

SOME CURSED MAGICAL ITEMS
(Source unknown)

SWORD OF TRANSFERENCE

This blade appears beautiful and alluring. It's hilt is incusted in valuable ruby's, diamonds and emeralds. The sword itself, if appraised, will prove to be made of pure platinum. Although attractive this sword has a few "quirks" the DM should be aware of. For one, once touched by anyone of any race or class, the essence of the character is drained into the sword and the sword's essence is injected into the character. For instance, a thief finds the sword and is instantly attracted to it (Save vs charm -3. -5 if a thief). Upon picking it up a blank look appears on his face. Previously a female mage had touched the sword. Her "id" is transferred into the thief and the thief's is transferred into the sword. The sword now has the mind and personality of the thief. The thief is now physically the same but mentally and spiritually the female mage. The thief's body no matter how he/she tries can not transfer back no matter how many times he touches it until someone else makes the transfer. It is then up to the PC whether or not they want to lure someone to the sword or remain a sword. The character's body will probably drop the sword. The sword can be safely touched if the person touching it is wearing any ring of protection. The sword cannot be wielded in battle unless the user has a ring protection.

ID: Same as the last person to touch it.

Alignment: Same as above.

Damage if wielded with a ring of protection: 1d10/1d12

Bonuses: +3 to hit +4 to damage.

Worth 90,000 gp.

Note: The sword must be deliberately touched for the transference to occur. You can't hit someone with it and drain their id. If destroyed, the id will carry on as a free flowing spirit.

RING OF MAGICAL DESTRUCTION

This ring appears to be your ordinary protection ring. When worn, it protects you against all forms of magical attack. However, when you come in contact with any magic item, that item becomes brittle and breaks. It's up to the DM if there is any retributive strike or side effect from the magic item.

Valued at 2750 gp.

NECKLACE OF MISLED MISSILES

This necklace holds 1 to 20 beads. When identified, the ring will appear to be a necklace of missiles. However, <-- DMs favorite term, when the bead is pulled from the necklace there is a 50 percent chance it will detonate in the owner's hand. If it explodes, there is a cumulative 10% chance, not to exceed 90%, per bead on the necklace, that the beads still worn will detonate. Each bead does 3d10 damage. If the bead doesn't explode, and the user throws it, it will loop away from the intended victim and hit the nearest friend to the thrower. It will not detonate, but there is a 5% chance that it will hit the person in the eye and cause temporary blindness (1d4 rounds). If the person hit is a magic user attempting to cast a spell, there is a 90% chance -5%/level of the magic user misfiring the spell.

Valued at 0 gp.

Note: The bead will hit the nearest friend even if the friend is miles away.