

The Adventurer's Ordinance II

127 New Magical Items for any Setting

The Adventurer's Ordinance

Accessory

Credits

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Introduction

The following document contains a variety of magical items which any DM may find useful for their campaign. Most are designed with AD&D/OSRIC in mind, though should be useful for any fantasy setting or rule set.

The items contained within are the sole creation of the editor of this document (SBLaxman), with the exception of those submitted by two other members of the Dragonsfoot.org community; garhkal and Madalch, whose ideas are greatly appreciated, and whose items are identified by their names in parenthesis.

Feel free to use any item contained in this document as you see fit. If you plan on publishing an adventure module or other document containing an item contained in the Adventurer's Ordinance II, be cool and cite your sources.

In the Table of Contents below, items are arranged by the categories given in the Dungeon Masters Guide. Items that are usable by only certain classes are denoted by a letter in parenthesis following the item name. These are (F)ighter, (C)leric, (T)hief, and (M)agic User. Unless otherwise noted in the items description, the item can be used by any sub-class of a class that can use the item (for example, a druid can use any item listed as usable by clerics). If no listing is made, the item can be used by any character.

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Rings

*(Rings marked with a * are alternate versions of rings found in the Dungeon Master's Guide. These items have all of the normal powers as per their DMG write up, with the amendments in the below text.)*

Ring of Animal Friendship*: Only functions if the character is of a neutral alignment (NE, NG, LN, CN, TN). If worn by an extreme aligned individual (LG, CG, LE, CE), animals will behave as normal until a charge is used to attempt to have the animals defend the bearer, at which points the animals will turn on and attack the ring wearer.

Ring of Blinking*: When activated, the ring "blinks" away in a random direction, teleporting 1d10*20 (20-200 feet) away and turning invisible for 6 turns.

Ring of Chameleon Power*: When worn but not in use, the characters skin and hair color slowly shifts, changing into a random color every hour.

Ring of the Dead: These magical rings are enchanted after being stolen from the graves of those that had great power or influence during their lives. The enchantment gives the wearer a form of resistance against death, granting them a +2 bonus on all saving throws made against any attack form by an undead (Ghoul's paralyzation, Banshee Wail, spell cast by a Lich, etc). However, the ghost of the person whom the ring was stolen from will unerringly hunt down the possessor of the ring, stopping at nothing until slain or the ring is returned to its grave.

Ring of Djinni Summoning*: There is a 20% chance that an angry efreet will be summoned in place of a subservient djinni, attacking the user.

Ring of Escape, Lesser: This magical ring allows for the user to teleport instantly up to 2 miles, to any location he has previously visited and is familiar with, through use of a command word (typically written inside the band). As long as the user is personally familiar with the location, he will teleport exactly where he desires. If he has only scried the location (through a crystal ball for example), he has a 15% chance to accidentally appear 1d100 feet in a random direction from the intended location (possibly underground). When the user vanishes, an illusion of their exact likeness will remain where they previously stood, in the exact pose the user held before vanishing. The illusion will remain until the ring is used again. The ring can be used only once per week.

Ring of Escape, Greater: As per the Lesser *Ring of Escape*, this ring will allow the user to teleport away at the use of a command word. In place of an illusion, the greater ring will leave a physical simulacrum of the user, which will appear indistinguishable from their actual self. The simulacrum will act and behave as per an intelligent being, and is even able to fight as per a 3rd level fighter (15 HP). It will be wearing the exact same equipment as the original user, except all magical items will be replaced with mundane counterparts. It cannot speak however, and possesses no real knowledge; however it can understand language follow commands. If the simulacrum is asked questions, such as the location of a treasure, it may attempt to answer, but will actually lead the questioner in a random direction. If left on its own, it will simply stand or sit in place until disturbed. The simulacrum will remain present until the ring is used again, at which point it and all of its possessions vanish (If slain, the body will remain as well, vanishing when the ring is used). A second use of the ring will create a "new" simulacrum; any damage done to a prior version is ignored. As above, the ring can be used only once per week.

Ring of Feather Falling*: Subject's weight is dropped to 10% of normal as long as the ring is worn. A strong wind is enough to restrict movement, and a strong blow (by a creature of 15 or greater strength) will send the wearer flying 2d6 feet.

Ring of Fortune: Once per day, the wearer of this ring can re-roll a failed saving throw. The first time that a saving throw roll is failed, it is automatically re-rolled.

Ring of Free Action*: Actually covers the wearer in a thin film of pork grease. The scent is strong enough to increase the chance of wandering monsters by 2 on a 1d10.

Ring of Regeneration*: Wounds heal, but remain as horrid scars. Scars can only be removed by a *Wish*.

Ring of Spell Storing (Alternate): This magical ring has the ability to store a single spell of any class or level. To store a spell, the inset gem must be depressed, then the spell cast while the ring is being worn. The spell will have no immediate effect, but will be "stored" by the ring. At any point in the future, if the gem is pressed for 5 segments, the spell will take effect, targeting the wearer of the ring. The user does not need to be able to cast the spell. The same spell does not need to be used to recharge the ring (a different spell may be used each time).

Ring of Storage: This enchanted ring has a large false "stone" on it, which can be rotated away to reveal a small chamber (such as used to conceal snuff). This small chamber is similar however to a *Bag of Holding*, and actually contain up to 5 cubic inches of space (large enough to store magical scroll or two). The opening is only 1/2 inch in diameter, so only nothing wider than a small finger can be placed inside.

Ring of Swimming*: Each round the wearer is in water, there is a 5% chance that some predatory aquatic creature will notice and come to investigate.

Ring of Telekinesis*: Any object moved will cause the user to move a distance in the opposite direction relative to the ratio of the masses. (Example: A 120 pound user moving a 120 pound stone would be pushed backwards the same distance the stone is moved forward. If the stone is 1/2 their weight, they will move 1/2 the distance the stone is pushed)

Rods

Rod of Elemental Shielding: This 1' iron rod has a ring of gemstones inset around one end. By pressing on one of the gemstones, a protective barrier can be activated. The barrier lasts for 1 turn, and after use the rod becomes inactive for 10 turns. Each time a gem is pressed there is a 1 in 6 chance the gem will shatter. Gems cannot be replaced, and once all have been broken the rod is useless. There are no charges for the rod. The gems have the following powers

Gem	Effect
Ruby	Casts <i>Fire Shield</i> , red as per the MU spell
Aquamarine	A 2" layer of <i>Airy Water</i> surrounds the user. The water dampens blows, providing 50% damage reduction to blunt weapons. The user can breathe through the water, and as such can travel under water. It offers no protection to gas attacks or magical spells, save for cold-based spells, which will chill the water, acting as a <i>Slow</i> spell in addition to their normal effects.
Diamond	User is surrounded by a vortex of fast moving air. The air acts as a <i>Wind Wall</i> with respect to incoming missile attacks or flying animals. Saves against gas-based attacks are made at +4
Jet	User is surrounded by a thin layer of stone. They cannot move, but can breathe and see normally. As such they have a 90% chance of being mistaken for a statue, though creatures with excellent senses of smell will detect their presence.

Rod of Portal Disruption: This wand can target a 10' cube, at a range up to 60'. Any and all magical portals, gates, or links to other planes of existence are instantly closed. Any open magical portal, such as a *Gate*, or portal created by a *Mirror of Mental Prowess*, or links by spells such as *Leomund Secret Chest* are permanently dispelled. A magical item which has a link to another plane (including pocket planes), such as a *Bag of Holding*, *Portable Hole*, or *Decanter of Endless Water* lose their link with their plane, and become deactivated for 1 turn. When they re-activate, there is only a 10% chance they will re-connect with the exact pocket-plane they had been connecting with, and a 20% chance the connection will be linked to a devouring creature (turning the bag of holding into a bag of devouring). If the bag loses its link to its pocket plane, it will re-connect with a new, empty pocket plane, and all the items in the detached pocket plane may be lost forever. In the case of spells like *Rope Trick*, *Mordenkainen's Magnificent Mansion* and the like, the link between the created plane or item is instantly cut. The link will be re-connected after 1-turn, but there is only a 5% chance it will reconnect to the same place. Extraplaner creatures (elementals, devils, etc) must save vs. rods or be dismissed back to their native plane (Magic Resistance does apply as normal). If the roll fails, check the following table

1d10	Location of New Link
1-5	Same Plane, random distance (1d100 miles)*
6-7	Ethereal Plane
8	Astral Plane
9	Elemental Plane**
10	Outerplane***

Notes:

*The portal will connect to an open area,

at the same depth/height as the original portal: it will not open into solid rock, or 10 miles above the ground. If the original link was in a cave 40' below ground, it will re-open to a cave 40' below ground, 1d100 miles away.

***Determine elemental plane randomly*

****If a cleric is in the party, the link will connect to the plane of their patron deity on a successful save vs. spell, else determine randomly*

Rod of Shattering: This 3' metal rod can be wielded as a mace. If any stone object is struck, it must save vs. crushing blow (as stone, small) or be destroyed. Up to 200 cubic feet can be destroyed in a single blow. As such, 5 strikes will dig a tunnel 10' wide by 10' high by 10' deep. Each blow uses 1 charge. Creatures made of earth or stone take 2d6 damage per blow, and if a charge is used they must save vs. spell or be destroyed.

Wands

Wand of the Berserker: Any creature targeted by this wand will be driven into a mad rage if they fail a save vs. wands. They will immediately attack the creature nearest to them, be it friend or foe. Due to the mad-rage, they gain +2 damage, but lose -2 AC. The effect lasts for 1d4+1 rounds. The target will continue to attack until everyone is dead, or the effect ends.

Wand of Coloration: This wand has two functions. The first causes a narrow beam of light to fire from the tip of the wand, targeting a creature or object at a distance of up to 80'. If the creature fails its saving throw, any exposed surface on its body will turn any single color (chosen by the user of the wand). For each charge used, a 5'x5' area or single man-sized creature can be colored. As only exposed area is colored, a fighter in plate mail would have his armor, weapons, and any exposed skin on his face dyed. The second effect allows the user to cause a beam 20' long and from 2 inches to 2 feet in diameter to issue from the wand, permanently coloring anything it touches any color chosen by the user unless a saving throw is made. Unlike the first use, the wielder can control what is painted, thus painting a single spot, or even drawing a shape. Each charge used allows the user to paint 4 square feet with this use. The color can only be removed with *Remove Curse* or *Dispel Magic*.

Notes: Use #1 has the effect of coloring all the surface of a man-sized creature, as if hit with spray paint. It will color everything: hair, eyes, skin, armor, clothing, etc. It has no ill effects (colored eyes will not affect vision). Use #2 is more of a focused controlled beam, coloring what it touches. As such, a user could paint just a single red "dot" on a thief, or write a short message on a brick wall. Detailed writing would be impossible on a moving target, but could be done with ease on

an inanimate object.

Wand of Displacement: A small beam shoots forth from the wand when a command word is spoken, causing whatever is struck is teleported 1d10*10 (10-100) feet in a random direction (if the result indicates the object/creature will appear in a solid object or wall, they will appear just outside the object). Only creatures or objects up to 500 lbs are affected. If a creature is targeted, it and all of its possessions will be teleported. If an object in the creature's possession is targeted, it is allowed a save (use the possessor's saving throw). As such, a fighter could be teleported 100 feet away (possibly into another room), or just his armor could be teleported away. There is no save for individuals or untouched items, only items held can get a chance to save to avoid.

Wand of Time Distortion: Any creature or object targeted by this wand will vanish if they fail their saving throw vs. wands. They will reappear in the exact same spot 1d4+1 days later, having experienced no loss of time, and suffering no ill effects. Only objects up to 500 lbs can be targeted, though creatures of any size can be affected.

Misc: Books and Tomes

Grimoire of Divine Fortune: This enchanted book appears as an arcane, but non-magical book, but will radiate an aura of magic if detected for. This magical book is tuned to a specific alignment (selected by DM or determined randomly). Any character who reads to book with an alignment matching that of the text, and follows the contained rites and prayers for one month (requiring two hours of devoted time per day, missing no more than once day of every four), will receiver a permanent +1 bonus to their saving throws due to divine favor. A character of alignment 1 step away will find no boon or bane placed upon them. A character of two or more steps of alignment away that reads the text and performs the rituals will have a permanent -1 penalty to all saving throws. Only one character can use the book at a time, and after completing the month of prayers, the book will vanish.

Libram of Diet and Health: This enchanted book appears as an arcane, but non-magical book, but will radiate an aura of magic if detected for. Any character who reads this book (24 hours over 3-5 days) will know how to increase his total HP by 1d10. The character must follow a strict regimen of exercises and diet over a one month period. The book disappears immediately upon completion of its contents. The 1d10 hit points are gained only after the prescribed regiment is followed, and are permanently added to the characters total. Only one character can benefit from the book; its knowledge cannot be shared or written down.

Manual of Dodging: As above, but will improve the readers armor class by one point (treat as a dex bonus, but cumulative with any AC bonus due to high dexterity). Classes which do not gain a bonus to AC from high dexterity

(example: monk) will still benefit from this manual.

Manual of Strikes and Blows: This work is similar to the *Libram of Diet and Health*, but its reading and prescribed course of action will result in the increase in Thac0 by one point (+1 to all attack rolls).

Rium's IOU: This small book radiates alteration magic. When found, it will contain a small platinum bookmark, and 50-100 blank pages. The magical book functions by leaving the platinum token in a sack, chest, or other container. When a coinage value is written onto a sheet of paper in the book, and the page torn out and placed into another container, any coin, gem, or piece of jewelry or precious metal placed into the first container will vanish, appearing in the second container with the slip, until a point that the total value written on the slip has been transferred. If any slip is left unpaid for more than 1 month, the book, platinum mark, and everything currently on the person who wrote the slip will vanish. It is up to the DM if an empty barrel will appear in place of the subjects clothing, to hide their modesty.

Tome of Summoning: This magical text is inscribed with prayers and rituals used to summon creatures from beyond the mortal realm. The book with have a total of 5-10 (1d6+4) rituals contained within, but the exact nature of each ritual cannot be determined, outside of a *Wish*. Each ritual takes 1d4+2 turns to perform. If attempted by a character who is not a cleric or magic user, the character must save vs. death magic or be driven insane (removable only by a *Limited Wish*, *Alter Reality*, *Heal*, or *Wish*), however regardless of the result of the save, the summoning will be successful. When used, roll below to determine which plane a creature is summoned from:

Id12	Plane
1	Elemental (Fire)
2	Elemental (Water)
3	Elemental (Earth)
4	Elemental (Air)
5	Ethereal
6	Astral
7	Abyss (Demons)
8	Nine Hells (Devils)
9	Nirvana (Modrons)
10	Olympus (Titans)
11	Seven Heavens (Archons)
12	Negative Energy (Non-Corporeal Undead)

Determine which type of creature is summoned randomly. Any creature from a lemure to a Pit Fiend may be summoned, save for named or unique creatures (example: Asmodeus) who are beyond the power of the text. The summoned creature will in no way be under control of the summoner, and will very likely be angered for being disturbed. Like-aligned creatures may be willing to aid an adventurer. The DM should determine which ritual is aligned to which plane in secret, though once determined they will always summon a creature from the same plane (though the creature will be determined at random during each use). The book may be used once per day. There is a 10% chance after each use that the book will vanish.

Misc: Jewels and Jewelry, Phylacteries

Necklace of Visions: This magical necklace increases the power of an illusionist spells. All saving throws to disbelieve the casters illusions are made at -2. Additionally, once per day it grants the wearer the ability to summon into existence a vision of horror upon a single target. They must save vs. spells or flee for 1d6+4 rounds from the vision.

Misc: Cloaks and Robes

dust, dirt, and stains will fall away.

Robe of Alteration (lesser): This robe allows an illusionist to alter his appearance as per the 1st level spell *Change Self*. The effect can be used 3 times per day, and each use lasts for 1 hour (or dismissed when desired by the illusionist).

Robe of Alteration (greater): This robe allows an illusionist to change his appearance as per the 2nd level spell *Alter Self*. The effect can be used 3 times per day, and each use lasts for 1 hour (or dismissed when desired by the illusionist).

Ghostly Robe: This magical robe will turn the wearer partially translucent. Anyone observing the wearer will be able to see through them, as if they were a ghost or phantom. A thief is granted a 20% bonus to hide in shadows if wearing such a robe.

Halfling Cloak: Learning from the elves, halfling scouts have attempted to re-create *cloaks of elvenkind* for their own uses. Not being able to enchant the cloaks to the same degree, they function in the same manner as a *cloak of elvenkind*, with the following exceptions: In bright light the chance of concealment is reduced by half (functions normally in dim light or darkness). It will function only in areas with vegetational cover, such as grass, brush, or trees, even in exotic environs such as a mushroom forest or mossy waterfall. However it has no ability to conceal the user if used in areas that have no natural cover, and as such offers no benefit in dungeons or caves (unless the caves are filled with vegetation of some sort)

Rium's No-Wash-Tabard: No matter what manner of stain, be it feast-wine or dragon-blood, that touches this knightly tabard, it finds no hold. Simply by shaking out the tabard, all

Misc: Boots, Bracers, and Gloves

Lightstep Boots: Anyone wearing this leather boots will find foot travel passes easily. They are able to travel 25% longer before tiring, and will never get sores or blisters for over-walking. An added benefit is they can travel over terrain as if it was one step more stable (silt -> loose sand -> packed sand -> soft soil -> normal soil) in terms of movement rate and fatigue, if applicable.

Misc: Girdles, Hats, and Helms

Animal Jowls (garhkal): These magical light armored helmets are fashioned for the skulls of animals. When worn by a barbarian, shaman, or druid, the following powers are granted, based on the animal type

Animal	Power
Wolf	Allows the wearer to track as a ranger of two levels higher, and the ability to cast <i>charm animal</i> once per day on a wolf (including worgs, winter wolves, and the like, but not wolfweres, jackalweres, or werewolves)
Bear	Increases strength of the wearer 1 (or by 1/20% if the wearer has exceptional strength). The wearer can also enter a hibernation like state at will, reducing their air/water/food requirements by 1/10 th .
Owl	Grants the wearer the sight and ears of an owl (120' infravision, quadruple normal hearing)
Cheetah	Doubles the wearers movement rate for one turn (can be used twice per day)

Eyepiece of Truth: This pair of glass eyepieces allows an illusionist to see through all illusions. Unlike true seeing, which allows for all things to be seen as they are, this item allows the illusionist to see through the following spells: *Phantasmal Force*, *Imp. Phantasmal Force*, *Spectral Force*, *Phantasmal Killer*, *Shadow Monster*, *Demi-Shadow Monster*, *Shadow Magic*, *Demi-Shadow Magic*, *Programmed Illusion*, and *Weird*

Misc: Bags, Bottles, Pouches, and Bottles

Backpack of Lightness: This backpack is magicked to better distribute the load carried within. The encumbrance of the pack and its contents are counted as 1/4 their normal value.

Bottle of Freshness: Any fluid (wine, milk, etc) stored in this glass bottle will never spoil, as long as the cork remains in place. Sizes vary from a single pint to several gallons. Rumors exist of barrels and wine skins with similar enchantments.

Travelers Scroll Tube: These enchanted scroll tubes are sought after by couriers, especially those who use air animals to transport messages. When capped, these normal sized tubes shrink down to just 1" in length, returning to full size when the cap is removed, reducing in weight to just one ounce. Often these are used by druids, who send messages across long distances via pigeon or eagle, allowing them to attach full sized scrolls to the legs of their carrier animals.

Misc: Candles, Dusts, Ointments, Incense, and Stones

Black Paint: This vial of coal-black paint radiates magic if detected for. Anything painted will take on a pure black color, reflecting no light. As such, anyone such painted is all but invisible in darkness, and is granted a 50% bonus to attempts to hide in shadows. The paint does not stop heat, and as such infravision will spot the target normally. The vial contains enough paint to cover one man sized creature from head to toe, taking 1 turn to apply. Once applied, the paint will last indefinitely if not disturbed, but will wear off after combat (-10% per round of combat), and can be washed off easily if wet.

Crystal Motes: These magical items come in a pouch, typically containing 20-50 (10+10d4) small gemstones fragments of negligible value. When a pinch of the sand-sided fragments are tossed into the air, they will begin to float lazily around the user, shedding light of various colors at brightness equal to a candle. These motes of light can be commanded to fly outward from the user in a straight line up to a distance of 20". On a successful attack roll, a creature struck by a mote takes 1 point of magical damage. Once a mote reaches its maximal range or strikes a solid object, it dims and falls to the ground, devoid of magic. Up to 4 motes can be commanded in a single round, and commanding them does not occupy the user's attention (they are free to cast spells, attack, or perform any other actions in the same round as firing the motes). Once tossed into the air, the motes will stay lit for 1d4 turns, or until used to attack a target, after which they lose all magic.

Dust of Irritation: When a pinch of this powder is thrown at a target, they must make a

saving throw vs. petrification or become irritated by intense itching. Each round they must make a save or give up all action for the round to scratch (losing their dex bonus to AC). Armor is no protection from the power as it will work its way into the gaps, but creatures with very thick skin may be immune to the effects. The effect lasts for 1d6 rounds. Anyone within 5' of the intended target is affected as well, but for 1 round only. As the powder can only be thrown 5', the user will suffer the effects as well. If found with a blow tube, it will effect all targets in a 10' cone (5' width), without any collateral hits. Found in bags containing 5-10 pinches, or a like number of pre-loaded blow-tubes.

Dust of Obscurement: When a pinch of this dust is thrown into the air, it remains suspended in the air for 5-8 (1d4+4) rounds, reducing vision to 2'. A single pinch will fill a 10' cube. A light breeze may move the cloud, while a strong wind will cut the duration in half. Found in bags containing 5-10 pinches.

Dust of Revealing: When spread over a patch of ground, this magical dust will stick wherever a recent step has been made. All footprints made within the last 24 hours will be clearly highlighted. The dust works on any solid surface from cut rock to soft sand. Even prints that have been washed away by wind or rain will appear clearly, though the magic does not grant the observer and special ability to identify the source of the prints. A single pinch will cover a 5' square, and after 1 turn of application the dust will blow away. Found in pouches with 5-10 pinches.

Faerie Dust: When this brightly colored dust is sprinkled over a creature, it grants the ability to fly (c.f. *fly* spell) for 1d4+1 turns. Found in pouches with 5-10 pinches.

Ice Seed: This small blue-white crystal radiates mild alteration magic if detected for. It

appears to be a chip of water-ice upon inspection, but remains at room temperature. If it touches a body of water, it will instantly cause up to 500 cubic feet of water (a 5' diameter sphere, 8 foot cube) to solidify into solid ice. Unlike normal ice, the magically created ice will stay solid at temperatures up to 90 degrees F (32 C). Any creature standing in shallow water must save vs. breath weapons or have their feet trapped (-2 AC, no dex bonus), creatures making their save are able to jump out and land on the solid ice. Creatures submerged must save or become enveloped and begin to suffocate, while a successful save means they were able to get their head out of the water before it froze, allowing them to breathe but still restricting their movement. The magically created ice will last until melted due to high temperatures, or *dispelled*. Once the maximal volume of water has been solidified or the body of water is entirely frozen, the magic ceases and no more water can be frozen. Water Elementals may make a saving throw to avoid being frozen solid (treat as petrification, cured by temperatures over 90 F).

DM note: a PC with this item should be careful not to fall into a body of water, as they may find themselves encased in a block of ice. Moderate dampness or wetness (due to rain, splashed water, or the like) will not activate the item however, only full immersion.

Mage's Candle: This simple wax candle is enchanted with a *continuous light* spell, triggered to be activated by certain commands. A spoken command word causes the candle to light up, while the light can be extinguished by the same command word, or by any means that would normally darken a candle (blown out, water, etc). The candle flame appears real, but gives off no heat, and does not consume the wax.

Paints of Animation: These paints are enchanted to allow the user to draw any life like image that they can imagine. Once drawn,

the painting will "come to life", moving and reacting to the environment. This animation is an illusion however, and can in no way affect the viewer. As such, a user could paint a wall to appear as a doorway to a cave containing an angry ogre, which will appear to act and behave as a normal ogre (however the illusion will produce no odor or noise). A single set of these paints will suffice to cover up to 400 square feet, and the painting will last until destroyed or dispelled.

Paint of Entrapment: If a portrait of an individual or creature is painted with this set of paints on a proper canvas, the individual painted must make a saving throw vs. spells or become trapped in the painting. The painter must be able to see the target to paint them (either through direct observation or scrying) and a portrait will take a full 8 hours to paint. The work need not be done in a single sitting, but a break of more than a week will cancel the effect. Once trapped in the painting, the individual can be freed by *Dispel Magic*, *Limited Wish*, *Wish*, or *Freedom*. The trapped individual will exist in the painting, sensing time passing, and is able to see through the front of the painting as if a window, and anyone observing the painting will be able to see the individual moving (though they can produce no sound). Painting over the individual or covering the painting will prevent them from seeing out, and destroying the canvas will kill anyone trapped within. When found, there are enough paints to illustrate two full canvases.

Red Face Paint: This red dye is designed to be used as a war paint. If a character paints their face with the dye, they will go into a berserker rage the next time they take damage. In a rage, they deal +4 damage and gain a +2 bonus to their initiative, but suffer a -4 penalty to AC. The rage lasts for 1 turn, during which they will attack the nearest creature, whether friend or foe, until slain.

Rium's Door Breaker: This smelly paste was invented by an alchemist on behest of a master thief. Found in jars containing enough for a single application, this dark foul smelling substance has the properties to quickly dissolve wood, while not harming anything else. If applied to a wooden door or chest, it will quickly begin to eat away. A poorly built wooden door will dissolve entirely in 2 rounds, a small chest in 3, a solid door in 4, a large chest in 5, and a reinforced hardwood door in 7 rounds. For thicker wooden barriers (such as a palisade or door of a giant's keep), it will dissolve a 5' square hole at the rate of 2 inches per turn.

DM's note: this substance will not harm flesh or paper, but any wooden objects in a chest (such as a wand) must make a saving throw vs. crushing blow (13) or be destroyed. If applied to metal weapons and used against a wooden or plant-based monster (treant, etc) it will deal +2 damage per blow, lasting for 10 attacks. A jar contains enough for 5 such applications.

Rium's Shrinking Powder: This magical power will shrink any creature it is sprinkled upon. If the creature fails a saving throw vs. polymorph, it will shrink down to only 2" (5 cm), regardless of its original size. It retains any magical or spell casting abilities, however ranged magic like abilities are reduced proportionally in range, while breath attacks are reduced to 1 point of damage/HD and shrink in range as well (EX: A shrunken medusa (72" to 2" = 2.8% of original size) would retain its ability to turn creatures to stone, but the range would be reduced to 10" ($30' * 0.028 = 0.83' = 10"$)). The shrunken creature will remain in its reduced stature permanently, unless a command word is spoken (usually known only to the creator of the powder) or the magic is dispelled. Found in pouches with 5-10 pinches.

Rust Monster Ichor (garhkal): This glass

vial contains a thick paste made from the blood and flesh of a rust monster. If applied to a weapon, any ferrous item stuck must save vs. acid or begin to rapidly corrode. Once corrosion sets in, it will take only four blows to destroy the item, be it a suit of plate armor or an iron golem. If applied directly to a metal object by hand, no save is allowed unless the item is magical in nature.

Sands of Hidden Passage: When sprinkled over ground, this light sand with obscure any and all footprints. The sand itself will vanish in 1 round, making tracking prints all but impossible. Note that other marks of passage (broken branches, left debris, fabric stuck to thorns) are not affected, but all prints are completely erased. A single pinch of sand can be carefully spread over 500 square feet, thus covering a 100' long path of a party traveling single file. Movement rate when using the sand is reduced to 6" to insure proper coverage. Found in pouches with 5-10 pinches.

Sands of Time: If sprinkled over a creature or object, this magical sand will actually reverse time. Depending on how much sand is used, time can be reversed 1 turn (1 pinch), 1 day (5 pinches) or 1 year (10 pinches). As such, a pinch can return a broken sword to whole, return a fallen comrade to life, or even return charges to a spent magical item. Artifacts and relics are beyond the power of the sands, and an unwilling creature may make a saving throw vs. spells to avoid the effects (including being brought back to life). All effects of time are reversed, and a character that loses 1 year will not only be 1 year younger but lose all experience points and memories gained over the year. Found in pouches with 5-10 pinches.

Summoning Token: These small discs, resembling gambling pieces, are painted with the image of an animal or creature, with one side colored red, the opposite black. If the token is flipped, and allowed to fall to the

ground, a creature of the type painted will be summoned. If the "black" face is up, the creature will serve the flipper of the token for 1d6 turns or until slain. If the "red" face is up, the creature will attack the flipper of the coin, until slain, the flipper dies, or 1d6 turns pass. The creature painted is up the DM. 1d10 tokens are typically found.

Truth Stone: These magical crystals are used by magical guilds to help identify their members and reduce the risk of infiltration by polymorphed or illusioned enemies. When joining the guild, the stone is activated, and an individual speaks a phrase of their choosing (typically their full name). Once the phrase is stored, the crystal will glow for several seconds, and then become dull. Whenever the individual who activated the stone speaks the phrase again when within 10' of the stone, it will glow briefly. Even a perfect imitation of the voice will not cause the stone to glow, though it can be tricked by a *clone* of the keyed person.

White Paint: This small vial of paint gives off a faint glow. If applied to a surface, the paint will glow after one round. For every square foot of surface painted, light as bright as a torch of a radius of 5' can be cast. As such, a flat shield with 4 square feet of surface area painted fully will cast light 20 feet. The light is directional, and as such a shield with the surface painted would only cast light ahead of the bearer. A single vial has enough paint to cover 10 square feet. The paint is permanent, but can be temporarily deactivated by a *Darkness* spell, or permanently dispelled by *Dispel Magic*.

Misc: Household Items and Tools

Adamantine Knife: This small paring knife appears as a standard, though extravagant, piece of cutlery, with a blade 2 inches long. The blade is enchanted in such a way that it can cut through any non-magical material. Even the hardest of metals and stones can be carved and cut. Magical or enchanted items are allowed a saving throw vs. acid to see if they are able to resist the blade, with a successful save indicating the item cannot be cut. The blade is enchanted in such a way that regardless of the hardness of the material, it can only cut at a rate of 1 inch per segment, making it of little use as a weapon.

Dawjoi's Torture Rope (garhkal): This simple looking piece of rope was designed to bind prisoners. When a command word is spoken, the rope will tighten around anyone bound by it, causing excruciating pain. For every 3 turns of continual use, the suffering individual must make a system shock roll or die from the pain. Every three turns this check must be made, with a cumulative -10% penalty.

Dwarf's Tools: This non-magical set of tools, including plum-lines, gem picks, and tuning forks, are used by dwarven spelunkers as well as master tunneling engineers. Whenever a dwarf or gnome is attempting to use one of their racial abilities (determine sloping passages, new construction, etc), their chance of success increases by the following

Dwarf	Old Check	New Check
Detect Slope/New Construction	1-3/4 (75%)	1-5/6 (83.3%)
Detect Sliding Walls	1-4/6 (66.6%)	1-3/4 (75%)
Detect Traps/Depth	1-3/6 (50%)	1-4/6 (66.6%)
Find Secret Doors	1/6 (16.6%)	1-2/6 (33.3%)
Find Hidden Doors	1-2/6 (33.3%)	1-3/6 (50%)
Gnome		
Detect Slope	1-8/10 (80%)	1-9/10 (90%)
Detect Unsafe Walls	1-7/10 (70%)	1-8/10 (80%)
Detect Depth	1-6/10 (60%)	1-7/10 (70%)
Determine Direction	1-5/10 (50%)	1-6/10 (60%)
Find Secret Doors	1/6 (16.6%)	1-2/6 (33.3%)
Find Hidden Doors	1-2/6 (33.3%)	1-3/6 (50%)

Golden Timepiece: A mysterious item of unknown origin, the golden timepiece is a 2" golden apparatus with a moving hand, moving in a slow continuous circle. The time piece has three powers, but can only be used once per week.

- If the hand is turned back a full circle, time will be reversed, resetting all events to as they were 1d4 hours previously. Only the user of the device will have any memory of what transpired.
- If the hand is grasped and held, time will stop, except for the user of the device,

who can act freely (*c.f. time stop*) for 1d4 rounds.

- If the hand is turned forward one full circle, the user will vanish, only to appear in the same location 1d4 days later

Each use of the device has a 10% chance to break one of the intricate springs or gears inside the timepiece, rendering it powerless.

Mirror of Enthrallment: This mirror appears as normal, until a command word is uttered. The next creature that looks into the mirror must save vs. spells or become completely enthralled with their own image in the mirror. They will stand still, staring at themselves, ignoring the world around them, to the point of starving to death. The only way to escape the mirror is for the illusionist to deactivate the magic, or if the entrapped individual suffers physical damage, which will allow for another saving throw attempt to break the entrancement (bonus to save is given equal to damage taken). If they are physically restrained or pulled from the mirror, they will do everything in their power to return to it, fighting to the death if need be.

Preserving Paper: Any foodstuffs wrapped in this enchanted waxed paper will retain its freshness indefinitely. A single sheet is large enough to wrap one cubic foot of material.

Rium's Choking Toothpick: This small wooden toothpick is enchanted such that when placed in food or water, it becomes invisible. The next person who eats or drinks of the food must make a saving throw vs. spells, or have the pick become stuck in their throat. For the next 1d6+4 rounds, they can do nothing but choke and gasp for air, before the pick dislodges. Once the 5-10 rounds are over, the pick loses all magic, and will be dissolved in the consumer's stomach. While not lethal, they are useful to generate distractions or disarm an

opponent.

Rium's Intestinal Render: A more nefarious version of the toothpick, when swallowed this wooden pick will pass easily into the stomach. After 1d4 hours, the pick will enter the intestine, and if the subject fails a saving throw vs. death magic, it will become stuck, puncturing their intestine. The individual will fall dreadfully ill within 24 hours, and if they fail a constitution check (4d6 vs. Con score) they will go into septic shock, dying in 4d12 hours (4-48 hours) unless a *Heal*, *Cure Disease*, *Regeneration*, or *Limited Wish* is cast. Creatures that regenerate naturally or magically will suffer no ill effects outside of mild discomfort.

Snidox Bowl of Scrying (garhkal): This cursed bowl appears to be similar in power and size any other bowl used for scrying. Each time it is used there is a 3% cumulative chance that the one being scried upon actually scries back on those doing the scrying. Once this curse kicks in, the one who was initially being scried on determines the shut off of scrying.

Stitching Needle: While every knight prefers his clothing to be in presentable condition, he doesn't always have time to repair his shirt between repairing his weapons and armor. This enchanted ivory needle is a boon for such vain knights, as once it is set into a piece of cloth, it will automatically seek out and repair all rips and tears as if done by a master seamstress. It can by no means make new materials; it can only repair damage.

Sycophant's Mirror: If anyone looks into this small silvered hand mirror, they will feel ever increasing self confidence as they preen themselves in self absorbance. If interrupted in the next 10 rounds, they will lash out at whoever disturbed them, attacking them for 1 round for every portion of the turn left (if disturbed after 4 rounds, they will attack for 6 rounds). If they are able to spend the full turn

talking to themselves in the mirror, they will be free to put the mirror down, feeling a boost of self-confidence that will carry with them. For the next 6 turns (1 hour), all rolls (attack, saving throw, ability checks) are made at +1.

Whetstone of Dullness: Appearing as a whetstone of sharpness, this cursed item instead dulls the blade permanently, using the below table, but applying the bonus as a penalty.

Whetstone of Durability: Similar to above, this whetstone hardens the blade making it more durable and able to pierce armors. Using the below table, a bonus to hit is granted. The bonus does not allow the weapon to hit creatures with resistance to non-magical weapons however.

Whetstone of Sharpness: Any bladed weapon sharpened with this whetstone (1 turn to sharpen) is granted a temporary magical bonus to damage (see table below). The whetstone can be used 5 times per week, and the effect lasts for 10 attacks, regardless of the success or failure of the attack rolls. This bonus is not cumulative with an existing magical bonus, only the greater bonus applies.

Id10	Bonus
1-6	+1
7-9	+2
10	+3

Misc: Musical Instruments

Ome's Guitar: When played by a skilled musician, this magical guitar causes all within 30' to weep uncontrollably unless they save vs. spells.

Pied's Fief: This enchanted pan-pipe will cause all gnomes, brownies, and halflings within 30' to following the player in rapt attention on a failed save vs. spells.

Misc: The Weird Stuff

Animal Skull: These enchanted skulls radiate necromantic magic if detected for. Appearing as the skulls of various animals ranging from dogs to tigers to rats. The skulls are pearly white, every inch covered in indigo runes and spell-words. When the proper command word is spoken, a translucent ghostly form of the animal materializes around the skull. The ghost-animal will obey the commands of the summoner. The ghost-animal will fight until slain or unsummoned, at which point the skull will fall to the ground. If slain, or if the skull is shattered, the creature cannot be summoned again. The ghost animal cannot be healed.

Ghost Animal

HD: 5

Thac0: 16

Armor Class: 5

Attacks: 1

Damage: 1d4

Special Attacks: Draining

Special Defenses: +1 or better weapons to hit

Draining: A successful hit by a ghost-animal drains 1d4 points of constitution from the target. The drained constitution can be restored at the rate of 1 point per day of rest

Elemental Spheres: Elemental Spheres are 3' diameter globes of pure elemental fury. The spheres are actually inter-dimensional links to the elemental planes, appearing as a ball of roaring flames (fire), a perfect sphere of clear water (water), a invisible sphere of hurricane force winds (air), and a flawless sphere of impenetrable black iron (earth). The spheres float in the air in place, and can only be moved by mental effort (as a sphere of annihilation in all respects). A magic user who has mental control over the sphere may attempt to call

out a creature native to the elemental plane once per day, with a success chance equal to the MU's level on a d100. A summoned creature is in no way under any control of the MU.

DM Note: specific effects of contact with each sphere are up to the DM, but could include 5d6 fire damage, drowning, crushing, etc).

Finger of Death: This desiccated mummies finger is enchanted in such a fashion that if it is placed on the stump of a missing index finger, it will automatically graft itself to the stub, and function as a normal finger. The finger will have full sensation as if being a normal finger, but clearly appear dried and long dead. Once per day, if the possessor of the finger makes a successful touch attack on a living foe, *Finger of Death* can be cast. Only one attempt can be made per day, regardless of success or failure of the attempt. Every time the power is used, there is a 5% chance the user loses one level of experience.

Green Seeds: These magical seeds can be planted in loose soil, instantly growing a small bush which spontaneously sprouts 1d6+6 berries or small fruit. If eaten, the berries grant 1d4 temporary HP, which will last for 24 hours or until lost due to damage. When eaten, there is a 10% cumulative chance per berry that the consumer will become addicted to the berries, suffering -1 to all attack rolls and saving throws per day without eating a berry (max -5). The addiction can only be removed by *Remove Disease*, *Heal* or *Limited Wish*. The seeds are typically found in packets of 1d6+2 seeds.

Invisible Wall: This item consists of a 5'x5'x2" solid piece of invisible hardwood, complete with a built in stand (also invisible). How the wall is seen depends on which side it is viewed from. From one side, the wall as well as any creature or object in the 5' area behind the wall are completely invisible, while from the

opposite side, the wall is transparent, but anything behind it is fully visible. A creature could hide behind the wall, observing through it, while being completely hidden from view. The *Invisible Wall* can be moved, and weighs 50 lbs. Small projectiles will not damage the wall (arrows, javelins), but it can easily be destroyed by axes or fire.

Marionette Strings: This enchanted marionette is made of soft featureless clay, radiated strong enchantment magic. If the user shapes the clay into a rough likeness of an individual, the targeted creature must save vs. spells or become a puppet of the user. As long as the creature is in sight, any action that the marionette makes, the enchanted creature will make. As such, a controlled man can be made to dance, fight, or even be held entirely still. They will maintain full control of their speech (they cannot be muted nor forced to cast spells) and mind, just not their arms and legs. Any attacks made are done using the Thac0 of the controller, and any dexterity bonus to AC is lost. The controller can perform no other actions while using the marionette strings (save talking or movement up to a walking pace); if control is stopped for but a single round the enchantment is broken. The item can be used once per day, and only humanoid creatures up to 9 feet tall can be controlled (including any reptilian, avian, or piscine humanoids such as kuo toa and lizardmen).

Poltergeist's Chain: This magical chain is activated by a command word. Once activated, the chain turns translucent, and floats about rattling, until grasped or struck by a weapon.

Weapons & Armor

Arrow, Cutter: This enchanted arrow has a broad head with a wide, thin blade. If used to attack a creature, the arrow deals only 1d4-1 points of damage, as the tip is very fragile and breaks easily. If fired at a string or rope however, the arrow's enchantment causes it to unerringly strike its target, severing the rope. Any rope up to 3" thick will be severed in a single shot. No attack roll need be made, however if the rope or string is in possession of a creature, they may attempt a save vs. spells (adding any range penalty as a bonus) to avoid the arrow. For example, an archer could target the bow-string of an opposing archer (allowing a save), a noose around an ally's neck, or a support rope holding up a tent, but not a metal chain or steel wire.

Arrow, Elfin: These arrows are designed for combat in the thick forests that elves make their home in. If a target is hiding in vegetation for cover, the cover is treated as one rank lower in terms of AC bonus. As such, a target firing from behind a tree (75% hard cover) would be treated as having 50% hard cover).

Arrow, Frog Crotch of Slashing. (garhkal): This specially made frog crotch arrow (cf. *Oriental Adventures*) swerves around a target if the to hit is a 19 or 20 (on the dice) severing ALL armor straps, making the target's armor drop off at the end of the round. It does not cause any damage.

Arrow, of Whistling Distraction (garhkal): When this arrow is fired over enemies, they must make a save against Petrification or be so distracted by its noise they spend 1d3 rounds looking up, causing them to not attack. They will still defend themselves, but as they are not moving any AC bonuses gained from quickness or dexterity is lost.

Battle Axe +3, Ogre's Bane: This LG dwarven axe (Intelligence 10, Ego 12) can speak Common, Dwarvish, Ogrish, and Hill Giant. If the wielder is a non-dwarf, it will vibrate if an ogre is within 100 feet. In the hands of a dwarf, it will deal double damage to ogres, and once per day emanate an aura of fear, causing all ogres and hill giants within 20 feet to make a save vs. spells or flee (as per the spell *Fear*) for 1d4+1 rounds.

Bolt, Dead: This +2 light crossbow bolt is fitted with a tip made from the cursed bones of a ghastr or mummy. Any creature struck by the bolt must save vs. spells or fall under a dark hex. The wound will rapidly begin to fester, and until the curse is removed, the subject can be healed by no means magical or natural (save wish).

Bolt, Elemental: These crossbow bolts are tipped with small crystals, which are magically connected to the elemental planes. When the bolt hits a hard object, the crystal shatters, releasing a small burst of elemental matter. The bolts come in two forms for primary planes (minor and major), and in single forms for the quasi and para-elemental planes, with the following effects:

- Fire
 - Minor: Target catches fire if flammable (no save unless target is magical)
 - Major: 5' diameter fireball, dealing 4d4 damage (save for 1/2)
- Water
 - Minor: Small splash of water (will extinguish torches or small fires)
 - Major: 3' sphere of water appears, can extinguish bonfires or knock over a man sized creature on a failed save), 3d4 damage to fire-based creatures
- Air
 - Minor: Small air burst, blow out

- torches or smaller light sources
- Major: Gust of air, blows for 1d4 rounds (treat as windwall, 10' cube)
- Earth
 - Minor: Will pass through earth and unworked stone as if ethereal
 - Major: Will bore through earth or unworked stone, leaving a 5' diameter tunnel (range 100 feet), deal triple damage to stone or earth based creatures.
- Steam: 5' ball of steam, dealing 1d4 damage (no save), and blinding all within (save to avoid) for 1d4 rounds
- Mineral: Explodes in a burst of small quartz shards, dealing 2d4 piercing damage to all within 10' (save for 1/2).
- Magma: The target struck begins to rapidly heat up. If a creature is in metallic armor, treat as *Heat Metal*, resulting in the armor melting on a failed save vs. magical fire. If the target is in non-metal armor they are enveloped in flames, taking 1d4 damage/round for 5 rounds (no save), and their armor/clothing must save vs. magical fire or be destroyed
- Radiance: *Light*, centered on target
- Lightning: A burst of static energy will strike all creatures within 5' of the target, dealing damage equal to 5 points of damage to unarmored opponents, and 15 damage, less one point for every point of armor-class provided by their armor type. Leather (AC 8), would result in 7 damage, while plate (ac 3) would suffer 12 damage.
- Smoke: *Obscurement*, with 50' diameter, centered on target.
- Ice: Any standing water will freeze (up to 1000 cubic feet), and any creature struck is enveloped in a sheet of ice on a failed save, which will melt in 6 rounds or on a successful Bend-Bars check. Any physical or fire damage will destroy the ice shell. Water elementals take 4d4 damage.
- Vacuum: A 3' area of air is displaced, causing any target struck to lose their breath for 1 round (can do nothing but gasp for air), or put out any fire struck.
- Salt: Encrusts the target in crystals of salt, reducing movement for 1d4 rounds (treat as *Slow*). Any metal objects must save vs. acid or be destroyed by rust
- Ash: A 10' radius cloud of choking smoke causes all within to save vs. spells or gag and cough (treat as *Stinking Cloud*)
- Dust: The target is rapidly dehydrated. Any organic creature suffers 3d8 damage as the fluids are drained from their body (save for half), water elementals get no save. Creatures that do not depend on water suffer no effect (golems, undead, etc).
- Ooze: Target is splashed with a corrosive acid, dealing 2d4 damage, and destroying objects on a failed save vs. acid

All effects are in addition to normal damage on a successful hit. If the target is missed, the DM should determine where the bolt strikes to determine the results.

Bolt of Punching (garhkal): When this light crossbow bolt hits a target, it morphs into a mighty fist, knocking the target back 2d4 meters plus 1 per three points of damage done. The target must also make a successful dexterity check or be knocked over (with a penalty of -1 for every 2 meters pushed).

Bolt of Shock (garhkal): This magical crossbow bolt (light or heavy) causes a 4d6 chain lightning bolt to erupt from the point of impact. This consumes the bolt and replaces its normal damage.

Bolt, Smasher: This +1 magical heavy crossbow bolt is fitted with a large flat head. It deals crushing damage in place of piercing damage, thus is capable of dealing normal damage to skeletons, clay golems, and the like.

Bow, Hardshot: This enchanted short bow is carved from the branch of an ancient hardwood tree. Any arrow fired from the bow is temporarily enchanted, so that no matter what object it strikes the arrow will not be damaged. While the arrows are granted no bonus to hit or damage, then can always be found undamaged after a battle. These bows were first created during a war between the elf clans and the orc, when the elves were finding that their arrows, which could often be re-used in the forest, were too quickly breaking when fired underground.

Bow of High Flight: Arrows shot from this short bow are able to fly vertically up to their maximum range and still do full damage. Against any flying creature, the bow grants +4 to hit. The creature must be in the air for the bonus to take affect: a roosting bird is not considered 'flying', however any form of airborne transportation will allow for the bonus including spells such as *Levitation*, *Fly*, or *Wind Walk*, or devices such as Magic Carpets or Brooms of Flying.

Broadsword +2, Griffin's Wing: This NG intelligent broadsword (Intelligence 14, Ego 8) has a pommel in the form of an open brass ring. The sword is able to speak (Common, Elvish, Centaur), and will communicate to its owner the nature of its powers. When a lock of hair from a griffin is tied to the ring-pommel, the following powers are unlocked. First, the wielder can attempt to charm any griffin, hippogriff, or giant eagle three times per day (c.f. *Charm Person or Mammal*). Second, the wielder can *Fly* for one hour per day when the sword is in hand.

Club, Hurling: This club as a leather thong tied to it's base, with which the user can spin and hurl the club as a missile weapon. The attack range of the club is increased by 20' in all range categories (S/M/L), and when thrown it strikes as a +2 weapon (no enchantment when used in melee).

Club, Leg Bone: Enchanted by a orcish witch-doctor, this +2 club is actually the femur of a large wild animal (bear, moose, giant lizard, etc).

Club, Louisville Stunner: This long club can be wielded with either one or two hands. When used with one hand, it is treated as a +1 club. When wielded with two hands by a character with at least a 15 strength, a successful hit requires the target to save vs. paralyzation or be stunned for 1 round (no actions, loses dex AC bonus).

Club, Short: This club is only 1' long, and can be wielded as an off hand weapon as a dagger or hand axe. Its magical enchantment allows the used to wield it and deal damage as a normal club, despite its small size.

Club, Walking Stick: This club appears to a casual observer to be but a 3' long cane or short walking stick. It is in fact made of heavy iron, illusioned to appear as flimsy wood. It does not have a bonus to hit, but deals +1 damage due to its weight.

Crossbow, Foot Pinner: This light crossbow is enchanted to fire bolts that hinder the movement of its targets. Any creature struck must save vs. paralyzation or the bolt will piece one of their limbs and pin them to the floor or wall. It takes a full round to remove the bolt carefully (no additional damage), or it can be pulled out quickly dealing an additional 1d6 damage. Very large creatures may be immune to the effects, and flying creatures are immune unless they are immediately adjacent to an object to which they could be pinned. The

crossbow does not grant a bonus to hit or damage, but is treated as +2.

Crossbow, Hard: This magical crossbow is enchanted to grant it exceptional durability. Any bolt fired from this heavy crossbow deals 2d4 damage (treat as +1 to hit). The main benefit of the crossbow is that it can be swung in melee, as a +1 club, with no risk of damage.

Crossbow of Penetration: Any bolt fired by this +2 heavy crossbow will pierce through shields as if paper. Armor class bonus from shields (including magical bonuses) are ignored. If a shield bearing target is struck, the shield must make a saving throw vs. crushing blows or be rendered useless.

Dagger, Biting Cold: This dagger appears as but a hilt, containing a small insert in the pommel where a gem can be placed. If a small blue aquamarine (10 gp base value) is placed in the insert, a 14" blade of translucent ice will appear. The blade is as strong as steel, and deals +1 cold damage to anyone struck. Against fire based creatures, it deals double damage (2d4+2/2d3+2). The gem is slowly consumed during use, lasting but 1 turn for every 10gp in value, after which the blade will melt, and the gem will vanish. Once inserted, the gem cannot be removed. It grants no bonus to hit, but strikes as if +1 with regards to resistance to magic weapons. The blade can be re-formed by inserting a new gem at any point.

Dagger, Cold Iron: Cold forged from meteoric iron and blessed by a high priest, this +2 dagger is a last ditch weapon against undead and evil creatures from the outer planes. Against undead, it deals normal damage (even against undead that normally take 1/2 damage from slashing or piercing weapons), and against outsiders weak against cold iron, it deals maximal damage on a hit.

Dagger, Dawjoi's Sacrificial (garhkal): When a natural 20 is rolled in combat with this bejeweled dagger, it will suck 1 life level of the victim just as if they had been energy drained. This lost level is sent to the dagger's owner's god. If the last life level of a victim is taken via this dagger his soul goes to that god.

Dagger, Drake's Tooth: Carved from the tooth of an ancient dragon, this +3 dagger gives the wielder the ability to *charm* any reptilian or snake creature twice per day. The magic will effect up to 14 HD per use, being treated like the spell *Snake Charm*, with respect to saves and effect, but applicable to reptilian creatures as well as serpentine. Lizardmen, Troglodytes, and Giant Lizards, are all affected (though dragons, dragon faeries, and piscine creatures are immune).

Dagger, Heart Seeker: The blade of this 6" Sgian dubh (dirk) will snap off on a successful hit. It will immediately begin to work its way to the heart of the victim, causing death in 1d6 rounds. The only way to remove the blade is *Dispel Magic* cast on the target before the blade reaches the heart, or *Limited Wish* and the like. Attempts to cut out the blade will only quicken its movement. The weapon is prized among assassins, but can only ever be used once.

Dagger, Hidden: When a command word is spoken, this stiletto shrinks in size, becoming in all appearance an innocuous object such as a brooch, pin, or hair-clip, only to become a dagger again when needed by use of the command word. The dagger has no magical bonus to hit or damage.

Dagger, Parrying: This +1 dagger provides a bonus of +1 to the armor class of the user when used (even when used as an off-hand weapon)

Dagger, Vampire's Fang: This dagger is enchanted in such a way that any successful

strike does 3 points of additional damage, which are added to the attackers HP (c.f. *Aid*), lasting for 24 hours or until lost. Each day the blade is possessed, the wielders maximum hit points are reduced by one. The wielder will not be aware of this loss, until their maximum HP reaches 0, at which point they will die, rising the next night as a vampire.

Drake Hunter's Bow: This +2 longbow is specially enchanted to fight against dragons. Against dragons and dragon-kin, the bow grants +4 to hit, as well as protecting them from the dragons attack. The bow is immune to the breath attacks of dragons, and the wielder ignores 1 points of damage per die from the dragons breath attack.*

**For 1e dragons, which do damage based on total HP, the wielder ignores 1 damage per HD of the dragon. So an 8 HD dragon with 40 HP would deal 32 damage to the wielder on a failed saving throw with a breath attack.*

Firestring: This enchanted bow string can be attached to any non-magical bow. Any arrow (magical or otherwise) fired from a bow strung with a Firestring will instantly burst into flames mid-flight. Any creature struck with the arrow will take an additional 1 point of damage from the fire, and any flammable objects must save vs. non-magical fire or catch alight. (c.f. *Flame Arrow*). The arrow is always consumed when a Firestring is used.

Flail, Impact: This two-handed +1 footman's flail creates a small shock-wave whenever a successful hit is made. All creatures within 5' of the target (excluding the wielder) must save vs. spell or be deafened, and the victim of the blow must make an additional save if deafened or be stunned for 1 round (no actions, loose dex bonus). This weapon is also useful for bashing doors, dealing 1/2 point of structural damage per blow.

Flail, Long Arm: This one handed +2 horseman's flail has an extra set of chains between the long handle and head. When fighting a target using a shield, all protection from the shield (including magical bonuses) are ignored, as the flail will find ways to reach over and around the shield. Length is increase to 4', and speed factor reduced to 7.

Flail, Multi-Headed: This one-handed horseman's flail has a group of 1d4+1 2" iron spheres in place of its typical head. On a successful it, the flail deals 1d4 damage. If a 4 is rolled, it indicates a second head struck, dealing another 1d4 damage, until all head strike or a non-4 is rolled. The flail strikes as if a +2 weapon, but deals only +1 extra damage per head.

DM Notes: The flail has 2-5 heads, dealing from 2-25 damage, depending on the # of heads.

For example, a 4 headed flail hits, the player rolls 1d4 for damage, rolling a 4. They roll again, and get a 4. They roll again, and get a 2. Three heads hit, dealing 4+4+2+3 = 13 damage. Average damage for a normal flail is 4.5. For this flail, by head (2, 3, 4, 5), it is 5.1, 6.2, 7.3, 8.3. So, even through the 5 head flail CAN do 25 damage (5d4+5), it will average only 8.3, as the chance of more than 1 head hitting is low. So, by head, it is equivalent to a +1, +2, +3, and +4 flail, in effect.)

Flail, Spiked: This two handed footman's flail is topped with a heavy, spiked head. On a successful hit, it deals +2 piercing damage, in addition to the 1d6+1 blunt damage and strikes as if a +1 weapon

Lance, Fast Rider's: This +2 lance grants the riders mount extraordinary speed. When being wielded by a rider, the mount is treated as if wearing *Horseshoes of Speed*, having their movement rate doubled. Note that the mount need not be a horse. Flying mounts will only have their speed increased by 50%

Lance, Jousting: When used from horseback against another lance-wielder, this +1 lance always strikes first, regardless of length, and the target must save vs. petrification or be dismounted.

Lance, Paladin's: This +3 Lawful good lance (intelligence 15, ego 8) speaks its alignment and common. In the hands of a LG fighter it acts as a +3 lance. In the hands of a LG paladin or cleric, it grants the following abilities: *Detect Magic 10'*, *Detect Traps 10'*, *Strength 1/day*.

Mace of Driving (Madalch): This large (two-handed) mace is +2 to hit and damage. When used on any creature of less than 3 feet in height and less than 80 lbs weight (or 1 m and 40 kg in metric campaigns), an attack roll of more than 4 beyond the number needed to hit indicates that the target is knocked away from the wielder by 5d20 yards (taking 2d6 damage upon landing).

Mace, Limb Breaker: This mace is similar in power to a *Vorpal Weapon*, and is +3 "to hit" and for damage bonus. When an attack roll results in an unmodified 17-20, it will do catastrophic damage to a body part (see table below)

1d6	Body part	Effect
1	Arm(Right)	Shattered (useless)
2	Arm(Left)	Shattered (useless)
3	Leg(Right)	Shattered (useless)
4	Leg(Left)	Shattered (useless)
5	Ribcage	Death
6	Head	Death

Military Pick, Armor Piercer: Every hit from this +2 footman's pick will cause damage to the targets armor in addition to dealing damage. Each hit reduces the armor-class of the armor by 2 (magical armors get a saving throw vs. 10, modified by the magical bonus of the armor). When the AC is reduced the 0, the armor is destroyed. Natural armor (scales, thick hide), are not affected. Shields are always struck first (so the first hit will destroy a non-magic shield or a shield +1), followed by body armor. Damaged shields or armor can be repaired by a smith or leatherworker, at a cost proportional to the AC damage and half the base cost of the armor. (example: splint mail (AC 4, 80 gp) with 4 points of damage (50% reduction) can be repaired for 25% (0.5*0.5) of the base cost of the suit (20gp), while a suit of +3 plate mail (AC 0, 15,500 gp) with 2 points of damage (20%) can be repaired for 10% (0.2*0.5) of the base cost (1,550 gp)

Military Pick, Mining (+1, +3 vs. Earth Based): This +1 footman's pick grants bonus against stone and rock based monsters. Against stone and sand golems, and natives of the earth elemental plane the pick is treated as +3. It also grants to the wielder the ability to cast *Passwall* once per week (duration = 20 turns).

Military Pick, Penetrating: This +3 horseman's pick easily penetrates plate armors. All plate, field plate, and full plate armor is treated as AC 5 (plus magic bonus if applicable) when struck.

Shortsword +3, Gnomesticker: This talking LN sword (intelligence 8, ego 10) was created by an ancient extinct race that once fought with gnomes in eons past. When held, it will begin crying for blood, telling the wielder the direction of the nearest gnome, and urging them to kill them promptly. The sword detects sliding doors within 1", and can cast *passwall* once per week (caster level 10). Against gnomes, the sword deals damage as a

longsword. However, because it speaks in an ancient dead language, it cannot be understood without magical means.

DM Note: the sword will tell the wielder when a hidden door is near... but in the dead language...

Spear, Piercing (garhkal): This spear appears like any normal one made from bone, but when used against non natural opponents (i.e. undead) it increases in power. Normally it acts as a +1 spear, but against those who are unnatural, it increases to +3, and if a natural 19 or 20 is rolled, does double damage.

Waterbow: This +1 shortbow is carved from an ancient piece of driftwood and strung with mermaid's hair. If fired above water, the bow must save vs. normal blows (as wood, thin) or shatter, but otherwise functions normally. If fired underwater, the bow will function as well as any normal short bow in the air, allowing for arrows to be fired at their full normal range.