

The Oddities

Weird, Humorous, and Devious Magical Items

by

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Helm of Random Alignment

This is a magical helm, similar to a helm of opposite alignment. It can appear as any type of helm, from a skull cap to a great helm. The wearer's alignment, as well as the color of the helm, is determined each day upon awakening by random dice roll. (Note: The character afflicted by a helm of random alignment gains no experience while under its influence.)

1d100	Result	Color
01-11	LN	Blue
12-22	LG	Gold
23-33	LE	Purple
34-44	NE	Red
45-55	CN	Plaid
56-66	CG	Green
67-77	CE	Black
78-88	NG	Silver
89-00	N	Grey

The Helm can only be removed by *remove curse*, *wish*, *limited wish*, or *dispel magic* vs. 16th level magic.

Armor of Magnetic Personality

This is a full set of plate mail armor +1. However, each time it is worn in combat, there is a 5% cumulative chance of this armor's curse activating. When the curse activates, the armor will become highly magnetic, attracting any metallic item weighing less than 30lbs and within 30ft. Unsecured metal items will fly toward the unlucky character causing 1d2 to 1d6 points of damage, depending on the weight of the item. Other characters and monsters holding metal weapons must make a saving throw vs. spell to hold on to them. The magnetism lasts a period of time depending on the character's charisma.

Charisma	Time
3-5	1 round
6-8	1d2 round
9-12	2d4 rounds
13-16	2d4 rounds
17+	3d4 rounds

Once the curse activates the first time, it will activate any time the character is in battle, and the armor can no longer be removed except via a *remove curse* spell.

Un-Buckler

This small shield +1 is cursed to unfasten ties, buckles, straps and latches on belts, shoes, purses, armor etc. This curse usually only happens during combat — or other inopportune times — and usually unfastens the item that will cause the most inconvenience. The shield can be gotten rid of at any time, but it is not immediately obvious that the shield is the cause of the character's bad luck. (Note: The Un-Buckler will not cause itself to fall off.)

Svernavt's Mace

This mace was created by the pacifist Arch-Wizard Svernavt so his guards would have a non-lethal way of dealing with intruders. The mace is a regular mace +1, but when it is pointed at a target and the command word spoken, the end of the mace opens up and sprays a burst of vile, noxious gas that has the same effect as a *stinking cloud* spell. It has a

range of 20 feet, and affects a 10'x10'x10' cube. It can be thus used up to three times each day. This weapon was so popular that people started referring to being hit with it's effects as "getting maced."

Rain Bow

The Rain Bow appears to be a normal long bow. However, the first arrow shot from it during combat will cause thick black clouds to gather above the battle (even indoors!) and drench the participants, up to a 40' radius, with a heavy soaking rain that lasts 1d4+1 rounds. It has no other magical effects.

Cursed Potion of Universal Flatulence

The poor soul who drinks this translucent amber potion will be struck with a bad case of uncontrollable flatulence. This will make moving silently and hiding in shadows impossible. The gas is violent and loud enough to disturb spell casting. Whenever a magic user tries to cast a spell, he or she must make a saving throw vs. poison to cast the spell. This also has the effect of reducing a characters charisma by 1/2 for the duration of the potion.

Philter of Coffee

This potion comes in a squat metal can. One dose added to a kettle of water will turn the water into hot coffee. If the philter is drunk instead of being mixed with water, it will act as a potion of speed, though it will taste very nasty.

Jumping Beans

These beans normally come in a bag of 3d4. Whenever one bean is eaten, it confers the ability to magically jump, as per the magical boots — 30' forward, 9' backward, and 15' upward. This effect lasts 1d4 rounds. If more than one bean is eaten, the effects are cumulative in duration, but does not allow one to jump any farther.

Cursed Robe of Blending

This robe has all the powers of a robe of blending, but each time it is donned, there is a flat 20% chance that the curse will activate. When activated, the robe will grow dozens of razor sharp blades on the inside which will begin moving around at great speed.

Turning this robe into a robe of blending. This will do 2d6 points of damage each round unless the wearer makes a save vs. spells, in which case the wearer avoids most of the blades, but still takes 1d6 damage. The robe will blend until the wearer is dead or a *remove curse* or *dispel magic* vs 16th level magic is cast.

(Note: I can not take the credit — or blame — for this item, it was described to me by a friend who had read about something like this many years ago, but doesn't remember where it came from. If anybody knows the origin of this item, please contact me so I can put in the correct credit for the robe of blending.)

Cursed Ring of Ringing

This cursed ring begins making a loud, annoying ringing sound as soon as it is put on. It cannot be taken off, and will continue ringing until a *remove curse* is cast on it. The ringing prevents moving silently or hiding in shadows. It also attracts wandering monsters, doubling the chance of an encounter at each wandering monster check. A *silence* spell will mute it for the duration of the spell.

Cursed Ring of Water Walking

This cursed ring is plainly marked with the runes for "water" and "walk". When the ring is put on, the nearest water — be it a well or a spring or fountain — will stand up and begin walking toward the wearer. Yes, it's a water weird. It will attack the wearer of the ring and any who try to help him. When the water weird or the character is dead, the ring will disappear.