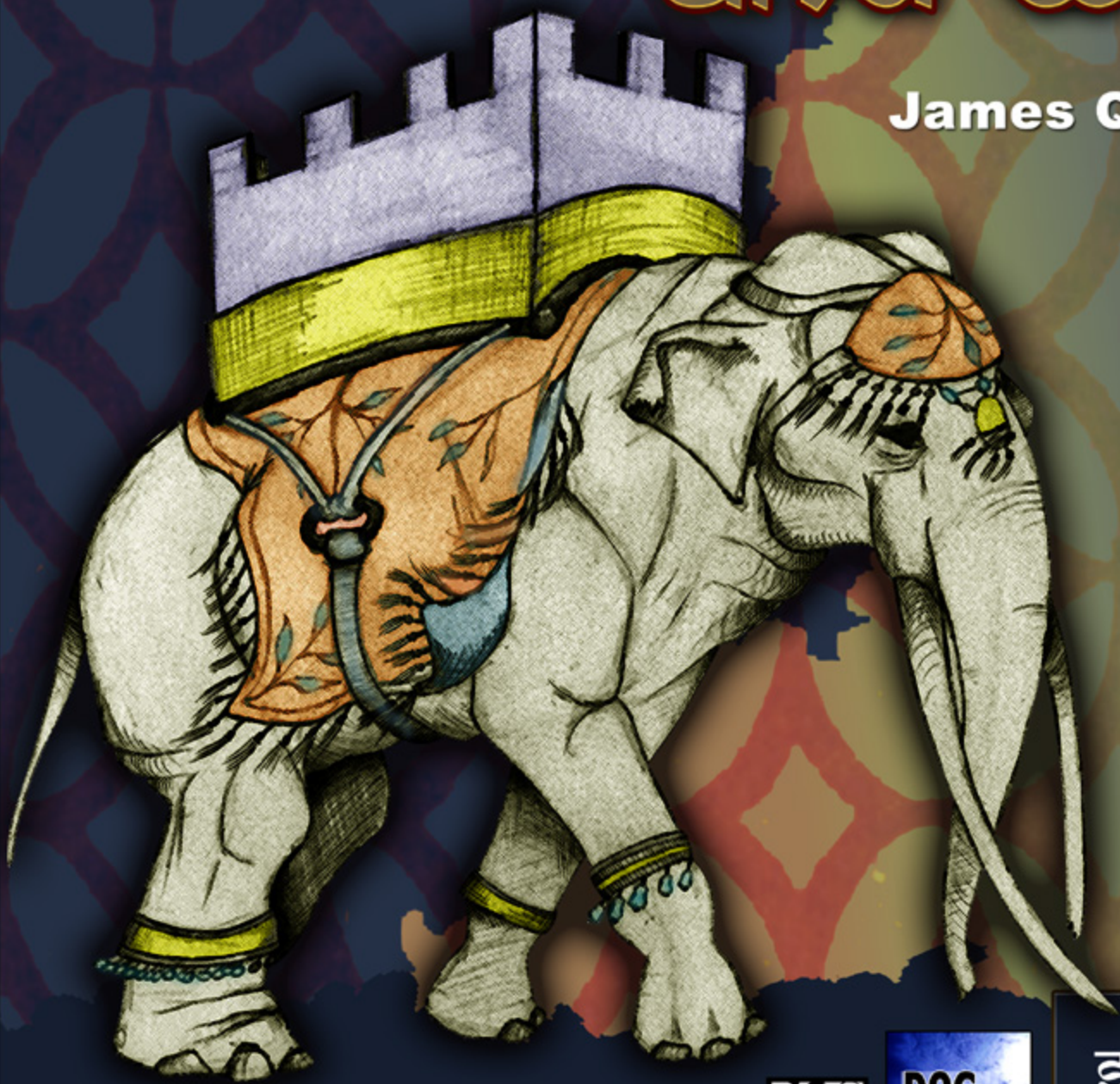


FOLK
LORIC
GEMS

ਫੋਲਕ ਓਰ ਲੋਰਿਕ ਬਾਰੇ ਕਥਾ

James Quigley



20
system

DOG
SOUL

A
इहोदरा
SOURCEBOOK



ਪੈਦਲਡ ਓ ਲਾਗ਼ੋਟ ਥਾਨੇ ਘਰ

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introduction

Welcome back to Sahasra.

The land of a thousand cities, lush tropical jungles, dangerous spirits, greedy wizards, beautiful maidens, and powerful maharajas, Sahasra once again calls out to those willing to find danger and adventure, fame and glory.



The land of a thousand cities, lush tropical jungles, dangerous spirits, greedy wizards, beautiful maidens, and powerful maharajas, *Sahasra* once again calls out to those willing to find danger and adventure, fame and glory.

Items of Magic and War is the latest in Dog Soul's Folkloric Gems, a series designed in support of our Folkloric books.

In this book you will find a plethora of weapons, both magical and mundane, that can be incorporated into any *Sahasra* campaign, or indeed into any campaign setting with a distinctly far-eastern feel to it.

Players and GMs alike will find things of interest in these pages, from iron bows, to how to ride and drive a war elephant.

Dog Soul will continue to support our Folkloric line with further Gems, in an effort to keep the various campaign settings alive and growing. We will endeavor to provide players and GMs with the tools they need and the background to keep their worlds fresh and intriguing. If you would like to see something included into the world of *Sahasra*, please let us know by going to our

website www.dogsoul.net and clicking on the "Contact Us" link.

Thank you for joining us on our journey to this fantastic world, and always beware of the tigers.

Sean C. Frolich
DOG SOUL

Weapons of Sahasra

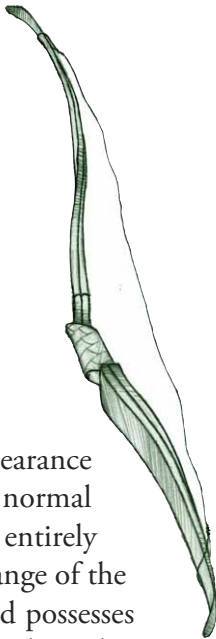
This section contains weapons for use by characters in the Sahasra campaign. The listed weapons are meant to be an addition to the list of armaments found in your GM’s sourcebook and are not meant to stand on their own. Some weapons that also belong to Sahasra’s culture, like the chakra, have not been included. The reason being that many of these weapons have already been covered frequently in other d20 products and need not be repeated here. Also, many of the weapons from ancient India are so comparable to their Western equivalents that they need not have their own section. In Table 1-1 you will find the Sahasra names for Western weapons that they are modeled after. The supplemental weapons are unique enough, however, to have a special mention and are highlighted after.

Supplemental Weapons

The Dhanu (Metal)

Cost: 125 gp
DMG (S): 1D6
DMG (M): 1D8
Critical: x 3
Range: 100 ft
Weight: 4 pounds
Type: Piercing
Category: Martial
Hardness: 10
HP: 5

The metal dhanu is similar in appearance to a normal composite longbow (or normal dhanu), but is manufactured almost entirely from steel. Although this reduces the range of the weapon, it does not sunder as easily and possesses a greater durability. All dhanus are made with a



strength rating. This strength rating is added to the damage dealt by this weapon if the wielder’s strength equals or exceeds the dhanu’s rating. A user whose strength does not equal the rating suffers a -2 penalty to attack rolls. The default strength bonus of a dhanu is 0 and for every additional +1 strength bonus the cost of the metal dhanu increases by 100 gp.

Bagh Nakh (Tiger Claw)

Cost: 5gp
DMG (S): 1D3
DMG (M): 1D4
Critical: x2
Weight: 1 pound
Type: Slashing
Category: Simple
Hardness: 10
HP: 2

The bagh nakh, or tiger’s claw, is a favorite weapon among assassins, as it can be disguised as easily as a dagger, giving it a +2 bonus to Sleight of Hand checks for concealment. The weapon consists of a simple steel bar, with two to four thin steel blades, each two to three inches in length. The attacks from the blades leave slashes similar to a tiger’s swipe.

The Khandas

Cost: 12 gp
DMG (S): 1D6
DMG (M): 1D8
Critical: 19-20, x2
Weight: 5 pounds
Type: Slashing (Piercing, see below)
Category: Martial
Hardness: 8
HP: 4



The khanda is a one-handed sword possessing a blade twenty-four to thirty inches long. The blade at the hilt is typically two to two and a half inches in width, but broadens steadily until it reaches three and a half to four in a half inches of width, before narrowing back down to form a point. The blade is light enough to be used as a piercing weapon, if the user is willing to use two hands on the grip and take a -1 to his attack roll.

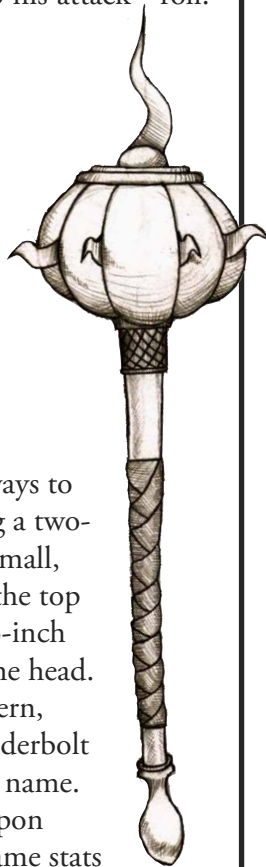
THE VAJRAGADA

Cost: 30 gp
 DMG (S): 1D8
 DMG (M): 1D10
 Critical: 19-20, x2
 Weight: 9 pounds
 Type: Bludgeoning and Piercing
 Category: Martial
 Hardness: 10
 HP: 15

The vajragada is similar in all ways to a normal gada, but larger and requiring a two-handed grip. Another addition is the small, four-inch long blade protruding from the top of the weapon, and the other three two-inch blades that protrude from the side of the head. The top blade typically has a wave pattern, symbolizing the mystical vajra, or thunderbolt weapon, which gives this armament its name. There is a cold-iron version of this weapon called a vajparigha, and possesses the same stats as above, but costs 300gp.

FAKIR’S HORNS

Cost: 2gp (1gp, see below)
 DMG (S): 1D6
 DMG (M): 1D8
 Critical: x3
 Weight: 4 pounds
 Type: Piercing



Category: Simple
 Hardness: 10
 HP: 4

Fakir’s horns is a spear capped on both sides by black antelope buck horns, making it a more organic weapon favored by druids, although they may optionally be tipped with steel. Boys are sometimes known to make a test of manhood by hunting for and returning with a suitable pair of horns. These receive a discount of 1gp from the local smith for finding a required ingredient for their first adult spear.

SPINE SWORD

Cost: 40gp
 DMG (S): 1D4
 DMG (M): 1D6
 Critical: 18-20/x2
 Weight: 2 pounds
 Type: Piercing
 Category: Martial
 Hardness: 10
 HP: 2

Sometimes also known as a fish spine sword, the spine sword is a short sword with a thicker blade and metal ‘teeth’ along both edges, curved slightly towards the hilt to give each side an appearance similar to a fish spine. The weapon would sink into an opponent but take out more flesh when it was withdrawn, greatly increasing the chance of a mortal wound.

THE NARACA

Cost: 15gp per 20
 Weight: 4 pounds per 20
 Type: Piercing
 Hardness: 7
 HP: 6

A naraca is an all-iron arrow used primarily to puncture heavy armor, especially that worn by war elephants. A fired naraca gives a +1 bonus to the attack roll of its user if employed against an opponent wearing



armor or protected with an armor or shield spell. A masterwork version of this arrow costs 10gp each and gives a +2 bonus to the attack roll when employed against armored opponents, and a +1 against all others.

THE MARATI

Cost: 45 gp
 DMG (S): 1D4/1D4 (Fire, see below)
 DMG (M): 1D6/1D6 (Fire, see below)
 Critical: x 2
 Weight: 10 pounds
 Type: Bludgeoning
 Category: Exotic
 Hardness: 5
 HP: 10

A marati is a six-foot tall quarterstaff, made mostly of wood. The middle four feet is usually made out of wood treated for fire resistance. The last foot on each side is capped with a steel ball. The weapon can be wrapped with dry cloth and both halves set on fire before an attack. This is especially effective against normal animals, such as elephants or tigers. Such creatures are required to make a DC 15 Will check if a visible, flaming marati wielder comes within 20 feet. If an opponent is hit with a flaming end of the marati, the victim must make a DC 15 Reflex check or catch on fire. The marati is considered a double weapon for the individual that has the two-weapon fighting feat.

THE ANKUS

Cost: 2gp
 DMG (S): 1D4
 DMG (M): 1D6
 Critical: x2
 Weight: 4 pounds
 Type: Piercing

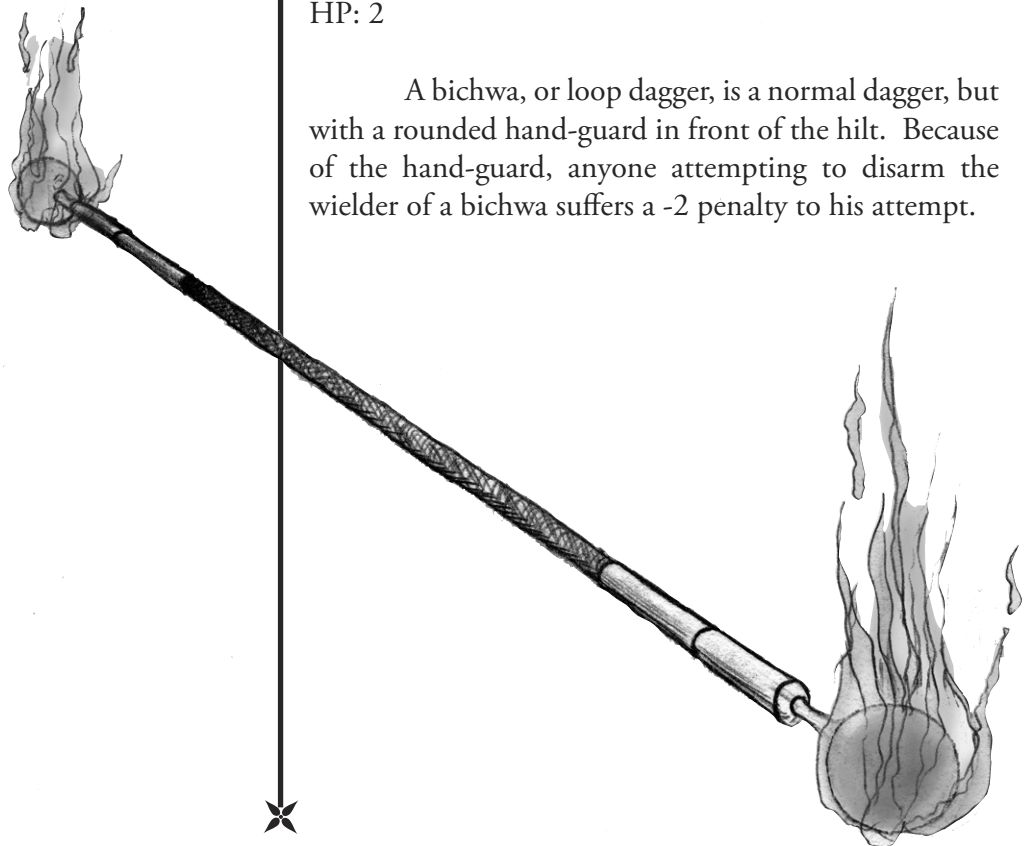
Category: Martial
 Hardness: 10
 HP: 5

The ankus is a shortspear, usually made entirely of steel but with a wooden layer or thin, leather strips wrapped around the metal haft. A curved hook protrudes from the shaft and turns in an almost U-shape, about a half foot below the point of the spear. The ankus is the normal weapon of an elephant driver (mahout), who rides on the top of the animal and uses the weapon for offensive purposes as well as a tool.

THE BICHWA

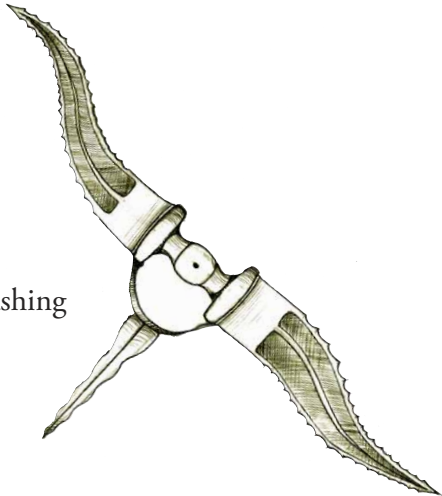
Cost: 10 gp
 DMG (S): 1D3
 DMG (M): 1D4
 Critical: 19-20, x2
 Weight: 2 pounds
 Type: Piercing or Slashing
 Category: Simple
 Hardness: 10
 HP: 2

A bichwa, or loop dagger, is a normal dagger, but with a rounded hand-guard in front of the hilt. Because of the hand-guard, anyone attempting to disarm the wielder of a bichwa suffers a -2 penalty to his attempt.



THE HALADIE

Cost: 25 gp
DMG (S): 1D3
DMG (M): 1D4
Critical: 19-20, x2
Weight: 3 pounds
Type: Piercing or Slashing
Category: Simple
Hardness: 10
HP: 3



This dagger is similar to a katar, or punch dagger, however with the addition of a curved blade on either side of the handle. This allows the user to either slash or pierce with the weapon. The handle itself is normally about four to five inches in length, and the blades extending from six to eight inches outwards.

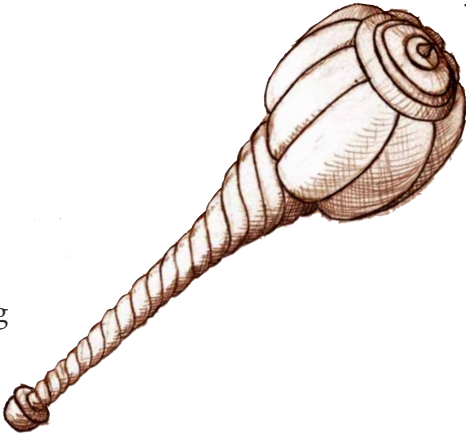
THE SAINTIE

Cost: 16 gp
DMG (S): 1D6
DMG (M): 1D8
Critical: x3
Weight: 9 pounds
Type: Piercing
Category: Simple
Hardness: 10
HP: 10

A saintie is a metal spear with one or two protected hand-guards near the center of the weapon. It is meant to perform in both an offensive and defensive manner. Defensively, it can be used to set against a charge, dealing double damage against a charging opponent. Fighting defensively with this weapon grants the user a +3 dodge bonus to AC as opposed to the normal +2 bonus.

THE GADA

Cost: 15 gp
DMG (S): 1D6
DMG (M): 1D8
Critical: x2
Weight: 7 pounds
Type: Bludgeoning
Category: Simple
Hardness: 10
HP: 15



The gada is a one-handed heavy mace, but with a slightly thinner haft than the Western version, and a head that typically looks like a slightly squashed onion. The haft is made from metal with a twisting pattern and wrapped in leather or cloth to provide for a better grip. The cold-iron version of this weapon is called a parigha and has the same stats as a gida, but costs 150gp.

TABLE 1-1:
Medieval Weapons and Their Sahasra Equivalents

Spear	Sula
Trident	Trisula
Bow (Short, Long, etc)	Dhanu (Short, Long, etc)
Battle-Axe	Parashu
Hand-Axe	Heti
Pick-Axe (Light, Heavy)	Zaghnal (Light, Heavy)
Arrow	Isu
Sword (Short, Long, etc)	Kadgha (Short, Long, etc)
Sickle	Datra
Dart	Bhindipala
Throwing Axe	Tomara
Club (Normal, Great)	Laguda (Normal, Great)
Javelin	Dantakantaka
Dagger	Asidhenu
Warhammer	Mudgara
Scythe	Dattar
Katar	Katar
Kukri	Kukri
Flail	Cumber-jung
Bastard Sword	Pattisa



armor of sahasra

It is ultimately up to the GM, but armor heavier than chain mail is not practical for the environment of Sahasra and should suffer additional restrictions in this campaign. A jungle environment is common, and so is the hot, humid air that goes along with it. This is not to say that wearing such heavy equipment is impossible, but the GM may contemplate adding additional restrictions to a heavily armored character. Increasing the armor penalty by one for heavy armor, increasing the speed a character wearing heavy armor suffers fatigue, and making heavy armor rarer and therefore much more expensive are all ideas the GM may introduce to maintain the 'reality' of his fantasy campaign.

That said, armor in Sahasra is very similar to armor in other campaigns. Chain mail is prevalent, and armor such as a breastplate is not unheard of. Shields of all kinds are often used, and helmets are a normal piece of many a palace guard's uniform. Below are a few pieces of armor that stand out as different among the people of Sahasra.

THE MADU

Cost: 20gp
Weight: 10 pounds
Shield Bonus: +1 AC
Armor Check Penalty: -1
Arcane Spell Check Penalty: 10%
DMG (S): 1D6
DMG (M): 1D8
Critical: x3
Type: Piercing
Category: Simple
Hardness: 10
HP: 5

The madu is an ironwood or steel buckler, with a fakir's horns spear attached to it so that it duals as a weapon and piece of armor. The spear portion can only be used with two hands and grants a -1 penalty to hit rolls due to the awkwardness of the weapon. Spell casting is also slightly more difficult than it would be with a simpler buckler. Since the weapon is attached to the buckler, the wearer gains a +5 bonus to resist a disarm attempt. However, if he is disarmed, he also releases the buckler.

RIVETED MAIL

Cost: 170gp
Weight: 35 pounds
Armor Bonus: +5 AC
Max Dex Bonus: +3
Armor Check Penalty: -5
Arcane Spell Check Penalty: 25%
Speed:
(30 ft) 20 ft
(20 ft) 15 ft
Hardness: 10
HP: 25

Riveted mail is similar to chain mail, but instead of several layers of chain mesh protecting the more vital areas, small sheets of metal are riveted to those areas instead. This makes the armor slightly lighter and allows for greater agility in combat. The arm motions required for activity such as climbing and swimming are still restricted, however.

KINKHAB ARMOR

Cost: 200gp
Weight: 15 pounds
Armor Bonus: +3 AC
Max Dex Bonus: +6
Armor Check Penalty: 0
Arcane Spell Check Penalty: 10%
Speed:



(30 ft) 30 ft
(20 ft) 20 ft
Hardness: 5
HP: 15

Kinkhab armor is expensive, and more common among the noble warrior caste. The armor consists of thick silk cords woven tightly together with silver and gold wire. The silver and gold wire gives an additional sturdiness to the fabric for combat purposes, while also allowing the flexibility such metal is known for.

A NOTE ABOUT HELMETS: Heavy military forces in Sahasra tend to wear helmets with movable nasal guards. Some helmets possess only one nasal guard, which can slide downwards to protect the face. The bottom portion spread to protect the front of the cheeks while the center is skinnier to allow the eyes to easily see. Other styles have three 'nasal' guards, one that can slide over the front while the other two slide forward of the ears to give more protection 45 degrees off in either direction of the front. On either version there is sometimes a chain sheet that drops to protect the back of the head, neck, and ears. It is up to the GM and players whether they find this information important to their sessions or merely an aesthetic bonus.

creatures of war

Cavalry is not unknown in Sahasra, and warriors on horseback are given a significant level of respect. However, the war elephants and their drivers, the mahouts, are the prized soldiers of the human kingdoms. Large amounts of money are spent in the training and equipping of war elephants, and their numbers dictates status for a ruler. Only the largest and brightest of elephants become weapons of war,

while most are simply used as workers. Likewise, only the most skilled mahouts may become recognized drivers for battle, since losing control of such a beast can be disastrous for one's own army.

WAR ELEPHANT

Huge Animal

Hit Dice: 12d8+60 (113 hp)

Initiative: 0

Speed: 40 ft

AC: 15 (-2 size, +7 natural)

Attacks: Slam +17 melee, 2 stamps +12 melee, trunk +12 melee, or gore +17 melee

Damage: Slam 2d6+10, stamp 2d6+5, gore 2d8+15

Face/Reach: 10ft by 20 ft (trunk up to 10 ft)

Special Attacks: Trample 2d8 +15, Trunk Snatch

Special Qualities: Scent, Berserk

Saves: Fort +12, Ref +7, Will +6

Abilities: Str 29, Dex 10, Con 21, Int 3, Wis 16, Cha 7

Skills: Listen +6, Spot +6

Feats: N/A

Climate/Terrain: Warm forest and plains

Organization: Solitary or War Company (4-6)

Challenge Rating: 8

Treasure: None

Alignment: Always Neutral

Advancement: 13-23 HD (Huge)

War elephants are expensive to equip and maintain. For purposes of armor, they are considered non-humanoid, huge creatures. They are usually equipped with an elephant basket or tower as a harness, and if a ruler goes through enough trouble to have one of these creatures trained, then most likely he will also purchase a decent set of equipment for the animal. Many are given names to reflect their spirit or past accomplishments, and although the training of the war elephant is often brutal, special care goes into maintaining their health. In Sahasra, the smallest military force consisting of these creatures is a war company, comprising of four to six war elephants.

COMBAT

War elephants are similar in combat to normal elephants, however they have been trained to use their trunk in combat.

Trample (Ex): An elephant can trample an opponent of medium size or smaller for automatic gore damage. A victim not attempting an attack of opportunity may make a DC 20 reflex save for half damage.

Trunk Snatch (Ex): A war elephant may attempt to make a +12 melee attack with its trunk. If successful, the war elephant may attempt to grapple with his opponent as a free action. This provokes an attack of opportunity on the trunk. If the elephant is dealt fifteen points of damage to the trunk, the trunk is disabled and unable to attempt another attack. Otherwise, if the war elephant wins the grapple contest, then the next round the victim is flung twenty feet into the air and will take falling damage.

If a war elephant loses up to fifty percent of its hit points, its mahout must make a DC 15 animal handling check or lose control of his mount. The elephant then goes berserk, attacking the closest man or creature in a manner similar to the barbarian ability. A mahout has one chance after two rounds to make another DC 15 check to reestablish control. If this check fails, the elephant has gone rogue and will be uncontrollable for the rest of the day. The elephant will continue to attack and charge the nearest person or creature, until it finds itself alone and on the edge of the battlefield, in which case it will flee. If the elephant is down to twenty-five percent of its hit points, the DC check raises to 20. A war elephant whose mahout is killed or disabled will most likely attempt to flee from the battlefield, attacking those who stand in its way.



MAHOUT

The mahout is an NPC class that deals with the training and driving of elephants. Most mahouts deal with normal elephants for the purposes of field and town work, however the more skillful are drivers on war elephants. Because of the years of training required to become a war elephant mahout, it is not recommended for GMs to allow players to take levels in this class.

Mahouts possess a number of skills related to their field, but lack in combat skills. There is usually one experienced mahout of third level or higher for every village of five hundred people. He will usually have one or two apprentices. It is rare to see war elephants and their mahouts except in small towns or larger populations, and usually walled within the local barracks.

Table 3-1: Mahout

NPC Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1	+0	+0	+0	+0
2	+1	+0	+0	+0
3	+1	+1	+1	+1
4	+2	+1	+1	+1
5	+2	+1	+1	+1
6	+3	+2	+2	+2
7	+3	+2	+2	+2
8	+4	+2	+2	+2
9	+4	+3	+3	+3
10	+5	+3	+3	+3
11	+5	+3	+3	+3
12	+6/ +1	+4	+4	+4
13	+6/ +1	+4	+4	+4
14	+7/ +2	+4	+4	+4
15	+7/ +2	+5	+5	+5
16	+8/ +3	+5	+5	+5
17	+8/ +3	+5	+5	+5
18	+9/ +4	+6	+6	+6
19	+9/ +4	+6	+6	+6
20	+10/ +5	+6	+6	+6



Hit Dice: d6

Class Skills: The mahouts' class skills (and key ability for each) are Balance (Dex), Climb (Str), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (elephants) (Int), Perform (Cha), Profession(mahout) (Wis), Ride (Dex), Use Rope (Dex).

Skill Points at 1st Level: $(6 + \text{Int Modifier}) \times 4$

Skill Points at Each Additional Level: $6 + \text{Int modifier}$

Class Features: The mahout class is proficient with one simple weapon in addition to an ankus. He is also proficient with light and medium armor, but not shields.

Starting Gear: 2d4 x 10gp worth of equipment

War Elephant Equipment

ELEPHANT SADDLE

Cost: 40 gp

Weight: 50 pounds

An elephant saddle connects from the underbelly of the elephant to the back, and is typically used to give recreational rides. A mahout will normally ride bareback, behind the creature's head. The straps will have hand and foot holds to allow passengers to climb on and off, normally while the elephant is stopped and made to kneel.

ELEPHANT BASKET

Cost: 300 gp

Weight: 80 pounds

An elephant basket is designed for war elephants and holds up to four people, a mahout and three soldiers. The mahout

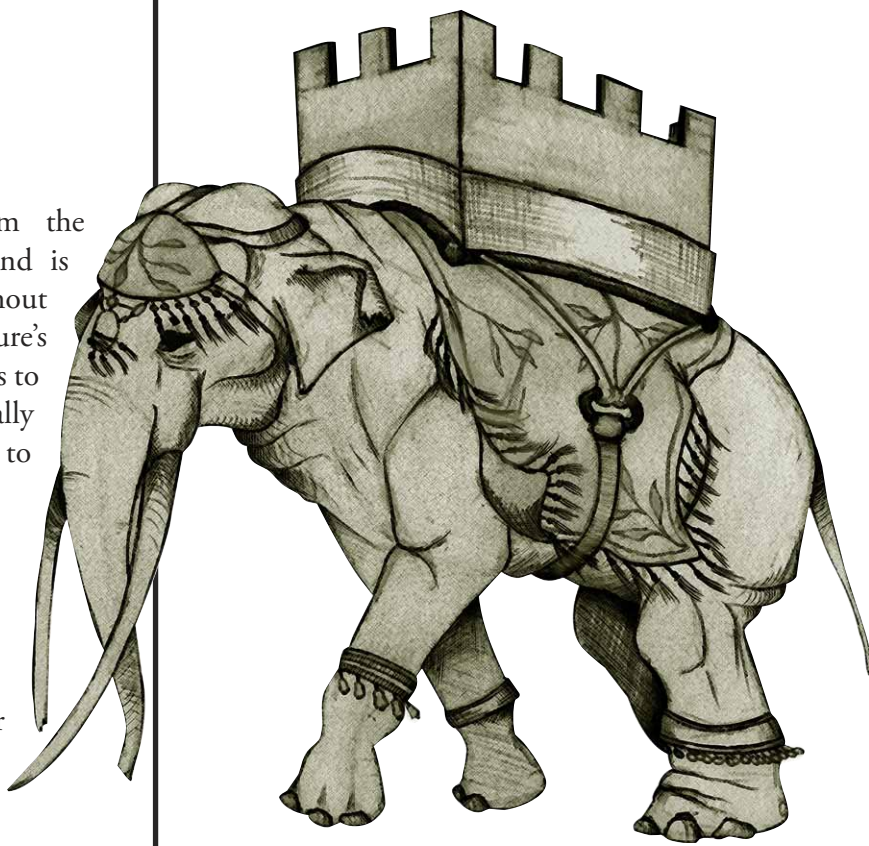
concentrates on driving, and the basket is designed so that he is close to the back of the elephant's neck. The soldiers are typically skilled in ranged combat, usually with bows (dhanus), darts (bhindipalas), or javelins (dantakantakas). These soldiers are considered to be fighting from a position fifteen feet higher than ground level. As the basket also has leather or wooden sides, those inside of it benefit from partial cover.

ELEPHANT TOWER

Cost: 700 gp

Weight: 120 pounds

The elephant tower is a rare device used to elevate the mahout and soldiers by an extra five feet. The tower is less stable than the basket, however, and those inside must make a DC 10 balance check if the elephant is charging, or lose their balance and the round of action. Also, if the elephant is in a charge all attacks from those



in the elephant tower suffer a -1 penalty to attack rolls in addition to the normal penalties. Some believe the elephant tower is a waste of expenditure, but others stand by the benefits obtained by the extra five feet. Especially when a war elephant with a tower is pitted against a war elephant with a basket, and the tower's soldiers can rain death down from above.

STEEL TUSKS

Cost: 1,200 gp

Weight: 40 pounds

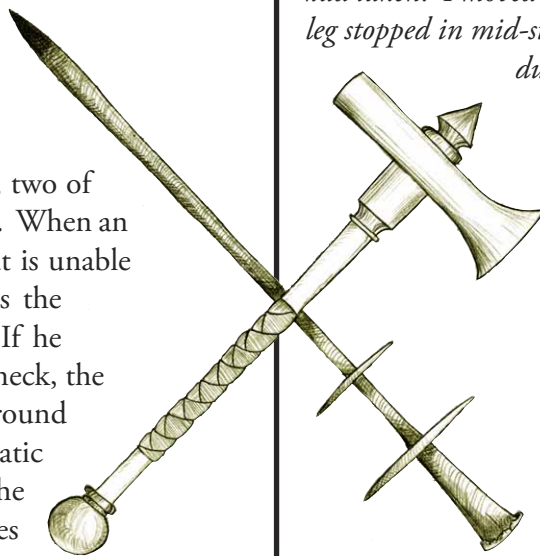
Steel tusks are molded for use by a war elephant, giving it an extra +1 to damage and attack rolls when using its gore attack. The steel tusks give an extra two feet to the elephant's reach with its tusks, and typically end in either sharp points or razor-sharp blades.

MAHOUT'S TOOLS

Cost: 15 gp

Weight: 5 pounds

Mahouts have various tools, two of them being a long spike and a mallet. When an elephant goes rogue and the mahout is unable to bring it under control, he places the spike behind the elephant's skull. If he makes a successful DC 15 balance check, the spike is firmly placed, and every round thereafter the beast suffers an automatic 2d6 points of damage until dead or the mahout is stopped. Even if he does regain control of a rogue elephant, many of these animals are never the same after suffering trauma and must eventually be killed in this manner or set free far from human lands.



RAKSHASA TIGER

The festival continued as was required by the gods, but even from the mountain I could see that the life had been taken from it. What was yesterday cause for celebration now was empty of the previous joy, ever since Hemendu had moved along the cycle. A tiger had killed the child and my father, brother, and I had been sent to hunt the monster. The drought had been hard on all living things, and undoubtedly the beast had acted in hunger. Tigers usually avoided encounters with men. Still, my father had insisted on killing the beast now that it had a taste for human blood.

Father broke me from my thoughts, "Harihar," he said, "stop gazing into our village and go check on your brother. He has not returned with the firewood."

Obediently, I left in search of my brother, Bandhu, calling his name as I walked along the animal trail that he had taken. I moved to step over a large dirt mound, but my leg stopped in mid-stride as I saw it closer in the dwindling dusk light. My brother lay by my foot, eyes wide in fear, throat torn by a tiger's jaws. My fear mingled with curiosity as I wondered in horror why the beast didn't stay to feast upon him. The short-lived screams of my father answered me. We had wrongly thought ourselves the hunters.

This tiger was not a normal predator and had taken us down one by one by outwitting us. Now night was quickly approaching and my sula had been left with my father at our campsite, my only weapon now the kukri by my side. For a moment I thought I heard something disturb the brush to my left. As I slowly tugged at the handle of the blade, my blood ran cold with the premonition of approaching death.

These creatures are similar to normal tigers but gain a +3 to intelligence, +2 to wisdom, and a +2 to Will saves after being bonded by a rakshasa. Revala is seeking

to build a fighting scout force for his kingdom and has been encouraging his people to help in this endeavor.

TIGER BOND

Level: Drd 3, Rgr 3, Sor/Wiz 3

Enchantment (Charm) [Mind-Effecting, Animal]

Components: V, S, M

Casting Time: 24 hours

Range: See text

Effect: Bond one tiger to your service

Duration: Permanent

Saving Throw: None

Spell Resistance: None

This spell may only be used by a rakshasa onto a tiger. A rakshasa must be able to approach and calm the tiger, spending a full day with it. During this twenty-four hour period, the rakshasa and tiger must hunt for food together and share in the kill of a creature possessing an intelligence of at least three. The rakshasa must also spill three drops of its own blood on the carcass, which the tiger must then consume. At the end of the twenty-four hours, if the rakshasa becomes accepted with a favorable reaction check from the tiger, the final incantation is cast and the tiger is bonded to the rakshasa.

A bonded tiger becomes akin to a familiar for the rakshasa, and the caster can afterwards see and hear through the tiger's senses if he concentrates for a full round and if the tiger is within thirty miles. Although the tiger cannot speak, the rakshasa is able to pick up mental images and emotions from the creature as a means of communication. If the tiger is ever killed, the rakshasa permanently loses a point of constitution. A rakshasa can only bond one tiger in this manner, but may bond another afterwards if the tiger is killed.

A rakshasa tiger gains a tendency for cruelty after being bonded. If a tiger's rakshasa is killed, the tiger is freed from service, but becomes rogue due to its newly acquired bloodlust. Such a tiger is known to become a man-eater, hunting the villages of those who may have been responsible for its former master's death with a deadly cunning and knowledge of ambush tactics.



मार्गिक त्रैलुङ्ग

While the magical weapons of Sahasra are powerfully destructive, much of the other magical items tend towards regeneration, creation, and divination. This fact is reflective of the culture of the population, and their belief that knowledge and healing holds greater power than a weapon. Sahasra is also a land of magical creatures and spirits that walk among men. Because of this, an adventurer may find an item of such magical intensity that the use of it may harm the wielder. Some tools were never meant for the hands of men.

WEAPONS

AGNEYASTRA BOW

This steel dhanu +1 (+4 strength bonus) is a flaming burst weapon, bestowing such a bonus to any arrows fired from it. Further, the weapon grants fire resistance 10 upon the wielder. Such weapons are described in much of Sahasra's legendary battles.

Strong Evocation; CL 12th; Craft Magic Arms and Amor, *fireball*, *resist energy* (fire); Price: 32,725gp + 816xp

GANDIVA

This powerful composite longbow +3 (+4 strength bonus) is also considered to have the bane ability against raksashas. The arrows fired from this bow shriek with a wail that causes any raksasha who are within 20' of the traveling projectile to make a DC 15 Will save or be affected by the *fear* spell. Furthermore, arrows fired from the gandiva glow with a bright white light and can be used to improvise a traveling light effect. Both the light and the wailing noise stop

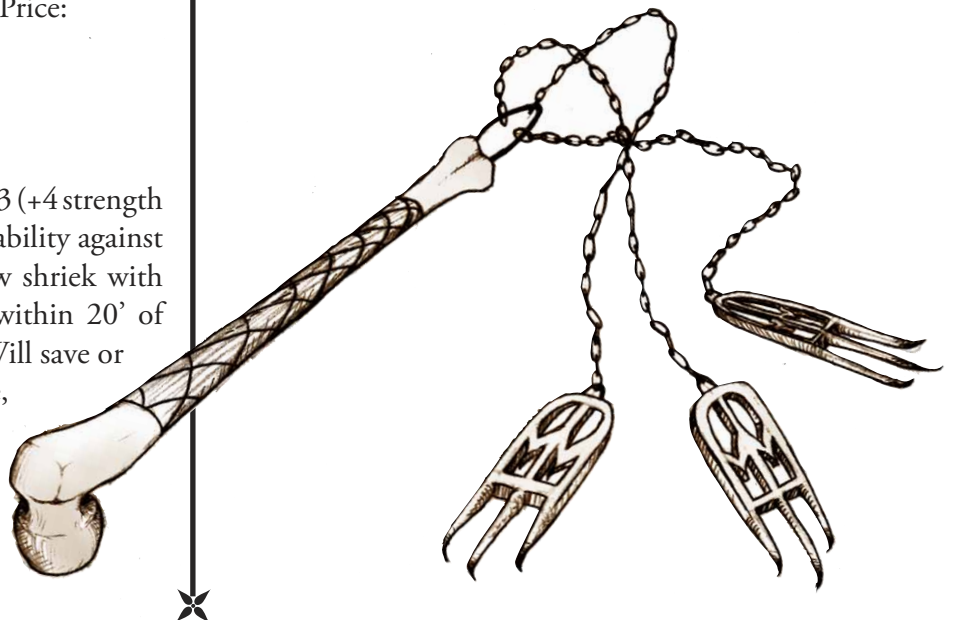
once the arrow either finds a target or otherwise halts its path. The gandiva is sometimes called Light Bringer or Darkness Chaser. This weapon is a favorite among human champions, since it is normally sought when war breaks out between men and raksasha.

Strong Abjuration (Good); CL 14th; Craft Magic Arms and Armor, *dispel evil*, *light*, Creator must be good-aligned; Price: 99,000gp; Weight: 3 pounds

KALI'S FLAIL

The handle to a kali's flail is a large human bone cast in iron, usually a femur. Thin chain links made of a blackened steel connect to three flail heads that are each in the form of a black claw, the points of them extremely sharp. A kali's flail is a +2 light flail that inflicts poison every time it strikes a victim. The poison inflicted has the same affect as the *poison* spell, but with a DC 15 Fort save to resist. Because of the sharp points at the end of the three flail heads the weapon inflicts both bludgeoning and slashing damage. The weapon never runs out of poison.

Moderate Necromancy; CL 9th; Craft Magic Arms and Armor, *poison*; Price: 80,450gp; Weight: 5 pounds





PARASURAMA'S AXE

The first of these enhanced battle-axes, or parasus, was used to find and eliminate corrupt rulers that were in control of nearby kingdoms. It is considered a +3 weapon, and inflicts an extra 2d6 points of damage to rakshasas and humans of lawful evil alignment. Further, to the wielder of parasurama's axe beings of lawful evil alignment appear as if surrounded by the *faerie fire* spell, but the aura is red in color.

Moderate Conjunction; CL 9th; Craft Magic Arms and Armor, *summon monster I*, *faerie fire*; Price: 52,450gp; Cost: 30,200gp + 2,550xp

TRIDENT OF THE TRIMURTI

This steel trident never tarnishes, its pronged heads seeming to gleam brightly against any ray of light. A trident of the trimurti functions as a +2 trident with the powers of creation, destruction, and regeneration. The center portion of the trident contains the power of regeneration, and the wielder of this weapon will recover a hit point every hour. Once a day the wielder may cast a *summon monster II* spell. The final power allows the user to cast a *scorching ray* once a day.

Faint Conjunction and Evocation; CL 4th; Craft Magic Arms and Armor, *cure moderate wounds*, *scorching ray*, *summon monster II*; Price: 56,315gp; Weight: 4 pounds

ARMOR

BASHKARA (SHIELD/ARMOR ABILITY)

A set of armor or shield with the bashkara ability absorbs one charge for every four hours of exposure to sunlight. As the charges build, the armor changes from a dull grey color to a shining silver if metal, or dull brown to a polished finish if non-metal. The suit of armor may contain up to six charges, and the user may use a charge once a round as a free action to heal 1d8 points of damage.

Minor Conjunction (Healing); CL 2nd; Craft Magic Arms and Armor, *cure light wounds*; Price: +1 bonus

DAKINI ABILITY (ARMOR)

Armor with the dakini ability has a dull gray appearance if metal or leather. Whenever the wearer kills a humanoid, the armor gains a charge and becomes a shade darker. The armor may contain up to four charges, in which it becomes a deep black in color. The user may activate a charge every round as a free action, allowing him to regain 2d8+1 points of damage. Although good and neutral characters may use such an item, keep in mind that a killing spree performed simply to fill the charges of a set of armor is considered an evil act.

Moderate Necromancy; CL: 10th; Craft Magic Arms and Armor, *death knell*; Price: +2

POTION

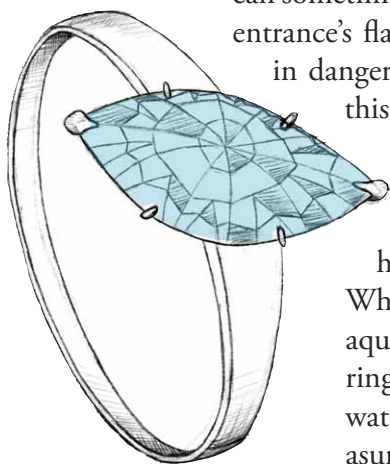
POTION OF SOMA

This potion heightens the drinker's awareness of creatures wearing false forms. A vetala possessing a body, a rakshasa that has shapeshifted to a non-threatening form, and a druid using tree shape are all examples of situations where the magic of this potion warns the imbiber of something amiss with what he is looking at. It will not tell the character what the true identity of the form is, but merely alert him to be suspicious. Non-magical disguises will not be detected by a potion of soma.

Faint Divination; CL 5th; Create Magic Potion, *arcane sight*; Price: 375gp; Weight: 1 pound

RINGS

ASURA RING



There are risks when traveling to Ambhondi, the underwater city. Even experienced visitors to the city can sometimes get pulled away from the entrance's flagpole and find themselves in danger of drowning. Because of this, the asura ring came into being by a mage citizen of Ambhondi who grew concerned over his wanderlusting children. When activated by turning the aquamarine setting, this silver ring allows the user to breathe water for the next hour. The asura ring may only be used once a day for this effect.

Otherwise, it always functions as a ring of swimming, granting a +5 bonus to swim checks.

Moderate Transmutation; CL 6th; Forge Ring, creator must have at least 5 ranks in swim skill, *water breathing*; Price: 32,700gp

MESSENGER'S SIGNET RING

This ring appears as a worthless trinket, usually created out of tin or another metal with little or no value. However, once a command word is spoken, a foot tall image of the ring's creator is projected above the item and a short message in the creator's voice, no longer than thirty words, is heard. The ring can only be used once, and when the message is finished the ring loses its magic. The ring's creator can record this message anytime after the ring's construction.

Faint Illusion; CL 3rd; Forge Ring, *minor image*; Price: 1,000 gp

RODS

ROD OF AHANS

Normally a foot long, thick baton of brass, this rod allows the user to transport himself into time, appearing later in the day. With the command word 'jyotsna', he will appear the next dawn. The command word 'ahan' will transport him to high noon, the word 'sandhya' is for dusk, and 'ratri' for midnight. Each command word uses the day's charge, and the user of the rod cannot attempt to advance himself further than 24 hours with one charge. Use of this device is very dangerous, as the user is placed into stasis. During this stasis, the user's body is partly between the material and the ethereal planes. In this state his body is incorporeal and invisible to all those in the material plane, although it can be revealed by a true sight spell and attacked with arcane magic or magical weapons. His physical body can be seen and attacked normally in the ethereal plane, however. A person killed while in this state is severed from his spirit, and can only be brought back by a *limited wish*, *resurrection*, or *wish spell*. While in stasis he cannot defend himself as he is unaware of time and is also not affected by it. When he reappears into the material world, it seems as if only an instance has passed. If a solid object is in the way while he rematerializes, the user of the rod of ahans merges with that solid object, most likely suffering fatal damage.

Strong Transmutation; CL: 15th; Craft Rod, Temporal Stasis; Price: 180,000gp

ROD OF BHIMA

These are actually two rods fused together at their base, allowing the rod of bhima to be wielded as a quarterstaff +1. One side is made of blackened iron and has the ability to cause *reverse gravity*, as the spell, except the affect only lasts three rounds. The other side of the rod is made from reddened iron and allows the user to create a violent thrust affect, as found in the *telekinesis*



spell description. The standard technique with this dual rod is to throw a group of opponents into the air and then forcibly push them away from the user, causing them to drop on the other side of an obstruction or on to their own men in the case of a larger scale battle. Each side can be used once a day.

Strong Transmutation; CL 13th; Craft Rod, *telekinesis, reverse gravity*; Price: 62,600gp; Weight: 4 pounds

ROD OF VRITRA

This rod is made of a reddish bronze with an iron ball capped on its top. It may only be used when the wielder is standing in an area filled with plant life. When activated, a vegetated area 100' radius from the user simply dies, causing the plants and trees to immediately wither away. Further, no plant life will be able to grow in this area again for a full year. The successful use of this rod heals the wielder of 3d8 points of damage. Further, the rod can be used as a heavy mace +1, bane weapon (plant subtype).

Moderate Necromancy; CL 10th; Craft Rod, *blight*; Price: 118,312gp; Weight: 8 pounds

STAVES

AKASA STAFF

This staff allows the user to tap into the aether and therefore create matter out of magical essence. The staff is made of ivory and has carved various figures representing transmigration, or the transfer of matter into fire, earth, and water. It has the following spells:

- *web* (1 charge)
- *create food and water* (1 charge)
- *mount* (1 charge)
- *major creation* (2 charges)

Moderate Conjuration; CL: 8th; Craft Staff, *web, create food and water, mount, major creation*; Price: 26,250gp; Weight: 4 pounds

KAPILA'S EYE

This is actually an ironwood staff, but the top is capped with a large emerald cut in the shape of an eye. So named for a mage whose very look could manipulate the weak of heart or disintegrate men who refused to bend to his will. It has the following powers:

- *charm person* (1 charge)
- *charm monster* (2 charges)
- *mass suggestion* (3 charges)
- *destruction* (3 charges)

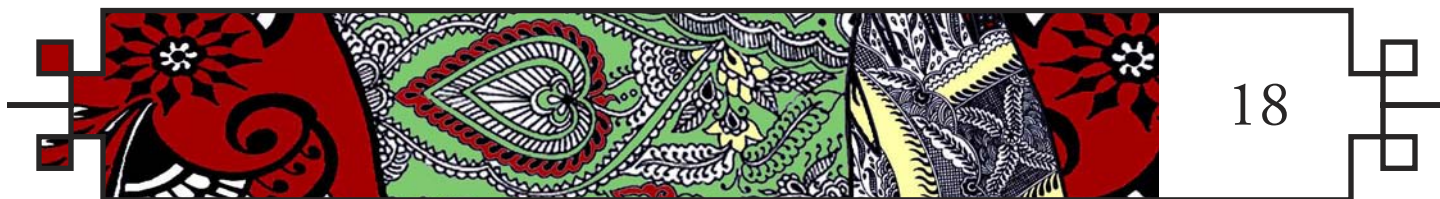
Strong Necromancy; CL 13th; Craft Staff, *charm person, charm monster, mass suggestion, destruction*; Price: 68,250gp; Weight: 4 pounds

WONDROUS ITEMS

ACKTHNA

This is a simple block of wood, no more than a half foot long in any direction. When a picture of a flame is drawn or etched upon its surface, it bursts into a magical fire. This fire burns as hot as a typical campfire, capable of setting flammable items on fire and injuring any who are not resistant. The fire will burn for a total of eight hours, in which time the block will have been entirely destroyed. The activated ackthna cannot be extinguished by water and is warm enough to keep an area of 40' radius comfortable in temperatures not below -50 degrees. The only thing that may extinguish an ackthna once burning is magical cold applied to the wooden block for more than 2 rounds. A frostbrand weapon pressed against the block will extinguish the flames after one round. Even if extinguished before the eight hour duration, the block is useless once activated. An ackthna is immune to fire and cannot be destroyed by magical flame.

Minor Evocation; CL 1st; Craft Wondrous Item, *burning hands*; Price: 200gp; Weight: 2 pounds



ADRIKHTA DICE

This pair of obsidian dice is normal in all respects, except if rolled when grave danger is near. At the GM's discretion, whenever these dice are rolled and there is imminent and mortal danger to the roller, the dice will continue to come up snake eyes however many times they are rolled. Furthermore, if the dice are left laying snake eyes for more than a turn a small apparition of a grinning skull will appear on the top of each die.

Minor Divination; CL: 3rd; Craft Wondrous Item, *augury*; Price: 4,500gp

AKSA SEEDS

An aksa seed is a tan-colored sphere, about the size of a normal thumbnail. They usually are found in a pouch with 2d4 seeds. When an aksa seed is placed at the base of a closed portal (door, gate, window, etc) roots grow from beneath the seed and instantly imbed themselves into the ground if the material of the floor is made of stone or a weaker material. Vines will then grow upwards and twist themselves into and around any spaces around the closed portal. A wooden portal will be destroyed by the growing plant within two rounds. A stone portal will take four rounds to be destroyed, and a steel portal will be twisted off within eight rounds. Any portal that is greater than fifteen feet high, twenty feet wide, or a foot thick will be too large for the plant to bring down. Likewise, an aksa seed that is placed beneath a door over a metal floor will be wasted, as the roots will not be able to find purchase.

Minor Transmutation; CL 5th; Craft Wondrous Item, *plant growth*; Price: 300gp

AMULET OF DUSCARITRA

This square and silver amulet hangs from a black, silk cord. When worn it grants the wearer the ability to avoid *scrying* and mental probes as if he had a permanent *mind blank* cast upon him. The silver amulet loses its

abilities if either it, or the cord, is cut, and each one has a normal hardness for those materials.

Strong Abjuration; CL 15th; Craft Wondrous Item, *mind blank*; Price 240,000gp; Weight: 1 pound

ANDA

This looks like a bronze egg, but with a hardness of five and one hit point. When thrown against a wall or the ground, or struck with enough force to lose its hit point, it cracks and from it bursts forth a random creature as if a *summon monster I* spell was cast by the carrier.

Minor Conjunction; CL 1st; Craft Wondrous Item, *summon monster I*; Price: 200gp, Weight: 1 pound

AVICHI GLOVES

These gloves are normally red or black in color, and feel soothing to the touch, as if made of a smooth silk. A favorite tool amongst the darker yogis, the wearer of the avichi gloves may inflict a strong curse upon a victim three times a day. Each of the three daily charges is used up upon physical contact. There is no indication that the victim has been cursed, except for the sudden loss of happiness. The recipient of the curse begins to feel the joy of his life draining from him, unless he makes a DC 20 Will save. Within a day, that individual will appear depressed and despondent. The next day, the victim will no longer have an appetite and will shun food. Three days later, the victim will become so depressed that he will attempt suicide unless restrained. After a week passes, the victim will die, either of suicide, hunger, or depression. A *remove curse*, *break enchantment*, *miracle*, *limited wish*, or *wish* restores the victim to normal. Good and neutral character may use the gloves, but the GM should make it clear that such use is most likely a very evil act.

Strong Necromancy; CL 10th; Craft Wondrous Item, *bestow curse*; Price: 52,000gp

CHANDRAKANTA

A chandrakanta, or moon gem, forms on nights of the full moon, usually in the clearing of a deep valley when the rays of the moon can coalesce to the point that they solidify. The gem is white, the size of a fist, and is ovular and smooth. Anyone who touches the gem will be cured of any disease, even if the affliction is magical in nature. The gem fades away as soon as moonlight no longer touches it.

Strong Conjunction (Healing); CL 17th; Weight: 1 pound

CONCH SHELL, DARKWOOD

This conch shell is made of darkwood, but its spiral curves in a counter-clockwise direction. It acts as a normal instrument if blown, but if the user is aware of the shell's magical nature he may activate its special effect once a day. When activated, all non-evil creatures within 60' who can hear the sound must make a DC 30 Will save or be affected as if by the spell *symbol of pain*. The darkwood conch shell cannot be used by non-evil creatures.

Moderate Necromancy; CL 9th; Craft Wondrous Item, *symbol of pain*; Price: 93,000gp; Weight: 3 pounds

CONCH SHELL, IVORY

This conch shell is made from ivory and its spiral shape curves in a clockwise direction. The ivory conch shell acts as a normal instrument if blown, but if the user is aware of the shell's magical nature he may activate its special effect once a day. When activated, all summoned and evil creatures within 60' who can hear the sound must make a DC 25 Will save or be affected as if by a *cause fear* spell, unless immune. Furthermore, all summoned creatures within 30' who can hear the sound must make a second DC 25 Will save or be affected by the *dismissal* spell. The ivory conch shell cannot be used by evil creatures.

Moderate Abjuration; CL 9th; Craft Wondrous Item, *dismissal*, *cause fear*; Price: 95,000gp; Weight: 3 pounds

DAMARU

The damaru is a drum in the shape of an hourglass, that when activated slows down all who hear it within 100' unless they make a Will save against the skill of the drum's player. The user may activate this power by playing a certain beat three times a day, but he must also be dancing while he plays, suffering a -2 skill check with this musical instrument. The drum is normally made of an ironwood on the sides, but the surface on either side of the hourglass head is made up of tanned bull skin.

Moderate Transmutation; CL 6th; Craft Magic Arms and Armor, *slow*; Price: 72,000gp; Weight: 4 pounds

DEVA'S EYE

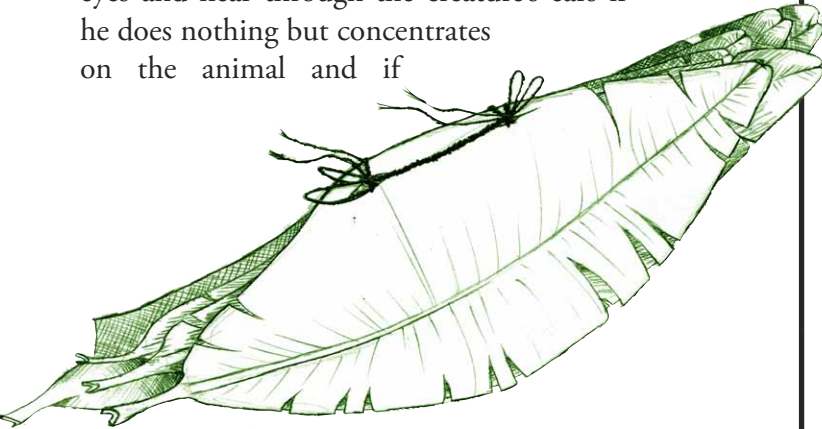
A deva's eye is a small crystal that is blue in color. It has a permanent light spell cast upon its center, delivering a slightly blue tinge to the illumination provided. Further, the user may activate the deva's eye once a day to cause it to cast a *true seeing* spell.

Moderate Divination; CL 11th; Create Wondrous Item, *true seeing*; Price: 47,600gp

GRANTHA

The grantha is a book whose pages are large leaves, and whose binder is a simple heavy cord that runs through their edges. An unused grantha has twenty leaves inside, all blank and ready to be written on. The user of a grantha may spend three rounds drawing a sketch of a single, normal animal whose hit dice is three or lower. If the drawing is uninterrupted, the leaf flies out of his book at the end of the third round and becomes real. The creature is at the command of the holder of the book, even if someone else takes possession of

the grantha. The creature and the holder of the book communicate through telepathy, although the creature's intelligence limits its comprehension and the amount of information it can transmit to the grantha's holder. The holder of the animal can see through the creature's eyes and hear through the creature's ears if he does nothing but concentrates on the animal and if



the animal is within a mile. The creature lasts for ten minutes and disappears when this duration is over. If the drawer is interrupted before three rounds passes, the leaf is worthless, crumbling away into dried up pieces.

Moderate Conjuraction; CL 6th; Craft Wondrous Item, *summon nature's ally III*; Price: 52,000gp; Weight: 4 pounds

GUNA INSTRUMENT

Any stringed instrument that possesses at least five strings can be made into a guna instrument. Each of the five special strings affects a different sense: taste (rasa string), smell (gandha string), touch (sparsa string), sight (rupa string), and hearing (sabda string). A talented player can use the guna instrument to play music that affects the senses of those listening. Because of this, a bard receives a +3 bonus to his Perform check when either entertaining or attempting to use his bardic music ability. In addition, the bard may use the instrument to create an image akin to the *permanent image* spell. However, instead of a permanent duration, the image begins to fade when the bard stops playing, disappearing entirely four rounds after.

Strong Illusion; CL 11th; Craft Wondrous Item, *projected image*; Price: Masterwork Instrument cost + 135,000gp; Weight: As Instrument

HOODED VEIL OF KALIYA

This veil is a favorite among the rock nagas and is worn as a white, transparent shawl that covers the hair and ears and has a veil that can be used to cover the nose and chin. Five curled serpents decorate the shawl portion and are embroidered in thicker white material. The hooded veil of kaliya has the power of controlling mortal passions. When worn to cover all but the eyes, the veil grants a +2 bonus to charisma. Also, once per day, the wearer of the veil can cause *fear*, as the spell, causing the victim to believe the serpents are coming alive and leap towards him. Only female rock nagas may use this item.

Moderate Necromancy and Transmutation; CL 8th; Craft Wondrous Item, *eagle's splendor*, *fear*; Price: 17,000gp; Weight: 1 pound

HOONG DRUM

Once a day, this drum may be activated to charm an animal of hit dice equal to or less than the user's character level. If the animal is charmed, the hoong drum player must make a DC 17 Performance check. If he succeeds, the character leads the animal through a complicated dance that must go unmolested for ten straight rounds. If these requirements are met the character may share the animal's body, leaving his own body in a sitting position. When in the animal's body the character is in total control and may perform any action within the creature's physical limitations. Within two hours the character must bring his animal body to touch his original body or lose control of the animal body to its original occupant, and therefore his chance to restore himself. While in the animal body, if the animal or his original body dies, so does the character's spirit.

Strong Enchantment (Compulsion); CL 6th; Craft Wondrous Item, *dominate animal*, *charm animal*; Price: 38,000gp; Weight: 3 pounds



JATAYU'S FEATHER

A jatayu's feather is black, as it is carved from obsidian that feels lighter than what it should. The user of this item must hold it in his hand to activate a *feather fall* affect. The feather may be used in this manner up to five times a day.

Faint Transmutation; CL 5th; Craft Wondrous Item, *feather fall*; Price: 10,000gp

KAPALA

This cursed item is a cup formed from a humanoid skull. Any liquid poured into the item and drunk tastes like blood to the imbiber. Further, someone who drinks from this cup falls into a berserk state. The victim gains a +2 bonus to his attack rolls and a +1 to his damage rolls. He also suffers a -2 penalty to his AC and attacks the nearest creature on sight, be it friend or foe. The affect lasts for 24 hours or until a *remove curse* is cast upon the afflicted.

Moderate Enchantment (Compulsion); CL: 6th; Create Wondrous Item, *rage*; Price: 1,500gp; Weight: 5 pounds

KENDIKA

The kendika is an ovular water container with a tall neck and small spout. They can contain up to two litres of water, and are made from ceramics, and are fragile. Three times a day, the kendika may be filled with water and a circle poured on the ground to create a magical effect equivalent to a *protection from evil* spell, but with a 10' radius. The water does not have to be clean, and any contaminated water that enters the kendika while it still has charges is poured out as cleansed and drinkable. If the water is drunk instead of poured onto the ground, a charge is still used. The kendika must be filled with at least two litres of water. Otherwise, the magical effects do not take place.

Minor Abjuration; CL 3rd; Craft Wondrous Item, *protection from evil*; Price: 3,350gp; Weight: 2 pounds

MASK OF BAITAL

These half masks are horrid to look at, as each is made entirely from the skinned flesh of a humanoid. Most masks of baital cover completely the bridge of the nose, cheeks, forehead, and top of the head, resting on the sides just above the ears. There are holes where the eyes are to allow the user to see without impediment. The skin possesses a wrinkled, mummified appearance, giving a ghoulish look to anyone wearing it. This is a cursed item and cannot be removed by normal means once worn. In addition, the wearer receives a -4 penalty to charisma but a +4 bonus to the intimidate skill. The wearer also begins to hunger for dead flesh and receives no sustenance from proper food. Instead, the wearer must eat a pound of putrefied flesh every six hours or suffer from the effects of starvation. The first mask of baital was created by the necromancer, Baital Pachisa, who had a justifiable reputation for being insane.

Strong Necromancy; CL 12th; Craft Wondrous Item, *create undead*; Price: 2,000gp; Weight: 2 pounds

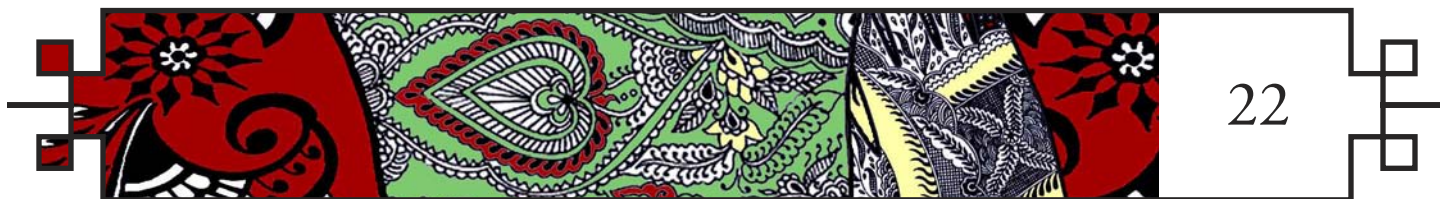
MINIATURE KALKI

This is a white horse, carved from ivory and about four inches across. When placed on the ground and the proper command word given, the horse will become real, normal sized, and ready to use as a mount, complete with a simple saddle. The horse will last for 8 hours, disappearing into nothingness at the end of that time. The carving is also gone, and cannot be used again.

Faint Conjuraction (Summoning); CL 4th; Create Wondrous Item, *mount*; Price: 120gp; Weight: 1 pound

MUDRA TALISMAN

A mundra talisman is usually a small clay tablet, about an inch in length and width, with a protective sigil engraved onto its surface. This talisman can be fitted onto a necklace, bracelet, or other piece of worn jewelry. If worn by a corpse, it prevents a vetala from inhabiting the



body. If placed on a body already possessed by a vetala, it has no affect.

Moderate Evocation [Good]; CL 3rd; Create Wondrous Item, *consecrate*; Price: 3,000gp; Weight: Varies

PADMA GEM

A padma gem is a small, precious stone carved into the shape of a padma, or lotus. Each padma gem has a connection to the astral plane giving each of them a different teleportation power, which can be activated once every 24 hours by concentrating on the padma for one round.

Obsidian Padma: The obsidian padma allows the user to use a *dimension door*, as the spell.

Moderate Conjunction; CL 7th; Craft Wondrous Item, *dimension door*; Price: 11,700gp

Amber Padma: The amber padma allows the user to cast *teleport*, as the spell.

Moderate Conjunction; CL 9th; Craft Wondrous Item, *teleport*; Price: 18,850gp

Aquamarine Padma: The aquamarine padma allows the user to cast *greater teleport*, as the spell.

Moderate Conjunction; CL 13th; Craft Wondrous Item, *greater teleport*; Price: 37,400gp

RAKSHA BRACELET

This copper bracelet is covered in runes of protection and is meant for a human's wrist, although those as small as halflings and large as half-ogres may wear it with less comfort. While worn, the user has an automatic +1 AC to melee and ranged attacks from a rakshasa. Also, the wearer gains a +2 bonus to Will saves for any spells cast from a rakshasa with the wearer as a target.

Faint Abjuration; CL 3rd; Create Wondrous Item, *protection from evil*; Price: 6,050 gp; Weight: 1 pound

RITHLEN

Rithlens are pieces of living snake skin used to summon a giant serpent. The original rithlen was from a dragon that had learned the art of regeneration. A warrior defeated the dragon and cut up its remains, then gave the parts to different village chiefs with instructions to burn the body parts. When a village chief and his people sensed the power in the flesh they began to worship the skin instead of destroying it as instructed. Eventually the skin grew into a giant serpent and began to feast upon the villagers. In fear, the villagers began to kidnap the women and children of their neighbors in order to feed the serpent and keep it under their control. In a fierce battle, heroes eventually came to the village and destroyed the serpent, but not before some of its secrets were learned by those in the dark arts. A rithlen may only be used once, and when the undying piece of snake flesh is activated with a command word, it becomes a fiendish snake (huge viper). The creature stays under the control of the user until defeated or 10 combat rounds pass.

Moderate Conjunction (Summoning); CL 10th; Create Wondrous Item, *summon animal IV*; Price: 1,100gp; Weight: 2 pounds

SALAGRAMA STONE

A salagrama stone is small enough to rest comfortably in a man's palm. The stone is made of fossilized rock, normally that of tiny shells or mollusks, with a tiny spiral pattern formed of shells at the center. The stone is considered holy and good luck. The pious will carry the object in a pouch that is worn about the neck. A salagrama stone may be used once a week to either bless or remove curse.

Minor Abjuration; CL 5th; Create Wondrous Item, *bless*, *remove curse*; Price: 8,500 gp; Weight: 1 pound

SHADOW CATCHER

This is a normal-sized net of black silk and thin cords, lighter than most nets of its size and ineffective for holding down most humanoids. However, if the net is thrown on a living creature's shadow, that creature is automatically immobilized and feels as if a heavy net is pressed against his skin. Flying or hovering creatures fall if the net's thrower makes a successful attack roll, taking appropriate damage. If a character is close enough to the net, he may attempt to damage it, the material having a hardness of 5. Any points of damage destroy the magical capabilities of the shadow catcher, rendering it useless. Furthermore, if something happens to dissipate the captured character's shadow, such as the character falling into deep water or intensely bright light removing all shadows in an area, then the character is freed. The net's immobilization does not affect spellcasting, fighting, or skill checks, although all such rolls suffer a -2 penalty.

Strong Illusion (Shadow); CL 11th; Craft Magic Arms and Armor, *shadow walk*; Price: 132,000gp; Weight: 2 pounds

SKINS OF SARPARAJNI

This is a large cloak made of reptilian skin. Whenever the wearer is struck by a weapon dealing bludgeoning, piercing, or slashing damage, he ignores the damage and instead a layer of the cloak falls off, similar in appearance to skin shed by a snake. The cloak has eight 'layers' when initially created, and when the last is expired the remnants of the cloak collapse to the ground, and shrivel into worthless snakeskin.

Moderate Abjuration; CL 8th; Create Wondrous Item, *stoneskin*; Price: 96,000gp; Weight: 5 pounds

VIVMA MIRROR

A vivma mirror must be at least six feet by six feet in size. Each round a living creature within 100' has his image reflected by the mirror there is a 1% chance that

a reflection of him walks out of the mirror and attempts to kill the original character. If more than one character is in front of the mirror, the GM rolls for each one every round they are in front of the surface. A double cannot be created of a character that is larger than the mirror. The character's double has all the stats and equipment of the original character, along with any wounds or ailments the character may have been suffering during the double's creation. There is no limit to the amount of doubles that may be created, and as long as the character is in front of the mirror the GM may roll for additional chances. If the double is killed, incapacitated, or otherwise defeated it disappears, along with all equipment that it had appeared with. If the character is killed by an image, all his images disappear and the character is restored to life with 1 hp remaining. However, the character's alignment immediately changes. Good characters become evil, evil become good, lawful become chaotic, and chaotic become lawful. True neutral characters are not immune to this effect. A true neutral character that is neutral because he has no convictions suddenly becomes fanatical about maintaining the balance. A true neutral character that believes in maintaining the balance becomes without belief or conviction. A vivma mirror is as breakable as a normal mirror, and loses all power once broken. A vivma mirror can be removed from where it stands and taken to another location without affecting its powers, although it would be wise to cover the surface during transport.

Strong Illusion; CL: 13th; Create Wondrous Item, *simulacrum*, *major creation*; Price: 234,000gp + 15,000gp for every square foot greater than the minimum 6' by 6'; Weight: 180 pounds + 20 pounds for every square foot greater than minimum 6' by 6'.

artifacts

AGRASAMDHANI

This minor artifact is a dark tome, the edges of the cover comprised of finger joints cast in iron. Inside

is the knowledge of all that has ever been known, since the first mortal human learned to record history through speech. The book stays closed, and not even a wish is capable of opening it, nor can any weapon or magic damage the tome. However, if a human asks the book a specific question the tome will open to a page of history that contains the answer. Once the book is closed, or an attempt to turn the page made, the tome will disappear from the user to parts unknown. Only a human or half-human may ask the tome a question. Agramsdhani is capable of answering any question that has ever been known by another human being, but will remain closed if the GM decides that the knowledge has never reached human eyes or ears. At the GM discretion, other details of interest that pertain to the question asked may also be amongst the open page.

Strong Divination; CL 20th; Weight: 20 pounds

THE SEVEN JEWELS OF WISDOM (MINOR ARTIFACTS)

The tales dealing with these seven jewels differ in as many ways as there are tellers. Some say that they are tools left for the truest of men in order to help shape reality and better understand the true architecture of the universe. Other tales say that men were never meant to touch such devices, and instead that they were forgotten by long gone aspects of the gods long after they were used to shape the material world. A handful of stories claim that they are not tools at all, but the cornerstones of reality made into perfectly symmetrical stones of the greatest beauty. Each of these stories contains a piece of the real truth. The various jewels are priceless, each the size of a man's palm and possessing a perfect cut that no jeweler could match with the best of tools. Also, a small light seems to glow and pulse inside the gem, as if it were alive. The user of one of the jewels must either be holding the gem or wearing it as a piece of jewelry to benefit from its affects. The jewels allow the wielder to 'see' aspects of reality that mortals aren't usually aware of, and also to bend that reality partially to his will. Unfortunately, such use takes its toll on the mind, spirit,

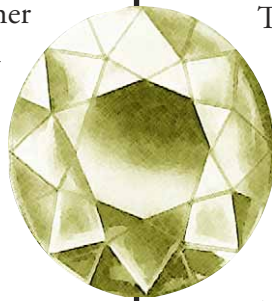
and body of the wielder. Prolonged exposure to these jewels eventually leads to death, but getting rid of such a powerful device can lead to a quest as grand as the one that brought the gem to the current owner. The jewels are all indestructible, but what hero in his right mind would simply drop it so that an innocent passerby may fall under its influence? And what villain could abandon such a weapon for his numerous enemies to turn against him?

These gems can be quite powerful if used by a super-character that easily makes a DC 25 Will save. In this case the GM should consider either increasing the DC to 30, introducing charges per day, or not introducing them at all and keeping them as no more than myths.

The purpose of the Seven Jewels of Wisdom is more for a plot device, items so powerful that they tempt their use, but so dangerous that they are only used in the direst of situations.

PUNARJANAM, THE JEWEL OF REIMBODIMENT

This gem is yellow in color and warm to the touch. In darkness, one can see that it pulses with a slow, gentle rhythm. The user of Punarjanam has an affinity for spirits who have not yet accepted death. Whenever he spends one round looking upon a corpse he can automatically determine the moment of his death to the day. Also, undead that are invisible due to incorporeal powers are visible to the user. These granted abilities have no adverse affect on the user. The stone's greatest talents deal with the spirits of the dead, however. The user of the jewel may cast resurrection or turn undead as if he were a 20th level priest without limitations to daily use. However, each time the wielder uses one of these two abilities, he must make a DC 25 Will save. If he fails, the user suffers a permanent one point loss in both constitution and charisma. Further, if the user of the jewel fails a total of three of these Will saves, his character begins to feel changed. For the next six days the wielder begins to lose control of his temper and flies into unexplainable rages. On the seventh day he begins to have instances of going incorporeal, his hand passing



through a doorknob for example. On the seventh night, the owner of the jewel becomes a wraith and is lost forever. Once the process begins, only the separation of Punarjanam from the individual will stave off his doom. However, if it is ever brought to his presence once more the victim will automatically become a wraith.

Strong Conjuraction and Necromancy; CL 20th;
Weight: 1 pound

KARMA, THE JEWEL OF THE CYCLE

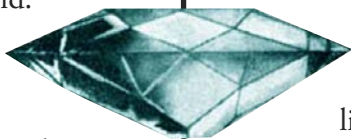
This gem changes color depending on the owner's alignment: black for evil, white for good, and silver for neutral. The stronger the user's commitment to his alignment, the more radiant the appearance of the gem. The wielder of Karma can detect anyone's alignment if he concentrates on the individual for one round.

The stone ignores any magical protection against such divining that the subject incorporates unless from another artifact. This granted ability has no adverse affect on the user. The greater talent of the jewel involves divination, however. At any time the user may check upon the consequences of his actions, both near term and long term. The near term use involves the ability to cast the foresight spell at will. The other use involves asking the jewel a question about an event further in the future. The character may want to see if a political action on his part will lead to peace or war, or perhaps if mercy shown to an enemy will be a future blessing or curse. The GM should take care to answer in a manner that gives enough information that was worth the risk of employing the gem, while making the answer vague enough to leave open proper role-playing opportunities. Each time Karma is used in one of these two ways the wielder must make a DC 25 Will save. Failure means that the user suffers a permanent loss of one point in dexterity and wisdom. If the user ever fails his save with the jewel three times his character begins to have horrible nightmares that cause him to lose the ability to sleep properly. The dreams are

full of anyone the character has harmed in any way, both living and dead. The feelings of guilt and the vividness of the nightmares causes the owner to go insane as in the insanity spell, which can only be cured by a limited wish or wish. On the seventh night, the owner nods off for a moment in exhaustion and enters a sleep he never wakes from. He mumbles incomprehensibly in a coma then dies by morning, his soul lost forever in nightmares. Only the separation of the jewel can save the man from death, but if it is ever brought again to his presence he will faint, fall into a comatose nightmare, and die.

Strong Divination and Illusion; CL 20th;
Weight: 1 pound

LOKAS, THE JEWEL OF ORDER



This aquamarine-colored jewel does not pulse, but possesses a constant dim blue light in the center. The user of Lokas gains a +5 Will bonus to any magical affects that cause fear, confusion, or insanity. This benefit is granted with no adverse affects to the user. Furthermore, the gem may be used to create an "order shell" 10' radius from the stone. Those inside this shell are completely immune to any magical mental affects, including charm spells cast from a non-artifact source. This shell lasts for ten minutes. Also, the wielder can cause any non-magical weapon to possess the bane (chaos) ability for one hour, along with a temporary magical +1 bonus to attack and damage rolls. The use of either of these abilities forces the bearer of Lokas to make a DC 25 Will save. Failure results in the jewel's wielder suffering a one point loss in strength and intelligence. If the user ever fails his save with the jewel three times, he begins to mentally suffer lapses in attention. These lapses aren't because the character becomes unfocused, but because he becomes too focused. Once the character begins a menial task, such as gathering water from a well, he finds it difficult to stop the activity and will repeat it even when there

is no need to do so. He will find himself conducting favorite hobbies with deliberation, but forget to eat and sleep. By the seventh day he will cease making sense when talked to, and will physically fight anyone who tries to subdue him. On the seventh night he becomes a flesh golem and lost forever, his lifeless form continuing to perform the tasks he had enjoyed in life. Only the separation of the jewel can save the man, but if Lokas is ever brought into his presence his eyes will go lifeless and he will transition into a flesh golem.

Strong Abjuration and Transmutation;
CL 20th; Weight 1 pound

SVABHAVA, THE JEWEL OF REGENERATION

Svabhava is red in color, like a large ruby, but with a slowly pulsing red glow in the center. The speed of the pulsing light speeds up as the wounds of its user become more severe. The wielder of this gem regenerates hit points at a rate of one every ten minutes. This ability does not cause any adverse reactions. The user also has the ability to cast regeneration upon himself as desired, although cumulative castings do not stack. This regeneration affect is different from the spell, increasing the regeneration affect of the gem to one hit point a round for the next ten minutes. The growing and reattachment of limbs works just like the regeneration spell, however. As a second ability, the gem allows the user to cure himself of blindness, deafness, or disease. The use of any of these greater abilities is cause for the character to roll for a DC 25 Will save. Failure means the permanent loss of one point in both constitution and intelligence. If the character fails three times he begins to note changes in his body. His body seems to become less solid and his appetite begins to grow, even for the most unpalatable foods. On the seventh day his flesh begins to turn clear and show the organs beneath. He begins to look hungrily upon his

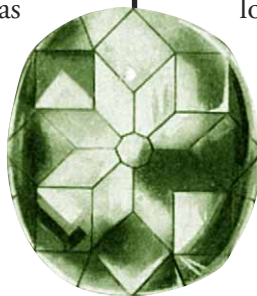
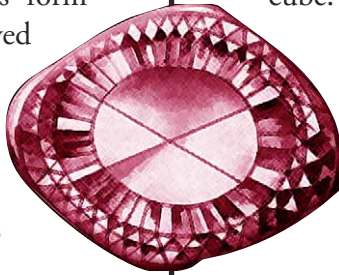
fellow men, worrying them greatly. On the seventh night the character transforms into a gelatinous cube and is lost forever. Only separation from Svabhava can save the man, but if the gem is ever brought again into his presence he transforms instantaneously into a gelatinous cube.

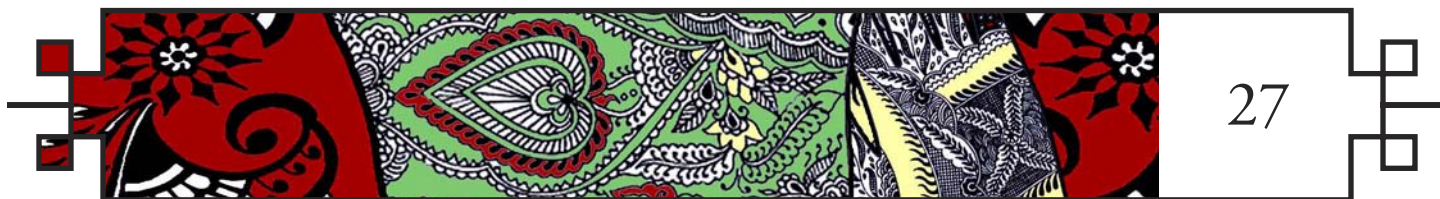
Strong Conjuration (Healing) and Transmutation; CL 20th; Weight: 1 pound

PRAVRITTI, THE JEWEL OF CHANGE

This green stone glows with a strong, internal light that changes from emerald color to a forest green. The user of Pravritti may cast alter self upon himself at will. The ability does not adversely affect the wielder. However, he also has the greater abilities of changing himself and others. The first of these abilities allows him to cast an experience affect upon the self or an ally that he can touch. This ability grants a temporary two character levels or hit dice to the recipient, allowing them to also gain temporary spells, feats, attribute bonus, and skill points. This affect lasts for an hour, and any lost hit points are taken off the ones temporarily gained first. The next affect allows the wielder of the gem to make a touch attack that reduces the victim's character level or hit dice by two for the duration of an hour. The victim is automatically affected, unless protected by another artifact. The use of either of these abilities forces the character to make a DC 25

Will save or suffer a permanent one point drop in strength and charisma. Furthermore, if the character fails this save three times he begins to grow weak, immediately losing another point of strength. For each day after the character will lose another point of strength as his body weakens and begins to destroy itself. On the seventh day he becomes incapacitated and needs aid to walk. On the seventh night his heart gives up from the strain, and he is lost forever as if he died of old age. Only separation from the jewel can save him and allow his strength lost from





the last week to return at a rate of a point a day. But if the gem is brought again to his presence, the character will grow weaker before everyone's eyes, shrivel like an old man, and die.

Strong Alteration and Necromancy; CL 20th;
Weight: 1 pound

PRATYEKAYANA, THE JEWEL OF SHADOWS

This gem is black in color, with its darkness seeming to pulse and grow beyond the stone's surface. At will, the wielder may become invisible as per the spell. Because of the artifact's power, detection spells will not reveal the invisible character, although simpler tricks such as using a cloud of dust to reveal the form and the *faerie fire* spell are affective. This simple ability does not lead to any adverse affects on the character. The character can use two greater talents of Pratyekayana, the screen and weird spells at will. Whenever either of these two spell effects is used, however, the character must make a DC 25 Will save or permanently lose a point of wisdom and dexterity. Three such failures result in the *invisibility* affect activating at inopportune times, at the whim of the GM. His voice begins to be less audible as he loses his hold on reality. On the seventh day the character can only become visible again after great exertion and time, and he must yell for people to discern his speech. On the seventh night the character disappears entirely with no trace, his fate unknown and his presence forever lost. The character can only be saved by having Pratyekayana removed from his vicinity. If the jewel is ever brought again to his presence, the character fades away and ceases to exist.

Strong Illusion and Necromancy; CL 20th;
Weight: 1 pound

ATMA-VIDYA, JEWEL OF BECOMING

This purple gem, called Atma-Vidya, glows with a violet light that seems to whirl away into many parts before coalescing again into one bright mass. The wielder

has the ability to cast a *mirror image* on himself, and although there is no charge limit, the spell affect cannot stack and the maximum amount of images created is five. This magic ability has no adverse affects on the user. However, the wielder of the gem has two greater abilities he may utilize: a modified *simulacrum* spell or a special mirror image. The *modified simulacrum* affect functions exactly as if the spell were cast upon the jewel's wielder, but the image is the same level or hit dice as the wielder. The *mirror image* greater ability creates five images of the user that move of their own accord. These images must stay within eyesight of the caster, but are able to deal damage with spells and weapons as if they were real and possess all of the caster's statistics. They only have an AC of 10, however, cannot act the round they are created, and disappear if struck. Every time the wielder of Atma-Vidya uses the gem, he must make a DC 25 Will save or permanently lose a point of charisma and dexterity. A character that fails three such rolls notices that his mirror images begin to act with slightly noticeable personality quirks. As the week continues these become more pronounced, and the character begins to lose a sense of his personality. By the seventh day, the character's personality traits begin to filter into separate images that refuse to disappear, and that cannot be damaged. On the seventh night the images begin to multiply steadily, their personalities become more diverse and concentrated into each image. Eventually their arguments, discussions, and ravings cease and the group of them disappear, along with the original character, lost forever. Only separation from the jewel can save the character, causing the images to slowly fade away and his personality return in its entirety. However, if the jewel is ever brought back into his presence, the character is suddenly surrounded by a crowd of duplicates, and disappears with them the next instant.



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