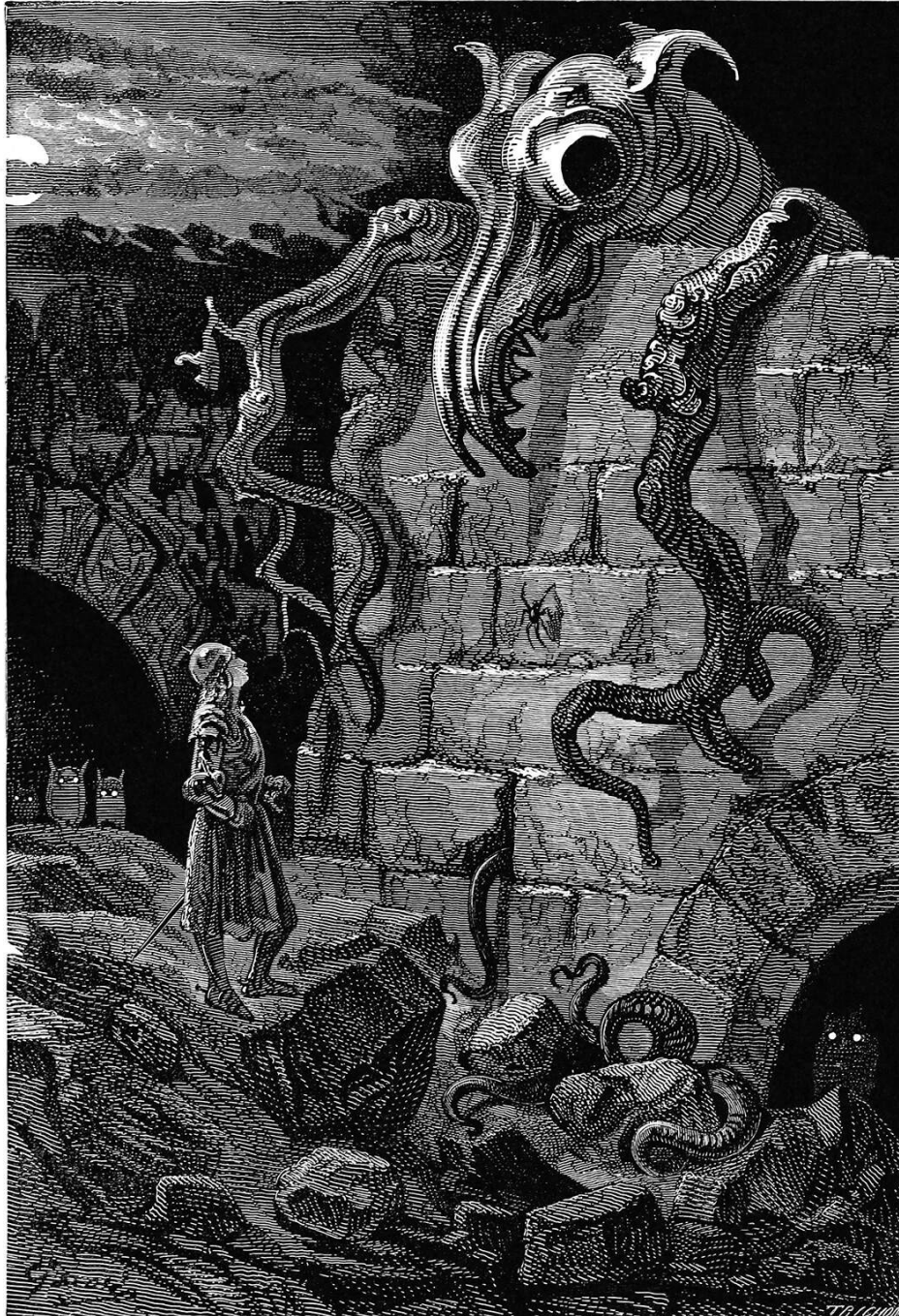


Five Items

Five Magical Devices for Old School Fantasy

By Rick Stump and the Fun Lads Five



Five Items

Five Items is designed to add depth and flavor to any old school fantasy campaign.

This product is compatible with OSRIC and AD&D 1e and is easily modified to be compatible with any Old School fantasy role playing game.

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Introduction

Hello! This short supplement is meant to provide game masters with five unique magic items that can surprise players. Our goal is to give you items that are useful, fun, and not overpowered. Place them in a dragon's hoard, on an NPC, as a reward for a mission, you name it.

This work is part of the Five series, where each PDF has five things you can add to your campaign for fun and to add ideas that can surprise your players.

Feel free to turn things around and make them interesting and part of your personal campaign world.



The Ghost Gauntlet

Appearance: Made of very thin, supple leather dyed a glossy black, the left-handed gauntlet has small plates of shiny black metal across the back in a scale pattern. It reaches about four inches below the wrist of a grown human male. It will resize to fit any humanoid creature from kobold to ogre size. It does not interfere with spell casting, thief abilities, or any skill. They are as tough and resistant to damage (and protect the wearer's hand) as if made of thick, rugged leather.

Powers: This device only benefits a character capable of casting arcane spells (such as a magic-user, illusionist, hedge mage, etc.) If worn by such a person while they are casting a spell the effects of that spell can be extended into the Plane of the Ethereal if the caster desires. This means that the spell will affect partially- or wholly-ethereal creatures in the most advantageous manner (Specters will have their lowest armor class; Shadow Stalkers will lose their resistance to spells; villains using Ethereal Unguent will be subject to the attack; etc.) This can be done each round that a spell is cast.

Each time this power is invoked the caster loses 1 point of Constitution. If three or more points of Constitution have been lost from this usage the caster cannot heal naturally until at least 1 point of Constitution is regained (magical healing is still efficacious). For each day (24 continuous hours) of full rest (no spell casting, no fighting, no spell research, no strenuous activity, no travel, plenty of fresh food, and lots of sleep) the caster regains 1 point of Constitution lost by the Gauntlet. If the Gauntlet causes the caster's Constitution to drop to zero the caster lapses into a coma until at least 1 point of Constitution is regained via rest.

At the gamemaster's discretion, certain high-level healing spells might help recover Constitution.

Lore: Legend states that the first Ghost Gauntlet was created by Ophiuchus the White, a fierce foe of necromancers, for his close friend the Mage Orion.



Caving Crystals

Appearance: Small clear quartz crystals with a slight smoky color about 2 centimeters in diameter. They are as hard as granite.

Powers: Each Caving Crystal has three command words (different for each crystal):

First word- Causes the crystal to emit a faint red light. This light allows clear vision out to 4 feet and faint vision another 2 feet beyond that. This light is just bright enough to allow a person to navigate (negotiate stairs, see doors on side walls, etc.) It is *not* bright enough to allow searching for traps, reading, picking locks, etc. The dim light is roughly as visible as a single ember from a fire and does not disrupt infravision or ultravision. If the word is repeated the red light is extinguished.

Second word – Causes the crystal to emit a white light. This light gives the ability to read very fine print within 1 foot, 'normal' reading out to 3 feet, picking locks, searching for traps, etc. out to 5 feet, and good vision to 10 feet. It also allows dim vision out to 1 foot in magical Darkness. This light is roughly twice as visible as a normal candle and is bright enough to disrupt infravision and ultravision. If the word is repeated the white light is extinguished.

Third word- This causes the Caving Crystal to float into the air and hover near the head of the person who spoke the word. The Crystal is treated as a worn item (so it teleports, etc. with its user) and moves to ensure the user has the best possible visibility from its light. While floating it has an Armor Class of 0. If struck it takes no damage but is 'knocked free' and immediately extinguished.

Only one light may be used at a time. The Crystal can emit light (of either type) for only 12 hours out of every 24.

Lore: The first Caving Crystals were a gift to a dwarven champion from an Elemental Lord; these were later replicated by mages.



The Celestial Amulet of Utility

Appearance: This amulet is a 1 centimeter thick oval about 3 centimeters wide and 6 centimeters long made of dark red jade threaded onto a 1 cm thick bracelet of enchanted mithril. The mithril is as resistant to damage as any other mithril, but the loop is as supple as a braided silk cord, allowing it to be slipped onto the wrist of any humanoid from a brownie to a hill giant. The jade amulet has odd runes, one per side ('great utility' and 'celestial favor').

Powers: At will the wearer can touch the jade amulet and mutter “where can I find _____?” and the item mentioned will appear within convenient reach of the wearer. The item can be any mundane tool, piece of equipment, or other thing such as a wood saw, a frying pan, a lantern, as so on. The item will be functional but there will only be one “item”. A kettle will have no cups, a hammer no nails, etc. Items summoned can be as small as a sewing needle or as large as a 50 gallon barrel. Weapons can be summoned, but are totally normal. Items are as subject to damage as any normal item of good craftsmanship.

Only 1 item can be in existence at a time; if another is summoned, the previous one vanishes instantly. A summoned item only lasts until the next sunrise or sunset (whichever is more distant). The Amulet can only be invoked 4 times a day: once between sunrise and Noon; once between Noon and sunset; once between sunset and Midnight; and once between Midnight and sunrise.

Lore: The mage Lehru claimed to have taken the Celestial Amulet from the body of an Ogre Mage warlord killed in an adventure across the Dawn Sea. It passed to his henchman, Dexter who later gifted it to Lord Fandor. King Aelfric later confiscated it from Fandor when the latter was banished for cowardice. The Amulet was stolen a decade later and is still missing.



St. Conrad's Mace

Appearance: A stout, well-made mace with an oaken haft and a steel head that is banded with strips of silver.

Powers: The Mace has a +2 to hit and to damage caused. Its especial power is that it can summon forth holy water when commanded by a cleric, priest, nun, paladin, or religious brother of Good alignment. This gout of blessed liquid will unerringly strike any demon, devil, daemon, evil genie, undead, or other foul creature of evil within 60 feet, including beings largely or wholly ethereal, such as ghosts. The creature will be drenched with the equivalent of two full vials of holy water and be affected appropriately.

A Lawful Good cleric may summon forth this blast of holy water three times a day; all other goodly religious may only do so once a day.

Lore: Despite its name, the Maces of St. Conrad are not unique – at least 6 are known to exist, they are simply named for the priest who created the first, St. Conrad.



Vasilissa's Poppet

Appearance: This looks like a simple doll made for a peasant girl; a 4 inch tall wooden figure in a very simple dress and bonnet, eyes and a smiling mouth painted on.

Powers: If carried on one's person for at least one month (it is small enough to be tucked into a pouch or pocket or even into a belt), including while sleeping, the Poppet will attune to its new owner. Once attuned the Poppet will grant the following powers:

-Once per day the owner can ask the Poppet a simple yes/no question about an imminent decision or action and receive an accurate answer.

Vasilissa was lost in the woods; ahead of her was a fork in the trail. She pulled out her Poppet and asked,

'Will I be safer if I take the left fork?'

The doll whispered 'Yes'.

-Once per week the Poppet can translate for the owner from any language for 15 minutes. The Poppet cannot translate for the owner to another person or tell the owner what to say in a language unknown to the owner.

Vasilissa had stumbled upon a group of faeries in the forest; startled, they were obviously wary. The leader said something to her. Vasilissa asked her doll,

"What is he saying?"

The doll whispered,

"He wants to know if you are from the Dolmen People."

Vasilissa looked at the faerie leader and shook her head. The tiny figure said something else,

The doll whispered,

"He asks if you promise to not attack them."

Vasilissa nodded vigorously.

The troupe turned, their leader gesturing to her.

The doll whispered,

"He says you are to follow."

Vasilissa walked behind them.

-The Poppet will automatically warn the owner if something they are about to eat or drink is poisoned, drugged, or tainted.

In the faerie hall Vasilissa was presented with a silver plate that held an apple, a roll-sized loaf of bread with honey butter, a small pile of candied flower petals, and a pile of hazelnuts. Next to it was a cup of water and a cup of wine. As Vasilissa reached for the apple the doll trembled on her lap; instead moved toward the flower petals – more trembling. The bread did not frighten the doll, so she ate it and the nuts, which also did not scare her doll. The cup of wine also frightened the Poppet, so she drank only water. The faerie smiled at her warmly. Soon they led her to a small bed to sleep.

-If the owner is a child or teen of good heart, if the Poppet was a gift from a parent or from a master to an apprentice/henchman/lackey/follower of good alignment, or a Good owner is in the presence of an extraordinarily powerful evil, the Poppet will give advice on etiquette, manners, and such so the owner can avoid a faux pas.

Vasilissa awoke on a bed of dry moss, covered in sweet-smelling ferns on a hillside overlooking her home village. She sat up, stretched, and began to skip home.

In her pocket her doll trembled and whispered,

"You should always thank your hosts."

Abashed, Vasilissa stopped, turned, and curtsied towards the trees,

"Thank you for your hospitality. I hope to see you again so I may repay my debt."

Vasilissa then returned home.

Only the owner can hear the Poppet speak or feel it vibrate; to all others it appears to be an ordinary doll.

Lore: It is believed these items are gifts from powerful beings of Good to help protect Mankind from evil.



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