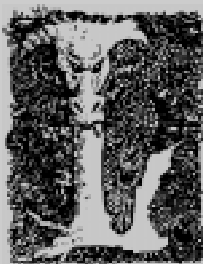


Chapter 4

Artifacts & Magic



Legends have always surrounded dark and unholy artifacts, and those that deal with the Infernal powers have acquired many such tools to further their sinister ambitions. From the simplest cursed dagger to ancient artifacts created by the elder gods themselves, magic items serve a vital role by extending the Infernal desires into the mortal world. Many such items actually promote the worst of sins while empowering the user to further spread their evil.

No magic manufactured on Infernus can ever be used for good, as such items always commit evil acts to begin with, or corrupt their user in some manner. That is, mortals soon discover that any item that doesn't seem to harm others is, in fact, causing harm to oneself.

What follows is a number of magic items and specific artifacts which originated on Infernus. Some are unique and were created by dark lords or powers, while others are more common and can be created by wizards and witches that possess the dark knowledge. ☞

*"He will never know
what tragedy befell him,
for when I strike, only one
chance shall he have.*

*This sword, which only
I can unlock the secret of,
was given to me by the
angel of death. And, when
I use it against man, only
one hit need I score, for it
shall swallow his soul.*

*Do not worry, my
friend, your enemy will
trouble you no longer..."*

*—An overzealous
assassin to his
employer.*

Magic Items & Artifacts

Staves

Staff of Storms

A twisted hardwood topped with a demon's skull form the basis of this staff. It is also adorned with several crystals and gem stones, and the eyes of the skull are filled with rubies that always glow red.

If detected for, the staff will radiate both a strong magic and evil aura. The staff is usable only by witches and warlocks.

The main ability of the staff is to summon dark storms (similar to the fourth-level warlock spell, q.v.) in order to frighten enemies, though the staff has other functions as well.

When the staff is tapped upon the ground once with deliberate force, a deafening thunderclap will sound and, over the course of the next round, dark thunderclouds will gather with amazing speed. Frequent thunder accompanied by constant flashes of brilliant lightning will saturate the skies in a 1-mile radius. The effect is curved such that the skies will appear dark across the horizon, seemingly filling the skies for many miles when, in actuality, only a 1-mile area is affected. Creatures viewing from outside the 1-mile area will see the localized phenomenon as a distant storm.

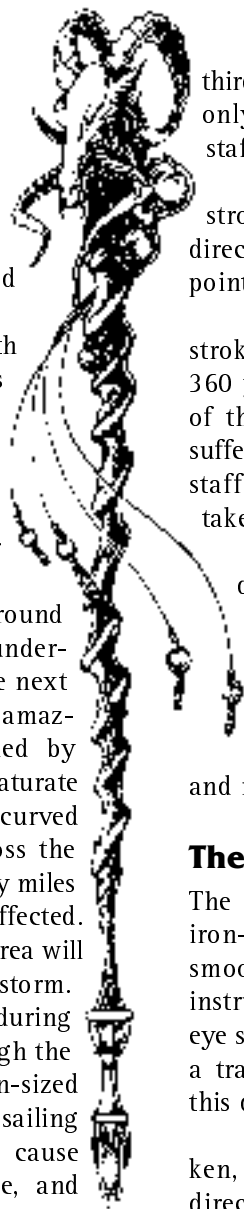
If the staff is tapped a second time during the storm, gale-force winds will rush through the area of effect. These winds will drive man-sized and smaller flyers from the skies and make sailing treacherous. The winds do not actually cause damage to structures, trees, or otherwise, and flying creatures will be able to land safely.

Although the storm is quite real, neither airborne nor ground-based creatures are subject to any damage from either the lightning, wind, or thunder. Unlike the warlock spell, this storm *can* be dispelled, but is treated as 8th-level magic use.

Note that the storms effect is not illusionary, and so cannot be detected as such. The effects do appear far more ominous than they really are, but this is accomplished with optical illusions as opposed to by spell.

Both the storm and wind effects will last for 1d3 turns or until the staff is tapped a third time.

The storm effect alone drains 1 charge, though the winds drain another.



The second power of the staff is identical to the third-level priest spell *call lightning*. This power works only if stormclouds are already present (either by the staff's main power, or otherwise).

In such a case, the wielder may call down one stroke of lightning from the skies. The bolt can be directed at any one target area and will cause 8d8 points of damage.

The bolt of lightning flashes down in a vertical stroke at whatever distance the wielder decides, up to 360 yards away. Any creature within a 10-foot radius of the path or the point where the lightning strikes suffers full damage unless a successful saving throw vs. staff is rolled, in which case only one-half damage is taken.

Obviously, this power can only be used outdoors and does not function under ground or under water.

This call lightning effect can be used only once every 3 rounds by thrusting the staff upwards into the air. This power drains two charges.

These staves typically have 12 to 20 charges and never contain more than 25 such charges.

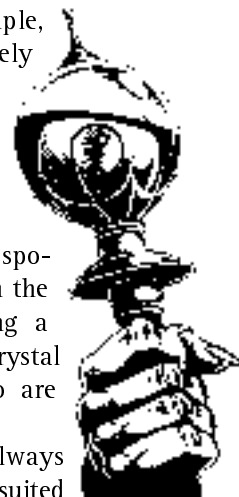
The All-Seeing Eye

The 'eye', as it is called, is a simple, iron-shod staff which is completely smooth, save for the head of the instrument: A large disembodied eye suspended in fluid is housed in a transparent crystal sphere atop this device.

When the command word is spoken, the eye will see up to 120' in the direction it is pointed, projecting a small image on the back of the crystal sphere that is visible to all who are close enough to view it.

Furthermore, the eye will always use whatever type of vision is best suited for the situation. For example, in dark areas the eye will use infra- or ultravision, and when pointed at a wall or door, the staff will use *clairvoyance* or 'x-ray vision' type powers.

Each time the staff is activated, the device will maintain current images for 1 turn, and each such activation drains one charge.



Staff of Famine

This horrid device is ruggedly carved from Infernal oak and topped with a human skull over assorted undulating organ parts. It gives off a foul odor detectable in a 30-yard radius of the staff.

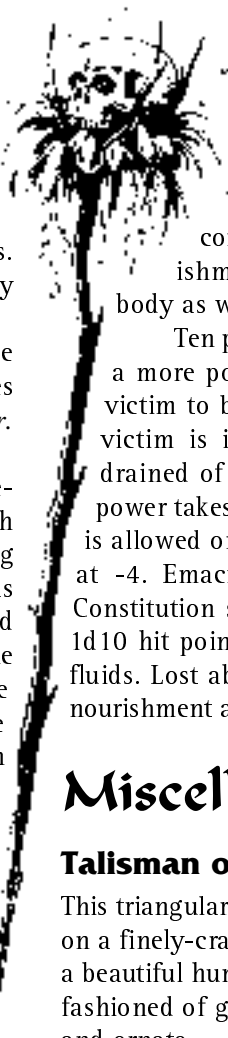
Any creature (excluding the wielder) who ventures within a 3-yard radius of the device must save vs. staves or retch as if smitten by a *vomit* spell. This ability drains no charges.

Upon command, the skull atop the device will rise up in a fiery embrace that causes all viewing creatures within 10 yards to save vs. spell or be affected by *fear*. This ability draws one charge.

If the wielder so desires, a 20-foot long tentacle-like proboscis will shoot forth from the skull's mouth and strike a single target. The victim is allowed a saving throw vs. petrification. If successful, the victim has dodged the attack. A struck victim is instantly drained 1d6 hit points, half of which are conferred to the wielder. (The conferred hit points cannot exceed the wielder's normal maximum—thus, a character must be injured for this ability to function, though the drain will take place in any event.) This effect drains one charge.

In addition, for two charges the wielder may order the proboscis to attack a victim by strangulation. Again, the victim is allowed a saving throw to avoid the effect. If he should fail his save, the proboscis will have wrapped around the victim's neck, causing 1d4 hit points of damage. Each round thereafter, the constricting proboscis inflicts an automatic 1d6 points of damage to the victim (no save). The staff wielder may end the effect at any time, though additional rounds of strangulation do not drain more charges. The only other way in which to end the strangulation is to inflict a combined total of 20 hit points of damage to the tentacle itself. If this is done, the tentacle is severed and will retract into the skull where the powers of the staff are nullified for one day while the proboscis regenerates. Also, each time the wielder ends the strangulation before the staff has drained the life from its victim will result in a 33% chance of the staff ignoring the wielder and continuing to strangle the victim until he dies.

Furthermore, once per week the wielder may expend three charges to invoke the staff's famine power. When this is done, the skull's eye sockets will glow a fiery red and all creatures (excluding undead) within a 10-yard radius must save vs. death at -3 or be struck



ravenous. If affected creatures do not spend the entire following round gorging on whatever foodstuffs are available, they will collapse from starvation, and remain helpless for 1d8 rounds.

Finally, the staff's wielder must consume twice his regular amount of nourishment, as the staff draws upon the user's body as well.

Ten percent of these staves are enchanted with a more potent famine ability that causes a single victim to be affected within the radius noted. This victim is instead struck by the proboscis and is drained of fluids until he or she is *emaciated*. This power takes 1d4 rounds to complete, and the victim is allowed only the initial saving throw versus death at -4. Emaciated victims have their Strength and Constitution scores reduced to 3 and suffer a loss of 1d10 hit points per round while the staff is draining fluids. Lost ability points are recovered with rest and nourishment at a rate of 1 point in each score per day.

Miscellaneous Magic

Talisman of Vanity

This triangular and jewel-encrusted medallion is strung on a finely-crafted strip of leather cut from the body of a beautiful human. The base of the medallion is always fashioned of gold or platinum and incredibly beautiful and ornate.

Any creature who wears the talisman will have his or her Charisma (Appearance) score raised by 3 points for as long as the character continues to wear the item openly and in plain view. Once the talisman has been donned by a person, he or she must make a successful Wisdom (Willpower) check in order to remove the item. Once removed, the bearer may attempt to discard or sell the item, but must pass an additional Wisdom check in order to do so (failure indicating they change their mind at the last minute). Furthermore, each day the item is carried but not worn, the possessor must save vs. spells or don the item.

There is a 10% chance that each other creature who views the beautiful medallion will desire it greatly. Such creatures must pass a Wisdom check or they will attempt to obtain the item. Attempts to gain the item may include thievery, barter, or even attack and murder.



Broach of the Demon's Eye

This broach is fashioned from a glass ball containing a disembodied eye suspended in the sphere's center. The glass ball is reinforced with bands of platinum and strung on a gold chain.

When worn, the eye within confers 120' *infravision* upon its wearer. In addition, the sphere will glow a soft red when the wearer is within 10-feet of a chaotically-aligned creature.

Each round the wearer remains within this vicinity of chaos, the sphere will glow brighter and become hotter. On the third round, the wearer will feel a slight tingling sensation unless he or she is currently engaged in combat versus a chaotic opponent.

On the fourth round that the wearer fails to combat a chaotic presence, he or she will be burned for 1d4 points of damage and the sphere will generate light of equal brilliance to a continual light spell.

On the fifth round, the victim sustains 1d6 points of damage and the sphere will be even brighter.

On the sixth and each additional round thereafter, the sphere will burn the wearer for 1d8 points of damage and become so bright that the wearer and all creatures within a 30-foot radius will be blinded unless they make a successful saving throw vs. spell each round they are exposed to the light.

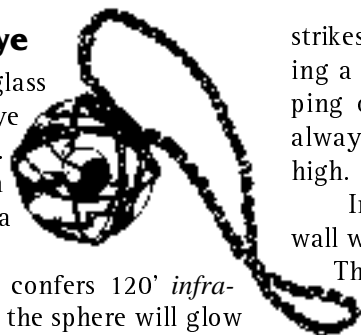
At any time the wearer begins combat against a chaotic being within the radius of the device, all damage and light from the broach will cease immediately.

Demon Teeth

Demon teeth range from approximately one-half inch to six inches in length, and are usually found in groups of three.

The teeth have two different abilities. One, they may be hurled at a creature, in which case the thrower must make a successful to-hit roll for a grenade-like weapon. If successful, the victim is enveloped in a roaring fire for 1d4 rounds. This immolation causes 2d6 points of damage per round but, strangely, does not affect any of the victim's possessions or clothing. The fire only burns flesh and living tissues. If the thrower failed to hit the target, the tooth may be collected later for another attempt.

The second ability of the teeth involves the user hurling a tooth at the ground. Wherever the tooth



strikes, a *wall of fire* will erupt from the ground, forming a ring around the area of effect and thereby trapping or protecting any creatures within. This ring is always twenty-feet in diameter as well as twenty-feet high.

In addition, the thrower must declare whether the wall will radiate heat inward or outward from the ring.

The side declared will send forth waves of heat, inflicting 2d4 points of damage upon creatures within 10 feet and 1d4 points of damage upon those within 20 feet.

Finally, any creature who passes through the wall will sustain 2d6+8 points of damage for doing so.

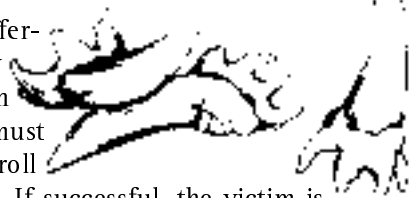
Cauldron of Dark Waters

This black cauldron is approximately three feet in diameter, two feet high, and warm to the touch. It radiates a strong magical aura of a conjuration type. It also radiates evil.

The cauldron will generate a number of different liquids, and each type may be produced once per month in the quantities listed below:

- 1) Blood, 16 gallons
- 2) Human Fat, 1 gallon
- 3) Mud, 20 gallons
- 4) Oil, 1 gallon
- 5) Puss, 12 vials worth
- 6) Putrid Water, 16 gallons
- 7) Salt Water, 20 gallons
- 8) Unholy Water, 12 vials worth
- 9) Urine, 8 gallons

In addition, the cauldron must be fed once per month or it will grow cold and become unable to produce liquids for that month. The cauldron feeds on human and demi-human corpses, and such corpses must be no more than 1 day old or the cauldron will erupt in a nasty spittle of some fifty gallons.



level warlock spell) thrice per day. All of these spells are cast at 12th-level of ability.

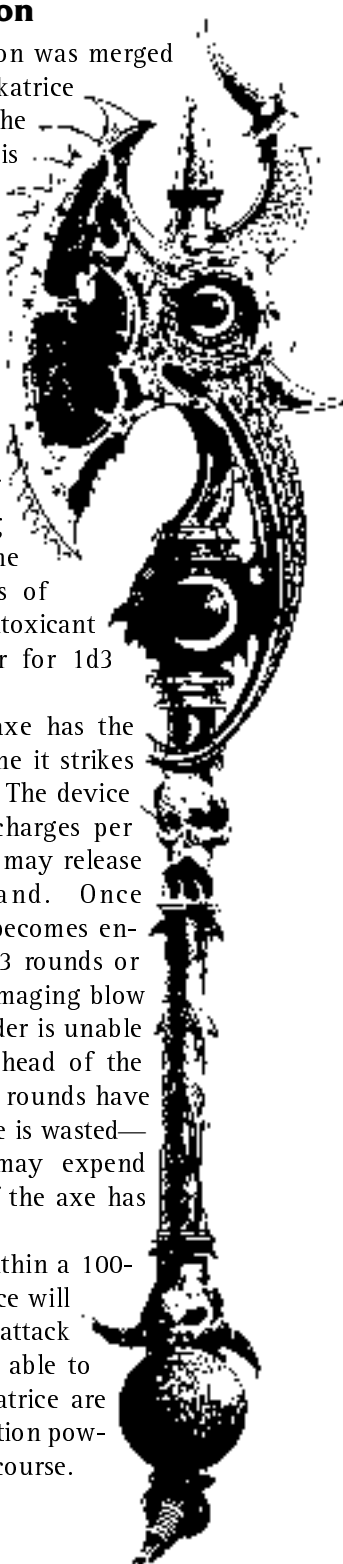
Axe of Petrification

This abominable weapon was merged with the head of a cockatrice and quenched in the blood of elves. The axe is three-feet long and shakes in the presence of any creature that can petrify by gaze or touch.

The weapon is +3 and strikes for 2d6 points of damage, but must be wielded by a gloved hand else one of the many barbs along its pommel will sting the wielder for 1d3 points of damage and inject an intoxicant that *slows* him or her for 1d3 turns.

In addition, the axe has the ability to petrify anyone it strikes and causes damage to. The device builds-up three such charges per week, and the wielder may release them upon command. Once released, the weapon becomes enchanted to petrify for 3 rounds or until triggered by a damaging blow to a victim. If the wielder is unable to cut flesh with the head of the instrument before the 3 rounds have expired, then the charge is wasted—though the wielder may expend another such charge if the axe has any remaining.

Any cockatrice within a 100-yard radius of the device will sense the axe and will attack the wielder if they are able to do so. Naturally, cockatrice are immune to the petrification powers of this weapon, of course.



Sword of Vengeance

The Sword of Vengeance is an ancient and powerful weapon said to have been forged by the god Amon, Himself. The blade was tempered from the crushed will of a demi-god, and quenched in the woe of a thousand children.

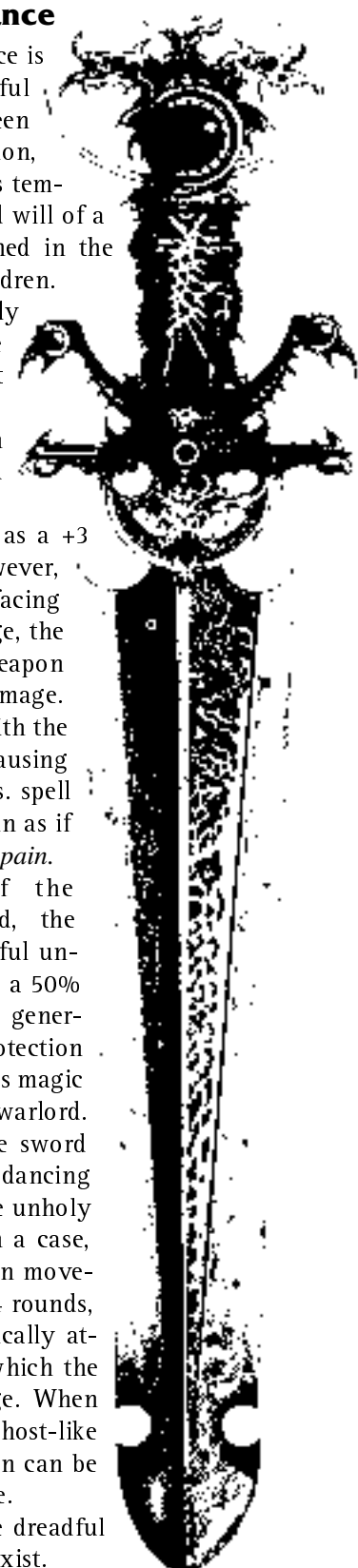
The sword is fully sentient, possessing the mind of the ancient demon lord trapped within, and thus has an Intelligence of 18 and an Ego of 15.

The weapon acts as a +3 sword in battle, however, when the wielder is facing someone out of revenge, the weapon acts as a +4 weapon with a +5 bonus to damage. In addition, it strikes with the might of torment, causing those struck to save vs. spell or be wracked with pain as if smitten by a *symbol of pain*.

Furthermore, if the wielder is a warlord, the sword acts as a powerful unholy reaver, conferring a 50% magic resistance, and generates a circle of protection against good and dispels magic at a level equal to the warlord.

Once per day, the sword may be released like a dancing sword, animated by the unholy demon within. In such a case, the weapon will take on movement of its own for 2d4 rounds, where it will automatically attack any creature to which the wielder holds a grudge. When this happens, a faint, ghost-like image of a giant demon can be seen wielding the blade.

Only one of these dreadful weapons is known to exist.



Maul of Anguish

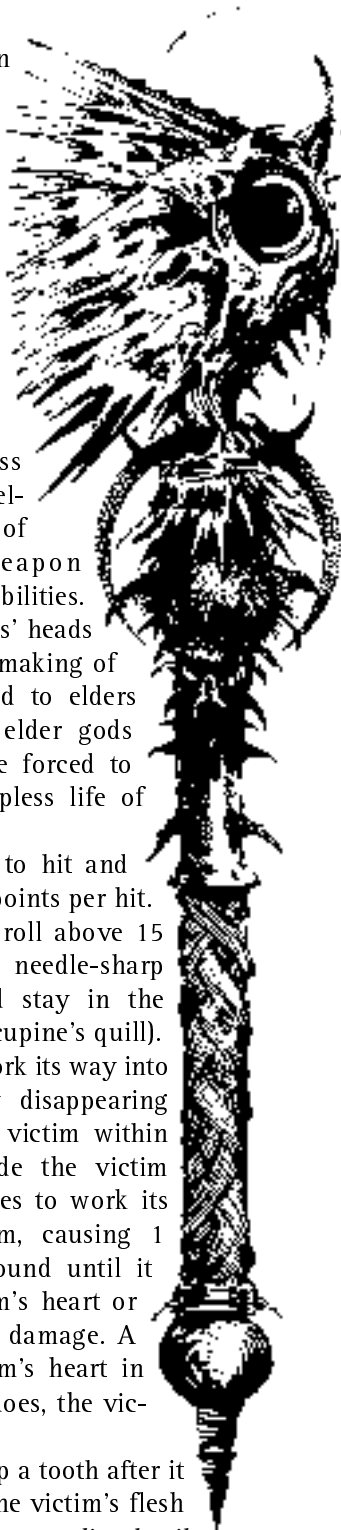
This malicious weapon consists of an iron-shod rod topped with a demon's head and stuffed with 66 poisonous teeth. The handle's grip is woven hair from a tortured erinyes, and the face's eyes appear to move in twilight.

The maul is, in fact, still alive to some degree. A consciousness within consists of an Intelligence of 14 and an Ego of 10, though the weapon possesses no telepathic abilities. It is said that the demons' heads which were used in the making of these weapons, belonged to elders who blasphemed their elder gods and, as punishment, are forced to live an eternal and helpless life of serving others.

The weapon is +2 to hit and damage and scores 2d4 points per hit. Each unmodified to-hit roll above 15 also causes one of the needle-sharp teeth to break off and stay in the wound (much like a porcupine's quill).

Such a tooth will work its way into the wound, completely disappearing within the body of the victim within 1d6 rounds. Once inside the victim body, the tooth continues to work its way through the victim, causing 1 point of damage per round until it either reaches the victim's heart or the victim is slain from damage. A tooth can reach a victim's heart in 1d4 turns, and when it does, the victim dies immediately.

The only way to stop a tooth after it has submerged itself in the victim's flesh and before it kills is to cast a *dispel evil*, *heal*, *limited wish*, or *wish* spell. No other magic will stop the tooth, though a *neutralize poison* spell will render the tooth immobile for 3d6 hours.



The Soulblade

The hateful soulblade is built from living creatures. Its handle and pommel consist of a ribcage and two skulls from small diabolical creatures.

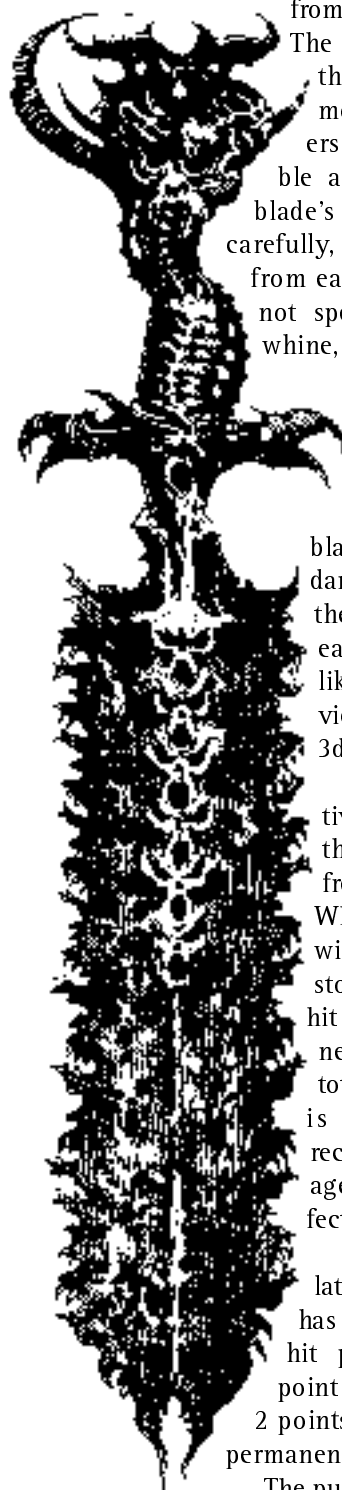
The blade itself is forged from the souls of especially vile mortals who murdered others in life, and who are visible as tiny mouths along the blade's edges. If one listens very carefully, tiny voices can be heard from each of the mouths, who do not speak, but instead scream, whine, and wail constantly.

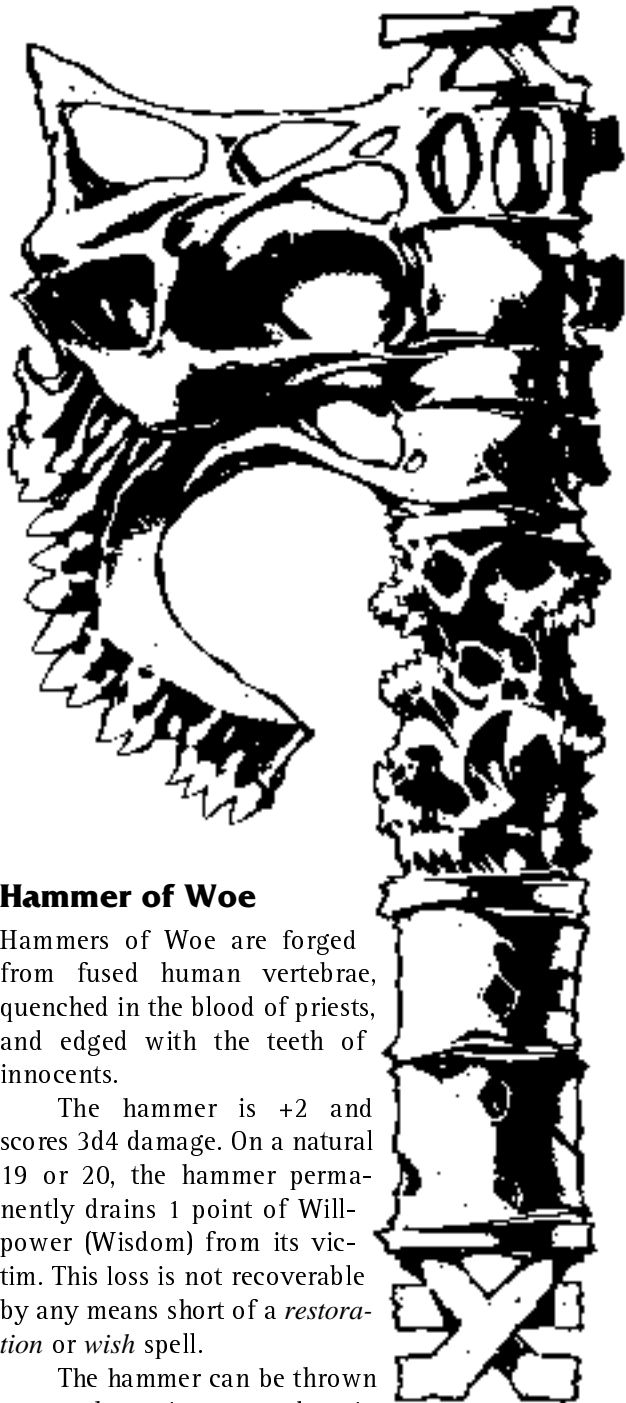
This sort of blade is always +1 to hit and damage, but can strike creatures requiring +4 or better weapons to hit. The blade cuts for 1d6 points of damage, but against mortals, the dozens of tiny mouths each bite causing a sawing-like action. Against such victims, the blade hits for 3d6 points of damage.

For every 333 cumulative hit points consumed by the mouths, one soul is freed from the blade forever. When this happens, the wielder is immediately bestowed with one additional hit point, thereby permanently raising his hit point total. However, the soulblade is also weakened, and receives a -1 penalty to damage (to-hit rolls remain unaffected).

These effects are cumulative, so that after the sword has been used to consume 666 hit points, the wielder's hit point total is now permanently 2 points higher, and the sword is permanently at -2 to damage.

The purpose of this weapon is, of course, to inspire murder—the loss of bound souls in the process being an unfortunate side effect.





Hammer of Woe

Hammers of Woe are forged from fused human vertebrae, quenched in the blood of priests, and edged with the teeth of innocents.

The hammer is +2 and scores 3d4 damage. On a natural 19 or 20, the hammer permanently drains 1 point of Willpower (Wisdom) from its victim. This loss is not recoverable by any means short of a *restoration* or *wish* spell.

The hammer can be thrown up to three times per day, in which case it always hits any target within 30 yards, but cannot drain Willpower.

Once per day, the wielder may hold the hammer high above his head and speak the command word. When this is done, the axe speaks terrible words of woe, causing any within 10 yards who hear to save vs. death or drop to the ground in sorrow and overwhelming grief for 1d6 rounds. Affected creatures cannot fight or cast spells, but they can attempt to parry or dodge attacks.

Demon Bow, +4

The +4 demon bow is a special long bow with a special *flame arrow* ability. The archer may use one of two affects when using this bow. First, any arrow that is nocked and drawn will suddenly burst into flame and will continue to burn for that round only, so it must be loosed immediately. If it is not fired, the arrow so nocked will be consumed by flame.

The arrows inflict normal damage, but also score 1d4 points of extra fire damage. They may also cause incendiary damage, setting aflame targets or objects struck.

The second ability of this bow can shoot fiery bolts at opponents within short or medium range. By simply drawing the bow without any arrow nocked will cause a magical bolt to appear. When loosed, the bolt inflicts 1d6 points of damage, plus 4d6 points of fire damage.

A maximum of three such magical bolts may be fired by the bow per day—all others must be normal missiles (which are still set aflame by the bow, of course). Furthermore, if there is any chaotic evil being of extraplanar origin within short range of the bow when firing conjured bolts, the bolts will arc in mid flight, striking such creatures for double damage, but still using the archer's to-hit roll.



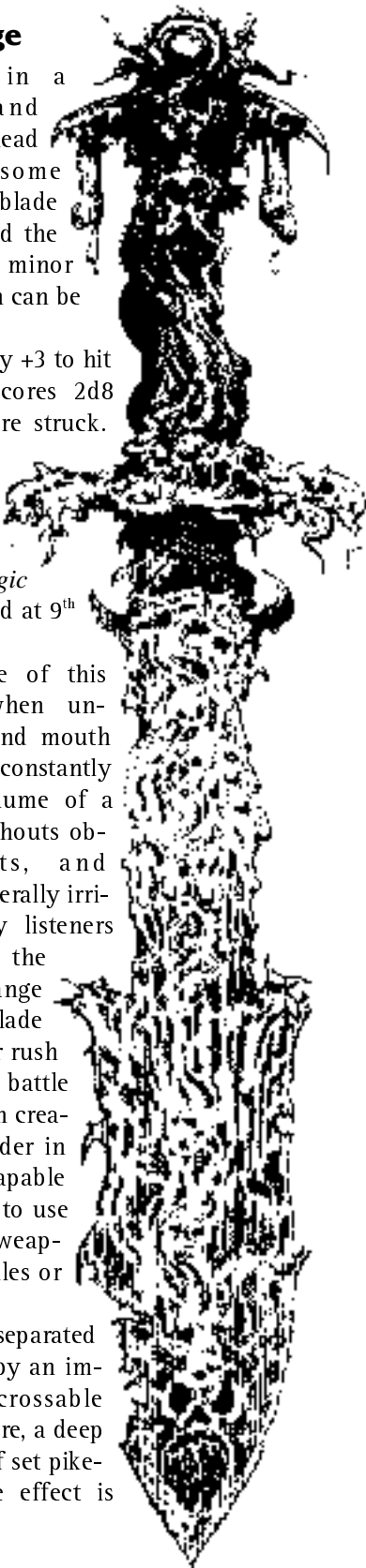
Blade of Carnage

Carved bone set in a twisted spine and shrunken demon's head claim this loathsome weapon. The sword's blade bleeds constantly and the animated face of a minor demon trapped within can be seen in its surface.

The sword is fully +3 to hit and damage, and scores 2d8 points to any creature struck. In addition, it allows the user to cast *detect good*, *detect magic*, *detect invisibility*, and *dispel magic* each once per day and at 9th level of ability.

The main bane of this weapon is that when unsheathed, the face and mouth animated in its blade constantly speaks with the volume of a man. It incessantly shouts obscenities, insults, and challenges which generally irritates or angers any listeners within 20 yards of the blade. All within range and hearing the blade must save vs. spell or rush forth in fury to do battle with the wielder. Such creatures attack the wielder in melee if physically capable of doing so, seeking to use body or hand-held weapons rather than missiles or spells.

If the wielder is separated from those affected by an impenetrable or uncrossable boundary (a wall of fire, a deep chasm, a formation of set pikemen, etc.), then the effect is negated.



Lawblade, Elder Sword +1/+6

The lawblade is a rather plain sword (by demon standards), consisting of a large, unbreakable serrated and barbed steel blade and black iron pommel.

In battle, it functions as a normal broad sword +1, thus causing 2d4+1 damage to small creatures, and 1d6+2 to large ones.

Versus chaotic opponents (whether good, neutral, or evil), the blade functions as a +6 sword and also flashes white hot the moment it contacts such creatures. The sword hits for 2d10+6 damage in such a case, and creatures protected from fire or heat are affected fully.

In addition, any chaotic creature that has broken a law in the last 24 hours, must save vs. death or be punished. Punishment always inflicts an addition 1d6 points of damage and strips away 1 point of Constitution and Strength (affecting all subabilities as well) from numerous lash marks which manifest upon the victim's body. If the hit scored was a natural 20, then the ability loss is permanent.

Hundreds of these swords were created during the Planar Wars (q.v.), and it is unknown how many remain.

