fish Bauble



Self-flapping
Memory Book



Blackpowder
Bullet Teeth



Adolescent
Giant's Eye

10 RELICS

Location	Name	Description
1	Adolescent Giant's Eye	The eye of a stunted Bone-skin Giant, it's nerves have been coiled creating a wearable bracelet. The eye longs for its tortured kin. The iris looks in the direction of the nearest Bone-skin
2	Blackpowder Bullet Teeth	A brutal and competitive trade, Sellswords occasionally rob their rivals of all valuables on hand; chalk, weapons, and teeth. Overly cautious or previously victimized Sellsword use ancient implants to augment their martial capabilities. Take 1 Wound to surgically install the Blackpowder Bullet Teeth by a doctor or healer. The wearer gains one additional equipment slot for ammo.
3	Huddling Fish Bauble	A cheap blue plastic fish with an inscription that reads, "Made in Vietnam." When dropped into a pool of water, nearby fish splash and wrestle to be closest to the bauble.
4	Overflowing Chalk Pipe	Magicians unable to continue practicing magic, rarely lose their lust for chalk. Chalk tinctures, smoke, baked goods and snuff provide momentary connections to the Slip and remind the very old of years of miracles long past. Generous Magicians enchant chalk pipes for their old mentors. When buried for a week, the pipes become ready to smoke. This chalk discovered inside is low grade stuff, pulled from the soil and not suitable for trade or spell casting.
5	Self-flapping Memory Book	An ancient handheld tome labeled with spaces for names, addresses, and contact numbers. Crafted with a moving internal mechanism, the binding spontaneously flips to an entries when that entry's name is spoken aloud. It's original use is lost to time by a people with far fewer contacts, but Bodyhoppers prize such books for organizing forgotten or soon to be forgotten details.
6	Leveraging Crustacean Cracker	A huge spring loaded slide lever once used to move plaststeel transportation crates. Farmerlings have adapted these levers to trap and kill crab rats through thousands of pounds of instantaneous pressure releasing all at once. 2d10 Damage, adjacent. Requires 30 minutes to reload.
7	Optical Adjustment Headset	Goggles capable of restructuring humanoid eyeballs. Eye color and vision problems can be changed by practiced operators overnight. Some Cloudling jailers also cruelly use these devices to induce temporary blindness during an imprisoned person's incarceration. Requires 1 stick of chalk to use.
8	Torturers' Truth-teller	A punitive and exacting tool used by traveling judges and criminal elements to extract the truth from willing and unwilling parties. Fingers are placed into a ring that closes tighter and tighter when a lie is told. Finger amputation is rare, but entirely possible.
9	Universal Pilot's Ring	Pirates, thieves, and fugitives assembly ingenious key rings for stealing thopters and air barges. The most effective rings include ancient charms that override nearby piloting systems. Small heatpicks on the ring are used to melt through panels when more precise (and less destructive) measures become impractical. Requires 1 stick of chalk to use.
10	Haunted Harmonica	A tiny polished harmonica only capable of playing a single squeaky song. No matter which note is blown into, the mouth organ always plays the melody to <i>All Along the Watchtower</i> .