

The Palace of Al Karam

An OSRIC Adventure

By Joseph Mohr

The palace of AL KARAM

*AN Adventure for Advanced Dungeons and
Dragons 1st Edition*

By Joseph Mohr

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CREDITS PAGE

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Cover	Palace Ballroom	Public Domain
Wardrobe		Fairytaledesign@depositphotos.com
Back Cover Divan		Fairytaledesign@depositphotos.com

It appeared almost overnight. A beautiful palace with a golden dome. The palace is said to be the property of Al Karam. This Al Karam is said to be a prince of the Jural Empire. Or perhaps he is some minor noble of that land. In any case he must be terribly rich. The palace is fantastic to behold. It is in the nobles quarter of the city. And no one has yet seen inside of the place.

But the adventurers have been extended an invitation. Their exploits have been heard far and wide and Prince Al Karam is eager to hear the tales from the adventurers themselves. Perhaps he might even have some work for the adventurers. An invitation to dinner at a palace like this might be an adventure of all it's own.....

Dinner is to be served at 8 O'clock sharp.

DUNGEON MASTER NOTES

The adventure is intended for 6 to 8 characters of 9th to 12th levels of experience. A great deal of the adventure involves illusions. The primary villain is a Rakshasa Maharaja named Al Karam. He is attended by several lesser Rakshasa and is a very dangerous foe. He has heard about the adventurers, as stated earlier, but he is not really interested in hearing their tales. He intends to trick them and then eat them. He loves a challenge and what could be more challenging than this?

The palace itself is an illusion. Should the adventurers at any time state that they wish to disbelieve that the palace itself exists then roll the appropriate saving throws and then the palace will disappear leaving the adventurers and the Rakshasas left to face them for one final showdown. All of the treasures listed in the adventure are real and will also be present once the palace itself is disbelieved.

This adventure takes place in my game world of Zanzia in the city of Barrowmar. But it could easily take place in any city in your game world as well. The Jural Empire is an evil empire to the west of Zanzia and is, more or less, a middle eastern type land with desert sands and foul tempered leadership. It has fought many wars against Zanzia in the past but is currently not in a state of war.

The palace is a single story structure with elegant shrubbery and gardens surrounding it. It also has a large garden within the walls. The walls are thick and forbidding. The domed roof of the palace appears to be made of solid gold.

RANDOM ENCOUNTERS

A roll of 1-3 out of 12 will indicate that an encounter has taken place. Encounters will only take place on the Palace Grounds. All encounters will be with the butler. Once he is dead no other random encounters will take place.

Butler, Tareef el-Hassen, Rakshasa: AC -4; MV 15; HD 7; HP 24; # AT 3; DMG 1-3/1-3/2-5;

SA ESP; SA Illusion; SD not affected by magic of less than 8th level; SD +3 or better weapons to hit; SD crossbow bolts blessed by a cleric will kill him; SA spell usage of magic user up to 3rd level and cleric spells up to 1st level; AL LE; page 81; MU spells available to him: **magic missile, unseen servant, ray of enfeeblement, detect invisibility, hold person, slow**; CL spells: **curse**

KEY TO THE PALACE OF AL KARAM

All rooms are illuminated by torches in golden sconces every ten feet along the walls. These are, however, just an illusion. No doors appear to be locked unless otherwise stated in the text.

1. Walkways

On either side of the entry into the palace there is a fine gravel walkway. This path looks like well raked gravel yet feels like normal grass beneath one's feet. This is because the walkway is but an illusion. The illusion includes stones every few feet lining the walkway. Steps lead up to doors on either side of the walkway.

Should one disbelieve the illusion they will notice that the stones lining the walkway are actually human skulls.

2. Foyer

The adventurers will be met at the entrance by a servant of Al Karam. Tareef el-Hassen acts as the butler for the prince. He looks very old and wears formal attire. He offers to take the armor and weapons and cloaks of the adventurers and put them in the coat closet for the duration of the meal. He will not be offended if this offer is refused. In fact...there is no coat closet at all. He merely wants to get the weapons and armor away from the adventurers if possible before they meet the master of the house. He is a Rashasa and is using the illusion of a butler. He really is very old however.

Butler, Tareef el-Hassen, Rakshasa: AC -4; MV 15; HD 7; HP 24; # AT 3; DMG 1-3/1-3/2-5; SA ESP; SA Illusion; SD not affected by magic of less than 8th level; SD +3 or better weapons to hit; SD crossbow bolts blessed by a cleric will kill him; SA spell usage of magic user up to 3rd level and cleric spells up to 1st level; AL LE; page 81; MU spells available to him: **magic missile, unseen servant, ray of enfeeblement, detect invisibility, hold person, slow**; CL spells: **curse**

He will advise the adventurers that they have arrived a bit early. Dinner will be served in one hour. Until that time they are free to explore the house on their own. The dining hall is across the garden on the far west side of the palace. And then he will leave them to their own devices.

Two soldiers in fancy clothes and armor stand guard on either side of the hall. Each has a halberd and stands at attention. Both of these guards are just an illusion.

3. Entry Hall

This large hall has ornate columns in the center which hold up the high ceiling above. Close inspection of these columns reveals that each has an intricate carving depicting the harsh desert life in the Jural Empire. There are three such columns. The first depicts a rider on a camel in the deep desert. The second shows an oasis in the desert. And the third shows vultures flying above a man wandering alone in the desert on foot. Should any of these columns be touched the person doing so will momentarily feel as they, themselves, are in the scene.

4. Trophy Room

This room is decorated with the heads of many fantastic beasts which have been killed by the master while on safari. The head of a manticore rests upon the east wall along with that of a gorgon. On the north wall is the head of a catoblepas with it's eyes removed (rendering it safe to view). And on the south wall are the three heads of a chimera. In the center of the room is a stuffed displacer beast.

The taxidermy is extremely professional. All of these creatures look life like. Inside of the dragons mouth of the chimera is a **potion of extra healing**. If this is removed from the mouth of the dragon the displacer beast will animate and attack.

Displacer Beast (1): AC 4; MV 15; HD 6; HP 37; # AT 2; Dmg 2-8/2-8; SD -2 on opponent's attack dice; SD saves as a 12th level fighter at +2 on the roll; AL N; page 28 MM.

5. Library

Shelves stacked with books line all of the walls of this room. Most are dusty old tomes which appear to be thousands of years old. The shelves themselves are lined with thick dust.

The presence of dust in a brand new building should be a clue to the adventurers that not all here is as it seems. There should be no dust here. Yet there is.....

Some titles in the shelves include:

Horrifying Animals of Hunger: The Erudite Colloquia of the World

Quickening Fare: The Cuisine of the Swamp

Customary Delicacies: The Goblin Choice

Splendid Desserts: A Horn of Plenty

Tantalizing Meals: A Seductive Selection

Forgotten Soups: The Orc Choice

Help! I am a Dwarf turned into a book (this book is a polymorphed Dwarf named Nevrol Ironhelm who once served Prince Al Kazim as a chef. But he ruined the soup one day and was turned into a book as punishment by the vizier. He intended to turn him back one day but soon he was forgotten.

The illusion of truth: a perspective on the realities of the Jural Empire

Tempting Meals from The Bounty of Esmeralda

Proper techniques for serving humanoids (a cookbook from the twilight zone)

Opinions on the Creatures of Hunger: Call of the Wild

Baby Dragon Destroys the Village' - A truly heartwarming children's book - unlike the other books in the library this one has a hollowed out center. Inside of this hollow center is a minor artifact from Juralian lore called the **Tiger's Claw**. See end of the adventure for a description of this device.

None of the books are magical in nature but some might give a peek at the motivations of the maser of the house. All of these books are potentially valuable to a collector but most are quite heavy and are very fragile due to age. Each tome is worth at least 500 gold pieces to sages or librarians.

6. Walkway to the Palace

The walkway appears to be made of fine gravel. Yet beneath the feet it feels more like normal grass. This is because the walkway is merely an illusion. Illusionary bushes line the walkway once close to the palace itself. Illusionary white rocks also line the walkway. Steps lead up to a large set of double doors with finely engraved knockers.

Should one disbelieve the illusion they will notice that the stones lining the walkway are actually human skulls.

7. Foyer

The adventurers arriving at this point will meet the Butler from area 2 above.

Butler, Tareef el-Hassen, Rakshasa: AC -4; MV 15; HD 7; HP 24; # AT 3; DMG 1-3/1-3/2-5; SA ESP; SA Illusion; SD not affected by magic of less than 8th level; SD +3 or better weapons to hit; SD crossbow bolts blessed by a cleric will kill him; SA spell usage of magic user up to 3rd level and cleric spells up to 1st level; AL LE; page 81; MU spells available to him: **magic missile, unseen servant, ray of enfeeblement, detect invisibility, hold person, slow.**

He will advise the adventurers that they have arrived a bit early. Dinner will be served in one hour. Until that time they are free to explore the house on their own. The dining hall is across the garden on the far west side of the palace. And then he will leave them to their own devices.

8. Reception Room

Just inside of the doors from the foyer there are two very tall suits of armor on each side of the hallway. Each holds a halberd. Anyone looking inside of the helms will see that they are empty. These suits appear to be made for giant sized men. Each is about twelve feet tall.

These suits of armor are actually just an illusion.

9. Shrine to Raal

In this room is a shrine to the desert god of Raal. Raal is commonly worshiped in the Jural Empire which is a desert land to the east of Zanzia. Raal is revered by the sand giants and the nomads that wander the deserts of that land. He is also worshiped by most of the citizens of that land. But Raal is an evil deity and anyone who has spent much time in Zanzia will be aware of this fact.

The shrine has an altar in the northeast corner of the room. Resting upon that altar is a small idol of the desert god made of gold with eyes made of rubies. The idol is about fifty pounds in weight and is about two feet tall by one foot wide. The idol (complete) is worth 9500 gold pieces. The rubies alone are worth 2000 gold pieces if removed from the statue.

Hanging in the center of the north wall is an unholy symbol made from iron but which has six diamonds adorning it worth 1000 gold pieces each.

Hanging on the west wall is a tapestry depicting the worship of the sun god Raal in the open desert by sand giants and desert warriors. The tapestry looks very old and is quite fragile.

The Idol

If touched by anyone of good alignment it will teleport them 1000 feet away in a random direction and do 2-20 points of damage (shock). A neutral person touching the altar will take 1D10 shock damage from touching the idol. A person of evil alignment will be unaffected by touching it.

The Altar

Anyone touching the altar will cause it to quickly sink into the floor with the idol that rests on it (if it still does at this point). If one inspects the altar closely without touching it one might find a secret panel in the side of it which contains a small lever. If only this panel is touched the altar will not move. Inside of the panel is a small lever. When the lever is pulled the tapestry on the west wall will be released and drop to the floor revealing a painting behind it.

The Unholy Symbol

A good person touching this symbol will feel intense pain as a result and will be affected as if an unholy word (as per the spell) had been uttered in their presence. Those of other alignments will be unaffected by touching this.

The Tapestry

This worthless old tapestry is dusty and old. It has no value to anyone but perhaps a collector of Juralian art. But even such a collector would not pay much for a tapestry in this ratty condition. The tapestry actually hides a painting behind it from view.

Painting

The painting is that of a tiger wearing a gold and jeweled collar. The tiger is eating a man in robes. The painting is in a golden frame and is worth as much as 1500 gold pieces to a collector of art. The painting is also a portrait of Prince Al Kazim. This is not totally apparent as there is no caption or title imprinted on this work of art.

10. Trees Along the South Side of the Palace

The trees lining the south side of the palace are beautiful to behold. Each is a tall oak tree that must be a hundred or more years old. This might seem out of place to adventurers visiting this palace for the palace itself is of very recent construction. How then could trees so old be present here in the middle of a bustling metropolis like Barrowmar? How did they get here? Have they always been here? The real answer is that these trees are able to move themselves. They are Twisted Treants and serve Prince Al Kazim.

Twisted Treants are the evil cousins of normal Treants. Their minds have been twisted from the evil nature of the woods that they inhabit in the darkest parts of Zanzia and Jural.

Twisted Treants (5): AC 0; NV 12; HD 10; HP 71, 37, 49, 56, 25; # AT 2; Dmg 4-24; SA can cause other trees to come to life and attack as a full grown Treant; SD never surprised; SD susceptible to fire (+4 to hit/+1 to all fire damage dice/all saves at -4); AL CE; MM page 96 (modified).

There are five other trees here which could be controlled by the Treants.

Anyone rooting around on this side of the palace is likely to discover this fact quickly and this will result in the Treants attacking the interloper. Otherwise they will stand still and watch anyone around the Palace exterior. Use of fire here is inadvisable as other houses and structures nearby will likely go up in flames and bring out the city guard to investigate.

Buried about six feet deep in the center of the Twisted Treants is a cache of their treasures which includes: a small iron chest with 3 opals worth 750 gold pieces each, a fire opal worth 2750 gold pieces, 2 sapphires worth 1500 gold pieces and a **potion of fire giant strength**.

11. Secret Entrance to the Palace

On the north side of the palace is a small bunch of trees which hides a secret door leading to the garden area of the palace. These, however, are not normal trees. Two of these trees are Twisted Treants which keep watch over this entrance. They may attack anyone entering or leaving via this exit if they are not a Rakshasa (50% chance).

Twisted Treants (2): AC 0; NV 12; HD 10; HP 47, 64; # AT 2; Dmg 4-24; SA can cause other trees to come to life and attack as a full grown Treant; SD never surprised; SD susceptible to fire (+4 to hit/+1 to all fire damage dice/all saves at -4); AL CE; MM page 96 (modified).

There are four other trees here which could be controlled by the Treants.

Buried about six feet beneath the ground is a small sack with 3 rubies worth 1250 gold pieces each and a silver urn with moonstones circling it worth 750 gold pieces.

12. Statue of Prince Al Kazim

This stone statue stands just outside of the palace's southern entrance. The statue is made of marble and stands nearly nine feet tall. Anyone touching the statue must save versus magic or have a sudden vision. The person will see their friends being eaten alive by tigers.

13. Kitchen

The kitchen is a busy place with three chefs working on preparing a feast for the Prince and his guests. One of the chefs is preparing a large winged animal to be served. It appears to be a roasted griffin. Another is working a cauldron of soup. And a third is preparing an excellent looking desert of candied owlbear eggs.

One peculiar thing might be noted here however. One of the characters might notice (if they inquire) that there is no smell to any of this activity. This is because the entire thing is but an illusion. There is actually nothing in this room at all but a few human skeletons from previous guests.

14. Trapped Hallway

A loose stone on the floor of this short hallway causes the doors at area 15 and area 13 to shut and lock (or just lock if they have not yet been opened). Poison gas will begin spewing from vents in the ceiling (save versus poison or be paralyzed for 2-11 rounds). The ladies in the harem will hear a bell ring when this occurs and they will come investigate soon after hoping for an easy snack.

15. Harem

Prince Al Kazim likes his ladies to be close by. His concubines stay in this room at all times unless they are called upon to visit him in his quarters. Anyone visiting this room will see five lovely ladies lounging on divans and nibbling on grapes, dates and figs. But this is, of course, an illusion.

What is really present here are five female Rakshasas.

Rakshasas (5): AC -4; MV 15; HD 7; HP 33, 29, 32, 38, 22; # AT 3; DMG 1-3/1-3/2-5; SA ESP; SA Illusion; SD not affected by magic of less than 8th level; SD +3 or better weapons to hit; SD crossbow bolts blessed by a cleric will kill; SA spell usage of magic user up to 3rd level and cleric spells up to 1st level; AL LE; page 81.

Spells memorized:

#1 MU **Identify, Ventriloquism, Scare, Shatter, Suggestion, Hold Person CL Sanctuary**
#2 MU **Charm Person, Hold Portal, Forget, Pyrotechnics, Haste, Blink CL Protection from Good**
#3 MU **Burning Hands, Comprehend Languages, Mirror Image, Web, Lightning Bolt, Tongues CL Cause Fear**
#4 MU **Enlarge, Message, Rope Trick, Levitate, Fireball, Gust of Wind CL Resist Cold**
#5 MU **Push, Shield, Detect Invisibility, Darkness 15' Radius, Flame Arrow, Dispel Magic CL Command**

Most of the objects in the room are illusions but the divans are real. Under the cushions of one of the divans are a **ring of disbelief** and a diamond necklace worth 12500 gold pieces.

One of the Raskhasa wears a jeweled tiara with small sapphires and emeralds circling it worth 2500 gold pieces. Another wears golden rings on every finger (claw). There are ten rings worth 250 gold pieces each. A third wears two earrings made of gold and set with fire opals worth 1500 gold pieces each. And another wears a **necklace of power beads**.

16. Garden

This lush green area is the palace garden.

17. Statue of the Emperor of Jural

There is nothing particularly unusual about finding a statue of the Emperor of Jural in the palace of a prince of that land. What is unusual, however, is that this statue seems to be defiled. It looks as if something clawed the statue in several places. The face of the statue has a large gash in it.

18. Walking Stones

A walkway of stones leads from one end of the palace to the other. These stones appear to be normal but when one walks upon them they seem to crunch from the weight of the walker. This is an illusion. The stones are actually human skulls. Should anyone pick one of these stones up a secret roll to disbelieve should be made. Inside of one of these skulls is a fire opal worth 10000 gold pieces.

19. Garden Fountain

This ornate fountain has the statue of a Efreeti in the center of it. Should anyone drink from this fountain a roll should be made on the following table to determine the effect: Only one effect will take place. All other drinks from the fountain will do nothing. Roll a D20

Fountain Effects

1. Gaseous Form for one turn
2. Resist cold for one turn
3. Resist fire for one turn
4. Immune to illusion for one turn
5. Cure critical wounds
6. Reduced to one hit point
7. Save versus poison or die
8. All magic effects the person is under are dispelled
9. Paralyzed for one turn
10. Silenced for one turn
11. Feebleminded (as per the 5th level MU spell) for one turn
12. Diminution for one turn
13. Fire giant strength for one turn
14. Minor globe of invulnerability for one turn
15. Barkskin (as per the 2nd level Druid spell) for one turn
16. Shielded (as per the 1st level MU spell) for one turn
17. Gain an additional 20 temporary hit points for one turn
18. Lose 50000 experience points
19. Move to the midpoint of the next experience level
20. Gain a wish

20. Secret Entrance into the Palace

Hidden behind a beautiful rose bush is a secret entrance into the palace.

21. Royal Hall

This hallway leads to the court of Prince Al Kazem. Statues on pedestals line the walls leading towards the throne room. Each of them is a bust of a former emperor of Jural. Everything in the hall is just an illusion.

22. Royal Bedroom

This bedroom is lavishly decorated. There is a fine bed with the finest silk sheets that fills most of the room. A wardrobe holds several different colored robes for the Prince:

- A. Purple robe with an orange sash
- B. Red robe with a blue sash
- C. Blue robe with a yellow sash
- D. A **robe of poisonousness** (same as the **cloak of poisonousness**) - multi-colored robe with a white sash
- E. White robe with a black sash - **The Master's Robe** (MO)



23. Discard Room

This room seems to be locked and no attempt to pick it seems to work. This room is filled with human bones and skulls. It will open on it's own once the prince has been revealed as a Rakshasa.

24. Throne Room and Court

This room is a throne room. A man in expensive robes is sitting upon a throne made of solid gold. It has gems adorning every inch of it. The man wears a purple turban with a large fire opal in the center of it. This is the Prince Al Karam (in human form).

Standing to either side of the prince are three guards with shining scimitars. Mingling in the room are friends and admirers of the prince drinking and enjoying themselves. They all appear to be waiting for the feast. And all of this is an illusion. The prince is the only "person" present in the room.

The prince has been waiting for dinner to be served. And now that the adventurers have arrived.....it is about to be served.....

The Prince Al Karam is a Rakshasa Maharaja. He is quite hungry and has one more trick to pull before revealing his true nature. He will have a servant offer each of the adventurers a goblet of wine before the feast is served. These "goblets" appear to be made of gold and have many rare jewels decorating them. But this "wine" is a sleeping potion. Anyone who drinks must save versus poison or fall into a coma for 2-11 rounds. Once the adventurers begin to drink he will make his attack and reveal his true nature.

Prince Abdulla Jazeer Al Karam Rakshasa Maharaja: AC -8; MV 15; HD 14; HP 88; # AT 3; DMG 2-6/2-6/2-12; SA ESP; SA Illusion; SD not affected by magic of less than 8th level; SD +3 or better weapons to hit; SD crossbow bolts blessed by a cleric will kill him; SA spell usage of magic user up to 5th level and cleric spells up to 3rd level; AL LE; page 81; MU spells available to him: **magic missile, charm person, mirror image, web, lightning bolt, fireball, confusion, dimension door, cone of cold, wall of force**; CL spells available to him: **command, protection from good, hold person, silence 15' radius, dispel magic, prayer**. He wears a **turban of protection +2** which accounts for part of his low armor class. On one hand (paw) he wears a **ring of shadows (I)** with 12 charges on it. On the other hand (paw) he wears a **ring of the tiger (D)**.

Around his neck he wears a golden necklace with a large blue diamond centerpiece worth 25000 gold pieces. The large fire opal in his turban is worth 7500 gold pieces. He wears golden anklets on both ankles worth 500 gold pieces. He has a golden armband on one arm with a black opal centerpieces worth 8000 gold pieces.

He is alone in this chamber but feels little danger from the adventurers. If the adventurers drink the wine he knows he will be at a great advantage. If he feels threatened, however, he will roar

and this will bring the ladies from the Harem here within 2 rounds (if they are still alive).

25. Treasures of the Prince Al Karam

Two large steamer trunks are filled with gold bars. Each trunk as 100 bars. Each bar is worth 500 gold pieces. One trunk also has a **carpet of flying**.. The other has an **Efreeti bottle** made of brass.

DUNGEON MASTER NOTE

If at any time the adventurers declare their intent to disbelieve an illusion then allow them to make the roll. Should they decide to disbelieve everything around them then roll for that. Apply any modifiers to the roll that you believe appropriate. If the adventurers have seen things that do not seem to jive with what they sense around them then they should be given a bonus to the roll.

Once disbelief has been achieve everything in the dungeon will disappear except for the Rakshasas that remain alive and the two steamer trunks full of gold and treasure. All of the Rakshasa will immediately attack and fight to defend the prince. If the prince falls then the others will flee.

Rakshasa Roster

Prince Abdulla Jazeer Al Karam Rakshasa Maharaja: AC -8; MV 15; HD 14; HP 88; # AT 3; DMG 2-6/2-6/2-12; SA ESP; SA Illusion; SD not affected by magic of less than 8th level; SD +3 or better weapons to hit; SD crossbow bolts blessed by a cleric will kill him; SA spell usage of magic user up to 5rd level and cleric spells up to 3st level; AL LE; page 81; MU spells available to him: **magic missile, charm person, mirror image, web, lightning bolt, fireball, confusion, dimension door, cone of cold, wall of force**; CL spells available to him: **command, protection from good, hold person, silence 15' radius, dispel magic, prayer**. He wears a **turban of protection +2** which accounts for part of his low armor class. On one hand (paw) he wears a **ring of shadows (I)** with 12 charges on it. On the other hand (paw) he wears a **ring of the tiger (D)**.

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Butler, Tareef el-Hassen, Rakshasa: AC -4; MV 15; HD 7; HP 24; # AT 3; DMG 1-3/1-3/2-5; SA ESP; SA Illusion; SD not affected by magic of less than 8th level; SD +3 or better weapons to hit; SD crossbow bolts blessed by a cleric will kill him; SA spell usage of magic user up to 3rd level and cleric spells up to 1st level; AL LE; page 81; MU spells available to him: **magic missile, unseen servant, ray of enfeeblement, detect invisibility, hold person, slow**; CL spells: **curse**

Harem Rakshasas (5): AC -4; MV 15; HD 7; HP 33, 29, 32, 38, 22; # AT 3; DMG 1-3/1-3/2-5;

SA ESP; SA Illusion; SD not affected by magic of less than 8th level; SD +3 or better weapons to hit; SD crossbow bolts blessed by a cleric will kill; SA spell usage of magic user up to 3rd level and cleric spells up to 1st level; AL LE; page 81.

Spells memorized:

#1 MU **Identify, Ventriloquism, Scare, Shatter, Suggestion, Hold Person** CL **Sanctuary**
#2 MU **Charm Person, Hold Portal, Forget, Pyrotechnics, Haste, Blink** CL **Protection from Good**
#3 MU **Burning Hands, Comprehend Languages, Mirror Image, Web, Lightning Bolt, Tongues** CL **Cause Fear**
#4 MU **Enlarge, Message, Rope Trick, Levitate, Fireball, Gust of Wind** CL **Resist Cold**
#5 MU **Push, Shield, Detect Invisibility, Darkness 15' Radius, Flame Arrow, Dispel Magic** CL **Command**

new magical items and artifacts

Master's Robe (MO)

This robe is finely made but only a monk will gain use from it's magical properties. A monk of 6th level or higher (master) will find their armor class is reduced by one, that their movement rate is increased by 5", that they gain +1 to hit and +1 to damage with all open handed attacks while wearing the robe.

Necklace of Power Beads

The wearer of this necklace can throw one of these beads at an opponent and it will unerringly strike as a magic missile. Up to three of these beads may be thrown at one time and all will strike as a single magic missile. Unlike the normal spell, however, the missiles cannot strike different targets in the same round. The necklace comes with 15 power beads on it. When the last bead has been thrown the necklace disappears.

Ring of Disbelief

The wearer of this ring is naturally skeptical of things that he or she sees. One wearing this ring will always automatically roll a saving throw versus any illusion (the dungeon master should roll secretly so as not to give away anything to the party). Should the wearer specifically state that they disbelieve an illusion then they will gain a +1 bonus to their roll. Otherwise the ring will appear to have no magical properties at all unless identified.

Ring of Shadows (I)

This illusionist only ring allows the wearer to use certain powers at the cost of charges from the ring. These powers are:

- Darkness 15' radius - at will for zero charges
- Shadow Monsters - one charge
- Demi-Shadow Monsters - two charges
- Shadow Magic - two charges
- Demi-Shadow Magic - three charges

When the last charge is spent the ring will disappear never to be seen again.

Ring of the tiger (D)

This strange ring has a tiger pattern of colors to it. The wearer of this ring can shape change into a tiger once daily for a duration of one turn.

The Tiger's Claw

This minor artifact is actually the right front paw of the oldest known Rakshasa to ever live. Anyone in possession of this claw gains a +3 to all saving throws to disbelieve illusions. But this is only a minor power of the relic. If the possessor of the claw loses a hand this claw can be placed on the stump of the missing hand and it will immediately graft itself to the hand and become a working part of the person doing so. This person will then gain the ability to transform himself into a Rakshasa up to three times a day. Of course this will also change the alignment of the person to that of a Rakshasa during the period in which the person transforms into one (lawful evil). Over time anyone in possession of the claw will begin a transformation into the alignment of a Rakshasa (lawful evil). There is a 1% (cumulative) chance of such a transformation each time any power (including the saving throw benefit) of the device is used.

Primary Power - Shape change into Rakshasa 3X daily

Secondary Powers - +3 to saving throws to disbelieve illusions and can use a phantasmal force spell twice daily

Minor Malevolent Effects - transformation to lawful evil alignment

Major Malevolent Effects - the possessor of the claw begins to take on some of the traits of a Rakshasa. They will have a sudden and urgent hunger for bloody uncooked meat. They might even begin (1% chance cumulative each time the primary power is used) to hunger for human tissue to consume.

Side Effects - Any time the prime power of this claw is used everyone within 20' must make a saving throw versus fear or flee the area for one turn (with exception of the wielder).

Destruction of the Claw - to destroy this claw one would need to travel to the deepest part of the Juralian desert and find the lost palace of the Jural Empire. In the deepest part of the dungeon there are portals to other planes. This paw must be taken to the Ninth hell where it can be destroyed in the fires there.

Turban of Protection

In the eastern desert land of Jural turbans are often fashioned into magical protection devices.

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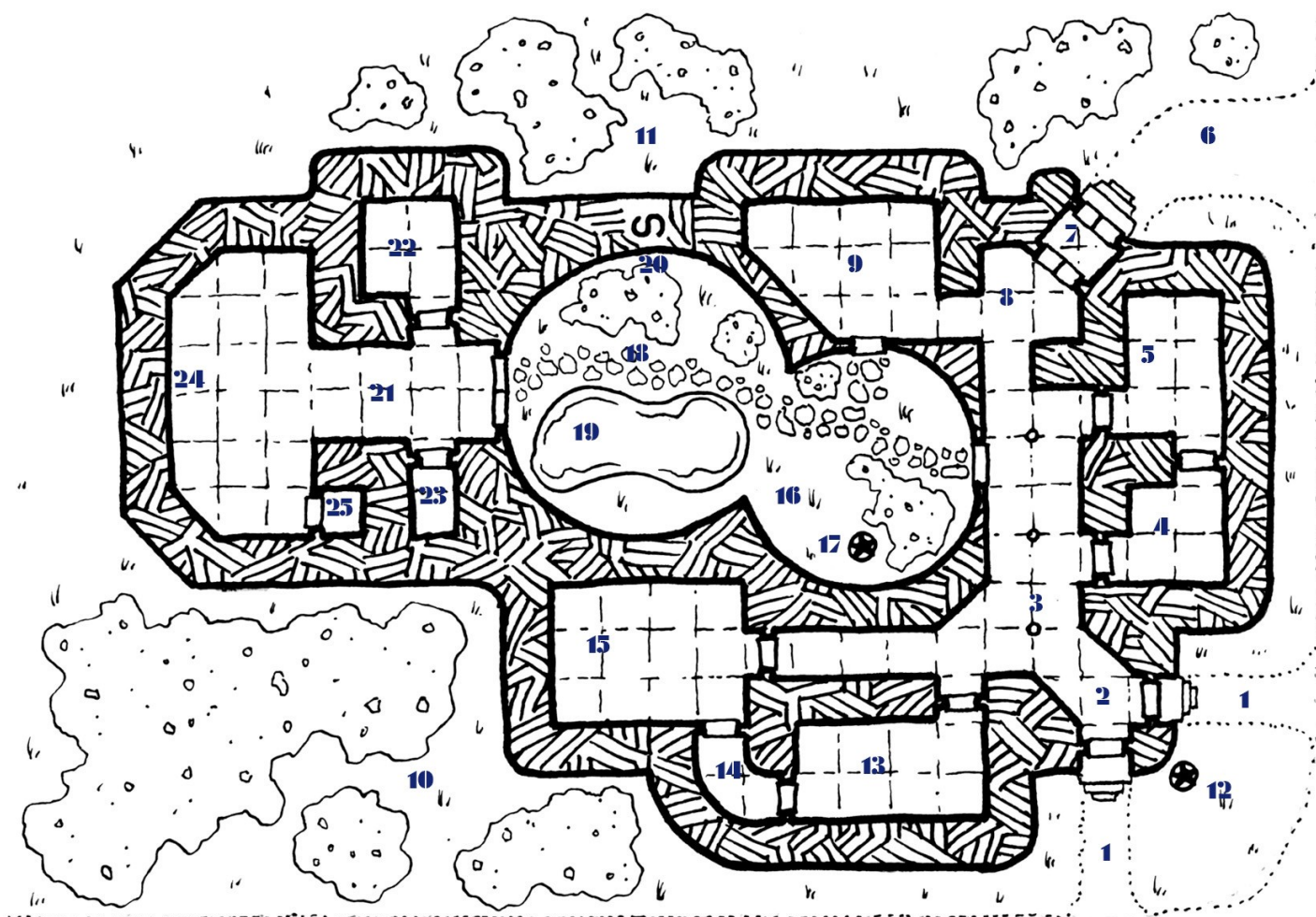
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The Palace of Al Karam

