

The Adventurer's Ordinance

110 New Magical Items for any Setting

Author: Jesse Muir

INDEX

Potions and Oils

- Potion of Delayed Harm
- Potion of Icy Breath
- Potion of Polymorph, False
- Potion of Polymorph, Fixed:
- Oil of Softening
- Potion of Vanishing

Scrolls

- Scroll of Babbling

Rings

- Ring of Cacophonous Invisibility
- Ring of Consumption
- Ring, Holy Signet
- Ring of Greater Glamor
- Ring of Lesser Glamor
- Ring of the Pit

Rods

- Rod of Chaos
- Shield Rods:
- Rod of Suction

Staves

- Staff of Scales

Wands

Misc: Books and Tomes

- Tome of Wraithspawn
- Manual of the Master

Misc: Jewels and Jewelry, Phylacteries

- Amulet of Neutral Appearances
- False Jewelry
- Gem of Capturing
- Reversal Charm
- Necromancers Charm

Misc: Cloaks and Robes

- Robe of the Acolyte
- Towel of Good Luck
- White Robe

Misc: Boots, Bracers, and Gloves

- Bracers of Courage
- Bracers of Dampening
- Boots of Light Passage
- Boots of Secure Footing
- Duelers Gloves
- Flowing Bracers
- Fleet Feather Boots
- Gauntlets of Flight
- Gloves of the Tracker
- Iron Hand Wraps
- Sandals of Toe Stubbing

Misc: Girdles, Hats, and Helms

- Bandit's Mask
- Blindfold of Mystic Sight

Dark Cowl
Dread Helm
Druid's Belt
Gnomish Optics
Helmet of Attraction
Helmet, Beacon
Helm of the Bull

Misc: Bags, Bottles, Pouches, and Bottles

Cup of Healing

Misc: Candles, Dusts, Ointments, Incense, and Stones

Breala's Black Tar
Dark Stone
Magnet Stone
Rainbow Candle
Rium's Door Block
Rium's Tincture of Detection
Whisper Stones

Misc: Household Items and Tools

Blessed Torch
Brand of Corruption
Changing Coin
Coin of Location
Emitt's Everfull Trap
Everlasting Chalk
Key of Many Doors
Lucky Coin
Maul of Driving +2
Maul of Driving Mark 2 (Alternate Version)
Mystic Quill
Red Handed Coin
Returning Coin
Storage Loop
Unlucky Coin
Wax of Silence

Misc: Musical Instruments

Discordion

Misc: The Weird Stuff

Capsule of Remembrance
Deck of Summoning
Dragon's Teeth
Gamblers Dice
Portable Wall
Rotting Graft
Shatter Flare
Thurible of Discord
Thurible of Harmony

Armor and Shields

Collapsing Armor
Dragon's Scale Buckler +1
Shield of the Saint
Thorned Shield +2

Weapons

Arrow of String Snapping
The Broken Blade

- Half-Blade:
- Spear of Deception:
- Macuahuitl of Wrath

Blade of Souls

Blade of Essence

Bullet of Entwining

Blade of Mirrors (cursed item)

Gap Finder

Heavy Bolt

Javelin +2, Longarm

Light Crossbow +2, Bone Bolt

Mace of the Ghoul +2

Military Pick +2, Render

Ricochet Arrow

Skimrende

Snipers Bow

Spear, +4 Singer

Sword +1, Undead Hunter

Warhammer +3, Ringer

Artifacts

The Armor of Doran (Artifact)

Orb of Fire (Lesser Artifact)

Non-Magical Equipment

Flash Tube

Holy Water Sprinkler:

Firewire

Potions and Oils

Potion of Delayed Harm: Similar to a potion of invulnerability, except at the end of the duration, all accrued damage is sustained at once. Healing magic used before the duration ends can remove accrued damage before it is suffered. *Ex: A 6th level fighter drinks the potion, and over the next 5 rounds suffers 20 points of damage which are absorbed by the effect. The fighter is then subject to a cure light wounds spell which heals 5 points of damage. When the potions effect expires, he will suffer 15 points of damage.*

Potion of Icy Breath: This potion turns the breath of the user as cold an arctic wind. Once per round he can chose to make a breath attack (5' cone), dealing 2d6 cold damage (save for half). By breathing on water, the user can freeze 5 square feet per round, thick enough to support 200 lbs of weight. The potion lasts for 1d4 turns.

Potion of Polymorph, False: This potion is indistinguishable from a *potion of polymorph*. The potion creates an illusion, causing the user and all observers to believe the potion is functioning as normal. The user however is not polymorphed, though only those with true seeing or those who disbelieve the illusion will see the user for what he is. Any melee attacks performed during the effect will deal only 1d2 damage.

Potion of Polymorph, Fixed: This potion indistinguishable from a typical *potion of polymorph*. However, unlike the normal potion which allows the user to polymorph into anything as per the spell, the imbiber has no control over what they turn into. At creation, a specific creature is selected. Use the wandering monster tables in the DMG to decide which creature the potion will turn the drinker into. The user cannot turn back into their normal form until the duration expires.

Oil of Softening: This oil must be carefully stored in a crystal vial. When poured on any metal, stone, or organic material (besides crystal) it will begin to dissolve the material at a molecular level.

- Round 2: Wood becomes pliant
- Round 4: Wood can be broken apart by hand
- Round 6: Stone becomes soft, can be broken by weapons
- Round 8: Stone becomes clay-like, metal begins to soften
- Round 10: Metal becomes elastic, can be stretched and bent

Once a material has been softened, the change is permanent. 1 vial contains enough oil to affect 4 cubic feet of material. It can be spread by hand as long as the hands are washed before two minutes pass. Any living creature takes 2 points of damage per round, starting on round 2. If they are able to wash themselves the damage ceases after 1 round. Iron Golems, Stone Golems, and creatures of the like do not take damage from the oil, however once softened take an additional 1d4 points of damage whenever hit.

Potion of Vanishing: When this potion is consumed in turns the user invisible. However, unlike the spell, only the body of the user is affected. Clothing and held items are fully visible. Like the spell, any offensive action dispels the effect. The effect lasts for 3-6 turns.

Scrolls

Scroll of Babbling: This cursed scroll appears to be a scroll of protection. Whomever reads the scroll becomes cursed, and their speech becomes scrambled into meaningless sounds. Spell casting becomes impossible (unless the spell has no verbal component) as is using items which require command words. Communication cannot be made vocally, though sign language can be used if both parties know it. Effect is permanent but cured with a *Remove Curse* spell.

Rings

Ring of Cacophonous Invisibility: This ring identifies and functions just as the ring of invisibility. However, there is a 10% chance per round when the ring is activated that any noise (footsteps, breathing, creaking armor) made by the wearer is magnified 100 fold.

Ring of Consumption: This cursed ring appears to be beneficial. Anyone who wears the ring will be granted 10 bonus hit points. However, for each day worn, there is a 20% chance that the ring will 'consume' one HP from the characters total HP. As it does, it grants the character an additional bonus HP, keeping their total HP constant. This continues until a total of 10 HP have been consumed, at which point the ring will try to escape. The lost HP are permanently gone, and can only be regained with a *restoration* or *wish*. The ring can be freely removed, though any HP lost up to that point are not restored. Ex: A fighter with 50 HP wears the ring, increasing his total HP to 60 (50 real, 10 bonus). After 20 days, 6 HP have been consumed. His total is still 60 (44 real, 16 bonus). When he removes the ring (or it escapes after consuming 10 HP) the bonus HP are lost, leaving only the real HP.

Ring, Holy Signet: This magical ring is engraved with the holy symbol of a single deity. If worn by a cleric, and the symbol is that of their deity, the ring acts as a ring of protection +1. If worn by a non-cleric or non-paladin, the ring has no effect. If worn by a paladin, the effects are as follows

- Symbol is of an Evil god
 - -2 penalty to AC and Saves
 - -10,000 XP
 - No XP gained while worn
 - Can only be removed via a *remove curse* spell
- Symbol of a non-evil rival god
 - -1 penalty to AC and Saves
 - Can only be taken off with a *remove curse*
- Symbol of a non-evil friendly god
 - +1 to AC and Saves
- Symbol of the paladin's god
 - +2 to AC and Saves
 - +1 to attack rolls as if under a *bless* spell
 - +1 Wisdom

Ring of Greater Glamor: A much more powerful item, this ring has the same power as the lesser ring, with the additional power of allowing the user to take on the appearance of a specific individual. The user must be in physical contact with the individual, and the transformation takes a full turn. In addition to shape, the users voice is altered to sound like the individual. As with the lesser ring of glamor, the eyes (color and pupil shape) of the individual cannot be changed. Once activated, the illusion is permanent until dispelled or deactivated by the user. As with the lesser ring, True Seeing will reveal the real form of the user.

Ring of Lesser Glamor: When activated, this ring allows the user to alter their appearance. Specific faces cannot be replicated, but the user can choose to appear as any humanoid race, and alter their size up to 25%. The change takes 1 full turn. The only thing that is not affected is the eyes of the individual, which cannot be changed. The effect is permanent until dispelled or deactivated, and True Seeing will see through the illusion.

Ring of the Pit: A character wearing this magical ring can attempting to open doorway to one of the lower planes, and call through a creature to aid their cause. 70% of this rings are lawful and will call on devils, while the remaining 30% are chaotic and will call on demons. The user can use a single charge to attempt to summon a demon or devil of the lowest order. Each additional charge used will attempt to call a creature of the next highest order (2 changes for the 2nd order, 3 charges for the 3rd order, etc). There is a 75% chance that the summoning will be answered. However, there is a 10% chance that the summoned creature will turn on the summoner instead, increased by 10% per order (20%/order for demons). A ring typically has 4+1d10 charges.

Rods

Rod of Chaos: This rod appears to be any other magical rod and functions normally. However, there is a 25% chance that any spell cast within 30' of the rod will be warped and cause a wild-magic surge. Roll on a wild magic table (i.e. Forgotten Realms Adventures) to determine the effect, centered on the rod wielder (instead of the caster). Optionally, use the *Wand of Wonder* table, targeting the wielder of the rod.

Shield Rods: These single use items come in numerous varieties. When activated, they generate are sphere of magical energy which will protect all who stand inside the sphere. The radius of the generated sphere may be 5' (20%), 10' (70%), or 15' (10%). To activate the 3' rod, the spiked end is driven into the ground, and numerous small levers and dials must be manipulated. Because of the magical nature of the rod, the 6" long spike can be driven into any surface as if it was soft soil, and it will hold fast (even on a wall or ceiling). Activation takes 2 full rounds, and can only be performed by a character with an intelligence of 16 or greater. Once generated, the sphere will last for 6 turns or until deactivated, at which point the rod loses all power. The sphere is translucent with a faint blue sheen, and anyone inside the sphere can freely exit (but depending on the nature of the sphere may not be able to re-enter). The rods come in the following varieties.

- Protection From Missiles (lesser): All non-magical missiles or hurled weapons (but not siege weapons or giant's boulders or similar large projectiles) are deflected.
- Protection From Missiles (greater): All physical missiles (including siege weapons and hurled boulders) are deflected.
- Protection from Gas: All gas based attacks (green dragon breath, cloud kill, acid fog, etc) cannot enter there sphere. Spells targeting the inside of the sphere are automatically shunted to the edge of the sphere. Any gas present in the sphere when activated will not be affected (but can exit normally)
- Wall of Force: See spell
- Protection from Undead: No undead may enter sphere, and their specially attacks (vampire charm) cannot be used on one inside the sphere (though physical ranged attacks may still be used)
- Protection from Elementals: Elementals may not enter the sphere. May be effective against a single type or elementals of all types.
- Protection from Living: No living creature may pass through the sphere. Undead, Golems, and Extraplaner creatures are unaffected
- Protection From Elements: Temperature and airflow inside the sphere maintained at comfortable level. Magical elemental attacks (fire/cold/lightning, including dragon breath) cannot enter the sphere, nor can winds (magical or natural) greater than a light breeze, though air passes through freely (gas attacks can enter)

- Protection from Alignment (good/evil): Extraplanar creatures of a given alignment cannot enter the sphere. Non-extraplanar creatures of a given alignment can enter, but suffer -2 to all attacks and saves.
- Disintegration: Anything passing through the sphere from the outside must save or be disintegrated.
- Protection From Magic: Magic cannot enter in or out of the sphere. Magical effects that originate inside the sphere function normally, but cannot be targeted through the sphere.

The rod can be deactivated at any time by pulling it out of the ground. It can only be used once, regardless if it lasted its full duration or was cut short.

Rod of Suction: This 3' long metal rod was initially designed by a old wizard looking for a tool to help him keep his research lab clean after his servants were killed during a failed test of a new spell. As he was off to do, the wizard put too much energy into the item, and on its first test destroyed the rest of his lab. When a command word is spoken, a powerful vacuum is created at the end of the rod. While the user is unaffected, anything within 20' of the rod weighting less than 1/4 lb will be pulled to the rod. Once contacting the rod, the items vanish (actually trapped in a 10' square pocket dimension within the rod itself). The rod has 15+1d6 charges, and each use consumed 1 charge, and the suction lasts for 5 rounds. If the rod is broken, or the pocket dimension over filled, all of the objects trapped within will be freed in a violent explosion (5d6 damage to all within 10'). The effect of the suction will trap all small missiles (darts, bolts, arrows, etc). Objects over 1/4 lb will not be pulled in, but the suction is strong enough that any creature under 50' will have their movement halved, all spell casting will have a 50% chance of failure, and all attacks are made at -2.

Staves

Staff of Scales: This +2 staff has two powers. The first power acts as the spell "snake charm" but the effects also include reptiles of intelligence 4 or lower. The power consumes 1 charge. The second power causes the users skin to be covered in hard, reptilian scales. Up to 4 charges can be spent using this power; each charge spent will improve the users AC by 1 point. If the user is wearing metal armor, 2 charges can be spent for a +1 bonus, but additional spent charges will not improve AC any more. The scales last for 1 hour.

Wands

Misc: Books and Tomes

Manual of the Master: This heavy tome is indistinguishable from any other magical text. If a magic user or cleric attempts to read the text, they must save vs magic or suffer 10,000 XP loss. A thief who reads the text must save vs magic or suffer 5,000 XP loss. A paladin or ranger who reads the text will recognize it for what it is, but gain no benefits. If read by a fighter, they will find that the manual includes methods, training, and practice techniques required to become a master of the use of a particular weapon. The weapon should be determined at random (using the table in the magic item section of the DMG) or chosen by the DM. The fighter must read the text over the course of a month, practicing and training at least 4 hours per day. At the end of this time, the manual will vanish, but the fighter will retain the knowledge contained within. A multi-classed fighter who uses the text will gain proficiency in the weapon. A single classed fighter will gain special knowledge of the weapon and in addition to proficiency, they gain +1 to attack rolls and +1 to damage with that weapon. If a multi-classed fighter all ready proficient in

the weapon, they gain the +1/+1 bonus, while if a single class fighter is all ready proficient, the bonus increases to +2/+2*.

*note: if specialization rules are being used (UA or 2e), fighters gain specialization instead of +1/+1, and double specialization instead of +2/+2.

Tome of Wraithspawn: This heavy ancient book is indistinguishable from other magical texts. Any character who holds the book must make a saving throw vs magic, or become overcome with an urge to read the book. The character will refuse to do anything in the morning until they've read the book for one hour, for a total of seven days. Once the book has been read for a total of seven hours, the character will be instantly fall to the ground dead. Twenty-four hours later, the characters spirit will return as a wraith, and hunt their former companions. Only a wish or alter-reality spell can put the wraith to rest, after which the character can be resurrected by any means (raise dead, etc). If the wraith is slain, the spirit is forever lost. Once read, the book vanishes, and only an Exorcise followed by an Atonement will remove the curse once a character has started reading the text but not yet finished.

Misc: Jewels and Jewelry, Phylacteries

Amulet of Neutral Appearances: This magical amulet will hide the alignment of anyone wearing it, making them appear as True Neutral to any magical alignment detection methods. 10% of these amulets cause the wearer to be detected as their opposite alignment (CE for LG, LN for CN, any corner alignment for TN). This item does not actually cause their alignment to shift, and will not offer any resistance to magical effects that target alignment (such as protection from good/evil).

False Jewelry: When found, this necklace will appear as a jeweled piece of the highest quality, of at least 5,000 GP value. If worn, it will continue to appear as such to the wearer. However, it will appear to anyone viewing the wearer that they are wearing a rotting piece of flesh tied to a leather thong. The necklace gives off a horrible stench, that all but the wearer (and those who were around the wearer when they put it on) can smell. The wearer suffers a -5 penalty to his charisma due to the appearance and stench, and once put on the necklace can only be removed after a *remove curse* spell has been cast on it.

Gem of Capturing: This oval palm sized gem stone radiates moderate divination magic if detected for. When a specific command word is spoken, the gem will "capture" an image of everything within a 40' long, 60 degree cone. If the gem is looked through, the stored image can be seen clearly. Things in the image will appear as they actually are: darkness illuminated, invisible objects visible, polymorphed objects in their true form, and illusions pierced (cf. *True Seeing*). Solid objects will block the line of sight though; the gem cannot see through walls. The gem can only capture an image once per day, however the image will stay in the gem until a new image is captured. Typical command words include "cheese", "ouistiti", or "muikku".

Reversal Charm: This small crystal charm gives the wearer to rewrite history, but only once. When activated, the crystal shatters, and time will run backwards for one full minute, but only for the wearer. Time will freeze as the user moves backwards through all their motions, ended exactly where they were standing one minute prior. Any damage dealt to the user is undone, however spells or items used are not regained.

Note: time is ONLY reversed for the user. He will find himself where he was standing 1 minute prior, however everyone else will still be exactly where they were when he used the item.

Necromancers Charm: Any good character who touches this necklace takes 2d4 points of damage. Any neutral character takes no ill effects, and gains +1 on all turn undead rolls. When worn by an evil character, +2 is granted to all turn/control undead attempts. Additionally, there is a 5% chance that any humanoid killed in the presence of the wearer will rise the next round as a zombie serving the wearer, and a 1% chance that they will be raised as a ghoul.

Misc: Cloaks and Robes

Robe of the Acolyte: Usable only by Magic Users, the robe of the acolyte appears as any non-magical robe. A cleric or druid who touches the robe will suffer 2d10 damage. A fighter or thief (including subclasses) who touches the robe will suffer no ill consequence, but gain no benefit. When worn by a magic-user or illusionist, they will gain the following benefits

- +2 AC bonus against projectile weapons (arrows, javelins, spears, etc, but not giants boulders or siege weapons)
- +1 to all saves
- Ability to cast the following spells. Only two of the following can be cast *per day*, and the same spell cannot be used twice in the same day. The spells do not need to be prepared before hand, however the casting time is treated as 1 turn for each spell, and the spells are all cast as if by a 5th level MU
 - *Detect Magic*
 - *Mending*
 - *Message*
 - *Nystul's Magic Aura*
 - *Tenser's Floating Disc*
 - *Unseen Servant*

Towel of Good Luck:

A 3' by 3' piece of soft absorbent fabric. If held over the head with both hands, the towel provides a +2 luck bonus to all saving throws. No adventurer should ever travel away from home without one.

White Robe: A chasuble made of the finest silks, embroidered with silver and gold threads. Made to appear as the vestments of a holy and good order, this clerical clothing is in fact a cruel mockery. If evil is detected for, the robe will be found to radiate strongly; so strong that any good clerics or paladins within 4" of an evil cleric wearing a white robe must save vs paralysis or become disillusioned with their faith, and unable to cast clerical spells for 1d6 rounds.

Misc: Boots, Bracers, and Gloves

Bracers of Courage: A pair of copper bands, the ends of which are engraved to appear as the heads of lions, with small emeralds for eyes. Any fighter (or fighter subclass) wearing these magical arm bands are imbued with great strength of will. The gain +4 on all saving throws against fear and charms. Additionally, their projected confidence may actually break the will of their foes, who suffer a -2 (-10%) penalty on any morale checks.

Bracers of Dampening: These magical bracers are indistinguishable from *Bracers of Defense* (use the same table to determine AC bonus). However, the bracers provide no protection against piercing attacks (arrows, bolts, spears, daggers, etc). Blunt and Slashing attacks are protected against as normal.

Boots of Light Passage: These magical boots allow the wearer to pass through thick brush, heavy snow, or fine sand at normal movement rate (as a druid of 3rd level). The boots allow the wearer to travel so lightly that a ranger attempting to track them will do so at a -30% penalty (unlike the druid, who leaves no trail at all, though if worn by a druid of 3rd level or greater, their ability takes precedence).

Boots of Secure Footing: These metal boots allow the wearer to have stable and secure footing on even the most precarious surface. Grease, ice, and loose sand can be crossed at normal movement rate, with no risk of falling. Even the strongest wind cannot blow over one wearing these boots (though they still may take damage from flying debris). When climbing, the wearer is granted a +15% bonus, due to the extra traction the boots provide.

Duelers Gloves: This fine silk gloves radiate strong magic, and grant the user the nimbleness of a master fencer. When used in melee combat against an armed opponent, they grant the user an effective dexterity of 17, including AC reduction and reaction adjustment. Additionally, once per day they allow the wearer to make a series of rapid attacks. The wearers number of attacks per round are doubled (as if *hasted*) for 3 rounds, though the characters movement rate is unchanged. Note that the dexterity increase is only against armed opponents, and the bonus does not affect saving throws, spells, or AC vs natural attacks.

Flowing Bracers: This metal bracers improve the monks awareness of his body, allowing him to move and flow during battle. The monks Armor Class is treated as if he was one level higher, and he is granted a +4 bonus on his saving throws to avoid projectiles.

Fleet Feather Boots: These light leather boots improve upon the monks all ready impressive mobility. Once per day, he can lift up to his maximum weight allowance and move as if unencumbered for 5 rounds.

Gauntlets of Flight: This pair of leather gauntlets can be activated with a command word, causing a thin diaphanous membrane to appear from their hands to the their hips, and between their legs. The membrane allows the character to glide while carrying up to 300 lbs (including their own body weight) at a movement rate of up to 12, losing 24' of altitude per round (10' horizontal per 2' vertical). As such from a 20' wall they can glide a distance of 100' before reaching the ground. Objects can be held in the users hands during flight, however excessive movement cannot be performed without causing them to plummet (combat/spell casting/etc). The membrane can be summoned and dismissed at will, and can take up to 10 HP of damage before being rendered useless. The hit points of the membrane are restored each day, but if destroyed it cannot be activated for 1 week.

Gloves of the Tracker: These thin leather gloves grant the wearer the ability to sense the most minute of vibrations. If one full round is spent with the wearer placing both hands on the ground and concentrating, they will be able to sense the direction of vibrations within 9". Only the strongest vibration will be sensed, so the wearers companions must either stay completely still or stay more than 9" away. If a creature is moving, the wearer will know the direction of the creature. A second round of concentration will allow them to approximate the weight of the creature (round to the nearest 100 'lbs). If more than one creature is moving in the area, the total weight will be known. As such, a single 500lb bear and five 100lb elves will be indistinguishable. Flying creatures will generate no vibrations in the ground, and slow moving or sneaking creatures will be detected as 1/3 of their actual weight. Keep in mind that strong sources of vibration, such as a fast moving river will overwhelm the noises made by all but the largest of creatures.

Iron Hand Wraps: A pair of worn of fabric strips 1" across and 2' long, this item is designed to enhance the unarmed attack of the monk. When wrapped around the hands of the monk, his unarmed attack is treated as being enchanted. The following bonus is given applied to the monks attack rolls, but not to his damage, and the monk can strike foes which require magic to hit.

roll 1d10

- 1-4: +1
- 5-7: +2
- 8-9: +3
- 10: +4

Sandals of Toe Stubbing: These cursed sandals increase the wearers movement rate by 50%.

The curse will not reveal itself until the character is trying to perform any activity demanding concentration during movement (combat, sneaking in shadows, etc). There is a 1-in-4 chance per round during any such activity that the wearer will stub their toe, causing them to cry out and drop whatever they were holding, loosing any action for the round (and falling if in the process of climbing a wall).

Misc: Girdles, Hats, and Helms

Bandit's Mask: This black eye mask grants the wearer the ability to see the dark up to 60' as if illuminated by torch light. Magical darkness cannot be seen through.

Blindfold of Mystic Sight: When wrapped over the eyes, this blindfold strikes the wearer temporarily blind. However, the wearer is able to see any item that is enchanted, standing magic effect, or anything else that would be noticed with the spell *detect magic*. Golems and other magically animated creatures can be seen as well with the magical sight. Any item or creature which can be seen will be visible in full detail (for example, a cleric would not be visible by someone wearing the blindfold, however if that cleric was under the effects of a bless spell, he could be clearly seen.

The blinding effect lasts as long as the blindfold is worn, and for 2d4 rounds after the blindfold is removed. The spell *remove blindness* has no effect when the blindfold is worn, but will cancel the blindness after the blindfold is removed. All normal penalties for blindness are in effect, however if the creature is visible due to a magical effect, then the wearer fights as if fully sighted. The Mystic Sight effect lasts as long as the blindfold is worn, but once taken off it will not function for 24 hours. Note: the school of magic cannot be determined with this item, and the nature of the magic in effect is not identified either.

Dark Cowl: When worn, this cowl creates a localized darkness effect over the face of the wearer when pulled over the head. The wearers face is completely obscured to both normal sight and infravision, but his vision is not restricted. The cowl however does not grant any special sight to the wearer, the wearer simply can see through the darkness effect. A *light* spell cast on the cowl will temporarily remove the darkness, while a *continual light* spell will permanently disable the item until dispelled.

Dread Helm: This skull-shaped full helm gives the wearer the ability to emit a gruesome howl, causing *fear* for 1d4 rounds on all creatures in a 30' cone in front of the user (save at +4) once per day. All opponents suffer -2 on moral checks as well when facing someone wearing the helm.

Druid's Belt: This belt, though prized by druids, is usable by any class. The belt has 10 small pockets (about 1 inch across and 1 inch deep) along the outside. If plant matter is placed into one of the pockets, the wearer will find that the interior of the pockets are actually 9 cubic inches each, and can hold up to 1/4 lb without changing the weight of the belt (e.g.

2.5 lbs of plant matter can be stored with way if all 10 pockets are filled). Additionally, any plant matter placed in the pockets will be preserved: for every month that passes, plant matter stored in the belt ages only 1 day. Non-plant matter placed into any pocket will deactivate that pocket, turning it into a simple 1 inch pocket, until removed. Druids prize the belt because it allows them to carry many herbs over large distances while preserving their freshness, and free from environmental threat.

Gnomish Optics: These copper framed eye pieces of gnomish design have two functions. First, if the lenses are rotated clockwise 90 degrees, the glasses act as telescopes, increasing visual range by 300%. If rotated counter clockwise, they act as magnifying glasses, magnifying objects 1000% (focal point 1' from face). If used to magnify, a 10% bonus is granted to attempts to pick locks and to find and disarm small mechanical traps. If worn in combat, the glasses cause the wearer to suffer a -2 penalty to their attack rolls, -4 if the glasses are in telescoping or magnifying mode.

Helmet of Attraction: This cursed helmet causes all attacks made against the target to be aimed at his head. It provides a +1 bonus to the wearers AC, however whenever struck in combat the wearer must save vs paralyzation or be stunned for 1d4 rounds and be able to take no action save walk at 1/4 normal rate (any dex bonus to AC lost).

Helmet, Beacon: This leather helmet grants the wearer infravision up to 90'. However, whenever a hostile creature approaches within 60' of the wearer and the wearer is in darkness, the helmet will burst into bright light, similar to the *light* spell, but of only 5' radius. The wearer must save vs magic or be blinded by the light (as per the light spell). The light lasts for 10 rounds before fading. Once the beacon effect has been activated, the helmet can only be removed by a remove curse spell.

Helm of the Bull: When worn, the helm of the bull give the wearer the neck and head strength of a powerful ox. He is able to make a charge attack, using his head as a battering ram. Doing so deals 1d6 damage (plus any strength bonus). If used against a door in an attempt to break it down, the users strength is treated as 19. If using siege warfare rules, he can deal 1/2 point of damage to stone work with a charge attack as well. The helm protects him from any damage due to such charge attacks.

Misc: Bags, Bottles, Pouches, and Bottles

Cup of Healing: This item may appear as any cup or mug that an adventurer might come across, from plane wood to jeweled platinum. Once per day, a command word can be spoken, and any water inside the cup will be blessed with healing energy. If the entire cup of water is taken in a single drink, the imbiber will be healed 1d6+1 HP. If it is shared between two people, each heal 1d4 HP. If it is split more than two ways, each who take a sip (up to 10 individuals) will be healed 1 HP each. A second command word will purify any water placed into the cup, making it drinkable. Any non-magical diseases or poisons in the water will be removed. Holy and Unholy water are unaffected, as are acids and magical poisons and diseases. This power can be used unlimited times. When the command word is spoken by a cleric of the god who originally blessed the cup, healing values are doubled.

Misc: Candles, Dusts, Ointments, Incense, and Stones

Breala's Black Tar: A clay pot containing a thick tar-like substance. It radiates a faint magical aura if detect magic is cast. If the tar is spread on a surface, the surface becomes

extremely tacky. Any creature walking across the surface has their movement reduced to 1" unless they have a strength greater than 19. If spread on the hands and feet, the user gains 25% to their climb walls checks. It takes 1 round to cover a 5 foot square per person, and the effect will last for 1 hour. If spread on the hands, the effect will last for 7-12 rounds. A jar of Breala's Black Tar typically has enough to cover 10 square feet, or 10 applications to the hands.

Dark Stone: A fist sized piece of obsidian, a dark stone will radiate strong magic if detected for, but otherwise looks like a normal piece of volcanic glass. If held, it will communicate with its wielder telepathically, making them aware of its powers. Any light-based or Color-based spells cast in the presence of the stone will be absorbed and their effects nullified (including Light, Cont. Light, Moonbeam, Sunray, Dancing Lights, Color Spray, Prismatic Wall/Sphere, Rainbow Pattern, etc). Dark based spells are not affected by the stone, and the stone can only absorb spells when held. A total of 50 spell levels can be absorbed, and when found, a stone typically has 1d10 spells-levels all read used. Once 50 spell-levels have been absorbed, the stone turns to dust.

Magnet Stone: A large, 10 lb smooth hematite ball that radiates moderate alteration magic if detected for. When a command word is spoken, the stone instantly magnetizes, pulling all iron and steel objects towards it. The apparent mass of the stone increases to 500 lbs, and the magnetic pull has a range of 100 feet (yards). All objects thus attracted will move towards the stone at a constant rate of 20", reduced by the ratio of the mass of the object to the stone. As such, a fighter in plate mail armor weighing a total of 250 lbs will be moved towards the stone at a rate of 10". Objects over 500 lbs are too heavy to be moved by the stone. If an object is worn or held by a creature heavier than 500 lbs, it will be pulled out of their grasp if a saving throw vs breath weapons is failed. A giant may be able to keep his sword from being pulled away, however it would be impossible to use in combat. A creature that weighs less than 500 lbs will be pulled towards the stone with their equipment unless they release it or remove it. Objects affixed to solid objects (chains bolted to walls, iron doors, etc) must save vs normal blow (as hard metal) or be pulled loose.

Rainbow Candle: This simple wax candle radiates weak magic. When a command word is spoken, the candle will light spontaneously, and give off a warm orange glow (the candle can also be lit by standard methods). If a name of a color is spoken aloud within 10' of the candle, the light will shift to that color over the course of 1 round. Any color in the visible spectrum can be generated by the candle. The candle cannot create patterns or multiple colors together. The color can be changed but once per round; if any other colors names are uttered during the 1 round transition, they will have no effect. The candle can burn for 2 hours before expended, and 2-5 candles are typically found.

Rium's Door Block: When a line of this paint is drawn across a doorway, the door is completely ignored by all but the painter. Once closed, anyone passing by the door on the marked side will be completely unaware of the door's presence. On the unpainted side, the magic has no effect (though both sides can be painted). The door is not invisible on the painted side, however it is ignored with a similar effect as the *sanctuary* spell. The effect lasts for 2d4 turns, and there is enough paint for 4+1d4 uses.

Rium's Tincture of Detection: This vial contains a clear fluid, which smells slightly of iodine. If a few drops are poured into another liquid, the liquid (or a small portion thereof) will change color, giving the character information on the liquid

- No Change: Clean, safe to drink
- Black: Poison
- Yellow: Alcohol
- Green: Acid
- Red: Dirty, unsafe to drink (e.g. brackish water, spoiled milk)

The liquid will not alter what it is poured into, thus potions can be tested for poison without ruining them. If more than one fluid is present (e.g. poisoned alcohol) the effect will manifest as a swirl of all applicable colors. It will not identify if a liquid is magical in nature, but magical poisons or acids will be detected correctly. The vial typically contains enough liquid for 10 applications.

Whisper Stones: These 1 lb polished stones disks appear unremarkable. If a character is holding one of the disks within 2 feet of their mouth and speak in a loud and clear voice, all other stones of the set will emit the voice of the speaker at the level of a low whisper. From 2 to 4 disks will be found in a set. The stones function up to 300 yards.

Roll 1d6 to determine the number of stones

- 1-3: 2
- 4-5: 3
- 6: 4

Misc: Household Items and Tools

Blessed Torch: This torch is made from hard wood, wrapped in a thin layer of ornate hammered silver. When lit, it provides light in a 20' radius, and will burn for 3 hours. Once lit, the flame is actually magical in nature, and cannot be extinguished by wind or water. The flame gives off heat, but will not light anything flammable. When lit, no undead can enter the radius of light unless they succeed a save vs spell at a -4 penalty. Even if they make their save, they will take 1 HP of damage per round and suffer a -2 penalty on the attacks and saving throws as they are slowly burnt by the holy light. As such, many undead who do make their save choose to flee of their own free will. Once the flame burns out, the magic is spent and the torch loses all power. A darkness spell cast on the light will temporarily dampen the power, but the item is allowed a save vs magic (using the throw of the character holding the torch).

Brand of Corruption: This cursed pig-iron brand contains the mark of a foul and twisted sort. If a command word is spoken, the mark will heat to a glowing red. If the brand is touched to the skin of a helpless victim, they must save vs magic or become marked. The mark cannot be removed by any normal means: if the skin is cut away or burned, the mark will appear somewhere else on the body within 24 hours. Once marked, the victim will slowly fall under the power of the cleric. Each day they lose 1 point of both wisdom and constitution as their energy is drained away. Once either score reaches 0, the character will fall dead. That night, they will rise as a ghoul, under the command of the cleric. If the cleric is slain, they will turn feral and seek living to flesh to feed on, as any other ghoul. The mark can only be cleaned by *remove curse* followed by *bless*. Once a character is turned into a ghoul, they cannot be saved

Changing Coin: A coin of silver, electrum, gold, or platinum, radiating alteration magic. If placed into a pouch with other coins, it can turn up to 50 coins into coins of the same type as itself once per week. When found, the coin will be of the following type (roll 1d10)

- 0-3 = Silver
- 4-6 = Electrum
- 7-8 = Gold
- 9 = Platinum

Coin of Location: When activated by a command word, the activator will know the exact location of the coin if it is within 500 yards. After 24 hours, the effect fades.

Emitt's Everfull Trap: This rectangular trap of coiled steel wire (chicken wire) radiates minor summoning magic. If set and baited, and a type of animal spoken, the nearest animal of that type within one mile will be drawn to the trap. The user can name a general type (mammal, bird, etc), genus (canine, raptor, etc), or specific species (gray wolf, peregrine falcon, etc). Once captured, a trapped animal will not struggle to escape or break free unless it makes save vs magic. Only natural animals are affected by the dweomer. The trap can be set once per week.

<u>1d100</u>	<u>Trap Size</u>
• 1-50	1'high x 1'wide x 2'deep
• 51-90	3'x2'x4'
• 91-00	5'x4'x6'

Everlasting Chalk: This small piece of white chalk can be used to draw on any hard surface. Any marks made by the chalk are permanent and cannot be washed away. *Universal Solvent* will dissolve the chalk, and a *dispel magic* will remove the effect on any drawn lines. The chalk is consumed as fast as any other piece of chalk, and are prized by mages who use them to draw magical circles.

Key of Many Doors: This heavy iron key will magically re-size itself, so as to fit into any sized lock. If placed into a keyhole, a command word can be spoken, setting an invisible marker on the doorway. When the key is placed in a different lock, and a second command word is spoken, a portal will be opened between the first 'marked' door and the second door. Once opened, the user will be able to enter the second doorway, and exit the first 'marked' doorway. As many creatures can pass through the portal as long as it is opened, but once the door is closed, the portal vanishes. The trip is one way however, nothing can pass from the 'marked' door to the second. Note however the the key will not actually unlock any doors, if locked they must be opened by other means. The mark can be seen by *True Seeing* and can be removed by a *dispel magic* cast on the door. The two doors must be less than 1 mile apart for the portal to function.

Lucky Coin: When flipped, the user of the coin can predict the outcome of the flip on a successful charisma check (1d20).

Maul of Driving +2: This massive hammer takes two hands to use effectively as a weapon. When used in combat, the maul does 1d10+2/1d10+2 (M/L) damage with a speed factor of 10. On a successful hit, there is a 5% chance that the maul will drive the target into the ground. The target (regardless of size) sinks shin-deep into the ground. Getting out takes a full rounds action. The sunk creature suffers -2 to their AC and loses any dex bonus due to dexterity.

Maul of Driving Mark 2 (Alternate Version): The large maul can be wielded as a two handed weapon by anyone with a strength of 15 or greater. Used as such, it is a +2 weapon which deals 1d10 damage. On any successful hit, there is a 5% chance that the ground beneath the target to sand. The target is magically driven into the sand shin-deep (no save). Getting out of the sand takes one full rounds actions, and until the target gets out they suffer a -2 penalty to their AC and lose any dex bonus. If there is a cavity under the subject, it is possible that a hole is opened, through which the sand and target will fall (save vs petrification to catch self).

Ex: A hill giant is stuck by the hammer, and the roll to check if he sinks is successful. The ground under the giant is turned into sand ~3' deep (enough to sink the 16' giant to his shin) and the giant is driven to the bottom. If this occurred on the second story of a castle, with less than 3 feet between floors, a hole to the floor below will be created, and the sand and giant will fall through (unless the giant makes a save).

Mystic Quill: This item appears as a feather from a flying creature, most commonly a griffin, sphinx, or giant eagle. If magic is detected for, the quill will radiate a moderate alteration enchantment. If a command word is spoken, and a small mark placed on a sheet of paper or parchment, the quill will sync with the paper. At any point in the future, anything written by the quill will appear on the marked paper. Only one piece of parchment or paper (of maximum size 1' by 4') can be marked at a time, and once the parchment has been filled no more markings will appear.

Red Handed Coin: When activated with a command word, this coin will color everything it touches red. The coin will continue staining objects for one week, and the color will last for one additional week. The red stain can only be seen by the activator of the coin, or by use of *True Sight*.

Returning Coin: If a command word is spoken before this coin is given away, the magic will be triggered. Exactly twenty-four hours later, the coin will vanish, returning to the person who activated it.

Storage Loop: A length of cloth rope, this magic item has the ability to open portals to small pocket planes. If the rope is tied into a circle, and a command word spoken, any items dropped through the circle will vanish. In truth, the items are in stasis in a pocket plane, safe until the command word is spoken again, at which time all items thus stored will re-appear, falling from the bottom of the circle. A number of different "pockets" can be accessed, each with a different command word.

<u>1d100</u>	<u>Length</u>	<u>Pockets</u>	
• 1-50	2'	3	
• 51-75	4'	4	
• 76-95	6'	5	
• 96-00	8'	6	

In all cases, a total of 500 lbs can be stored (either in 1 pocket, or distributed amongst all). If the circle of rope is placed on the ground when the command word is spoken to call the items back, they will appear on the floor inside the circle. The storage loop can be untied at any time. The rope will still radiate magic, but no effect will occur if the command word is spoken unless it is tied in a circle. Thus, items can be stored in the loop, the rope untied and stored, then taken out and re-tied to recover the items. There is a 10% chance that each pocket plane contains some random item when found (typically mundane items, though possibly something of value). If the rope is cut or destroyed, the link to the pocket planes is severed and any items stored are lost forever (save for a wish spell)

Unlucky Coin: The possessor of the coin is doomed to bad luck. They suffer a -1 penalty to all ability checks, attack rolls, and saving throws. Unlike most cursed items, nothing prevents the possessor from giving the coin away (though they may have no reason to suspect the coin).

Wax of Silence: A small tin of a soft malleable waxy substance, which radiates faint magic. If a pinch is balled and stuffed into both ears, the wax will block out all sound. As such, the user will be immune to the effects of any effect requiring sound and certain other magics. Blocked effects include any monsters vocal magics such as a harpies charming song, bardic music, *command*, *charm person*, and *suggestion*. However, the user also suffers all penalties of being deafened while the magic is in effect. Once applied, the magical protection will last for 1 turn and the wax cannot be removed before the magic fades (unless a dispel magic spell is cast). A tin typically has enough wax for 10 uses.

Misc: Musical Instruments

Discordion: This odd instrument consists of an air-bladder and a small set of keys, that when pressed while the bladder is compressed control the pitch of the escaping air. This accursed creation has been described to sound like the cross between an banshee and a dying basilisk.

When played, all creatures within 40 feet are deafened (no save) for 1d6 rounds, and must make a save vs magic or suffer the effects of the 4th level MU spell *confusion* for 1d4 rounds. Creatures who cannot hear or are deaf are immune to the effects of the magic. The player of the instrument is immune to the effects.

Misc: The Weird Stuff

Capsule of Remembrance: A small waxy pill, containing a mixture of foul smelling and unrecognizable reagents. If swallowed immediately before a spell is cast, a wizard will retain the spell in their mind and not lose it after casting. The spell must be cast within 3 rounds of swallowing the pill, and only the first spell cast will be retained.

Deck of Summoning: This deck of 50 cards radiates powerful summoning magic. The faces of the cards shift and change when viewed; all that can be confirmed is that they contain the images of animals, and a number 1-5. When a card is drawn and thrown to the ground, the DM rolls 2d10 and consults the following table.

<u>d10</u>	<u>Animal</u>	<u>Number</u>
• 1	Wolf/Dog	1x 5 HD
• 2	Ape/Monkey	1x 5 HD
• 3	Eagle	1x 4 HD + 1x 1 HD
• 4	Cat	1x 3 HD + 1x 2 HD
• 5	Boar	1x 3HD + 2x 1HD
• 6	Beetle	2x 2HD + 1x 1HD
• 7	Ant	1x 2HD + 3x 1HD
• 8	Raven	1x 2HD + 3x 1HD
• 9	Badger	5x 1HD
• 10	Spider	5x 1HD

The first die determines the animal (left), the second die the number of animals summoned (right). Ex: The first die rolls a 4 and the second a 6: three cats will be summoned, a single 1 HD cat and a pair of 2 HD cats. The exact animal summoned will be determined by the HD (a 3 HD cat would be a Cheetah, while a 5HD cat may be a tiger or lion). For animals where HD to not scale, simply increase or decrease the size of the animal appropriately (a 5 HD boar would be quite large) along with it's attacks and damage.

When the card is thrown to the ground, it catches flame and burns away, and from the smoke will appear the summoned animals. The animals will attack the foes of the summoner for 10 rounds (or until killed) after which they will turn to smoke and blow away. The only control the summoner has over the animals is to command them to attack or heel: they will attack only the foes of the summoner, but the summoner cannot direct them to attack specific targets.

There are 50 cards in total, five for each animal. A total of 5 HD are always summoned, but the second d10 determines the distribution (from 5 weak animals to a single powerful one). Once a card is pulled, it is gone from the deck. Typically, when found, 3d6 cards are all ready missing. Because of the magic on the deck, even true seeing cannot

determine what card will be pulled next, as the card continues shifting until thrown to the ground.

Dragon's Teeth: Found in sets of 5-10 (1d6+4), these coin sized teeth radiate moderate alteration magic. If planted in the ground, a second level fighter (equipped with Splint Mail + Shield (AC 3), Longsword, Spear, and 2 Javelins) will sprout from each seed, and loyally fight at the command of the user. The fighters will last for 1 turn or until killed before vanishing.

Gamblers Dice: This magical pair of gamblers dice are made of simple ivory, cut into cubes, with each face painted. Each die has its faces numbered 1 to 6, with one die having the numbers in red, the other in black. Once per day, the pair of dice can be rolled before an action. The result of the red die is subtracted from the result of the black die, and the result is added or subtracted from the characters next roll. Applicable rolls include skill checks, attack rolls, saving throws, proficiency checks, or the like. Non-Applicable rolls would include damage. When used, 2d6 should be rolled along with the applicable roll, with one dice marked to be the (+) and the other the (-) Example: Before taking a shot with his bow, Teric used his dice, rolled a black 5 and a red 2. He gets +3 (5-2) on his attack roll. 1 in 4 of these dice are weighted (cursed), so that the value of the red die is actually 2 greater than it appears. The player will still roll, but the DM will subtract 2 from the result. Example: the player rolled a black 4 and a red 5, giving him -1 (4-5). However, the red 5 was REALLY a red 7, giving him a -3 (4-7)

Portable Wall: This item appears as a 5"x5"x1" innocuous stone block. If examines, a pair of small buttons will be noticed on one of the flat sides. If the first button is pressed, the wall will rapidly expand up to 10'x10'x3', or until a barrier is reached. The second button will cause the wall to shrink back to its smaller size. If horizontal when expanded, the wall will affix itself to the surfaces it touches, become a solidly connected as a permanent piece of masonry. The wall will be detectable on 1-3 on a d6, except by dwarfs and gnomes, who will always detect the wall as being out of place. The wall cannot be moved from the far side, though normal means of tunneling can be used to break through it. If the wall is broken down, or it is subjected to *Stone Shape* or similar spells the wall will be permanently destroyed. The button to shrink the wall will always be on the side of the person who activated the wall. The wall can form any shape, with a maximum size of 10' per side, so it can block off oddly shaped tunnels and caves. If horizontal when activated, the wall can be used to create a bridge or balcony, as the wall will affix itself to the surface it makes contact with, though the size restrictions remain the same.

Rotting Graft: A magical arm of preserved flesh. If placed against the area of a missing arm, it will automatically graft itself to the host, giving the host full control as if it was his own limb. The host is granted +1 strength, but takes a -1 constitution penalty. After 7-12 (1d6+6) weeks, the limb begins to rot. In the first week after rotting begins, the host loses the +1 strength bonus. In the second week, they suffer a -4 reaction penalty due to the smell of rotting flesh. In the 3rd week, the arm becomes limp and useless. On the 4th week, the arm slumps off. When the arm falls off, the reaction penalty is removed, but the constitution loss can only be restored by a *wish*. The arm can be cut away early if so desired with no additional penalty.

Shatter Flare: This fragile item is used often by scouts to communicate over vast distances. The flare is a hollow glass sphere 2 inches in diameter. The globe is filled with a thick colored fog, inside which moves a dim light source. When broken, the ball of light brightens and flies directly upward, to a height of 100' (or until a solid surface such as a stone ceiling is reached). There, it will hover for 5 turns. On a clear day, this light can be seen from up to 8 miles away (assuming a clear line of sight), double that at night. The flare will illuminate an area of 100' radius as bright as a *light* spell. The color of the light can range across the spectrum, though it cannot be changed once created. The sphere is very fragile, and

care must be taken to protect it from blows lest it be broken early. Additionally, the unbroken sphere gives off light as a normal candle, but can be 'hooded' by covering the sphere with an opaque cloth.

Thurible of Discord: This item appears by all examination to be identical to the Thurible of Harmony. However, the first time the item is used with someone who is cautious, hostile, or threatening in the area of effect, the true dweomer will express itself, and everyone inside the area of effect must make a saving throw vs magic or become immediately hostile to the bearer of the thurible, and will immediately engage them in melee combat.

Thurible of Harmony: This iron censer is attached to a 3' metal chain. If a piece of incense is placed inside the chamber, and the thurible swung gently to spread the smoke, a sense of calm and well being will affect all those who stand within the area of the smoke. The smoke which emits from the thurible will spread at 5' per round, until a 20' radius is reached. The smoke is thin, and does not significantly affect sight. Anyone inside the area of effect will feel a sense of calm, and their reaction will be improved to the next most favorable level (Hostile -> Threatening -> Cautious -> Indifferent -> Friendly) in relation to everyone (not just the user).

For both items, a strong wind will blow the smoke away, and reduce the area of effect to only a 3' radius from the user. The magical effect will last for 10 rounds after anyone leaves the area of effect after being influenced by the thurible.

Armor and Shields

Collapsing Armor: This magical suit of Full Plate Mail (determine magical bonus from DMG) shows no ill effect until used in battle. While it does protect the wearer, there is a 15% chance whenever the wearer is struck in combat that every buckle, clasp, and tie-off on the armor instantly comes apart, causing the armor to fall to pieces on the ground. Putting the armor back together and donning it takes 3 turns (as buckles and straps that are normally not detached when armor is removed come apart), though with assistance is can be put back on in 2 turns.

Dragon's Scale Buckler +1: This small 9 inch buckler is actually the massive scale of an ancient dragon, fitted with a grip. When used as in combat, it provides +2 AC vs a single attack each round (user must declare who they will use it to defend against before the attack is rolled). In addition, the shield grants the wielder +1 to all saves against the appropriate element (fire for a red dragon scale, lightning for blue, etc).

Shield of the Saint: This holy shield contains a small relic of a venerated saint, and has been blessed by a lawful good deity. Any non-good character who tried to use the shield suffered 2d4 points of damage. A good character can use the shield, but gains no magical benefits, and it behaves as a +1 shield in the hands of a LG non-paladin. In the hands of a paladin, the shield is treated as a +3 medium shield. Additionally, once per day the paladin can project an invisible wall of protective force around him. The wall extends in a 10' radius around the paladin, and deflects all non-magical missile attacks (see *Protection from Normal Missiles*). The effect lasts for 2 turns. The paladin and his companions are not restricted from firing *out* of the area of effect, but all attacks coming *in* are deflected.

Thorned Shield +2: This +2 wooden shield (medium shield, AC bonus 3) is indistinguishable from any similar magic shield. In the hands of a druid, ranger, or bard, the shield will telepathically communicate its a command word to the bearer and the true magical power. When the command word is spoken, the front of the shield will become covered in a nest of 1-3 inch long iron-hard curved thorns. As such, the shield can be used as a

weapon, and any creature struck by the shield takes 2d4+2 damage (half blunt, half piercing). This counts as a normal attack, but the shield can be wielded as an off hand weapon with the appropriate penalties if desired, and a high level ranger can make multiple attacks if applicable. Additionally, the shield can be "stuck" to any surface, even one coated with by *grease*. Only a creature of strength 20 or greater, or by speaking a second command word (which withdraws the thorns) can the shield be removed if used in such fashion.

Weapons

Arrow of String Snapping: This cursed arrow appears to be an enchanted +1 arrow. Once placed in a quiver, it will always appear in the users hand when they reach for an arrow. Whenever fired, the bow string must make a saving throw vs normal blow (as rope, thin) or snap. If the bow is enchanted, the save is made with the level of enchantment added to the dice roll. A snapped string can be replaced, however if the string of an enchanted bow is snapped, the bow loses its enchantment and the bow is ever after a normal bow. The arrow never breaks when fired, and can be recovered indefinitely, retaining its +1 enchantment, until a bow fails its saving throw, at which point the magic fades and the arrow becomes inert.

The Broken Blade: This ancient longsword was once a fabled weapon of its own right, carried by a great warrior in times long passed. One day, the blade's bearer's courage faltered, and the blade was shattered by the killing blow of the great giant king. Rumor has it that one of the warriors companions survived, and fled with the shards of the blade. Recently, several magical weapons have surfaced, their appearance similar to the fragments of the fabled sword.

- **Half-Blade:** This enchanted short-sword appears as the base of a shattered sword. The remaining blade is about 20 inches long, and the hilt long enough to be held with two hands. Even though it is oversized, the blade feels light when held, and can be used effectively by anyone who can use a short-sword. The blade has a +2 enchantment, and if held in both hands grants the user a strength of 18/51 for 1d4+1 rounds (can be used 1/day, and the blade must be held in both hands or the effect dissipates).
- **Spear of Deception:** This spear is made from a 6' long shaft of wood, tipped with a 4 inch point which looks like the tip of a sword. When held, the spear can be changed in length from 4' to 12' by uttering a command word (the spear will telepathically communicate the command word to the user). When used in combat, the length of the spear appears to alter randomly, changing in length by 6"-20" randomly of its own volition, making it hard for a defender to predict when and where a blow is coming. Because of this, the user gains +4 on his "to hit" rolls. The spear is treated as "+2" in respect to overcoming damage resistance, but grants only +1 to damage (1d8+1).
- **Macuahuitl of Wrath:** This +3 weapon appears as a 3' long wooden club shaped like a sword. Along the "blade" edge of the club are affixed shards of steel of various sizes, creating a harsh seated edge. The bladed side of the weapon deals damage as a +3 short sword (1d6+3/1d8+3) while the blunt side deals damage as a +3 club (1d6+3/1d3+3).

Blade of Souls: This blade was created by the evil god of death, to help spread chaos and destruction. While the blade itself is not evil, particularly devout lawful good characters may find their deities displeased to find they are using it. When found the blade acts as a

normal +1 sword. However, part of the life force of each life it takes is stored in the blade. After a total of 100 Hit-Die have been slain with the blade, the blades strength increases, giving it a +2 enchantment. When a second 100 HD have been killed by the sword, a second transformation happens, this one unpredictable (consult the following chart).

Roll 1d20

- 1-3: Sword becomes +3
- 4: Sword becomes +4
- 5-6: Sword does additional 1d4 fire damage
- 7-8: Sword does additional 1d4 cold damage
- 9-11: Sword heals 1d2 HP to user whenever it deals damage
- 12: Sword drains 1 pt of strength from target when it deals damage
- 13-14: Sword grants user +1 strength
- 15: Sword grants user +10 bonus hit-points when held
- 16-17: Sword becomes morphic (can change shape to any blade from a dagger to a two-handed sword at will)
- 18: Sword reduces the users max HP by 10, and drains an additional HP for ever day that the blade does not draw blood. Once a total of at least 1 HD of creatures have been slain, the drained HP return (but the lost 10 are permanent as long as the blade is in possession).
- 19: Sword becomes hungry for blood. For every day that passes without the user doing combat with the blade, the user must make a save vs. spell or go into a bloodlust for 10 rounds, attacking the first thing in sight. For each day that passes, the save incurs a -1 cumulative penalty.
- 20: roll twice, ignore 20.

Every time 100 HD are slain, re-roll, and replace the old power with the new one.

Blade of Essence: This +2 sword contains a small hollow (0.5 inch diameter, 1.5 inches long) in the grip, hidden under a removable pommel, into which small items can be placed. While this can be used as a simple smuggling device, its true purpose is much more powerful. When a creature is slain, the sword is able to absorb some of the power of the creature. To do this, a small part of the slain creature must be placed into the hollow (scale, clip of hair, claw, etc). This must be done within 1 turn of the creature being slain. When this occurs, the item is instantly consumed, and part of the power of the slain creature is transferred to the blade. While an exhaustive list of powers would take pages, several examples follow, from which the DM can extrapolate.

- Clip of Hill Giant's Hair: Grants user 18/01 strength (18/51 for stone, 18/76 for Frost, etc).
- Displacer Beasts Claw: *Blur* 2/day
- Orc's Blood: Infravision
- Ochre Jelly Dripping: +1d4 acid damage
- Ashes of a Fire Elemental: 50% fire resistance
- Dragon Scale: Beam-like elemental attack for 2d8 damage (2/day)
- Trolls Tooth: +2 Constitution
- Pixie Wing: Invisibility 1/day

The power will stay with the blade until a new item is placed into the hollow, at which point the power will either permanently deactivate (if it is an inappropriate item) or be replaced by a new power. For example, if a rolled up piece of paper is placed in the hollow, it will deactivate the power, but not give the blade a new power or be consumed (since it is not an appropriate item). A living creature or part of a creature that has been dead for more than 1 turn will have the same result.

Bullet of Entwining: This magical item appears as a large acorn or walnut. If used as a sling bullet, it grants a +2 *to hit* bonus, but deals no damage. Instead, the target must save vs

spell or become wrapped in a mass of vines that sprout from the seed. The vines restrict movement to 25%, and make any actions requiring the arms impossible, however a successful bend bars roll allows the target to break free (one attempt per round). Attacks made against the target are at +4 to *hit*. After 1d4+2 rounds the vines dry out and turn to dust.

Blade of Mirrors (cursed item): Whenever a natural 1 is rolled on an attack, the blade resonates as it strikes its target. No damage is dealt, and worse, the target vibrates, and is split into two identical copies of himself (one real, one false). The effect is similar to that of mirror image, in that any attack directed at the target has a 50% chance to strike the false image and 50% to strike the real target. Unlike mirror image, the false image does not vanish when struck, but will persist for 1 turn or until dispelled. Additional natural 1s can create additional false copies.

Gap Finder: A +2 Lance, this weapon is enchanted to find the chink in any suit of armor. Any target in plate mail or better armor is treated as if being AC 5, while a target in splint or banded mail is treated as if AC 6, chain/scale mail treated as AC 7, and ringmail treated as AC 8 (though magical bonus, high Dex, and shields can improve this). Leather, studded leather, hide, and padded armor are treated as normal, as are monsters whose AC is granted from their natural toughness.

Heavy Bolt: When fired, this enchanted heavy crossbow bolt increases in size rapidly while maintaining its velocity, until it is the size of a javelin. It grants no bonus, but is treated as +2 in terms of damage resistance, and on a successful hit deals 2d6 damage to S/M creatures and 3d6 to L creatures.

Javelin +2, Longarm: This +2 javelin can be thrown up to double the range of a normal javelin (12"), and no penalty is applied for medium or long range (everything is considered short range). Unlike magical arrows, the javelin does not lose its magic when thrown.

Light Crossbow +2, Bone Bolt: A crossbow created by an evil necromancer to arm his skeletal knights with. Created from assorted human bones, with tendon for a string, the crossbow is able to fire normal bolts, with a +2 to hit. If a command word is spoken when the bow is cocked, a bolt will appear, seemingly carved from a human femur. If a hit is scored, the bolt shatters dealing 1 point of damage to the target. The shards of bone pierce the skin of the target, causing extreme pain from any movement, resulting in a -2 penalty to AC and Attack rolls, as well as dealing 1 additional point of damage every round for 2d8 rounds, or until a *cure*-type spell is cast on the target as the shards continue to slice and cut. If the target remains completely still, no additional damage will be dealt for the round, but it does not count against the total time of the effect. Up to three bolts can be created as such per day, but they must be fired promptly or vanish in 1 turn.

Mace of the Ghoul +2: This foul mace is lined with small spikes, which are in truth extracted ghoulish teeth. Anyone struck with the mace must save at +2 or be paralyzed for 1d4 rounds. Elves, undead, and anyone immune to a ghoulish paralysis are unaffected (but still take normal damage).

Military Pick +2, Render: In addition to doing damage, any time a successful hit is scored against a target wearing armor, a Render tears holes and gaps in the suit, reducing the effective armor bonus by 1. As such, a suit of chain mail (AC 5) would be reduced to AC 6, while a second hit would reduce it to AC 7. The armor can be repaired by an armor or leather smith (as appropriate), however if the armor is reduced to an effective AC 10, it is destroyed. Magical armor and shields can save vs magic (using the wearers save, with +1 on the save for every + on the armor/shield) to avoid the damage, but non-magical armors are damaged automatically.

Ricochet Arrow: This +2 arrow is enchanted to bounce from target to target. When fired, if an attack roll determines a miss, the arrow ricochets from the intended target towards the next closest creature. A new attack roll is made on the new target. The arrow will bounce 1d4+1 times, or until a hit is scored. Note that if an ally is the next closest creature, they will be targeted on a ricochet.

Skimrende: This +2 short sword is cold to the touch. On an attack roll of 19 or 20, the blade does an additional 1d4 cold damage.

Snipers Bow: This +1 long bow provides the user with exceptional aim. The bow grants the user +4 on "to hit" rolls, though is only treated as +1 in terms of overcoming resistance to damage. Additionally, all ranges are increased by 25%. Thus, short range extends to 9", medium to 17", and long to 26".

Spear, +4 Singer: This magical spear made entirely from a single piece of mythril. If closely inspected, one will notice the 6' long metal haft is pitted with small holes. If the spear is gripped by the base and swung repeatedly in a circle, a high pitched melody will be generated as the air flows through the holes and out a small opening beneath the 6" blade at the end. Spinning the spear as such requires 6' of clear space on all sides. While the music is playing, hostile creatures within 3" of the bearer must save vs magic or become entranced. They will not move to attack or flee, but stand listening to the music play. They will defend themselves, but lose any dex bonus to AC if attacked, and if struck the trance will be broken. Once a creature makes a save, or has the trance broken, they are immune to the magic for 24 hours. The magical music can only be generated in air; it will not function underwater or in a vacuum, or in the area of a *silence* or similar spell. Once the music stops, any entranced creatures are instantly freed from the dweomer. In combat, the spear grants +4 to hit, and +4 to damage.

Sword +1, Undead Hunter: This magical blade acts as a +1 longsword in the hands of anyone besides a paladin. In the hands of a paladin, the sword is treated as +1, except against undead, where it is treated as +3 "to hit". Additionally, the paladin may forgo his attacks for a round, and attempt to turn a single undead creature. If he chooses attempt this, he must roll on the turn undead table, as if a cleric of 2 levels greater was attempting the turn. If an undead resists the turn, no additional turns may be attempted on that creature by the paladin.

Warhammer +3, Ringer: On a successful hit, the target must save vs magic (at +4) or be confused for 1 round as the hammer emits a piercing ring as if striking a bell. Creatures who cannot hear or are immune to sonic damage are not affected. There is a 5% chance that when a hit is scored, all creatures (including the wielder) in 5' must save vs magic (at +4) or become confused for 1 round as well. If used against stone fortification, the hammer deals 1/2 points of damage per strike (see siege warfare section of the DMG).

Artifacts

The Armor of Doran (Artifact): This suit of plate mail has been lost to history, its pieces scattered across the globe. It was once the armor of a great knight, who united a great kingdom and brought peace to the land. As a gift, his armor was blessed by the many gods of good, with each granting a separate blessing on a different piece of his equipment. After his death many decades later, the armor was passed down in his family. Generations later, when the rightful king died without an heir, many cousins and nephews came to claim the throne. As a compromise, each was given a piece of the armor, and the kingdom was broken into many parts, in order to avoid war. As with all things, time saw the end of each of the separate lands, due to war, famine, or revolution. The pieces of Doran's armor were lost, as the heirs fled or were killed.

Description: The armor appears as a masterful example of the craft. Made from the finest steel, the armor is light and thin, and does not seem to have tarnished with age. The surface is covered in fine engravings and patterns. The armor does not radiate magic.

Powers: If any piece is worn by an evil creature, they will suffer 3d10 damage. A neutral creature can wear the armor without any negative effects, and only partial benefit. A good creature will enjoy the full benefits of the armor. If the armor is worn by a lawful good creature, the armor will telepathically communicate with them the full benefits of the armor, and any command words.

The powers of each item are for good creatures. Neutral creatures will gain the effect in parenthesis

Cuirass: The cuirass provides a magical bonus of +3 to AC (+1 AC for neutral)

Helmet: The helmet provides immunity to mind affecting spells (+2 to saves vs mind affecting)

Spaulders: Casts *Protection from Normal Missiles* 1/day when command word is spoken (no effect)

Gloves: Act as *Gauntlets of Ogre Power* (same, but increases strength to 18, not 18/00)

Cuisses: Provides a magical bonus of +2 to AC (no effect)

Grieves: Elemental Resistance: +2 to saves and -1 damage/die on fire/cold/electricity attacks (+1 to saves vs elemental attacks)

Boots: Doubles movement speed 3/day at command word (no effect)

Shield: Acts as a +2 shield, and has a mirroring effect that reflects gaze attacks and has a 50% chance to reflect a lightning bolt or similar effect such as blue dragon breath (+1 shield).

The armor can be mixed with a normal set of full plate mail: if the cuirass is found, it be worn with a suit of plate mail, replacing that suits cuirass. Note: for items in pairs (gloves, spaulders, etc) both must be worn to gain any benefit.

If 4 or more pieces are worn by a LG creature, they gain +2 wisdom
If the entire set is worn by a LG creature, they gain the full benefits of being 1 level higher (including HP, Thac0, or spell casting). If the character is multiclass or dual class, the effect is applied to only one class, in the following order: Paladin, Ranger, Fighter, Cleric. So, a fighter/cleric level 3/3 would act as a 4th level fighter/3rd level cleric. Note: no XP bonus is given, so a 7th level Cleric with the suit would still be 7th level in terms of XP, but would have the full benefits of being 8th level.

Orb of Fire (Lesser Artifact): This relic appears to be an 8 inch diameter perfect sphere of black marble, with veins of deep red. Close examination reveals that the veins seem to throb, as if hot coals. The orb itself is warm to the touch, maintaining a constant 90 degrees Fahrenheit regardless of the air temperature. When held, the orb will shrink or grow (from 2" diameter to 2' diameter) at the will of the user, but will return to its native 8" size if left unattended.

Powers

1x I: *Obscurement* (1/day)

2x II: *Fireball* 4d6 (1/day), *Fire Shield* (1/day)

1x IV: 5% cumulative chance each day of summoning 1d4 hostile fire mephitis (count resets when mephitis summoned)

1x V: Total immunity to fire when held

1x VI: User's touch has 10% chance to ignite combustible material

Non-Magical Equipment

Flash Tube (mundane): A 9 inch long tube of ivory or bone, with each end capped, filled with a gray-white powder. If uncapped and blown, the powder will fly from the tube in a cone 10' long and 3' wide at it's end. The power itself is harmless, but if there is any open flame in the area of the cone, the powder will instantly catch fire. Any creature caught in the flame takes 1-2 damage, and must save vs paralyzation (at +2) or be blinded for 1-2 rounds. The fire burns for only 1 segment. 1d4+1 tubes are typically found.

Note: The power itself is only "flashable" if air-born. If poured onto the ground and lit, it would burn at a rate similar to kindling. Inspired by sawdust or grain-silo flash-fires, not gunpowder.

Holy Water Sprinkler: This non-magical mace has a hollow in the head, which is revealed by sliding away a hinged cap. When filled with liquid, the fluid will run through small holes and down ridges of the flanges of the mace. The mace was designed for clerics sent to fight undead. Holy water could be poured into the head, coating the mace and doing additional damage. When used in such a manner, the mace does 2 additional points of damage when hitting creatures susceptible to holy water. Even when the cleric misses his attack, spraying water will do 1 point of damage to the target. After 2d4 rounds, the water will have drained and the mace will act as normal. Evil clerics have been rumored to use similar items, with more nefarious liquids placed inside.

Firewire: A heavy flexible cord, firewire is purchased in coils of 50 foot length which weigh 10 pounds. The cord is about the width of a pencil, and can only hold 5 lbs of load without snapping. If lit with an open fire (a candle flame will do) the cord will flare up, and burn along its length at the rate of 25' per round. Any easily flammable materials in contact with the firewire (fabric, kindling, oil) will catch fire, however the flame is not hot enough to light solid wood. The wire can be cut without triggering the flame, and multiple firewires can be tied together to increase the length. If a character carrying a coil of firewire and is struck by a fire attack (fireball, flame strike, etc) the firewire must make a saving or catch fire, possibly lighting the clothes of the carrier on fire (saves as rope, but saves vs fire and magical fire are made at -6)