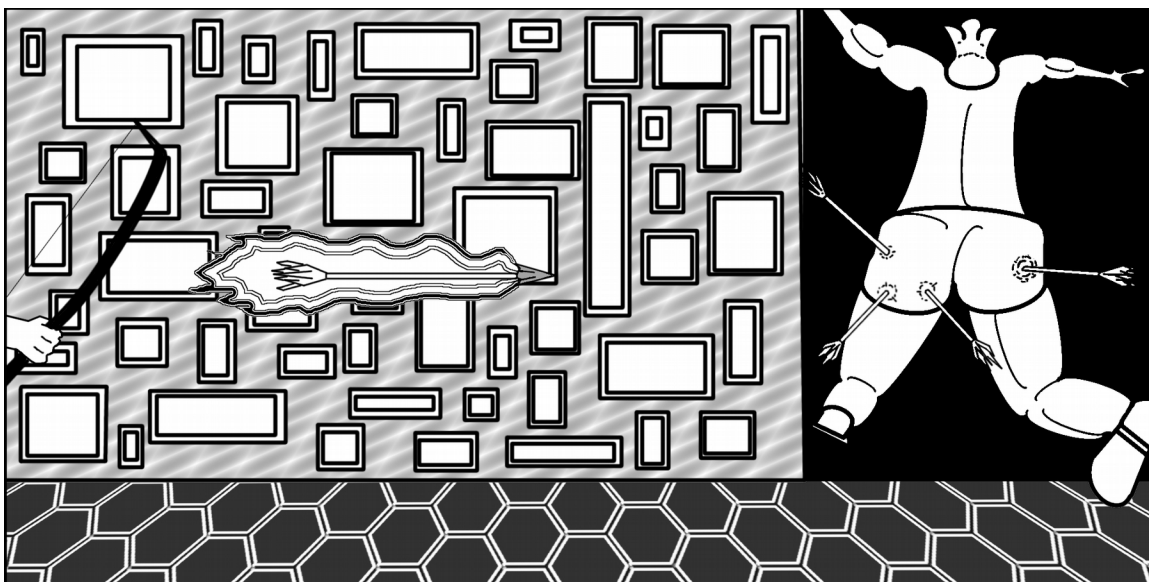


ODD OBJECTS



MAGIC ITEMS FOR OSR GAMES

O_{dd} O_{bjects}
Magic Items For OSR Games
by
Unbalanced Dice Games

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Odd Objects

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Introduction

Odd Objects, a collection of magic items. What thief wouldn't want a Short Sword Of Chest Stabbing? Isn't stabbing the back too hard? Who wouldn't want a small volcano, an Eruptor, that can blast those near it? Boom flame, BOOM! A Locking Key is a good cursed item to give someone. Maybe that character prefers locking doors to opening them? People who are nice and good should stay away from the sociopathic Rod Of The Anti-Friend. Thankfully most people do not act the way the sickening Anti-Friend does, the rude swearing spirit that the rod summons. If someone in your party likes sexual things then the Copulation Machine will provide some amusement. Love it and it will never leave you. At first the Dencumbrancer seems heavy but once you get it in a bag everything becomes lighter. And let's not forget the Sword Of Armor Ignoring. Some types of armor just don't do anything for it. Which type of armor will it ignore? 50 Magic Items, 50 Odd Objects... all for you.

Terminology

“ means feet: 12” means 12 feet

Game Master is the person running the game

Charges is the suggested charges for the item. Do as you please!

The Odd Objects table allows you to quickly choose a random Odd Object. Roll a D100 and match the number up to an object on the table.

Odd Objects Table Part 1(1-50)

1-2	Amulet Of Uncomprehending Genius
3-4	Axe Of Rolling Heads
5-6	Book Bed
7-8	Bottle Of Vaporization
9-10	Bouncing Boots
11-12	Candle Wand
13-14	Cap Of Adjusting
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21-22	Cleaning Clothes
23-24	Coffin For A Short Life
25-26	Copulation Machine
27-28	Dead Heart
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31-32	Dencumbrancer
33-34	Dig Doll
35-36	Digit Dingus
37-38	Dragon Choker
39-40	Eruptor
41-42	Escape Rope
43-44	Experimenting Armor
45-46	Flat's Mat
47-48	Floaty's Foot Steps
49-50	Gauntlets Of Necessary Strength

Odd Objects Table Part 2(51-100)

51-52	Gauntlets Of Opening
53-54	Giant To Man Dagger/Sword
55-56	Gluey's Shield Handle
57-58	Grass Robe
59-60	Head Hider
61-62	History Book
63-64	Hornet Gun
65-66	Ivy's Rump Ruiner
67-68	Locking Key
69-70	One Day Magical Armor
71-72	Patched Up Holey Bag
73-74	Peeker
75-76	Perplexing Pen
77-78	Ring Of Finger Folly
79-80	Ring Of The Small Shield
81-82	Rod Of The Anti-Friend
83-84	Scroll Of Spinning Spells
85-86	Shoes Of The Fast Flames
87-88	Short Sword Of Chest Stabbing
89-90	Silver Clay Sword
91-92	Spirit Slave Net
93-94	Sticktit's Saddle
95-96	Sword Of Armor Ignoring
97-98	The Ten
99-100	Wood Statue(Fat Leprechaun)

Magic Items/Odd Objects

Amulet Of Uncomprehending Genius

Charges: 2D10

The amulet appears as a lead man's head with the top of it cut off. The inside is hollow and when a light is shined in it question marks float out. The face on the amulet has a very large smile on it, so large that one gets the impression that it is smiling about nothing. The chain is a long string that needs to be tied together to keep it around one's neck.

When the amulet is worn the user's Intelligence increases to 18 and she increases the number of spells she can cast. Each day that the amulet is worn she increases her level by one + one more if she uses a charge. This increase does not accumulate day by day, it is the same every day. The increase in level only affects the number of spells she can cast, it affects nothing else. The increase can only be taken up to 3 levels, including the one that comes with wearing the amulet.

Each day the amulet is used/worn there is an 1 in 8 chance that the wearer will not be able to comprehend one random spell she has access to. The spell whenever she looks at it will not make any sense, she has lost the ability to understand and cast it. If she has memorized the spell for the day she cannot use it for it no longer makes sense to her. This lost comprehension lasts 1D12 months. After that time the spell is accessible to her again, it makes sense once more.

When the amulet has 0 charges all of its magic is used up. None of the other bonuses it grants function, the amulet is junk. This happens the day after the last charge has been spent. The wearer still has a day to use the extra spell casting levels the amulet has given her access to.

Example:

Odd Oggie can cast spells like a 3rd level magic man. He is wearing the Amulet Of Uncomprehending Genius. Usually his Intelligence is 14 but with the amulet it is raised to 18. In addition he finds the number of spells he has access

to is equal to that of a 4th level magic man. He can cast an additional 2nd level spell because of it. The amulet has 3 charges left in it.

On the 3rd day of wearing the amulet a 1 comes up on the “lost” spell check. The Game Master determines that Odd Oggie loses the ability to cast one of his 2nd level spells. The spell is lost for 5 months. Odd Oggie gets angry and almost throws the amulet away.

On the 5th day Odd Oggie needs a lot of extra spells so he uses 2 charges and raises his access to spells from 3rd level to 6th. His spell book has the higher level spells he needs for the ones that 6th level gives him access to. He memorizes them and down into the dungeon he goes.

Axe Of Rolling Heads

Charges: 5D10

An axe with a dull looking rusty blade. The handle is made up of dried, shrunk heads of unhappy looking women and men. The heads are stacked one on top of the other, it is unclear what holds them together.

It is a +1 axe that can cut the head off a foe. It must hit on a natural(no bonuses added in) 15 or above. A charge can be spent after the hit has been scored. The foe gets a saving throw and if made his head stays on. If not it rolls off and uses the head rolling matrix(see below) to determine which way it rolls. Damage occurs regardless of whether or not the head falls off.

The head rolls off 10” and keeps on rolling 10” each round in some random direction:

1	2	3
4	>	5
6	7	8

The > arrow points which way the head was last rolling. Before the head falls off it indicates which way the head's face was looking. Roll a D8 to determine its new direction based off of the above matrix. The head keeps the AC of the body. Hitting the head causes it to roll 10” again using the direction

matrix. The body and the head share the same HP, damaging either one subtracts from it. Death can be dealt to the head and body by attacking just one of them.

Each round roll a D12 to determine what the body does:

1-5: No communication between body and head. 50% chance that the body:

1: Attacks the nearest target(even friendly) at -1 per 10" away that the head is. Maximum penalty of -3.

2: Randomly moves around like the head.

6-8: Some communication between head and body. The head can either:

1: Move the body.

2: Attack a foe that is close enough at -1 per 30" away the head is from the body. Maximum penalty of -3.

9-10: As 6-8 but can do both.

11-12: Head moves fast and rolls back onto the body. The reheaded can now move and attack normally. If there is a barrier between the head and body the head teleports back to the body.

Roll which way the head moves when the foe can move. Then determine what the body can do. The body moves after the head, it attacks when it is its turn to attack.

The body if it gets close enough to the head can pick it up and put it back on. A hit against an AC of 9(Descending AC) is required to do this. This consumes 1 attack for the round.

Example:

Odd Oggie walks up to Stinky Cigie and attacks him with her Axe Of Rolling Heads. She rolls and hits with a natural 16 which is good enough to activate the axe. She expends a charge and Stinky Cigie fails his saving throw, his head falls off. A 4 is rolled and Stinky Cigie's head rolls 10" back from the way he was facing. Stinky Cigie's turn arrives and a 4 is rolled. The Game Master determines that his body moves his full movement rate forward.

Stinky Cigie goes first on the next round. A 5 is rolled and the head moves

10" more in the direction it last moved. An 11 is rolled to determine what his body does. The head turns around and rolls back onto his body. Stinky Cigie runs back to Odd Oggie and attacks her.

Book Bed

Charges: None

A book with a soft brown leather cover. It has hundreds of pages. Each one describes a different kind of bed, pillow, blanket, etc... something a person would use for sleeping.

The book when opened allows the user to shrink down to the size of one of its pages and use it as a bed. The user keeps these dimensions while she tries to sleep or is asleep. If she tries to do something beyond this she returns to her normal size.

The user keeps her AC while on the bed. If attacked she wakes up and returns to her normal size. Allow her to get to a place where she can become large again if necessary.

Example:

Odd Oggie decides to take a nap. The giants are nearby but there is a bookshelf she sneaks her Book Bed under. She opens the book and slides it under the shelf. Her right hand reaches out and touches it, she shrinks and crawls on top of her book. She sleeps for hours, the giants walk by not noticing her small body nor the book. Later she wakes and crawls off the book and regains her former size. Odd Oggie sneaks away with the book.

Bottle Of Vaporization

Charges: 2D10

A clear bottle that appears to have water in it. Even looking down the neck of the bottle reveals that it is water. Putting something into the liquid and pulling it out does not reveal any moisture on what was put in it, the liquid does not make anything wet. A finger reaching into it will feel air. Pouring any liquid in the bottle causes it to disappear without a trace.

Drinking from it or pouring the liquid out of it consumes a charge. The liquid appears to come out of it but lacks any physical substance, its like it is made of light. The water quickly disappears. When used the water in the bottle decreases some. When all the charges are gone the bottle appears empty.

Any liquid within 10" of the user, including on the user, disappears. All potions, water, etc... are vaporized, their gone.

Creatures made of any liquid must make a saving throw. If they fail they take 3D8 HP of damage, their substance turns to gas and floats away. Death for them means they are completely evaporated.

Example:

Odd Oggie is carrying her water to Stinky Cigie, she needs a drink. Up on a shelf is a bottle with some water in it. Odd Oggie decides to taste it. He puts the neck back and tries to take a drink: something that looks like water but is really nothing comes out. All around her vapor appears. She looks and all the water she has on her is gone. Later they discover that it was a Bottle Of Vaporization. It still has 3 charges left in it. Maybe she can use it against the Water Elemental down in the lower level?

Bouncing Boots

Charges: 2D10(Maximum of 50 charges)

The boots appear as black leather boots with soles that are made of cotton. Touching the sole pushes it in, when released it bounces back. The boots will not rest on their soles, as soon as they are placed on the ground they bounce up and land on their tops. When worn they do not do this but the wearer feels that they will allow her to bounce when she wills. Walking around with them on makes a slight popping noise.

The boots allow the wearer to bounce 100" per charge. If she falls into a pit when she hits the bottom she can spend a charge, bounce out and not suffer any damage. They allow the wearer to bounce move instead of normal movement.

When the wearer bounces she must declare how high she wants to bounce and the distance. Height consumes movement and distance traveled consumes movement. Landing does not consume movement nor does one suffer damage. Multiple bounces can be user per charge. More than one charge can be used at a time, this increases the total distance the bounce can go. The boots regain 1D10 charges per week and can have at most 50 charges.

Example:

Odd Oggie has his Bouncing Boots on. A 50" pit is up ahead, he decides to jump in. As he hits the bottom he uses a charge. He bounces back up 70" and forward 30". At the end of the 30" traveled he descends 20" and lands on his feet. A good pit is a good test!

Candle Wand

Charges: 2D10

A wand that is a wax candle, its flame never goes out. When a charge is spent a light shoots out that radiates in a 50" diameter. The light moves 150" a round. It continues until it runs into a surface or a turn has passed. The light moves in a straight line, round after round.

Wherever the light travels the wielder can see what is illuminated. From any direction she can see what is inside of the light.

As the light travels the wielder can intensify the light into a fire. The fire can be made of varying intensities, up to a 3rd intensity. At only one place during its movement for the round can it be intensified. Those in the light when it turns to flame will be affected. The stronger the fire the more likely the light will burn out and cease.

Intensity:

- 1: Those in the light take 1D4 HP of damage.
1 in 8 chance of the light/fire going out.
- 2: Those in the light take 2D4 HP of damage.
2 in 6 chance of the light/fire going out.
- 3: Those in the light take 3D4 HP of damage.
3 in 4 chance of the light/fire going out.

Example:

Odd Oggie sees a long line of Rejerkians coming down the hall. Their waving their flags and their religious books at her. She has her Candle Wand ready and uses a charge. The light shoots out and 70" later 10 Rejerkians are illuminated by it. Before the light can travel further she intensifies the light to a flame. She takes it to the 2nd level. 7 of them go down from the flame damage(2D4 roll). A 3 is rolled on the D6 and the light does not go out. The light moves another 80" feet, it has traveled 150" for the round.

The next round the light travels another 60” and 10 more Rejerkians are illuminated by it. She intensifies the light to the 3rd level. All of them die from the damage(3D4 roll). A 2 is rolled on the D4 check and the light goes out.

Cap Of Adjusting

Charges: None

A small black cap that is in the shape of a black pyramid. The cap allows the wearer to move 1 point from one attribute score to another attribute score. Each time an attribute point is moved the users skin changes to a random color. Only by restoring the points to where they belong or taking off the cap(which restores the points) does the wearer regain their normal skin color.

Only one point can be moved to a particular attribute, more than one point cannot be moved. A second attribute score cannot be taken from for the already enhanced attribute. But other attributes that have not been part of the adjusted attributes can be used. Thus, if the character has 6 attributes, 3 pairs of attributes can be adjusted. The cap must be worn to keep the attributes adjusted.

Example:

Odd Oggie has 2 attributes that are too high and 2 that are too low. He puts the Cap Of Adjusting on and moves 1 point from Intelligence into Strength. Another point he moves from Charisma to Wisdom. The rest he leaves alone.

Later in an encounter the cap is knocked from Odd Oggie's head. His attributes instantly return to normal. Odd Oggie though surprised runs to the cap and puts it back on his head. His attributes are instantly adjusted to the way he had them before.

Charging Gloves

Charges: 5D10

A pair of white gloves that reach up above the elbow. From the wrist up to the end are embedded glass beads. Inside of each of the beads lightning bolts of different colors are trapped. Some of the beads are empty, nothing is going on inside.

Each bead holds a magical charge that can be transferred to another magical item. The wearer must grasp a magical item with both gloved hands and will that a charge be put into it. One charge a round can be transferred. When a charge is transferred a bead goes dead, its magical electricity is now in the grasped item.

Example:

Odd Oggie's Wand Of Weirdos is out of charges. How is he going to weird people out if he can't get them to do what he wants them to do? He put his Charging Gloves on, they have 20 charges left. Over a period of 10 rounds he puts a fresh charge in the wand. At the end the wand has 10 charges and the gloves have 10 left. He's ready to get the weirdos to do what he wants again.

Chasing Arrows

Charges: 1D10 x 4 Arrows

The arrows seem like normal arrows. But if pointed at someone and placed on the ground the arrow will turn and continue pointing at the target as they move around. If placed behind an obstacle the arrow will move an inch every once in awhile trying to get closer to the target. These are the Chasing Arrows that everyone has heard about...

These +1 arrows follow a foe regardless of where they are at. Once the user has spotted a foe he can use them against that foe for the rest of the encounter. Regardless of their cover the arrows will twist and turn in the air so they can hit him. If a foe, for example, has hid around a corner the arrow will fly around the corner and hit him.

The only limit is if the foe gets out of range, then the arrow will fall to the ground. Doors can block the arrow but if there is any space at the bottom, for example, it will wiggle under it. Wiggling will consume 10" of its travel distance. Each time an arrow is used roll to hit as normal.

Example:

Odd Oggie has 1 Chasing Arrow left. The Spineless Singer has just snuck around the corner thinking he will get away. Odd Oggie lets loose the last arrow and it flies forward, turns the corner. The Spineless Singer is almost ready to get out the door and the arrow reaches him. Odd Oggie rolls a hit and the arrow lodges into his throat. The Spineless Singer will sing no more.

Chattering Teeth

Charges: 2D10

A set of teeth that are held together by smaller teeth that are embedded between the bigger ones. When placed in a glass of water they begin to chatter. As this is happening those close to the teeth feel like they can no longer bite, chew food, click their teeth together, etc... it's like their teeth are no longer in their mouth.

These teeth can be placed in the mouth of the user and a charge used. The user's teeth disappear and these false teeth take their place. When the teeth are removed the original teeth do not reappear for at least 24 hours. Once a charge is spent the teeth start chattering like crazy. Any foe that is within 50" of the user on the round the charge is spent must make a saving throw. If they fail then they cannot attack with bite attacks for 1D6 + 4 rounds. Their teeth fall out and start to chatter like crazy. If their teeth are put back in they fall back out. At the end of the effect's duration their teeth reappear in their mouths and they can bite attack again.

Example:

Odd Oggie is attacked by the Biting Blubber Belly. All he has is his mouth but the bite still annoys. Odd Oggie resigns herself to a toothless existence for 24 hours and puts the Chattering Teeth in her mouth. A charge is used. Her regular teeth disappear and the teeth begin to chatter. The Biting Blubber Belly is 30" away and fails his saving throw. His teeth fall out and he can't use his usual mouth bite attack for 7 rounds. This gives Odd Oggie enough time to use her frying pan to put the Biting Blubber Belly in his over sized grave.

Cleaning Clothes

Charges: 2D10

The clothes consist of a white shirt, white pants and white shoes. When one of them is put on the rest of them magically appear on the body. Any clothes worn take the place of where the Cleaning Clothes were resting. They seem dirty to their former wearer, they should be burned. How could she wear anything but these wonderful clean clothes?

These clothes keep the wearer constantly clean and smelling nice. The skin seems nice, the teeth sparkle, the hair is combed, etc... . When anything attaches to the wearer, such as a slime, a charge can be spent. This causes what is attached to be shot up to 50" away in any direction the wearer wishes. Whatever is shot away does not have any affect on the wearer. If it is not shot away then it does what it would normally do. A foe can be targeted with what is shot, roll to hit when this is done.

Example:

Odd Oggie is attacked by the Slime Slinger. Out of his mouth comes his usual senseless slime and splatters Odd Oggie with it. Odd Oggie has her Cleaning Clothes on. Before the slime does damage or fall off she uses a charge and the slime is shot back at the Slime Slinger. She rolls a hit and the Slime Slinger gets a taste of his own slime.

Coffin For A Short Life

Charges: 2D10

A human sized coffin constructed out of black wood. Any dead person put into it can be made alive again for 24 hours. This consumes a charge. The character returns to life in perfect health. She will have been rested long enough to have completely memorized all her spells.

When the person is made alive the wood becomes white. At the end of this time the person dies again and the wood returns to black. There is a 1 in 10 chance that the person will become some form of undead instead of dying again. Roll a D12:

- 1-6:** A Zombie
- 7-9:** A Wight
- 10-11:** A Mummy
- 12:** A Vampire

This being will function as an evil undead. It has nothing to do with the living character, HP are rolled up for it. If slain the undead reverts to the dead character. The body must not be destroyed or the character is lost. The character can be returned to life through other means or the Coffin can be used again. If the Coffin is destroyed while the character is alive again this does not affect her.

Keep in mind that just because someone was brought back to life they will not necessarily be friendly towards those that did it. A resurrected character is not a slave. They will essentially be who they were before they died.

Example:

Odd Oggie still has the body of Sword Stinger with her. She has recently acquired a Coffin For A Short Life. She puts the Sword Stinger in the coffin and uses a charge. Out of the coffin the Sword Stinger rises at full HP. For the next 24 hours the Sword Stinger fights by Odd Oggie's side. At the end the undead check fails and the Sword Stinger falls over dead.

Copulation Machine

Charges: None

A machine that is made from the love organs, hair grows in patches on it. A mouth appears in the center of each side, it is always licking its lips and trying to proposition anyone close to it. The parts move, insert into each other. The machine makes a squealing noise every once in awhile, as if its reached some end state and needs to restart. When the machine is inactive(not charming) it is a 2" cube.

If a character sleeps with the machine, cuddles with it the whole time then for the next 24 hours the character becomes its master. Once the character is its master she can use it for one encounter. After that encounter she must sleep with the machine again to use it once more.

To activate the machine the character places it down on the ground and plays with some of its organs, then it activates. The Copulation Machine will be active until the end of the encounter. Once activated it randomly chooses a foe each round and casts its charm on it. The foe must be visible to the machine, the machine can see in all directions.

If the foe fails its saving throw it is forced to embrace the machine in a way that is the foe's way of making love. Each charmed foe beyond the first increases its dimensions by 1". Each freed foe beyond the first decreases its dimension by 1". Foes are charmed for 10 rounds. Each foe gets a fresh saving throw each time the machine is damaged, if made they are freed from its charm. The machine's magic is weakened enough to let the foe go. The machine/master can after being damaged can direct the remaining charmed foes to destroy whomever has damaged the machine.

When a new foe embraces the machine there is a 1 in 10 chance that all the foes will start to fight each other over the machine. Each foe beyond the first increases the chances of this happening by one, e.g. the 2nd one makes the chance of it happening increase to 2 in 10.

The machine is a living thing, it can be destroyed. It has an AC of 0(Descending AC), has 50 HP and saves as a 10 HD monster. Each round it regenerates 1D4 HP. To totally destroy it the machine must be brought to 0 or fewer HP and it must be frozen(1 HP of cold damage applied at 1 or fewer HP will destroy it). Freezing stops the parts of the machine from working. Otherwise it keeps on regenerating. At 0 or fewer HP it cannot charm anyone

and every being it has charmed is freed. Once it has returned to 1 or more HP it begins charming again.

Those that are not its master that try to pick up the machine while active will be in for an unpleasant surprise. If anyone attempts to do so they will suffer a bite attack from one of its mouths, no need to roll to hit. Each bite will do 1D10 HP of damage and those bitten will instantly flee 1D4 x 10" from the machine.

The machine will keep on charming each round until the user makes it stop or a 1 is rolled on a D10. When a 1 is rolled the machine needs to put its energy into figuring out how to make its charms work better. Something has malfunctioned, maybe it needs a new set of organs? Also if the charmed foes are attacked by someone in the master's party the machine gets angry and shuts down for the rest of the encounter. How dare they hurt one of its love sources? In both cases any charmed foes are freed when the machine shuts down.

Example:

Odd Oggie has acquired a Copulation Machine from an international prostitute. It seems strange to her but she was told that to control it she must become its master, she must sleep with it. So the next night she spends the whole night cuddled with the Copulation Machine. In the morning she has become its master. Down into the dungeon she goes.

The first encounter arrives. There are 3 Prune Prudes walking around in the room. She puts the Copulation Machine down and plays with it. The machine activates and charms one of the Prune Prudes. She immediately runs to the Copulation Machine and starts kissing and rubbing it. The next 2 rounds the same thing happens. On the 3rd round the D10 check rolls a 2. Suddenly all the Prune Prudes start to attack each other. 6 rounds into the encounter only one Prune Prude is left. On the 8th round a 1 is rolled and the machine stops working, it shuts down. The last Prune Prude turns towards Odd Oggie, what has she made her do?

Dead Heart

Charges: 2D10

The item is a bone version of a human heart. Expending a charge makes it turn into a real heart that begins to beat. The user must hold it in her hand and raise it in the air for all to see. Blood flows over her and to the ground. If it is released it stops having any effect but can be picked up again.

Any undead that are within 100" of the heart lose all defenses associated with being undead. They are as vulnerable as if they were alive. 1 charge activates it for 10 rounds.

Example:

Odd Oggie is attacked by 10, 3 Headed 4 Armed Zombie Suckers. She picks up her Dead Heart and spends a charge. It turns from bone into flesh, blood flows all over Odd Oggie and a pool forms at her feet. All of these undead lose their undead defenses. The next round she casts Sleep on them and they all fall over snoring. Usually undead are immune to such a spell, the Dead Heart has worked.

Death Bell

Charges: 2D10

A white bell that one can wear like a necklace. It is as large as a man's thumb, 1 inch in diameter. On two sides of the bell a black skull is inscribed. The chain that the bell is attached to feels like it is wrapping around the wearer's heart, she can feel her heart slowing. When one looks in the mirror while wearing the bell they do not see themselves but the Grim Reaper. The shock of this requires a saving throw, if failed the wearer takes the bell off and will not wear it again for a turn.

Each time in an encounter a foe or party member dies the bell tolls a very deep and long note, just once. For each charge spent the bell can fill the

corpse with its sound and make rise and attack. Only when the bell tolls can a corpse be reanimated. Roll to determine how powerful the corpse is in relation to how it was while alive:

1-5:

Attacks at 25% of its HD.
Can only do 25% of its damage roll.
Moves at 50% of its rate.

6-8:

Attacks at 50% of its HD.
Can only do 50% of its damage roll.
Moves at 50% of its normal rate.

9-10:

Attacks at 75% of its HD.
Can only do 75% of its damage roll.
Moves at 100% of its normal rate.

11-12:

Attacks at 100% of its HD.
Can do 100% of its damage roll.
Moves at 100% of its normal rate.

(When percentages are used round up)

It can attack once a round, use its most powerful attack as its attack. None of its other special abilities it had while alive will be used. If it had a fire on its hand, for example, when it attacks only the hand would attack. No fire damage is added in. If it had an ability such as flying that wasn't based in magic then they can use it. In the case of flying use the move modifier associated with the power roll. Also only normal beings can be reanimated. Beings like the undead, dragons, demons or devils cannot be reanimated.

The corpse is animated and lacks HP, it is not a zombie. It has an AC of 9(Descending). Only by completely destroying it with a Disintegrate spell or something similar will it stop(no saving throw needed). The animation lasts 1D4 +2 rounds and then it becomes a corpse once more. The bell tolls again and the bell wearer can animate the corpse with another charge. Roll again to determine how powerful it is.

Example:

Odd Oggie destroys a Big Beater, one of two. She is wearing a Death Bell. It rings, she spends a charge and the dead Big Beater stands up. A 9 is rolled so it attacks at 75% of its HD(was 4, so 3), it can only do 75% of its maximum damage and it moves at its full movement rate. It will last 4 rounds and then fall to the ground dead again. Immediately it rises and attacks the other Big Beater. It scores a hit and does 7 HP of damage(1D10 attack). 75% of that is 5.25, rounded up is 6 HP of damage. The other Big Beater hits back and it doesn't do anything. Another round starts and the reanimated Big Beater hits for 4 HP of damage, so 3 HP of damage is done. The other Big Beater falls to the ground dead. The bell tolls but Odd Oggie does not use it. 2 more rounds pass and the reanimated Big Beater falls over dead again. The bell tolls.

Dencumbrancer

Charges: None

A 1'x 1' x 1' soft white pillow. When the pillow is moved a feather or two comes floating out of it. It weighs 500 pounds but if it is put inside of any container, sack, etc... the weight disappears, it weighs 0 pounds.

In addition to this the container can suddenly have 500 pounds put in it and not count towards encumbrance. The first pound over 500 pounds becomes pound 1 in terms of encumbrance.

Example:

Odd Oggie discovers a nice pillow on the ground. It is extremely heavy, he can't pick it up. But he can roll it, so he rolls it into one of his bags to see if he can drag it. The bag which is full of other things becomes weightless. Odd Oggie has discovered a Dencumbrancer, he has heard about these before and now it's his!

His big bag was full of enough stuff that it weighed 400 pounds. With the Dencumbrancer in it it weighs nothing. There is 100 free pounds left to put in the bag.

Dig Doll

Charges: 2D10

A small doll, 1" tall, made of dwarf flesh that has been turned to stone. Paint applied to it makes the whole doll have a dirty flesh look. It is carved so that it seems dressed like a miner. It has joints that move, its mouth and jaw can open and close. When a charge is used it goes to a place the user directs and digs a magical hole into it. The hole is big enough that the miner can walk into, it is 2" in diameter. The miner can dig 5" a round. If the thing is smaller than the miner or tunnel they both shrink enough so they can dig into it. Items it typically would not dig into unless the item is a container of some sort.

Once it discovers something it will stop and return to its user. The user will learn of what it has seen. Is it a room? Is there treasure inside of the chest? If there are items it can see it will retrieve them for the user if it can get the item through its tunnel. It can move any item 10" a round regardless of weight. When the doll is not dragging anything it can move 30" a round.

The doll has an AC of 0(Descending AC) and 20 HP. It saves as a 5 HD Monster. As it is damaged its functions start to break down. At 50% of its HP it can only dig 2", drag an item 5" and move 15" a round. To heal the doll it must have access to a freshly killed dwarf. It digs into the corpse and consumes its vitals. This takes 1D4 rounds and then the doll is fully healed.

The doll will be active for 1 turn per charge used. At the end of this time any tunnel that it has dug will return to normal, the tunnel disappears. If the doll or any item is in a tunnel when the duration ends they are moved where they should be: the doll is moved to outside of the tunnel, the item back to where it started.

Example:

Odd Oggie faces the great chest of Zaryinkick. Great treasure is inside but the chest is rumored to explode if the lock is picked. She takes out her Dig Doll and uses a charge. She tells it to dig into the chest and bring her what's inside. The Dig Doll walks forward and a hole is dug into the chest. A few rounds later the doll comes walking and tells Odd Oggie there is a smaller chest in the chest. She tells the doll to go get it. The Dig Doll goes into the chest and comes back out pulling a smaller chest. This one lacks a lock but she orders the

Dig Doll to go into this one. The Dig Doll returns and tells Odd Oggie another chest is in inside. She tells the doll to go get it. A round later the doll comes out with another smaller chest without a lock. Odd Oggie decides to open this one up and the room explodes.

Digit Dingus

Charges: 2D10

A small silver tube, 1 inch long, that has a nozzle on the end. Around the tube are gears that are soft like and warm like flesh. When the tube is squeezed the gears begin to turn and the tube expands. When it has doubled in size the gears stop and the tube is ready to be used. It takes 1 round for the tube to be made ready.

Wherever on the user's body she touches the nozzle a new finger sprouts. The tube ejects the finger substance out of the nozzle and returns to its former size. The finger takes on the coloring of where it grows on her body. If the user is wearing green leather, for example, and she touches it to her chest the finger that grows out of the chest will be of the same color as the leather.

The finger acts like any other finger. Each of these fingers can wear a magical ring. So if a character is limited to wearing only 2 magical rings the new finger will increase that amount to 3. The new finger must be the finger that wears the ring.

Each squeeze of the tube expends one charge. The fingers last 1D4 weeks and then they dry up and fall off. The user will know during the last day of the finger's life that it is dying and will be gone soon.

Example:

Odd Oggie needs another finger for a ring she just got. It's magical and she already wears 2 other magical rings. She takes out her Digit Dingus and gives it a squeeze, 1 charge is used. Its wheels spin and it becomes filled up with stuff. She takes it and squeezes the stuff on her nose, a new finger forms. On the new finger she places the ring.

Dragon Choker

Charges: 2D10

A lasso that the wielder can use against a dragon. The lasso is normally 5" in length but can extend up to 50" away to attack a dragon. As it stretches out the loop part of the lasso grows until it is of a size that will fit around the dragon's head and neck. Each time it hits and is used against a dragon one charge is spent.

When it scores a hit it wraps around the dragons neck and creates a magical barrier in its throat. The lasso disappears into the dragon's body and will remain there for 2D6 rounds. When this time ends the lasso returns to the user

When the dragon tries to use its breathe weapon it is blocked. The dragon must make a saving throw or it will choke for $1D4 + 2$ rounds. Also if it fails its saving throw by 5 points or more it takes 25%(round up) of its breathe weapon damage. While choking the dragon suffers a -2 penalty to hit and cannot bite attack.

Example:

Odd Oggie faces the unfriendly dragon, Bugginwo. The dragon uses her breathe weapon a lot so Odd Oggie gets her Dragon Choker out and tries to lasso the dragon. She scores a hit and uses a charge. The lasso disappears into the dragon's throat, it will not be able to use its breathe weapon for 5 rounds. Odd Oggie marches forward, safer now that the breathe weapon has been neutralized.

Bugginwo decides to use its fire breath weapon against Odd Oggie, it does not know what the lasso did. Bugginwo fails her saving throw by 6 points. She will choke for 3 rounds. But since she failed her saving throw by 6 points she also takes damage from her breathe weapon. She rolls 10D6 and 40 comes up. Bugginwo takes 10 HP from this(25% of 40). Odd Oggie hits her very hard with her magical weapon and Bugginwo dies.

Eruptor

Charges: 3D10

The item is a small volcano. 1" tall and 1/2" in diameter at the top and 1 1/2" at the base. Lava constantly flows out of it and it is hot to touch. It does not harm the user. The lava disappears a couple of feet after it has flowed on the ground. Those within 10" of it will feel nice and warm, no need for a fire to keep the night chills away. Noises that sound like "Glug glug" can be heard coming from it all the time. When it is out of charges the lava stops, the noises stop and there is no more heat.

To activate the item requires putting it down on the ground. Activating it consumes 1 charge. When activated it:

1: Becomes part of the floor it is attached to. It can only be picked up when it finishes exploding or the user picks it up. Enemies of the user that are in it's V square when it explodes take 2D6 HP of damage. A save cuts this in half.

2: Explodes each round. The user can blow the debris into 8 adjacent 10" squares. The 10" square it occupies cannot be targeted by the explosion. Only the ones marked T in these squares can:

T	T	T
T	V	T
T	T	T

V is the 10" square that the volcano occupies. T is an adjacent 10" square that can be targeted by it. She has 8 1D6 damage rolls to distribute. One square can at most take 4 of these D6 rolls. Those in the targeted squares can make a save. A save cuts the damage from the D6 rolls in half. Every one affected by the debris gets their own separate D6 rolls.

Activation lasts 2D4 rounds. During this time the user can pick up the volcano and move it to a different position. Moving it and putting it down cuts the amount of D6 rolls the volcano creates to 4 for one eruption.

Example:

Odd Oggie has an Eruptor. The room is full of Intelligent Idiots, they haven't started attacking yet. She runs to the middle of them and puts the Eruptor down and spends a charge. It is activated for 5 rounds. There is a Intelligent Idiot in each of the squares around the Eruptor. She can shoot 8 of them a round, each square gets part of the explosion. Each Intelligent Idiot takes 1D6 damage and begins to become aware that there is a threat. None of them make their saving throws.

The next round she has the Eruptor do the same thing and again they take 1D6 damage. Each makes their saving rolls for the round, their damage is cut in half. The Intelligent Idiots turn towards the Eruptor, they know something is going on.

The final round the Eruptor goes off and each square gets hit again. None of them make their saving throws and each takes 1D6 HP of damage. All the Intelligent Idiots go down, one of them says before it happens "We should prepare for a fight!". Odd Oggie picks up the Eruptor and leaves.

Escape Rope

Charges: 2D10

A 100" piece of ordinary rope. If any character is caught by a web, quicksand, locked behind a jail door, etc... the rope can free them. All that must be done is that the user holds one end of the rope while the other end somehow is grasped by hand, foot or mouth. The user will know that the rope is being held onto and she can expend a charge. When the charge is spent the holder on the other end becomes incorporeal and is pulled through the rope to a place in the rope the user wishes them to appear. At that spot the pulled becomes solid again and is hopefully freed from what had captured them.

Example:

Odd Oggie needs to get Trapped Traivor out of his cell. She doesn't have the key but she has an Escape Rope. She is able to toss the rope 50" into the cell, she yells at Trapped Traivor to grab the rope. Trapped Traivor grasps it and Odd Oggie spends a charge. Trapped Traivor loses his substance and is pulled by the rope to within 10" of Odd Oggie. When he reaches that spot he becomes

material again. The Escape Rope has freed Trapped Traivor.

Experimenting Armor

Charges: None

This is plate mail whose exterior is hard to describe as it alters from encounter to encounter. It always strives to convey to everyone that it is armor worn by a noble woman. Men who wear it will find their facial features becoming feminine. Instead of their being strong body orders after a tough fight one smells perfume.

In days of old this plate mail was worn by mad Queens in battle and has acquired a little of their insanity. That era has passed but the armor thinks whomever wears it is one of its Queens. It has some intelligence and is always looking for ways to bring back the old days of greatness. In time it hopes to find the answer to this problem, only through endless experimentation will it find the answer. Its Queen will rule once more! Each encounter roll to see what its AC bonus is and also what special behavior the armor will grant.

Roll a D12 for its AC Bonus:

1-3: No bonus

4-8: +1 bonus

9-11: +2 bonus

12: +3 bonus

Roll a D12 to determine its behavior:

1-3: Each round there is a 1 in 6 chance that the armor will disappear for the round. If this does not happen then there is a 1 in 6 chance that the armor's bonus will increase to +5 for 1D4 rounds. The armor does not disappear during this time.

4-5: Each round that the wearer is damaged there is a 1 in 4 chance that she will retreat the next round and heal 1D8 HP after she finishes moving.

6-8: Teleports from foe to foe each round. The armor tries to get close enough to melee attack the foe. If there is one foe then she finds herself teleporting to a different spot to attack that foe from each round. Retreat is possible only if the armor is taken off.

9-11: Reroll the AC Bonus every 3 rounds. Do this at the start of the round.

12: Strength increases by 1-3 points for the encounter.

(After an encounter the armor returns to normal plate until the next encounter.)

Example:

Odd Oggie is wearing the Experimenting Armor. She encounters a Sword Bugger. The armor must figure out what its going to do for this encounter. A 9 is rolled, so +2 is added to its AC bonus. A 4 is rolled for its behavior so she may retreat if damaged.

Odd Oggie is hit during the first round of the fight. A 1 is rolled so she will retreat the next round. Next round she runs far away from the Sword Bugger. She heals 3 HP of damage. The Sword Bugger chases after her. A round later Odd Oggie is hit again but a 2 is rolled. She will not run away.

The final round arrives and Odd Oggie kills the Sword Bugger. Her armor returns to normal, it thinks it may have found the right combination to use.

Flat's Mat

Charges: None

A 10" x 10" paper thin mat. It is translucent and when placed on the ground it is hard to tell that it is there. When placed on the ground one can crawl under it. As one crawls under it her body becomes flat. The part of the body that stays outside of the mat keeps its normal dimensions, that which gets under becomes flat. At best the flattened character appears as a light shadow where they are at.

Flattened characters can crawl around under the mat at their normal movement rate. When they leave the mat they begin to become normal. If the mat is picked up they immediately become normal. When there are multiple beings under the mat place them, if possible, where they were when mat was picked up.

The mat must be placed on the ground first for it to function. When placed on the ground anyone can crawl under it. Characters can crawl over each other without any problem. The number of beings that can be under the mat is endless.

If attacked through the mat the flattened have an AC of 9(Descending AC). Damage is dealt as normal. The mat will let any attack pass through it and then it returns to normal. The flattened cannot attack back, cast spells, etc... . All they can do is crawl around underneath the mat.

The mat itself can be attacked. It has an AC of 5(Descending AC) and 40 HP. As it is damaged holes and tears appear all over it. When it reaches 0 it becomes a bunch of translucent threads. If left undisturbed on the ground it heals at a rate of 1 HP a day.

Example:

Odd Oggie is being chased by the Deranged Doo Goodie. She does not want to fight him. She enters a room and lays the Flat Mat out. Underneath it she crawls. The Deranged Doo Goodie enters and doesn't see her in the room. If he had looked at the floor he may have seen her almost imperceptible shadow, but he did not. To another room he runs. A little later Odd Oggie crawls out from under the Flat Mat and makes a break for it.

Floaty's Foot Steps

Charges: 4D10

This item is a stair with 3 wooden steps. The steps are not connected but float together; the steps cannot be moved apart, the distance they float from each other is constant. Each step is 5"x 1" x 1 cm. It can be folded up and made much smaller.

When a charge is used it creates a layer over one stairway within 10". One can walk on the layer without touching the steps themselves. The layer floats an inch above the stairs. Any trap that requires someone touching the steps will not go off. The steps will detect other things, such as a wire that crosses a step, and make the thing glow bright red. A warning to those that are walking on the steps. The steps will cross chasms up to 100" in length, spots that are missing in the stairs. A layer lasts 1 hour.

Example:

Odd Oggie comes upon some nasty looking steps. They have cracks and holes all over them and is hard to tell where they end. She takes out Floaty's Foot Steps and uses a charge. A magical layer covers the steps and she descends. Halfway down the layer makes a wire glow bright red. She stops and discovers a wire going across the red area. Odd Oggie steps over it and reaches the bottom a few minutes later.

Gauntlets Of Necessary Strength

Charges: 2D10

Gauntlets that are made of preserved giant muscle. When put on the muscles begin flexing. The wearer can feel the giant's strength trying to enter her body. All she has to do is let the giant inside, she can be the giant, she can be as strong as the giant. As strong as the giant and maybe stronger.

These gauntlets when worn offer no strength bonuses. But when faced with a strength task that requires great strength the wearer can expend a charge. For each charge expended the wearer's Strength score increases by her Strength score. One charge would double the Strength, two charges would triple it, three charges would quadruple it, etc... . The Strength increase is only for a non-fighting task, such as moving a large boulder that has gotten in the way. The Strength increase lasts for 10 rounds and then it is gone.

Example:

Odd Oggie has a boulder in front of her. She cannot move it with her Strength score of 15 but can do it with a 30. She puts on her Gauntlets Of Necessary Strength and uses a charge. Her Strength acts as 30 for moving the boulder but not for fighting. She has 10 rounds to move it. She can move it 5" per round with a 30 Strength score. In 3 rounds she moves it 15", enough for her to sneak past the boulder.

Gauntlets Of Opening

Charges: 2D10

These gauntlets are made of wood. On the knuckles are small door knobs. When the wearer tries to open a door, chest, etc... anything that can be manipulated with one's hands she can expend a charge. Upon doing so she becomes insubstantial but the gauntlets remain substantial. The gauntlets open whatever she was going to open.

If anything happens such as a trap is sprung she is undamaged but the gauntlets may take damage. The gauntlets save as a 10th level thief, have an AC of 5 and can take 50 HP of damage. When they reach 0 HP the gauntlets fall apart.

The wearer remains insubstantial for 1D4 + 1 rounds. At the end of that time she becomes substantial again. During this time she can walk around as normal and the gauntlets will act as if they are still being worn by her. If the gauntlets are destroyed while she is insubstantial she remains so until the duration is up.

Example:

Odd Oggie faces the death doors, they cannot be opened by any living being or she dies. She puts on her Gauntlets Of Opening and walk up to them. A charge is used and she becomes insubstantial for 4 rounds. The gauntlets reach out and open the door. The death in the door looks for the living being that did this for it must kill her. It cannot find her, all it finds are these floating gauntlets. Death goes away. Odd Oggie walks through the open door. 3 rounds later she becomes solid again.

Giant To Man Dagger/Sword

Charges: None

The dagger blade appears to be made out of gold while the handle is made of ivory. The blade has been shaped to look like a giant. The handle has been carved to look like a small child. When held one can feel one shrinking and growing at the same time. Its magic is manifest.

The weapon is a dagger +2. Each time it hits a giant and does 1 HP of damage (before magic and strength bonuses are added in) the giant must make a saving throw. If the giant fails its saving throw it turns into a 5" tall man. Its Strength is reduced to 18 and any attacks it has now do damage as either an unarmed man or a man wielding a normal sized version of the weapon it is wielding. The giant is in this form for 1D6 + 4 rounds.

While the giant is reduced to man size the dagger becomes a two-handed sword +2. It continues to have the giant shrinking ability at this size. Roll a D4 each time a hit is scored in addition to the two-handed damage roll. If a 1 comes up on the D4 then the giant shrinking ability is activated. It returns to its dagger size when all the giants have returned to their normal large size.

Example:

Odd Oggie faces the Happy Giant who is acting way too big. Odd Oggie takes out her Giant To Man Dagger/Sword and attacks him. She scores a hit and rolls 1 HP of damage. The Happy Giant fails his saving throw and shrinks down to 5" tall and has a Strength of 18. This will last 8 rounds. The dagger enlarges to a two-handed sword. The Happy Giant was unarmed, its big fists are usually his weapons. He takes a swing at Odd Oggie but misses.

The next round Odd Oggie does some good damage against the Happy Giant and almost kills him. The Happy Giant hits Odd Oggie and does 1 HP of damage. Another round starts up and Odd Oggie does some good damage again, the Happy Giant dies. The sword becomes a dagger, the giant becomes a giant again.

Gluey's Shield Handle

Charges: 2D10

Gluey liked to change shields a lot. Then he got stuck with a magical shield which he hated but couldn't part with. One day in the public market a teenage thief ran up to him and tried to grab his shield. The shield broke in the struggle and the thief ran away with most of it. Gluey was left with its handle. Ambivalent about what had happened he noticed that the handle was dripping glue. Gluey found that he could attach the handle to normal shields and it gave the shield its magic. Gluey was happy!

The handle can be attached to any shield. Each time it is attached it is drained of one charge. It gives it a bonus of +3. This bonus does not stack with other magical bonuses. For example, a +1 shield with Gluey's Shield Handle attached to it would have a bonus of +3. A +5 shield with Gluey's Shield Handle attached would still only give a +5 bonus.

Every time the user takes 10 or more HP of damage from one hit roll a D12 to see if anything happens:

1-5:

1 in 4 chance that the handle will be detached from the shield. It cannot be reattached. Each time this occurs the chance of being detached increases by 1. So the maximum number of times this can occur is 3 times, then the shield is detached. The handle can be attached to another shield after it has been detached. When attached again the chance of detachment is reset to 1 in 4.

6:

The shield loses 1 bonus point. It cannot be regained in any way. The handle can be attached to another shield and the bonus will return to +3. If the bonus is brought to 0 the handle becomes detached from the shield. It cannot be reattached to the shield it was attached to.

7-9:

The shield loses any bonuses Gluey's Shield Handle grants for a round.

10-12:

Nothing happens.

Example:

Odd Oggie has acquired Gluey's Shield Handle. She uses a charge and attaches it to her favorite small shield. It gains an AC bonus of +3. Down into the dungeon she goes.

In her first encounter she is hit by the Ugly Ugre, it does 12 HP of damage to her. She must check to see if anything happens to the shield. A 6 comes up and the shield loses 1 point off of its +3 bonus. Next round the same thing happens and a 3 comes up. A 1 comes up on the D4 check and the shield and handle become detached. The Ugly Ugre is too much for her to handle so she retreats. Later she spends another charge and attaches the handle to her large shield.

Grass Robe

Charges: None

This robe is made of grass. It offers the protection of leather armor to whomever wears it. Wherever the wearer goes grass falls from it leaving a little trail behind her. Any time that the wearer is hit by a sharp weapon the weapon's damage is reduced by 50%(round up) and any magical bonuses are negated after the hit's damage is done. The weapon is covered by rapidly growing grass. The grass persists for 1 round and then falls away, the weapon returns to normal.

Any character who has a class that is attuned to nature, such as a Druid or Ranger, will gain an additional +2 to their AC. Also the grass will try to mend any wounds the character suffers from a sharp weapon. Each cut the wearer suffers is instantly healed 1-2 HP.

Example:

Odd Oggie puts on the Grass Robe. She is a druid so she gains a +2 bonus to her AC. Later the Foe With The Sharp Toe attacks her with his toe. The Foe scores a hit and does 3 HP of damage(out of a possible 6) and Odd Oggie takes 2 more HP from the toe's magical hate. Grass covers the toe and its damage is reduced to 1-3(instead of 1-6) for a round. Also its magical hate

will not work for that round. Instantly Odd Oggie is healed for 1 HP by the robe.

The next round the *Foe With The Sharp Toe* hits again. He does 1 HP of damage and that's it, no magical hate this round. Again the toe is covered with grass, so the next round the damage reduction will continue. The robe once more heals Odd Oggie of 2 HP of damage. Odd Oggie takes out her sharp tongue and slices the *Foe* with enough damage that he drops his toe and dies.

Head Hider

Charges: None

A glass cylinder that is open on one end. It is big enough that it can be placed over the head of a human being's head like a helmet. Once put on the wearer's head disappears. It becomes a bunch of lightly gray gas, trapped inside of the cylinder. A couple of 3 inch diameter white balls float around inside. They are painted to look like someone's eyes.

While worn there is no way for the user's head to be damaged. The wearer's mind is protected as well. Spells/powers that affect the mind only have a 1 in 4 chance of finding the wearer's mind. If found the wearer can make the normal saving throw. Failure results in the *Head Hider* flying off 10" in some random direction. Success results in the spell/power being turned into a defensive field. Any friend of the wearer, including the wearer, that is within 50" of her will be immune to mind spell/powers. This field lasts for 1D4 + 1 round. The field is a very faint lightly gray fog that has the white balls floating around in it. Beings in the field will have at least 2 of the white balls close to them, watching them. It appears to come out of the *Head Hider*, when it ends it is pulled back in.

The most one can do is to try and knock the cylinder off the wearer's body. One must target it and either hit an AC of 0 (Descending AC) or the wearer's own AC, whichever is better. Then at least 8 HP of damage must be dealt. The damage is not transferred to the user, it is just to see if the cylinder is knocked off or not. If 8 HP or more of damage is done the cylinder is knocked off in a random direction, flying 1" per HP of damage done. The wearer's head immediately reforms, the floating eyes disappear. The eyes become the wearer's normal eyes. If the defensive field is up it immediately ends.

When the cylinder is removed the head reforms just as if it was knocked off the wearer's body. Only the head is affected by the cylinder; putting a different body part in it does not cause it to transform.

Example:

Odd Oggie puts on her Head Hider, her head becomes a bunch of gas. Inside of the cylinder a couple of white balls float. Later she runs into the Moron Maker. It uses its Stupid Power on her. A 2 is rolled so the power does not find her mind. The next round the same thing happens again and a 1 is rolled. Odd Oggie fails her saving throw and the Head Hider flies 10" to the left of her head. She becomes moronic for the next 3 rounds...

History Book

Charges: 2D10

This item is filled with blank pages. If it is carried by the party when they fight foes it records what happened during the encounter. At any time that the party wishes they can sit down together and read the story. As they read the story they are magically transported back to the fight. The fight starts over just like it started before. Each character is in the same state of health, has the same spells, has the same equipment, etc... they are exactly the same as that moment. Dead characters will have returned to the fight. The fight ends when either the party or foes are killed or they retreat. Then the party finds that they are back reading the book. Not much time will have passed as they relive the fight, maybe a round or two. Nothing that happened differently in the fight will affect what has happened, it is a make believe reliving of the fight.

The item has charges. If any are spent before they go into a fight there is a chance that they will receive a bonus from the fight. If they win and if they were at least evenly matched in the fight(Game Master discretion) they roll a D20 to see what benefits they gain:

1-3: For 24 hours within the next week the character gains a +1 bonus to every roll.

5-6: As 1-3 but +2

7-9: Can heal 1D8 HP once a day for a week.

10-12: As 9-10 but the roll is 2D8.

13-15: For 24 hours within the next week the character regenerates 1 HP a round.

16-18: For 24 hours within the next week each time a character hits a foe in an encounter the character's AC improves by one point. This is for only one hit. If the foe is killed the point disappears. Hitting multiple foes means the AC improves by multiple points. Once the encounter where the hit occurs ends the AC bonus ends.

19-20: For 24 hours within the next week each character gains +1 to their saving throws. Also all foes suffer a -1 to their saving throws. This penalty does not stack if multiple characters have this. If a character is brought to 0 HP any character in the party that has healing spells can apply one or more healing spells to that “dead” character immediately. There is no need to cast the spells, they can be applied instantly. The spells are considered cast after being applied.

Only characters that were part of the fight that is relived will gain any bonus. Also they must be sitting close to the book, taking part of the reliving to gain the bonus. If they are in another room or further away they gain nothing.

Example:

Odd Oggie opens the History Book up and begins to read of her encounter with the Brutal Beast. She decides to relive that encounter and spends a charge. The Game Master decides that is a tough fight, if they win against the Brutal Beast they will be awarded. The fight goes well and Odd Oggie wins. For an award a 2 is rolled. Within the next week she can choose a day where she gains +1 to every roll she makes.

The next day they enter the dungeon and she chooses to use this award. Every encounter goes well. Each time she rolls to hit she gains +1. Every damage roll gains a +1 bonus. Every saving throw gains a +1 bonus. 24 hours pass and the bonus ends. Using the History Book was worth it.

Hornet Gun

Charges: 5D10

The item appears as a shotgun that is made out of black lace. Its barrel terminates in a horn, like a trumpets. A shot releases a buzzing ball at the gun's target. The ball is made up of what appears to be flies and it is 1" in diameter. It can be shot up to 150" away, roll to hit with no distance modifiers.

When the ball hits it explodes into thousands of small naked women with insect wings and a large stinger coming out of their buttocks, the Hornets. If the ball misses it goes down and all the insects splatter on the ground, leaving a big red stain. It looks like someone has been killed there.

Roll a D10 to determine what happens each round:

1-3: Hornets do nothing, they drop their foe to the ground. The Hornets follow the foe to the ground and keep buzzing around him.

4-10: Hornets sting the foe 1D10 times. Each sting does 1/5 of a HP of damage and raises the foe 1" off the ground. A full HP of damage does not occur until 5 stings have accumulated. This carries over from round to round. The foe does not fall to the ground until the duration ends or a 1-3 is rolled, they are continually lifted each time a 4-10 is rolled. The foe is granted a saving throw each round when the Hornets try to lift him into the air. If made then he is able to fight the Hornets enough that they cannot lift him.

(The above happens before anything else happens in the round. If the foe is on the ground or dropped to it then he can do what he wants.)

Each shot consumes 1 charge and the hornets will last for 5-10 rounds(1D6 + 4). The foe can swat the Hornets and kills some of them but there are too many of them to destroy that way. Exposing the foe to an area attack such as a fireball will clear them out. The foe if in the air when this happens will still fall to the ground. The Hornets are not tough but there are many of them.

When all the charges are spent the shotgun loses its form, the lace becomes some type of clothes that the wielder can wear. Choose something that fits the character.

Example:

Odd Oggie aims her Hornet Gun at the Gross Girl. The Gross Girl is 100" away. She shoots and scores a hit on the Gross Girl. The Gross Girl is covered with small naked women with insect wings and stingers. They will cover her for 6 rounds. Odd Oggie ignores her and just watches. Here is what happens each round:

Round 1:

A 6 is rolled. 7 Hornets sting. She fails her saving throw. The Gross Girl is lifted 7" off the ground. She takes 1 HP of damage. She is 2/5th of the way from taking another HP.

Round 2:

A 5 is rolled. 3 Hornets sting. She fails her saving throw. The Gross Girl is lifted another 3" off the ground, total 10". The 3 more stings fill the 2/5th from the previous round to 1, so another HP is done.

Round 3:

A 2 is rolled. The Gross Girl is dropped to the ground and takes 3 HP for being dropped 10". She makes a run towards Odd Oggie.

Round 4:

A 6 is rolled. 5 Hornets sting. She makes her saving throw. The Gross Girl would have been lifted 5" off the ground. She takes 1 HP of damage. The Gross Girl runs closer to Odd Oggie.

Round 5:

A 9 is rolled. 10 Hornets sting. She fails her saving throw. The Gross Girl is lifted 10" off the ground. She takes 2 HP of damage.

Round 6:

A 1 is rolled. The Gross Girl is dropped to the ground and takes 6 HP from being dropped 10".

After Round 6 the hornets fly away. The Gross Girl can close the distance between her and Odd Oggie. Odd Oggie aims the Hornet Gun again and thinks about pulling the trigger.

Ivy's Rump Ruiner

Charges: 5D10(maximum of 50 charges)

A bow made infamous by Ivy for shooting arrows repeatedly into the buttocks of her foe, the Double Dorko. It is a black bow, its string seems to be a vine until strung with an arrow. No matter what the wielder is aiming at she feels as though she is aiming at the buttocks of her foe. It is as if nothing else exists but the buttocks. The foe's death is in his buttocks she finds herself thinking. One shot there and it's over with...

Depending from where the arrow is shot determines where the arrow will end up and any bonuses:

From Behind:

Goes into one of the buttocks, +3 bonus to hit.

From A Side:

2 in 4 chance the arrow goes into one of the buttocks. Roll/determine this before the shot is made. If it goes into a buttock then there is a +2 bonus to hit.

From Front:

1 in 4 chance the arrow goes into one of the buttocks. Roll/determine this before the shot is made. If it goes into a buttock then there is a +1 bonus to hit.

From Above Or Below:

The Game Master must decide how visible the buttocks are from either place. If visible treat it as From A Side. If not the treat it as From Front.

The bow has charges and if one is spent the shot will act like it is coming from behind, this includes the to hit bonus. If all the charges are spent the bow acts normal. If a foe is killed by an arrow shot to a buttock the bow recharges 1 charge.

Foes that lack any buttocks to shoot do not suffer any special damage or have any bonuses applied to them from the bow. The wielder will feel like there isn't anything there to shoot. Any arrow that they use against such a foe will fall harmlessly to the ground right before the wielder's feet.

When an arrow hits the buttocks roll a D12 to see what happens:

- 1-4:** Normal damage
- 5-7:** +1 damage
- 8-10:** +2 damage
- 11-12:** Roll Special Damage

Special Damage

- 1-4:** Double damage. Calculate damage and multiple it by 2.
- 5-7:** As 1-4 but +1 is added on: $(1D6 + 1) \times 2$
- 8-10:** As 1-4 but +2 is added on: $(1D6 + 2) \times 2$
- 11-12:** Save vs. death or die. If a save is made roll on this table again.
If a 12 comes up roll again.

Example:

Odd Oggie has somehow got hold of Ivy's Rump Ruiner. This is the weapon she has heard about for years and now it is hers! Into the dungeon she sneaks and sees the Farting Fool, apparently a cousin of the Double Dorko. She decides to test the bow on him. Behind him she sneaks and shoots an arrow. A hit is rolled, with a +3 bonus, and into one of the Farting Fool's buttocks the arrow penetrates. For damage, an 11 is rolled. Special Damage is rolled next. Another 11 is rolled. The Farting Fool fails his saving throw and falls over dead, from an arrow in his buttock. Ivy's Rump Ruiner gains 1 charge from the buttock death of the Farting Fool.

Locking Key

Charges: None

A silver key whose bit glows silver as well. When one gazes at it their intuition tells them that it will open something important. Perhaps it will open that large chest that they couldn't get open? It appears as though it will open anything.

This key is cursed. The user cannot get rid of it. Every time that she is near a door she hasn't seen there is a 1 in 4 chance that she will run up to the door and try to unlock the door. A keyhole will appear on the door which the key will fit into. She will put the key into it and it will seem as though the door opens as she turns the key. She will get a glimpse, for 1 round, of what is behind the door. In reality though time will have not passed. She puts the key away and finds that if the door was not locked or even lacks a lock it is now magically locked. The door is only locked for her and everyone else in the party. It takes magic, such as a knock spell, to open it. If it was already locked that lock must be opened as well.

Example:

Odd Oggie has found a pretty good looking key on the Failed Thief's body. This has to be for something special. Deeper into the dungeon she walks. The first door she sees a 1 is rolled. Up to the door she goes. Another keyhole appears on it and she takes out the key she found, the Locking Key. She locks the door with it. Briefly she sees the big man walking around in his leather skirt. She tries to open the door but can't. Why did she lock the door she wonders? The key must have something wrong with it. She throws it to the ground but it returns to her pocket. A cursed key! She has to get rid of it. Out of the dungeon she escapes, the wizard that can get rid of it is many miles away.

One Day Magical Armor

Charges: 1D100

This armor can be any type of armor. If touched it changes in appearance, from being normal to being something ornate. Then it returns to what it was. When put on the wearer can sense that her will can change the armor, make it better.

The armor has the normal AC of the armor that it is. When a charge is spent it improves its AC by 1 point. This lasts for 1 day. The most it can be charged up to is +5. When the armor is out of charges it becomes normal armor.

Example:

Odd Oggie puts on her leather armor, which happens to be One Day Magical Armor. Into the dungeon she goes. Before the first door she spends 3 charges and improves her AC by 3. For the next 24 hours she has this extra protection.

At the 20 hour mark she knows a tough encounter is up ahead. She spends two more charges and improves the AC to +5. For the next 4 hours it will be this, at the end of this time the bonus will drop to +2. The encounter goes well and her armor eventually returns to normal. That is until she spends charges again.

Patched Up Holey Bag

Charges: None

This is exactly like a Bag Of Holding. It appears as a bag that has all these different colored square patches sewn into it. The number of patches shifts as things are put in the bag; the more items in the bag the more patches appear on the surface.

Once a day there is a 1 in 8 chance that something that has been put into it will fall out and be lost as the wielder moves along. A patch breaks open letting an item out of the bag.

Losing the item will not be noticeable, it will fall silently, be intangible and invisible for an hour. Even coins and other things of large quantity will fall out in the same way. All the gold, for example, that is in the bag will be lost where it falls out. An hour after this happens it will appear as a gold pile. When it normalizes it try to move around anything that has been put in its falling place. If it cannot do this then it will appear back in the bag. The patch will still be broken open.

The user will notice 1D4 hours later that one of the patches has broken open. The patch can be sewn back together, all it takes is a needle and thread. If the patch is not put back in place each day another item will fall out of it, This is in addition to the chance that another patch will break open and release another item. Each broken patch/hole lets an item out a day.

Example:

Odd Oggie has a Patched Up Holy Bag. She puts a bag of coins in it and goes off wandering. 3 days into the wandering a 1 is rolled on the D8 check. A patch breaks open and the bag of coins falls out of the bag. It isn't there where it fell out yet but will be soon. 2 hours later Odd Oggie notices a hole in the bag, she finds it is empty. She decides to back track the way she came. Another hour passes and she comes upon her coin bag. She attaches it to her belt and puts the Patched Up Holy Bag away. It needs some work before she will ever use it again. The bag though defective is still a good Bag Of Holding, most of the time.

Peeker

Charges: None

This item appears as a 1" long, 3 inch diameter hollow yellow rubber tube. If looked through one can see out the other end as if their eye was looking directly out it. It can be bent in any way and it functions the same.

The Peeker's length can be extended 10" every round. The user just has to concentrate and it will grow and follow the direction the user wills. It will bend around corners, go under doors if possible, go up a chimney, etc... . The user can order it to shrink 10" a round as well. The maximum length the Peeker can grow is 1000". Its minimum size is 1".

If the Peeker is attacked it has an AC of 9(Descending) and 20 HP. When brought to 0 HP the Peeker stops working and becomes a piece of inanimate rubber, it retains its last size.

Example:

Odd Oggie takes his Peeker out and moves it along the floor. For 10 rounds she moves it, grows it to 100". Then she sees the Ignorant Icky running around with some Young Yuckos following it. They do not notice the Peeker spying on them. Odd Oggie watches for a minute or so and then quietly shrinks the Peeker back to her. It takes 10 rounds for the Peeker to get back.

Perplexing Pen

Charges: None

The pen appears as a plastic clown, 6 inches in length. At first touch the thing feels as if it is a small human, soft flesh, hair that can be brushed, etc... but one soon realizes that this is a mistake. The thing is completely plastic. If one presses the nose the writing tip sticks out of one of its big clown feet. The reverse happens when pressed again. The pen never runs out of ink, as one writes they feel like they are inside of the clown directing its toe as it writes.

Anything written with this pen is incomprehensible, it seems to be complete gibberish. Even to the author who was trying to write something what she sees does not make any sense.

But if the reader sticks with reading it, what was originally written will make sense eventually. At the first 10 minute mark the reader will realize that they are making progress in deciphering it. For every turn(10 minutes) of reading 2D10 percent of what was really written will begin to make sense.

If a turn is skipped it becomes perplexing again. Only by reading the words continuously turn after turn does it begin to make total sense. When 100% is achieved the text forever stops being gibberish to whomever is reading it.

Example:

Odd Oggie writes a love letter to his true love Weird Wiggie. He uses the Perplexing Pen and what comes out of his head is true poetry. What is written on the paper is indecipherable. He sends the letter off to Weird Wiggie.

Weird Wiggie gets the letter and she can't make any sense of it. She stares at and reads it over and over. What is he trying to say to me she thinks? Then at the first 10 minute mark(1 turn), 11% of it becomes clear. She can't believe she didn't see that part before. She continues reading and then at the next 10 minute mark 27% of it makes sense. Every 10 minutes another chunk of it becomes clear to her. She keeps at it until 100% of it makes sense. Odd Oggie loves her and he is a real wonder of a poet.

Ring Of Finger Folly

Charges: None

This red ring's band is composed of 3 small fingers that are fused together at their ends. It functions as a Ring Of Protection +1. Magic investigations will reveal that it is a protection ring but that there is something else about it, something that cuts. But what does it cut?

When the wearer is cut or cuts a foe the ring may activate. It responds to the call of cutting, its sharp brethren wake it up. Each time roll a D10, if a 1 comes up the ring decides it will do what it was made to do: the finger that wears the ring is cut off. The wearer takes 1 HP of damage and must make a saving throw. If failed she cannot use the hand the ring was on for a week. The ring falls to the ground with the finger. The finger still wears the ring.

Strangely if the ring is left on the finger and the finger's owner takes it with her she still gains the protection of the ring. The ringed finger will shake slightly whenever she is cut or cuts a foe. If kept close to her body it will seem to poke her whenever she cuts or is cut. Removing the ring from the finger ends the magic protection.

Example:

Odd Oggie has found a Ring Of Protection he thinks. In reality it is a Ring Of Finger Folly. He puts it on, glad of its extra protection. A few minutes later he pulls his knife on the Crude Clubber.

Several cuts from Odd Oggie into the encounter a 1 comes up on the D10 check. The finger with the Ring Of Finger Folly on it gets cut off by it. His ring finger falls to the ground, Odd Oggie loses its protection. Odd Oggie makes his saving throw, he will still be able to use the hand that had the ring on it. After the fight Odd Oggie picks up his finger and notices that the ring is protecting him again. He will have to find some way to get the finger back on his hand.

Ring Of The Small Shield

Charges: None

The ring is made of leather. It is hard enough that it keeps its shape. On the front of the ring it appears that there was something small attached to it, there is a discoloration there.

The wearer of the ring is able to touch her shield with it. The shield shrinks down to the size of the ring and stays attached to it. With the ring worn the wearer does not need to hold the shield. It offers all the protection of the shield it is attached to but does not require that the wearer use one hand to hold the shield. The ring must be worn to attach the shield, removing the ring releases the shield. At any time the shield can be removed from the ring.

The wearer can use both of her hands in combat. If another shield is held in the hand then the protection the ring offers does not occur. Those that are not skilled to use the shield, or not allowed, can use this ring to gain the protection of a shield.

Example:

Odd Oggie is wearing the Ring Of The Small Shield. She wants to use both hands so she reaches down and touches her Large Shield +2. The shield shrinks to the size of the ring and attaches itself to it. With the ring on it is as if she is wielding the shield.

Later in a fight she is able to use a Two-handed sword and with the ring on she gets the protection of the Large Shield +2. After the fight is over she wants to wear a different ring on the finger and takes the shield off of the ring. It regrows to its former size. She can now use her shield in her hand and carry a one handed weapon.

Rod Of The Anti-Friend

Charges: Used once a day(See Below)

The black wooden rod that a man people had called the Anti-Friend used to walk with. It is 5" in length, has 2 holes in it at its ends. In the middle is carved a depiction of an old man urinating on a heart. The Anti-Friend loved to do this. Every kind gesture he spat on, every gift of charity he tried to steal from, every kiss he received he responded with a punch. Love was hate to him, hate was love. Everyone did as he willed or he would beat them with his rod.

In his last act of anti-friendship he tore the dresses off all the women in town and made them eat their make up. While the women were having their "feast" the men's anger became stronger than his anti-friendship. They could take it no longer and crucified him on his rod. His body hung in the center of town. The pain was great but the Anti-Friend never complained. Though he spoke not the people could hear him yelling at them to do unhealthy things, feel his rod beating them, so they hid in their houses.

At midnight everyone in the town felt sick and they heard the sound of the rod beating on their doors. The men angrier then ever opened their doors and found nothing. A dark figure was seen running from where he had been crucified. The Anti-Friend was gone, all that was left was the rod. No one would touch it, its presence drove them all from the town. In time the rod left as well.

The rod can be used to summon the spirit of the Anti-Friend. He appears as translucent bald old man dressed in woman's clothes and wearing makeup. Tattooed on his forehead is a hand with only the middle finger extended. When you look at it the spirit seems to be smiling but then it spits on you. The spirit floats around his summoner, he tries to drop rocks on her and stick her with his sharp fingernails. Everyone in the user's party will wish that she would send him back to where he came from. Why is the Anti-Friend with them?

Each successful D20 roll by the user's foes draws his attention. Each hit, successful save, etc... . The spirit wraps around the foe and the foe must make a save vs magic. If they fail the next time they automatically fail their D20 roll. Roll the D20 anyway and if they would have succeeded in their roll the automatic failure continues to the next D20 roll. This happens over and over again until they have failed a D20 roll. All the D20 rolls should have modifiers added in, what matters is if there was failure or success.

The spirit will follow the user around for 1 turn and then he returns to where he hides. The spirit is hostile to everything, only the user's will keeps it

under control. But there is a 1 in 4 chance after every 10 successful attacks on the user's foes that it will turn on the party until one of the characters succumbs to his D20 automatic failure power.

The rod can only be used to summon the Anti-Friend's spirit once a day. Every time it is used there is a 1 in 4 chance that the rod will become useless for a week. Check after the spirit has left. The Anti-Friend's spirit will be heard cursing the user during this time: "Think I am your friend do you? Damn you and damn your friendship. DAAAMMMnnn the RODDDD!".

Example:

Odd Oggie has found the Rod Of The Anti-Friend. She wants to throw it away but maybe it will be useful. Into the dungeon she goes. Before the first door she uses the rod. The Anti-Friend floats around her and she does not like him. Odd Oggie swears he is pouring lice from a bag on her hair. But there is nothing. Into the first room she goes, the Anti-Friend follows her.

A Mistaken Friend attacks Odd Oggie, it scores a hit on her. The spirit wraps itself around the Mistaken Friend, the Mistaken Friend fails his saving throw. Odd Oggie laughs: "Evil has its uses!". The next round the Mistaken Friend automatically misses Odd Oggie. The D20 roll would have succeeded so the automatic failure continues. Next round the Mistaken Friend automatically fails again. Its D20 roll fails so the automatic failures end. But Odd Oggie ends the Mistaken Friend's confusion, he falls over dead. The spirit of the Anti-Friend defecates on the corpse but nothing is there when he is done. Many rounds later the spirit goes away. Odd Oggie does not like this rod at all. But she keeps it because, Evil has its uses. Ha ha ha ha ha!

Scroll Of Spinning Spells

Charges: 5D10

The scroll in its unused form cannot be unrolled unless a charge(s) is used. This scroll each time it is unrolled spins like the reel of a slot machine. Out of it comes a random spell that can be cast from it. The user determines what spell level she wants and for what class. For each level that is to be randomly selected from this costs 1 charge.

The spell that is revealed stays there for 1 turn and then the scroll rolls up and cannot be read. Once the scroll is rolled up that spell is gone unless it is randomly selected again. Use the normal spell level list and randomly choose a spell from it. This does not allow the user to be able to cast the spell. She must be able to cast the type of magic that appears on it.

Example:

Odd Oggie is about to venture into an encounter. She has the Scroll Of Spinning Spells and wonders if it will give her a decent 5th level spell. The scroll has 10 charges left so she uses 5 and lets the scroll spin. Up comes a great spell: Monsters Die Now. She enters the encounter with the Painted Pains and uses the spell. The Painted Pains die and the scroll rolls back up, waiting for another use.

Shoes Of The Fast Flames

Charges: None

These shoes are made of light red metal. On the sides of them are two metal pieces that have been cut to look like flames. When worn it feels as though the wearer's feet are on fire. When she moves the shoes change color to orange and red, smoke comes out around the ankles and small fires are left where she moves.

Each day the magic of the shoes can be used 3 times. The magic creates a fire wall when she moves. Wherever she moves the fire wall appears directly behind her. The shoes also increase her speed.

Movement and fire wall creation lasts for 3 rounds. Each round the magic changes:

Round 1: Moves at 4 x her normal rate

Round 2: Moves at 3 x her normal rate

Round 3: Moves at 2 x her normal rate

The fire wall she creates lasts 3 rounds, from the round she created it. Its size and the damage it does lessens with each round:

Round 1:

Does 2D8 HP of damage, a save cuts the damage in half.
Fire wall is 15" tall.

Round 2:

Does 2D6 HP of damage, a save cuts the damage in half.
Fire wall is 10" tall.

Round 3:

Does 2D4 HP of damage, a save cuts the damage in half.
Fire wall is 5" tall.

The fire wall is as wide as the wearer of the shoes. It goes from shoulder to shoulder. When it does the most damage it is at its darkest, at its least it is very bright.

Example:

Odd Oggie is wearing her Shoes Of The Fast Flames. She runs into the Frost Freaks, 6 of them. She activates her shoes and is able to run 160" this round, her normal rate is 40" a round. This is 4 times her normal movement rate. She puts 2 firewalls between her and the Frost Freaks, 15" tall. 3 of them run through both of them, thinking they will not be hurt. The first wall fries them 9, 12 and 13 HP. The 2nd wall fries them 11, 14 and 8. Each save attempt fails. All 3 of them die in the 2nd wall. The remaining 3 wonder what to do.

The next round the original wall diminishes to 10" tall. She moves at three times her normal movement rate, 120" this round. She makes another wall between her and the Frost Freaks. They do nothing but begin to think they should leave.

On the 3rd round the original wall is down to 5" tall. The 2nd one is down to 10" tall. Odd Oggie can move at 80" this round, two times her normal rate, she makes one last small wall. The Frost Freaks decide to leave, she keeps on making fire walls!

The original fire wall goes out on the next round, the 2nd one the round later and the 3rd one 2 rounds later. The Shoes Of The Fast Flames did their job.

Short Sword Of Chest Stabbing

Charges: 2D10(Maximum of 20 charges)

A beaten up looking blade. One could walk around with it in her hand and no one would want it for themselves. Makes the wielder look poor. The handle is poorly connected to the blade, it seems like it will fall off.

This is a deadly thief weapon, it is a +1 short sword. When a charge is spent a thief or any character with the backstabbing ability can use that skill when attacking from the front or sides. The attack goes into the chest and not the back. A hit means they have back stabbed the chest and do damage as if they have back stabbed the back. The duration of a charge lasts 1D4 rounds. When the sword is out of charges it is just a +1 short sword.

To recharge the sword the wielder must successfully back stab a foe and choose not to do any damage. Roll damage as normal. If it does a HD or less in damage the sword recharges 1 point. For each HD of damage done beyond the 1st another point is recharged.

So, for example, if a thief did 30 HP of damage, for example, from a back stab attack she could forgo the damage and recharge the sword. If 1 HD is equal to 8 HP in the monster she would recharge it 3 points. 1 for the first HD, and 2 more times for another 2 HD. That would leave 6 HP of damage left which is not enough to recharge the sword another point.

Example:

Odd Oggie pulls out her Short Sword Of Chest Stabbing. Into the room with the Awful All, the thing that sees in all directions, she enters. There is no way she can back stab this beast so she runs up to it and expends a charge. She can now back stab it from the front and sides. The roll indicates she can chest stab for 3 rounds. The first round she hits and does 14 HP of damage from a chest stab. The next one she does 15 HP of damage. And the final round she does 13 HP of damage. Each of these hits uses backs stabbing damage rolls, otherwise they'd be 1D6 damage rolls. The Awful All is close to falling. Should she spend another charge or see if she can kill it with a few more blows?

Silver Clay Sword

Charges: None

The sword starts as a long piece of silver clay that looks like a long sword. At noon each day it reverts to this form. In this form it does not do any damage to anything it hits. If it hits anything the sword deforms and when pulled away it takes a couple of rounds to regain its normal shape.

When used against a foe that is wielding a sword the sword tries to copy what that sword is. First a hit must be scored and then it becomes the sword. The sword hardens and ceases to be clay. Its damage range is copied. For each magical bonus point roll a D4. If a 1-2 comes up for the point the point is duplicated. For each effect do the same, if a 1 comes up the effect is duplicated. Damage is done as this sword for the first hit. It continues to be this sword until the next time noon arrives or it is used against another foe with a different sword.

The largest this sword will grow is to two-handed sword dimensions. It will work against a giant, for example, with a much bigger sword but will only expand to the two-handed size. Magic and other effects from such swords can be gained as well.

When it is in sword form and used against a foe that is wielding a different sword the sword goes through the same process as if it was clay again. If the foe changes swords the same thing happens.

Example:

Odd Oggie is facing the Bad Guy With The Long Sword +3. She draws her Silver Clay Sword and hits the Bad Guy. The Silver Clay Sword turns into a long sword. She rolls 3 times and the sword duplicates two bonus points, a 1 and a 2 were rolled. It is now a long sword +2. Next noon is 14 hours away. The sword cuts deep into the Bad Guy who was not expecting a replica of his sword to wound him. He runs away. Odd Oggie may chase him or she may look at her sword for awhile. A +2 long sword, yes!

Spirit Slave Net

Charges: 2D10

A magical net that will fit one foe at a time. The net is only 3" x 3" in the wielder's hands. It can be thrown up to 50" away. If a miss occurs the net returns to the wielder. A successful hit will ensnare a foe, movement will be cut to 50% and it will attack at -1. The foe will be ensnared by it for 1D6 + 4 rounds. The net expands and covers the foe. Each round it changes its size to make sure the foe cannot escape it.

If killed while ensnared the foe will rise up with a slave spirit inside of its body. If human, humanoid or something similar to the two it will be restored to life. For HP the least it will have is 1 HD at the maximum amount. But if the foe had more than 1 HD it will have an additional HD of full HP added on to it for every 5 HD. The foe will be the equivalent of a man in arms. No spells, no surrender, always under the net owner's control. It will be armed, have the same AC, same movement and attack as the foe was in life. If it had multiple attacks then it will attack multiple times. Each attack is with the HD it had in life. Special abilities it will not have; things like level drain will be lost. A dragon, for example, brought under the control of the net/wielder will not be able to access its spells nor will it be able to use its breathe weapon. But it would be able to fly if it could do this in life. Physical things the slave spirit can use, magical and otherwise it cannot.

Using the net to ensnare a foe costs 1 charge. After the foe has finished being ensnared or has been brought back to life the net returns to the user. It flashes, disappears, the user flashes and the net returns to someplace on her person.

Example:

Odd Oggie throws her Spirit Slave Net at the Man Of 4 Arms and scores a hit. A charge is spent. The Man Of 4 Arms now moves at half its normal rate and will attack at -1. He will be ensnared for 5 rounds. Odd Oggie takes the Man Of 4 Arms down in 3 rounds without a scratch. The net returns to Odd Oggie. The Man Of 4 Arms rises up as a 2 HD servant for Odd Oggie. The Man Of 4 Arms had 5 HD, so 1 HD + 1 HD more for having 5 HD. Since the Man Of

4 Arms could attack twice a round with his long swords he can attack twice a round as Odd Oggie's man of arms. When he attacks he will attack as a 5 HD monster.

Sticktit's Saddle

Charges: None

The saddle that was worn by Sticktit, the horse of the unstoppable warrior Nit. Both are gone now, some of their things remain. The saddle of Sticktit is one of them. Made of green leather, one can still see the faded red horses that were painted on its edges. When placed on a horse it gains +1 to its AC and never needs to sleep or drink. 3 times a day it can haste itself for 1D6 + 4 rounds.

If the horse is killed, its flesh melts away and the skeleton rises up with the saddle on it still. The skeleton horse acts exactly like it did while alive(including the benefits of the saddle). It has 2 HD(16 HP) and gains all the benefits of being undead. If a Skeleton's AC is better than the horse's AC use the Skeleton's AC. Every night at midnight any damage it has suffered is instantly healed. When it rises from the dead the horse's haste ability is reset, it can haste again 3 times.

If its rider is killed while on it the horse runs away as fast as it can to the nearest graveyard. When it reaches it, the horse digs itself a grave and buries itself and the saddle. At that point the horse is dead and the saddle awaits whomever digs it up.

If the saddle is removed while the horse is undead it becomes a normal dead skeleton. Putting the saddle back on it will not restore it to its undead state.

Example:

Odd Oggie is riding her big bad horse Hard Hooper, with Sticktit's Saddle on it. They ride for days and eventually reach the battlefield. They fight the Riding Raider on his black horse. Hard Hooper dies and Odd Oggie kills the Riding Raider. During the last blow Hard Hooper is hasted and charges into the Riding Raider. The fast pace won and lost that fight.

But that is not the end of Hard Hooper. She rises up, her flesh melts away

and she starts over as a skeleton horse. Odd Oggie is glad she can still ride her favorite horse, even though there's not much left to it.

Sword Of Armor Ignoring

Charges: None

This +1 sword, which could be any sword, ignores any protection a specific armor type offers. Only one armor type will not offer the protection. The others act as normal. Magical or normal the specific armor does not exist when faced with this sword.

For example, a sword of the plate mail type ignores those that wear plate armor. When fighting a foe wearing plate mail, full plate mail, etc... it goes right through the armor and into the flesh when it strikes. The armor can't defend against the sword. The AC the armor offers does not exist.

The sword appears as though it is made from the type of armor that it ignores. If it was leather, the sword would appear leather like. Roll a D8 to determine what type of armor the sword ignores:

- 1:** Leather
- 2:** Studded Leather
- 3:** Splint Mail
- 4:** Scale Mail
- 5:** Padded
- 6:** Banded mail
- 7:** Chain mail
- 8:** Plate mail

For types of armor not worn decide what category it would fit under or have the sword not ignore it.

Example:

Odd Oggie has found a Sword Of Armor Ignoring. It is a short sword +1. But it also ignores anyone who is wearing Chain Mail armor! Into the dungeon she goes.

The first encounter Odd Oggie faces the Chain Maid, who wears chain

mail armor. Odd Oggie laughs and sticks her Sword Of Armor Ignoring(chain mail) right through the Chain Maid's armor. The roll was not against a chain mail protected foe but a naked one! The Chain Maid looks surprised as she dies, is she not wearing impenetrable chain mail? Yes, Odd Oggie says with her pleased face but she is wielding a Sword Of Armor Ignoring(chain mail). What good is chain mail against that?

The Ten

Charges: 2D10

A magical 10 sided dice. It is golden and on its sides the numbers 1 through ten are inscribed in red. When the user wishes to use it she swallows it and a charge is used. Red numbers appear at random intervals on her forehead. The number covers as much of the forehead as it can. It reflects what number was rolled on the D10(see below).

For the next turn a D10 is rolled whenever a D20 is rolled. Anytime the number on the D20 is less than or equal to what was rolled on the D10 the D20 can be rolled again. The reroll also has a D10 rolled with it as well. The same reroll option occurs with the rerolls. Every D20 roll gets a D10 roll.

At the end of the turn the dice appears in the users mouth. The red numbers on her forehead disappear. When there are 0 charges the dice loses all its numbers and becomes a dice shaped piece of wood. It loses its gold color and becomes brown.

Example:

Odd Oggie takes The Ten out of her pocket and swallows it, a charge is consumed. The item is activated for the next turn. On her next encounter she rolls a D10 with every D20 roll. On one of her D20 rolls she rolls a 6 and an 8 on the D10 roll. She decides to reroll the D20 and gets a 17 which is a successful roll. At the end of the turn the dice reappears in her mouth.

Wood Statue(Fat Leprechaun)

Charges: 2D10

This appears as a 3" tall statue of a fat leprechaun with one large tooth sticking out of its mouth. It's torso is the shape of an sphere, like a balloon that has been blown up. The thing is carved out of wood and lacks any color besides the brown of the wood.

Whenever the user is paralyzed, put to sleep, etc... incapacitated in any way she can use a charge. The user's belly expands and the torso becomes like the statues. The belly/torso has become an inflated balloon. When fully ballooned the user begins to float and can fly 150" a round in any direction. The user stays this way until the negative effect ends then they float downward and become normal.

Example:

Odd Oggie is paralyzed by the Nauseating Nudist. There is something sickening about his body, it stops her from moving. She has the Wood Statue of the fat leprechaun on her so she decides to escape. A charge is spent and her belly inflates, she ends up looking like the fat leprechaun. Odd Oggie floats and she flies as fast away as she can, 150" a round. The Nauseating Nudist cannot keep up with her. She makes it to a hidden place in the forest and waits for the paralysis to end. It does and she floats to the ground and returns to normal.