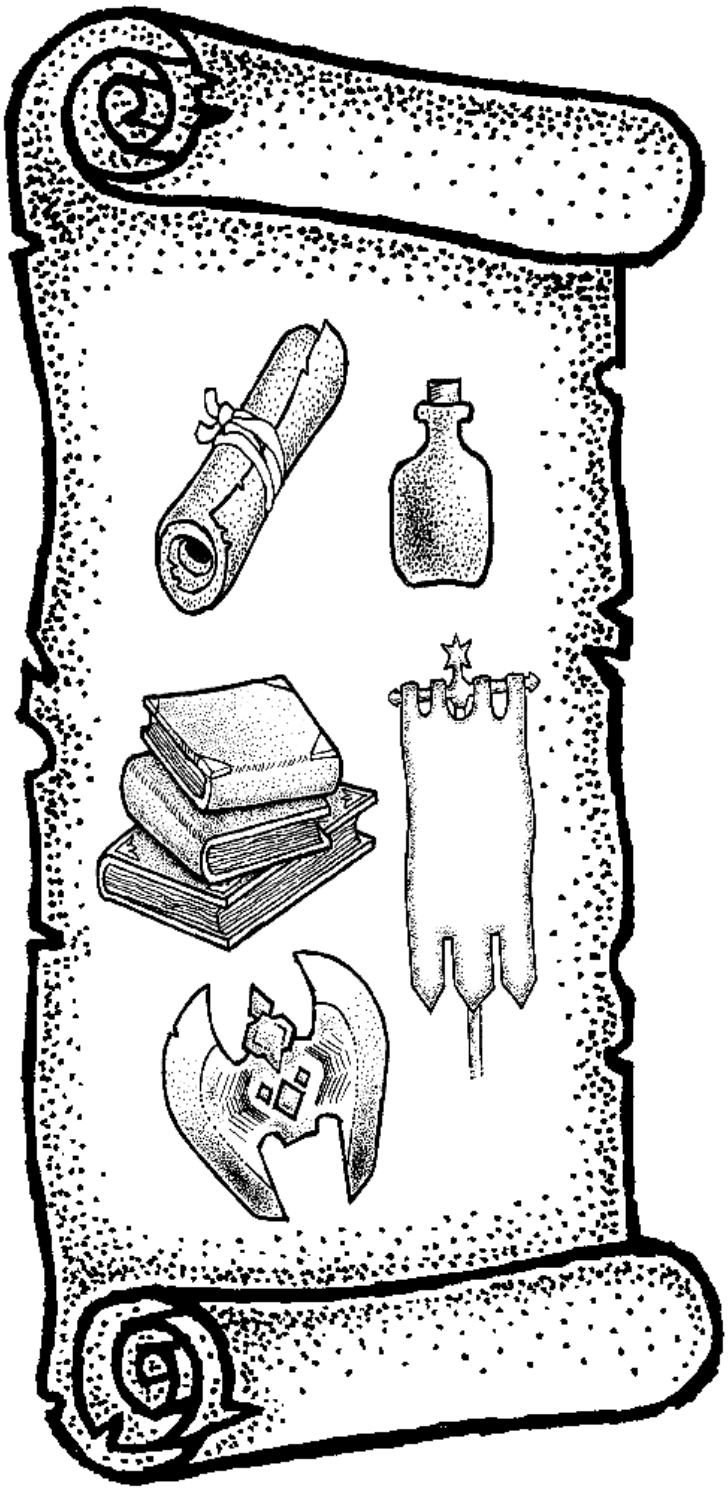
# Magic Items

# Assorted Magic Items Disgorged From My Mind



Follow Me, And Die!
Larry Hamilton
MI-001

# Magic Items

## Assorted Magic Items Disgorged From My Mind

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## TABLE SERVICE

This set of dishes and flatware, which could be china dishes, crystal glasses, and silverware, or each of the same out of other fine materials, defeats poison.

Such sets were developed in an era when intrigue and murder combined.

Glasses and bowls neutralize poison and purify water. Some change all liquids to water, while other sets only neutralize poison(s) in the wine.

Food placed on the plates loseS any poisonous effect. Rancid meat would have any foul disease causing bacteria neutralized, but the meat would not become a wholesome affair.

These place setting vary in number from a single setting, to a matched set for any number of places.

More elaborate sets even have cooking vessels to neutralize poison, but that is just an extra precaution.

Less fancy cooking vessels were issued to troops in barracks or on the march. These mostly prevented disease, but also prevented poisoning or drugging by the enemy. Usually, only the officer's mess had a table service of such magic.

I suggest a couple different routes for handling these items.

A full set of table service, dishes, cups, utensils, etc. would neutralize poison. The dweomer requires the presence of all pieces for full efficacy. Add +1 for each piece present for the meal for less than a full set. For poisons with no save, it allows a save.

**Lesser/Major:** A lesser set will only be maximally effective with all pieces for a setting present. A Major set would neutralize all poison and disease to be served on or in any piece.

## MORE MAGIC DISHES

Here is a list of different abilities sets of magic dishes might have.

**Neutralize Poison** -Cursed will poison those who use them

**Neutralize Disease*** – Cursed will Cause Disease

**Healing** – Varies from cure light wounds to total healing and regeneration.

**Self Cleaning Dishes** – Either wipe/scrape clean, or they grow legs and take themselves to the wash bin.

**Information Dishes** – Dishes with various information gathering qualities. Clairaudience, clairvoyance, ESP, telepathy, etc. that allows the owner of the dishes to learn something from the guests using the dishes.

**Transmutation Dishes** – The next person to eat an identical meal off the same dishes takes on the appearance of the prior person. This will last until they eat another identical meal from the same dishes. Imagine the problem of a broken or missing dish!

**Polymorph Dishes** – These dishes will polymorph those who eat off them into the creature or object in the artwork on the dishes. Or they will grant the owner to assume the person's form for a day.

**Raise Dead** – Not useful for the dead, but a way to deal with the undead. Only helpful if the undead eats from the dishes. Only undead that eat can be affected.

**Destruction** – Death, slay living, finger of death, power word kill, disintegrate, etc. Whoever eats or drinks from these dishes….

**Teleportation** – Matching sets of dishes that teleport you to the location of the twinned set. Some sets have a third (or extra set) that one carries and allows to go to any of the others in the set.

Special variation allows teleporting within a chain of dishes. Some chains require a one way flow, that is, one can only go forward or back one set in the chain. Other chains allow going to the location of any dish in the set, however, if the name, location, or other keyed descriptor is not named when the pre-teleport feeling comes on, the location is random.

Obviously, the dishes must be taken to the desired location, via normal travel or other means.

**Pre-Teleport Feeling:** Euphoria, Nausea, Itching, Sneezing, Flatulence, Blindness, Hot, Cold, flashes of light, super abundance of floaters in the eyes, etc.

**NOTE:** Sets lost on the bottom of the sea, or in a dragon's lair could prove interesting.

**Abilities** – Those who eat from them gain one point of the specified ability. This could be the primary ability of the class, a specified ability, or a random ability. The same set only works once on an individual.

**Wishes** – Very rare, just another way to store wishes. Requires eating off the set and making a wish. The number of wishes will be finite.

**Permanency** – Makes the next spell a spell caster does permanent, if it makes sense. This will allow a finite number of such castings.

**Magic Aura** – Introduce a set and this can be the next item your players find.

**Ability/Class Stealing/Swapping** – Eating the same meal from the same plate as the prior person will allow stealing from them or trading your abilities with theirs. A powerful wizard who knows someone else is more intelligent might steal or swap intelligence with them. An assassin who really needs to do well in a job, swaps classes with someone. What to do with the other? You can't kill them if you want your class back.

**Body Switching/Mind Swapping** – A mad wizard might have all the guests switch minds with others, perhaps switching with the last group who ate off the plates, who are originals passed from one unsuspecting group of travelers to the next. Are the bodies of the originals still alive? What of all the other minds and bodies? Just what will happen and how will the complex mix up ever be straightened out?

**Animated Dishes** – Dishes run amok with a food fight. Without the correct magic word, or some other defined circumstance, the diners cannot eat in peace. The dish ran away with the spoon…. For example, if you do not say something outlandish, as cued by the host saying something like, "I have pink fluffy underwear with unicorns on it." The guests must say something equally outlandish or their dishes will fight them for their meal. If multiple guests fail to say something outlandish, their table service will "war" with each other, or band together to gang up on their respective diners. The mischief starts slowly and builds up.

*Special note on dishes that cure disease, there is a variation that requires the next person to use the dishes to take on the disease. The intent is that a monk or other immune to disease eat to "re-set" the dishes to be used again. A rare variety would require someone to eat off them within a set time or a plague of that disease breaks out.

Any effect that one can imagine can be in magic dishes from benign to horrific. Any magic item from the DMG or other source could have its properties mirrored in a set of dishes, or any other less than usual device. It doesn't have to be a full set of dishes. It could be only he plates, goblets, or spoons.

Different religions might have their own special chalices, patens, or other special dishes for some of the more powerful/ritual magic.

Healing someone of lycanthropy requires eating the ashes of a hard to obtain plant or tree bark, etc. but must be eaten off a special plate that cannot leave the walls of the temple where it is housed.

Where to go from here? Take any innocuous, every day item and transform it into a magic item. A chamber pot that heals all who rub its sides would be a well disguised item for that purpose. Make an item as far removed from its magical purpose to hide it even more.

**Speaking of chamber pots** – One that teleports or disintegrates waste, or purifies water from liquid waste would be interesting…. Where does teleported waste go?

## MORE VARIATION ON MAGIC ITEMS

Magic items need more variety. Here are some suggested ways to mix up magic items so that they are not the same rods, staves, wands, rings, scrolls, or expected miscellaneous items as listed in various game manuals.

You roll up a ring of invisibility, but what else might it be besides a ring? How to decide?

You can make up a table and roll (Go ahead, I'll wait while you make a table….)

Oh, good, you're back.

Another way to do it is when sitting at your desk or table or other location prepping for the next session, or at some other time between sessions and prep time, look for an ordinary every day item. What might it be? If you keep your work area Spartan, you may have few choices. If like me, you best efforts to minimize falter when things get busy, you might have a wealth of things to choose from. Letter opener, paper clip, business cards, pen, pencil, eraser, coffee cup, index card, scissors, ruler, flashlight, battery, eraser, etc.

Go to your junk drawer in the kitchen and see what unexpected thing is in there.

Generating ideas doesn't have to come from rolling dice or struggling to come up with yet another idea to round out your table to roll up something.

What is the weirdest thing your locker mate in high school ever had in the locker?

What object(s) did your grandparents or in-laws have that stood out until you got used to them? They might be the item you think of if you imagine being inside their house.

Go to a flea market or swap meet and make a list of all the things that catch your imagination.

**Some Ideas To Get Started:**

A meat grinder that plays Danse Macabe and animates d12 skeletons once per day.

A feather duster that causes a gust of wind once per day.

A frying pan that is +2 vs. all who rob or invade the home.

A cutting board that functions as a lid to a portable hole. You can fit a lot of scraps in there….

A piece of furniture that functions as a portal to another world….

CAT 5 cord of strangulation or tripping.

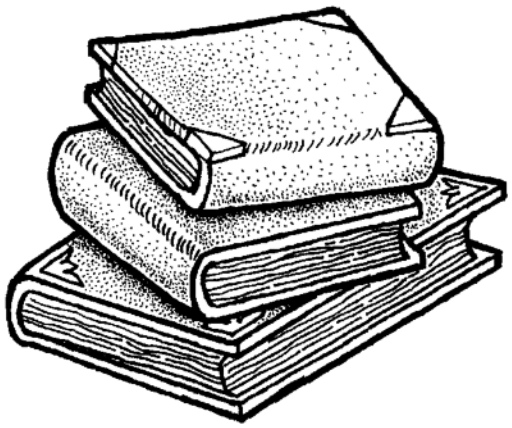
I need to remember to keep a list of things I see that are ordinary but would make an interesting magic item.

## PLAYER TIP

If you play a spell caster, note next to the spell name the page number of the player's manual where it is found.

**LIBRARIAN'S CHAIR/CHAIR OF THE LIBRARIAN:**
This chair carries the librarian to the location of the desired volume. May be animated and walk to location of desired book and bring it back. Can port to poison room, or interdimensional room, etc. Wizards and sages with large collections may seek these items to learn their secrets. This item appears in Library Generation Tables.

**BOOKSTAND OF THE LIBRARIAN**
Magical bookstands can be guardians of Priceless or precious books and dangerous books. Varies from out of control to the unauthorized, or docile and helpful to all legitimate patrons. Wizards seek to find or make their own to guard their spell books. These vary from the Wizard's Bookstand, see page 16. This item appears in Library Generation Tables.



**ARTIST'S PENCIL, PEN, OR BRUSH**

The artist's tool, whether a pencil, pen, or brush allows the artist to draw anything they can imagine.

The ability to draw functional, believable, recognizable items is granted by this item. If desired roll d% to gauge the artistic skill of the user for the remainder of the time they use this item. Low being child-like, and high being skilled or masterful.

Doors or openings drawn on dungeon walls do not guarantee an empty room on the other side. If a wall only has an expanse of solid stone indicated on the map, a room of sufficient size to hold the user and any companions is created. However, such random rooms have a chance to be populated from one of the creatures on the wandering monster charts for the level, either as per the dungeon key, the monster manual or other source. Roll for a random encounter as per the rules or as indicated on the dungeon key.

Such a room may be exited by the prior door, or a new door drawn on the wall. If it is again on a wall with only solid rock beyond repeat the procedure. A room exists as long as it is populated. Once the last creature leaves that room, it fades in 1d6 turns.

**NOTE:** There is a 10% chance that such a room contains a door to a random location in the dungeon, or anywhere in the multiverse. Be creative! HINT: One of the locations for one of the One Page Dungeon Contests is good!

Items are of temporary duration, i.e. a single use or number of rounds or turns as specified by the GM. For example, a key drawn for a lock will only be good for that lock. Some GM's may choose to rule that a new key must be drawn each time a lock is used.

A weapon or armor, such as a sword and shield may be used for one combat, one day, or one adventure, at the GM's discretion.

Items can be drawn on any surface, such as a wall, or even mid-air, .

Magical pigments enhance the duration and effectiveness of magical brushes. Likewise magical inks do the same for magical pens.

The GM can rule there is a set number of uses or a way to maintain its effectiveness.

**Cursed Artist's Tool –** These items cause the bearer to become obsessed with some hidden knowledge and they cannot stop their writing of long passages of prose, poetry, and equations. If they stop to eat they will draw the meal they need. If they stop to sleep, they will draw the magical chamber with a guardian to protect them.

Woe be to those who disturb the writings and so forth of the artist! This will cause him or her to not trust the one(s) that do this, and treat them with disdain or send drawings to deal with them.

If any try to take the tool from them, they grow enraged and resist with the strength of an ogre and the dexterity of a master thief. Anything they draw or paint to assist them in continuing their efforts will last until they are destroyed or the curse is removed.

Items drawn such as weapons will animate and defend the user while he or she continues their search for the truth. Each item drawn takes one round, and takes action on the following round. If the artist is attacked successfully mid-drawing, the object has a 50% chance of being malformed but still helping the artist, or a wild and malevolent creation that first defends the artist, and if all are slain, then going after the artist to retrieve the tool and take it to some random location in the multiverse. **NOTE:** One of the locations for one of the One Page Dungeon Contests is good!

The artist will insist that they are on to something. The GM can plant the seed or allow the player to suggest something. There is a chance that there is some kernel of truth to this quest for truth. If the player convinces others that there is meaning and they go in search of glory or treasure, let them.

The type of crazy the artist has is player's choice, calm, quiet, and brooding; Jack Nicholson in *The Shining*; crazed and wild eyed and excited, or raving etc.

**Variation on Cursed Artist's Tool –** Instead of the mind altering version, this version causes any item drawn to benefit opponents of the bearer, a la animated cartoons.

**FELL TIPPED PEN**

Words written with the fell pen foreshadow doom and troubles. Maps written with the fell pen lead to disappointment, danger, and death. A book, scroll, or scrap of paper in a random book could be written by one. There is also a chance to find this woeful item in a library. See my PDF *Library Generation Tables*.

**COLLEGEUM AMULETS:**

- Copper - Student/Graduate
- Silver - Wizards
- Gold - Mage
- Platinum - Archmage

In ancient times, colleges of magic were common in the empire. These magical amulets were a symbol of pride. When the empire fell, wizards who once loyally serverd the empire either continured to do so, or turned their powers to conquest. Great wars scarred the land.

Each amulet limits its wearer to the areas and materials in the collegium and its library that were appropriate to their level.

Amulets enable the wearer to be more easily found by scrying, if the one doing the scrying has an amulet. An equal amulet, i.e. silver to silver, only increases chances of scrying 5%, but a higher level amulet, i.e gold to silver, increases scrying chances by 10% per difference, so a platinum amulet would add 20% chance to scry one with a silver. At the same time, one wearing one of these amulets cannot easily be scryed by one without an amulet. Going from lower level amulets to higher only gives the base 5% bonus.

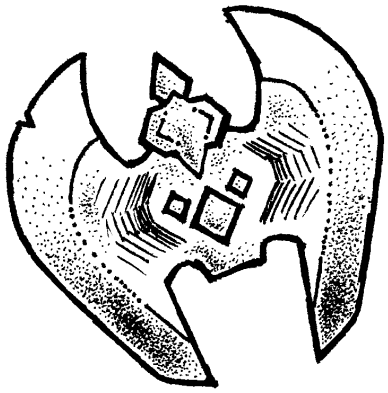
Spells were limited by level and the most destructive were highly controlled. So destructive spells and those with unpredictable effects (for example, limited wish and wish) were strongly controlled. It is this level of control that prevented the use of the most destructive magics until the empire fell.

Amulets may occasionally be found by adventurers. Most are not able to work out how to benefit from these obviously magical devices.

Most commonly, such amulets will be determined to be only anti-scrying devices. However, in the confines of the collegium, they benefit the wearer in accessing areas that may still be protected by the ancient wards. A wearer who is not a magic user will have minimal benefit. Those who are magic users or illusionists however, will gain great benefit.

A few wizard or illusionist families will have heirlooms that consist of such items, and those families will know the true import of these devices. With the collapse of the Collegium, there was no longer a central authority to collect the amulets of the deceased/fallen. Families with multiple wizards in the family tree may have multiple amulets, only those successful in advancement of power would qualify to receive one.

There is a small 5% chance for a player character to be the child of one of these families, and at the appropriate level could receive one that is not in use. If such a thing occurred, it would be more likely to be a minor wizarding family who had not had a wizard for awhile, and the secret of the amulet would not have been passed down, other than the bit about anti-scrying. Very remote 1% chance to be the son of a mage, who would then be available for training, spells, etc. More likely to have such a wizard encountered as part of another party, or who hires the player party for some task.



**RETURNING HAND AXE**

This hand axe appears as a normal, sometimes ornate hand axe. If thrown, it will return to it’s owner. The returning action occurs with both hits and misses. It offers no additional bonuses in combat other than it allows creatures only hit with silver or magic weapons to be hit. This is true whether the axe is used in melee or ranged combat.

**MARIONETTE**

This is both a spell and a magic items.

**Spell**: Marionette

AoE: one marionette and "twin" (or one higher value marionette)

Range: Touch/Control Range:

Components: V,S,M (the marionette or set, they are not consumed)

Duration: 2 turns plus 1 turn/level.

Level: 3

An independent "doll" free of strings is controlled by its "twin" connected to the strings of the control bars. The twin does not have to be identical in size. For example, it could dance on the caster's palm and be easy to conceal/carry. In all other ways it must be substantially identical. Both items must be made by the same craftsman. One cannot mix and match the full-sized marionette with a different twin with a control bar. So if one item is ruined, the same craftsman is required to fix or replace it. Minimal sets of 100gp value are needed. Finely crafted sets of at least 1,000 gp may be crafted into magic items.

After the spell is cast, the caster may let go of the control bars, which will hang suspended in the air, to add protection spells, such as fire, cold, normal missiles. If the caster is interrupted while the control bar is thus suspended, the marionette will run away and behave in a mischievous manner that will be troublesome to friend and foe alike for the remainder of the spell's duration.

**Variation**: A single marionette with control bar may be constructed of 3 times normal value. The marionette will walk free of the strings when the spell is cast. If the strings are damaged/separated from the marionette before the casting of the spell, it will not function, and the spell cast using such a component will fail.

Weight limit –20 gp/2 pounds.

Assisting Spells: Invisibility to make it stealthy, in addition to soft feet or shoes. Other types of protection spells may be cast on the marionette by the caster to make it more resilient/capable in its "mission"

Good for scouting, retrieving small items, etc.

Size: Small, HD: d4, AC: 6 [13], Atks: none

Higher level casters can control tougher/larger dolls.

Wood – Standard doll.

Bronze – Resistant to fire. 1 HD

Iron – Tougher. 2 HD

Other metals, such as adamantite or mithril require the ability to cast the spell for an iron marionette.

Design can be very plain or very detailed but must be high quality materials and high quality workmanship the base wooden model minimum value 100 gold pieces.

**Variation of spell** – The marionette is able to leave the strings while the spell caster manipulates the control bar.

If the spell caster is damaged while controlling marionette there is a chance to lose control of the marionette. If the marionette is out of control there is a chance for the spell caster to regain control if control is not regained the marionette will act independently based on the last commands given, but will have the chance of a variation of that or random behavior.

If the control device is damaged the marionette is free and acting in a random manner there is a 1% chance per level for the spell caster to regain control long enough to end this behavior.

If the marionette is damaged while during the course of the spell the wizard must make a saving throw or be stunned for 1d6 rounds.

If the marionette does not return to the control device before the ending of the spell, the wizard has 1d 6 hours to retrieve a marionette. There is a 50% chance that the spell will not work on this marionette for 1d6 days

The wizard may have multiple marionettes but only one marionette spell may be active on one marionette or set at a time.

Opposing spell casters of a higher level have a 1% chance per level to counter the spell and take over the marionette if they have a control device specified for this purpose there is a 30% chance + 1% chance per level of achieving this action.

Detection spells for information gathering maybe cast on the marionette prior to leaving the caster's presence or a high level spell caster May enchant a marionette with these abilities 10% of all

marionettes found will be marionettes with one or more detection spell capabilities.

**Greater Marionette –** Enables control of larger versions of medium or even large sized. This is a 5th level spell.

**Magic Items:**

**Control Bar and strings for a marionette.** Designed to control an independent marionette without the need to have its "twin". Give the bearer a 30% chance + 1% per level to take control of an opposing caster's marionette. It does not allow taking control of the marionette of a user with their own control bar. Some street performers have amazed their audiences with such items. Some of these are thieves who use their marionettes after the show for their foul purposes. The rich and powerful often pay handsomely for such an item for themselves or a spoiled child.

**Necromancer's control bar –** Allows one to control a bone marionette, basically a skeleton. It animates an otherwise non-animated skeleton for 1d6 turns. The skeleton is in all respects as a skeleton, but able to do complex actions while under the control of the user. At the end of the duration of control, the skeleton falls to dust. Bodies of dead creatures still having flesh will have their flesh fall away. If used on an animated skeleton, it adds one to the HD for 1d6 turns. At the end of the time, if the skeleton makes its saving throw vs. magic it returns to being a normal skeleton, with any damage taken coming from the extra HD first.

**Golem Control Bar –** This control bar allows a wizard to control a golem. Roll to determine if the device controls flesh, clay, stone, iron, or all. Those that control clay elementals may be used by clerics. If the user of the item is not the same alignment or deity of the cleric that created the clay golem there will be additional difficulties involved.

**____ Control Bar** – A few texts reveal hints that some control bars have been designed for controlling different creatures. The user of the item is able to see and hear what the controlled creature hears. The user must understand any languages the creature hears or writing is sees. The creature gets a saving throw verses magic.

**Cursed control bar –** Anyone who picks up this item and makes a motion of controlling a marionette is now "stuck" in place and under the control of the next person to use the control bar. A remove curse will free the individual and great care must be taken to hide or destroy the control bar before someone else is affected.

Clerics have been known to craft marionettes covered with the symbols of their religion as an image of a deity or hero of their faith. Temples or holy places where clay golems are or have been constructed in any numbers are likely to have one of these in case of a rampaging golem. The chance to regain control of a rampaging clay golem is 10% plus 1% per level, unless the cleric who created the golem, then the base chance is 20%. Any clay golem that has rampaged and been brought back under control that rampages again, cannot be brought under control a second time. If the control bar is destroyed within 1d6 turns of regaining control, the rampage will resume. After this time, the golem returns to its normal state and the control bar is no longer needed to control its actions.

Druids have been known to craft marionettes of only wood with wood and string controls.

Illusionists have a variation of the spell that lets them control one of their humanoid illusions beyond their sight.

**BERET OF THE MIME**

The item is a beret that when worn requires the wearer to not speak to gain its benefits. Upon wearing the hat, they will know its requirements. **NOTE:** Some berets are accompanied by white gloves, and the most impressive items are a complete outfit of beret, white gloves, black and white striped shirt, black pants, and black shoes. If a complete outfit, the wearer must wear the entire outfit for the item to be effective. If only a hat or gloves, the wearer may wear armor. If a magic ring is worn, and they have a hat and gloves or full suit, they may wear only one glove….

The player will have to speak only to describe the actions of the player, or better yet, act them out!

Instead of using a bow, make a great demonstration of drawing and shooting a bow, and the imagined missile(s) become real and do real damage. These are magical items with a plus based on how well the player describes or mimes their actions. The damage will be a die based on how well they describe their actions. Minimal effort d4, good effort d6, really getting into it and drawing a powerful bow with fine arrows d8.

The mime beret allows the bearer to mime any action.

If they are being charged by a huge foe, like a giant or an army, the bearer can mime raising their arms as if there is a huge barrier now erected before their foes. This barrier will likewise limit/protect friends on the correct side.

When food and water run out, they can mime eating and drinking motions and satisfy their needs.

If they are injured, they can mime sewing up their wounds, binding them, or merely wiping them away.

They can mime loading and firing a ballista or siege weapon, or drawing a sword.

If the player can “sell it” the GM can allow it. Damage, healing and other effects in game are at the GM’s discretion.

For example, mimicking prayer for divine intervention will give an added chance to their normal roll based on how well they sell it. If a deity has not been specified prior to the attempt, a random deity will be attracted by the petitioner.

If the wearer speaks without first removing the beret, its operation is interrupted for 1d12 rounds after speaking stops.

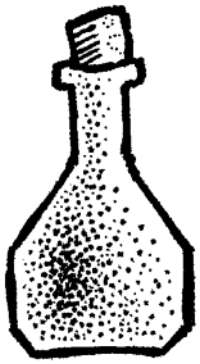
**Cursed Beret of the Mime** – The wearer is trapped in a box every morning until they mime pulling a key out of their pocket and opening the door. The first time they put on the hat, this box immediately appears. Speech is prohibited, the wearer can make no sound. NPC’s will automatically understand the mime and go along with him or her, but fellow players will have to figure it out for themselves. The hat cannot be removed without remove curse.

Over time the face of the wearer of the cursed item will become more and more pale, until it is white, while the lips will redden.

**HEALING POTIONS:**

(From my house rules) True magic potions are only found in treasure, or from shrines and temples that require a service from a group of adventurers. Some shrines or temples may offer healing to adventurers for a fee. Those sects that frown on going against one's birth augury or otherwise frown on adventuring in general may ignore the pleas of characters for "getting what they deserved".

Alchemists or similar might have what they call healing potions/elixirs. These have the benefit of magical healing potions, but are more like super caffeine and in 2d6 turns after their use, the consumer will fall exhausted for 1d6 turns, and need a full night's sleep to do more than the most basic of tasks. The regained HP are permanent unless further injury is received. The ingredients and formula may vary by alchemist and their manufacture is a closely guarded secret. There is a limit to the number of potions that are available and may be restocked slowly. An influx of adventurers to explore a newly discovered ruin usually depletes the stockpile and drives up the price of renewing the stockpile.



**AUGUR OF IMPOSSIBLE DEPTHS:**

This auger allows the user to bore holes of the diameter required to great depths. The more narrow the diameter required the quicker it can drill.

Originally developed by the brother of a miner lost to a mining accident. It is used to open air vents in collapses and cave ins, and bore supply and rescue tunnels. It soon found use in following veins, probing for underground caves, streams, and gas pockets.

Additionally, it is used to bore wells, cisterns, and drill precision grooves for quarrying stone.

With the losses of many dwarves in the goblin wars, this allows the young and old dwarves left in the mines to maintain their quotas.

The Auger also saw use in sapping, and counter mining, and breaching walls in the goblin wars.

**Stats**

This device appears to be a wand or baton. It is usable by any intelligent creature who understands its use and knows the activation word. The dwarven word for drill. The dimensions, depth, and direction of the shaft must be specified. It will return to the owner once the command is completed. Only powerful magics or magical creatures can interrupt its orders.

It can bore a pencil thin shaft 100 feet long through hard rock in an hour, or a 10 foot diameter shaft at the rate of 10 feet per hour. Softer stone is at triple the rate, and earth is at 6 times that rate.

Creatures that burrow in earth, or rock, or from the elemental plane of earth are sensitive to the vibrations of this device. Any within a mile of it will seek it out to stop its annoying tone. Those more than a mile away will find it easier to avoid it. There is a 10% chance that a creature more than a mile away is so annoyed by this thing interrupting its day, that it will seek it out and attempt to destroy it.

Magically summoned earth elementals and other rock burrowing creatures will be harder to control for both friendly and unfriendly spell casters. If a spell caster loses control of the summoned creature, it will deal with the annoying noise before turning on the spell caster who summoned it.

Simply ceasing to use the device will stop the tone and there is a 90% chance attracted creatures will resume their prior activity. For the 10% of creatures truly annoyed by this device, there is a 75% chance they are still annoyed..

**Cursed Auger:**

There is a cursed item that some mad, trickster mage created to annoy those who find it. The Auger of Impossible Drilling. It will only drill one inch into any substance and makes an annoying sound that irritates all who hear it in 100 yards. Conversation is impossible until the augur completes its task.

While it only drills to a depth of one inch, it will continue to drill for the duration it would take to complete the task as if it really were the Auger of Impossible Depths.

It attracts all the same creatures as its counterpart, but within 5 miles and there is only a 50% chance of them breaking off if it ceases before their arrival. If the creature sees it or its user, it is too late. Annoyed creatures will find the item and its user and seek to silence both.

This item will obey any depth and direction comments by its unfortunate owner. Only a remove curse can free the owner. Once freed, the device will bore into the ground in a random direction and the castings behind it will harden and make it impossible to trace. Anyone who successfully grapples it before it gets away will now be cursed and it will take them with it to the nearest cavern in the underdark.

**RING OF ELVEN YEARS:**

This fine gold or mithril ring bestows a wearer of non-elven blood with an extended lifespan. They will age at a fraction of the normal rate, merely one month for every year. Further they will have elvish resistance to sleep and charm spells. Spells causing haste and slow have a 50% chance of failure as they are of too similar to the phase, or energies of those spells. The slow spell will

If a haste or slow spell is effective it will have double the duration and age the wearer double the normal rate.

Additionally, non-elven wearers will gain the ability to sense hidden and secret doors at the same rate as elves. This keen eyed ability will carry over to the use of long swords and bows, as well as magic use.

Magic users who wear this ring, have no penalty to the use of armor and weapons of the type usable by elves.

This ring is most effective with humans.

Elves will feel none of the magic others can sense. Only the most ancient elf could discern that they feel a bit more spry than yesterday. Younger elves will sense the magnitude of eternity and get a true sense of the years ahead. NPC elves will require a morale check to continue the life of an adventurer. If they fail, they will return home seeking to be a productive member of elven society.

Half-elves will get the full benefit of their elvish blood, and will have a more elf-centric outlook on life. They will tend to ignore their human heritage, and may even act as if they have no human blood.

Halflings will wonder at their less than hearty appetite, but will use their heightened senses and immunities to good advantage.

Dwarves and gnomes will have none of the anti-aging effects, it will make their finger itch. Dwarves will freely spend their gold and wealth to help others, even non-dwarves. PC's get a save vs. magic. They will have a new appreciation for elves and seek to learn more about elves and their ways.

Half-orcs will feel self-loathing and it will burn. They will not willingly leave it on as it causes them too much angst and self-doubt. For the next 1+d6 weeks they will have a strong desire for stealth, strategy, and negotiation if they normally charge in without asking questions.

**Cursed Ring:**

The cursed Ring of Elvish Years will cause those of elvish blood to age at the same rate as humans and instantly age d100 years.

For those of non-elvish decent, there is a 90% chance that they will age d100 years. Save verses magic for half. For each week the ring remains on a digit, whether finger or toe, they will age one year. Only remove curse allows the ring to be removed. Removal of the ring will not restore lost years.

**Alliterative spell names a la "Dying Earth" by Jack Vance.**

- Aurbon's aggressive agony.
- Balquar's bubbling bruise.
- Celeara's cunning catastrophe.
- Dolomar's delightful destruction.
- Edmund's egregious ennervation.
- Forlana's felicitous falacy.
- Grintok's gruelling grounding.
- Hakovar's horrendous hallucination.
- Inigo's indigo interval.
- Joanna's jovial juxtaposition.
- Kling's kitten kerfuffle.
- Lorelai's larcenous lamentation.
- Morwen's marvellous mastication.
- Norbert's noteworthy nod.
- Orwilla's ordinal outcry.
- Prilmak's putrecent pugilism.
- Quilvia's questing query.
- Rilma's rising refuge.
- Selene's silent sobriquet.
- Talon's taking torment.
- Ulvar's undulating utterance.
- Virgil's vitreous veracity.
- Wilmore's wriggling wilderness.
- Xenon's xenophobic xenomorph.
- Yalla's yielding yell.
- Zandar's zippered zephyr.

**Morvan's Machine of Multifaceted Modes**

This is a name for a magical item I have yet to define.

## VARIANT MAGIC ITEM IDEAS

Wand of magic missiles for ex. when m u tries to recharge wand, if you rule it is possible, 1% catastrophic failure. Roll 01 and bad happens. X% chance that the caster's spell is linked to the wand and x% chance the spell in memory is used instead of one in the wand. This is a one time thing. If wand captured this will let the bearer cast the spell from mu's memory

X% chance that it is a perm thing and memorized spells are cast from the wand at discretion of the user.

X% chance that a perm binding can only cast the spell from memory, so even if there are charges, nothing g happens if m u doesn't have that spell available.

X% chance that any spell in memory will be used to cast the magic missile.

## VARIANT BAG OF HOLDING

Whether it is a mimic like creature or some other creature or a magical object is up to the GM. This is a Dormant Bag of Devouring. This bag functions as a normal bag of holding until a set condition occurs. The GM must determine this condition when the item is placed as potential treasure.

### Creature

If the bag is a creature of some kind, the GM must determine where does the treasure go? It can be a pocket dimension, another plane, or a specific location on the planet. This opens up the possibility of having it disgorge all the treasure it has ever eaten, leading to hilarity as the enormous vaultful of coins fills the location where it was slain.

Determine the age of the bag to determine the volume of its lifetime of meals.

1d6 NOTE: The below is in addition to treasure the party puts in it.

New/Baby only the contents of a volume equal to the size of the treasure in which it is found.

Juvenile volume is 5 times the treasure in which it is found.

Young adult volume is 10 times the treasure in which it is found.

Adult volume is 15 times of original treasure.

Mature volume is 20 times of original treasure.

Ancient volume is 25 times original treasure.

Treasure may be in coins, gems, ingots, and other things capable of fitting into its opening (mouth). Damage from falling coins will be 1d6 per 100 coins or gems, and 1d8 per falling ingot. Characters may use their best saving throw to attempt to dodge the falling loot, or attempt to “float” or “climb” to stay above the torrent. If this happens in a small room, it will soon be filled and pour out into all openings and could potentially overflow a small dungeon, sink a ship, topple a tower, etc. Wooden structures must make a saving throw to resist bursting and collapsing.

The best hope is to be in a huge cavern or in the open air when this occurs.

### Magic Item

If a magic item, this is a crafty device developed by mages in need of cash. These bags of holding will empty their contents into a space

designated at the time of their creation that is capable of holding it all safely. This will be a room of sturdy stone construction with a heavy door. Often the access door is hidden by illusion or craftsmanship, and is always wizard locked at the current level of the owner.

These devices are often given as rewards to adventuring parties that help the wizard achieve their goals. Successful adventurers are more likely to find treasure.

There will be some sort of alert, so the mage knows to empty the room. Perhaps a magic mouth or other spell.

If a quick thinking party caster can cast knock BEFORE it finishes consuming its contents, it will shred the bag and open a portal to the treasure vault. This portal will endure for 1 turn. If there is no knock available for the access door, and they can’t find the access door, they are trapped without some other means of egress, such as teleport.

If the vault is filled, roll percentile dice for the amount of treasure that spills out before the portal closes.

Instead of knock, if hold portal is cast, the mouth of the bag is opened to the standard dimensions of a door and the party has the duration of that spell to attempt to recover their treasure and avoid being

trapped as in the example using knock. In this case, the bag will fall harmlessly to the ground, waiting for its next use. If the entire party is in the treasure vault, they bag will lie there until found by another. If some of the party remains they can attempt to fill the bag until it is triggered to consume and cast one of the spells effective to shred or open it.

There may be other spells that allow the players to subvert the intended use of the bag as determined by the GM.

**NOTE:** The creator of the bag, or their heir, descendant, or successor will often know that something is amiss and will seek to prevent the party from making off with the treasure. It may be possible for them to see the party, as with a crystal ball, spell, or other device and be able to track them.

**Triggers**

A dormant bag may be triggered to consume its contents by many things. The trigger can be activated by a specific spell near it, a set interval of time, when a specific type of creature is near, or in a specific place. The GM must determine the trigger for each bag before placing it in a treasure.

Examples of spells might be fireball. This would be bad for the party if they cast fireball in a room with the treasure where it is found, as it will attempt to consume the treasure. This is an atypical function of the bag. In this case it will open its mouth wide to grab a pile of treasure it is in, or to inhale all the valuables that are party of the treasure. NOTE: IF the party bests the creature who owns the treasure, the items on their person are not considered part of that loot.

A set interval of time could be once a year, or a certain amount of time after it is filled to maximum capacity.

A specific place and time might be to consume all the treasure of a dragon's hoard if the party has the bag with them when they defeat the dragon, or if the bag is party of the dragon's hoard.

The available triggers to choose from are only limited by the GM's imagination.

**Consuming The Treasure**

Once the delayed bag is triggered, those who posses it will hear an omm nom nom, sound like Cookie Monster going nuts with a plate of cookies. However, it is only the om nom sound, followed by a large burp when completed. If the party is in a loud environment like walking through the streets during festival, in a rowdy tavern, in the midst of combat, roll to see if they notice the om nom sound. The burp will be a hearty one and if they miss the om nom sound will think a member of the party is responsible for the noise.

If the party cannot hear because of a silence spell, or some other cause of deafness, they will miss these audible clues.

Just like a bag of holding, the weight is the same and they will not discover it is empty until they go to draw something from it.

**Finding The Loot**

You should allow some chance for the party to find the loot. A wish, for example will give them the name and address of a wizard who crafts such a bag, or the location the loot has gone if it is a creature. Scrying by spell or device may be effective, unless the mage who crafted a bag has means in place to prevent it. A creature type bag will have its treasure location susceptible to scrying, should the party posses or find such means.

Scrying is only effective within a limited amount of time. It might be one day or week per level of the spellcaster doing the scrying. Make it an amount of time that is within the realm of possibility for the party to find it, if they choose to do so. If they don't realize that scrying is a possibility within the time limit, that is fine, not everything should be automatic. A wish of course, will trump all, if it is worded properly to prevent unintended consequences.

**Special Cases**

Mages who plan the design of their bags carefully will have in place safeguards that prevent cursed items from being put in the bag.

Artifacts and certain other powerful magics cannot be placed in these bags due to the nature of their power and magic. Powerful items include any item with a wish, like a luckblade, deck of many things, intelligent items like swords, and items that contain the soul or essence of another creature whether mortal or otherwise. The GM should consider what items are powerful enough to withstand being placed in the bag.

When an item that is cursed or too powerful is placed in the bag, it will not even enter the bag, like it is repelled by a magnet. This repulsion does not propel the item with any great force. It merely

prevents placing it in the bag. This effect will hold true if a crafted bag is held open by means of hold portal or similar.

Additionally, items that act as a beacon to overcome scrying cannot be placed in a bag. This is of course optional.

**Plot Hook:** There may be a certain legendary item, or other item, that the mage wants and they may bargain, cajole, or geas a part to find some component needed to complete a bag that will accept the artifact. Then the bag is given to the party with directions to the artifact.

If you have lots of these bags in your game, you may want only some of them to prevent the creator from getting these items.

If you only have one of these bags in your game you will want to consider special cases.

Any other special case you can think of may be used.

There could even be a legendary item that is an artifact with all the risks and rewards of same, that is capable of receiving other artifacts and powerful items, perhaps it will transfer the curse on a cursed item to another object such as a coin or other magic item, or even a person. Such as the person who puts the cursed item in the bag.

**Other Uses:**

A variation of this bag is carried by tax collectors to ensure that their collected revenue ends up in government coffers.

A master of a thieves guild might commission such a bag so that operatives can't cheat the guild out of what is owed.

**TRANSLATED WRONG**

How close did the language "expert" get their facts? Was it a rush job? Are they not as skilled as they claim? Is the translator under the thumb of someone opposed to the party? Any reason you can think of for something to be wrong. d12

1. Direction wrong. Varies from exact opposite direction, to slightly off, such as North-North-West instead of North West.
2. Structure/Location wrong. Instead of a castle it is a hovel, instead of a dungeon it is a cave.
3. Size wrong. Instead of a huge ancient red dragon, it is a young adult dragon. Instead of a hill, it's a mountain, or a mountain range.
4. Color wrong. The evil wizard wears blue robes instead of black robes.
5. Name wrong. The name of a person, place, or thing is off just a little. Jan instead of Jane, vial instead of vile or viol (I played with a guy in high school who rarely grasped the difference.), H2S04 instead of H20, etc.
6. Wrong race. Hobgoblins instead of goblins, ogres instead of pixies, make it good. Wyverns instead of dragons, etc.
7. Wrong alignment. The person who has the information they need is of a different alignment. Perhaps it is the big bad himself, as yet undiscovered by the players, and only the big bad knows how he can be stopped.
8. Wrong generation. They need Junior, and not the decrepit Senior. Or they need the skilled senior, and not the ineffective Junior.
9. Wrong map. The translation might be spot on, but the translator either goofs and give you the wrong map, or is of ill intent and gives them a map to a very bad place.
10. Scope wrong. Numbers are involved and they are a few orders of magnitude in the wrong direction. The fabulously huge treasure of gold and jewels, is a big sack of copper coins and some cheap garnets. Or the small patrol is actually an army.
11. Language wrong. The translator is confused by a similar script of a branch language, but various vowel and verb form changes have any translation with the translator's knowledge being wrong about everything.
12. The next map the player's find already has a translation on it that they can read, but it is wrong in one or more of the above points.

**OTHER SIDE EFFECTS/CONSEQUENCES OF HEAT AND COLD BASED SPELLS**

The idea came to me the other day, when someone is hit with a Cone of Cold spell, there is a sudden temperature drop, and they take damage if they are in the area of affect. Even if they save they take half damage.

The thing is such a sudden temperature drop that causes such drastic cold would cause some degree of frost bite and at the very least hypothermia. With hypothermia, the blood pulls away from the extremities, thus people with severe frostbite having black fingers and losing them. Hypothermia causes those affected to become tired. On the long march back from Moscow of Napoleon's army, many soldiers just laid down and died because they didn't have the energy to keep marching. Thus the efforts of others in the same situation to keep everyone awake, and for rescuers to do the same.

Perhaps a severe temperature drop might be a welcome thing in a hot and humid jungle, but on a cold day, a mountain top, or the depths of winter, not so much.

Similarly with heat and fire based spells, in addition to some degree and portion of the body affected with burns, there could also be heat stroke or heat exhaustion. Heat might be welcome on the frozen tundra, but the steamy jungles or arid scorching desert would be most unhelpful.

Electrical attacks would have effects similar to those hit with high voltage. Lightning bolts should cause injuries on par with being struck by lightning. People hit by lightning often have toes blown off.

I don't think there needs to be a special table or other additional mechanic or rule for this. this is just something to keep in mind to add some flavor when describing the scene.

If a character takes the full brunt of a cone of cold and fails their save, and still live, they should be shivering with cold, fingers, toes, earlobes, and face stinging from the cold. Fingers slow to grasp things. Metal chilled to freezing temperatures is most unpleasant to hold in already cold and bare hands. For example, a thief trying to pick a lock soon after receiving an icy blast might not be up to the task at peak performance right away. I speak of this from personal experience.

Similarly with a fire base spell or attack,and just how sever the burns are, i.e. first, second or third degree; and how much of the person is affected. One can use the Rule of 9's to explain the percentage of the body affected.

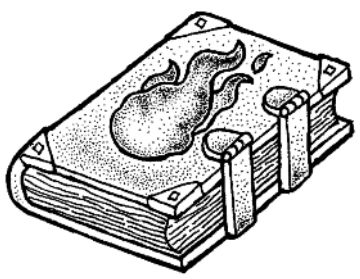
One can add a bit more realism to the game with just some descriptions and throwing a wrench into the plans. Every game I have ever played where a player is hit by a fireball, cone of cold, or lightning bolt, the player runs their character like nothing happened and keeps going. Other than the change in hit points getting their attention and making them more desperate or more cautious, most don't play it showing that they have a boo boo.

I know how much I jump when I touch an electric fence by mistake, how cranky I get when I get super cold, and how angry I feel when I get bacon grease on the back of my hand. Add in all the appropriate expletives to let the world how miserable those things have made me. Imagine that magnified a hundred or a thousand times.

Perhaps it is something players should keep more in mind when playing characters affected by these things. I'm not saying that one should aim for an Oscar winning performance. If your style of role playing is just descriptive of what your character is doing, you can still add this bit of flair to it. I know that I am still able to see the action a players describes in my head. That is, I see the scene, be it a room in a dungeon, bar at a tavern, or along a trail, I have an image in my head of what the GM describes and place the characters in the scene. Just like with reading a book, I can make my own "movie" out of it.

Some memorable event in the later re-telling, we all see it and laugh or console each other with each re-telling of our favorite actions from a particularly memorable session. We can bore to tears anyone who wasn't there. But when even a mere mention with the right group can take everyone back to that moment.

If your thief is suddenly frosted by a cone of cold and says something that fits the situation perfectly, whether serious or humorous, the rest of the party, and the GM will remember it.



## TYPES OF JEWELRY

If you must use magic jewelry, here are some ideas for more variety.

### Jewelry Type (d20)

| | |
|---|---|
| 1 | Anklet – Like a bracelet, but on the ankle. |
| 2 | Armlet – Upper arm, can be thicker. |
| 3 | Badge – Pin to identify oneself to others. Like a watchman or a clan badge. |
| 4 | Bracelet – Various widths for the wrist. |
| 5 | Bracer – A decorative item, not the armor or arm protection for archers. |
| 6 | Brooch – Decorative jewelry item designed to attach to garments to hold them together. |
| 7 | Buckle – Holds a belt or other article closed. |
| 8 | Chatelaine – Holds keys and various useful implements like scissors, thimble, watch, household seal, etc. |
| 9 | Circlet – Circle of metal worn on the head. |
| 10 | Collar – Like a necklace, but hangs flat to the body. Can be attached to a garment. |
| 11 | Crown |
| 12 | Earrings |
| 13 | Hairpin |
| 14 | Necklace – see subtables |
| 15 | Pin – Decorative item attached to the clothes. May be functional, holds clothing in place. |
| 16 | Ring – see subtable |
| 17 | Sash – Ribbon around the body, from shoulder to opposite hip, or around the waist. |
| 18 | Tiara |
| 19 | Toe Ring |
| 20 | Torc – Rigid metal neck ring, one or more pieces twisted together. Open at one end. |

### Ring Subtable (d8)

### Necklace Subtables

| | |
|---|---|
| 1-2 | Signet |
| 3-4 | Thumb Ring (like an archer) |
| 5-6 | Key |
| 7-8 | Poison (hidden compartment) |

### Type (d6)

| | |
|---|---|
| 1 | Choker 14-16 inches |
| 2 | Princess 18-20 in |
| 3 | Matinee 22-23 in |
| 4 | Opera 30-35 inches |
| 5 | Rope > 35 inches |
| 6 | Lariat (Very long, looped multiple times.) |

### Feature (d6)

| | |
|---|---|
| 1-3 | None |
| 5-6 | Pendant – Something that hangs down from a necklace. (see subtable) |

### Pendant Subtable (d10)

| | |
|---|---|
| 1-2 | Cameo – Positive (relief), raised image, as opposed to a negative image (intaglio). |
| 3-4 | Emblem – Abstract or other image, a moral truth, a king or saint, or a badge or patch, like a coat of arms. |
| 5-6 | Locket |
| 7-8 | Medal or Medallion – Small, flat and round or oval piece of metal that is marked by casting, stamping, engraving, etc. with an insignia, portrait or other artistic rendering. |
| 9-10 | Combination of above. |

### Pendant Special Feature (d6)

| | |
|---|---|
| 1-2 | Amulet/Cartouche – Alleged power to protect owner from danger or harm. Holy symbols, holy water, wolvesbane, belladonna, and garlic can be considered amulets. |
| 3-4 | Talisman – Believed to bring luck or other benefit, though it can offer protection as well. Items such as four leaf clover, or rabbit's foot. |
| 5-6 | Holy/Unholy Symbol |

### Combination Pieces

Combination pieces, like connected ring and bracelet or bracelet and armband, or nose ring and ear ring. There's also hair combs, ear wraps (wrap around ear), ear cuffs, and headbands; earring can be sub divided into pierced, clamp, wires, etc.

These jewelry tables also appear in my PDF *Caravans & Trade*.

## WIZARD'S BOOKSTAND

This item appears to be a normal, yet high quality bookstand or lectern. Some have a delicate appearance like a music stand, others appear to be sturdy and heavy like a lectern. Others are small angled items designed to sit on a desk or table to allow the user to stand an read as at a lectern. The lectern has a cabinet below with a latching door than can hold three spell books or ten scrolls. The table top form can hold one spell book or three scrolls.

It is carved of the most exquisite wood with fine inlays and mystical runes. They can also be crafted of metal, such as, fine steel, adamantite, or mithril.

The bookstand protects the wizard's spell book(s). It gives a +2 on all saves that a familiar may need to make.

It can hold the book shut and secure to the bookstand as a wizard lock at 11th level.

It conveys protection of the book versus fire and electrical magic, and bookworms and other pests that feast on spell books.

The wizard can summon the bookstand while both are within the wizard's tower or 100 feet. The bookstand will walk to the caster bearing the book and can open the book to the desired page or turn the page of an open book to the desired page.

Use of the bookstand while learning spells allows the wizard to memorize spells in half the time. Normal rest is still required.

The wizard can cast one spell from the book per day as a scroll, but the spell is preserved. However, if the wizard is interrupted in his casting, there is a 20% chance the spell will fade from his book and a 1% change per level of the spell that the spell before it and after it in the book will be lost. Roll separately for the preceding and following spell. If the spells immediately preceding and following are destroyed, there is a 10% chance that this is a catastrophic failure and every spell in the book is lost.

Some bookstands grant their owner additional spells per day while in their tower/residence or within 30 feet of the bookstand if the wizard is out and about with his bookstand. In both cases, this is only true while their familiar is on the bookstand.

These vary from the Bookstand of the Librarian on page 3.

**There are two variations on the Wizard's Bookstand.**

**1.) Jealous Bookstand.** This bookstand is semi-intelligent and will not relinquish a book to the owner unless another familiar is immediately available to take its place. There is a 1% chance on any given day that the bookstand will refuse to give up the book. There is nothing to do short of a wish or limited wish, to get the book away from the bookstand without destroying both the bookstand and the book.

**2.) Cursed Bookstand.** This appears to be a normal bookstand until the wizard places his or her book on it. There is only a 1% chance for the wizard to notice anything odd. The nature of the Cursed Bookstand is to alter the spells in the book so that they have limited, ineffectual, inaccurate, or opposite effect. Roll separately for each spell in the familiar.

**Spell Results Table: 1d6**

| | |
|---|---|
| 1 | Limited Range. 3/4, 1/2, 1/3, 1/4. 1/8, 1/16 range. 1d6 for range effect. |
| 2 | Limited Damage 3/4, 1/2, 1/3, 1/4. 1/8, 1/16 damage. 1d6 for damage effect. |
| 3 | Limited Range and Damage. 3/4, 1/2, 1/3, 1/4. 1/8, 1/16 range. 1d6 for range and damage effect. Roll once for each. |
| 4 | Ineffectual. Spell has all the appearance and sound, but no damage. A fireball looks impressive but does not burn. A magic missile looks right but no damage. Illusions have no visual or auditory effect. Informational spells either give static, partial, inaccurate, or outright wrong results. Protection spells have a 50% chance to be limited and a 50% chance to have the opposite effect. Opposite effect can be weakness instead of strength on an ally, or protection from normal missiles on a foe instead of an ally. |
| 4 | Opposite effects, see Ineffectual above. |
| 6 | Roll twice, ignoring this result on further rolls. |

There is a 30% chance that an encountered Bookstand will have an Unfamiliar (Bond Breaker) in or on it, or in close proximity.

**Bookstand Mimic:**

There is a rare creature that some sages and wizards have theorized resulted from some wizard's

experiment that combined a jealous and cursed bookstand resulting in a magical creature. This creature is alive and seeks to devour magic items. It prefers spell books. In the first week of use, it will function as a normal Wizard's Bookstand, thereafter there is a 10% chance increasing each week, so that the second week it is 20%, third week 30%, etc. until the tenth week after the first, i.e. the 11th week that the bookstand will eat the wizards's familiar. Starting the second week, the Bookstand Mimic will act as a Jealous Bookstand that refuses to give up its book. If the wizard is unable to free the book before the Bookstand Mimic can devour it, the book is lost. A wizard will only know about this if he or she encounters the information from a sage, fellow wizard, or research ***BEFORE*** placing his familiar on the stand.

**NOTE:** If a normal book is placed on the Bookstand Mimic, the Mimic will not react.

AC: 4 [15], HD: 2, ST: 14, Move: 9

ATTACKS: Special. Only the spell book placed on it.

Special: Eats spell books.

Challenge Level/XP: 2/30

**RING OF PREPAREDNESS**

The wearer is never surprised and when enemies are plotting something, for ex. a thief planning to break in in the night, the thief will meet the ring bearer outside the point of entry or just inside. However, the wearer could also reinforce the weak points with additional bars, traps, or magic defenses and only intervene if the thief makes it past those.

A thief planning to pick pockets will be noticed prior to making their attempt. The bearer will "know" what is involved and can confront the thief in a manner of their choosing, or ignore it. A stubborn or foolish thief may persist until confronted.

Multiple assailants from multiple directions will be known, but the wearer can only be in one place at a time and will have to choose to focus on the closest assailant, the most powerful, or the one about to hurt friends, or loved ones. Circumstances will determine if the wearer can choose which of multiple assailants to confront.

There is a 10% chance that the ring is an Advanced Ring of Preparedness. The wearer knows with enough sense of urgency to get out of the weather, like a downpour or blizzard. They will find the nearest comfortable shelter and prepare a fire and a meal before the storm hits, even to the derision of party members. If there is an impending earthquake the bearer will feel the need to go outside or dine a sturdy doorway. If social unrest, like a riot is coming, the wearer will seek to get out of town, or find secure lodging. In a dungeon setting, the bearer will know if the creature on the other side of a door is intent on causing harm. This only works on intelligent monsters. Slimes, molds, and cubes give no such aura of malevolence, they are just seeking food.

**Cursed Ring of Preparedness.** The wearer of this ring is always surprised and after a month the wearer must roll once per week to save vs. magic or become paranoid. Prior to the wearer becoming paranoid, the ring can be removed with remove curse. Once the wearer falls victim to paranoia an elaborate process to cure the paranoia must be completed, then a remove curse can remove the ring. If the ring is not removed after paranoia is cured, after a month the chance of paranoia returns. Subsequent procedures to cure the paranoia will require an additional exotic ingredient. However, wishes can solve the problem….

At the GM's discretion the cursed ring can have an aura that affects rolls for surprise and initiative for the party if the wearer is in a party or group.

**MAGIC BATTLE STANDARDS**

Court Wizards, and most wizards in general are reluctant to risk their lives on the battlefield. Even for those so inclined or "convinced" to serve their liege or powerful neighbor in battle prefer to maximize their effectiveness while avoiding the line of battle. Thus, magic items that increase the effectiveness of troops is a general way of helping and can spare the need for the wizard to actually step foot on the field of battle.

There are 4 types of standards. Normal unit/army insignias, Lesser Standards, Holy/Unholy Standards, and Greater Standards. Conscripts/peasants will usually not have magic standards unless the lord/leader has been particularly unlucky in battle yet managed to retain his standards. Level 5 standards are usually the standards of the overall leader of a force, or really big armies, as in huge kingdoms or empires may have such standards for leading generals.

Non-magic standards have an effect on battle. They signify the unit and it is a great honor to be the standard bearer. The presence of a standard with a body of troops add to their morale. A general standard with the basic arms of the lord/general/king has a +1 bonus to morale and reaction rolls. A unit specific banner with words or symbols specific to the unit add +5 to morale and reaction rolls. Should a standard fall, the unit must make a morale/reaction roll without the bonus. If the standard is recovered, it restores the bonus, but for each additional time it falls in the same battle, it reduces the roll by 1%.

Lesser Standards are basic magic items that give the bonuses to their troops, in addition to the bonuses of non-magic standards. The unit will have the unit symbol on their shields, helmets, or tabards.

The magic in the standards is generally to allow the bearer to maintain the honor of the unit by keeping the standard upright.

**A level 1 standard** enables the standard bearer to cast Protection from Evil and Shield once per day/battle, as 1st level wizard spells.

**A level 2 standard** has the abilities of a level 1 standard plus Detect Evil, Detect Invisibility, Mirror Image, and Strength once per day/battle, as 2nd level wizard spells.

**A level 3 standard** has the abilities of level 1 and 2 standards plus Protection from Evil, 10-foot Radius, and Protection from Normal Missiles, as 3rd level wizard spells.

**A Level 4 standard** has the abilities of level 1, 2 and 3 standards plus Confusion, and Fear, as 4th level wizard spells.

**A Level 5 standard** has the abilities of level 1, 2,3 and 4 standards plus Hold Monster, as 5th level wizard spells.

**Holy/Unholy Standards** will have the symbol of the religion/deity/cult with some differentiation for the unit. (Unholy standards can cast spells to benefit the bearer or against those attacking the bearer or his unit.) The unit will have the unit symbol on their shields, helmets, or tabards.

**A level 1 Holy standard** enables the standard bearer to cast Cure Light Wounds and Protection from Evil once per day/battle as 1st level cleric spells.

**A level 2 Holy standard** has the abilities of a level 1 standard plus Bless and Hold Person once per day/battle as 2nd level cleric spells.

**A level 3 Holy standard** has the abilities of level 1 and 2 standards plus Cure Disease and Prayer as 3rd level cleric spells.

**A level 4 Holy standard** has the abilities of levels 1, 2, and 3 standards plus Create Water, Cure Serious Wounds, Neutralize Poison, Protection from Evil, 10-foot Radius as 4th level cleric spells.

**A level 5 Holy standard** has the abilities of levels 1, 2, 3, and 4 standards plus Create Food, Dispel Evil, and Detect Magic as 5th level cleric spells.

**Greater Standards** are more powerful magic items that gain power as their units are successful in battle. The unit will have the unit symbol on their shields, helmets, or tabards.

These standards require the cooperation of wizards and clerics in their creation.

Level 1 Greater Standard has the abilities of a level 1 standard and a level 1 holy/unholy standard.

Level 2 Greater Standard has the abilities of a level 2 standard and a level 2 holy/unholy standard.

Level 3 Greater Standard has the abilities of a level 3 standard and a level 3 holy/unholy standard.

Level 4 Greater Standard has the abilities of a level 4 standard and a level 4 holy/unholy standard.

Level 5 Greater Standard has the abilities of a level 5 standard and a level 5 holy/unholy standard.

In addition to the above, greater standards allow the bearer to turn/control undead as a cleric of the same level as the standard.

By the very nature of the combined magics of a greater standard, these devices gain in power the more successful their units are in battle. A new standard must win ten battles for a 10% chance to add a miscellaneous ability. A new standard whose unit loses it's first battle must win 15 battles for the 10% chance of a new ability.

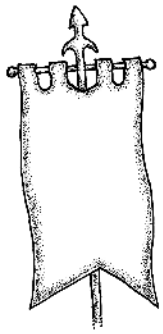
Skirmishes and small actions where the unit easily wins are not as beneficial as an actual battle that requires effort and coordination for the unit. Five such skirmishes/easy wins are equal to one battle.

**Miscellaneous Ability Table 3d6**

| | |
|---|---|
| 3 | Intelligence. Battle standard becomes intelligent as per rules for intelligent swords and is able to advise the bearer and help hinder/influence the battle. |
| 4 | Random additional wizard defensive spell of same level as the standard. |
| 5 | Random additional wizard offensive spell of same level as the standard. |
| 6 | Random additional wizard offensive and defensive spell of same level as the standard. |
| 7 | Random additional cleric defensive spell of same level as the standard. |
| 8 | Random additional cleric user offensive spell of same level as the standard. |
| 9 | Random additional cleric offensive and defensive spell of same level as the standard. |
| 10 | Random additional cleric and wizard defensive spell of same level as the standard. |
| 11 | Random additional cleric and wizard offensive spell of same level as the standard. |
| 12 | Random spell of any level useable once per day. |
| 13 | Holy standards permanent protection of evil 15′ radius. Unholy standard, protection from good. |
| 14 | Permanent detect magic 10′ radius. |
| 15 | Roll on benign effects table. |
| 16 | Roll on adverse effects table. |
| 17 | Roll on benign and adverse effects table. |
| 18 | Increase to next level of standard. Level 5 standards roll again on this table, ignoring this result. |

**Benign Effects Table 1d10, or [d100 with 10% range for each.]**

| | |
|---|---|
| **1** [01-10] | Unit fights as one level higher. |
| 2 [11-20] | Entire unit is healed of 1d6 hp once per battle. |
| 3 [21-30] | Entire unit is hasted 1d10 rounds into a battle. Re-roll at the beginning of each battle. |
| 4 [31-40] | Enemy unit facing the unit with standard is held as per hold person. |
| 5 [41-50] | Enemy unit facing the unit with the standard is slept as per sleep. |
| 6 [51-60] | Unit can fight 1d10 rounds past the point they would normally face exhaustion. Re-roll for each battle. |
| 7 [61-70] | Standard randomly summons a unit mascot. Something fitting the units reputation or insignia. Once there is a unit mascot roll again if this comes up until the mascot retires dues to age or infirmity or is killed in battle. If the mascot is killed in battle, there is a 10% change that a new mascot will be summoned and appear in 1d6 rounds. The mascot will stay near the banner and fight to protect the banner and the beater. Birds and smaller flying mascots will perch on the cross piece of the banner, other mascots will stay within 30 feet of the banner. |
| 8 [71-80] | Opposing unit(s) must roll save vs. fear as the spell. |
| 9 [81-90] | Units troops roll at +1 on 1d6th saving throw needed in a battle. Re-roll for each battle. |
| 10 [91-100] | Unit is not surprised/caught unawares by flanking attacks and ambushes. |



**Adverse Effects Table 1d8**

| | |
|---|---|
| 1 | Random enemy unit is healed of 1-4 HP for each member. |
| 2 | Units troops are slowed if attacked by specific humanoid type (kobolds, goblins, orcs, bugbears, etc.) |
| 3 | Units troops are held as per hold person for one round 1d10 rounds into a battle. |
| 4 | Units troops are confused 1 round as per spell confusion. |
| 5 | Standard randomly summons a monster as per monster summoning. |
| 6 | Standard attracts the attention of the most powerful single foe in the opposing force. |
| 7 | Standard attracts the attention of the most renowned unit in the opposing force. |
| 8 | Units troops roll at -1 on 1d6th saving throw needed in a battle. Re-roll for each battle. |

**Size and Shape:**

Standards come in all sizes and shape and length of poles. They need to be big enough to communicate where a unit is on the field of battle, but not too big or unwieldy for the bearer to easily navigate the field of battle. The pole can be from six to ten feet in length. They could come with a strap to carry them like you see flag bearers use in parades, or a spike to plant it in the ground. Some banners could be on lances or spears, but this would depend on the culture/warrior code of the unit/army.

**Planting the standard:**

When a unit with a greater standard is in dire straights, they can “plant the standard” and stand and fight to the last man. Merely planting the standard is not enough, the unit commander must rally the unit around the standard. A successful morale/reaction roll will enable this action. This will negate their need to roll for morale for the remainder of the battle, and they will get a second wind and will each be healed 1d4 hit points. Should the unit somehow prevail or the cavalry arrives and the danger is at an end, the members of the unit will fall exhausted and unable to march for 1d8 hours. NOTE: Troops that do not have a warrior ethic or unit cohesion or a lawful alignment can’t do this. Orcs can do this when fighting elves, goblins when fighting dwarves, etc. But if the troops are conscripts, slaves, unruly, chaotic, or not a warrior culture, they can attempt this, but with a penalty.

**Aura and Renown:**

Successful and famous units will be known by their standard. This can cause others to refuse to face them in the line of battle and cause weak minded bullies to back down when encountering someone wearing the unit’s insignia. NOTE: Counterfeit insignia only works for so long, the bearer must be able to back up the symbol he wears.

Unsuccessful and infamous units will also be known by their standard and will attract derision and insults and possibly thrown rotten vegetables or even stones. A player who dons such a unit’s insignia is in for a big surprise at the first settlement when the unit is known.

**Finding Battle Standards.**

Battle standards will be common in barracks, forts, castles, and the homes of nobles and kings. Magic Standards will only be as common as the prevalence of magic in a campaign. For low magic settings, such items will be ancient and their manufacture will be lost to the mists of time, or only found in rare and hard to locate manuscripts.

It is possible that a standard might be found on an ancient battlefield. Evil standards would be destroyed by good forces and vice versa. However, greater intelligent standards can fight back, and might be buried and warded to keep out of the hands of like aligned forces.

Magic standards found in a dungeon, ruins/, or abandoned castle setting will have the appropriate amount of dust, but will not show signs of wear and tear. Good creatures and especially paladins and clerics will avoid unholy standards even if they are not magic. Intelligent unholy standards will attempt to attack paladins and good clerics, or vice versa Holy standards attacking anti-paladins and evil clerics.

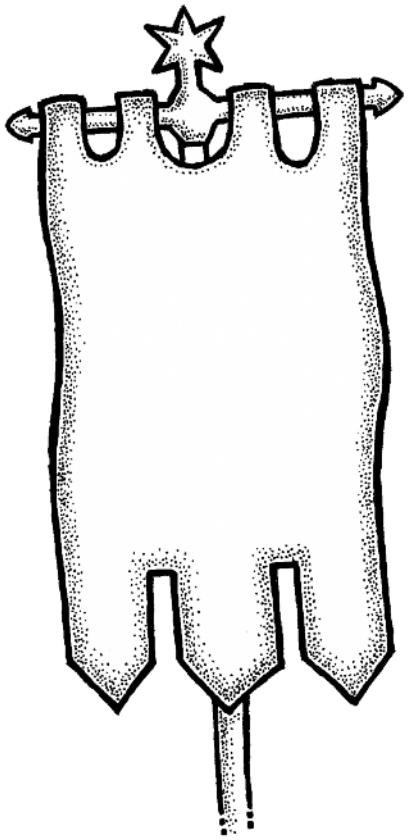
For unintelligent standards, the players will have to find a sage or cast appropriate informational spells or find ancient manuscripts to explain their workings in low magic campaigns. In high magic campaigns the characters might have general knowledge that they exist, but will not know how to operate them, etc.

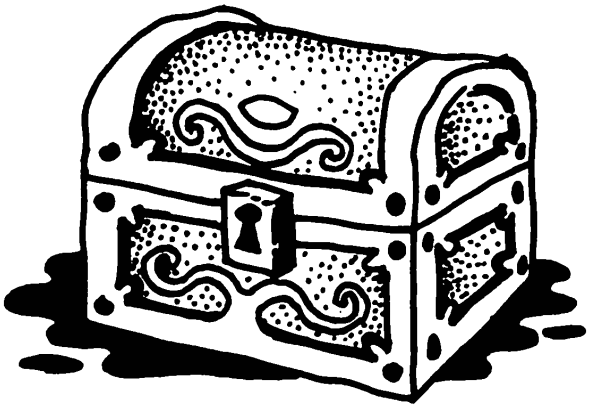
A small party or single adventurer using a standard can potentially gain some benefits. If the party does not have the same insignia as the banner, only the bearer will benefit unless the effect is an area of effect spell. As with rods, staves, and wands, they

can be activated merely by touching an appropriate rune, or by the correct command, or by both command and touching a rune. Holy/Unholy Standards will usually require the battle cry or shouting the name of the deity to activate.

**Druidic Banners.**

An army of nature worshipers, led by druids, could have nature banners and go after any forces of law or chaos that are using their forest for their war machines. Such banners could be bundles of oak leaves, or an oak branch, bundles of mistletoe, a branch of holly, etc. These banners would be similar to Holy/Unholy Banners, and because outside forces so threaten them, they will have offensive spell capabilities. It would be extremely rare for a druidic group to cooperate with a wizard to make a more traditional Greater Magic Banner. However, druidic forces that are aligned toward law or chaos would not have the same reservations. Greater druidic banners are possible by the nature force of the spirit of the forest/jungle/spring/cave/etc. that is the center of druidic worship.





**MAGIC CRATES**

Wizards and other powerful important people often require items to be shipped to them safely and securely. Often these magical crates are used to safeguard and transport magical dishes.

Usually, these crates will be nondescript to make them less likely to stand out as a target for thieves or enemies. The truly powerful who can easily handle all but an equal, will boldly mark their own crates to avoid the headache of dealing with fools.

If such crates are taken, they are easy to locate by scrying, and the most resourceful wizards have designed them to be recalled to the mage's current location. However, those with the knowledge of the right magic can bind such crates to prevent their easy retrieval.

Some crates may have special chains and locks to secure them. Only the correct key can unlock the chains without triggering the magic set to defend the crate and its contents. Similar locks and chains are used to bind a captured chest from scrying or return to its owner. Anyone taking another's crate will have to work out how to get past the magical defenses set in place, in addition to any locks or mechanical traps.

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