

# Mystery of the Hantle's pockets



WSR

# Mystery of the Mantle's Pockets

An OSR-compatible module  
by  
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## Foreword

In my absent-mindedness, I inevitably find my pockets filled to the brim with an assortment of junk — old receipts, tickets, coins, broken flash drives, notes, pencil stubs, tiny seashells, material samples, pieces of wire, screwdriver bits, ink bottles, and so on and so forth. In this module, I have tried to invoke the horrors of the endless potential of bottomless pockets that my method of inventory management leads to.

## The mantle

The Mantle of Ur-Dra is a traditional-looking wizard garb made of black-as-the-void velvet with a silk lining of any color the referee chooses. While not considered armor, it provides a +2 AC bonus — when attacked, the outer velvet layer turns into an actual void, which absorbs melee blows and pulls projectiles into its eternal night. Other than that, it has two bottomless pockets, which can hold any number of items that fit into the slit of two palms in width. As such, a staff or a hundred-feet chain will fit in these pockets without a problem, but a shield will not, no matter the effort. The food stored inside the pockets will not spoil, and fruits will stay as fresh as the day they were picked, regardless of the duration of their storage — days, months, or even years.

Unfortunately, it is incredibly difficult to find the desired items in these pockets, be it due to the hundreds of previous owners, or due to the fabric tears. The mantle's owner will pull out various items at random. When a character attempts to retrieve an item from an inner pocket, the referee may consult the table at the end of this module, which imitates a d200 roll.

Characters who discover this property may attempt to explore the inner realm of the mantle. The intention to enter in itself is all it takes to cross the all-consuming black velvet. To determine which location the PCs will arrive at after being consumed by the mantle, the referee may roll any die on the sewing pattern map and pick the location closest to wherever the die lands, or roll d30+3.

## Inside

The general look of the Ur-Dra realm is that of a drab-looking plain under a wavering sky the color of darkened silk lining, with occasional light blotches. This uniformity is broken by both concave and convex folds in space, which, however, do not affect gravity. The surface resembles petroleum or black resin, as viscous as thick oil, but with incredibly high surface tension, which makes all the items contained herein float. The surface film is one-way traversable — allowing characters and items to enter Ur-Dra, but not letting them out. It is not too difficult to hold one's balance when standing on the surface of the film, but most places have enough floating junk and coagulated dirt that allow for reasonably comfortable movement. The surface film, hereinafter referred to as "**the membrane**", is the true body of Ur-Dra.

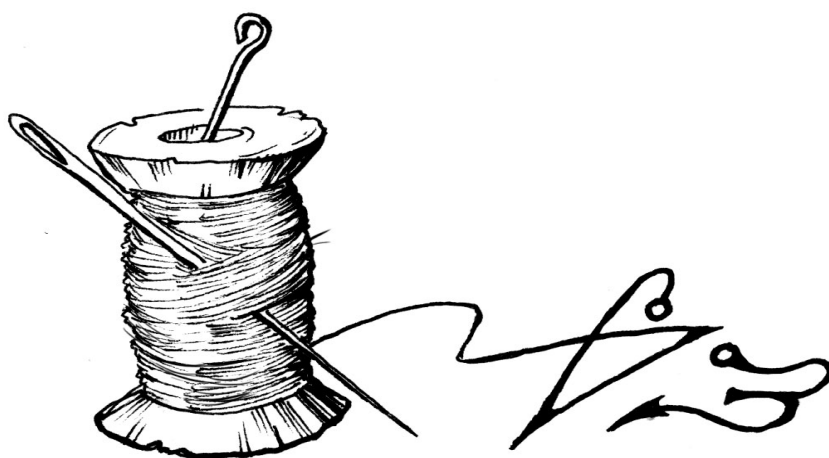
There is no passage of time inside the mantle, other than subjective time; as such, the characters don't get exhausted nor do they require sleep or sustenance. They don't grow old and their injuries don't heal, although the sensation of pain is greatly subdued and cuts don't bleed. Regardless, changes to hit points should be noted, since as soon as injured characters end up outside of Ur-Dra, in a realm where the regular flow of time resumes, all sustained injuries (including lethal ones) will manifest their full effects. Due to the lack of proper flow of time, it is incredibly difficult to light a fire or break anything.

The only thing that brings a semblance of time into this realm is the flow of chaos derived from magic.

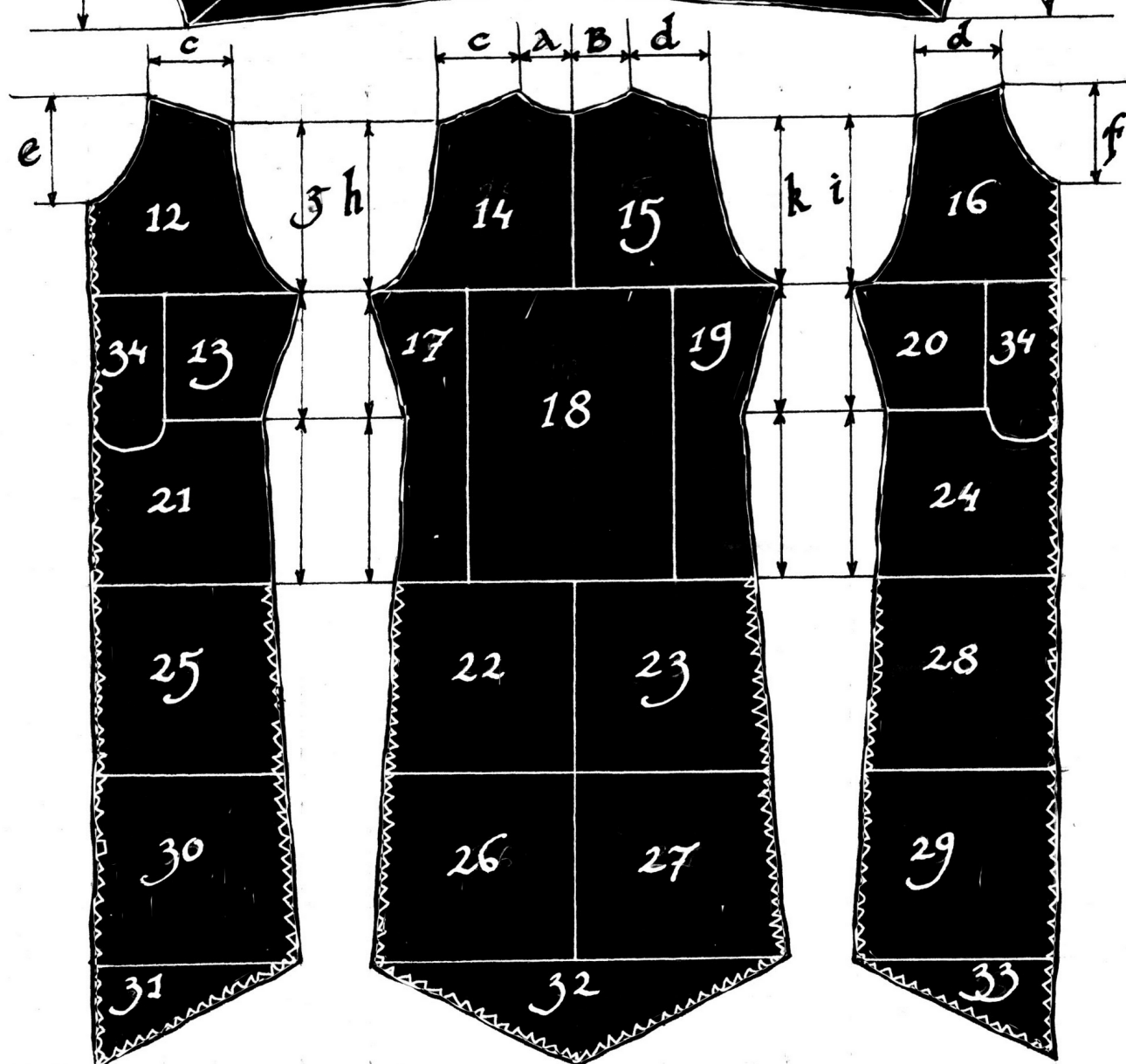
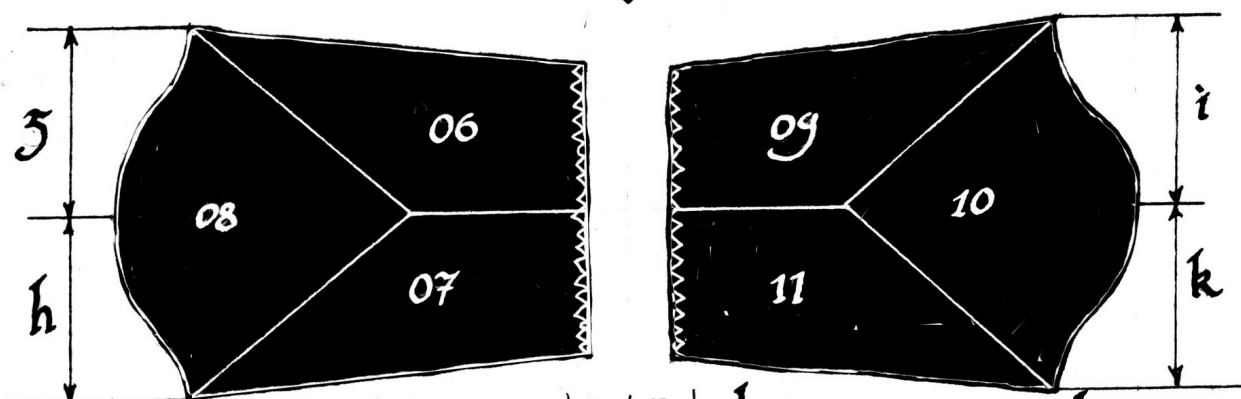
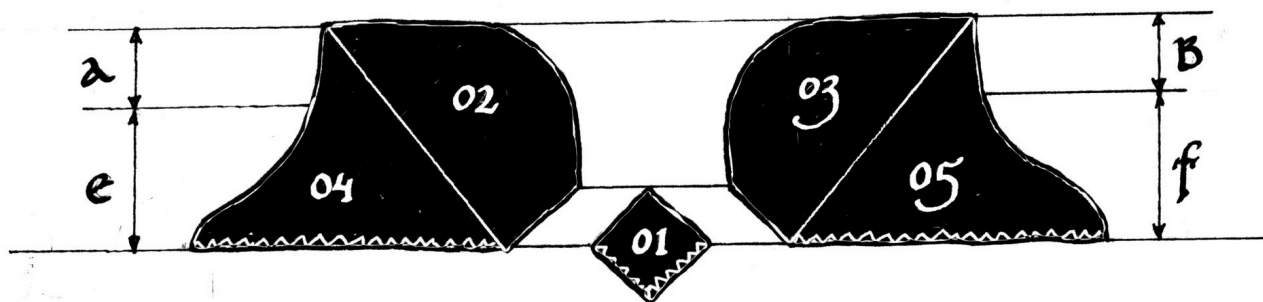
Spells properly leave the confines of the caster's memory, their effects last for the appropriate duration and, in general, function as they would regularly. The caster will not get a chance to replenish the cast spells, however, due to inability to rest. Clerics and other classes who gain their powers from supernatural beings are subject to the same restrictions. Nevertheless, the author sees no reason why they would not be able to pray to their chosen patron from within this realm. The supernatural patron's reaction to Ur-Dra is left to the referee's discretion.

The marked areas on the sewing pattern map (see next page) have an approximate subjective length of six miles and are considered rough terrain. Due to the low-light conditions and folds in the fabric, the field of vision is limited.

The different parts of the sewing pattern, such as the back, the hood, and the sleeves, are connected by internal seams. These seams look like the glistening gilded script of a spell that holds Ur-Dra within the confines of the mantle, criss-crossing both the dark silk lining sky and the resin-like surface. By walking the length of the seams joining the hood, one of the sleeves and the flap (either left or right ones), a magic-user may learn a spell for summoning and subduing a demon, as well as gain an understanding of the nature and true name of Ur-Dra. The outer seams are the final boundaries of this realm, where the sky suddenly intersects the surface. These boundaries are marked on the sewing pattern map with a serrated edge.







# The consumed

The unfortunate inhabitants of the mantle who have fallen into its depths. In this place of frozen time, they cannot die and most of them have gone mad, while their bodies carry the unhealing burdens of failed suicide attempts and pointless conflicts. When returned to the regular flow of time, any consumed, other than totally fresh ones, will quickly perish from blood loss or internal injuries.

Consumed humanoids may belong to any of a number of races and cultures. Most of them have once been brigands or soldiers who carelessly attacked the owner of the mantle. To orient themselves within the mantle, instead of using regular cardinal directions, they use terms such as "Right Sleeve", "Left Flap" or "The Hood".

The following stat blocks of the consumed do not include hit point totals, since the effects of physical harm is of purely functional nature. The referee

should only take into account critical damage rolls (such as a 6 on a d6), which, given the circumstances, lead to an obvious loss of function of a limb or to a loss of the limb itself. If the consumed suffers a number of such injuries that is equal to the number of its hit dice (HD), it will be unable to engage in combat or even move.

## Consumed

Alignment:	Neutral or Chaotic
Movement:	60' (30')
Armor Class:	10 (10)
Hit Dice:	3
Attacks:	1 unarmed or 1 weapon
Damage:	d6 or by weapon
Save:	As a 1st level fighter
Morale:	11
XP:	120

## Properties of the consumed

To determine the properties of a consumed, roll two or more dice and consult the following table.

d12
1 Badly shredded, but held together with wires and thread. Hit dice: 2
2 The head is either severely damaged or missing. To hit: -4, Armor class: 12 (8)
3 The entire body, including limbs, is covered in armor. Armor class: 6 (14)
4 The legs are either severely damaged or missing. Movement: 30' (10')
5 The hands are either severely damaged or missing. To hit: -2, knocks target down with a bodyslam on hit.
6 Group leader. Hit dice: +d3
7 Carries another of the consumed on his back (like Master Blaster from <i>Mad Max 3</i> ). Has an additional attack per round.
8 Slashed bowels with hanging intestines. A horrifying sight.
9 Has a two-handed weapon. Damage: d10
10 Carries a sack of d6 twitching severed wrists of other consumed. When let loose, the wrists will grab nearby creatures, crawl across bodies, and be a general nuisance.
11 Somebody whose consumption was witnessed by the PCs. Reroll if this never occurred.
12 Non-humanoid monster. The aforementioned rule for critical damage and hit dice applies.

## Random encounters

Time stands still in the Ur-Dra realm. Regardless, for convenience, use one hour to measure an exploration and movement turn. Roll d6 every two hours and, in the case of a 1, consult the following table.

Random Encounters in Ur-Dra (2d8)	
2	A lonely finger, crawling back to its rightful owner.
3	A group of d6+2 consumed, dancing in a circle. Their boots and soles have long since been disintegrated.
4	An incredibly murky gelatinous cube. Roll d4 and, in the case of a 1, the silhouette of a consumed can barely be spotted inside.
5	A group of d8 consumed, frozen in a catatonic stupor.
6	Two consumed who are passionately fighting each other.
7	A clueless humanoid emerges from the membrane. He is from a faraway era.
8	A chair, armchair or a carved ottoman emerges from the membrane.
9	A couple of corrugated jugs with burning fuses forcefully shoot out of the membrane. The explosion deals 4d6 damage to anyone within 30', save vs breath for half damage.
10	A group of d4+1 desperate consumed are engaged in a fierce argument. Evidently, they do not speak each other's languages.
11	A half-foot long wooden crate. One of the consumed has been stuffed inside, most bones in his body having been broken.
12	A decapitated head of a consumed is purposefully crawling somewhere using its tongue and facial muscles.
13	A group of d6+3 consumed. Aggressive towards the newcomers.
14	An item emerges from the membrane (d10): 1. longsword; 2. shortsword; 3. spear; 4. mace; 5. axe; 6. cannonball; 7. chakram; 8. knife; 9. arrow or bolt; 10. bullet. There is a 10% chance that the name of a known wizard or lich is engraved on the weapon.
15	Procession of d6+1 self-flagellating consumed.
16	A concave or convex fold suddenly appears. It stretches for at least 6 subjective miles.

## How to get out of here

The author does not know. However, the silk lining sky may be damaged with magic or magical weapons. This may lead to everything that has accumulated under the lining (everything other than area 34) to be violently expelled into the regular world. Should this happen within a confined space, this will inevitably lead to the death of PCs as well as accompanying destruction on a grand scale.

Magical weapons may also cut the membrane with far less destructive effect, but the cut will quickly heal. Alternatively, wounds on the Manifestation of Ur-Dra may be visible as tears on the membrane in the corresponding areas of the mantle.

Attempts to use said methods to enlarge the pocket slot in area 34 may be the solution. But a tear slightly too large (the referee should make a visual comparison of the tear, as envisioned by the players, to the size of the area on the map) will lead to similar destructive results.

Destruction of the gilded script that keeps Ur-Dra contained will free him and dispel the magic of the mantle. The subsequent expulsion of everything that has been accumulated over the years within it should be evident. Any kind of teleportation magic could theoretically work, as well as something as simple as the good will of the spirit of the Frozen Order.

# Regions of Ur-Dra

## 01. Palace of Ur-Dra the Unmoving

Among the rare dust islands, each no more than 15' in diameter, rises the tent palace of Ur-Dra the Unmoving - one of the spirits of the Frozen Order. This structure is made from a still moving sperm whale with a slashed abdomen. He rests upon pillars of dandruff hanging frozen in the air, with an occasional consumed, stuck in an awkward pose within. Inside, the Manifestation of Ur-Dra can be found - a gaunt old man with a well kept beard, meditating on a druse of rhinestone in the center of the palace. He is dressed in only a white linen loincloth. Stuck within this moment, he is waiting for Time to die. Ur-Dra is willing to speak to characters of lawful alignment, but will use his paralyzing gaze on chaotic characters that address him.

### Manifestation of Ur-Dra

Alignment:	Lawful
Movement:	60' (30')
Armor Class:	4 (16)
Hit Dice:	10 (HP: 50)
Attacks:	Paralyzing gaze
Damage:	See below
Save:	As a 10th level wizard
Morale:	12
XP:	1700

**Paralyzing gaze:** The attack works at a range of up to 120'. After the attack hits, save versus spells. If the save is successful, the target cannot move for d10 rounds. If the save fails, the character permanently loses the ability to move. The ways to cure this permanent paralysis are up to the referee.

**Immortality of Ur-Dra:** May only be hurt by magic or magical weapons.

## 02. Fate of the philistine

*Left half of the hood*

Islands and archipelagos composed of dandruff and gray hair. A pot of geranium can be found on one of the islands. The port is upended and the soil is spilled over the island. A gold ring bearing an engraving on the inner rim (a man's name) lies among the dirt, entangled by the roots of the plant. It is worth 150gp.

## 03. "Can't get this song out of my head"

*Right half of the hood*

Islands and archipelagos composed of dandruff and gray hair. A separate island is a chaotic mess of rocks, lead sling bullets, and broken paving stones. A harpsichord and an anvil are resting upon its shores.

The musical instrument is not tuned and one of its legs is broken. A torn page from a play lies on the music stand, which is (d3): 1. absolutely horrendous; 2. the lost work of a famous composer, including his signature (worth up to 1000gp to an interested collector); 3. the cursed music that calls forth the attention of the Princes of Chaos, should the listener have failed to save versus spells.

## 04. Smells like teen spirit

*Left half of the hood*

A moderately unsteady surface composed of hair. Smells of tobacco and mint.

## 05. A recluse retreat

*Right half of the hood*

A moderately unsteady surface composed of hair. Smells of tobacco and mint. Somebody used a couple of ballista arrows and a torn sail to construct a makeshift hut.

## 06. Impossibility of death in the someone's living mind

*Left sleeve*

Plates of compressed red clay and river silt rub against each other as they sway around ponds of the resin-like membrane that is covered by a thin dusting of sand. On top of one of the ponds, a white shark struggles to break free of a rough rusty harpoon lodged in its chest. If the shark is gutted, a skillfully crafted prosthetic arm with mobile fingers can be found inside. It is made of steel and adorned with engraved silver, its leather fastening straps have been bitten off.

### White shark

Alignment:	Neutral
Movement:	10' (3')
Armor Class:	10 (10)
Hit Dice:	6
Attacks:	1 bite
Damage:	5d4
Save:	As a 6th level fighter
Morale:	10
XP:	630

## 07. A ball of snakes, or the search for the right skein

*Left sleeve*

An area filled with an assortment of different kinds of chains, odd barbed wires, and tangled ropes. This semblance of a schizophrenic ball of snakes weaves around a single uprooted dead tree. With sufficient



patience, it is possible to spend an hour here to collect 100' of any kind of chain or rope.

#### **08. If you are a caryatid, know your wall and don't budge**

*Left sleeve*

Columns, belonging to various architectural orders and cultures, clump together on an unsteady surface covered by red dust and smelling of sweat. Of note is a single alabaster caryatid, whose naked body is covered by rough oily handprints.

#### **09. Teeth**

*Right sleeve*

Teeth. They are much more frequent here among the dust and rubble. Some are of animal origin, some are seemingly human, some are as long as an arm. Roll d6 once per hour and, in the case of a 1, the sparkle of a golden tooth worth 10gp can be spotted.

#### **10. Carpet maker's losses**

*Right sleeve*

Other than the usual dust, rubble and the stench of sweat, several carpets of varying quality of craftsmanship float on the surface. The carpets are adorned with depictions of court life, wild orgies and pastoral scenes. There is a 10% chance that one of them is a magical flying carpet, however, its magic is only sufficient for d4 hours of flight at the speed of a galloping steed.

#### **11. And then the goose came**

*Right sleeve*

Distorted hissing, clucking and gobbling can be heard from a great distance away. The source is a collection of 2d10 wicker baskets, containing fowl, such as chickens, geese and turkeys. Some birds are plucked, some have twisted necks, but this does not help in preventing the ruckus.

#### **12. Feathers flying left and right**

*Left flap*

This area is overflowing with bird fluff, torn pillows and strange fabric-covered oyster-shaped things, containing something akin to sea sponge (in our world we all know what shoulder pads are). Fluff piles can reach up to 8' in height, obscuring vision and hiding various awful things inside of them. Random encounters occur twice as often here.

#### **13. Land of lost things**

*Left flap*

It reeks of sweat here. An improvised sleigh cart has fallen to its side. It is a rough amalgamation of furniture, shields and halberds. The skis are made from the

lower jaw of some gigantic herbivore. Many pouches containing silver and gold coins, as well as various pieces of bijouterie, have spilled from the vehicle and burst open. The total value of the hoard is 4560gp (and an equal weight in coins). If the characters have already lost valuables to the bottomless pockets of the mantle, then they can be found in this pile.

#### **14. Ram**

*Back*

A humongous siege ram, sporting a giant iron dragon head on a body made of a bundle of oak logs. It is hung on metal chains and the dragon's mouth holds smoldering coals, although they are barely warm to the touch. The logs are adorned with a multitude of swear words in various languages, including dead ones.

#### **15. Archive**

*Back*

Lots of torn or crumpled pieces of parchment and paper can be found here — debt receipts from the last century, hastily torn pages of illuminated manuscripts, copybooks, bookkeeping tables, recipes without a beginning or an end, memoirs and encyclopedia pages. Roll d6 once per hour, while actively searching, to find: 1. a level d3 spell scroll; 2. a scroll with dangerous runes that affect the mind. Save versus magic or be paralyzed; 3. a treasure map; 4. a note from one of the unfortunate consumed, that reveals the true nature of Ur-Dra; 5. a highly relevant compromising letter; 6. a bill of exchange from a prominent merchant house (worth 2000gp).

#### **16. Lots. Of. Arrows.**

*Right flap*

Lots. Of. Arrows.

#### **17. Playground**

*Back*

It reeks of sweat here. Acres of thick dust on the surface of the membrane are covered by scratchings of tic-tac-toe, evens and odds and other inelaborate games.

#### **18. Ashtray**

*Back*

This spot was hit by a fireball explosion. The charred plot of caked dust looks as if the Allfather himself has put out his cigarette here. Occasional pieces of wood are marked by tiny inextinguishable flames, however, they don't burn down and barely give off any warmth.

## 19. Ducky

*Back*

It reeks of sweat here, the murky puddles of salty liquid do in particular. In one of the puddles floats a rubber ducky that has seen better days.

## 20. Strangler orc

*Right flap*

Here, the puddles from **area 19** merge to form a small shallow (no deeper than 1') lake. Torn pieces of paper, fabric and wooden planks float on the surface. An insane orc with ruptured lungs hides just below the murky waters. He waits for a victim that he can pull down under and strangle.

### Consumed orc

Alignment: Chaotic  
Movement: 120' (40')  
Armor Class: 6 (14)  
Hit Dice: 2  
Attacks: 1 unarmed  
Damage: d6 or strangling grapple  
Save: As a 3rd level fighter  
Morale: 8  
XP: 135

**Strangling grapple:** The orc grabs his target and automatically deals d6 damage every round. The only action available to the target is to attempt to break the grapple. Roll d6 + target's strength modified and, in the case of a 5 or greater, the grapple is broken. A successful attack on the orc does not break the grapple.

## 21. Foul idols

*Left flap*

Near the outer seam, a rocky conglomerate of sand, silt and clay hosts rows of idols of various religions — contemporary ones are beside those that are wild and forgotten. The idols are constructed from all kinds of junk and debris: some are made of clay, others out of weapons and pieces of armor. Many idols are accompanied by pieces of burning wood from **area 18**, others have been intentionally broken and desecrated.

## 22. Consumed football

*Back*

Floating patches of mud hold markings of a field for playing a ball game. The balls are also included — baskets containing d4 decapitated heads with broken noses. Their mouths are wide open and eyes wildly rotate in their sockets. There is a 50% chance to encounter a group of d10+1 consumed who are engaged in a heated debate on the finer points of

playing the game. Shouting in different languages, without really listening to each other.

## 23. Skeleton warriors

*Back*

Amalgamations of bones, mainly human ones, can be encountered here lying among the sand and dust. Some of the piles also include decayed and rusted armor. Casting any spell within this area will awaken agitated skeletons, numbering d10 times the level of the spell.

### Consumed skeleton

Alignment: Chaotic  
Movement: 60' (30')  
Armor Class: 7 (13)  
Hit Dice: 1  
Attacks: 1 sharpened bone or 1 weapon  
Damage: d6 or by weapon  
Save: As a 1st level fighter  
Morale: 12  
XP: 25

## 24. Garden

*Right flap*

A group of d6 consumed are diligently cultivating a garden. They sift the soil and use it to plant dry branches, cut flowers and makeshift plants made out of parchment and wires. Faux watering and raking of the soil is also part of the show. They lead monotonous monologues about returning to the earth, about having always dreamt of becoming farmers, about forgiveness and other such topics. Their reaction to any critique of their wretched garden is that of extreme agitation.

## 25. Skyscraper

*Left flap*

A 60' tower, made of broken furniture and polearm weapons, scrapes against the silk lining sky. When climbing the tower, there is a 30% chance that it will collapse, a chance that increases by 5% for each character already on the tower and each climb attempt. Don't forget falling damage.

## 26. Valley of rocks

*Back*

The ground here is distinctly rocky. Traces of stone carvings and mosaic tiles are noticeable among the rubble.

## 27. Ancient ruins

*Back*

The uneven ground here is littered with debris of carved stone, masonry pieces, arch fragments, overturned flying buttresses and other architectural elements. Movement speed in this area is reduced by 50%.

## 28. Grotesquerudite

*Right flap*

A one-legged creature, wearing a ridiculously large pointed hat, is perched atop an unsteady tract of compressed ground. It is piling together rocks, boxes and other junk in a circle around itself. This makeshift wall is highly unstable and will crumble from the slightest tremor of the ground it is located on. The consumed introduces itself as The Great Mage Yulminaldius Grotesquerudite and, with agitated enthusiasm, he recounts the tale of him discovering this realm and now constructing a tower worthy of his magnificence. Among his possessions are several battered books and a staff. The books have crude squiggles drawn on top of the printed text, which are evidently supposed to symbolize magical scriptures. His staff is fashioned from a gnarled branch with a decanter adorning its top. Roll d6 and, in the case of a 1, one of his books is an actual spellbook.

## 29. Dieselpunk

*Right flap*

This area resembles **area 27**, but with art-deco style inlays made of precious metals added to the wreckage. An hour can be spent here to collect scrap worth 10d10gp.

## 30. Suddenly, woods

*Left flap*

Piles of dozens of uprooted trees, both alive and dead. Mostly oak and beech, sometimes pine. Movement speed in this area is reduced by 50%. A successful dexterity check is required every hour to avoid spraining an ankle.

## 31. Fortress of the desperate

*Left flap*

An unstable pile of debris and parts of buildings in an architectural style of dead civilizations (Duvan'Ku, Davita and so on). Within, like in a fortress, dwells a community of 4d20 consumed, erecting shaky fortifications against the inhabitants of **area 33**, who want to "steal their women and enslave their men". They are led by a fighter with ebony black skin of level d6.



### 32. Village of the consumed

*Back*

An ascetically furnished settlement, housing 2d10 consumed who are either meditating or stuck in a catatonic trance. They are absorbed by their veneration of Ur-Dra and the principles of non-action.

### 33. Escapist settlement

*Right flap*

A chaotic tangle of crumpled and bent industrial riveted metal trusses and beams. A community of 3d20+3 consumed dwell among the unsteady corrugated iron lodgings, led by a magic-user of level d3. The latter has spent all of his memorized spells, but has five level 3 scrolls, which he meticulously guards and will only use in the moment of need. The settlement's inhabitants are obsessed with the idea of leaving this timeless plane of existence and are busy inventing and testing various ways of breaking the outer seam. Ironically, one of the scrolls in possession of the magic-user is a "magic weapon" scroll, which could potentially help, but he is desperately holding on to it.

### 34. Inner pockets

A huge structure, as big as a baron's castle, emerges from the dusty resin-like membrane. The structure is reminiscent of a swamp stump, held aloft by roots that are submerged in the waters below. The

tapering top of the "stump" is tightly pressed against the silk lining sky. Each of the "roots" is around 60' in diameter and they hold the structure high enough for a tall human to walk under it unobstructed. The structure has no entrances, other than a 5' wide tear at the "bottom". The walls are composed of the solidified membrane matter and look organic in texture.

The insides host countless similarly organic-looking racks, stacked high in a spiral arrangement. The racks are overflowing with piles of items placed here without any semblance of logic or order. The items that can be found here are described in the table "Things in the mantle's pockets" (found at the end of this document). Some of the racks are cut in half by the same tear that the PCs used to enter the structure. Both pockets share this space.

In the center of the spiralling stack, a vertical slit of the inner pocket, no wider than two palms, floats, pressed against the ceiling. Whenever somebody outside attempts to retrieve an item from the pocket, the slit descends to one of the racks at random. From within the mantle, the pocket slit can be manually moved inside of the "warehouse", but cannot be forced to move outside.

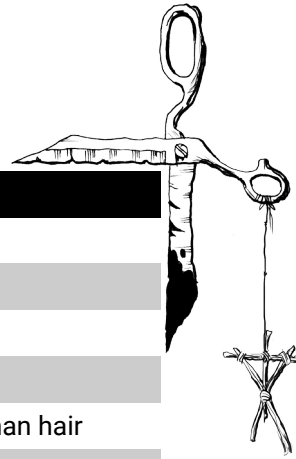
When leaving the "warehouse" through the tear at the bottom, there is a 50% chance that the PCs will end up on the opposite side of the mantle from the one they entered from.

## Questions for the referee

- Does sticking your hand out from within the mantle through the pocket slit cause the flow of time to violently catch up with you?
- How does Ur-Dra react to a cut in the lining of the mantle? Are wounds on his manifestation represented on the membrane?
- How quickly are items expelled from the mantle once the lining has been damaged severely enough?
- Does the PCs' journey through the mantle advance time in the real world? Will they emerge in the same year, month or day?



## Things in the mantle's pockets



### d2-d100

- |      |  |
|------|--|
| 1-01 | A handful of dry leaves  |
| 1-02 | Three-eyed child's skull   |
| 1-03 | Dead crow  |
| 1-04 | Small ingredient pouch for casting a fireball (guano and sulfur)                                   |
| 1-05 | Hag stone – a pebble with a naturally occurring hole, hung on twine made of human hair             |
| 1-06 | Cheap copper ring (worth 5cp)  |
| 1-07 | Poisoned apple   |
| 1-08 | Funny-looking vegetable  |
| 1-09 | Banana or another healthy fruit containing multivitamins   |
| 1-10 | Flask of holy water  |
| 1-11 | Rare and exotic fruit (passion fruit or something similar)   |
| 1-12 | Glass eye  |
| 1-13 | Shuriken, d12 determines the number of spikes. There is a 25% chance of it being poisoned          |
| 1-14 | Pearl (worth at least 100gp)   |
| 1-15 | Sample of radioactive ore (such as uranium)  |
| 1-16 | Spectacularly nutritious sandwich, may substitute an entire ration                                 |
| 1-17 | 50' hemp rope  |
| 1-18 | 10' iron chain   |
| 1-19 | 2d100' long makeshift rope made of intertwined silk shawls   |
| 1-20 | 1st level spell scroll   |
| 1-21 | Healing potion   |
| 1-22 | Sturdy beech staff   |
| 1-23 | Silver chain (worth 20gp)  |
| 1-24 | Piece of chalk   |
| 1-25 | 2nd level spell scroll   |
| 1-26 | Silver dagger  |
| 1-27 | Conch shell, which can be used to listen to the sounds of the sea. Sometimes seagulls can be heard |
| 1-28 | Keychain. There is a 15% chance for it to have an address tag                                      |
| 1-29 | Magic ring (probably a Ring of Protection)   |
| 1-30 | 3rd level spell scroll   |
| 1-31 | Pouch containing gemstones (worth 600gp)   |
| 1-32 | Kris, forged in honor of one of the Princes of Chaos   |
| 1-33 | Flask of water   |
| 1-34 | Dusty bottle of an expensive vintage wine  |
| 1-35 | Oar  |
| 1-36 | Mousetrap. Watch those fingers   |

1-37	Fishing rod
1-38	Crumpled pointy hat
1-39	Spyglass
1-40	4th level spell scroll
1-41	Pair of spectacles
1-42	Batiste lace wrapped in rolling paper
1-43	Runed longsword. There is a 25% chance the wielder becomes cursed and starts hearing voices
1-44	Spear
1-45	Pouch full of coins, mainly numismatic rarities (worth up to 300gp)
1-46	Everburning lantern
1-47	Snakeskin gloves
1-48	50' rubber hose
1-49	Theater ticket. The date is d6 years in the future
1-50	Ladies blaster, has d3 charges (d10+3 damage). Can be considered a magic weapon
1-51	Oriental curved sword
1-52	Smoking pipe
1-53	Dead rat and a string to swing it with
1-54	Rejuvenating peach
1-55	Handkerchief
1-56	Hourglass. In working condition
1-57	Nunchucks
1-58	Brass knuckles that have been blessed in a temple
1-59	10' pole
1-60	Umbrella
1-61	Sealed ampoule containing mustard gas. Once broken, simulates the effect of the Cloudkill spell
1-62	Roman candle
1-63	Scroll case containing maps of the continent
1-64	Black bakelite handset with a twisted wire that goes back into the pocket. Why not talk to whoever is on the other end?
1-65	A handful of marbles
1-66	Carved ceremonial staff with a crystal top, a single-shot musket is concealed inside
1-67	Composite bow with a loose bowstring. -2 to hit and damage, if strength is below 13
1-68	Quiver of arrows
1-69	Naginata
1-70	Magic arrow that must be engraved with the name of one's foe
1-71	A bunch of wet undies and pillowcases pinned to a clothesline
1-72	Musketon loaded with painted shards of porcelain
1-73	Poisoned gom jabbar
1-74	Vial of acid

1-75	Oil flask
1-76	Crystal ball, can be used to spy on any location up to a 100 miles away
1-77	Scorching-hot heavy iron filled with embers
1-78	Brass lamp containing (d3): 1. djinn; 2. ifrit; 3. rancid oil
1-79	Foldable boat that can be unfolded into a canoe, dinghy, skiff or sloop. Has a 10% chance to sprout a leak
1-(80-86)*	Something that has previously been placed into one of the pockets, but mirrored. For instance, wines will have a slightly different taste and spells from magic scrolls will have the opposite effect, if possible
1-(87-95)"	Something that has previously been placed into one of the pockets
1-(96-99)*	Something that has previously been placed into one of the pockets, but repaired or of superior quality
1-00	Manual for using the mantle of Ur-Dra. Consists of 717 instructions, some of which are, frankly, ridiculous. Such as the suggestion to place ritual wands of Aknatau strictly on Tuesdays of the third month, but not during a thunderstorm or a heatwave. However, some are quite sensible, such as a warning about the dangers of tearing the silk lining
2-01	Horseshoe-shaped magnet covered in pins, clips, arrowheads and other small metallic bits and bobs
2-02	Bundle of d20 sausages. There is a 15% chance that the meat "tastes like chicken"
2-03	Handful of river pebbles
2-04	Mummified rat that comes to life on the third day of a waning moon
2-05	Flask filled with a strong sage extract
2-06	Ball of yarn and knitting needles together with an unfinished (d4): 1. sock; 2. scarf; 3. hat; 4. mitten
2-07	Pocket watch that is (d4): 1. old and has a golden chain; 2. broken and is on a twine leash; 3. using time markings from an alien world; 4. electronic
2-08	Disassembled crossbow, wrapped in oily paper
2-09	Oiled pouch containing a bowstring
2-10	Garotte
2-11	Stick of dynamite with a burning wick, deals 5d6 damage in a 30' radius
2-12	Long wooden tongs with plated tips. A tool that a tanner or dyer would use
2-13	Obsidian knife
2-14	Deck of playing cards that are (d3): 1. ordinary; 2. marked; 3. pornographic
2-15	Magnifying glass
2-16	Morphinist's set in the form of a silver casket, includes a syringe, ampoules and other such things
2-17	Living goldfish, struggling to break free
2-18	Dented censer with smoldering coals and incense. The dent has blood on it
2-19	An elegant walking cane. Its knob is in the shape of (d4): 1. head of a poodle; 2. snake; 3. raven's skull; 4. genitalia. The cane serves as a sheath for a hidden rapier
2-20	File (tool)
2-21	Straight razor
2-22	Freshly cut rose, dripping dew from its petals
2-23	Wanted poster with a woodcut portrait and a 1000gp reward. There is a 20% chance that the portrait is in the likeness of the mantle's owner

2-24	Several ice cubes
2-25	10' jute rope that ends with a lynch loop
2-26	Leftover soap scrap
2-27	Section of a goat intestine that is tied on one end. Unused
2-28	Small paper packet containing blue crystals
2-29	Bloodstained palette knife. Has a will of its own
2-30	Spool of a thin yet incredibly strong thread (holds the weight of several adults)
2-31	Nearly invisible 1' long glass needle
2-32	Apple with a bite mark, made of gold, malachite and onyx (worth 600gp)
2-33	Marshall's baton of a contemporary army
2-34	Crude flint axe
2-35	Bundle of birch twigs
2-36	Clean silk shirt
2-37	Baguette
2-38	Dirty feather duster
2-39	Folded fan. There is a 30% chance that it has hidden blades
2-40	Fluorescent crystal egg
2-41	Hollow pendulum, used for fortune telling
2-42	Ivory false jaw
2-43	Sample of a witch's ointment for the regular usage of flying broomsticks
2-44	1' long carved jade lingam
2-45	Clockwork brass toad, jumps around and quacks fairly convincingly
2-46	Jar of living spiders
2-47	Grappling hook
2-48	Harpoon
2-49	Flute fashioned from a human tibia. Its sound captivates the undead
2-50	Unicorn or narwhal horn that has been crudely sawed off
2-51	Violin bow that has seen better days
2-52	Torch
2-53	12' tailor tape
2-54	Cursed play about the Hanged King
2-55	Village sheriff's badge
2-56	Beaded house slipper that is stuffed with tobacco
2-57	Whoopee cushion
2-58	Elephant tusk
2-59	Piece of amber with a tiny Dark Young of Shub-Niggurath inside
2-60	Triangular plate made of an unidentifiable metal alloy. Upon it is an inscription of a spell for summoning... something
2-61	Mandrake root
2-62	Embroidered silk scarf that will attempt to strangle anyone who tries to put it on



2-63	Shiv made from a broken wine bottle
2-64	Pot of all-purpose glue
2-65	Holy symbol that has been consecrated in a temple of a deity aligned to (d3): 1. order; 2. neutrality; 3. chaos
2-66	Flask of plague pus
2-67	"The miraculous universal pill of Dr. Avilgel". Heals injuries and regenerates lost limbs
2-68	3" wide cube that folds like an accordion. On its opposite sides are stable portals to unspecified dimensions. When they are brought together, everything in a 30' radius simply disappears, including air
2-69	Hand brace with a half-inch diameter drill
2-70	Scale of a creature that inhabits the High World
2-71	Ring of refractory black metal that instantly becomes white-hot once hit by sunlight
2-72	Bag of sneezing powder
2-73	loun stone
2-74	Toad that secretes a strong hallucinogen from its skin. Effects applied on contact
2-75	6' roc feather
2-76	Small mirror on a telescopic tripod
2-77	Strong handshake from the other side
2-78	Pod of the spiciest pepper in the world
2-79	Knife with a fractured blade. It mends cuts and tears that are no longer than the length of its once-whole blade. Not very effective with living flesh
2-(80-86)*	Something reminiscent in color, function or form to a thing that has previously been placed into one of the pockets
2-(87-95)"	Something that has previously been placed into one of the pockets and that the PC wanted to retrieve
2-(96-99)*	Something that has previously been placed into one of the pockets but broken or of inferior quality
2-00	Sewing pattern map from this adventure

" - Reroll if the PCs have not stored anything in the mantle's pockets yet.

\* - Reroll if the PCs have not stored anything in the mantle's pockets yet. Use the described effect on the item matching the rerolled result.

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