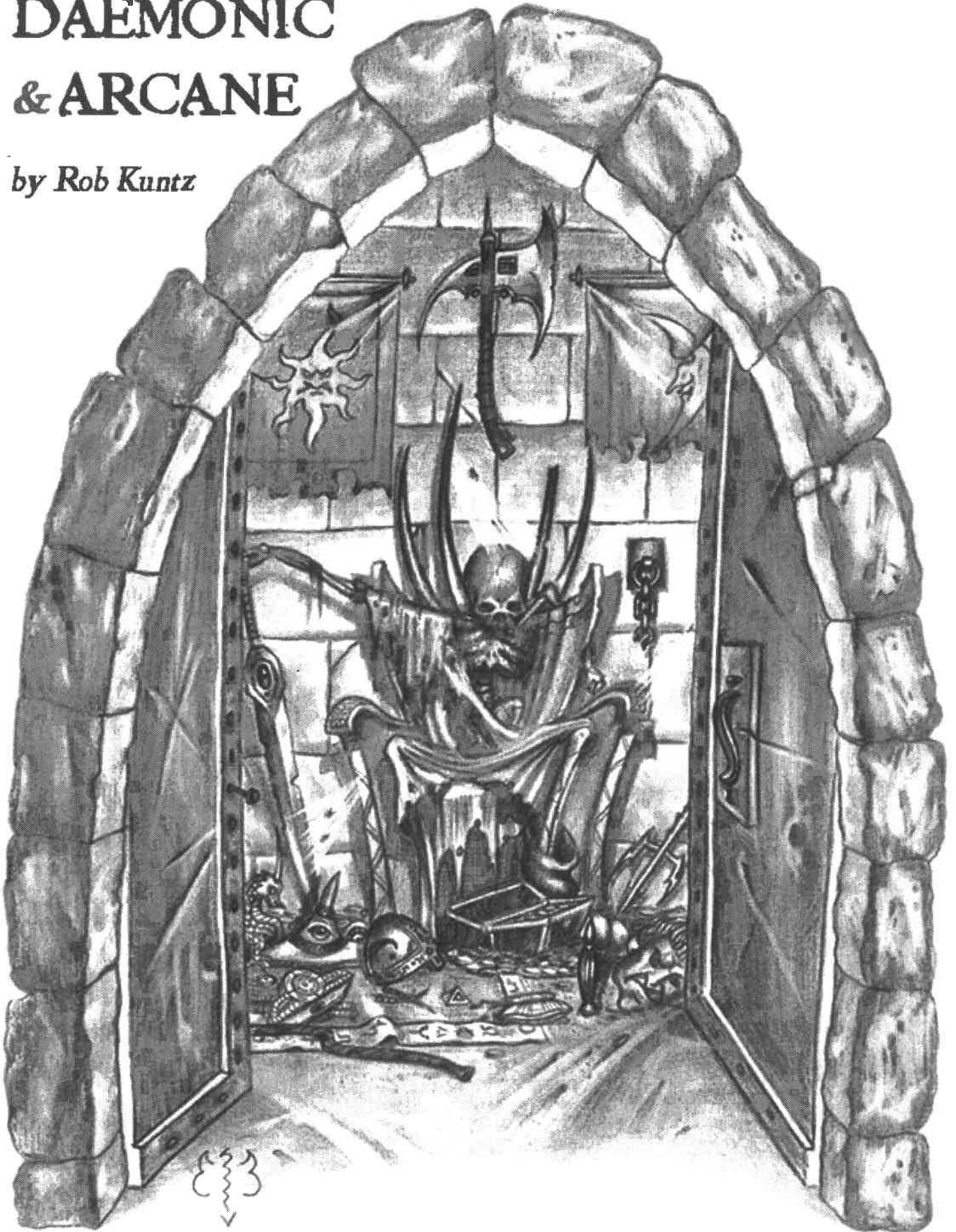


# DAEMONIC & ARCANE

*by Rob Kuntz*



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# DAEMONIC & ARCANE

ROBERT KUNTZ

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## SPECIAL INTRODUCTION/NOTE ON USE

This work is filled with much wonder for the enterprising DM and player to make use of. Extracted from the Original Campaign notes and fully detailed herein are some very potent magic items.

The following items are typically classed as miscellaneous magic items or above. Capable DMs may wish to categorize these further as I present them in the order they first occurred in the original campaign notes concerning them. Their descriptions in many cases reveal tales of their origins and, in turn, other matter that existed or was being developed for the Original Campaign by myself, 1973-1983.

Weird demons, unholy spells, planar gates, and other enchantments were prevalent in the Original Campaign. PCs journeyed to Mars, *Demonworld*, *Asgard*, to an isle with a gargantuan ape, were assaulted by magical furniture (the *Living Room*), totally confused by a level with conveyor belts and sundry other contraptions (the *Machine Level*), and contested those beings from Grecian mythology (my *Horsing Around* level), to name but a few of the many challenging and imaginative settings they encountered. Their adventures were, one might note, never so taken up with the mundane, so too their discoveries of strange magic, arcane spells, and other “goodies” well earned through such challenges were on par with the idea of keeping them as unique and mysterious as the settings they had spawned from. No “ho-hum” here, lest that might be grunted by a jotun in Vahalla just before his clubbing of an unsuspecting PC!

I jest a bit, but what is the purpose of playing fantasy role-playing games if not, or eventually, to find and gently--or sometimes *joltingly*—continue pulling back its many-colored curtain to discover those areas moving behind it otherwise unplumbed and which temptingly beckon us to taste of their equally rich enchantments as we have done with their other flavorful parts? Find hereafter some select and invocative pieces of “fantasy” from the Original Campaign that were pursued at various times by its many players and during those chases revealed fantastic vistas, dreams and nightmares inherent to an ever expanding concept of what fantasy truly was then and what it still can be for those seeking to explore its full range of imaginative possibilities.

*Rob Kuntz (Somewhere near Fomahault fleeing from the Elder Ones...)*





## THE MAGIC...

**THE ORICHULAM MIRROR OF VESTRI:** This appears as a 6' x 2' mirror of superbly polished orichalc that perfectly reflects images when viewed!

When approached and looked upon, this mirror's burnished yellow surface reveals a three dimensional space within it: a square room with a large work table is central to it in the background, with barrels filled with various metallic pieces near this and smaller benches and wall hooks containing instruments of the forge placed within handy reach of the table. In fact an anvil and small forge are apparent near the table as well! A closed iron door is visible to the right of this scene.

If stared upon for 2-5 rounds the iron door opens and a male dwarf walks into the room. He immediately takes note of the PCs as they stare through their mirror side at him. Roll for which dwarf appears (1d10):

1-4: Borrin

5-8: Fvalin

9-10: Vestri "The Younger"

**Borrin:** If communicated with, Borrin, a middle-aged, ugly dwarf arrayed in rust-red clothing, will inform the party that he will produce a magical weapon for them if 5,000 gp (in gems, jewels or coin) is deposited in the "Slot" (see description following). Upon receipt of the money, he fashions a weapon in minutes with the tools apparent in the work-room; he then places the item in the inner slot and it instantly appears in the outer slot where it can be retrieved by the party.

This process produces a randomly generated magical weapon, with a magical plus of at least +2.

**Fvalin:** If communicated with, Fvalin, an older dwarf clothed in gray, will inform the party that he will produce a magical weapon or piece of armor for them if 10,000 gp (in gems, jewels or coin) is deposited in the "Slot" (see description following). The PCs must decide what item type they wish crafted. Upon receipt of the money, he fashions the item in minutes with the tools apparent in the work-room; and he then places the item in the inner slot and it instantly appears in the outer slot where it can be retrieved by the party.

This produces a weapon or piece of armor no less than +3 in strength.

**Vestri, "The Younger":** If communicated with, Vestri, a young dwarf clothed in green and gold, will inform the party that he will produce a magical weapon, magical piece of armor, or a miscellaneous magic item for them if 50,000 gp (in gems, jewels or coin) is deposited in the "Slot" (see description following). The PCs must decide what item type they wish crafted. Upon receipt of the money, he fashions an item in minutes with the tools apparent in the work-room; and he then places the item in the inner slot and it instantly appears in the outer slot where it can be retrieved by the party.

This process either produces a weapon or piece of armor of no less than +4 in strength, or a random miscellaneous magic item. Re-roll on items that require component parts to operate them (c.f. sphere of annihilation).

Each dwarf can be called upon to produce items at a rate of twice yearly. Their monetary rates increase +20% per session, however, due to "rising costs" of maintaining their craft.

**Note:** *No artifacts of any type can be made through using the dwarves' services, as that was a skill known only to the master artificer, Vestri "The Elder," and he has since retired.*

**N.B.** The "Slot" appears as a trough-like outer tray that opens near the mirror's base when any of the three aforementioned dwarves wish it to open. Items placed in it are magically transported to the mirror's inner trough where these are claimed by the dwarves.



This item is unique and artifact-like, but it is easily destroyed (treat as a normal mirror), though it is of solid craftsmanship.

**TANKARD OF LIQUIDS:** This appears as a silver tankard with a hinged lid of ivory carved with many bottles.

This tankard can decant a different *draught* every time it is opened, for a total of three daily. Draughts can be saved (bottled) but have only a 15-20 day magical potency limit before transforming into plain water (DM's option for increasing/decreasing the time range); and those marked with an asterisk on the list below are only efficacious for 1-4 days when bottled. When 36 decantings are reached the tankard is empty and can only be reconstituted by burying it in the bed of a magical river and letting it rest there for 24 hours. DMs must craft the adventure for this from existing matter in their own campaigns, and it is recommended that this area be highly patrolled/inhabited by challenging creatures and only accessible by some convoluted route/passage containing similar dangers as noted above.

Roll 1d12:

1--*Healing Draught*: Heals 3-18 damage.

2--*Curing Draught*: Cures disease or poison.

3--*Draught of the Blessed Hand*: Removes curse.

4--*Draught of the Winged Foot*: Increases speed x2 for 1-12 hours.

5--*Draught of the Inner Eye*: Provides the imbiber with 2-4 detect-type spell powers (DMs must randomly determine them from spell lists) that function for 3-12 turns each.

6--*Draught of Woe-Begone*: Cancels, or makes the imbiber immune to, fear and refreshes the imbiber, making him tireless. Each effect lasts 12 hours.

\*7--*Draught of Odin's Eye*: Provides the ability to root the one gazed upon (spell save -2) and hypnotize them, in effect disabling them for questioning purposes (c.f. *charm person* spell) or possible attacks. If attacked, the AC of those so hypnotized is at -6 penalty the first round, -5 penalty the second and so forth until their AC regains its normal score as they finally and fully recover from their hypnotic state. This effect lasts for as many rounds as the imbiber's unadjusted intelligence score but immediately ends if the hypnotized subject is subsequently attacked during that time. Range is 10'.

\*8--*Draught of Loki's Tongue*: When imbibed this draught raises the PC's charisma score by +4 as well as allowing him to freely use *suggestion* (as the spell) as a power, both increases lasting for 3-12 rounds. In addition, the ability to detect lies told by this person is negated for 12-24 hours.

\*9--*Draught of Heimdall*: For the next 24 hours the imbiber of this cannot be surprised, has his auditory senses increased to such an extent that mere whispers up to 100 feet distant from him are understandable as if these were spoken aloud and in his presence, and his vision for that time is equal to that imparted by the magic item, *eyes of the eagle*.

\*10--*Draught of Thor*: The imbiber receives a randomly determined giant strength for as many turns as he has constitution points x2. As well, he becomes immune to lightning and the effects of deafening for the same time period.

\*11--*Draught of Hoenir*: This draught makes the recipient immune to blinding attacks for 3-24 turns. Any wielded weapon, including missiles, has a 3% chance upon hitting a target of blinding it for 2-8 rounds. The latter power lasts for turns equal to the imbiber's intelligence score.

\*12--*Draught of Muspel*: When imbibed the PC becomes immune to fire of any type for as many turns as he has constitution points. Further, any hand held melee weapon, when held, receives the additional properties of a flaming weapon (i.e., such as a *flaming sword*) for the same time period.

Draughts are more powerful versions of potions. Due to this up to four different draught effects may be active during any one time. Imbibing more than beyond four adds no additional effects--each additional one is in this case wasted. Mixing draughts with potions cancels the effects of each on a one-for-one basis.

**COPPER CHEST OF BALAEAL:** This appears as a 1.5' long by 1' wide by 1' deep copper chest with many reliefs etched into it of fire-breathing dragons, salamanders and other fiery creatures, lesser and greater.



**Note:** This is related to the *Four Arrows of Balael* (see below) and was found by the possessed hunter much later in his travels (c.f.). He often used it for storing his fletching equipment.

The chest and anything stored within it is immune to any amount of normal fire and resists magical fires of single origins up to 24 hit dice in nature. Any magical fire damage beyond 24 HD causes the chest the difference in damage (i.e., a 25 HD fireball would cause the chest 1 HD of fire damage). The chest may sustain 100 hp of magical fire damage beyond its resistance limit before it and its contents are destroyed (note that its stored items may still get individual saving throws in this case). When held or touched the chest grants resistance to fire as does a ring of that kind.

**IVORY BOX OF RANSUR:** This appears as a small palm-sized box carved from ivory. This small box appears to contain dust when opened and viewed. Assign a number 1-4 through the best possible means available (die roll, random picks) for the four dust types below. The 1-4 sequence then indicates the order in which each appears in the dispensing cycle (1st, 2nd, etc.). There are 4 applications of dust for each type. When one type of dust is totally used, the next type appears when the box is subsequently opened, etc, until all 16 applications are used. Once all applications are used the box will produce no more of them. It is believed that its ability to produce magical dust can be reconstituted by taking it to its originating realm--that of Faerie--where magical pollens can again be gathered for it from the garden of Ransur.

*Dust of Slumber (4):* One application of this heavy dust when thrown (3" range) effects a 20' radius area causing beings within it who fail their spell saves to fall into a deep sleep for 30 minus their constitution scores in rounds. Normal or magical means that would wake such victims fail 50% of the time, requiring prolonged attempts to reawaken them.

*Dust of Coagulation (4):* An application of this fine dust when thrown (1" range) affects a 10' radius area, healing all those within it for 10-20 hp and stopping all bleeding from open wounds. Those at "death's door" are automatically raised to positive 1-8 hp.

*Dust of Homage (4):* One application of this heavy dust when thrown (3" range) affects a 1' radius area, charming hostile beings failing their saves vs. spells. The effects are like those from a *charm person* or *charm monster* spell, but the dust can affect either type. Duration is 12+1-8 turns, whereupon the charm ceases. Note that the dust will not affect targets non-hostile to the caster.

*Dust of Iron (4):* An application of this compact dust when thrown (1" range) explodes in a shower of iron filaments, affecting everyone in a 10' radius area (including enemies). Armor classes are raised by +2, normal weapons are made magical +2 ones, magical weapons gain an additional +1, and damage per hit against those affected by the dust is at -1. All of these powers last 1-4+6 turns.

**IRON BANDS OF N' CLOSUR<sup>(1)</sup>:** When found this appears as a 1' radius ball of iron straps, as if some gigantic strength had forced these into place by tightly winding them about the other like one does a ball of string. The ball light for its size (10 pounds). There are three commands words to compel its functions (see below); and the wielder need only speak these again to dispel its current function/form.

**Iron Ball:** This causes the ball to animate and roll at 9" per turn. Its force is enough to push aside loose/standing objects or beings up to 300 lbs. in individual weight. Impact damage is an automatic 10-30 points (shared, if impacting more than one object/being). If the ball is stopped in its forward momentum it reverses direction, if possible, for 20-120 feet (2d6 roll) and then resumes its original course; and if stopped more than once in any given direction it will randomly change course to a new one. The ball can roll up surfaces with slopes of no more than 45 degrees. It must remain within 500 feet of the person who commanded it, or it ceases to function. The ball sustains 200 hp of damage before it is destroyed. Changing its current form into any of its other forms transfers its remaining hp to the new form.

**Iron Cage:** This forms a 5 ft. square cage that can sustain 200 points of damage. The cage cannot be moved once in place. Range when used to entrap a being is 20 feet, and the targeted being receives a spell save at -1 to avoid being caged. Changing its current form into any of its other forms transfers its remaining hp to the new form.

**Iron Wall:** The ball unravels and immediately forms a wall, even conforming to irregular shaped space up to 10' wide by 20' high. Its cross-hatched spaces are wide enough to allow weapon work through, but at a -2



penalty to hit for either side attempting such. Large or bulky weapons (battle axes, broad-headed pole arms, or two-handed swords, for instance) cannot effectively be used to attack opponents on either side of this barricade. The wall itself is magical iron, cannot be moved once anchored in this manner and sustains 200 hp of damage before it is brought down, rendered. Changing its current form into any of its other forms transfers its remaining hp to the new form.

If destroyed it takes 7-10 days for its magic to reconstitute the iron into useable form, whereupon it is employable again at full hp. Note that it does not otherwise rejuvenate on its own. The total remaining hp should be noted for each usage.

**THE MULTI-RING OF NAR:** This is an obsidian ring with a perfectly green tourmaline inset into its recessed and many-beveled interior.

The stone is set upon a hooked spindle and can be rotated in either clock direction by 90 degree increments. The ring has four singular and magical settings, each achievable by turning the stone. It makes an audible clicking sound upon being set to a new position.

Upright/0 degrees (position always found in): *+2 ring of protection*

90 degrees right: *ring of fire resistance*

180 degrees: *ring of invisibility*

90 degrees left: *ring of free action*

Note that for every 90 degrees that the stone is rotated the ring expends 1 charge and a new ring power is achieved, replacing the prior one. It comes with 50 charges and can only be recharged by placing it in the Gargantuan God's mouth in the *Hold of Nar* (DM's may assign a simpler and/or more expedient method in place of this one for recharging it as the *Hold of Nar* has yet to be published by PPP).

**THE SCEPTER OF KING ROBERT THE 1ST:** This golden scepter is filigreed with lions and dragons all in the rampant position. Etched in silver words spiraling about its handle is the phrase: "Gold is Power."

*Author's Historical Commentary:* This is one of the oldest surviving relics from the Original Campaign. When the map for it was contrived, and in concert with related matter being included in the earliest Domesday Books, King Robert 1st<sup>(2)</sup> was ostensibly made the ruler of the Great Kingdom there, since changed through multitudinous remakes into what it is today in published form. His court has entertained such luminaries as the Lord of the Green Dragons™ and Lord Ayelerach, to name but a few. Besides the description hereafter included on this relic which is related to this area, two pages are still extant upon the organization of that realm and its forces, as recorded in this author's Redbook™, my DM's notebook containing the notes, maps, dungeons and sundry other matter relating to the Original Campaign and to its then adjunct realities, *The World of Kalibruhn™* and *Castle El Raja Key™*.

When held the scepter grants the following powers:

1) Grants the wielder immunity to assassination by psychically warning them of such attempts prior to their execution and immediately teleporting him or her to a safe area within 200 yards of their present location.

2) Combines the powers of a *staff of striking* with limitless charges and a *displacer cloak*.

3) Summons the current court wizard (or similar hireling equating to this position and as interpreted by the DM) by passing the scepter up and down thrice while speaking the words, "Attend Me!" The wizard (or similar functionary) must be within 100 miles and on the same plane of existence as the summoner (i.e., he cannot be traveling the ethereal or astral planes, for instance) or the summoning will not work. The wizard appears within 2-20' of the summoner, aware and ready to serve. This summons may be invoked twice daily.

**THE STEPS OF ZAYENE:** The steps appear as three interconnected black planks made from a magical substance found in the *Jungle of Huhm™* known as *shaedeus*.



This object has two primary uses: to teleport the user without error to a memorized locale; and to allow the user to travel the planes, whether known to him or not. Both powers are achieved by setting the steps upon a flat surface where they magically expand upward. Walking up them, and upon reaching the third step, the user is then transported to where he “thinks” he is going (such in teleporting, etc.). If certain planes are known to the traveler, he can achieve arriving at these without error; if they were only heard about, there is only a 50% chance per day of arriving at some area upon them; and if the user is surmising an existence of one there is a 25% chance per day that he will be transported to what was imagined, though in all cases if these do not exist within the DM’s campaign, the user actually ends up in another realm at random, but near an area equating in his mind and imagination so perfectly to his surmise that he believes he’s achieved his true goal. The stairs transport with the user to his new locale.

Constant use of this item breeds insanity in the user at an increasing pace. For every use there is a 1% chance in 100 (accumulative per use) of the user being driven insane. The DM must randomly determine the type of insanity that manifests. Continued use of this item after the onset of insanity worsens the degree of insanity to an extent that after 100 uses the victim’s intelligence is reduced to that of a vegetable.

*Author’s Historical Commentary:* Zayene is a diabolical wizard first recorded in the Redbook™ as a primary inhabitant of the Wild Coast in the Lake Geneva Campaign, though his name, Xaene, as recorded in my original notes, has since 1982 been changed due to copyrights concerning that original name being now held by others. In either case the correct pronunciation of his name is “Zay-eeen”. His first published mention as authored by myself is in one of the World of Greyhawk™ article “The Great Kingdom and the Knights of Doom” occurring in the Dragon Magazine 59 (March 1982); and then he is later noted in one of WG8’s (Fate of Istus, 1988) adventures, “Down with the Wizard”. His name-sake series adventure (Maze of Zayene, Parts 1-4, 1987; and as republished 2001, 2004) features him as the evil court wizard of a great but deranged king.

*The Jungle of Huhm™ is an upcoming adventure describing one of his earliest exploits in the World of Kalibruhn prior to him fleeing that reality and seeking refuge from his pursuers in what I now term the Grey Lands™. It is notable that Zayene uses the “Steps of Shadeus”<sup>(3)</sup> to flee WoK, and thus that reality.*

**TEAKWOOD STOOL OF NETHER HEIGHTS:** This appears to be a regular looking stool crafted from teak. When sat upon, its legs grow and start to rise at 10’ in height per turn to a maximum of 100 feet. During its rise it can be commanded by the one upon it to “Stop,” at which point it does. To continue rising the word “Up,” is spoken; and to lower it the word “Down” must be spoken, and the height then proceeds or recedes at the same 10’ rate per turn in the desired direction. The stool roots itself firmly to the ground while functioning and nothing short of giant strength can topple it during that time. Each of its four legs can sustain 50 hp of damage from normal attacks. The stool is immune to normal fire. If two of its four legs are sundered, the stool is destroyed and it in turn topples. Those positioned upon it when this happens fall from their current height and may sustain falling damage.

**SCROLL TUBE OF REJUVENATION:** This appears to be a regular scroll tube. If a partially or fully depleted spell-scroll is placed within it, its former potent spells will rejuvenate over time at a rate of 12 hours per level gained. The order in which spells are rejuvenated is randomly determined by the DM secretly rolling for this. Removing the scroll from the tube will reveal partial, or full, rejuvenations, depending upon the spell-level in question. Single, rejuvenated spells are automatically reusable without need to reconstitute every spell on the scroll. Only one scroll may be deposited in the tube at a time.

**SILKEN ROBE OF CONCEALMENT:** This finely woven silken robe confers invisibility when worn. If the wearer is of elven-kind, its properties are further extended by conferring a random +1 to +4 AC bonus determined at the time of donning it. If the wearer is of dwarven-kind, the concealment allows attacks while invisible as long as the dwarf has solid rock to his sides and back and as further determined by an attacker’s location relative to his position (i.e., in most cases this will mean that when an attacker regards the dwarf’s position from the reverse angle of concealment, the dwarf’s magical position is compromised). If the concealment magic (DMs must adjudicate depending on the specific variables) is compromised, the dwarf’s next attack makes him visible (c.f. spell of *invisibility*).



**CRYSTAL BOWL OF ETERNAL PLEASURES:** This clear crystal bowl appears normal upon first viewing it. However, upon emptying any amount of liquid into it the bowl takes upon an amberish hue. If any amount of the liquid is thereafter removed from the bowl and consumed the imbiber becomes cursed. The curse lasts days equal to their levels x10 or until removed (see below). Each curse is different but always debilitating, and is always accompanied by a delusion that the one so affected believes: that they have entered a sublime state by interacting with the bowl and will not for a moment believe that they actually labor under foul magic, the very thought of the latter being dismissed by them at every turn! DMs must design each curse and these should not be light ones. Note that a remove curse cast at the 18<sup>th</sup> level will remove this curse, but drains the being doing so, incapacitating them for 1-8 days. If clerics adduce this situation beforehand, their prices will perforce change for providing the service by at least 3-7x the base amount.

**“CUP” OF DAEMONS:** This is actually a large copper bowl etched with the designs of many demon faces sporting outthrust tongues, bulbous eyes and pointy fangs.

*Author's Historical Commentary:* Its naming is only a partial misnomer as it is more symbolic of the sharing which the cup implies by its intimate relationship with the imbiber. In the Original Campaign I also referred to it as a chalice.

When any liquid is poured within this it changes to a viscous mass of green matter, which although unpleasant to look upon emits an enticing aroma of ripe fruit, but of what kind is impossible to tell.

The cup may be drank from one time--and at a rate of once per year--by any one PC and has immediate effects upon the imbiber:

The draught permanently affects the physique of the imbiber, adding 1-6 inches in height and 20-40 pounds in weight. The imbiber gains +1 strength and receives 2-8 permanent hit points. Scales develop in a week and are quite noticeable from the neck down after a full month, though the face shows no sign of these at all. This increases the PC's AC to a natural 5 without additional armor or adds a +2 AC bonus if he is otherwise armored or protected, with no less than AC5 being possible. With this comes an offensive odor and skittish behavior (darting of the eyes and protruding of the tongue to abnormal degrees), thus lessening charisma by -2 points. However, the offensive odor also drives off normal animal kind (packs of wild dogs, wolves, and other normal animals) who react with fear to the effusion, and these will never attack him under any circumstance where they are not otherwise magically controlled to do so.

Though alignment does not change, the imbiber becomes slightly akin to demon- and devil-kind, and can now communicate with them in their tongues. This does not allow a charisma bonus in such instances, for they are aware of who he is, but it does allow for understanding and speaking their primary tongues to occur, which could be a plus given the circumstances arising between them (DMs must adjudicate).

The DM must also choose, or randomly determine by rolling a 1d12 twice, one power and one weakness for the PC from the following lists:

#### *Powers*

- 1) Gains permanent infravision
- 2) Gains 1-3 permanent constitution points
- 3) Gains MR 5-15%
- 4) 10-25% chance of summoning a minor imp or demon/devil once per week that will serve for 1-6 days and then disappears
- 5) Gains resistance to fire (-1 damage per 6 points dealt, +1 save)
- 6) Gains resistance to lightning (-1 damage per 6 points dealt, +1 save)
- 7) Gains resistance to cold (-1 damage per 6 points dealt, +1 save)
- 8) Gains resistance to acid (-1 damage per 6 points dealt, +1 save)
- 9) Gains +3 vs. poison attacks, save for half or no damage
- 10) Gains immunity to normal weapons (only +1 or better effect him)
- 11) Gains the ability of flight (12"/turn)



12) Roll twice, re-rolling on the same scores (cannot double up)

### *Weaknesses*

- 1) Vision reduced by half when in daylight (reduce sighting ranges by half and increase surprise chances by +1)
- 2) Permanently loses 1-4 constitution points
- 3) -1 to all saves
- 4) When in the presence of a demon/devil of mid range or higher (DMs must adjudicate) will be commanded, no save, to do obeisance to him for 8-80+8 turns, thereafter fulfilling his "Lord's" orders for that time period. This command may be issued by the same demon but once yearly
- 5) Becomes susceptible to fire (+2 damage per 8 points dealt, -2 save)
- 6) Becomes susceptible to lightning (+2 damage per 8 points dealt, -2 save)
- 7) Becomes susceptible to cold (+2 damage per 8 points dealt, -2 save)
- 8) Becomes susceptible to acid (+2 damage per 8 points dealt, -2 save)
- 9) -6 to poison saves
- 10) +1 damage from all melee attacks
- 11) Loses the ability to use fly-oriented spells or powers/50% chance of becoming maniacally fearful of heights over 80' (Note: This cancels #11's power, above, if that is rolled, effectively leaving the PC with a chance for fear of heights only, as noted)
- 12) Roll twice, re-rolling on the same scores (cannot double up)

Note that DMs can amend these lists by adding or subtracting from their contents, thus making the *Cup of Daemons*<sup>(4)</sup> unique to every campaign, just as it was in the Original Campaign.

**DAEMONIC CHAIN OF NETHER VOIDS:** This ancient and forbidden item was crafted by ten formidable wizards in ancient times who inhabited the southwestern part of the world; and the heirs to their knowledge—a dark and secretive family of mages who fled that area during the "Great Catastrophe"—retrieved it by use of temporal magic, in effect recreating an event in time through which they had access to it before it was destroyed. It is believed secreted in their equally ancient house (now long forsaken) where on one of its subterranean levels it has been set to guard ingress and egress from it. It is also believed that many of its powers remain unknown and indecipherable, even by its new keepers.

When fully extended the chain stretches to encompass a 100 ft. area. It is normally found depending from walls by way of some attachment device or devices (for example, by large iron studs or spikes) each at 10-foot intervals, though this attachment could vary by whim and/or design. The chain links are larger than normal and appear to be fashioned from corroded silver, though in actuality they are made from an alien alloy. Each ten-foot span of this chain has had magical powers imparted to it by the wizard who fashioned it. In order to invoke these powers for defensive or offensive purposes each wizard's true name must be spoken aloud while reciting the following mantra. The invoker must be a mage or priest of no less than 18<sup>th</sup> level or the invocation fails in every case.

*Initiating Mantra:* "(Insert each singular wizard's true name here), I invoke your powers, even in death. Attend me and my wants."

1<sup>st</sup> ten feet of chain; Thaljyk Hu the "Rune-maker": This invokes a random symbol spell when touched.

2<sup>nd</sup> ten feet of chain; Ubruss Ghav the "Stone-breaker": Touching this allows the one doing so to cast the single spells *passwall*, *rock-to-mud*, and *wall of stone* as if these manifested in their minds and are apparent, even if the PC is not a spell-caster by profession. Each spell is cast at 12<sup>th</sup> level.

3<sup>rd</sup> ten feet of chain; Ehm the "She-wolf": This provides the one touching this with the power of the wolf: the recipient's movement is hasted (as the spell), they attack with an animal rage with +2 modifiers to hit and damage, they can sustain -20 hp below "0" before collapsing unconscious, and they can only be hit/damaged by +1 or better weapons. All of these powers last as many turns as the recipient's intelligence score.

4<sup>th</sup> ten feet of chain; Zolon Yede the Warmonger: This imbues the recipient with the power of the warrior spirit: they cannot be charmed or otherwise affected with mind altering spells, they melee with a +4



modifier and their constitutions increase by 2-5 (1d4+1) points. All of these powers last as many turns as the recipient's constitution score.

5<sup>th</sup> ten feet of chain; Wahiitis Jan the Cloud-Spinner: Touching this allows the one doing so to cast the single spells *stinking cloud*, *cloud kill*, and *windwalk* as if these manifested in their minds and are apparent, even if the PC is not a spell-caster by profession. Each spell is cast at 12<sup>th</sup> level.

6<sup>th</sup> ten feet of chain; Gumbruv Veer the Shocker: Touching this allows the one doing so to channel the spirit of electrical currents through their bodies. An initial system shock roll is required; failing this incinerates the recipient, and it is noted that they literally burn-up in minutes, with nothing but their ashes remaining behind. If the check is successful, then the recipient becomes a walking container for all things electrical: he becomes immune to all such attacks (except as initiated by demi-gods and above), and their own spells, if spell-casters, that deal with electrical discharge (i.e., *lightning bolt*, et al) receive a 1.5x damage modifier, as do any magic items that they wield that are of this nature. Their mere touch equates to a *shocking grasp* spell at all times. This power lasts for as many turns x2 as the recipient's constitution score.

7<sup>th</sup> ten feet of chain; Yss of the Three Eyes: When touched this imparts *true seeing* for hours equal to the recipient's wisdom score.

8<sup>th</sup> ten feet of chain; Dalobec Struh the Rampager: Upon touching this, the recipient gains a random giant strength for turns equal to their combined strength and constitution scores.

9<sup>th</sup> ten feet of chain; Nagell the Grave-master: When touched the recipient gains the ability to turn undead at a level equal to his +1-3. This power lasts as long as the PC remains touching the chain.

10<sup>th</sup> ten feet of chain; Rumbuss the Master of Elements: When touched a random elemental appears in this order and time: air, earth, fire and water. When one is dispatched, the next in order automatically appears. Each equates to a regular elemental but has 14HD. This power can be used once per 48-hour period.

General Notes: Unless otherwise stated, the above powers are useable but once per 24-hour period. Due to the complexity of the magic incorporated here, only two of the chain's powers may be active at any one time.

**SACRIFICIAL DAGGER OF NAR:** This appears to be a normal obsidian dagger. It has no intrinsic plus to hit and does a base 1-4 points of damage, but on a natural roll of 18, does 1-4+3 points of damage; on a roll of 19, does 1-4+6 points of damage; and on a 20 does 1-4+9 points of damage and a tiny piece of it flakes off and infiltrates the wound as part of its cursed function. This magical piece burrows its way to the heart in 1 day, killing the victim, if a *remove curse* is not cast before then, which in the latter case dissolves the flake completely. In the 20th hour and beyond the victim will get a warning of an impending problem through pangs in the chest area, which by proportion increase in duration and strength as it nears the 24th hour.

**SCROLL OF DAEMONIC POWERS:** This scroll is crafted from a strange hide not recognizable as one commonly used for crafting scrolls. It is actually demon-hide in every case when found, and the following roll decides what demon it was taken from and by correspondence what powers are inherent to it:

01-20% Minor (Imp, et al): Contains a random 1st-3rd level spell; when held causes -1 to saves vs. mind effecting spells cast upon the holder.

21-40% Standard (Lower Types, 1-2): Contains 2 random 2nd-4th level spells; when held allows +1 saves vs. fire attacks; scroll cannot be destroyed by fire.

41-60% Above Average (Medium Types, 3-5): 3 random 3rd-5th level spells; when held allows +1 saves vs. fire and lightning attacks; scroll cannot be destroyed by fire or lightning.

61-80% Mighty (Higher to Highest types, 6-9): Contains 4 random 4th-6th level spells; when held allows +1 saves vs. fire, lightning and cold attacks; scroll cannot be destroyed by fire, lightning or cold.

81-95% Mightiest (Highest types, 9+): Contains 4 random 5th-7th level spells; when held allows +2 saves vs. fire, lightning and cold attacks; scroll cannot be destroyed by fire, lightning or cold.

96-100% Lesser-Greater Demon Lord: Contains 5 random 5th-7th level spells; when held allows +3 saves vs. fire, lightning and cold attacks; scroll cannot be destroyed by fire, lightning or cold. N.B. The DM must assign a history of what lord this skin derives from. If the lord is still alive in your campaign there is a chance (5% yearly, or alternately, 2% monthly) that it will be attracted by this scrolls use and will take appropriate actions befitting its location and powers to regain it for itself, eliminating all who oppose it while doing so.



The spells on these scrolls defy being copied into spell books, with the inditer becoming extremely confused when all such attempts are made (no saves or remedies being possible to controvert this condition for as long as the copyist persists with such a task); and the skin cannot be used to add new spells to it nor re-indite the ones which were previously expended (though the latter could be rejuvenated by the *Scroll Tube of Rejuvenation*, q.v.).

**SAPPHIRE OF THE SORCERER-DEMONS:** This intricately cut and many-faceted sapphire is used by sorcerer-demons, those beings of great powers that found ways to defeat the divisions of the planes and now wander the material realities in many guises.

Each has a power that varies depending upon what was imparted to it during its time of crafting and likewise dependent on the cut of the gem (roll 1d8):

- 1) *Marquise*: Adds +2 constitution when held or borne.
- 2) *Emerald cut*: Adds +2 dexterity when held or borne.
- 3) *Pear cut*: Adds +2 wisdom when held or borne.
- 4) *Oval cut*: Adds +2 intelligence when held or borne.
- 5) *Princess*: Adds +2 charisma when held or borne.
- 6) *Chaos*: A spiraling mass of hundreds of facets culminating at a pointed tip. Adds +2 saves vs. spells when held or borne.
- 7) *Evil-Eye*: Concentric lines of eye-shaped outlines of the same shape with sizes decreasing in proportion to a lidless eye as the symmetrical patterns culminate. Adds +2 saves vs. poison and disease when held or borne.
- 8) *Abyss*: A hollowed stone, faceted from the inside like a large bowl with hundreds of vertical lines demarking its entirety from lip to base. Adds +2 saves vs. daemonic magic when held or borne.

When more than one is inset into rings, armbands, neckbands, bracelets, etc. the following additional properties occur:

- Any 2-4 sapphires: +2 AC bonus, +10 hp bonus
- Any 5-7 sapphires: +4 AC bonus, +20 hp bonus
- All (8) sapphires: +8 AC bonus, +60 hp bonus

**WATER BOWL OF THE DUCHESS OF WATER ELEMENTALS:** This appears as a 1' circular silver basin capable of holding a gallon of water. It weighs 10 pounds empty.

**EARTHEN BOX OF THE DUKE OF EARTH ELEMENTALS:** This is a 1' square box of evenly cut and fitted gray-colored stone. It weighs 20 pounds and can hold dirt equating to its volume (approximately 5-6 pounds packed).

**LAVA URN OF THE PRINCE OF FIRE ELEMENTALS:** This 1' tall, unembellished copper urn is warm to the touch; and when filled with any amount of molten lava it becomes red-hot and its fiery magical properties are revealed. It weighs 15 pounds empty.

**CYCLONE BAG OF THE PRINCESS OF AIR ELEMENTALS:** This light leather bag appears as a normal one a person would use to carry a medium load in (up to 25 pounds) and is tied shut with a golden, tasseled cord. When opened and held into a wind (see chart below), its various magical qualities are realized and thereafter usable.

*Inclusive Notes:* Each item summons a full-HD and -hp elemental of the type indicated. Each elemental will serve without distraction or interruption until dispatched, or a 24-hour period passes, whereupon it disappears. Elementals summoned from these items serve without restriction. The summoner is not penalized for any control purposes and the elemental can range as far as it needs under his or her commands, with time (note above) being the only constraining factor.

**FOUR ARROWS OF BALAE:** Named for a great hunter of the north, Bala, who was possessed by a demon prince. While possessed he slew most of his clan members and then wandered into the arctic wilderness, whereat it is assumed he perished. Bala was known as a great archer who was befriended by deities who favored his style; and through this relationship his knowledge increased to the extent where he could



fashion highly potent barbs for his arrows, some which never missed their mark and others that brought down prey with but the slightest knick.

His greatest crafting was accomplished upon four black arrows with different metallic tips—thus the title attached to this set of items. These are found as singular items 95% of the time, or as a set of remaining parts 5% of the time. There are only four arrows in existence, so if one is found and subsequently more are found again, DMs must make separate rolls to determine how many are found in the second instance (1, 2, or 3, etc.). When first generated as an item, there is a 95% chance that 1 is found and a 5% chance that 2-4 are found.

*Bronze tip:* Slays animals (up to 50 hp); -2 poison save vs. human/humanoids

*Silver tip:* Slays good-aligned (up to 75 hp); slows target for 2-12 rounds (no save)

*Gold tip:* Drains 2-12 random spells or negates for 24 hours the same number of spell-like powers, no save up to 12<sup>th</sup> level; if the target is beyond that, spell saves at -2 for each spell/power apply

*Iron tip:* Does an immediate 10-30 hp and causes a bleeding wound that damages the target for an automatic 2-5 hp each round until a cure critical or greater healing spell is cast

**LIGHTNING BIRD OF DRUIDIC SUMMONS:** This metallic item appears as a shining brass hawk with red eyes and approximately 1' long. It will fly no more than one hundred feet from the druid and if removed from that range it returns to its inert state and must be touched again to reactivate it. This bird never tires as it is a magical construction, and has an intelligence of 12. It cannot speak but can warn the druid with an echoing, metallic screech when it sees enemies, and its sight range is 50% that of *eyes of the eagle* (q.v.). When touched by a druid the item animates and attends the druid for as many minutes as the druid's charisma points plus 1-6 minutes. It can be animated once daily, takes 20 hp and is AC6, flies 15" and is a 4HD creature for attack purposes (two talon attacks at 1-6 hp each). If killed it magically reconstructs itself over 30 days to its original form and is usable thereafter as noted above.

During its active period the druid gains extra defensive/offensive powers according to his or her wisdom score.

9 or below: lightning resistance\*, +.5 hp per die of lightning damage dealt by the druid when the bird is active and within range

10-14: lightning resistance, +1 hp per die of lightning damage dealt by the druid when the bird is active and within range

15-17: lightning resistance, +1.5 hp per die of lightning damage dealt by the druid when the bird is active and within range

18+: lightning immunity up to 50 hp dealt in a single round, with amounts beyond that thereafter being reduced for the difference according to lightning resistance; +2 hp per die of lightning damage dealt by the druid when the bird is active and within range

*\*The same as a ring of fire resistance but for lightning*

**THE FAR-TRAVELED MAN:** This is a 6-inch high ivory figurine representing a man fitted out for traveling: walking boots, walking stick, broad-brimmed hat, large knapsack, extra provision belt and two bottles positioned to each side of his belt buckle.

Each of its distinctive parts may be touched, and only once each, to activate a magical power related to them. Once all parts have been touched the figurine magically disappears back to the unnamed wandering deity who fashioned it. There is a 50% chance that this traveling god will re-empower it and then redeposit it at a random earthen spot on the material plane within the coming 1-6 months. A great rumor of his passing will also arise in that chosen area (DMs must create this).

*Boots:* Provides immense fortitude, making the bearer tireless for 2-4 days

*Stick:* Imbues the bearer's hand-held weapons with +2 magical ability, or adds a +1 if they are +2 or greater. This effect lasts for days equal to the bearer's wisdom

*Hat:* The bearer becomes immune to light-based attacks and cannot be stunned for



8-24 days

*Knapsack*: Magically creates two weeks of rations and water for a single person in any bag held by the bearer

*Belt*: Provides +1-4 strength for 13-24 hours (1d12 roll)

*Bottle (1)*: Double strength *cure critical wounds* potion effect

*Bottle (2)*: *Improved invisibility* potion effect

*Buckle*: Adds +4 to AC for days equal to the bearer's level

**FIRE SPEARS OF THE SORCERER-DEMONS**: These are only created and wielded by Sorcerer-Demons, beings of great power and mystery in the Grey Lands™. These are 5' long with red-brown shafts and golden tips. Their intrinsic magical to-hit bonus is +3. On natural 18 through 20 rolls the wielder may channel a spell into the victim; and this manifests as damage, no matter the spell form, at +2 hp per level of spell channeled. Note that the spell energy is transferred as damage and the actual spell does not manifest in normal ways but is still lost from the wielder's memory. These spears are indestructible through any know human means. Their name perhaps denotes a strange fiery origin unknown to few but the wisest of sages.

<sup>(1)</sup>*Iron Bands of N' Closur*: Without my knowledge a facsimile of this item appeared in TSR's *Unearthed Arcana* as changed from the original that EGG had discovered in my "Orcky Level" while adventuring therein with his main PC, Mordenkainen. It was renamed the *Iron Bands of Bilarro*, with *Bilarro* being EGG's reference to the originator of said piece as its letters are a scrambling of my main PC's name. The unadulterated version of this item is detailed here, as all of its unique powers were never discovered through further play.

<sup>(2)</sup>*King Robert the 1st*: He is also referred to in the "First Fantasy Campaign" (Judges Guild, 1978, author David L. Arneson) as "Robert 1, King of all Geneva."

<sup>(3)</sup>*Steps of Shadeus*: Named by him the "Steps of Zayene" after deriving only base information about it. The former title, which he used for only a short time to describe it, merely denotes the item's type and composition but not its origin or maker, as Zayene has not as yet discerned these latter facts. In his present insanity he has hidden this item in a safe place and rarely uses it due to its strange after-effects.

<sup>(4)</sup>*Cup of Daemons*: Discovered and used by Eric Shook's PC, Othlinden, in the Original Campaign. The imparted powers and mutations that followed his drinking from it actually changed the whole playing field for him, requiring a total remake of his objectives and direction. Admirably, Eric was willing to make the drastic change and pursued this, yet another fantastic journey, to its ultimate conclusion.

### Credits

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# Demonic of Arcane: 10

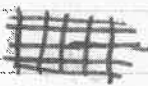
The ~~original~~ ~~aluminum~~ mirror of Vedic

~~aluminum~~ ~~of~~ ~~aluminum~~ of Vedic

Tankard of liquids

Copper chert of BALAEL

Ivory Box of Ransur

The ~~aluminum~~ <sup>Iron</sup> Bands of N' Closure 

X THE MULTI-RING OF NAR

The Scepter of King Robert THE 1st

THE STEPS OF XAENE (Pronounced ZĀ-ĒNE)

THE TEAKWOOD STOOL of Nether Heights

(50' = 30' off ground) continue = 1. ~~Teleport~~ <sup>In Speed</sup> 100'

10% chance per level of 2. Teleport 200'

FALLING OFF USABLE 3. TIME Teleport 300'

ONCE A WEEK

THE SCROLL ~~RE~~ TUBE OF Rejuvenation

Handles 01-20 1 spell 1st - 5th

21-50 2 spells 1st - 50th

51-70 3 spells 1st - 60th

71-80 4 spells 1st - 7th

81-90 5 spells 1st - 17th

91-95 6 spells 1st - 8th

96-99 7 spells 1st - 8th

00 10 spells 1st - 9th

Place scroll = level of spell  
 - 2  
 For weeks to Rejuvenate 1 spell of

Exp. 05: either 16 (1-6 = 3 weeks) 2 spells + 4 = 6 weeks

