

XENO'S MAGICAL ITEM LIST

FOR FANTASY ROLE-PLAYING GAMES

(VOLUME ONE)

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[M] Concept taken from **Mars Saga** [TM] (by Electronic Arts &TM;). [P]
Concept taken from **Predator** [TM] or **Predator II** &TM;. [S]
Concept taken from the film **Stargate** [TM].

Notes on nomenclature in the text:

UNDERLINED names denote the names of spells, whether priest or mage spells.

ITALICIZED names denote magic - items themselves (except for headings of individual items), rather than spells or effects. **BOLD** names denote denote special effects that are not expressly spells, items, or magical effects

(like artifact possession, lycanthropy, and mummy rot.)

CITED names denote real published works of any origin.

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SECTION I:

WEAPONS & ARMOUR

Artifex's Chakram

The *Weapons of Artifex* are the creations of an artificer - mage, mages who prefer to create objects of magic rather than strictly weave spells.

One of the more legendary of these, Artifex, whose name seems more to scholars merely his title of occupation than his actual name, created the set of weapons which bear his name. The weapons themselves are made of steel and the sharpened edges given a coat of adamantium. This gives the appearance of a deep grey object outlined by a glistening sheen.

Artifex's Chakram is a small discus about a foot in diameter and

barely the width of a finger. There are finger - sized holes spaced around the center for holding and throwing the *Chakram*, the size and configuration of the holes being suitable for humans and human - sized hands, although elves and some of the more sizable goblinoid races may also wield the *Chakram*.

If the device is not held correctly, as in grasping the edges instead of via the fingerholds, one risks critical injury to their fingers or hands, for the *Chakra* is a *vorpal weapon*; that is, it has a magically - honed edge so fine that the merest prick will cut a gash as a knife through butter.

The *Chakram* has a +3 to damage, and THACO is increased by 5 when thrown. Additionally, if the wielder has *chakram* or *boomerang* proficiency, he will be able to receive the weapon without danger when it returns to him. Since the *Chakram* is made to return to the one who threw it, those without either proficiency had best step out of the way! Note that the *Chakram* always returns in the event of a miss (provided its flight is not interfered with en route) ... a fumble would not almost never involve a proper recovery of the device, and could be extremely disastrous.

If the *Chakram* hits an unarmoured creature or target (and without 'natural armour') -- AC 10 -- the *Chakram* will always return. If it successfully hits a creature or target less than AC 10 down to AC 0, it will return on a roll of greater than 1 on a d20. Failure means the *Chakram* has become stuck and must be dislodged manually. If the *Chakram* is thrown at a hardened surface or target less than AC 0, such as a rock face or the scales of a great wyrm dragon, it will get stuck on a 1 - 5 on a d20.

<i>Artifex's Chakram</i>								
Wt	Sz	Typ	Spd	Reach	ROF *	Range S/M/L *	Damage SM/L	Knockdown
1	S	S	4	N/A	2/rnd	4/8/12	1d4/1d3	d4

* Range: in normal melee scale, x5 feet; in missile scale (outdoors or open battlefield), x5 yards.

Amputation probabilities: the *Chakram* will sever limbs or decapitate for the following dice rolls:

<i>Severance Chart per Dice Rolls</i>	
Opponent Is:	Modified Roll to Sever: *
Normal/armoured	20 - 23
Larger than man-sized	21 - 23
Solid metal or stone	22 - 23

* Take into account the +3 when figuring dice roll results.

Artifex's Spear

Artifex's Spear is a +1 polearm which differs from other such weapons in that it is composed entirely of metal (see [Artifex's Chakram](#) for a detailed description of its construction and origins). The *Spear* has both ends terminating in a spearhead. Now those with spear or sang kauw weapon proficiencies may operate this weapon. If the DM permits, the character may gain an additional attack over and above his normal number if surrounded by enemies via attacking from one flank to the other or from forward to behind, provided he wields the *Spear* with both hands, is unencumbered, and is in some nonconstrictive armour (AC 5+). In combat, the *Spear* will function as a *weapon of sharpness*.

Normally, *Artifex's Spear* is six - and - a - half feet long. However, by uttering the command word "collapse" it will mechanically shrink (ABOVEBOARD: more or less like an extending radio or TV antenna) to a length of one foot. The command word "extend" will cause it to revert to full size again.

This ability is not a matter similar to lengthening a piece of toffee by pulling it end from end; *Artifex's Spear* is constructed of interlocking segments that fit into one another, with the largest segment in the middle and smallest at the ends. The overall diameter of the *Spear*, however, is about 5 inches. The magical endowments of this device merely extends the segments faster than would be manually possible (on the order of one segment versus a full turn).

There may be nonmagical *Artifex's Spears* about, which for all intensive purposes operate as the magical version (except for the magical sharpness), but must be extended and collapsed manually. The exact procedure for extension involves twisting each segment counter - clockwise one quarter - turn, pulling it to its full length, and twisting it clockwise a quarter - turn. Reverse the procedure for collapsing.

Axe of the Apostles of

Vorago

The apostles of Vorago, The Htrean Ascended One of Death and the Abyss, carry these weapons as their holy symbol and means of execution, which are also known simply as *Axes of Vorago*. Voragotians do not typically charge into battle with their holy symbols, preferring instead other, more powerful (and

more replaceable) weapons.

Most *Axes of Vorago* are three - foot - long, twin - bladed battle axes, although a few are hatchets (used by proselytes) and there are rare cases

of full - fledged *Halberds of Vorago* used by their archons. All *Axes* have stamped upon them runes of silver along the edge of the blades in the Voragotian ecclesiastical script, the name of its Ascended One.

An *Axe of the Apostles of Vorago* can be commanded to cast darkness three times a day, and is able to cast power word, kill twice a week in the hands of a priest of at least 7th level or greater, with a decreasing effect for each level of difference of the priest less than the level of the spell power word, kill itself. It is maintained that an *Axe of the Apostles of Vorago* will not allow itself to be grasped by an individual not totally devoted to Vorago, so the higher clerics of the Order often use these *Axes* as tests of loyalty for their lesser comrades.

These *Axes of Vorago* are forged in immensely evil ceremony, depending on the magnitude of 'descension' of their intended recipients. Each *Axe* is first bathed in the fresh blood of a tortured sacrifice who must be lacerated and finally slain only with another fully made *Axe of Vorago*. It is believed that the younger (hence more innocent) the victim, the more potency that can be woven into the weapon. These rituals are thought of as vile by most other Htreans, and many lawful and good clerics, paladins, and fighters who have captured or run across these weapons have destroyed them on sight or have made sure these objects cannot be recovered by the followers of Vorago for later use.

These *Axes* have no relatively powerful defenses; these symbols for a god of death and the underworld would not be expected to focus heavily on protection as their pursuit is that of maximum carnage and sacrifice of as many people as possible. A creature with 16 or greater Strength can break the item on a successful bend bars roll, rendering it useless. Also, immersing an *Axe* in holy water will effectively 'undefile' it, preventing its use in Voragotian rituals for at least a week, according to their clerical codes of sanctification.

Bronze Cannons of Husseyn

The *Bronze Cannons of Husseyn*, when filled with enough of its uniquely - prepared gunpowder/smoke powder (which has the same texture and weight as normal gunpowder or smoke powder, except that it has a blood - red sheen in bright lighting), and when fired at an approaching army, will immediately inflict up to 7d10 soldiers with cause disease (the reverse of the priest spell cure disease): a debilitating disease that takes effect after 1d6 turns, after which the victims lose 1 point of Strength (or 10% of hit points) until its Strength is reduced to 2 or less (or is reduced to 10% of total hit points), at which time the victims are weak and helpless. This

disease cannot be cured except by a cure disease spell. Victims will not die from this disease and will recover in 1d3 weeks.

There is an 8% chance that a *Bronze Cannon of Husseyn* will inflict a fatal incurable disease which kills its victim within 1d4 months. Each week the disease progresses, the victim loses 1 point of Charisma permanently.

(When used on a mass of troops, assume that 8% of them will be affected in this manner.)

A *Bronze Cannon of Husseyn* when discovered will typically be found with enough powder in its kegs for 1d8+5 blasts. The *Cannon* may also be used as a normal cannon with normal gunpowder/smoke powder and ammunition. If the DM wishes, he may use the Siege Weapons rules of the *Player's Options: Combat & Tactics*, treating the *Bronze Cannon* as a Medium Cannon:

<i>Bronze Cannons of Husseyn -- Siege Weapon Statistics</i>	
Ranges: --/20/60/120	Crew: 4
THACO: 14*	Cost: see above GP value
Damage: 1d12x5 (normal attacks)	Target Size: H
Knockdown die: d12	Weight: 1,000 lbs.
ROF: 1/18	Spaces: 1
Change Facing: 0	

* Range Categories: Minimum/Short/Medium/Long.

** Applies only to nonmagical attacks; magical attacks are automatically successful.

When the *Bronze Cannon of Husseyn* is fired, it produces a very eerie discharge sound that will immediately get the attention of every person or creature within earshot; if not because of the volume of the noise, but for the unearthly un - cannonlike sound that it makes. (The author himself imagines a gigantic concussive gonging resonance accompanied by a distant normal cannon blast ... but anyone may substitute an eerier description as he sees fit).

In addition, if the DM feels the cannon is not powerful enough, he may attach a dread - causing or demoralizing magical effect to the bizarre discharge noise).

Chain of Lightning

(Lesser & Greater)

A *Chain of Lightning* is a steel - alloyed chain of thick closed links, and although it appears heavy and bulky, it is not. Its length is six feet, but it weighs only twelve pounds. A *Chain of Lightning* appears to be a normal length of chain, and will radiate magic if it is detected for.

There are two types of *Lightning Chains*: A lesser variety and a greater one. Both can be used to attempt a Pull/Trip maneuver with a +4 in a attacker's Strength check (Pull/Trip can be used against opponents on foot as well as on horseback).

Both types are also capable of the following powers:
Whenever a *Chain of Lightning* successfully strikes a target, it delivers an electrical shock against it (including normal bludgeoning damage), inflicting 2d6 points of injury. This power is in effect continuously, activating whenever the *Chain* is slung or whipped, rather than simply grasped. In addition, three times per day, the wielder can cast lightning bolt with the weapon as a 3rd - level mage (3d6 damage). Using this effect requires the *Chain* to be 'whipped' in the intended direction of the bolt, which always originates from the end of the *Chain*. The normal saving throws vs. spell for half damage is allowed, except if the target is physically struck by the *Chain of Lightning* (if the *Chain* forms an electrical circuit to the target via a metallic object worn or carried, this counts as a direct physical strike).

A *Greater Chain of Lightning* also employs a third power, enabling its user to cast chain lightning, as per the spell (with similar electrical effects as lightning bolt,) as if cast by a 6th - level mage (6d6 points of damage) and will arc to a total of six other targets, decreasing by 1d6 for each additional jump. Even if physical contact is achieved, however, the target still receives a saving throw vs. spell for half damage.

These weapons originated in Htrea from the religious order of fighter - priests of Caelum, the god of storms. The crusaders of his Order is typically granted immunity from electricity, so that the risky rebounding effects associated with electricity - generating spells does not adversely affect them.

Anyone able to swing a chain or rope as a weapon can use a *Chain of Lightning* but at their own risk to life and limb; not only because of the risk of shock, but also because of the risk of a Thunderhead priest finding out about one's possession of a *Chain of Lightning*.

There are unconfirmed reports of an *Unholy Avenger* version of the *Chain of Lightning*, with many other abilities indicative of weapons of such strength, and is made of mithril. Should anyone discover such a thing, they had best not keep it for very long, unless he is willing to bear the attention of the Priests of Thunderhead.

In no case does a *Chain of Lightning* require any recharging, as long as the weapon exists in Htrea. On any other plane, the weapon is found to have 1d4 charges, but may be recharged by the placing of a *Chain of Lightning* in a vat of mercury and casting one each of shocking grasp, lightning bolt, and chain lightning in turn upon it, conferring 3d12 charges upon it. Using each of the powers requires one, three, and six charges respectively.

Suggested means of destruction: (1) Immersing it in a *Vat of*

Superacid for a period of not less than a week, pouring in a gallon of fresh black dragon's blood daily. (2) Having a blue great wyrm break the *Chain* in half with its teeth and claws. (3) Dimension dooring the *Chain* into the elemental plane of water (thereby grounding it) until its magic is fully discharged -- but note that this will invoke the wrath of any Water Elementals in the vicinity who will naturally be jolted by the arrival of such an object!

Golem Armour

Golem Armour appears to be a set of field plate armour, which will radiate abjuration magic if detected for. The true nature of the *Armour* cannot be ascertained except by magical means. Unless the command word is spoken by the wearer, it will function merely as a set of enchanted *Field Plate Armour +2*.

Once the command word is spoken however, the *Armour* fuses to the wearer's skin and melds over his entire body -- It becomes as flexible as his own skin and clothing, yet it becomes impervious to all nonmagical weapons and other damage. The wearer's breathing is unconstricted, however, and he is still susceptible to any and all forms of magical damage.

In addition, the wearer is conferred a Strength of 21 (+4 to attack, +9 to damage), or a Strength bonus of +3 (whichever gives the highest results) -- provided his hands are free and he attacks only with his fists. For example, the user gains no Strength bonus if he strikes with a short sword, a club, or even with an improved weapon such as a lantern. If he carries a shield in one hand (hardly of any benefit, except perhaps to defend against a Medusan **gaze** attack), he may freely pummel his enemy with full effect.

While Golems in general have many immunities and resistances, *Golem Armour* incorporates few of these benefits. A character expecting the *Armour* to give him the abilities of resisting mind attacks will be disappointed; however, he gains a +2 to save versus poison and +1 to save versus all fear and morale checks.

Construction of a typical suit of *Golem Armour* is made similarly to the process of creating Golems themselves, involves the spells wish, stoneskin, and strength. When a set is first made, it is not attuned to any one particular individual, and will not function except as *field plate +2*. When a person fully wears the armor and speaks its command word, the armor is activated, attenuating its magical energy to its wearer. From then on, the armor may only be reliably worn by that person.

After this point, any other individual attempting to activate the *Armour* has a base chance of 50% (modified by +10% for each level above the owner, or -10% for each level below -- to a limit of 1% or 99%,

respectively) of melding together and becoming inert, forming what appears for all intensive purposes to be an iron statue. The suit of *Armour* does not meld into the skin, however, neither is the respiration ability activated. This has the obvious effect of suffocating the hapless trespasser unless he finds some way to give him respiration. Such an individual, regardless of survival or not, loses access to his senses, and there is no means short of magical divinations that will detect anything but a cast - iron indestructible image of a suit of field plate *Armour*. This condition is only reversible by the first wearer of the *Armour's* speaking the command word in the presence of the statue.

There is a small chance (10% minus the Experience Level of the magic - user who created it) that a suit of *Golem Armour*, once imbued with the final enchantment, transforms into what is known as an Armour Golem (see below). This Golem cannot be controlled and will immediately seek the demise of its creator upon its animation.

Means of destruction: Both a suit of *Golem Armour* and an Armour Golem may be destroyed by one or more of the following methods: contact with a *Sphere of Annihilation* or *Rod of Cancellation*, being attacked by a Rust Monster (or magicks of similar effect), or by putting the suit or Golem into a *Portable Hole* and after having bound a *Wand of Banishment* with rope to the object prior to throwing it in. The resulting explosion is identical to the effect of a *Portable Hole* combined with a *Bag of Holding*, sealing the *Armour* or Golem in a free 'bubble' of extradimensional space forever.

Creating a set of *Golem Armour* is an exacting and demanding process, essentially an attempt to create a subdued Golem and shaping it into a (mostly) inert suit of *Golem Armour*. If the process is not carried out forcefully enough, or if there is some flaw in the recitation, an Armour Golem is created instead.

<i>Armour Golem Monstrous Statistics</i>	
Climate/Terrain: Any	Movement: 6
Frequency: Very Rare	Hit Dice: 13 (60 hp)
Organization: Solitary	THAC0: 6
Activity Cycle: Any	No. of Attacks: 1
Diet: Nil	Damage/Attack: 3/16 - 17/30 (3d10)
Intelligence: None (0)	Special Attacks: See below
Treasure: Nil	Special Defenses: See below

Alignment: Neutral	Magic Resistance: Nil
	Size:varies (M)
No. Appearing: 1	Morale: Fearless
Armour Class: 1	XP Value: 11,000

An Armour Golem is six feet tall, and it resembles a fully clad suit of ebony - black armour, although close inspection reveals it to be hollow inside. Like most other Golems, it is mindless in combat and prefers to attack with its fists, which is empowered with a Strength of 21. An Armour Golem can often be mistaken for an Iron Golem, except that it is two - thirds the normal size of one. An Armour Golem also is immune to nonmagical weapons, although +1 enchanted weapons or greater will inflict normal damage. Unlike an Iron Golem, an Armour Golem does not breathe poisonous gas. In all other respects, an Armour Golem operates the same as an Iron Golem: magical electrical attacks will slow it for 3 rounds, magical fire attacks repair 1 hp of damage for each HD of damage it would otherwise have caused, other spells are ignored, and there is no immunity to rust monsters.

Quillblade

In a salute to the old saying, "the pen is mightier than the sword," a gnomish mage set out to create a pen that would be just that. Thus was created the *Quillblade*.

The *Quillblade* appears to be an ordinary plumed condors' feather - quill, until the plume is stroked a certain way (which the gnome made sure would not easily be discovered by accident or by carelessness, lest someone -- or the user! -- be impaled. But it could happen). Then the *quill* suddenly transforms into a +1 longsword! The blade of the longsword must be stroked the same way for it to revert back to the quill form. This transformation can occur twice a day (one - way).

The *Quillblade* operates as a normal quill in its benign form, and a normal +1 longsword in the other form. The weight of the longsword is substantially less, though, resulting in a faster speed.

<i>Quillblade Active Statistics</i>								
Wt	Sz	Typ	Spd	Reach *	ROF	Range S/M/L *	Damage SM/L	Knockdown
2	M	S	4	1	N/A	N/A	1d8+1/1d12+1	d8

* Range: in normal melee scale, x5 feet; in missile scale (outdoors or open battlefield), x5 yards.

Sickle of the Necromancer

The *Sickle of the Necromancer's* appearance is that of a dark, almost jet - black metal, as if scorched by fire, whose handle either carved bone or ivory. The total length of the *Sickle* from the apex of the curved blade to the bottom of the handle is about four feet.

The *Sickle* is a potent device in the hands of any magician who specializes in the field of life and death. For any mage specializing in necromancy that possesses it, the *Sickle* bestows a +5 to any spell cast by the wizard and gives him 95% magic resistance to any necromantic spell (note that it does not give any benefits in regard to other schools of magic, however).

Also, if used as a weapon, the *Sickle* will drain hit points according to its damage roll (it is a +5 weapon, meaning 1d4+6 / 1d4+5) adding them to the wielder's own, if his hit points are not at maximum. In no case does the *Sickle* increase its wielder's hit point past his maximum amount. Whenever the *Sickle* drains any hit points in this manner, it "glows" with a sickly black light.

The weapon statistics for the *Sickle of the Necromancer* are listed below, as per the *Player's Option: Combat & Tactics* book.

<i>Sickle of the Necromancer</i>								
Wt	Sz	Typ	Spd	Reach *	ROF	Range S/M/L *	Damage SM/L	Knockdown
3	S	S	4	1	N/A	N/A	1d4+6/1d4+5	d4

* Range: in normal melee scale, x5 feet; in missile scale (outdoors or open battlefield), x5 yards.

SECTION II:

RODS, STAVES, & WANDS

Scepter of Cerebrum

The *Scepter of Cerebrum* has the appearance of a jet - black rod having an onyx - encrusted head. Three bands of gold encompass the stone as well

as ringing the head's base and the end of the *Scepter*, which ends in a pommel - like knob. The entirety of the *Scepter*, except for the gold bands

and jewel, is made of pure hematite. It apparently originates from those who follow the Ascended One of the human psyche and psionic energy, Cerebrum.

The *Scepter of Cerebrum* confers upon a mage grasping it a +4 bonus to casting any mind - altering spell (this does not include such spells as ESP, any illusion spells, which do not directly alter the mind of its targets, or purely nonmental control like Bigby's grasping hand.) This has the effect of forcing a -4 penalty to all saving throws allowed the spells' targets.

Spells that are effected include charm spells, hold spells, demand, command, suggestion, fear, enthrall, and other persuasive spells. A +8 bonus to casting is applied to the specific spells of domination and quest (not cumulative with the previous +4 bonus).

A wizard employing Serten's spell immunity that is attacked via a *Scepter of Cerebrum* is allowed a saving throw vs. spell to negate the *Scepter's* effects (but is still subject to a spell's effects that are not improved by the *Scepter* if that spell is successfully cast). A priest's casting spell immunity effectively negates the *Scepter's* spell improvement for spells of 4th level or lower, but is ineffective against 5th or higher (the *Scepter's* powers are not negated). The *Scepter* also allows its possessor the effects of a friends spell operating continuously.

SECTION III:

OTHER DEVICES

Centennial Sphere

A *Centennial Sphere* is truly a marvelous discovery (at first) when found; great care must be taken to prevent **artifact possession** from taking hold in any individual who obtains such an item (but only if its powers are known), despite the fact that its benefits are available only once in any one person's lifetime.

The appearance of a *Centennial Sphere* is that of a globe of alexandrite, a purple - reddish blood - coloured semiprecious gem. Its intrinsic mineral value would make it a somewhat valuable treasure; it is not often that one finds a perfect sphere of semiprecious stone with a twelve - inch diameter. Due to

its nature, most individuals fortunate enough to run across this item never have a clue about its hidden power. This is because the *Centennial Sphere* will activate only once every one hundred years -- it will not function at any time except at centennial intervals. One cannot discern the nature of this item unless they research it via historical record. Magical divination will only reveal its given name and the fact that it is a magical item.

When the hundred - year time span for the *Centennial Sphere* is up, it will start to glow as a continual light spell, colored purple - reddish the semiprecious stone. At that time, anyone holding the *Sphere* will instantaneously be regressed one hundred years younger, or will regress to young adulthood for his race, if the full hundred - year regression would make him younger than that age. If more than one person is touching the *Sphere*, whomever touched it first will be the beneficiary. Age regression only works for beings of greater than animal intelligence.

A person thus regressed still retains all skills, knowledge, abilities, and experience levels gained since young adulthood; nothing is "drained" except physical aging. Magically induced aging, such as that produced by wish or permanency spells, cannot be annulled in this way. Among however many *Centennial Spheres* that exist (if there is more than one), 10% of these will also reduce magical aging. There are also accounts

of terribly cursed *Centennial Spheres* that will increase the user's age by one hundred years instead of deducting them; such an item can kill humans by old age instantly and can significantly reduce the effective lifespan of most demihuman races (except perhaps Elves).

Dagger of Immolation

A *Dagger of Immolation* has a six - inch, serrated blade stamped with a single golden tongue of flame as a blood groove. It also has an oddly colored blood - red oaken handle. Its hilt is a quartet of spikes, one to each compass direction. and the pommel is carved into the shape of a tongue of flame. The *Dagger* in general appears to have been exposed to fire. The blade itself, while made of quality steel, has no real edge to it and resists sharpening. The *Dagger* is typically found only in the possession of the Priests of Ignis, of the realm of Htrea, although such items may also be found in other domains through Interplanar transportation.

The *Dagger of Immolation* may be activated in one and only one way. To activate it, the daring individual must plunge the *Dagger of Immolation* into his own bare chest, such that the blade ultimately spears his heart. If the heart is not pierced, or if the user is undead, the major power is not invoked. Regardless of circumstances, whatever damage may be inflicted upon the user is totalled and doubled (e.g., a damage roll of 1d4, no Strength bonus, would result in +2 due to enchantment and full double damage incurred, resulting in 10 points for S/M size creatures, or 8 for Large or greater). Only when the victim willingly impales himself, by his own hand, is the *Dagger's* magic brought to bear upon himself. If by this point he has reached 0 HP any excess damage is carried over into Constitution loss, which can only be recovered naturally at a rate of 1 point per every three days; nothing prevents the use of magic to bolster the healing. The *Dagger's* power does not take effect if the user cannot remain conscious. If it is interrupted, the *Dagger* reappears on the ground at the feet of the user (note that this are the only cases which permit recovery from the use of the *Dagger of Immolation*)

Upon successful penetration and survival of the initial attempt, the wielder is gradually engulfed in a pyre of magical flames, beginning in the midtorso and extending to his extremities. He suffers no damage at this point except for the aforementioned initial impalement. At any rate, soon after being enveloped in the fire, the wooden portion of the *Dagger* quickly dissolves in the flames, leaving the metal blade in the chest, absorbed by the inferno. Any clothing or combustible items on the character's person or carried are subject to magical fire damage and must save vs. magical fire or be

destroyed. One of the side effects of this conflagration is that anyone or anything the character touches takes 1d6+1 points of damage per round, and any objects touched must save versus magical fire or be destroyed by fire. The character cannot direct flames nor can he choose not to damage anything he touches.

At this point, the user experiences a wild burst of energy, one of the primary effects of the *Immolation*. First, the character receives a +6 bonus to his Strength and Constitution, with all effects and bonuses. In addition, a heal spell takes place, restoring him to full health, including his new Constitution HP bonus (note that any previous bonus HPs, if any, must be subtracted first, and his new bonus HPs, if any, be added. Any bonus HP from Constitution must not be counted twice!). After that, for every round that passes per experience level, up to a maximum of five, the character's hit points is increased by 2d6 HP.

All the hit points in addition to his original total are entirely temporary. If they are lost by any means they cannot be restored by any means -- it is only an effect of the enormous boost to his system. Any fire - based attacks a character suffers is halved, but cold - or water - based attacks cause double damage.

Once his apex of HP increase has been reached, the character must make a system shock roll. Success means that his body has been able to adjust to the tremendous surges of energy whipping through it. Failure forces the character to fight at a -4 penalty to attack and a -2 to initiative from the unbearable stress of uncontrollable raw energy coursing through him. For each round that passes thereafter, the character's HP total is reduced by 1d8 points, which is cumulative with any damage he receives in combat at this or any other time during the *Immolation*. This loss of HP cannot be prevented, as the user becomes immune to devices or spells such as ring of regeneration, cure light wounds, heal, etc., applied after his HP boost. Any damage he receives is applied first to his gained hit points, then to his natural total.

The *Dagger* functions, providing the Strength and Constitution bonuses, until the character reaches 0 HP. After that, his own body is consumed: the character does not fall unconscious or die when his hit point total is zero, but the *Immolation* continues, cannibalizing his Constitution (including the bonus) at the rate of one point per round, until his CON is reduced to zero. The character immediately dies, no saving throw, no system shock check, no Constitution check. One of the consequences of the *Dagger of Immolation* -- and one of its purposes -- is that it causes the irrevocable death of the individual who used it. At any rate, once dead, he cannot be resurrected, reincarnated, reanimated, or otherwise brought back from the dead, except by a wish spell or by divine intervention.

All that is left after a character gets "burnt out" is the cremated remains of his body, charred into little more than skeletal fragments and ash, including any items that survived the *Immolation* (each item must make a saving throw versus magical fire to survive). The *Dagger* itself is

ultimately consumed in the firestorm.

It is not known whether the following is the true procedure for creating a *Dagger of Immolation*, but according to an old manuscript used by the Order of Inferno (the god of fires), in the creation of a device which would help them enter the Afterlife in the most honorable way possible -- on the throes of a glorious victory.

To begin, a handle must be carved from oakwood of at least fifty years of age. Once the blade has been forged, it must be cooled in a vat of fresh blood

-- the source is unimportant, although blood from potent beings such as dragons or hydras is rumored to greatly magnify the weapon's potential. The blade and handle must be brought together and bound under a full moon, and certain arcane

sun and sacrifice spells woven into it. The *Dagger of Immolation* must

then be exposed to twelve continuous hours of unblocked sun (no shadow may pass

over it, or the process must be repeated), all the while being subjected to a fire kindled with a burning phoenix feather (the Order of Inferno have ties to

the race of phoenixes that few people know of, and are thus able to procure phoenix feathers much easier than anyone else possibly can). While the *Dagger* is exposed to sunlight, the fire in which the *Dagger* lies must not be permitted to go out at any time (or the process must be repeated).

Cloudy days are inherently risky for this sort of business and so weather spells are often used to guarantee a clear sky.

Means of destruction: a *Dagger of Immolation* might be destroyed in one of the following ways: having someone impale themselves with it voluntarily

or exposing it to magical continual darkness (as the spell or a device mimicing it) for a duration of twelve uninterrupted years.

Eversio's Domineering Collar

The followers of Eversio, who primarily reside in the Htrean Netherlands, contend that theirs is the strongest of all the Divine Fourty - Nine of Htrean mythology, as opposed to the followers of Eversio's twin Vorago, the Ascended One of Death. Eversio is the Ascended One of War and Conquest, and like the other gods have `minor spheres', meaning dominion over slavery among other things.

An unwitting individual who allows an *Eversio's Domineering Collar*

to be placed around his neck is subject to the effects of a continuous command spell cast over them by any individual who speaks the proper

command word. In addition, the *Domineering Collar* compels the individual to regard his master as if the latter had an 18 Charisma.

The individual can be subject to the orders of more than one individual, but if there is conflict between masters, the one with the greater Ego (Level + Intelligence + Charisma) wins controls; if the Egos are equal, the collar has no effect, except for the charismatic effect above.

The *Domineering Collar* may be used to compel the victim to violate his alignment, perform acts that put the prisoner's life in jeopardy, or to simply commit suicide, although a saving throw vs. Wisdom plus Ego adjustment can be made for resisting the order (adjusting for the difference in the Egos of the master vs. slave: a master of 34 Ego vs. a slave of 28 Ego will incur a penalty of -6 to the saving throw).

The *Domineering Collar*, if used by an individual six levels greater than the slave, will grant an ESP - like access to the slave's mind. If using psionics: an individual (psionicist, wild talent, or otherwise) enslaved by an *Eversio's Domineering Collar* cannot close his mind to psionic contact, nor do any of his psionic defense modes (if they exist) function, nor can he use psionics on his master(s) (which he probably wouldn't do since he is drawn to them humbly anyway).

An *Domineering Collar* cannot be removed while it actively controls the will of the slave; only if the master(s) are not present and there are no 'standing' orders can an attempt be made to remove the collar. This can only be done by severing the collar via a *Vorpal weapon* (being very careful not to kill the prisoner in the process, of course). Nonmagical weapons and *weapons of sharpness* do not affect the *Eversio's Domineering Collar*.

Heart Tree

A *Heart Tree* is a small trinket, looking like a sculpted glass oriental banzai tree, with a tiny gold heart embedded into the middle of its trunk beneath the transparent surface. (The gold heart, if it is somehow opened, would reveal a sliver of a Tree of Life.) On top of the tree there is a ring that allows it to be hung as a pendant on a chain or string. The entire pendant is as large as the hand of a small child, although the golden heart is hardly the size of a fingernail.

When worn, the *Heart Tree* will completely protect the wearer from suffering critical wounds. Limbs are magically protected against severing blows, nor can the wearer be blinded or have other appendages crippled. Each successful blow, no matter how well placed, will leave only minor damage. Not even when the wearer charges against a set pike will the spearhead run him through. Any successful strike will still inflict damage but the *Heart Tree*

Iruusigur's Robe [of Breedlessness]

The history of the nomadic Rhurre, a Htreatan race of mixed elvish / wolven ancestry, records a time when the different breeds of the Rhurre vehemently hated and clashed with one another. The Red, Silver, Black, Brown, and White treasured purity of breed above all else and persecuted those who were not of their own "kind", though all Rhurre were Rhurre regardless of what color their fur was. This was so until Iruusigur appeared. With his force of will, relentless persuasion, and eventual affinity with the leaders of the factions, he was able to create a lasting but uneasy peace among them at a time when others were hunting the Rhurre to extinction, because of the continual war the Rhurre brought wherever they roamed. It was because of Iruusigur that the Rhurre began to see the other breeds not as enemies but as brethren. And it was only because no one knew Iruusigur's breed that he was able to accomplish this. For without a breed, no one had cause to hate him, and no one had cause to doubt his credibility for he might just as soon be one of their own.

Iruusigur's Robe of Breedlessness functions somewhat like a *hat of disguise* (the *Book of Marvelous Magic* version) which permits the wearer to alter his true appearance at will; it was by this method that Iruusigur withheld any knowledge of his true appearance. In truth, no paintings or etchings exist of the revered leader, for his appearance was so utterly undistinguished. The *Robe* itself is made of worn burlap, and close observation will reveal cameleon skin in the seams of the garment. The inside is lined with cotton so as to relieve the abrasiveness of the burlap outer cover. When worn by a Rhurre, the *Robe* will conceal his breed and any distinguishing facial features; he will appear to be an ordinary Rhurre. When worn by a non - Rhurre, the *Robe* will make appear to be a Rhurre, but with an indistinct skin color. It will not create the appearance of furry skin, so a human will look like a shaved Rhurre.

Regardless of the race of the wearer, while he wears *Iruusigur's Robe* he has a Charisma of 18 with respect to leadership qualities and has a glibness of speech, enabling him to persuade others to his cause or to convince them to accept a certain belief or point of view. The wearer can also affect the encounter reactions of beings he might come across. Note that these abilities (except for the alteration of Charisma) are only usable if the wearer speaks a language that is understood by those he is trying to sway. The

Robe will function adequately under the influence of spells such as comprehend languages for the duration of their effect. The *Robe's* power of verbal persuasiveness does not function against nonintelligent creatures.

Lavisher Flower

The *Lavisher Flower* appears at first to be a miniature blood - red poinsettia. It consumes no water or other nourishment and remains as healthy as ever. It can exist as easily in a desert as it can in a jungle, for environment does not affect its condition. It remains the same regardless of whether it is coaxed to grow magically or by the skill of a master gardener, for it is a construct rather than a true naturally occurring plant. If it is placed on the ground or in a pot of soil, it will immediately grow "roots" and affix itself where it lies, roots that can be severed at any time. The blossom can be picked at any time and without difficulty, for it is the only permanent part of the *Lavisher Flower* and is as difficult to destroy as any dweomered object.

Wherever the *Flower* found, it will stand out from its surroundings, whether in the wild or in a finely prepared bouquet. An individual who wears the *Lavisher Flower* on his lapel or in her hair will have their Charisma raised by 1d4 points with respect to personal appearance, or comeliness. Encounters with others will be affected such that those people are better inclined to be polite, generous, and kind to the wearer. When dealing with merchants, the wearer of the *Lavisher Flower* will get the better bargains, have an easier time haggling, and will be treated with a little more respect. Unless a blatantly evil act is committed, ne'er do wells will often be let go with lighter punishments or be given lighter sentences if he is wearing the *Flower* prominently on his person. For all intensive purposes, the *Lavisher Flower* is treated as a charm or friends spell with respect to possible immunities. Any individual who saves vs. spell at a -3 penalty will not be affected by the device. Immunity due to exceptional Wisdom or Intelligence applies.

Whenever the wearer is dealing with someone of the opposite sex and of the same race, his or her Charisma will be raised double the 1d4 points (2d4x2) that were gained in the first place, due to the natural attractions between the

sexes of a species. Whether this applies to the opposite sex in regard to other species such as between human and elven or either of them and half - elven, or between two other races, the DM may use his own discretion (or refer to the *Net Guide to Unlawful Carnal Knowledge*). The *Lavisher Flower* will certainly influence the success of an attempted seduction of another, but in no case will it entirely overcome their free will (in the same way as someone losing their inhibitions or passing out from too much alcohol).

If worn once a day for more than a week, the *Lavisher Flower* will begin to affect the wearer's character, moving his alignment towards lawful good. He will eventually become as generous and kind and lavish with his treatment of people as they have been to him.

The *Lavisher Flower* has intelligence (9) and therefore alignment of LG, but will not reveal the fact of its personality to anyone, opting instead to remain patiently in the background as it fulfills its purpose of creating a "kinder, gentler" world around it. It does not usually attempt to dominate those who wear it, except for the gentle conversion of individuals to lawful good and then to quietly put the suggestion in the wearer's mind to give away the *Flower* to another, providing another individual that may be influenced by the *Flower*.

Lodestone of Alignment Detection

A *Lodestone of Alignment Detection* will accurately determine, to an extent, the alignment of some intelligent being. Half of all *Lodestones* will detect good vs. evil, and half will detect lawful vs. chaotic. Which alignment the *Lodestone* will detect is not obvious until the stone is grasped and used, and then the information will not come to mind unbidden. It can only be determined through trial and error (perhaps by systematically detecting for creatures of known alignments until it is generally known which type of alignment detection that particular *Lodestone* is capable of).

When grasped, the *Lodestone* will activate, and it will respond to the alignment of the creature most easily detected (whether in proximity or level, higher levels being harder to detect and thus ignored in favor of the lower ones -- all DM's discretion). If the alignment of the creature in question agrees with the particular alignment of the holder of the item, the *Lodestone* turns warmer to the touch (although no heat is actually given off for it is only a mental sensation). If the alignment of the creature is dissimilar, the *Lodestone* turns colder. Note that detecting a neutral alignment will affect no change in the *Lodestone*.

The *Lodestone of Alignment Detection* can be used once a day for every experience level of the user, up to a maximum of six. IN RAVENLOFT:

A *Lodestone's* behavior can be manipulated at will by the demonic forces that it may detect (or even force the *Lodestone of Alignment Detection* to ignore the creature's alignment and consequently their existence altogether).

Powder of Brittle Bones

This *powder*, when a pinch of it is thrown on any creature with a skeleton or exoskeleton, will immediately severely weaken that creature's skeletal or chitinous structure, effectively reducing that creature's natural Armour Class by 10 (an unarmored human would have an AC of 20, before dexterity adjustment).

Powder of Brittle Bones will only work on beings with internal bone structure or a chitinous exoskeleton (this includes creatures such as humanoids, dragons, spiders, insects, giant centipedes, and manscorpions) but it will have no effect on other creatures like slimes, puddings, shapeshifters, or treants, which have no internal supports, have no definite shape, or have no bones or exoskeleton. The *powder* will also not work on undead creatures except for skeletons, which will give an attacker a +2 to hit with any weapon cumulative with any other bonuses or penalties.

A pouch of *Powder of Brittle Bones* will typically contain enough powder for 2d8+1 pinches.

The Seven Circles

(artifact)

This device is basically a set of seven concentric rings standing upright, each twelve inches thick. The innermost ring has a diameter of a yard and the outmost a diameter of eleven feet. While each ring can rotate relative to the others. (Try to imagine a combination lock with seven concentric dials.) There

is an eighth outermost ring that bulges into a larger platform, making the entire height of the mechanism about twelve feet high in all. Every ring is held in place, making the general appearance of the entire apparatus is that of a standing bullseye target.

Each individual *Circle* has teeth along the edges, apparently so the user would be able to turn the wheel in place. It is not known how the wheels manage to stay in place, short of magic, but it only requires a strength of at least 6 to rotate the wheels. Close observation will reveal barely noticeable runes etched around the circumference of each *Circle*, each of them in a different language. The meanings of the runes are lost in antiquity, but it is known that certain positions of the rings, if left undisturbed for more than 2 turns, will activate some power of the *Seven Circles*. Some of the known powers include creature summoning, summon elemental, dimensional door, banish, gate, view any location, view other plane, extradimensional prison, as well as behaving like a *crystal ball*. These are a few powers noted by historians, and there may be more. There are no recordings of the proper "combinations" of the *Circles* to activate these functions, but through trial and error one is bound to discover one.

The *Seven Circles* is a unique magical item in Htrea; it was discovered by some true neutral clerics of the Realm of Geminorum, who hid it to prevent anyone from using it improperly. It is said that they have found access to many of the powers possessed by the *Seven Circles*, but no one is telling just what has been found ... the mere legend of the device causes enough trouble for them already.

Stylus of Dictation

Resembling an ivory writing stylus, the *Stylus of Dictation*, when commanded, will write verbatim anything spoken by its user, provided the user can write the language that he is speaking in. The *Stylus* needs no ink, paint, or pigment; it has its own reservoir of endless ink. It needs only to be placed on the surface upon which it is to write, and for the dictator to command it to begin. It will continue writing what he says (to the best of its ability) and will stop when he does not speak and will deactivate when he tells it to stop or when the pen is touched or otherwise disturbed from its duties.

Most *Styli* will only draw letters, runes, pictographs, or other written form of language; it will not draw pictures or artwork. A precious

limited number of *Styli of Dictation* have some measure of ESP and can draw out a mental picture or image thought up by its user. The *Stylus* does not confer any comprehension of languages that the user does not already possess.

STYLUS OF DICTATION II: This version of the *Stylus of Dictation*, when commanded to activate, will commence to nag its user and order him around incessantly, always trying to tell him what to do, how to do it, when to do it, who to associate with, why do you have to hang around with them?, why do you keep looking for trouble?, etc.

The *Stylus* cannot be ordered to cease, nor can it be disposed of, for it will always reappear in a breastpocket, trousers pocket, or hand of its user, for it is a cursed item. Only through a remove curse spell will the hapless individual be rid of the object.

SECTION IV:

WIERD

STUFF

Glass Simulacrum

A *Glass Simulacrum*'s appearance is that of a huge rectangle of forged steel with dimensions of 20" long, 10" tall, and 5" deep. There are many, many (5d8+10) windows of varying sizes, most of them showing any one of a number of objects.

A *Glass Simulacrum* is in many ways similar to an *Ardraken's Simulacrum*, include operation and function, although unlike an *Ardraken's*, a *Glass Simulacrum* does not manifest itself as a living or hostile entity.

Near the bottom and center of the apparatus is an iron drawer. Each window also has a rune or runes beneath it, with a specific number beside it. Magical scrying will reveal instructions written across the top describing the procedure for procuring the items shown: to obtain a product, open the drawer, put in a currency amount equalling the value of the product desired, close the

drawer, touch the accompanying rune, and open the drawer again to receive the product. If the currency supplied is insufficient for the item, the currency is consumed but no item is surrendered ... and if the amount of coinage supplied is greater than the value, the currency is consumed but none of the excess is returned. If either of these situations occurs, a small cantrip is triggered such that the words "EXACT CHANGE REQUIRED" appear to flash in the air above the device for thirty seconds and then disappear.

The DM should compose a list of magical items of varying value -- these items can be rolled up from the *DMG* or from the *Encyclopaedia Magica*. The DM also should feel free to exclude any item as he sees fit, or to set a price limit (such as 1,000 GP) on what items may be included. If an artifact, relic, or other object of nearly priceless value is obtained, mark the corresponding space for that item as empty (PCs ought not to be able to obtain such items so easily!)

In Ravenloft: A DM should not refrain from including cursed items as part of a *Glass Simulacrum*, or even making such items a most of the repertoire of the *Simulacrum*. Of course, in any realm, the DM is encouraged to provide at least one or more cursed items for variety and to maintain an element of risk.

Landlubber's Skiff

This device resembles a small rowboat or craft that can also support a single sail rig. The *Skiff* is as completely seaworthy as any other vessel of its size. The distinguishing ability of this item is its ability to traverse land as easily as it would water.

When its command word is spoken, the *Landlubber's Skiff* will rise off the ground (or the surface of the water) to an altitude of two feet. The pilot may then "row" the boat forward, backward, or turn it any direction as he chooses, by pumping the paddles in the appropriate way. It will feel as if there is some resistance in the motion of the paddles, but not so much that a small child could not operate the craft.

The *Skiff* will travel at up to 1/2 the rowing speed of the occupant over water, or at full rowing speed over relatively level land surface. Heavy wind currents may affect the boat's ultimate trajectory, but the *Skiff* will remain as level as the surface beneath it. When over land, the boat can traverse changes in the terrain that vary no more than two feet; the *Landlubber's Skiff* will not climb a mountain or float across a chasm (without falling), but small dips in the surface or anthills and the like will not affect its movement or operation.
