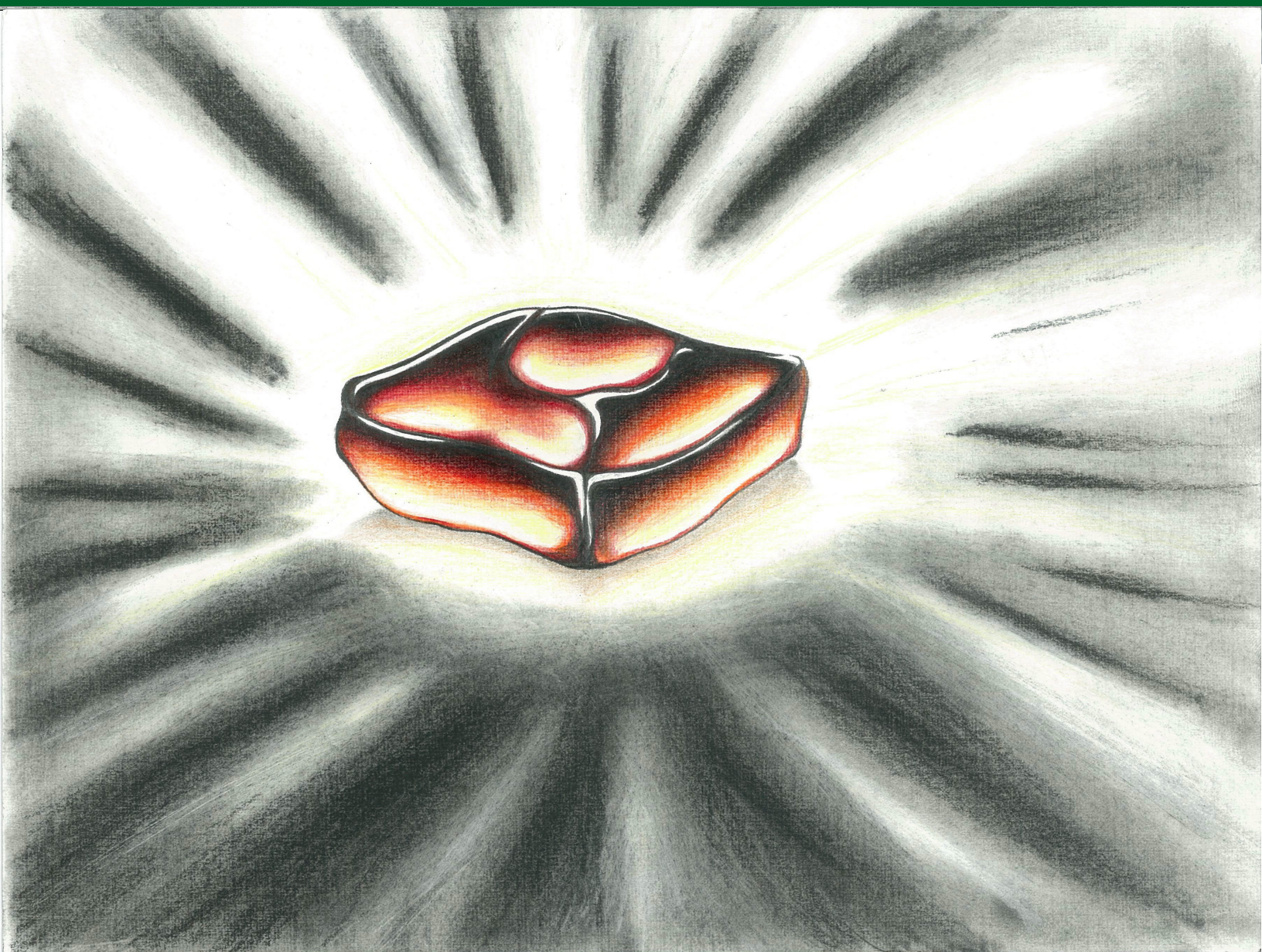




Publication  
&5002

**Everyday Magic Items for the Home ...  
Non-Typical Magic Items for About Town**

## **& Magazine Issue 5 Supplement Mundane Magica**





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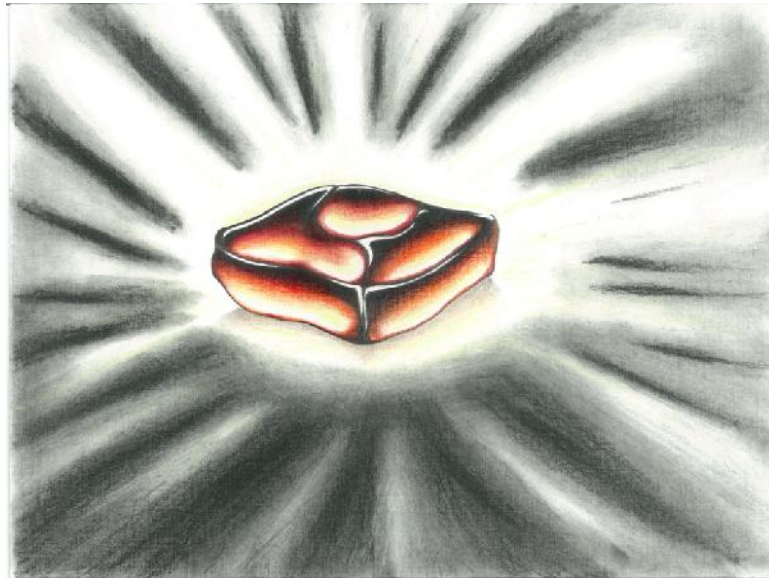
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Joe Heirendt

## **Featured Artist**

This month's cover artist is Joe Heirendt, whose work last graced an & cover for Issue 3, *Nautical Adventures*. While Joe is not a D&D player, he is a talented fantasy artist with a rather vivid imagination.

What is this item? No one is sure, not even Joe. He went with his imagination on this one, producing a topic for discussion.



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# & Magazine Issue 5 Supplement

## Mundane Magica

### Interior Art

Each article or filler item has the author credit, but not so the artwork.

#### Milo

*Wizard* ..... 3

#### Joe Heirendt

*Goblin's Tear* ..... 4

What is the Goblin's Tear? No one is sure, not even the artist. Joe went where his inspiration took him, producing a unique conversation piece. Well, a conversation piece for fantasy enthusiasts!

The remaining art in this publication is public domain art.

### Contents

Introduction.....	4
Revisiting Non-Violent Magic Items.....	5
Non-Violent Magic Items .....	7
Item Descriptions.....	9
When is a Weapon not a Weapon? .....	26
Item Descriptions.....	28
Category: Arms - Missile Weapons .....	28
Category: Arms - Missile Ammunition.....	28
Category: Stealth Armor .....	29
Category: Arms - Entangling .....	30
Category: Container Items.....	30
Category: Apparel, Magical.....	32
Category: Arms - Blades .....	32
Category: Arms - Other Hand Weapons.....	33
Category: Climbing Gear .....	33
Category: Arms - Siege Engine .....	33
Category: Arms - Pole Arms .....	33

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# Introduction

Welcome to Magic Items Supplement #1. When we started putting the magazine together we found we had far too much stuff, so we're publishing this alongside Issue 5 to give you lots of goodies to play with and for your players to get inspired by.

Sometimes you can't just carry your broadsword into someplace, so the section entitled: 'When is a Weapon Not a Weapon' can help to resolve some of that problem. This section contains a full table of new magic items, some of them weapons, some armor, and others miscellaneous magic items. We hope it'll bring you some interesting ideas.

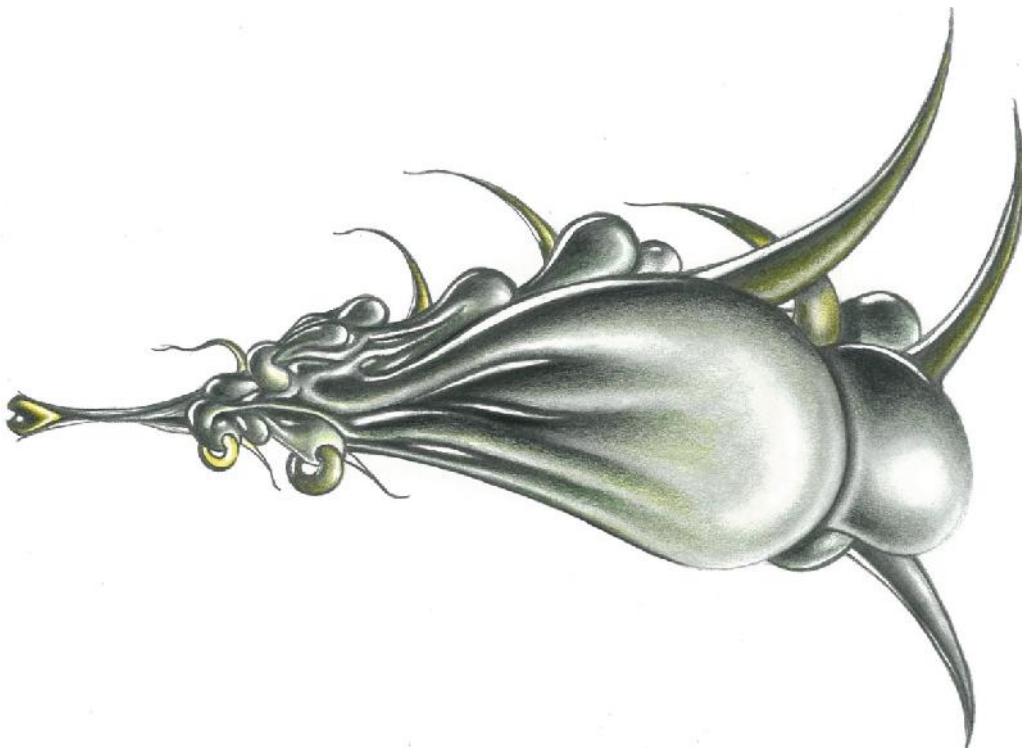
Any magical society capable of creating magical weapons, armor, potions, rings, rods or staves or wands, and the wide array of miscellaneous magic items will also have members of the enchanting profession who are more interested in the gold from the nobility or even the silvers and coppers from the less affluent. Those folks aren't always interested in combat, they're more often interested in making their lives easier. And there are members of the enchanting community who see the difference between working for the king or church or a famous

hero and working for nobles, guilders, and tradesmen and women as preferable towards the latter. So we present another full table, like the one in Dragon 73, of these types of items. We also complete the article from that issue by adding a table with names and values in XP and GP.

We hope you enjoy reading our first magic item supplement, and if you keep them coming our way we'll produce more of them.

We'd like to thank all our contributors to this supplement, including both our readers and the folks from the various forum systems that contributed ideas. We'd also like to thank the Usenet newsgroup rec.games.frp.dnd members who submitted non-violent magic items and offered comments. We can't do it without y'all, and y'all have been great.

So, turn the page, give it a read, and then let us know what you think by sending an email to [letters@and-mag.com](mailto:letters@and-mag.com) with your comments and ideas. And of course, have fun.



# Revisiting Non-Violent Magic Items

by Dan Rasaiah and Nicole Massey

In The Dragon issue 73, on page 36, Lew Pulsifer and Roland Gettliffe outlined one hundred non-violent magic items, items that though not always conducive to killing monsters, could be used for some interesting applications and also added a lot of flavor to a magical society. However, this



article had no names for the items, and lacked both gold piece and experience point values. Below are suggested values for these things. Feel free to vary them to suit your campaign. Also note that these are not in alphabetical order, as the article presented them in the order below.

**Table 1 – Non-Violent Magic Item XP and GP Values**

d00	Item Name	XP Value	GP Value
01	Scarab of Insect Repulsion	100	200
02	Bed of Insect Repulsion	50	100
03	Self Heating Pan	50	100
04	Broom of cleaning	50	100
05	Cosmetics Ball	25	50
06	Brush of Styling	50	100
07	Stone of Cleaning	25	50
08	Bottle of Temperature Control	50	100
09	Chiming Hourglass	50	100
10	Fan of Cooling	50	100
11	Frying Pan of Spicing	200	400
12	Expanding Chair	50	100
13	Expanding Sofa	75	150
14	Cube of Cooling	25	50
15	Timekeeper's Lamp	50	100
16	Needle of Sewing	25	50
17	Quill of Speed	25	50
18	Plant Pot of Insect Repulsion	50	100
19	Cube of Signaling	50	100
20	Rainbow Lantern	50	100
21	Whistle of Animal Keeping	250	500
22	Anvils of Sympathy	100	200

d00	Item Name	XP Value	GP Value
23	Drawer of Finding	50	100
24	Tree of Climbing	50	100
25	Hemisphere Hanger	100	250
26	Water Pill	25	50
27	Canvas of Image Capture	250	500
28	Bedroll of Dryness	25	50
29	Backpack of Extra Space	400	1000
30	Canteen of Water Purification	100	125
31	Silent Purse	25	50
32	Knitting Needles of Speed	25	50
33	Fan of Heating	50	100
34	Scale of Discretion	25	50
35	Blanket of Comfort	50	100
36	Ultimate Candle Snuffer	25	50
37	Candle of Smoke Detection	25	50
38	Bucket of Quenching	200	400
39	Cutlery of Convention	25	50
40	Scar Unguent	100	200
41	Robe of Warmth	25	50
42	Phylactery of Sleep	25	50



d00	Item Name	XP Value	GP Value
43	Amulet of Insect Repulsion	50	100
44	Discs of the Sahuagin	75	150
45	Thaumaturgic Door	100	200
46	Gloves of the Manicurist	25	50
47	Ladder of Extension	50	100
48	Music Box	100	250
49	Everfull Feed Bag	200	500
50	Cup of Transmutation	250	500
51	Vault of Immobility	100	250
52	Pitcher of Blending	50	100
53	Lamp of the Druid	100	400
54	Boots of Polish	25	50
55	Liar's Dice	250	500
56	Eternal Log	100	200
57	Brush of Untangling	25	50
58	Stealthy Parchment	100	200
59	Necklace of Couture	100	400
60	Rug of Self-shaking	25	50
61	Leomund's Birdcage	50	100
62	Pen of Truth	500	1000
63	Universal clothing	25	50
64	Oven of the Salamander	200	400
65	Pipe of drying	25	50
66	Chamois of Polishing	25	50
67	Harness of Command	100	200
68	Secure Saddle	50	100
69	Saddle of Proficiency	50	100
70	Abacus of Calculation	75	150
71	Chair of Wakefulness	100	200
72	Garment of Cleanliness	50	100



d00	Item Name	XP Value	GP Value
73	Eversharp Knife	25	50
74	Liar's Prosthesis	100	200
75	Stone of Hand Warming	25	50
76	Ghost Chess Set	100	200
77	Cobbler's Talisman	100	200
78	Delectable Bowl	250	500
79	Bird Ball	50	100
80	Dancing Flute	50	100
81	Broom of Eternal Sweeping	50	100
82	Dancing Fan	25	50
83	Automatic Lamp	50	100
84	Case of Filing	75	150
85	Woodsmen's Compass	250	500
86	Shepherd's Wand	50	100
87	Impressive Pipe	25	50
88	Pitcher of Plenty	250	500
89	Sage's assistant	25	50
90	Stasis Box	100	200
91	Eternal Lamp	150	300
92	Whistle of Animal Summoning	200	500
93	Sentry's Lamp	200	400
94	Pouch of Protection	200	400
95	Amethyst Tears	25	50
96	Box of Warning	200	400
97	Spectacles of Night Sight	100	200
98	Self-cleaning Plate	25	50
99	Cloak (Ring) of Slenderness	50	00
100	Ring of Convention	50	100



# Non-Violent Magic Items

*Collated by Nicole Massey & Dan Rasaiah*

In *The Dragon #73* Lew Pulsifer and Roland Gettliffe created a hundred non-violent magic items to add flavor and innovation to campaigns. We've put together another hundred with assistance from various sources for your use and enjoyment, and also created tables like those in the *Dungeon Masters Guide*.

These items should be more common in general than magical weapons and other standard items, as they represent common tools to get work done or luxury items popular with the gentry and nobility. Their rarity also is reflected by the gold piece value assigned to each one.

You'll have to determine how common these items are in your campaign. The standard by the book environment reflects a post-apocalyptic style magic campaign, where magic items in general are rare and were made long ago by wizards and priests of high level and legend, so magic is in general scarce. These items would be found either as family heirlooms or in treasure hoards of monsters who

pillaged the cities of the past. In such a campaign they might represent 50% of the magic items found. The opposite extreme is a high magic campaign where there are magic-users and clerics turning out magic items as a standard way to earn a living wage. In this case these items might represent 60% or even as high as 90% of all magic found. The low magic campaign assumes long and arduous effort for all magic items, so these would be rare – perhaps 20% of anything found. Note also that the amount of ravaging done by monsters will also affect this total when dungeon crawls are the primary means of gaining treasure, while urban adventures with lots of thievery might push the total up to almost 100% as these items are stolen and fenced for profit.

Note that many of these items mimic modern conveniences. This is logical, as people tend to have similar needs as their technology (magic is its own form of technology) innovates answers to standard problems. This is also in keeping with items from the original list

d00	Name	X.P. Value	G.P. Value
01	Air Bottle	150	300
02	Alchemist's Tube	100	200
03	Amulet of Good Teeth	75	150
04	Apprentice's Broom	50	100
05	Auto-Spit	50	100
06	Bandage of Wound Closure	50	100
07	Bookshelf of Preservation	150	300
08	Bountiful Spoon	100	200
09	Brick Mold, Greater	100	200
10	Brick Mold, Lesser	50	100
11	Chest of Horses	125 - 500	250 - 1000
12	Chill Box	100	200
13	Coif of Capacity	100	200
14	Cold Compress of Fever Reduction	25	50

d00	Name	X.P. Value	G.P. Value
15	Collar of Silence	50	100
16	Compound of Removal	25	50
17	Constant Soup Pot	25	50
18	Cup of Pure Water	250	500
19	Dancing Spatula	25	50
20	Deadwood Detector	25	50
21	Dire Corby Trouser Press	25	50
22	Drops of Sobriety	25	50
23	Duck Tape	25	50
24	Dynamic Dishrag of Dancing	25	50
25	Ear Clip of Continence	25	50
26	Earwax of Sublimity	50	100
27	Easy Tent	50	100
28	Enchanted Hot Pot	50	100



d00	Name	X.P. Value	G.P. Value
29	Eternal Bar of Soap	125	250
30	Eternal Sealing Wax Stick	25	50
31	Everclean Diaper	25	50
32	Fever Glove	75	150
33	Firesticks	10	20
34	Flaresticks	50	100
35	Garden Hoe of Weeding	50	100
36	Ghost Tent	125	250
37	Goggles of Counting	50	100
38	Hair Combs of Color	50	100
39	Harvest Basket	50	100
40	Helmet of Amplification	250	500
41	House Jack	375	750
42	Ice Tray	100	350
43	Immaculate Fan	50	100
44	Immodest Bathing Suit of Coolness	100	200
45	Jerky Box	150	500
46	Jug of Everything	250	500
47	Knife and Fork of Good Eating	250	500
48	Lawn Sickle	50	100
49	Lesser Bar of Soap	25	50
50	Librarian's Assistant	75	150
51	List, Greater	100	200
52	List, Lesser	25	50
53	Maid's Outfit	100	200
54	Meldaar's Laundry Basket	75	150
55	Mirror of Ancestors	500	1000
56	Mother's Helper	50	100
57	Nanny Web	50	100
58	Oil of Forteeagh	75	150
59	Parka of Warmth	100	200
60	Perfect Mug	50	100
61	Pillow of the Perfect Seat	25	50
62	Pixie Parasol	50	100
63	Powderpuff of Yesteryear	100	200
64	Preservation Bags	50	100
65	Pulchritudinous Paint Pots	75	150

d00	Name	X.P. Value	G.P. Value
66	Quill of Dictation	75	150
67	Quill of Never-Ending Ink	25	50
68	Reminiscing Window Frame	200	400
69	Ring of the Duck	25	50
70	Rubbing of Rectification	25	50
71	Rubbing of Removal	25	50
72	Samovar Cup	25	50
73	Sense Cloth	75	150
74	Shield of Rapid Sliding	250	750
75	Shoes of the Dance	25	50
76	Snood of Illusion	25	50
77	Sofa of Collection	25	100
78	Spectacles of Matrimony	200	400
79	Sprite's Umbrella	25	50
80	Stone Bee	50	100
81	Stone Cat	50	100
82	Superlative Saucepan	50	100
83	Taming Horse Blanket	250	750
84	Tavernmaster's Mugs	25	50
85	Thaumaturgical Box	250	500
86	Thaumaturgical Dustbin	50	100
87	Thaumaturgical Nipple	25	50
88	Thaumaturgical Quills	25	50
89	Thaumaturgical Water Pipe	50	100
90	Tiles of Fire Protection	100	200
91	Tongs of Metal Heating	100	200
92	Unique Garment	25	50
93	Universal Spicer	200	400
94	Vac	25	50
95	Versatile Dog Collar	100	200
96	Warm Plate/Bowl	25	50
97	Wedding Gown of Virginity	100	200
98	Well Bucket	125	250
99	Wicking Mat	25	50
00	Wooden Pear	200	500



## Item Descriptions

### Air Bottle

When opened this bottle releases air from it. The lid is a leaky one, so progressive opening will result in more wind. The moving air can be used to purify the air in a dank and aromatic room, as it is clean and pure air with no scent to it. It can also dilute airborne poisons and germs and provide air for those in environments where air is scarce. The force, however, is

insufficient to cause substantial damage. 10% of these bottles are defective, so that there is a 5% chance cumulative per use in any 24 hour period that a creature from the elemental plane of air may pass through the bottle and attack those using it.

Source: Nicole Massey



### Alchemist's Tube

This is a Y-shaped piece of pipe. Whatever is the most common substance in whatever is poured through it goes out the right branch of the Y. Everything else goes out equally between the two sides. With sufficient passes purification to any desired degree is possible other than impurities due to whatever is being used to transfer the material. Note that you do *\*NOT\** get to choose the primary ingredient, nor do you even know what it is. More powerful versions are known to exist with higher rejection percentages.

Source: Loren Pechtel

### Amulet of Good Teeth

The design of this amulet is based around a tooth of some magical or mythical beast. If worn for a period of time it will straighten teeth and reverse any damage (decay, broken teeth, etc) and prevent any new tooth related damage. The amount of time it takes depends on how bad the wearer's teeth are, up to a month. While worn it also prevents bad breath.

Source: Shawn Wilson

### Apprentice's Broom

When set to sweeping by a command word this broom will carefully sweep the dirt and dust out of a room bounded by walls and ceiling. The broom will also sweep under objects and sweep up fallen items. The broom will sweep all dirt and dust into a dustpan if present, and will cause the dustpan to empty into a dustbin, if present. Fallen objects will be swept into a pile in a corner or placed in an open box, if present, or an open bag. The broom cannot sweep objects weighing more than 300gp in weight or more than 1 cubic foot in size, treating these objects as furniture instead of objects to be dealt with. The broom takes 1 round per 10" of area. 10% of these brooms are defective and will, if no one is looking, sweep the dirt and other detritus under a bed or other furniture or under a rug if available.

Source: Nicole Massey

### Auto-Spit

After three turns of this spit at a constant speed it'll keep turning on its own until forced to stop by grasping the handle. This type of cooking implement consists of the main spit bar and two uprights that are metal spikes with a ring or half ring on the top. As an added bonus the spit will not slip out of the upright points while turning, and makes no noise while in normal operation.

Source: Nicole Massey

### Bandage of Wound Closure

When this strip of clean cloth is placed on a wound, the wound immediately stops bleeding. If removed

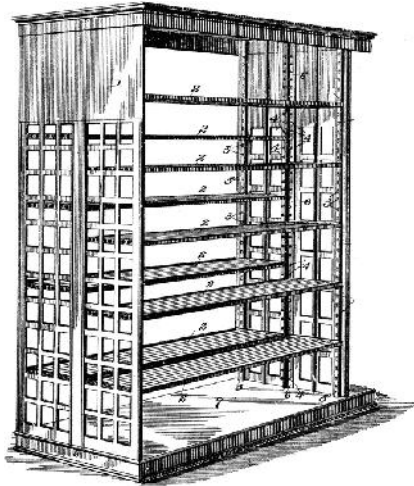


the effect goes away, but natural healing will go on while it is worn. Especially good for hemophiliacs.

Source: Shawn Wilson

### **Bookshelf of Preservation**

All books placed on this shelf are immune to the effects of normal aging, water damage, and general wear and tear whilst they sit on the shelf. They are not protected against normal or magical fire, and parasitical damage still affects them.



Source: Daniel Rasaiah

### **Bountiful Spoon**

This wooden or metal spoon or ladle doubles the volume of ladled food/liquid. (i.e. you have food in the pot to feed 4, and the spoon dishes out food for 8). Command word, 1/day, limit food/water for 16 (start with 8, end up with 16 max)

Source: Daniel Rasaiah

### **Brick Mold, Greater**

This functions just like a lesser brick mold except the brick will already be baked when it's released.

Source: Loren Pechtel

### **Brick Mold, Lesser**

When placed on suitable clay (although the moisture level is irrelevant) and the command word spoken, a brick will be formed from the clay. Upon placing the brick mold onto a flat surface the brick will be released onto that surface.

Source: Loren Pechtel

### **Chest of Horses**

These wooden boxes come in many sizes ranging from a small chest to a huge one. When placed on a coach the box obviates the need for horses. The driver uses the same motions with a pair of reins tied to the horse hitch that he or she would use if horses were in place, and the coach, carriage, wagon, or other conveyance will travel just as far as the appropriate number of horses could before tiring and then stop until a proper rest period passes, so it performs just like the number of horses it represents. Each box has a number of horses carved on its top representing the number of horses it replaces. Horses won't work with a box in place and in use, so it's either all horses or all box to move the conveyance. A small chest will replace one horse, while the largest can replace sixteen horses. Speed is also that of the replaced horses of excellent quality but not thoroughbred quality. The box must be properly secured, as if it falls off of the coach or loses contact with the coach at any point in time the effect ceases until it's secured. The boxes also have a command word, usually carved on the inside, that is required to get the box to do anything besides be a box. The box may be filled to the brim with cargo and still operate, but no modifications can be made to it, like fitting high quality locks or attachments to keep it anchored to the coach. (Though some high-end coaches may have a specific receptacle for such boxes, and at least one coach maker has a space under the driver's seat and the seat behind the front wall, which faces backward, to store the horse box.)

Source: Nicole Massey

### **Chill Box**

These boxes can range in size from a cubic foot to the size of a small room or larger. The temperature within the box is maintained at a set temperature specified by the box's owner, ranging from -40°F to 48°F. Things placed in it are treated just like if they were in a refrigerator or freezer, with similar spoilage times. The door has a heavy hasp, but on these boxes the door will open with a light push by a living creature as a safety measure.

Source: Nicole Massey



## Coif of Capacity

A simple cloth piece of headwear, that when placed on the head, allows the wearer to gauge the intellect level of one person per day (who must be stared at for 1 round without break). The coif imparts a sense of 'brilliant' 'average' 'below average' and 'dunce', to the wearer.

Source: Daniel Rasaiah

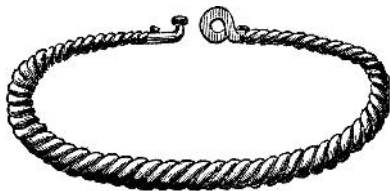
## Cold Compress of Fever Reduction

A cool, damp piece of cloth, when placed on the forehead of someone suffering a fever, it immediately relieves the fever (but only while applied). Also cures headaches and migraines.

Source: Shawn Wilson

## Collar of Silence

When placed on a normal canine (dog or regular wolf, magical creatures are unaffected), the creature becomes completely silent. Though they may bark, growl, or make scratching noises, no sound is emitted. The enchantment has no area effect.



Source: Daniel Rasaiah

## Compound of Removal

This metal tin contains a white creamy substance that will remove stains from cloth and other garments ranging from gauze to rawhide. It also removes rust from metal, though it doesn't restore the metal, so it won't return a metal object with extensive rust damage to a like new status. The substance is rubbed on the surface, then the surface is washed in water or otherwise laundered. (A clean cantrip will do the job, for instance)

Source: Nicole Massey

## Constant Soup Pot

This metal or ceramic pot, with a lid and a cut-out for a ladle or spoon, heats soup, stews, beans, and

other such foods with higher liquid content to a constant temperature and then keeps it at that temperature for a protracted time period. It will not burn its contents, and the outside is cool to the touch. When the lid is on the handle must be grasped to remove it, and nothing passes through the notch, so that the pot can be jostled, agitated or even turned upside down with nothing spilling. The spoon or ladle will also remain static while the lid is on.

Source: Nicole Massey

## Cup of Pure Water

Any liquid placed in this ornamented cup becomes pure, refreshing water. Specifically anything not water merely flows through and out of the cup as it were not there. Only pure water is retained. If there is no water in the liquid poured in, nothing will remain, so mercury would flow through, not turn into water. There are rumors of cups like this that purify to other substances, like alcohol or alchemical substances. Note

this vessel may cause great harm to some creatures like green slime, water weirds, and other creatures with a water base. The cup can do D8 points of damage per round if used to scoop the substance, but this does give the substance an attack on the wielder of the cup if held without protection.

Source: Shawn Wilson

## Dancing Spatula

This looks to be a normal spatula, but upon command it will tend food on a grill or in a pan as if a normal person were tending the item. It will also remove items from the fire -- steaks are cooked medium rare unless otherwise commanded, while most other meats are cooked medium well and other items are prepared to doneness. 10% of these items are imbued with a puckish spirit, and will cause the spatula to randomly smack the behind of anyone with his or her back turned to it. (Save vs. spell, a failure resulting in a smack) this does no harm, though it tends to surprise the target and can cause a negative effect on mood.

Source: Nicole Massey



## **Deadwood Detector**

This round object has two hands on a decorated face and looks much like a compass, with directions on the outside edge. The shorter hand sweeps across a spectrum only half the circumference of the face, from west to east, and bears markings like "dry", "semi-dry", and "green". When used in a natural region this will detect deadwood and indicate the quality of the wood. It will select whatever kind of wood the inner hand is set to, so searching for all three types requires three such searches unless the needle is set on the boundary of two wood types.

Source: Nicole Massey

## **Dire Corby Trouser Press**

This 6 inch cherry wood box unfolds to form a pair of flat boards some 3 feet by 18 inches, hinged at one end with a clip at the other. If a set of clothes are placed between them and the boards clipped together, they will be magically cleaned and pressed. The process takes 30 minutes, at which point the press signals completion with the distinctive alarm sound "Doom, doom!".

Source: Jim Davies

## **Drops of Sobriety**

These amethyst colored drops in a crystal bottle counteract the effects of alcohol. One drop will nullify the effects of 5 imbibed standard drinks. Preemptively taking will immunize against an equivalent amount of alcohol, provided its drunk within 6 hours of taking the drop(s). One vial contains 10d6 drops. Developed by one very frustrated Wizardess...

Source: Daniel Rasaiah

## **Duck Tape**

This is by all outward appearances a roll of duck tape, although it does have a faint aura of conjuration. 3/day you can pull off a piece of tape of any desired length. It will vanish if not applied to something within one minute of being removed from the roll and any tape separated from whatever it was applied to will immediately vanish.

Unapplied tape will also vanish if separated from the applied tape--if the whole thing is unapplied the smaller piece vanishes. You can always tell the uses remaining by how full the roll appears. Where its name comes from is its effects on ducks, though. First, a piece of tape acts as a Cure Light Wounds when applied to a duck. The tape piece vanishes. Also, the roll may be used as a ranged weapon against ducks. A successful ranged touch attack will cause the duck to become bound in tape (using one of the daily uses of the roll.) Breaking free is either a strength check (to break the tape) or a saving throw vs. paralyzation at -2 (to wriggle out of it.) Any damage bonus that would have applied to the hit is instead added to these rolls as modifiers that make the roll harder or easier, as appropriate to the modifier.

Source: Loren Pechtel

## **Dynamic Dishrag of Dancing**

This is a square of absorbent cloth about one foot square, though some can reach 18 inches on a side. When placed near a wet dish, bowl, plate, drinking vessel, or other such object it will dry the object. The object must have only a thin amount of water on it -- if there is standing water in a vessel the dishrag will ignore it. The dishrag will dry objects as long as its moisture level is lower than that of what is being dried, and if it's wetter than what it's trying to dry it will drape itself over a pole, rack, or other such appropriate location to dry out. While drying it will resist all attempts to use it to dry something, but can still be used as a weapon. (though its dancing ability doesn't work in weapon usage)

Source: Nicole Massey

## **Ear Clip of Contenance**

This metal clip applies light but constant pressure when attached to a creature's ear. Creatures of animal intelligence or lower cannot relieve themselves when this clip is attached to an ear, while more intelligent creatures must roll against Intelligence to do so. This clip is used to keep animals from relieving themselves in inappropriate places as well as for toilet training for children. Note



that the clip must be removed or the animal or other creature will suffer bodily damage from excessive amounts of waste stored in areas with limited capacity.

Source: Nicole Massey

### **Earwax of Sublimity**

A two piece set that when placed in the ears, makes the wearers singing voice sound like a soloist from a celestial choir. Only the wearer of the wax hears this exalted singing, to all other listeners, the singer's voice is as per normal.

Source: Daniel Rasaiah

### **Easy Tent**

This tent sets itself up and packs itself neatly back in its bag. The tent is of superior quality and will continue to raise and pack itself until it takes 50% of its damage points of wear. The tent comes in various sizes.

Source: Nicole Massey

### **Enchanted Hot Pot**

This unassuming pot will, at a command word, cook food placed inside without the need for a fire. Ideal for low heat dishes like casseroles and stews. A command word is used to turn it on and off, and a second command word sets the temperature to low or high. Also comes with a tight fitting lid.

Source: Daniel Rasaiah

### **Eternal Bar of Soap**

This piece of soapstone or limestone carved into the shape of an oversized bar of soap slowly cleans anything within 10' of it. Things which are clean stay clean, ordinary gunk will be gone in 10 minutes and it will leave a full chamber pot spotless within an hour. It cleans anything whether or not soap would be the appropriate means of cleaning. (Leave a bar in a stall in stable and you'll never need to muck it out.)

Source: Loren Pechtel

### **Eternal Sealing Wax Stick**

This stick of sealing wax never runs out unless completely melted, at which point it loses all magic

Source: Nicole Massey

### **Everclean Diaper**

When this soft and absorbent cloth is wrapped around the pelvis and secured with pins, it cleans and empties itself every round when soiled. There are both child and adult sizes of this garment. (Ever think of what it entails for someone in plate armor to go to the bathroom? Especially a woman?)

Source: Loren Pechtel

### **Fever Glove**

When worn and placed on the forehead or other body part typically used to check for fever on someone lying down and inactive for one minute it gives the target a proper temperature. That is it negates any fever or, if appropriate, hypothermia. It will not repair any damage from heat stroke or frostbite, but it will restore proper temperature, so it would unfreeze frozen flesh (so long as the owner is alive). Note that it restores the target's proper temperature, it wouldn't melt a frost creature or anything like that and wouldn't work on an elemental or golem anyway.

Source: Shawn Wilson

### **Firesticks**

Small wooden twigs treated with an enchantment that makes the tip combust if rapidly scratched against any hard surface. The resultant lit twig can be used for lighting pipes or campfires. (Normally found in boxes of 25.)

Source: Daniel Rasaiah

### **Flaresticks**

Simple 1 foot long batons that when the command word is spoken, launch several hundred feet into the air and explode into a bright pyrotechnic display. One shot item (normally come in boxes of 5), primarily used by sailors for signaling or though



there are martial and entertainment applications as well.

Source: Daniel Rasaiah

### **Garden Hoe of Weeding**

When touched to a plant this gardening implement that looks to be a normal one of the type, will remove any diseases or parasites and prevent the growth of any competing plants in the immediate vicinity for one week and kill any already present.

Source: Shawn Wilson

### **Ghost Tent**

This appears to be a fine quality tent peg. However, it's actually the whole tent. When driven into the ground the tent appears. It's only a faint ghostly outline of a dome and it offers no resistance to anyone passing through it, nor does it offer any privacy to anyone within it. However, it stops 80 mph of wind and wind-driven items and it blocks all precipitation. The temperature inside is raised as much as 20 degrees (although it will never be raised above 75 degrees), it is not cooled if it's used in a hot climate. If another ghost tent peg is placed within the area of an existing tent the effects merge. The dome grows by 4 feet, the wind blocking by 10 mph and the temperature by 5 degrees. Should the dome encounter objects within its area it smoothly goes around them, they do not interfere with it any more than people passing through it interfere. As the barrier is ghostly it blocks all travel via the border ethereal. There are stories of a city in the far north that has so many of these buried under the castle that the whole city and even the nearby farmlands are shielded, remaining comfortable while pretty much ringed in glaciers.

Source: Loren Pechtel

### **Goggles of Counting**

When worn these goggles reveal a number across any collection of like objects. This is the number of like objects in the collection. They can be a bit deceptive at times as they reveal the number of items for any grouping greater than one, whether or

not that's what you're actually after and it's easy to become confused with about what number applies to what.

Source: Loren Pechtel

### **Hair Combs of Color**

Normally found in a decorated box, these hair combs come in pairs. If two combs within a pair are used in a hairstyle the entire head of hair appears to be a particular color as defined by the combs used. There is an elaborate code to determine which combs correspond to which color, and this code is considered a top secret code by the women who possess the combs, though they tend to share it with those who have recently acquired them. If comb pairs are mixed there is no effect, but if four, six, or more even numbers of combs are used in pairs, other color combinations may occur. The use of these combs is considered to be an art.

Source: Nicole Massey

### **Harvest Basket**

The bearer of a harvest basket can harvest from any plant or group of plants that are in an adjacent 1" area (no matter how big the plant may be, any point of adjacency is enough.) The bearer must indicate what is being harvested in terms of what's around, not by name. (It can't be used as a means of identifying what's being harvested.) It can't be used on things the user doesn't know about. (Thus you can't simply walk up to a tree an attempt to harvest a truffle, although if you know a truffle is there it will work.) By maintaining concentration it's possible to walk through an area of like plants and harvest as you go.

Source: Loren Pechtel

### **Helmet of Amplification**

When donned, this full face helm enables the wearer to hear sounds up to one mile away clearly. The helmet has no eye slits, so the wearer will be completely blind whilst using it. The first few times the helmet is donned, the wearer will be completely disorientated by the cacophony of sounds, and may



(50% chance) vomit with nausea. With time and practice however, the wearer can direct his augmented auditory sense to hone in on a particular sound or area, at the exclusion of all others. From this moment on the helmet operates without penalty.

Source: Daniel Rasaiah

### **House Jack**

To outward appearances this is an ordinary jack except it has a small top plate. In operation, though, it will be found that anyone can operate it--the more force that's applied the more lift per stroke. The real magic is that when placed so as to raise the top of anything it will actually lift the entire object no matter how big. This happens even if the jack is within the object being lifted and the object being lifted will hold together even if it would obviously fall apart given this treatment. (Dungeons, tunnels and the like are spaces within the ground, not objects for the purposes of this item.) An object that has been jacked up off the ground is capable of being moved assuming sufficient force can be applied. Given a good place to stand a person can push 20x their lifting capacity at the rate of 1 foot/minute and they can push 100x their lifting capacity at the rate of 1 foot/hour. The jack does have limits, though, as it can securely support only a limited amount of weight. For any structure so jacked off the ground weighing over 10 tons, each additional 2 tons causes a 1% chance for the jack to slip and drop the object to the ground, with the appropriate damage being rendered unto the object the jack is elevating.

Source: Loren Pechtel

### **Ice Tray**

This is a wooden tray 8' x 12" x 2". It has a framework that fits inside it that forms 24 separate areas in it, each 2" square (4 wide and 6 long). If filled with water with the framework and placed in direct sun, the water will freeze solid into ice cubes within 15 minutes. It does not work unless placed in full sun. The ice cubes will remain frozen as long as they are in the tray even if the tray is removed from the sun afterward. Once removed from the tray, the

ice cubes will act normally in every way. The tray will only work with water.

Source: Tim Smith

### **Immaculate Fan**

When flicked around a naked body, this hand fan will magically blow away all accumulated (non-magical) dirt/dust/blood/sweat/mud etc. Ideal for adventurers that have been on the road for awhile and are starting to smell a tad fresh. Can clean up to six M sized humanoids/day.

Source: Daniel Rasaiah

### **Immodest Bathing Suit of Coolness**

This set of clothes consists of either a bikini and sandals for females or swim briefs and sandals for males. (Sandals are the "flip-flop" type.) This item neutralizes cold\* weather to minus 100F. It won't work if anything else is worn with it, including a towel, though jewelry should be okay, and belts and backpacks also don't conflict with its function.

Source: Shawn Wilson

### **Jerky Box**

This wooden box measures 18" x 12" x 8" and has a tray made from the same material that sits in it so that there are 2 surfaces inside from which to work. Any meats, fruits or vegetables placed inside may be dried instantly simply by closing the box and saying the command word. When opened, the food inside will be dried as if it had been hung in a heated drying room for 8 weeks. Further attempts at using it already dried foods will have no effect, and it has no effect on live creatures, or anything not to be considered food by the owner.

Source: Tim Smith

### **Jug of Everything**

This small copper jug can hold 5 gallons of liquid of any types (including water, wine, cream, acid, potions, oils, poisons, etc), which will not mix. On command, the jug will pour the requested liquid until none of that type remains. The jug cannot



identify the liquid, but uses the same name as spoken to it when the liquid is added to it. When found, the jug is likely to contain a variety of fluids which will occupy space and not come out until released by the correct command word(s). This lends itself to various amusing uses, such as pouring safe and poisoned wine from the same jug.

Source: Ellenor Davies

### **Knife and Fork of Good Eating**

Any solid substance that is approximately edible consumed with these utensils becomes wholesome, nutritious, cooked (if appropriate), and tasty (to the users taste) food of a similar nature regardless of its initial condition. Plants do not become meat, and meat does not become vegetables. It won't work on fundamentally inedible items like rock or dirt, but it you can eat wood with it and it will become a healthy (vegetarian) dish, and you could eat decayed or poisonous meat and it will become wholesome and nutritious (and safe).

Source: Shawn Wilson

### **Lawn Sickle**

This looks like a tiny sickle. Using it to cut a single blade of grass in a bordered area will result in all of the grass being cut to that height, much like using a lawn mower to trim the grass. It only works on normal grass, not any exotic or magical varieties, so if it doesn't grow in a lawn or field in our world it won't cut it. The grass is only cut, not raked and bagged or otherwise disposed of, so that task must be done through labor or other magical methods.

Source: Nicole Massey

### **Lesser Bar of Soap**

This item is a piece of soapstone carved to look like a bar of soap. when held it removes all dirt, grime, filth, germs, etc from the user and his clothing after one minute. The Bar of Soap will also remove vermin, like fleas and lice.

Source: Shawn Wilson

### **Librarian's Assistant**

A simple 2' high one step ladder that allows one to levitate up to a maximum of 15' high (can move up or down without restriction) and laterally at a rate of 2". The device operates for up to 5 hours per day before it gently lowers to the ground and may be not used again for 24 hours. It can accommodate one M or S sized figure at a time. The step is attuned to a matching bookshelf and will be powerless if removed more than 10 feet from the shelf.

Source: Daniel Rasaiah

### **List, Greater**

This is a small, flat rectangular black object, palm-sized. It is featureless except for ten recessed buttons arrayed in pairs. Pressing the first button records up to 25 words spoken by the user (same limitations as Magic Mouth; no mouth appears). The second button repeats the previously recorded words, as often as the button is pushed. Pressing the first button and speaking even a single word will delete and overwrite any previously recorded message. The message is repeated in a monotonous, unidentifiable voice with minimal inflection. The volume is rather low and does not carry far. This device can record up to 5 separate 25-word messages. The person recording the messages may specify at time of recording that the message automatically plays back at a specific time of day (can be useful as an clock or synchronizing tool) or manually after a time condition has been met (e.g. only after X days/weeks/months, etc have elapsed, only during the month of May, etc). A message can also be set to play automatically at a specified radius of an exact location, as long as the message is recorded within the radius of the location, (e.g. "you are now within one mile of Blackmoor, take a left at the next crossroads") or be available to play manually once the condition is met. Messages can also be set to play only in specified sequence (or with both a time/location requirement or any combination (so message 2 plays automatically or is available once the user has reached the town or Port Haven and has been there two weeks)

Source: ALordOfChaos



## List, Lesser

This object is very similar to the Greater List, but holds only a single message and has only two buttons. (one record and one playback button) In all other respects it's identical to the Greater List, except that it can't have messages set for playback at specific times or locations -- pushing the button is the only way to get a message to play.

Source: ALordOfChaos

## Maid's Outfit

A complete maid's outfit, (white loose top, long skirt, apron, bonnet, socks, and slippers -- this is not a French Maid's outfit) it only functions if it's the only attire being worn, although you can wear jewelry with it. Any unoccupied bed within 50' makes itself in 1 round if the linens are fairly clean, otherwise the bed will be stripped and clean linens (if available) will be put on it with the soiled bedclothes transported to a laundry basket or hamper. Any towel laying around will be cleaned, dried and hung up neatly, one round per step (only necessary steps will be performed.) The room or area up to 300' square will be swept and mopped, all surfaces will be dusted, and general pickup will be performed. Soiled laundry will also be placed in a hamper or basket, but will not be cleaned. The person using this outfit to perform these actions can't do anything else besides focus on the cleaning required. Note: This outfit does not do windows.

Source: Loren Pechtel

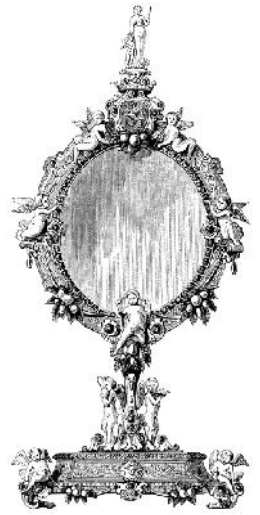
## Meldaar's Laundry Basket

Upon utterance of a command word all laundry in this basket will be cleaned and folded or hung up. There must be enough hangers for hanging clothes or the appropriate pegs, and if there's not enough drawer space or room on shelves for folded items then they'll remain in the basket, though folded. The basket can clean any cloth and do it without damaging it for normal stains. For the purpose of this item cloth ranges from gauze to rawhide. Tough stains may not come out, like grass, blood, and certain other substances.

Source: Nicole Massey

## Mirror of Ancestors

This mirror allows the user to carry on conversations with departed ancestors. The user of the mirror must know the full name (including maiden name) of the ancestor to be contacted, and the ancestor can give advice on situations and scenarios. The ancestor doesn't remember much about the physical plane, so they're a poor source of directions. They do remember other people, however, and can give names of other ancestors if asked. The ancestors have all their feelings and possible prejudices for others they knew in life, so information may be highly subjective.



Source: Nicole Massey

## Mother's Helper

A simple hair band, that when donned, makes the wearer invisible to one's own children. The wearer is perfectly visible to all others, and the invisibility is immediately broken if violence is begun (i.e. the wooden spoon is brought to bear). The headband works for up to 2 hours per day.

Source: Daniel Rasaiah

## Nanny Web

This open mesh of some arcane material is strong, dry, and flexible, similar to a cargo net for trucks made of bungee cord, but impervious to knife cuts or those of other sharp items. The web is three feet high when deployed, and attempts to climb it result in the entanglement of the climber unless a save is made vs. magic at -6. If the save is made the climber doesn't surmount the web, only remain on his or her side not entangled. The web is stored in a hemispherical stone placed high on the door. The web will open for anyone who has been imprinted in it by the owner -- this process requires the owner to touch it, speak a command word, then have each of the desired persons who are to pass touch the



stone as well, ending with the owner touching the stone again and speaking another command word. This web is used most often to keep children and pets out of specific rooms by magic-users and others that have areas they want to restrict to little hands. The web deploys and retracts in ½ a segment. Any impact of over 150 pounds will cause the web to retract, so it's only good for restricting lighter weight beings from access to an area.

Source: Nicole Massey

### **Oil of Forteeagh**

This oil is most often found in a mister or atomizer or sometimes in a perfume bottle with a spray attachment. This oil, when turned into a spray, stops squeaks, protects metal, loosens rusted parts, and frees sticky mechanisms. Armor treated with this will not squeak, though it may still clink. Armor and weapons will not rust, corrode or stick in the scabbard. Doors will open silently if this sprayed oil is applied to the hinges. When picking locks, applying reduces the difficulty by 10. When thrown into a fire, it will produce a 5' 4d6 fireball after two rounds. Maximum spray range is 5' and if sprayed in the eyes there is a 50% chance it will cause 1d4 rounds of eye irritation (blindness).

Source: Thomas Proofer

### **Parka of Warmth**

This garment set consists of a heavy parka type coat, a knit hat, and knitted mittens or gloves. When properly worn and bundled up this set of outer wear will neutralize warm/hot weather up to 200F, keeping the wearer cool and comfortable.

Source: Shawn Wilson

### **Perfect Mug**

This mug is about as ideal as magic can make it. First, if a drinkable non-magical liquid is poured into it, it will always refill itself (to the level it was originally filled to) every round. The liquid will remain at the temperature it was at when poured and will never spoil. The poured liquid will vanish if the imbiber spits it out. If the imbiber goes for

more than 1 turn without taking a drink the mug will empty itself and a new substance must be poured into it to reactivate this power. Second, the mug is unspillable, even if inverted nothing will come out. Liquid can only leave the mug into the mouth of someone drinking from it. The only other way to empty it is via a command word, at which point a new liquid can be poured in. Third, if the mug contains a warm liquid the mug will be warm but never hot enough to burn even if it contains boiling water. Next, the mug will always appear nearby (or in the owner's hand if there is no surface nearby which is stable relative to the owner) if the owner says "Where's my mug?" This is *\*NOT\** a command word, it always triggers on these words regardless of the owner's intent and this does not take an action. Finally, the mug has a +5 to any saving throws vs. magical attack and is impervious to normal damage and will not be harmed in an ordinary fall no matter what it lands on. Other than the possibility of theft you can simply drop it when you don't want it and then summon it again when you do, as long as you're on the same plane as the mug.

Source: Loren Pechtel

### **Pillow of the Perfect Seat**

This ornate embroidered pillow has several minor effects. First, it will resize itself to fit into the seat of any chair and provide comfort to any person sitting on it. Its stuffing is magically empowered to both provide support and also not create any fatigue in the posterior. It also suppresses any local sound, so flatulence is silent, and absorbs odors, so it's also not smelled.

Source: Nicole Massey

### **Pixie Parasol**

This little sunshade, looking like a decorative garnish for a tropical beverage, will open and close just like a normal parasol of



ordinary size. When opened the person bearing it is shaded just like a regular parasol, though the Pixie Parasol will not encumber the bearer in any way and is immune to the effects of wind, obstructions, or other environmental effects. The person under this shade will act as if in the shade in regards to heat effects, UV light, and other such effects. The Parasol will, however, only restrict rain for 2d4 rounds before rain will start to pass through, as it's not water resistant, and such soaking will make it unusable for one day.

Source: Nicole Massey

### **Powderpuff of Yesteryear**

Magical puff that when applied to the face, makes the recipient appear 5 years younger. Effects last for 1d4+2 hours. Powderpuff has 5d4 applications

Source: Daniel Rasaiah

### **Preservation Bags**

Found most often in a set, this is a selection of cloth bags ranging in size from bags that hold a single cup to a bag that holds four gallons. Any perishable substance placed in these bags acts as if under a Preserve spell. In a full set there are four one cup bags, four one pint bags, four one quart bags, four half gallon bags, two one gallon bags, a pair of two gallon bags, and one four gallon bag, though incomplete sets may be found, as the bags have no charm that keeps them together.

Source: Nicole Massey

### **Pulchritudinous Paint Pots**

Basically make-up, these paints and dyes, when applied to the face and/or hair, adds 2 points of Comeliness (use Charisma if Comeliness isn't used) for any female or male. Only one application per person/day is possible with these preparations. Lasts 12 hours, 5d6 applications/pot

Source: Daniel Rasaiah

### **Quill of Dictation**

This is a command word activated animated quill with a range of 30'. It cannot transcribe magical script but will transcribe verbal dictation as fast as it can be delivered.

Source: Daniel Rasaiah

### **Quill of Never-Ending Ink**

This is a standard quill cut to a quill pen, normal in all respects aside from the fact that it 'self-inks' and never runs dry. It does, however, wear out like a normal quill. These are found in groups of 2-12.

Source: Daniel Rasaiah

### **Reminiscing Windowframe**

Small square frame that enables one to peer through it into a room and see a moving picture of all that has taken place within the room during the previous hour. No action can be taken to interfere with the past, it is purely a visual device. (Created by a mistrusting sorceress.)

Source: Daniel Rasaiah

### **Ring of the Duck**

When this silver ring with an aquamarine carved in the shape of a floating duck is worn the wearer is twice as buoyant as normal. This ring imparts no bonus to swimming, but saves vs. drowning are at +2.

Source: Nicole Massey

### **Rubbing of Rectification**

A simple charcoal rubbing set, then when rubbed over a written document, automatically corrects any spelling and grammatical errors on the part of the writer. Each rubbing set is attuned to only one written language (e.g. common, elvish, dwarvish, etc.) and makes the corrections in the original writer's penmanship, and without leaving a trace of correction (nor charcoal!).

Source: Daniel Rasaiah



## Rubbing of Removal

A small ivory cylinder that removes any writing of non magical nature that is under it when rubbed, but only that written by the bearer of the ivory cylinder.

Source: Nicole Massey

## Samovar Cup

When ground tea or other herbs are placed in this ornate silver cup the vessel fills with hot water and the herbs are seeped. Anything more than a pinch activates the vessel, and if the user speaks certain words the cup will include them in the brew. Common words used are "sugar", "Honey", "Milk", and "Lemon". The words can't include alcohol, so that will have to be provided by the imbiber. These vessels can make as many cups of tea as the user can drink the contents, but rapid emptying of the vessel (like pouring the contents into another vessel) will deactivate the vessel for eight hours.

Source: Nicole Massey

## Sense Cloth

Black plain cloth that when wrapped around the head cuts off all senses except touch, (the wearer can't see/hear/taste/smell). Ideal for sleeping, (or for kidnapping!) Once removed, senses return as normal. Can fit any humanoid up to M size

Source: Daniel Rasaiah

## Shield of Rapid Sliding

This acts as any ordinary kite shield, but when the command word "Rosebud" is spoken, it transforms into a large toboggan capable of carrying up to 4 riders. The same command word will revert it back to its shield form. These shields will always have a rose decoration in the very center and it cannot be painted over or scratched off. Likewise, the sled will also have a rose decoration on the front which cannot be removed. No magically protective versions of this item are known to exist, so the shield can only impart the normal one class of improvement found on normal shields.

Source: Tim Smith

## Shoes of the Dance

These shoes, when worn by a less than perfect dancer, will enable the person wearing them to dance as if they were an expert in the particular dance. They do not size to fit the foot on their own, so the proper sized shoe must be worn to avoid fatigue and discomfort or the footwear coming off in the middle of a dance.



Source: Nicole Massey

## Snood of Illusion

This woven hair covering will, once donned, create the illusion of any hairstyle. The illusory hair will include any ornaments required to create the proper effect, including pins, combs, and jewelry, and can also simulate caps, coifs, hats, veils and tiaras. The style is thought of as it's put on and the snood creates the illusion, which is a normal visual and auditory illusion for determination of saving throws and disbelieving it. The illusion may last no more than eight hours, and can be used but one per day.

Source: Nicole Massey

## Sofa of Collection

This ornate overstuffed sofa will, upon a command word by its owner, disgorge any coins or other objects that have fallen in it into a pile in front of it.

Source: Nicole Massey

## Spectacles of Matrimony

A matching pair of gold framed glasses with pink tinted lenses that when donned, engender feelings of love and affection for the other wearer. You literally 'see the other person in the best light'. When

used by romantically linked couples, this effect is immediate and confers no save. When donned by non-linked persons, treat as a charm person spell with the level of caster determined by the charisma of the opposite spectacle wearer, (i.e. wearer's charisma is 11, caster level 11th). Charm effect is instantly dispelled when the glasses are removed, (or dispelled as per normal). Created by a town sage sick of dealing with squabbling couples.

Source: Daniel Rasaiah

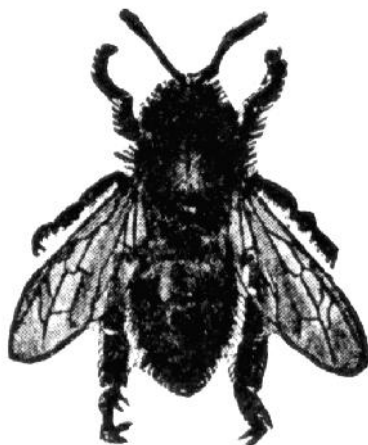
### Sprite's Umbrella

This looks like a tiny umbrella that you might find in some tropical drinks except it folds like a real umbrella. While unfolded it will function as a real umbrella would except it has no physical form (it does not impede vision or spell effects and never will have problems with constricted terrain) and it remains effective no matter what the wind velocity. (Go walking in a force 5 hurricane and while you'll be blown about the rain won't touch you.) The standard version protects one person from the rain, while larger versions are rumored to exist that can protect two persons, a person and a dog, or even a person and a horse's head. There is also a version that is a charm and when attached to a dog's collar or horse's bridle will protect the head of the horse or the entire dog from rain. (This item doesn't protect from water from below, so walking in puddles and other standing or moving water will still get the person using this item wet feet)

Source: Loren Pechtel

### Stone Bee

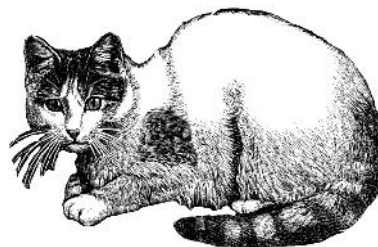
This stone carving is identical in shape and size to a normal bee. Assuming it is free to move about a stone bee will behave just like a regular bee other than it doesn't care about the temperature.



A stone bee has no sting--but note that it retains its stone hardness, it's effectively invulnerable to the things that would normally attack a bee. A stone bee seeks to be covered in honey and when it is thus covered it will do nothing. If it is not covered it will seek out flowers and make honey. Stone bees are normally kept on a screen in a honey pot--they will in time fill the pot to their level and then stop until someone uses some of the honey. It will take a lot of stone bees to keep up a supply of honey. This item is sought by mazers (mead makers) and confection makers, who will pay well for any of them found.

Source: Loren Pechtel

### Stone Cat



This item looks like a life sized very lifelike carving of a cat. If the cat is sitting on the floor or a surface (but not in a container) and

an ordinary small rodent comes within 30' of the stone cat the cat will turn to flesh and animate. The stone cat can pounce the entire 30', if no suitable path exists the cat will close at 5'/round (even if this means going the other way to get there) until it can pounce. The cat gets a +10 to all checks needed to pursue its target. Upon a successful hit the target will be swallowed whole, the stone cat will regain 1hp and it will return to its original position and turn back to stone. The cat will likewise return to its original place if the target gets outside the 30' range (as measured from its original place.)

Note: If this sculpture, in either form, is placed in a box with a randomly releasing poison gas dispenser in the box, two identical versions of this item will be found when the box is opened. One is a functional item, while the other one is inert and has no magic, and therefore will not turn into a living cat unless further enchantments are placed on it to provide this ability, though at a -90% chance of the copy accepting any magic.

Source: Loren Pechtel



## Superlative Saucepan

This looks like a normal copper bottomed saucepan with a carved wooden handle, though it does detect as magical. When placed on a fire or other heat source the user can speak the names of particular ingredients and the saucepan will teleport them from a source for the ingredient within a 100 foot radius. The saucepan will bring in the exact amount specified and the best quality ingredient unless otherwise specified, *s*, for example, calling for wine will pull the best vintage, while calling for a King's Year 4465 Halfling Lester's Libations Dry Sherry will get that exact vintage as long as it exists within the specified range. The saucepan provides the ingredients directly into itself in a single bulk delivery unless words like drizzle, mix in, or other specific phrases are included. The saucepan speaks common, Halfling, and several elvish languages for purposes of specifying items. Note that the saucepan must be on a heat source to do this, and that it doesn't discriminate as to where it gets its ingredients from. Note also that specified ingredients must be in the specified form before they're called, so a call for ground beef won't cause the saucepan to grind up a steak to make the called for ingredient. If the ingredient in question isn't in the radius a soft chime will sound, quiet enough



that only the cook and anyone within five feet may hear it. There are rumors of skillets, kettles, and baking pans that also have the same capability.

Source: Nicole Massey

## Taming Horse Blanket

This multi-colored horse blanket will cause any horse to become instantly tame and docile if it is thrown over their back. They will remain so as long as the blanket is left in place. Once it is removed, their mood will be subject to how they have been

treated in the interim. It is often used in conjunction with training wild horses to take riders.

Source: Tim Smith

## Tavernmaster's Mugs

This normal looking bar mug (also sometimes found in tankards and steins) empties and spills like a normal mug, but will refill itself on a command word from the tavern's stock of the same liquid most recently poured in it. The command word is most often something like "I'll have another!" or "Barkeep, fill em up again!" spoken in a loud voice. Each mug has a corresponding abacus, most often kept behind the bar, so the bartender or wait staff knows how many drinks go on the customer's bill. (often the abacus and mug bear the same symbol carved into the frame of the abacus and inscribed on the bottom of the mug) After the inside has been wiped with a rag or towel for at least 2 minutes and replaced on the shelf the link with the particular drink is severed and the abacus returns to zero. The abacus must remain within 20 feet of the supply of beverages for the refilling dweomer to work, and the mug must remain within 100 feet of its abacus. The towel or rag does not have to be clean. These vessels are as easily breakable as normal mugs, but if you sweep up at least half of the shattered pieces of the mug(s), they will sort themselves out and fully repair themselves at dawn the next morning. These mug and abacus sets are often found in groups, and if ordered are shipped in lots of twelve.

Source: ALordOfChaos

## Thaumaturgical Box

This consists of a pair of boxes, ranging in size from 3 inches on a side to two feet on a side. As long as the boxes are within 100 miles of each other anything placed in one box exists in both boxes. The most common use for these boxes are to place one box in a merchant's place of business and the other at one's home. The merchant will place items in the box on their end and then the person can remove it at home. This is especially popular for delicate items like cakes and fine artworks. Another use is to place one box at a bank and then the customer can make



regular deposits without the risk of getting robbed. Nothing living can travel through the boxes, so they're not vectors for vermin or thieves.

Source: Nicole Massey

### **Thaumaturgical Dustbin**

This normal trash can is part of a set, normally consisting of appropriately sized trash receptacles placed around a home, business, or other place. Anything dropped into one of these receptacles will automatically teleport to the largest of the receptacles, most often located outside the residence. This process will happen as long as the smaller trash bins are within a mile of the large one. This large bin will, either upon a command word, when it reaches a certain threshold, (usually when full) or at a certain time of day teleport all contents to the dump where it's attuned. This particular dumping location can be anywhere on the same plane of existence. These vessels will not transport living matter, coins, or magical items, which will stay in the receptacle. (A common trick is to cast a low level spell on some dirt and plant flowers in the container, which won't transport but any trash dropped in with the flowers will teleport away)

Source: Nicole Massey

### **Thaumaturgical Nipple**

This appears rather like a nipple you would find on a baby's bottle although it's more breast shaped. When it is placed on a woman's nipple it will be found that it now will come apart into two thinner pieces, one of which now remains affixed to her nipple and conforms to it to the point that it's almost invisible. The piece that was removed can likewise be placed on her other nipple and will come apart again. They can be removed by either putting the pieces back together or with a dispel magic. A baby can suckle from the piece that came off just as if they were actually at the woman's breast(s), they work so long as the woman and baby are on the same plane. In a world without formula this permits leaving the baby with grandma while the woman goes out and works.

Source: Loren Pechtel

### **Thaumaturgical Quills**

This set of quill nibs are fitted on identical quills and placed in the exact location in relations to a sheet of paper, parchment, papyrus, vellum, or other writing surface. (Carefully made wooden trays are often used to get all items in the same location) An inkwell is also likewise placed, and when the one with a stylized number 1 is picked up and used all of the rest duplicate the exact motions of that quill, making identical copies if the paper and orientation is exactly the same for all identical copies. These nibs will not scribe magical writings, but if colored inks and other such pigments are used they can produce exact duplicates of illumination or colored text. The nibs impart no additional quality and therefore no bonus to writing or calligraphy skills. There is also no scaling involved, so the height of marks on the master page are identical to those on subsidiary pages, but different ink will garner different results based on the ink for each quill.



Source: Nicole Massey

### **Thaumaturgical Water Pipe**

This type of magical water pipe is 12" long and no more than 1/4"/caster level in diameter. It functions as any similar piece of pipe would--except you can pull it apart into two 6" lengths and it will continue to function as if they were still together so long as the two pieces remain within 5'/caster level of each other. Sufficiently high level casters can even make sewer pipes.

Source: Loren Pechtel

### **Tiles of Fire Protection**

Any space at least 75% bounded by tiles of fire protection will instantly extinguish any non-magical fire within the bound volume. The normal procedure is to use them as part of the floor/walls/ceiling of a house. Cooking fires are kept in a corner where there tiles are placed around the stove rather than on the walls themselves. (Thus the



fire is in an area with bottom and one side fully open, it won't reach the 75% threshold.) These tiles do nothing about magical fire but they do prevent it from lighting things on fire.

Source: Loren Pechtel

## Tongs of Metal Heating

Any metal held by this attractive pair of metalworker's tongs is immediately heated red hot (about 2000 degrees) as from a forge and will retain that heat as long as it is held. However, if any organic matter comes within three inches of the heated tongs or heated metal piece the tongs will immediately sap all heat from the tongs and piece of metal, returning both to room temperature. (Note, organic matter within 3 inches prevents initial activation of the tongs).

Source: Shawn Wilson

## Unique Garment

This piece of clothing will change color to a unique shade that complements the skin tone, hair, and other items worn if anyone at a given function is wearing the same color.

Source: Nicole Massey

## Universal Spicer

This item looks like a salt shaker. When used it will give food the flavor of any (normal) spice the user desires and is familiar with. There is no actual material, so a chef could use it for a meal, but you couldn't use it for trade. The effect only lasts about three hours maximum regardless.

Source: Shawn Wilson

## Vac

This minor magical household item appears to be a short 18" x 3" broom with a thick handle that extends telescopically from 1' to 5'. The brush is attached to the handle by a swivel joint. Handle, brush and bristles are made of a strange artificial substance that seem not to suffer wear and tear. Inspection of the brush at the end shows an oval

aperture amid the bristles in the base leading to a tube that clearly runs through the universal joint into the handle. The Vac can be used as a normal broom, with the difference that it never raises any dust - all dust and other detritus moved by it remains on the floor as it is pushed along. When a command word is spoken, air moves briskly up the handle from the aperture in the base of the brush, creating a sufficient vacuum to suck up into the handle all dust and small objects of less than 1gp weight in its path. Items so sucked up are \*GONE\*<sup>1</sup> once they reach the top 3" of the handle. If a different command word is spoken, air blows OUT<sup>2</sup> of the Vac, creating an effect similar to a very weak Gust of Wind (range 10', speed 10mph). It will not much affect creatures larger than normal insects, or objects less than 1g weight, but it can very effectively stir up and blow away dust, leaves and scraps of paper. The vacuum created is strong enough to suck up liquids such as surface water, but the vacuum is not strong enough to be able to easily empty a container<sup>3</sup>. A third command word causes either of the effects to cease. The Vac can be used in as many discrete periods as required provided they total no more than 60 minutes usage in any one day. The minimum duration of any activation is one round, the only upper limit is the remaining usage period. The Vac cannot be recharged - instead it recharges itself by some obscure means. The Vac connects to a demi plane with a significantly lower air pressure. and also to a demi plane with a significantly higher air pressure. The vacuum is only strong enough to support a small column of water (less than 1gp weight) within the handle.

Source: Joanna Rowland Stuart

## Versatile Dog Collar

This looks like a normal leather dog collar that would fit a medium sized dog. It bears an aura of enchantment, alteration, and charm if the proper spells are cast to determine its powers. First the collar will change size, both length and width, to fit any dog, wolf, jackal, coyote, or fox. While worn the animal will be compelled to come when called. A small heavy bead on the top of the collar extends to a leash of up to twenty feet, the length determined



by the handler. There are seven small seams along the collar's diameter, and each one will hold one day's food for a large sized dog in a bag of holding type extraplanar space. Finally, one more slit near the handle reveals a fleece suitable for a dog's bed, and while the dog is on the fleece it will not suffer the effects of cold, heat, or weather.

Source: Nicole Massey

### **Warm Plate/Bowl**

Items placed on(in) these serving dishes will stay the same temperature while there. Food(soup) will never get cold, ice cream won't melt, etc.. It won't work if anything overhangs.

Source: Shawn Wilson

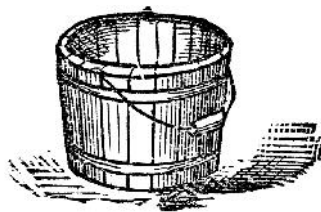
### **Wedding Gown of Virginity**

When this ornate dress is donned it makes the wearer (female only) physically a virgin and removes all memories of sexual encounters. It also cures any venereal diseases, magical or otherwise. This requires a saving throw vs. spells to take effect. This item is popular among certain religious sects that prefer virgin brides and harem owners in the far east, and is reputed to also satisfy sacrificial needs to dragons.

Source: Shawn Wilson

### **Well Bucket**

When lowered into a hole of sufficient depth this bucket will fill with water. In wet climates the hole only needs to be 10' deep. In moderate climates it needs to be at least 30' deep. In dry climates, 50' and in deserts, 100'. The hole doesn't have to have any water in it. 10% of these buckets are made with a flaw where any use has a 5% chance cumulative per day of use that a random water elemental or other creature of water will come through in the bucket. (Roll randomly for results) The water is always pure, clean, and fresh.



Source: Loren Pechtcl

### **Wicking Mat**

This is a woven mat of some fibrous material, sometimes with a legend on it in block letters denoting the name of a residence/business or just the word "Welcome" in one of the common languages. Shoes that come in contact with it will lose all clinging moisture dirt, dust, mud, and insects or other such creatures from them. Any creature under D½ will fall off on the mat, though they can possibly crawl or fly after they've contacted the mat. Dirt and moisture is teleported away to a specified location within ten feet. As one might guess this is often found in front of a home, business, or other building. Finally, once the mat is placed removing it requires a dispel magic spell if the person trying to remove it is anyone save the person who placed it, who can of course lift it and move it normally. Note that two or more people working together with their hands on the mat to place it will impart this ability to all taking part in the mat's placement.

Source: Nicole Massey

### **Wooden Pear**

This is a magical pear carved from an exotic wood. When placed into a bowl, any fruit or vegetables placed in with it will immediately stop ripening. No matter how long the fruit stays in the bowl, it will be perfectly preserved. If the fruit is removed, it will begin to ripen from where it left off. If however, the Wooden Pear is removed, then ALL fruit in the bowl becomes as ripe as it would be if the magic had never been there. This can turn a beautiful bowl of fruit or vegetables into a partly liquid mass of rot instantly. The magic only works with fruit and vegetables. Other fruit sculptures of this type exist, including bananas, apples, peaches, plums, and various citrus fruits, and 10% of the citrus ones can be bound together in net bags to keep entire bushels of fruit from spoiling, a boon to sailors.

Source: Tim Smith



# When is a Weapon not a Weapon?

by Nicole Massey

Score the ogre looked over the rock and said, "Tom, there is party there. Two men, one woman, one dwarf, one short guy with hairy feet like you."

Tom nodded. "Coming up to take a look."

The blonde-haired thief tapped his pipe out on a rock, then climbed the massive boulder faster and easier than he had any right to. He looked for a moment, then said, "Interesting. Score, see any weapons?"

Score looked, his tiny brain working overtime. Though far smarter than most of his kin, he was still not the sharpest blade in the armory.

"Woman has sword. Dwarf got axe, like all dwarf do. One man have walking stick, could be quarter staff. Other have nothing, and bare hands. Might be monk. No missile."

Tom shook his head. "Score, chances are good my kinfolk has a sling, and probably daggers too. They're very confident. And look at the man with the staff again. What do you see over his shoulder?"

Score scratched his thick head. "Arrows. No bow. Treasure?"

Tom shook his head. "I doubt it. I suspect he's got a bow, but it doesn't look like one right now. If they are the Black Earl's messengers, then we're going to have to hit them up close and hard, or take them out one by one. Using missiles won't work."

"Score don't understand."

"I sincerely hope you don't find understanding the hard and bloody way. Come on, we need to go and tell Kara and Jod what we've found. I'm glad we saw that, or Helen would have a lot of healing work to do tonight."



The functions of some weapons are obvious. See a broadsword, mace, club, or longbow and the opponents take a different approach to fighting. This is especially true with the longbow, touted as a weapon so powerful that it will spell the end of armed combat. So what is one to do? Disguise, of course.

One magic item in the DMG always mystified me—the trident that turned into a military fork. What's the advantage to such a thing? Perhaps a trident that turned into a mancatcher would be a lot more useful. This started me thinking about other such items.

Also, there are places where it's not socially acceptable to walk in armed to the teeth. What to do then? Contrary to popular opinion, fighters don't wear plate mail to breakfast or at the duke's dress ball, however, sometimes you need just that, and you know beforehand you're going to need it. This is a polite society. What do the duke's bodyguards

wear at the ball? If they wore obvious armor they'd stand out like a fish in a desert, so it's logical that the duke will contract for less obvious protection for his protectors, as would many of his guests.



There's also the consideration of encumbrance. Things that assume less obvious and smaller forms take less space to pack and store.

There's another consideration that enters into this – why would anyone make a weapon that is best suited to nautical combat turn into a weapon best suited for field infantry combat? That's exactly the case for the **Trident +3** (Military Fork) that occupies space 00 on the miscellaneous weapons chart in the *Dungeon Masters Guide*. This takes us to the idea of weapons

designed for flexible use by different military units to minimize the possibility that someone would be stuck without the right weapon.

There are also items that just try to confuse. The mystery items on the chart below are designed to not only help those smuggling weapons into somewhere but anything else that is man portable. They're included here because they make things easier to stealth a weapon, though they're really miscellaneous magic items.

This is only a starter. Though these forty-plus items cover a lot of ground, a creative dungeon master can think of all kinds of other items that transmute, change in scale, or disguise their true nature. I'd love to hear about any ideas y'all come up with, so send them to our submissions e-mail address.

([submissions@and-mag.com](mailto:submissions@and-mag.com))

Roll	Name
01-03	Belt Whip
04-08	Blowpipe of Invisibility
09-11	Bow Staff, Long
12-14	Bow Staff, Short
15-17	Cap Helm
18-22	Club of Invisibility
23-25	Dagger Bracelet
26-27	Expanding Axe
28-29	Expanding Blade
30-31	Expanding Crossbow
32-36	Fishing Grapple
37-39	Hat Helm
40-42	Mystery Backpack
43-45	Mystery Bag
46-48	Scabbard of Holding
49-50	Siege Spoon and Plate
51-53	Sheath of Holding
54	Sheath of Summoning
55-57	Shield Brooch
58	Shifting Blade, Cursed
59-60	Sinister Toothpick

Each of these items requires an identify spell to determine their real property. For items disguised as mundane items true seeing will reveal their other shape, but weapons that change form will not be revealed in this way. Legend Lore will, if successful, reveal all forms.

The table below has a collection of very rare items. If using only the *Dungeon Masters Guide*, then add this table in as one of the numbers that would normally get you to the miscellaneous weapons chart, (if using *Unearthed Arcana* as well then assign this chart somewhere appropriate on either random chance). In either case, it should represent only a single number spread to properly demonstrate the rarity of these special weapons. For example, you could use 01-50 for the *Dungeon Masters Guide* table, 51-99 for the *Unearthed Arcana* table, and 00 for the one below.

Roll	Name
61-63	Sling Bracelet
64-66	Snood of Entangling
67-69	Spear Staff
70-71	Stealth Armor, Banded Mail
72-73	Stealth Armor, Chain Mail
74	Stealth Armor, Field Plate
75	Stealth Armor, Full Plate
76	Stealth Armor, Plate Mail
77-78	Stealth Armor, Ring Mail
79-80	Stealth Armor, Scale Mail
81-82	Stealth Armor, Splinted Mail
83-85	Straight Pin +1 (Bolt)
86-87	Straight Pin +2 (Bolt)
88	Straight Pin +3 (Bolt)
89	Trident +3 (Mancatcher)
90-92	Ultimate Missile +1
93-94	Ultimate Missile +2
95-97	Universal Pole Arm +1
98	Universal Pole Arm +2
99-00	Weapon Charms



## Item Descriptions

Following are descriptions of the above items. Note that following each group of items is a table summarizing the relevant attributes.

### Category: Arms - Missile Weapons

#### Blowpipe of Invisibility

Description: Though functionally like a normal blowpipe, this weapon has a permanent invisibility charm placed on it. The possessor is cautioned to keep track of its three pieces at all times, as only a detect magic or Gem of True Seeing will detect any part dropped or lost without long searching, (2d4 rounds to locate a dropped section). This weapon has no to hit bonus or other advantages, and does not impart any additional skill.

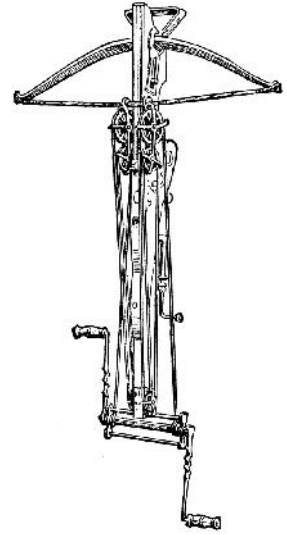
#### Bow Staff, Long or Short

Description: The bow staff is a handy weapon to have. Looking like a normal walking stick or hiking staff, a command word and the action of pantomiming drawing a bow with an arrow in the user's hand will cause this item to turn into a strung bow, ready to fire arrows. The bow is +1 to hit only, with no damage bonus, but it allows the user to include strength damage bonuses. The weapon has no charges, but if the bowstring breaks because of a fumble roll the bow must be strung again before returning it to a staff or walking stick (or it will transform into a bow with a broken string the next time it's used). This weapon looks like a walking stick when in staff mode that is up to six feet tall. The staff is made of exotic woods suitable for use in bow construction. Most bows are long bows while others are short bows.

#### Expanding Crossbow

Description: The normal form of this weapon is that of a hand crossbow. Upon the utterance of a command word the weapon can be resized to

anything ranging from a hand crossbow to a heavy ballista. It cannot become a repeating crossbow however, and bolts or quarrels are not resized with it (the user must provide appropriate ammunition). The user must have a proficiency with the transformed weapon type or suffer a non-proficiency penalty for using it. The weapon is +1 to hit and damage.



#### Expanding Axe

Description: The normal form of this weapon is that of a throwing axe. Upon the utterance of a command word the weapon can be resized to anything ranging from a tomahawk to a great axe (including any weapon that consists of a handle attached to a single or double bitted blade with some weight behind it). The user must have proficiency with the transformed weapon type or suffer a non-proficiency penalty for using it. This weapon has a +1 bonus to all hit and damage results.

### Category: Arms - Missile Ammunition

#### Straight Pin +1, +2, or +3 (Bolt)

Description: Looking like a carved wooden or tin box of straight pins, the twenty pins in this box will change in size to fit any crossbow, arbalest, or ballista when a command word is spoken. After the bolts hit their target they automatically teleport back to the box. Each bolt may be used five times before the entire box and all pins in it disappear. To ease bookkeeping the owner of this box will always remove the least used pin from the box. Pins don't have to reside within the box, but when transformed and fired they will always return to it, so pins can be secreted in the possessor's clothing



for ease of use. The pins in this box are the most common kind, providing a +1 damage bonus. Less common are ones providing a +2 or +3 damage bonus.

### **Ultimate Missile +1, +2**

Description: These missiles are found in a small box with ornate carving, wrapped in a piece of parchment explaining their use. They look like normal blowgun needles when found, but careful reading of the poem on the parchment will reveal that the right line of the poem will transform the needles into any type of missile desired ranging from a sling bullet to a large formed metal heavy catapult bullet. In addition, these missiles will sometimes return ,( this effect works for: sling bullets, blowgun needles, arrows of any normal type, crossbow bolts, and thrown darts) upon hitting they return to their box. Each missile can be used only five times before losing it's magic, and they can't be recharged. The missiles are destroyed if they're set on fire and shot or thrown, and use of poison on them will cause them to explode doing 10d8 damage, save for half. No additional magic can be placed on them, as they will reject all spells. These are the more common type and impart a +1 bonus to damage, while a less common type imparts +2.

### **Category: Stealth Armor**

*Note: All armors in this category are perceivable by true seeing or any creature who is immune to illusion.*

### **Stealth Armor, Banded Mail**

Description: This armor looks and sounds like a normal coat. However it takes just as long to put on and take off as a normal suit of banded mail, and feels like a series of bands held together by leather straps if the wearer is touched. The armor shows no indications of damage when struck. Only characters able to wear banded mail can wear this special form.

### **Stealth Armor, Chain Mail**

Description: This armor looks and sounds like a normal coat. However it takes just as long to put on and take off as a normal suit of chain mail, and feels like a coat of chain links if the wearer is touched. The armor shows no indications of damage when struck. Only characters able to wear chain mail can wear this special form.

### **Stealth Armor, Field Plate Armor**

Description: This armor looks and sounds like a normal doublet and trousers or hose. However it takes just as long to put on and take off as a normal suit of field plate armor, and feels like a metal covering over the entire body except for the hands and head if the wearer is touched. The clothing shows no indications of damage when struck. Only characters able to wear field plate armor can wear this special form.

### **Stealth Armor, Full Plate Armor**

Description: This armor looks and sounds like a normal doublet and trousers or hose. However it takes just as long to put on and take off as a normal suit of full plate armor, and feels like a metal covering over the entire body except for the hands and head if the wearer is touched. The clothing shows no indications of damage when struck. Only characters able to wear full plate armor can wear this special form.



### **Stealth Armor, Plate Mail**

Description: This armor looks and sounds like a normal coat. However it takes just as long to put on and take off as a normal suit of plate mail, and feels like a metal breastplate with vambraces and greaves if the wearer is touched. The armor shows no



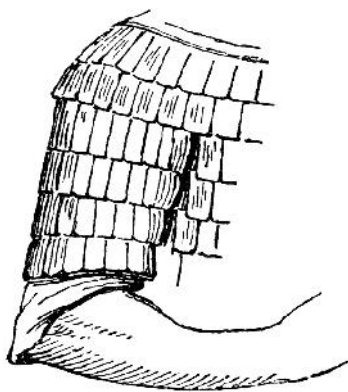
indications of damage when struck. Only characters able to wear plate mail can wear this special form.

### **Stealth Armor, Ring Mail**

Description: This armor looks and sounds like a normal coat. However it takes just as long to put on and take off as a normal suit of ring mail, and feels like a coat of metal rings sewn onto a leather backing if the wearer is touched. The armor shows no indications of damage when struck. Only characters able to wear ring mail can wear this special form.

### **Stealth Armor, Scale Mail**

Description: This armor looks and sounds like a normal coat. However it takes just as long to put on and take off as a normal suit of scale mail, and feels like a coat of scales sewn onto a leather backing if the wearer is touched. The armor shows no



indications of damage when struck. Only characters able to wear scale mail can wear this special form.

### **Stealth Armor, Splinted Mail**

Description: This armor looks and sounds like a normal coat. However it takes just as long to put on and take off as a normal suit of splint mail, and feels like a coat of splints if the wearer is touched. The armor shows no indications of damage when struck. Only characters able to wear splint mail can wear this special form.

### **Cap Helm**

Description: Though it looks exactly like a cap with moderate decoration appropriate to the other clothes the wearer is in, this head covering protects the wearer like a cap helm. It does not provide any extra protection, and may be worn only by characters who can wear a cap helm.

### **Hat Helm**

Description: Though it looks exactly like a normal hat with moderate decoration appropriate to the other clothes the wearer is in, this head covering protects the wearer like an open faced helm with cheek protection and a nasal. It does not provide any extra protection, and may be worn only by characters who can wear this type of helm.

### **Shield Brooch**

Description: This ornate brooch will, upon the utterance of the command word inscribed on its back, change into a normal shield. Round examples of this piece of jewelry will turn into round shields, while other shapes turn into a normal medium sized heater shield. When in this mode the shield brooch acts as a shield +1 in all respects. Re-utterance of the command word will return it to brooch form.

## **Category: Arms - Entangling**

### **Belt Whip**

Description: Looking like a normal belt, this item transforms into a whip when a command word is spoken. The belt is held by the buckle or ring, and the command word causes the buckle or ring to turn into a whip handle, while the leather or cloth extends into a whip. Metal and chain whip variants are rumored to also exist.

### **Snood of Entangling**

Description: Appearing like a typical hair covering worn by both men and women, this item will, when a command word is spoken, turn into a melee net and can be used by anyone with that weapon proficiency.

## **Category: Container Items**

### **Mystery Backpack**

Description: This looks like a normal frame backpack, and holds the same amount. However

contents placed inside it will appear different if the possessor states it. When an item or object is placed inside of it the owner of the backpack either thinks of another item or states its name, causing the object to appear as such. The object will remain looking like something else when removed for 5d6 rounds or until the owner of the pack holds the item and thinks of its proper appearance. This does not change the dimensions, weight, or function of the object in any way, it simply places an illusion over it. The backpack holds up to 600 GPW of items.

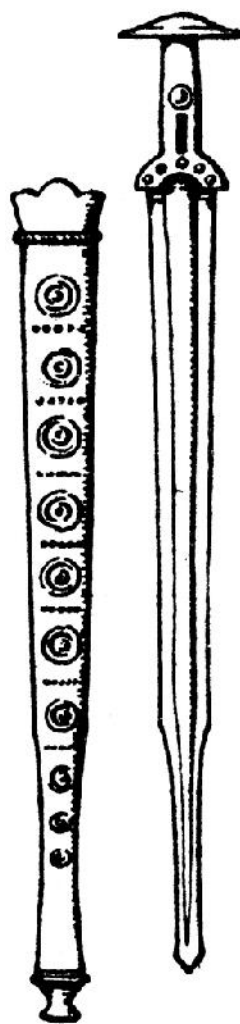
### **Mystery Bag**

Description: This looks like a normal leather bag, and holds the same amount. However contents placed inside it will appear different if the possessor states it. When an item or object is placed inside of it the owner of the bag either thinks of another item or states its name, causing the object to appear as such. The object will remain looking like something else when removed for 5d6 rounds or until the owner of the bag holds the item and thinks of its proper appearance. This does not change the dimensions, weight, or function of the object in any way, it simply places an illusion over it. The bag holds up to 500 GPW of items.

### **Scabbard of Holding**

Description: This magical weapon covering looks like a normal scabbard for a short sword. However it can hold any sized bladed weapon of short sword size or larger, and can hold many of them. The scabbard of holding can hold up to ten blades of any type and dimension. The possessor may think of any of the weapons in it and remove whichever one he or she desires in most cases. However if an intelligent magical blade is stored within it that weapon will always come out first, and if more than one weapon of this type is held within it the one with the highest ego will be the first to emerge. As long as there is a weapon held within it a normal short sword hilt, quillions, and pommel will appear, and this is what the owner grasps to remove any weapon held within it.

### **Sheath of Holding**



Description: This magical weapon covering looks like a normal scabbard for a knife that is strapped either on a belt or to the inside of a body part like a calf or forearm. However, it can hold any sized blade up to the size of a dirk, and can hold up to twenty blades. The possessor may remove any of the weapons by a thought, however if an intelligent magical blade is stored in the scabbard, that weapon will always come out first, and if more than one weapon of this type is held within it the one with the highest ego will be the first to emerge. As long as there is a weapon held within it a normal knife hilt will appear, and this is what the owner grasps to remove any weapon held within it. The sheath can also hold sickles, even though the appearance would indicate the sickle wouldn't fit.

### **Sheath of Summoning**

Description: Similar to the sheath of holding, the Sheath of summoning can hold up to twenty bladed weapons up to the size of a dirk. However after the first weapon is placed in it all other weapons must be identical in type, weight, balance, and magical bonus. As such it doesn't matter which one is pulled from it, as all weapons within it are exactly the same. When a weapon is pulled from it another one takes its place in the sheath. As can be imagined this can be very useful when throwing daggers or knives at foes. As an added bonus if the possessor has a bag of holding on his or her person the sheath can, once it is out of blades, replenish its supply from the blades in the bag as long as they are identical to the ones previously loaded in the sheath. Other than providing a constant supply of weaponry this sheath conveys no other bonuses.



## Category: Apparel, Magical

### Dagger Bracelet

Description: This wrist jewelry looks normal, though it has a dagger shaped charm placed somewhere on it. Upon the speaking of a command word (inscribed inside) and a plucking at the charm, the possessor will find he or she has a dagger in his or her hand that is +1 to hit and damage. If thrown or dropped, speaking the command word will cause the dagger to return to the bracelet again, as will speaking the command word at any time no matter the disposition of the dagger (unless the wearer of the bracelet is more than 100 yards distant from the dagger. In this case the bracelet will tingle if it comes within 100 yards of the dagger).



### Sling Bracelet

Description: This leather cord worn around the wrist and decorated in some fashionable way can upon a command word drop into the hand and provide a functional sling to hurl bullets or stones. The item is +1 to hit in this condition, but imparts no skills with the sling, so the user must possess that weapon skill or suffer the standard non-proficiency penalty. If combat appropriate gems are attached to it, like fire stones, then the sling may, on a different command word, launch one of these stones instead of a stone or bullet placed in its cup.

### Weapon Charms

Description: Looking like small charms on a bracelet, pendants, or other jewelry, these weapons expand to normal size at a command word. Each weapon lasts for one combat and then changes into scrap metal, utterly worthless. The character must possess the appropriate weapon proficiency or suffer a non-proficiency penalty. Normally 1d6+4 are found.

## Category: Arms - Blades

### Expanding Blade

Description: The normal form of this weapon is that of a double edged small dagger. Upon the utterance of a command word the blade can be resized to anything ranging from a dagger to a great sword (including katanas, rapiers, and other weapons of similar types ranging to a scimitar). The user must have a proficiency with the transformed weapon type or suffer a non-proficiency penalty for using it. The weapon is +1 to hit and damage.

### Shifting Blade, Cursed

Description: This bladed weapon seems to be identical to the expanding blade mentioned earlier. However whenever the character misses by two points or more there is a 25% chance that the weapon will shift to another blade type, and the holder of the blade may not shift it again to another type until they spend one combat round out of the combat. The first time this happens the curse is activated, and only a remove curse will free the holder of this weapon from it from that point on. To determine the type of weapon it becomes, roll 1d12 and find the result below: (roll) Result; (1) Short Sword; (2) Cutlass; (3) Sabre; (4) Machete; (5) Long Sword; (6) Katana; (7) Broadsword; (8) Falchion Sword; (9) Scimitar; (10) Bastard Sword; (11) nodachi; (12) Two-handed Sword; (13) foil. If the same kind of weapon the wielder is currently using is rolled, add one to the score, and that is what the weapon becomes.



## Category: Arms – Other Hand Weapons

### Club of Invisibility

Description: Though functionally a normal club, this weapon has a permanent invisibility charm placed on it. The possessor is cautioned to keep track of it at all times, as only a Detect Magic or Gem of True Seeing will detect it if dropped or lost without long searching, (2d4 rounds to locate a dropped club). This weapon has no to hit bonus or other advantages, and does not impart any additional skill.

## Category: Climbing Gear

### Fishing Grapple

Description: This item looks like a normal fish hook, and only magical detection will reveal that it is magical in nature. Careful observation will reveal a small mark on it however. If the possessor holds the fish hook in one hand and inscribes the symbol on it in the air with another, this hook will grow in size and sprout two more hooks, revealing it to be a grappling hook with three prongs. The grappling hook is +1 to hit a target and +1 to hold when deployed, which also translates as +1 to hit and for damage if used as a weapon. Holding the grapple and inscribing the symbol will again return it to a fish hook.

## Category: Arms - Siege Engine

### Seige Spoon and Plate

Description: This looks like a normal wooden trencher of rectangular shape and a long handled eating spoon, except that the spoon handle fits into a notch in the plate at a 45° angle. When the spoon is placed in this position and a command word is spoken the assemblage expands to become a magical heavy catapult +3. The catapult is wound by a command word and released by another, but payload must still be loaded into the bowl of the

siege weapon. Another command word returns it to normal eating utensil and plate. The command words are written, in runes, around the edge of the trencher, but no start and stop points to separate the commands is indicated, so careful use or a legend lore spell will be required to determine the correct words unless the possessor is told somehow.

## Category: Arms - Pole Arms

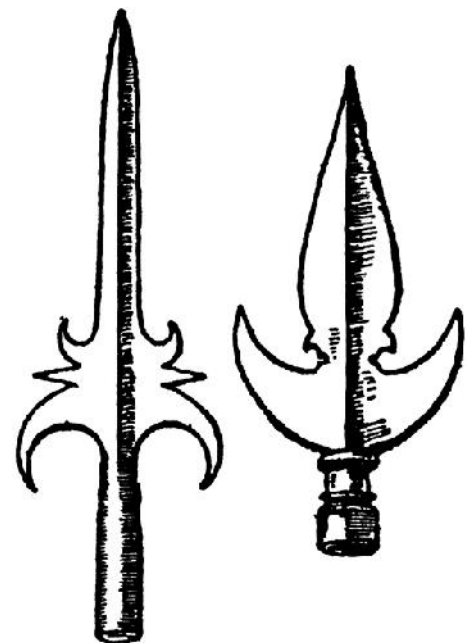
### Trident +3 (Mancatcher)

Description: When found this trident detects as magical, and further research will determine that it's +3 to hit and damage opponents. Upon utterance of a command word(which may or may not be inscribed on it somewhere) the center tine retracts while the two side tines bend outward and form the jaws of a mancatcher. The mancatcher actively resists its captured target escaping, so that any creature entrapped in its encircling jaws is at -3 to free himself or herself. The user of this weapon in these two modes must have weapon proficiencies in both trident and mancatcher to use it effectively.

### Universal Pole Arm +1, +2

Description: This item looks like a normal quarterstaff covered with ornate carvings and arcane runes. When the proper command word is spoken the

weapon becomes a particular type of pole arm. The weapon can become any one of the following: spear, glaive, voulge, halberd, awl pike, lance, battle axe, war mattock, and great axe. The weapon may



also be able to become 2-8 (2D4) additional polearm types. All polearms are +1 to hit and +1 on damage. These weapons were created for a king's army in an effort to prevent troops without weapons they knew how to use. A less common version provides +2 to hit and damage.

### Sinister Toothpick

Description: Upon uttering the command word, this normal stick of wood changes from a toothpick to a club, jo or bo stick, cudgel, or even to a quarterstaff. The user must be proficient with the transformed weapon or suffer standard penalties.

### Spear Staff

Description: This quarterstaff bears runes inscribed on it, and each rune will transform the staff into a weapon type. All weapons, including the staff, are +1 for hit probability and damage. The possible weapon types are a spear, javelin(which returns when cast) harpoon, gaff hook, and awl pike. The weapon does not convey any ability to use any of these weapons, so the possessor will have to acquire the skills required or suffer a non-proficiency penalty.

**Table 2: Magical Missile and Missile Ammunition Properties**

	Blowpipe of Invisibility	Bow Staff, Long	Bow Staff, Short	Expanding Crossbow	Expanding Axe	Siege Spoon and Plate	Straight Pin +1 to +3	Ultimate Missile +1, +2
XP Value	250	500	400	200	225	1000	75,150, 250	20, 30
GP Value	300	4,000	3,500	900	1,000	2000	300, 450, 550	200, 450
Encumbr.	20	40	25	30	50	7	1	1
Dmg S/M	-	-	-	varies +1	varies +1	3d10	varies +1, +2, +3	varies +1, +2
Dmg L	-	-	-	varies +1	varies +1	3d10	varies +1, +2, +3	varies +1, +2
Rate of Fire	2/1	2/1	2/1	varies	varies	1/3	varies	varies
Range (S)	1	7	5	varies	varies	1500 yd	varies	varies
Range (M)	2	14	-	varies	varies	-	varies	varies
Range (L)	3	21	-	varies	varies	-	varies	varies
Length	3' to 6'	5' to 7'	2.5' to 4.9'	varies	varies	varies	2"	varies
Width	1" to 2"	2" to 2.5"	2" to 2.5"	varies	varies	varies	1.25"	varies

**Table 3: Stealth Armor Properties**

	Banded Mail	Chain Mail	Field Plate	Full Plate	Plate Mail	Ring Mail	Scale Mail	Splinted Mail
GP Value	1,600	1,400	10,000	50,000	3,500	1,000	1,200	1,800
XP Value	1,000	400	1,000	1,000	1,000	500	600	400
Encumbr.	350	400	600	700	500	300	400	400
Length	2.5' to 3'	2.5' to 4.5'	5' to 7'	5' to 7'	2.5' to 3'	2.5' to 3'	2.5' to 3'	2.5' to 3'
Width	2' to 2.5'	2' to 2.5'	2' to 2.5'	2' to 2.5'	2' to 2.5'	2' to 2.5'	2' to 2.5'	2' to 2.5'



**Table 4, More Stealth Armor and Entangling Item Properties**

	Cap Helm	Hat Helm	Shield Brooch	Snood of Entangling	Dagger Bracelet	Fishing Grapple
XP Value	30	45	350	60	400	100
GP Value	500	500	3,500	250	800	250
Encumbr.	10	10	2	1	1	-
Dmg S/M	-	-	-	-	1d4+1	1d6+1
Dmg L	-	-	-	-	1d3+1	1d4+1
Length	6" to 8"	1'	Varies	4' to 6'	5" to 8"	0.75" to 2"
Width	4"	4"	Varies	n/a	0.1" to 0.5"	0.1" to 0.33"

**Table 5: Container Items Properties**

	Mystery Backpack	Mystery Bag	Scabbard of Holding	Sheath of Holding	Sheath of Summoning
XP Value	900	750	800	700	100
GP Value	3,000	2,000	5,000	4,500	9,000
Encumbr.	40	5	5	5	5
Length	3'	2.5'	1.5' to 2'	4" to 7"	4" to 7"
Width	18"	2'	2" to 4"	1" to 2"	1" to 2"

**Table 6, Assorted Weapons**

	Club of Invisibility	Sling Bracelet	Weapon Charms	Expanding Blade	Shifting Blade, Cursed	Trident +3 Man Catcher	Universal Pole Arm +1, +2	Sinister Toothpick	Spear Staff
XP Value	40	100	125	250	800	1,500	1,500, 2,000	50	1,200
GP Value	250	1,000	300	1,200	-	12,500	1,500, 1,500	500	7,500
Encumbr.	30	-	-	5	5	-	40	-	40
Dmg S/M	1d6	-	varies	varies +1	varies	varies +3	varies +1, +2	varies	varies +1
Dmg L	1d3	-	varies	varies +1	varies	varies +3	varies +1, +2	varies	varies +1
Length	2' to 5'	1.5' to 3'	5" to 8"	varies	varies	varies	varies	2" to 3"	varies
Width	2" to 5"	n/a	n/a	varies	varies	varies	varies	001"	varies

Hopefully this provides the basic idea, and can give you ideas for maces, flails, and other weapons.



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