

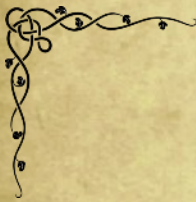
YE OLDE MAJIK SHOPPE

A COLLECTION OF 26 ODD,
STRANGE, AND JUST PLAIN
WEIRD MAGICAL ITEMS



DUNGEONS & DRAGONS, D&D, WIZARDS OF THE COAST, FORGOTTEN REALMS, THE DRAGON AMPERSAND, *PLAYER'S HANDBOOK*, *MONSTER MANUAL*, *DUNGEON MASTER'S GUIDE*, D&D ADVENTURERS LEAGUE, ALL OTHER WIZARDS OF THE COAST PRODUCT NAMES, AND THEIR RESPECTIVE LOGOS ARE TRADEMARKS OF WIZARDS OF THE COAST IN THE USA AND OTHER COUNTRIES. ALL CHARACTERS AND THEIR DISTINCTIVE LIKENESSES ARE PROPERTY OF WIZARDS OF THE COAST. THIS MATERIAL IS PROTECTED UNDER THE COPYRIGHT LAWS OF THE UNITED STATES OF AMERICA. ANY REPRODUCTION OR UNAUTHORIZED USE OF THE MATERIAL OR ARTWORK CONTAINED HEREIN IS PROHIBITED WITHOUT THE EXPRESS WRITTEN PERMISSION OF WIZARDS OF THE COAST.

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DEDICATION

TO LEANNE, FOR ALL SHE DOES
AND MEANS TO ME.



PART I

In the dawning of the second age, the great mystic and sage, Kendalge, reigned as the land's premier magical talent. History paints a picture of a man that was a regal intellectual that brushed elbows with the movers and shakers of his day; some texts paint him as the *prime* mover and shaker, others see him as a tool of those who were truly in power.

He is said to have advised a dozen Kings over his lifetime, held a plethora of offices and titles, and was even dubbed Lord Protector of the Northern Regions at one point in his career. He was brilliant, powerful and wise. This much is rarely disputed.

However, owing to many of his memory-repressing spells, history does not record (save that which can still be found in mystic and guarded tomes) that he was eccentric to the point of insanity; some claim he had between three and six personalities running about in his head. Others claim he was actually possessed by a variety of otherworldly creatures over the course of his life. He would have conversations with people, and a few moments later act as though he had no recollection of having ever met them, let alone spoken to them. He was a wild-card in most of the conflicts that took place in his day.

No matter how you define the cause of his mental instability, one cannot deny the fact that over 60 of the most powerful and sought-after magical items in history are his creations (from Helicancile, the great shield that held off the armies of Lord Holstan for three days and nights; to Gemmomarmor, the mighty diamond golem that defeated the Hordes during the Northern Invasions).

Many a powerful and talented mage has spent their entire lifetime trying to emulate but one of his masterworks. Still... with that much going on in one's head, it should come as no surprise that Kendalge also created some of the oddest and just plain weird magical items history has ever known. In this section we see but a half dozen examples of his unique perspective on the world.

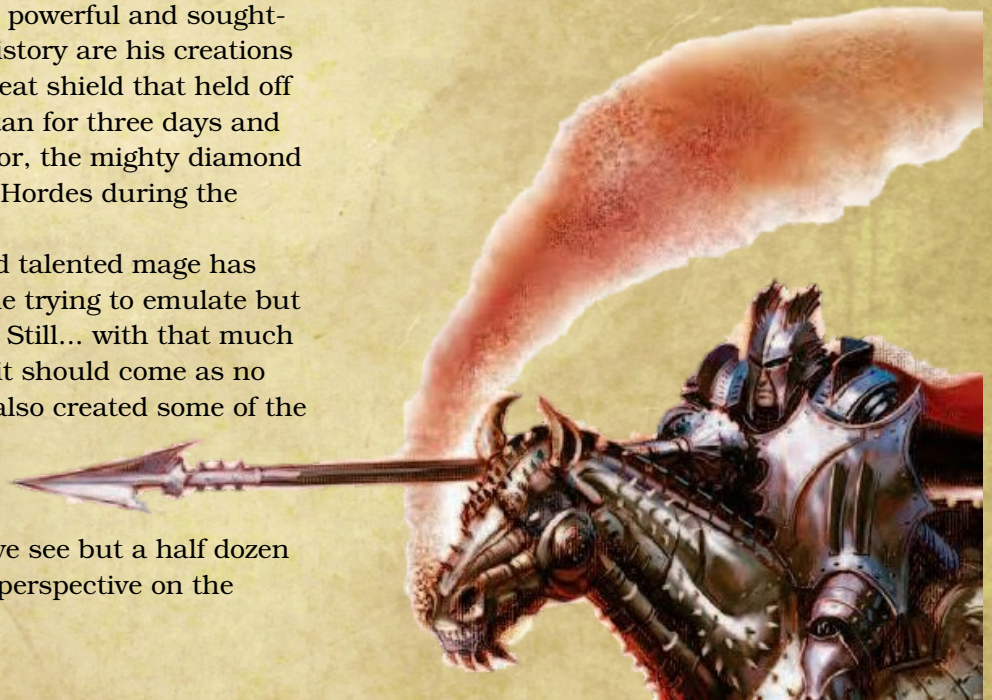
WHAT WORLD IS THIS?

The various items in this collection are intended to be the creations of a singular mind. Kendalge, a powerful wizard (loosely based on my father) is someone that can be dropped into the history of just about any world. There are a few assumptions.

The first assumption is that he is dead (assuming he was ever alive at all — keep reading this volume). His death is assumed to have been more than 300 years ago.

The second assumption is that the time period in which he to have occupied was one of war and strife where nation was fighting nation, civil wars were rampant, and courtly intrigue was operating at its basest levels.

Lastly, this volume assumes that the



AARON'S SWORD

Weapon (Longsword), artifact (requires attunement)

During the reign of King Frederick XIX, the King's eldest son, Aaron, commissioned Kendalge to construct him a mighty weapon. However, it was well-known that Kendalge was not fond of the King's son, since Kendalge had often openly complained that the boy was a danger to the throne; Kendalge claimed Aaron was a braggart that would kill his father for the power of the throne. Still, it was Kendalge's duty to comply with the Crown Prince. The result of six months of work was Aaron's Sword.

The weapon is a fine quality double-edged thrusting broadsword. The blade has some intricate watermarking that extends to within 1/64th of one inch from the edges. These markings seem to be in a state of continuous, fluid motion. The blade has a dull green glow to it that gets brighter as the moon wanes and dims as it waxes; the cutting edges, however, glow in a sickly yellow that gets somewhat brighter the more people are within 60 feet of the blade. When any form of detect magic is cast upon the blade, it will show as having many, sometimes conflicting magical properties of such intense power as to overwhelm the one doing the detection. All of this is for show — several intricate and powerful illusions cast upon the blade to impress the young man that would wield it. The sword does have two *real* enchantments cast upon it, however. These, are all but undetectable.

The first is a simple charm that draws the wielder to the sword. Once you have the weapon on your person for

more than an hour, the desire to maintain possession of the blade becomes ingrained. The wielder will refuse to use any other weapon in combat, they will cherish the blade above all others. Any attempt to point out the irrationality of such a belief is useless.

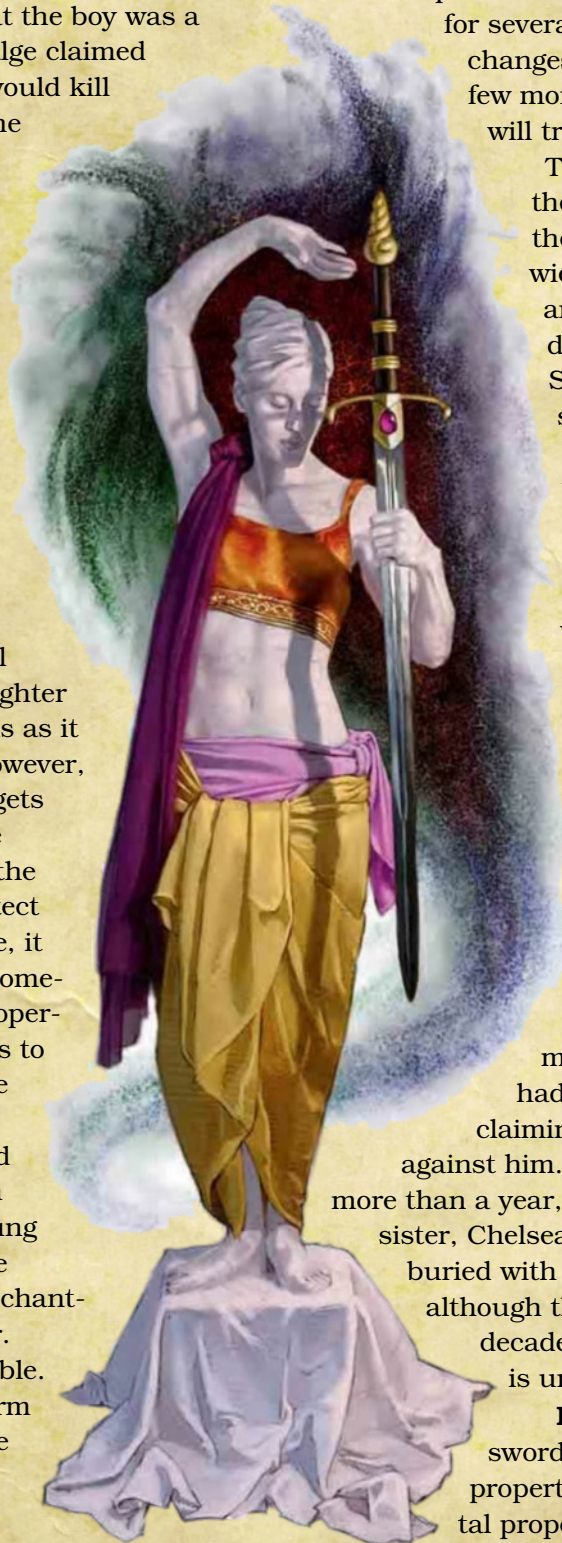
The second is that the wielder will grow more and more paranoid the longer they hold the weapon. This effect will not be noticeable for several weeks, as the initial changes are very subtle. After a few months, however, the wielder will trust absolutely no one.

The strange thing about these enchantments is that they will only work if the wielder is a reigning Monarch... otherwise, they are dormant and do nothing. Some of Kendalge's texts suggest that if the wielder holds the sword for a year without becoming a Monarch, several useful enchantments take hold, but this has never been verified.

It was less than six weeks after Aaron was presented with the sword that he assassinated his father and took the throne. Within another week, nobody would see King Aaron III lest he carried his favorite sword with him.

After less than eight months on the throne, Aaron had killed all of his advisors, claiming they were plotting against him. His reign ended in a bit more than a year, with Aaron's younger sister, Chelsea, taking over. Aaron was buried with his prized weapon, although the grave was robbed a decade later. The fate of the blade is unknown.

Random Properties. The sword has one major beneficial property and two minor detrimental properties.



BAUBLES OF TIME

Wondrous Item, common

Of the many areas of magic that Kendalge was obsessed with, none fascinated him quite the way that time did. He wrote in his journals that: *Time is like invisible man building a wall of stone. You cannot see it, but its efforts result in effects that are obvious.*

Although his most noteworthy artifact of time was his jewel-encrusted brooch (which, according to legend, often allowed him to react to events several seconds before they happened), most texts ignore or relegate the Bauble of Time to a footnote.

Each Bauble is a small, spider-like piece. Eight four-inch-long thin spines of silver extend from the central bulb much like a compass. The bulb houses a glass sphere approximately two inches in diameter. The sphere is visible from the top and bottom and is half-filled with mercury. To activate the Bauble one must shatter the glass; thus it is obvious that the Bauble is a one-use item.

When the glass shatters, the closest sentient being to the bauble is removed from the time stream for, what appears to the outside observer to be, something between six seconds and one minute — the exact time seems to be completely random (1d10 rounds). The affected individual will disappear completely, including all possessions, reappearing (from their point of view, instantly) in the same location they were in before they left.

If anyone or anything is moved (or moves) into the location the affected creature was in, he will reappear in the closest, safe location available.

The first time the Bauble was used was by Kendalge's apprentice, Halvord. Halvord had been cleaning the study when he knocked over a large bookcase. The bulb hit the stone floor and shattered. He disappeared, and the books landed all over the floor where he had been; the nearest place for him to reappear was within the adjacent lab where Kendalge was working. He startled Kendalge, who dropped the elixir he had been working on, losing several weeks worth of work. Need-

less to say, Halvord had his duties severely increased for quite some time following the incident. Of the 96 baubles that Kendalge created, it is unknown how many remain unused.

CHALICE OF HUMILITY

Wondrous Item, common

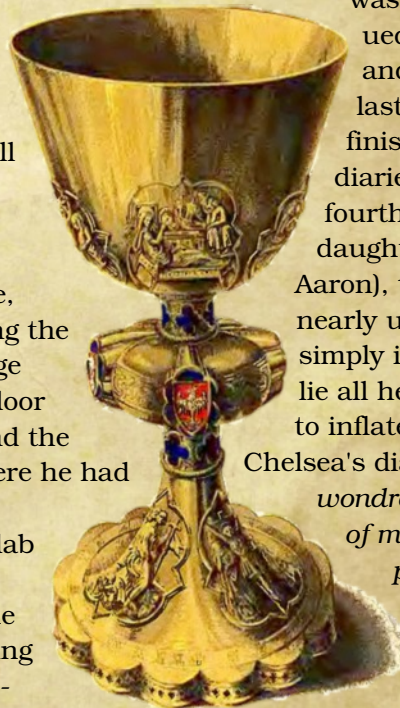
If there was anything that could be said for Kendalge, it was that he was a humble man. He never spoke much of himself and was always polite and courteous. The same could not be said for many that he served. One such Monarch was King Beaufort VII. Once the King had a few servings of wine, his mouth would often get the better of him as he would begin spinning half-true tales of his own accomplishments. This often angered Kendalge who found such behavior asinine.

Kendalge crafted and enchanted a large set of chalices that would imbue magical power to any drink that was placed within them. These ornate drinking vessels were made of silver and platinum, engraved with an ornate maze-like pattern and a single one-carat diamond in each of the 64 chalices he made.

In addition to the humbling effect (see below), the diamond in the chalice will also change color to warn of poisons (yellow), spoiled drinks (orange), and even the presence of blood (red).

But the primary function of the chalices was humility. As the drinker continued to imbibe, he would grow more and more humble. The effect would last for as long as two hours after he finished drinking. According to the diaries of Queen Chelsea V (Kendalge's fourth wife and Great-Great-Granddaughter to Chelsea IV, the sister to Aaron), the effect was so subtle as to be nearly undetectable — the drinker is simply incapable of bragging. He can still lie all he wishes, but not to save face, or to inflate his own perceived position.

Chelsea's diaries go on to muse: *had these wondrous vessels been made in the days of my Great-Great-Grandmother, perhaps King Aaron's fate would have been much more subdued.*



DREAM CATCHER

Wondrous Item, artifact (requires attunement)

Kendalge, aside from his obvious magical talents, was well-known for his superstitious nature. He collected four-leaf clovers (and is even said to have bred five-, six-, and eight-leaf varieties in his time); he would knock on wood after he said anything of any importance; he often prayed after seeing falling stars; he refused to do any magic on the nights of the new moon; and so on and so forth. He is said to have prayed to no less than 60 Gods, ensuring (in his mind) that he did not incur the wrath of any of them, and as a sign of respect. The man was, as it was written by Queen Chelsea V: *my sweet is a thoughtful and caring man that, to my eternal delight, has more quirks than one is capable of counting.*

One of the many things he feared was that his next great idea would come to him in a dream and he would forget it when he awoke. He also believed strongly in the prophetic power of dreams (although no writing suggests that he ever had such a dream). As a result, however, he created his Dream Catcher. The Dream Catcher comes in two parts: a simple, nondescript sleeping cap and a specially enchanted crystal ball.

Whenever a sentient being places the cap upon their head, it will begin to induce sleep almost immediately. Most people will fall asleep within the first five minutes of wearing it. Additionally, they will get more rest than normal as the cap helps to induce a deep, REM sleep. One hour of sleep with the cap is said to be the equivalent of two and a half hours of normal sleep. In addition, in the fact that the dreams of the sleeper are stored within the cap. This cap can then be placed upon the crystal ball, much as it is on the wearer's head, and from there the dreams of the evening can be replayed. Simple verbal commands allow the viewer to speed through material, slow it down, stop it altogether to view a given scene more carefully, zoom in or out, rewind, and so on. The dreams are stored for as long as the cap is not placed upon the head of a sentient being again.

In the time that Kendalge had these wondrous items, he is said to have played back no less than four score of his dreams — each one

revealing additional insights that he applied to his magical research. Within a few years of using the cap, he found he no longer needed it, as his memory of his dreams was crystal clear each morning. He was never able to determine if this was a side-effect of the magic, or if it was simply due to the fact that he had become more in tune with his dream-state.

Random Properties. Each part of this artifact has one minor beneficial property and one minor detrimental property.

EYE OF THE STORM

Wondrous Item, legendary

Legend tells that Kendalge was a promising enchanter even as a child. Most of these legends have been proven false over the years. One, however, seems to have continued to live on despite the 300 plus years since his death. The item keeps showing up for brief periods, and then fading away into the realm of myth and legend again. The actual existence of the item cannot be verified, nor can the *fact* that Kendalge supposedly enchanted it when he was only 11 years of age. The Eye of the Storm is, of all things, a small cats-eye style marble.

According to the most accepted version of the legend, Kendalge (in his youth) enjoyed playing marbles more than any other pastime. The Eye of the Storm was his prized possession in those days. The marble was a perfect sphere — flawless in its creation. The marble, when placed between the thumb and forefinger in a marble *shooter* position and struck against any other object, will move the struck object six inches to six feet (1d12 × 6 inches) in addition to any distance that it would move normally by being so struck. Regardless of mass, it will move.

There is also a complication with this very powerful item; if it is ever dropped from a height of more than two feet, it will disappear upon striking the ground only to reappear sometime later (the legends waffle between weeks, months, and years) in some other, seemingly random location. This disappearing act is not so limited in other writings of the tale. Some claim that it will disappear if it remains out of sight for more than a day, is placed in a bag containing any other marbles, is not used for more than a week, and so on.

The use of the marble in a game of marbles, where a circle is drawn in the soil and marbles are placed in the center for the players to strike out of the circle using their shooters, is obvious. However, through history, other uses have been found. Doors have been knocked open and walls moved; one castle siege is said to have begun with a wall shifted five feet, allowing the seizing army a new entrance. The many writings of Kendalge do little to verify (or place to rest) the legends surrounding this strange item.

FLY PAPER

Wondrous Item, uncommon

According to his second wife, Kendalge had a tendency to lose various scrolls and papers. He would work in his tower for hours scribing various formulae and a light breeze would blow his work into a state of disarray; he would place papers on his desk only to have his servants (or apprentices) move them without his knowledge; he would run out of room for filing on his desk and lose track of where some where in the piles upon piles of papers he was going through; and of course, people often attempted to steal his work. In order to correct all of this, he invented Fly Paper.

Fly Paper is exactly like any other parchment; it serves the same functions and is not different in any outward appearance. The only thing that makes it different is that, once placed somewhere, a command word of *stay* is uttered while hands are still in contact with the paper and the paper will form a mystic anchor and thus not move from that location; this location can even be in mid-air (hence the name) where it will remain airborne. By touch-

ing the paper and uttering the command word *come* the paper will release itself from its mystic anchor and behave as normal paper again. This second command word must be uttered by the same person that anchored it in the first place. This effect can be used repeatedly, although some tales indicate that it is limited (the legends disagree as to the exact number of charges but they range from six up to two-hundred).

It is possible, with significant effort, to move the paper (and break the anchor). Doing so would require care (so as to not rip the paper) and strength; it would take two to four average men to apply enough pressure. It is obviously harder to get the proper leverage on Fly Paper that rests on a surface than it is to do so with paper that is currently floating. However, if the paper is resting on a physical object, it is possible to move the surface the paper is on (thus "cheating" the enchantment). One of the more interesting characteristics is the fact that the paper can be bound to other sheets, thus increasing the strength needed to move the lot of them (see the book, below).

How Kendalge made this wondrous paper has never been discovered. Of the 24 reams of paper he enchanted this way, he is said to have used over 20 in his work — indicating that there are still some four reams available for use. One ream is accounted for in the collection of books that make up his library. The 480 sheets were all bound to a book and collectively placed in a shelf in his tower. Since they are all locked into place together, and in contact with one another, none have ever been able to read the volume, since it would take the combined strength of approximately 1,500 men to move.



PART II

In our previous installment, we learned that Kendalge was the premier magical talent of the second age. Despite the multitude of volumes written about the man, he remains an enigma to this day. None can say for sure if he is truly responsible for the great many things he is credited for: from enchantment to diplomacy; from generosity to vengeance. His legacy is a mismatched collection of internal contradictions.

One thing that is known, however, is that he was married several times. Sources disagree as to the exact number of times, but it generally ranges between four and seven. Each of his wives had somewhere between five and nine children — oddly, one consistent element to the stories is that each and every wife had a girl first, followed by mostly boys. This would make him the father of anywhere from 20 to 63 children (which is, admittedly, quite a spread). Over the course of the century following his death, it was rare to find a noble that did not claim some lineage with the old Sage (and usually through one of the daughters).

Although Kendalge is said to have harbored some grudges in his day — his dealings with Prince Aaron come to mind — those same writings almost universally portray him as an active and loving parent. He would teach his children and played an active role as father and mentor. This is, of course, very possible given that his marriages are spread across something like 300 years; not to mention his affection for time magic, such as the reported total of 96 Baubles of Time that he is said to have constructed. Needless to say, his exact age at death was never established (neither his subjective nor his objective age); nor was the exact nature of his longevity ever determined.

But, no matter how you define him, he remains the individual that defined an entire age. Many modern magi spend their lives in fruitless attempts to match him. Despite the number of powerful, epic artifacts he is said to have crafted, many continue to remember Kendalge most for the odd trinkets and strange experiments attributed to him: those *Just Plain Weird Magic Items*. What follows are five more examples of this mental giant's unique perspective on the world.



GUARDER SNAKE

Construct, Common to Legendary

The creation of golems was something that Kendalge was quite well known for. Gemmarmor, his greatest achievement in golem-making, is said to have been solely responsible for the defeat of the 100,000-strong army of the Northern Hordes. But if Gemmarmor was the greatest construct, the Guarder Snakes were by far the most numerous. Estimates on the number of these Kendalge created vary from 200 to well over a thousand.

Guarder Snakes are small, snake-like constructs ranging from a few inches long to nearly 10 feet. The vast majority of them were two to four feet, or about the size of a typical guarder (or garden) snake. The constructs have a scaled skin of brown and dull gray/green, usually with a striped pattern. They have two tiny onyx-like gems for eyes, and hollow-steel fangs that are approximately 1/12th the length of the body (i.e., a two-foot long guarder snake will have 2-inch long fangs). From a distance, they appear to be normal snakes in all ways — which aids them in their duties.

Guarder Snakes were constructed to act as unnoticed sentries. They would slither about autonomously around Kendalge's workshop. Anyone that came within a half-mile of the compound was watched continuously by their glittering eyes. Nobody entered his abode without their observation and the wizard's knowledge. It is known that Kendalge somehow was able to give orders to, as well as receive information from his Guarder Snakes (up to and including long-distance sights and sounds). But his method of control of — and communications with — the snakes is a topic that has been debated over the last 300 years without resolution.

Some writings claimed that each snake was keyed to a ring (other sources say amulet). These writings state that the owner/bearer of the device had mental control and communion with a single guarder snake (though some scholars claim one ring/amulet could control multiple con-



structs). Given the sheer number of snakes involved, however, and the fact that many of them were supposedly commissioned by third parties, one would think that some of these control items should have been found or at least verified. Thus far, none have. Still, absent a better guess, many historians have settled on this explanation and have left it at that.

In addition to their sentry duties, these constructs were often used as scouts and spies, assassins, and even active combatants in times of turmoil. The fangs, you see, were not just for show: their bite injected a powerful sleep potion. Each guarder snake had a limited amount of doses of the potion, but could generate one replacement dose each week. On average, a typical Guarder Snake could have up to six doses per foot of body length. Each dose could keep a full grown man down for up to 12 hours (a DC 17 CON save will resist this effect; duration is 1d12 hours).

Of the surviving records dealing with Kendalge's Guarder Snakes, the smallest size recorded is two inches in length. This would tend to support the arguments that speak of the limits on the snake's sleep-inducing potion supply (six doses per foot equals one dose per two inches).

While nearly all accounts place a limit of 10 feet on the length, there is one peculiar scroll attributed to Lord Holstan that describes a gigantic Guarder Snake thus: *The serpent was over 45 feet in length, with a gaping maw bristling with four-foot long fangs. It swallowed men whole, and disrupted entire ranks of soldiers with a swipe of its massive tail. Swords, arrows, and even siege engines*

proved ineffective. That thing had to weigh as much as the foundation of the Tower of Avendale, and yet it moved with a speed and grace that was as awe-inspiring as it was terrifying. It was a monster, and it stopped us in our tracks.

This text, supposedly written some two months following Holstan's failed attempt to invade the Eastern island of Bha'ghiva — his failure universally attributed to Kendalge and the Great Shield of Helicancile — has never been verified.

GUARDER SNAKE, COMMON

Tiny Construct, unaligned

Armor Class 14 (natural armor)

Hit Points 7 (2d4+2)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	12 (+1)	5 (-3)	14 (+2)	1 (-5)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 2 (450 XP)

Limited Doses. Guarder Snakes have a limited supply of sleep potion (see Bite below). This is six doses per foot of length (one dose per two inches). Common Guarder Snakes range in size from two inches to just under three feet. The vast majority are two feet long. Doses regenerate at a rate of 1 per week.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage, and the target must make a DC 17 Constitution saving throw or fall asleep for 1d12 hours.

GUARDER SNAKE, UNCOMMON

Small Construct, unaligned

Armor Class 15 (natural armor)

Hit Points 18 (4d6+4)

Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	13 (+1)	5 (-3)	14 (+2)	1 (-5)

Skills Perception +4

Senses darkvision 90 ft., passive Perception 14

Languages —

Challenge 3 (700 XP)

Limited Doses. Guarder Snakes have a limited supply of sleep potion (see Bite below). This is six doses per foot of length (one dose per two inches). Uncommon Guarder Snakes range in size from three feet to just under five feet. The vast majority are four feet long. Doses regenerate at a rate of 1 per week.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d4) piercing damage, and the target must make a DC 17 Constitution saving throw or fall asleep for 1d12 hours.

GUARDER SNAKE, LEGENDARY

Gargantuan Construct, unaligned

Armor Class 19 (natural armor)

Hit Points 310 (23d20+69)

Speed 80 ft., swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	17 (+3)	5 (-3)	14 (+2)	1 (-5)

Skills Perception +7

Senses darkvision 120 ft., passive Perception 17

Languages —

Challenge 14 (11,500 XP)

Multiattack. The Guarder Snake can attack with either a bite or ram attack, and make a tail attack.

Charge. If the Guarder Snake moves at least 20 feet straight toward a target and then hits with the ram attack on the same turn, the target takes an additional 20 (8d4) bludgeoning damage. If the target is a creature, it must

save on a DC 19 Strength saving throw or be knocked prone.

Limited Doses. Guarder Snakes have a limited supply of sleep potion (see Bite below). This is six doses per foot of length (one dose per two inches). The Legendary Guarder Snake is 45 feet long. Doses regenerate at a rate of 1 per week.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 38 (5d12+6) piercing damage, and the target must make a DC 17 Constitution saving throw or fall asleep for 1d12 hours.

Ram. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 26 (8d4+6) bludgeoning damage.

Tail. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 26 (8d4+6) bludgeoning damage.

GUARDER SNAKE, RARE*Medium Construct, unaligned*

Armor Class 16 (natural armor)
 Hit Points 39 (6d8+12)
 Speed 50 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	5 (-3)	14 (+2)	1 (-5)

Skills Perception +5
 Senses darkvision 120 ft., passive Perception 15
 Languages —
 Challenge 4 (1,100 XP)

Charge. If the Guarder Snake moves at least 20 feet straight towards a target and then hits with its ram attack on the same turn, the target takes an additional 2 (1d4) bludgeoning damage. If the target is a creature, it must save on a DC 10 Strength saving throw or be knocked prone.

Limited Doses. Guarder Snakes have a limited supply of sleep potion (see Bite below). This is six doses per foot of length (one dose per two inches). Rare Guarder Snakes range in size from five feet to just under seven feet. The vast majority are six feet long. Doses regenerate at a rate of 1 per week.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) piercing damage, and the target must make a DC 17 Constitution saving throw or fall asleep for 1d12 hours.

Ram. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

GUARDER SNAKE, VERY RARE*Large Construct, unaligned*

Armor Class 17 (natural armor)
 Hit Points 60 (8d10+16)
 Speed 60 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	15 (+2)	5 (-3)	14 (+2)	1 (-5)

Skills Perception +5
 Senses darkvision 120 ft., passive Perception 15
 Languages —
 Challenge 6 (2,300 XP)

Multiattack. The Guarder Snake can attack with either a bite or ram attack, and make a tail attack.

Charge. If the Guarder Snake moves at least 20 feet straight towards a target and then hits with its ram attack on the same turn, the target takes an additional 5 (2d4) bludgeoning damage. If the target is a creature, it must save on a DC 13 Strength saving throw or be knocked prone.

Limited Doses. Guarder Snakes have a limited supply of sleep potion (see Bite below). This is six doses per foot of length (one dose per two inches). Very Rare Guarder Snakes range in size from seven feet to ten feet. The vast majority are eight feet long. Doses regenerate at a rate of 1 per week.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 15 (3d8+2) piercing damage, and the target must make a DC 17 Constitution saving throw or fall asleep for 1d12 hours.

Ram. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (2d4+2) bludgeoning damage.

Tail. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (2d4+2) bludgeoning damage.

HOUSEPLANT

Wondrous Item (Plant), rare (requires attunement)

Kendalge's third wife, Charmaine, traveled a lot. Like her husband, she was in the service to her Kingdom. Charmaine was an Ambassador to several nations, the Chancellor to the throne for three monarchs, a member of the House of Burgesses on two separate occasions, and so on. In the days of King Ericson II, Kendalge accompanied his wife to foreign lands so often that His Majesty nearly forgot he had a Wizard in his court.

Charmaine found herself often having to find suitable temporary lodging. Her hatred of such accommodations grew over the years. Kendalge, ever mindful of the needs of his family, created the Houseplant for her. Although legend states that as many as five were made, it is known that first was crafted from an arrangement of Charmaine's favorite plants: Azaleas.

When placed on the ground and given the proper verbal command, the Houseplant would begin to sprout forth vine-like structures over a period of about five minutes that would form into a rather quaint little hut, about 10 feet in diameter, with a simple wooden door. Someone entering the dwelling, however, would find himself inside of a fully furnished, spacious, 2,500 square-foot, two-story, six-room dwelling (a living room, dining room, and kitchen downstairs; a study, sleeping quarters, and full bath facilities upstairs). The walls and furniture all appeared to be constructed of thin, tightly woven vines; it is said that they were rather comfortable and fully functional.

Although there were no windows (either inside or out) most accounts claim that a soft, bluish-green light permeated the dwelling that could be dimmed or brightened on verbal command. In fact, most things about the dwelling seemed to be automated and keyed to verbal commands: temperature could be adjusted, simple cleaning and domestic duties were handled. Even the meals were prepared and served via vine-like appendages that protruded from and regressed back into the walls as needed. Once commanded to return to normal, the Houseplant would do so: vines and such would untangle themselves and slowly disappear over

a period of another five minutes. However, if anything living larger than a housefly remained within the Houseplant, the command would fail.

It is unknown how long the Houseplant could remain a dwelling; however at least seven scrolls suggest that Charmaine often lived within her houseplant for months at a time. She got to the point that it was more of a home to her than any castle.

Although magical in nature, the Houseplant is not a *magic item* in the strictest sense. It is an actual breed of plant that, when it seeds and pollinates, can replicate itself — complete with all magical capabilities. To all analysis, this plant is ordinary in every way. The plant will flower and bloom as normal; lacking water or good soil, it will shrivel up and die as any other plant would.

Although it is not known for certain, one account states that Verhais, the Grand Druid, was taken aback upon first seeing the plant. His account describes the plant as having an "aura not unlike that of an Archon." All other recorded accounts of encounters with Houseplants have no such description associated with them.

INFERNAL LOOM

Wondrous Item, artifact (requires attunement)

Some of the items that Kendalge is said to have created are purposeful object lessons: items created to instruct, aid, or perhaps even punish individuals for wrongs that (only?) Kendalge could detect. Many border on the proverbial — and as such, tend to make most historians rethink their assumptions before they accept at face value anything written about the man and his many wonders. None embodies this hesitation more so than the infamous Infernal Loom.

According to the tale, during the reign of Chelsea IV (sister to Aaron, and Great-Great Grandmother to Kendalge's fourth wife, Queen Chelsea V), the Duke of Southtimberland commissioned Kendalge to create an item of magical power that could generate wealth for his impoverished region. Kendalge explained that wealth was not what the region needed. It had fertile soil, moderate climate and good people. Still, they could not feed themselves,

because the Duke, rather than developing the land, and protecting his people, had them in a constant drive to produce weapons of war. (The Duke felt that the lands to the west were stolen from his family some 600 years earlier by the Kingdom of Ghathsemioun, and desired them back). Kendalge explained that what the region needed was not wealth, but honest leadership, reason unclouded by greed, and a lack of irrational hatred. After many threats and arguments on the part of the Duke, Kendalge agreed to his demands and created the Infernal Loom.

The Loom was massive. It took 30 elephants nearly six weeks to deliver it. It was 160' long, 110' wide, and stood 30' high, a complex inter working of wood and metal, levers and gears, ropes and pulleys. Once delivered, Kendalge handed the Duke a set of scrolls that described how to operate the machine, and left without saying a word, waiving all payment on the item. Over the next several months, the Duke had a small fortress built around the Loom to protect it. He assigned guards and began his studies into how to get this thing to work.

The scrolls that describe the operation of the Loom are lost to antiquity. Most scholars say that this is a good thing. What is known is that five months after receiving the Loom, the Duke issues orders to have the trees south of the castle cleared, insisting that the trees be left intact — branch, trunk, and root. Hundreds of trees were ripped from the ground and brought to the Loom, where they were fed into its geared mouth. After a day of processing, at the other end of the Loom a green and brown cloth woven from trees would spill forth. After about five days in the sun, this cloth would transform into pure silver. A typical pine tree of the region yielded a cloth of silver weighing about 25 pounds. The Loom could process up to four trees a day; it took six hours for a tree to be completely consumed by the machine.

The Duke's coffers filled quickly. It is written that the Southern Elves then came to parlay, begging the Duke to stop his depredations. Although they knew nothing of the Loom, they claimed that the souls of the trees were being destroyed: their elven sages could hear the torturous cries of the tree-spirits as something in Southtimberland devoured them.

Scholars disagree on whether these conversations led to the Duke's bloody epiphany, or if it was some terrible accident that inspired him. But what is known is that after the Elves left, the Duke concluded that the Loom did not convert trees to silver; it converted souls. The Duke fed all the prisoners in the Castle dungeons to the Loom. Humans could be processed faster than trees (four hours in the Loom from start to finish), in greater numbers (about two dozen at a time); over 60 victims a day could be transformed into a buff-colored cloth. After exposure to sunlight, this fabric would transform into cloth of gold; a typical peasant yielded a bolt weighing about five pounds.

When the Duke ran out of prisoners, he began taking slaves, then serfs, then homeless peasants... anyone he felt would not be missed too much. His death toll exceeded 1,000 people when the revolt took place. Several members of the Duke's elite Royal Guard and an army of peasants and commoners stormed the castle. According to legend, they fed the Duke and his family to Loom. The Loom was then burned to the ground.

However...

In one obscure scroll, written by Sir Geoffrey of Underhill, it claims: *While the infernal contraption was still grinding away at the bone and flesh of the Duke and his family, Lord Carthin pulled the levers, bringing the machine to a halt. There was an outcry to let them die as they had killed so many. He then began the systematic dismantling of the machine. He did not harm a single piece of wood, or scratch a gear. As he did so, he told us that they shall remain within the machine, their souls never released, even as gold. They shall be tormented forever. This seemed like justice to me, and satisfied the mob as well.*

If Sir Underhill is to be believed, the location of the Loom and its fate cannot be known for certain. Additionally, many are quite uncertain as to the legitimacy of the fact that Kendalge would have constructed such a diabolical contraption. To go out of his way to teach a lesson to a Noble is certainly his style; but to do so at the cost of so many lives (and souls) seems unthinkable.

Random Properties. The loom has four minor beneficial properties and two major detrimental properties.

JEWEL OF THE SOUL

Ring, uncommon (requires attunement)

Like many enchanters of his day and since, Kendalge often used jewels as focuses for magical energies. Although he is known to have created some three-score pieces of enchanted jewelry, none caused so much interest as the infamous Jewel of the Soul. Created and presented as a wedding gift for his fourth wife, Queen Chelsea V, she was rarely seen without it. Most accounts of her death indicate that the ring was entombed with her at her hometown of Verandahs; however the sacking of Verandahs 150 years ago resulted in the realization that not only was the ring not in the tomb, but neither was Queen Chelsea V.

The Jewel of the Soul is a small, quarter-carat, princess-cut diamond set in a delicate ring of white gold. When the ring is worn normally, the stone changes color to reveal the mood of the wearer. Using the standard color spectrum (red, orange, yellow, green, blue, indigo, and violet) the ring is green when the wearer is in a moderate mood. The ring shifts towards violet as the wearer becomes happier, jovial, or excited. The stone will shift towards red as the wearer's mood becomes more saddened or foul. Various combinations of shades might indicate contentment, joy, anger, frustration, hatred, or even arousal. Additionally, if the wearer knowingly utters a falsehood, the ring turns jet black for three seconds.

In and of itself, this is no major artifact; however, if the ring is turned so that the stone faces the palm, then the jewel shows the mood and validity of statements made by whomever the wearer last touched while wearing the ring (e.g., a handshake or kiss). The effect will last for up to three hours, and is unaffected by distance between the ring and the target.

Queen Chelsea V used this ring in several diplomatic negotiations, giving her a great advantage. Her diary, recovered from the Royal Archives, indicate that she once tried to use the ring to check on the mood and truth of statements her husband was making. However, the ring immediately turned white and she was immediately filled with a sense of *loneliness*, in a reversal of the ring's normal operation. Although she claims she never told Kendalge

about the attempt, she was quite certain he was aware of it.

KERATOPHONE

Wondrous Item (Horn), rarity varies

The Keratophone (as it was referred to in various journals that Kendalge kept), or the *Thrice-curved Horn* (as it was often referred to of the journals of his contemporaries), is as his contemporaries describe it. It is a large, hollowed out animal horn (but from what animal is never quite made clear), that curves in on itself for three full rotations.

It is a mysterious instrument. The tone it emits is low; musically, it is a "C" eight octaves below middle C. The sound cannot so much be *heard* (though it is audible) as *felt*. And it has been felt as far away as 200 miles. It would appear that the tone can be felt further the longer one blows on it — most records place the distance at about 10 miles for every second the horn is blown continuously. It is not an easy horn to play, so 20 seconds is about the longest anyone has ever been capable of maintaining it (one second per point of Constitution). Other than its vibrations being felt at tremendous distances, the horn seems to have other magical properties, but no two records of it agree on what they are.

Originally intended to be a military warning system, the horn could reliably call for aid from great distances when a castle, keep, or tower was placed under siege. However, despite the success of the enchantment and the obvious usefulness of the horn, even Kendalge's own records indicate that less than a dozen were ever created.

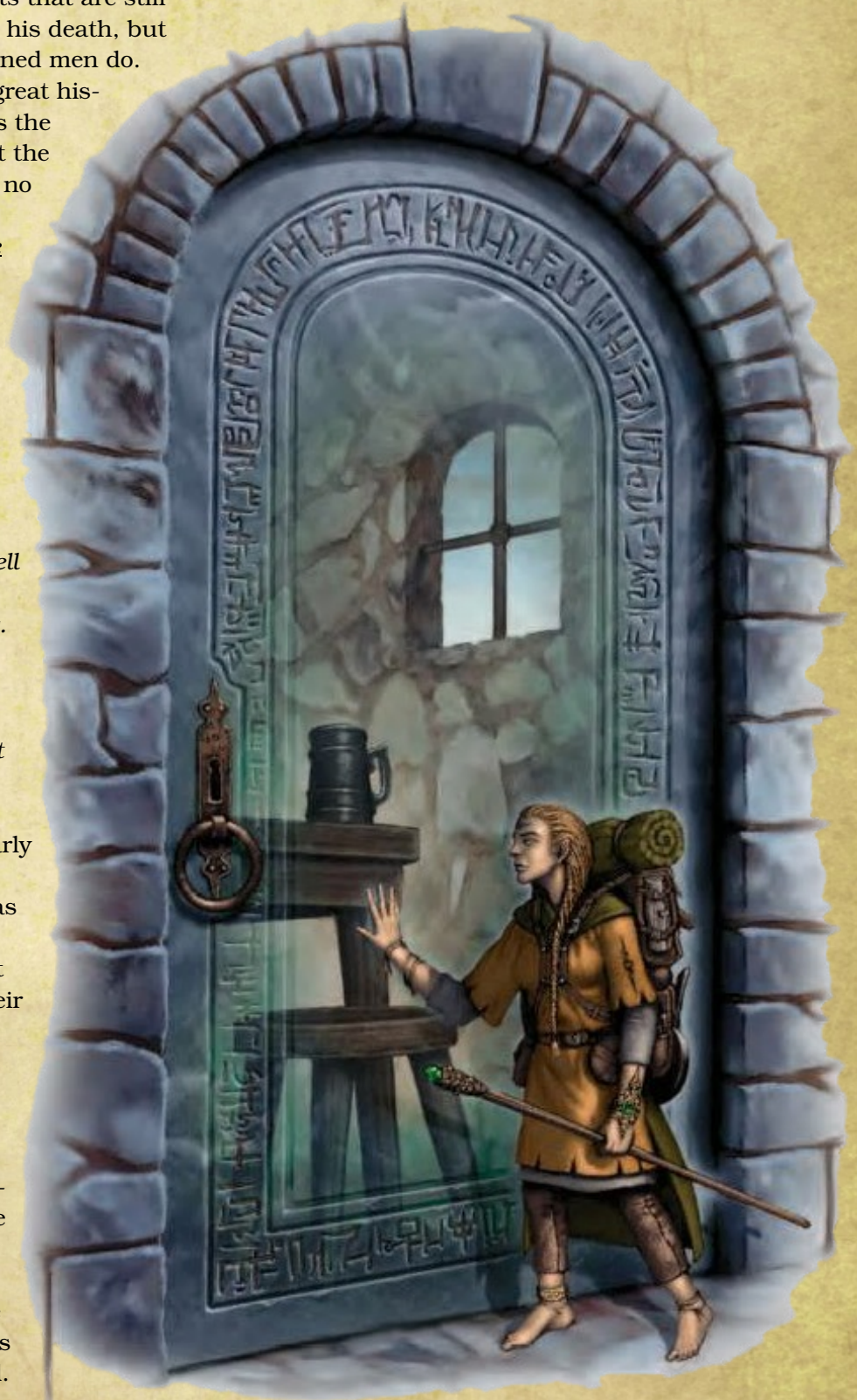
The properties that are credited to it range from causing temporary deafness and loss of one's balance (from the various writings of King Frederick XVI), causing animals to flee the sound (Verhais, the Grand Druid), dampening mana flow (Halvord, former apprentice to Kendalge and Grand Wizard to the throne of King Augustus III), causing birds to alter their migratory patterns (Ghorik Shadowvale, Earl of Gyersetok), inspiring *waking nightmares* (Lord Holstan), and even causing the dead to rise from their graves (a scroll of unknown origin that describes the night of horror in the hamlet of Feylonne some three years into the reign of King Frederick XIX). The rarity of this item is

PART III

Did Kendalge actually live? Was this man the Titan that history has recorded? It may seem odd to question the existence of a man that has his signature on no less than 23 treaties and trade agreements that are still enforced 300 years after his death, but some respected and learned men do.

Bravarix Calyuran, the great historian and sage, remains the most vocal advocate that the legendary Kendalge was no more than myth. In his masterwork, *A Definitive History Of The Realms Of The Second Age*, he wrote: *A man named Kendalge lived in the second age and he was important as well as influential; that much is not in dispute. But that man is not the Kendalge that we all read about, tell stories about, and study in our houses of learning. That man is a figment. History, lacking a truly epic figure in the second age, was forced to invent one.*

Lord Calyuran has created ripples in scholarly circles, but most still believe that Kendalge was the man that they read about, told stories about and studied about in their youth. Still, no matter how you dissect his life, Kendalge remains the most interesting, most colorful character of the second age. In our previous two installments, we have seen 11 glimpses into the mind of this legend. What follows are five more examples of his unique view of the world.



LITTLE DRAGONS

Wondrous Item (Construct), rare
(requires attunement; see below)

Scholars agree that, with Kendalge's penchant for golem creation, the Little Dragons were obvious. Creating one for each of his children, he made between 20 and 63. Each is a masterwork of sculpture. The head, body, and tail measure 12 to 15 inches; each thin, bat-like wing spans half that. The wings are functional; Little Dragons fly like hummingbirds.

What the Little Dragons are made of has never been determined. The material is tough but soft, smooth, pliable, and with a somewhat translucent quality. Each of the dragons is of a color chosen by the child it was created for. Most are monotone (e.g., rose, sky-blue, black); but a few are said to be rather eclectic: white with pink polka-dots, orange with yellow and green specks, and even a strawberry pattern of red and black.

Little Dragons were created to be part playmate, part nanny; thus, they are intelligent, non-aggressive, and docile. If unattuned, a Little Dragon will seek out a child with which it can form a bond. The bonding process takes one to six few days. From that moment on, the dragon will consider itself the property of that child. It will take orders and will generally do whatever the child asks. However, it will not do anything that could result in harm for the child — including sit idle while the child could come to harm. No Little Dragon has ever bonded to an adult; they do, however, remain bonded as a child enters adulthood. They will remain bonded to the same person until either the individual dies or upon the birth of the individual's first child.

If the individual dies, as stated above, the dragon will seek out a new child to bond with. If the individual has a child of their own, upon the birth of that infant, the Little Dragon will begin withdrawing its attention from the individual and start bonding with the child. In this circumstance, the unbonding/rebonding period is 12 to 48 *months*. By age 4, the child will command the Little Dragon's sole allegiance.

Little Dragons appear to understand all forms of spoken communication; they cannot speak, however. Instead, they have a high-pitched, bark-like yip. Even without words,

they have emotive faces and can easily convey their meaning. Some claim that the dragons are empathic and thus can alert a parent or guardian of any need the child might have; others go so far as to claim that they are telepathic.

One of the most famous Little Dragons was the sky-blue construct known as Cloudchaser. Cloudchaser was created for Elizabeth, the eldest child of Kendalge and Queen Chelsea V. Princess Elizabeth was rarely seen without her beloved companion. In a surviving portion of her diary, she wrote: *Cloudchaser seems to know who has authority over me: be it mother, father, even the Chancellor. If anything I ask her to do contradicts what she has heard then she will not do as I ask. The Chancellor has gotten to the point that he will not pass on any message from my parents unless Cloudchaser is present.*

Other surviving entries claim they shed their non-aggressive natures when their charge is threatened. Some records state the dragons can be outright vicious; how dangerous they can be is debatable, considering that they have no claws, teeth or other natural weapons.

LITTLE DRAGON

Tiny Construct, Lawful Neutral

Armor Class 19 (natural armor)

Hit Points 9 (2d4+4)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	15 (+2)	14 (+2)	18 (+4)	10 (+0)

Senses passive Perception 14

Languages all spoken languages

Challenge 0 (10 XP)

Empathic. Little Dragons can feel the emotional state of the individual they are attuned to. These emotional states can be projected upon other individuals as a means of communication. This does not mean that the individual succumbs to the emotional state; rather they are aware of the emotion that is being sent to them.

ACTIONS

Ram. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 1 bludgeoning damage.

MIRROR OF STONE AND SAND

Wondrous Item, artifact

More formally known as the *Lautumiae Tabella* (Stone Tablet), the Mirror of Stone and Sand is currently located in the Imperial Palace, on a large table set before the throne and has been there for the last 212 years. Before that it was within the fortress glade of Verhais, the Grand Druid; the stone was moved shortly after his death. It is not known exactly when Kendalge created the stone, but some of Verhais' writings suggest it was the last item he ever enchanted.

The Mirror of Stone and Sand is a massive slab of shale measuring 19 feet by six feet, topped by three inches of very fine white and black sand. While the stone sits idle, the white sand settles to the bottom, leaving a dull black surface on top. Any attempt to remove the sand from the slab fails.

When activated the stone vibrates. The sand mixes into shades of gray. After a few moments, animated mirror images form in the sand. The vibration of the table strangely produces sounds corresponding to the images, often lending a tinny, muffled, or smothered quality to the audible aspects of the scene. Most images last for two to four minutes, after which the vibration stops and the sand separates. In the two centuries since the stone was moved, it has produced images over a thousand times. Still, none have been able to deduce what causes it to activate. Thus, for the last 150 years or so, there has been a team of scribes assigned to stand watch over the stone and keep a record of any images and sounds that it produces. There are three rooms in the palace dedicated to the scrolls that describe these images.

Although the writings of Verhais suggest that the stone can produce images that are predictions of events that have not yet happened, all of the images on record have been of a scrying nature, or what sages call far sight (in other words, they are images of events that are taking place elsewhere at that moment). These images have ranged from events taking place within the walls of the palace, to those that are taking place as far away as the Isle of Gethimium, more than 5,000 miles away. The stone has warned of enemy ships landing at the port

of Chestion during the Khorvan Revolution, the siege of Avendale that started the War of Seven Moons, and even a meeting between assassins as they plotted to kill King Augustus III.

The images that the stone produces are mirror images, like a reflection. Sometimes the images are perfectly clear as though on polished glass, other times they are wavy as though on a rippling pool of water, still other times they are distorted as though on curved metal. This has led to some speculation as to where the images come from.

One popular theory is that the Mirror of Stone and Sand is magically attuned to all reflective surfaces, and can (only?) reproduce images that are currently being reflected on one. If this is true, then it may be that the stone cannot be activated manually, but is instead activated by something particular to the reflection at its source. Although never proven, this theory has given rise to many of the current superstitions dealing with the nature of mirrors and reflections.

Random Properties. The mirror has no beneficial or detrimental properties as it does not require attunement.

NAOS SANCTUM

Wondrous Item, artifact (requires attunement)

For nearly 100 years, on the south side of a small island in the midst of Lake Vinitok, a marble keep towered over the lush greenery. Standing over 200 feet tall, the Naos Sanctum was created by Kendalge to serve as a retreat; a place where he could collect his thoughts in solemn solitude.

In the weeks following his death (see sidebar), several people headed to the Northern Realms to loot the sanctum; none of them were successful. The entire 150 square miles of Lake Vinitok — including the island and the sanctum — had vanished; in its place was a barren and broken patch of land.

Since then, all over the known world, there have been sightings of the Sanctum. People report seeing a flash of green light, followed by the sudden appearance of Lake Vinitok, the island, and the sanctum. It always happens around midnight, during the new moon. Whatever used to be where the lake now rests is



THE DEATH OF KENDALGE

Kendalge died between 300 and 350 years ago, assassinated by his own Granddaughter. Kendalge reigned as Lord Protector of the Norther Regions for 36 years (including the last 27 years of the reign of King Beaufort VII, and the first 9 years of Queen Chelsea V's reign). When he married the Queen, he relinquished his title. A year later, Princess Elizabeth was born. When Chelsea died, Elizabeth assumed the throne as Queen Elizabeth III. Elizabeth is universally regarded as the most beloved monarch the Old Realms had ever known.

Queen Elizabeth's reign, although long, peaceful, and prosperous, ended in a bloody revolution. Princess Zoheret, the Queen's third child and oldest daughter, killed her parents, her grandfather, three of her five siblings, and the majority of the Royal Court. She single handedly ended the era of the Old Realms and ushered in the Era of the Empire. Many go so far as to say that Zoheret's rise to (and fall from) power marked the end of the Second Age.

gone; displaced. Seven to twelve days later, people report a flash of blue light, followed by a complete restoration of the original topography. Those within the restored region report no time having passed from the moment they disappeared to the moment of restoration. Some would not even believe that anything had happened, were it not for the fact that a waxing moon now sits in the sky where the new moon had been.

The same cannot be said for those that are on the lake, on the island, or within the sanctum when the flash of blue light comes and the region disappears. When the sanctum is next spotted (usually many years later), those caught by this effect are simply gone. Where they go is a mystery that may never be solved. Since Kendalge died, none have ever entered the Sanctum and returned to tell about it; thus speculation as to the contents of the Sanctum are futile.

The only writings that describe the inside of the Sanctum are from Halvord, former apprentice to Kendalge and Grand Wizard to the

throne of King Augustus III. But even he was invited into the sanctum only twice. In one passage he explains: *...each and every stone of the keep was enchanted in some way to enhance the functionality of the place. Some would glow with light to eliminate the need for lanterns or torches; others would alert Kendalge of the movements that took place within the walls; still others seemed to transport items and persons from one place within the sanctum to another, such as the elaborate waste disposal system that aided in keeping the entire place immaculately clean.*

A full rendering of the various enchantments and curiosities that Halvord describes is beyond the scope of this work. Halvord wrote three massive tomes dedicated to the Sanctum in his lifetime, and as a footnote to the last volume admitted to only having scratched the surface. This is evidenced by the fact that nothing he described could come close to explaining why the Sanctum vanished in the first place, let alone why it keeps coming back every few years.

ORLANTHA'S SHIELDS

Wondrous Items, legendary

Even in his younger days, Kendalge was a man that demanded attention. He and his band of adventurers went on dozens of quests, and vanquished many a deadly beast. It was an eclectic group, to say the least, consisting of six people from all walks of life. But the fair-haired beauty Orlantha, was the one that stole the heart of Kendalge. Depending upon the source, Orlantha was Kendalge's first wife, his fifth wife, or both. However, they all agree that at some point in their adventuring days, long before the first marriage, Kendalge created a pair of magical shields for her. Only two sources give a physical description of the shields (Ghorik Shadowvale, Earl of Gyersetok, and Queen Alexandria II), and neither one describes them as a traditional shield.

Physically, the shields were octagonal in shape, measured eight inches across and 1/8th inch thick. They were made from some sort of tangerine-colored crystal. They were each attached to finely woven metallic cloth sashes. Ghorik claims that the shields were worn like a belt, with the sashes tied around the waist;

Queen Alexandria describes them as being worn over the shoulders, with the crystals on the upper chest.

The first effect, Ghorik tells us: *...the left crystal will prevent the name of the wearer from being uttered by anyone. The person can be thought of, visualized, even described in detail. But nothing will allow that name to escape their lips. In fact, the name cannot be written, or even thought of, so long as the crystal remains in place...* Some of his writings suggest that an attempt to read the name would even fail, but he is never specific on that point. Later in his work, he speculates that the wearer is unaffected by the crystal. Queen Alexandria, who owned the shields for 22 years, wrote that she often wore the left crystal when she was not in court. This explains the fact that, although she reigned for over three decades, there is little written about her that she did not pen herself.

The second effect, Ghorik writes: *...comes from the right crystal. This cloaks the individual from the soul, heart, and mind. You can see the one that wears the shield, but you pay them no attention at all. They blend in to their surroundings like a plant, a pillar; they are like servants at a Royal Banquet and given as much regard...* Not surprisingly, there is little written about this effect.

It is interesting to note that Kendalge may or may not have married Orlantha. His first wife, in most sources is not named; the few records of her simply state that she was a *fair-haired beauty*. Some go as far as to say that she was Kendalge's first love. Since many primary and secondary sources tend to describe Orlantha the same way, it is often inferred that she was his first wife.

The problems arise when one starts reading about his fifth wife. Some sources claim he was only married four times, others go as high as 11; most center on the range of four to seven. However, of those that include a fifth wife, nearly all of them give the name as Orlantha. Strangely, the description of the fifth wife is divided into three camps: *a fair-haired beauty*, *or a dark-haired raven*, or *a silver-haired enchantress*. Thus, many scholars have speculated that this is a different woman all-together, concluding that Kendalge either (a) never married his old adventuring partner, or (b) married two women named Orlantha. Still,

there is one camp that suggests Kendalge actually married Orlantha, divorced her at some point, and then married her again later in life.

PENUMBRA CLOAK

Wondrous Item, rare (requires attunement)

Although legends have often included items that involve shadows in some form, few have created as much interest over the years as Kendalge's Penumbra Cloak. The Penumbra Cloak is one of only a handful of items created by Kendalge that have original records written by him that describe it. Its purported abilities astound, and often amuse, scholars and sages.

The cloak is made from thin, translucent, black and silver, silk-like material. Even during the stillest (or most turbulent!) of weather, it is described as *rippling and flowing as though struck by a gentle summer breeze*. Once the cloak is donned, the wearer's shadow will become darker than usual, and take on a liquid-like quality. Via mental command, the shadow can be re-shaped. The total surface area of the shadow cannot be made larger or smaller; but the shape can be made into anything the wearer desires. Many children's stories describe people using the cloak to put on fantastic shadow-puppet shows.

The air within the shadow of the cloak is cooler and drier than the surrounding area. Kendalge's notes suggest that this drop in temperature is about one to six degrees. Other writings claim that this drop is much more dramatic.

Living beings that are touched by the shadow experience a

rush of calm: *The individuals are unable to feel the stronger, primal emotions. Instead, the primal emotions are repressed, soothed, and held at bay; they experience complete clarity of mind.* Although these are his words, later in the same text he explains that the cloak cannot cure maladies of the mind: *If the mind is damaged such that there is no clarity to be had, it is not going to be found within this shadow.*

The clarity offered by the shadow does, however, make those within its effects much less susceptible to magical trickery. They can see through illusions, as well as resist mental control and manipulation (they have advantage on all such saving throws). The effect on animals is just as dramatic: even the most agitated beasts are calmed, and magical manipulations of the animal are countered. It is unclear if the one wearing the cloak is given the same clarity of mind.



PART IV

Although the mystery surrounding Kendalge's existence is one that may never be solved to the satisfaction of all that would care to question it, the fact remains that his signature appears on 23 treaties enforced to this day, and his legacy has been etched into the annals of time. In other words, whether he existed or not, he is not likely to be forgotten anytime soon.

It is often debated of Kendalge: which is more important, the man or the myth? Although this is surely a matter of taste, one historian said it thusly: *One cannot have the Church of Myonisis without Myonisis the Benevolent; but Myonisis the Benevolent can (and did!) exist independent of her church. Therefore Myonisis the Benevolent is the more important element.*

As with Myonisis, the same is true of Kendalge: one cannot have the legacy without the man; but the man can exist independent of the legacy.

The counter argument to all of this usually begins: *One cannot prove the existence of Kendalge; the existence of his legacy is self evident...* In other words, his legacy is all that we possess; in order to approach the man, we must study the legacy intently.

Very few originals of the scrolls penned by Kendalge exist today. Most were destroyed in the six months or so following his death; Zoheret was evidently blinded with rage, and determined to ensure that all of her grandfather's work was obliterated. She was less than complete in her endeavors, as some 6,000 pages of his work remain to this day. Granted, the vast majority of these documents are copies of copies of copies... and many copies of the same document have discrepancies and variations between them.

There are easily triple this many forgeries that attempt to pass themselves off as original



works; most are woefully lacking in any real skill or insight. Of the hundred or so pages of accepted authentic originals that have survived the ages, only a handful of his creations are described: Aaron's Sword, Gemmomarmor, the Houseplant, the Naos Sanctum, the Penumbra Cloak, and the Seven-Jeweled Crown are the most written about. Of these, only Gemmomarmor is given any real detail.

At least two-thirds of all Kendalge manuscripts of accepted authenticity are currently owned by the scholar-knight Sir Chaddwyke Earl of Overcliffe, and are kept in the tower that was once Kendalge's personal library while he served under King Frederick XIX. One interesting work that is a part of this collection is an ornately bound book that remains unread — and unmoved — to this day (see FLY PAPER). Since it is unknown if anything is penned on those pages, it is not generally regarded as one of the accepted, authentic, original works.

What follows are five more glimpses into that unique legacy.

QUICKSILVER SPHERES

Wondrous Item, very rare

According to the diaries of several friends of Queen Chelsea V, when she first saw her husband with a large velvet case filled with small, translucent, white-crystalline spheres (each with their own dimpled compartment), she asked what they were. His answer was: *They are insurance. I'm saving them for a rainy day.* Since that time, when she would write or speak of the delicate items, she would call them Rainy Day Spheres.

It was Halvord, Kendalge's faithful apprentice, that would dub them Quicksilver Spheres, and that is the name most scholars use today. Although Her Majesty would never discover the secrets hidden in those fragile pieces of glass, Halvord would... and even according to the writings of such nay-sayers as Bravarix Calyuran, Halvord would use these spheres in at least three of his more noteworthy adventures.

Halvord discovered that the two-inch orbs were half-filled with mercury (a material that Kendalge seemed to use quite often in his enchantments, see BAUBLE OF TIME). The spheres use the mercury as a magical storage medium. In fact, in these items, mercury is being used to store many, many spells, allowing them to be released later at full strength with no expenditure of magical energy on the part of the wielder.

The limit on the number of spells that the orbs can absorb, if there is one, is not known. The most that Halvord ever used was thirty-one. When the orb is broken, it will explode, releasing all of the magical energy stored within it. Each and every spell that was cast into the sphere is cast immediately, released simultaneously; the spells will target whatever valid target is closest to them at the time.

According to the notes that Halvord left, there were over 300 of the spheres originally created by Kendalge. He knew of approximately 150 that had been used, and of another 100 that had been primed with spells, leaving 50 blank parchments ready to each accept untold numbers of fully-powered spells.

It is not known how Kendalge managed to use mercury (a.k.a. quicksilver) as a medium for enchantment. Other magi have attempted to use the elusive metallic fluid for enchantment

with limited success. Metals are (usually) excellent conductors of magical energy; witness the abundance of magical swords and armors throughout history.

Enchanters agree, however, that mercury (to put it mildly) is less than ideal. In fact, in those odd times when an enchanter can get quicksilver to absorb an enchantment, it will not last. It would seem that Kendalge was not only able to overcome this limitation, he used the material to hold spells in stasis. Thus, the spell would be completely cast — all required energies poured in. Once the sphere was shattered, all of the magical energy would be released, and the spells would go off just as if the mage that placed them within the sphere were standing their casting it. Since there is no way to know what spells are within the spheres, this can be a bit of a gamble.

It is speculated that these spheres were used as the centers for the Baubles of Time. Some speculate that the Baubles were Kendalge's first attempt at the spheres; others feel that his work with the spheres lead to the creation of the Baubles. Either way, the spheres are identical, with the exception of the fact that the Baubles use clear crystal, and the spheres use white-crystal. What significance this, or the strange spider-like case the Baubles are in, has is not known.

RING OF KENDALGE

Ring, artifact (requires attunement)

Is there a ring that was enchanted by Kendalge to identify him to his other enchantments? Although no writing that can be traced to Kendalge suggests such an item existed, there are many that believe that there must have been one. If the Ring does exist, then it would be a powerful item indeed. According to the early writings of Atlas d'La Raven, Chancellor to Empress Zoheret, this item would not only identify the wearer as being Kendalge to the various creations of the Master Enchanter, some evidence (he claimed) suggested that the ring allowed the wearer to keep track of the location and status of all of the items he created. In other words — to find the ring, is to find (and control!) all of the magical works of Kendalge. Even Gemmomarmor, and the famed Naos Sanctum.

Although not one scroll, book, or scrap of parchment dating from the Second Age claims such an item exists, there is more speculation as to the existence of the so-called Ring of Kendalge within sage-circles of the Third Age than any other item. No proof, yet many of those that study the exploits of the Master Enchanter suggest that this item must have existed; there had to be an item somewhere that identified Kendalge to his various creations.

Certainly, this item need not have been a ring — some suggest that it could be a necklace, or a piece of clothing. But it seems obvious (to some) that something protected Kendalge from the wrath of his own creations. For example, some tales suggest that Kendalge drank wine with His Majesty, King Beaufort VII, from the famed Chalices of Humility, yet suffered none of the magical effects that the cups imbued upon the wine. There is the odd story of Kendalge's wife attempting to use the Jewel of the Soul on him, and it failing miserably. Other tales have individual items to identify Kendalge to other creations, such as the fabled rings (or amulets) that supposedly controlled Kendalges army of Guarder Snakes.

It is, in fact, the tale of the so-called central control ring for the Guarder Snakes that led the infamous Atlas d'La Raven to commission no less than three quests in search of the Ring. His research led him to believe that the ring was, in fact, Signet Ring that Kendalge used while he served as Lord Protector of the Northern Regions. Lord Bravarix Calyuran (predictably) wrote: *This is when the true madness of Atlas d'La Raven began to become obvious, even to the likes of Empress Zoheret.* It is true that Atlas d'La Raven was dismissed from his duties shortly after the third such crusade; but many still believe he was successful.

There is a story of the ring that was told in the courts not long after Zoheret was removed from power. In this story, Atlas d'La Raven not only discovered the ring, but then traveled North into the territories that Kendalge once controlled. Using the ring, he was able to call forth the Naos Sanctum and enter its hallowed halls. The story claims that he has been using the fortress to collect the rest of Kendalge's creations — making each appearance of the Sanctum a point where Atlas d'La Raven would go to find one of the magical items, then (once

he had it) disappear back into the nothingness where the Sanctum rests. This story would later become the basis for several popular plays, then operas, where Atlas d'La Raven would return in an attempt to take control of the Empires of the Third Age... failing, of course, due to some popular heroic figure of the day (or, in one variation, due to the return of Kendalge himself to reclaim his property).

Random Properties. The ring, if it exists, has two major beneficial properties and two major detrimental properties.

SILVER CHAIN

Wondrous Item, rare (requires attunement)

The silver chain is a thin, delicate, 24-inch silver necklace with six tiny rubies, and six tiny emeralds — each stone alternating color, placed every two inches. It has no clasp; the wearer simply puts it on over their head. And it has been the cause of countless deaths and untold misfortune over the ages.

There are several legends of items that Kendalge enchanted that either did not turn out the way that he had hoped, or had repercussions he had not foreseen. The Silver Chain is one of those items (see also THEODORE'S SWORD).

Kendalge enchanted the Chain as a gift for an early lover. Legend states he created several of these since the use of the item was self evident. The chain was supposed to grant the wearer more confidence, removing self doubts and low self-esteem. The result was, to be blunt, disastrous. Where Kendalge had wanted to remove self doubts, the chain instead removes all doubts. The wearer becomes completely convinced that every thought that enters their head is the absolute gospel truth. This inevitably leads to extreme paranoia. And, with the bolstered confidence they have just received, the wearer quickly begins to believe that they are the only one that can correct the situation...

The legend goes that Kendalge crafted the chain, enchanted it, and presented it as a gift for his lover just as he was to leave on stately business. His lover (whose name varies in the telling of the tale) was a charming woman who was from a tattered past (one in which she had

been abused, physically and emotionally). Her past left her with little self-esteem and a personality that rendered her nearly powerless; she would cling onto other people to establish her own worth.

After Kendalge left, she wore her new gift with pride. After a short while, she was sure he was never going to return. She was confident that this was his loss, however, and managed to seduce one of Kendalge's servants. She began using the resources of the Kendalge estate — feeling that this was what he had left her with, it must be hers. It was not long before she had gotten enough of the servants and staff alarmed that they sent word to the court for Kendalge's return. When she discovered this, she accused them of treasonous acts, and began to threaten them. Her new lover turned on her, and this was too much for her to take.

By the time Kendalge returned (in most tellings, this all took place in less than two months, never more than four) she had become an emotional shell of a woman. Kendalge removed the necklace, but it was too late — the damage had been done. The fate of the Silver Chains is never described.

THEODORE'S SWORD

Weapon (Longsword), artifact (requires attunement)

Theodore was the eldest member of the adventuring group that included Kendalge and his love, Orlantha. He was, as history has stated hundreds of times, the greatest swordsman of his generation. But as the exploits of the little group were reaching their peak, Theodore was well past his. His body was beginning to fail. Kendalge had a tremendous respect for Theodore, and so created the sword that Theodore would use for the last seven years of his life. If the various scraps of information that Kendalge left behind dealing with the sword are to be taken at face value, then Theodore would not discover that he had received this *gift* until the bitter end.

The sword is a rather simple, but solid, heavy, and well crafted thrusting broadsword. The blade is of a dark, almost blood-toned steel. Normal spells of detection will show no enchantment on the blade. However, the blade has one very powerful, very potent, and quite unique enchantment: when using the sword,

an illusion covers the wielder, making it appear that all of their movements are reversed, like a mirror image.

If the wielder of Theodore's Sword thrusts to the right, anyone that sees them will see a thrust to the left. Obviously, any attempted block to stop this perceived threat will be (at best) useless and (at worst) counterproductive. The sword is a +3 weapon that also provides +3 armor class to its wielder.

It was Kendalge's wish that the effects of Theodore's sword never be known. Most of Kendalge's notes, and the sword, disappeared shortly after Theodore's death. The only four remaining scrolls that describe the sword are a part of the collection of Sir Chaddwyke Earl of Overcliffe.

According to the writings of Ghorik Shadowvale, Earl of Gyersetok, the magics that are on the sword making all detection of enchantment impossible were very important to Kendalge. Theodore was a nobleman, and was often finding himself in duels over the honor of some fair maiden (at least three times over the honor of Orlantha). In such duels, as the practice was at that time, enchanted blades and armor were not permitted. Thus, Kendalge fashioned a sword that could be used to protect his friend, without others being any wiser. Additionally, Theodore was a proud and knightly man. He personally felt that enchanted blades were for lesser swordsmen.

But Kendalge's secret was not an easy one to keep. On those four remaining scrolls that describe the sword, it states that often, following a duel, people would speak of how he had thrust this way, or parried that... and the descriptions would not match Theodore's own recollections. For a long while, he simply accepted this as the faulty memories of people caught up in the moment. But after a time, as his age continued to erode his considerable skill, he made what should have been a fatal mistake in a duel against Lord Charles of the East Winds; Charles obviously saw the opening, but thrust the wrong way.

It was obvious. Theodore backed off, and laid his sword down. Charles accepted the forfeit and left the listfield. So, after seven years of using the sword, he confronted Kendalge. Kendalge stalled at first, but was unable to lie to his trusted friend. This betrayal (as Theodore

saw it) was more than he could take. To think of the number of men he had bested over the years — not due to his own skill and determination, but due to unforgivable deceit and trickery — was too much for him to take. He took ill shortly after the conversation; and died within six months, a broken man.

Kendalge preserved those scrolls, he claims, as a constant reminder of the very real consequences of deceit. This fatal mistake, early in his career, did much to shape him into the man that would one day advise Kings with wisdom and temperance.

Random Properties. The sword has two minor beneficial properties and one major detrimental property.

UTTER-SCALE

Wondrous Item, legendary

Anyone that has read the tales of Kendalge is instantly aware of the many talents he possessed. He was, of course, the greatest enchanter of his (or any other) time. But he was much more than that. For example, he was an accomplished Bard; he was a musician (playing the Dulcimer, Lute and Oboe); he was a decent ballroom dancer, a fine chess player, and often invented new games of skill and chance (such as King's Crossing, and Nine-Dragons).

But even if all of these things are of no surprise, some people still find it hard to accept that Kendalge was also an alchemist. Granted, this was not his true calling — there were many much more accomplished alchemists in his day and since. Still, as an alchemist, he recognized the need for precise measurements in the accounting of alchemical compounds.

To that end, he put his enchanting skills to work when he created the Utter-Scale. The scale is a small metal statuette, eight inches tall. There are six-foot long pieces of thick, golden thread that extend from the opposing sides. Each thread is then secured to a small place of plate of wood and dull gray metal.

This odd, and overly simple looking device is used to compare anything about an object to the same quality in another object. After placing the plates so that the metal sides are in contact with two different objects, the user then speaks clearly the quality that is to be measured. The scales will tip towards the

object that has a greater amount of the quality in question.

There is a children's story concerning this item states that the scales were once given to a woman that was courted by two men. The first man loved the woman with his whole heart; the other man, while he was fond of her, was more enthralled with the riches that her wealthy, land-owning, merchant of a father was promising in her dowry.

The first man wanted to prove that his love for the maiden was greater than the second man's love, and so asked that he and the competing suitor held onto the plates while she spoke the words *love for me* so that the scale would measure, within the two men, which one had the greater love for the woman.

However, instead, she looked at the man that gave her the scales, dead in the eye, and said *loved by me* whereupon the scales tipped towards the second man... the moral of the story being that it is not always what you want that matters in life.

PART V

So, after 21 glimpses into the mind of Kendalge, what do we know of him? We know he was married, but we cannot say for sure how many times. We know that he was very old when he died, but we cannot say for sure just how many centuries passed from his birth to his death — or how this man that appeared to be human managed to live so long. We know that he was a father, but cannot say to how many children. We know that he was brilliant, intelligent, wise, and possibly even insane.

We know that the Second Age was defined by the man; we even know that he was quite possibly the greatest wizard, enchanter, and philosopher of his time (or any other era). Yet, the one thing we cannot say for sure is if the man ever really existed at all. All that we can say with real certainty is that the impact of this man's legacy is all that remains — and perhaps that is enough.

There are the treaties that bear his name, and what remains of his enchanted works, to be sure. But these are not as lasting as the morality tales that grow in predominance and stature each passing generation. Stories in which the Great Kendalge teaches children and adults alike the virtues of a life lived in harmony with the will of Higher Powers. Even if Kendalge was not one man, or never really existed at all — would it cause anyone any harm to listen to the echoes of his voice today?

What follows are five more looks — our last in this series — into the legacy of a man that may not have existed... but was as real as any who ever lived.

VELVATEEN CLOTH

Wondrous Item, uncommon

The Velveteen Cloth was a gift from Kendalge to the Lady Gwen of Three-Rivers, Viscountess of Eastwick, during the reign of King Archibald the Wise. At that same time, he sent an identical gift to Lady Charlotte of Grey-bonne. The gifts were delivered as six bolts of fine velvet. The cloth was as fine as the highest quality silk; especially soft to the touch and flowed as though it were as light as air. One diary entry from Lady Gwen indicated that the cloth *feels much like you are being caressed by a cloud, as though walking nude in a cool fog bank.*

The exact enchantments and magical properties of the Velveteen Cloth are not known. What is known is that the cloth will create seamless connections to itself when sewn — the thread used seems to disappear in this transition. The fabric is exceptionally sturdy and light. It has the same weight as silk, while maintaining a protective equivalent of leather armor. Some writings claim that the cloth can shift colors, or even reconfigure itself into other styles of clothing to fit the nature of the surroundings. However, these writings are from third- and fourth-generation sources, and are largely discounted.

What happens to the wearer is also in debate. Some claim that the cloth reveals the motivations of the wearer, or the intent of a given action. Others claim that the cloth does nothing to the wearer at all. The only first hand account to survive is from the Court Jester of King Archibald the Wise 1. Of the 12 bolts of cloth delivered to Ladies Gwen and Charlotte, they only used four bolts between them. Both Ladies were buried in the dresses that they made.

According to the writings of Luscious Von Griever (Court Jester of King Archibald the Wise as well as King Frederick XIX), Lady Gwen was well known in the courts for using her feminine charms to get her way. She had just spent three months making all manner of attempts to seduce the King's son, Prince Frederick. She wanted him to ask her hand in marriage. This would be a strong political move for her, given the fact that the Three-Rivers family has lost favor in the courts (and thus, much

land) to the family of Lord Dewar of Greybonne, Viscount of Timberland. Lord Dewar had an eligible daughter, Charlotte, whom Prince Frederick had taking a liking to.

Lady Gwen had her finest seamstresses design and create a gorgeous dress for her to wear to the Prince's birthday celebration. Once the dress was completed, it is said, that some proclaimed it to be the most beautiful garment ever produced (although many believe that this is just an embellishment of the story). One day after the dress was completed, all of the thread seemed to disappear creating a seamless gown. When Lady Gwen put it on she is said to have remarked that the garment was so light, *it is as if I were not wearing anything at all.*

Not knowing that Kendalge had delivered six bolts of the cloth to Lady Charlotte as well, Lady Gwen was shocked to find that Charlotte was also wearing a fine dress made of the same Velveteen Cloth. Still, records of the time indicate that she, being a consummate politician, did not even smirk. Charlotte, however, was not as controlled.

As was customary, each eligible Lady was to have one dance with the Prince. Lady Gwen was among the first. As they danced, Lady Gwen claims to have become overcome with a sense of warmth, well-being, comfort, and calm. She smiled gently into the eyes of the Prince, kissed him, and smiled before she excused herself. She went back to her seat, where she is said to have fallen asleep shortly thereafter.

An hour later, it was time for Lady Charlotte to dance with the Prince. As Prince Frederick was already smitten with her, it was not long into the dance that they embraced and kissed. However, at this point Charlotte is said to have gone berserk. She slapped the Prince in the face, and began screaming. She accused him of hurting her, then moved on to accuse the Royal Court of conspiring against her. At that point, Charlotte was removed from the Palace, and the King decreed that his son would marry Lady Gwen of Three-Rivers. Six years later, King Archibald died, and King Frederick XIX assumed the throne with Lady Gwen at his side.

Those that do not believe that the Velveteen Cloth reveals intent and motivations point out that Lady Gwen wanted to marry the Prince

due to political motivations. However, for all of her political maneuvering, her intent was neither malicious nor Machiavellian. She was trying to re-establish her family name; after marrying the Prince, she was a faithful and trusted partner.

Charlotte, history states, had other plans. While imprisoned, she confessed to having concocted a plot to seduce the Prince, assassinate him once he ascended to the throne and maneuver her family into position to take control of the crown. She was beheaded three months before King Frederick's coronation.

WOLVERINE SKIN

Wondrous Item, very rare

If ever someone were going to classify an enchanted item of Kendalge's as cursed, the top two contenders would be the Infernal Loom and the Wolverine Skin. Most who know of the item swear it could not be something that Kendalge created — granted, those are the same people that claim that the Infernal Loom could not have been created by Kendalge either. The Wolverine Skin seems to serve no real positive purpose; the stories surrounding it tell no morality tale, and in the end Kendalge seemed to have no control over the thing. But several texts (including second and third generation sources) describe his many attempts to apologize for having unleashed the accursed item upon the world. In other words, Kendalge claimed it as his own (no so handi-) work; in this volume we will make no attempt to refute that claim.

The wolverine skin, under all forms of physical and magical observation, appears to be nothing more than the prepared skin of a huge wolverine (perhaps a giant or dire version of that creature). The skin is of such quality that it could be — and often has been — used as a nice-sized rug. During all phases of the moon save the full moon, the skin is completely inanimate. In reality, the skin is alive: it is some sort of hybrid magical creature that seems to be equal parts construct, animated dead, and lycanthrope. During the full moon, the skin will occasionally transform into a hideous, blood-thirsty construct/undead/were-wolverine killing machine.

The few accounts that describe the beast are so contradictory as to be nearly unusable. What common elements exist describe a

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humanoid bestial creature standing between eight and nine feet tall, with long, powerful arms that reach the ground; this allows the creature to run in a hunched posture on all fours, much like an ape. The claws are retractable; the fully extended talons are about 12 inches long.

One account with the beast, however, is considered definitive. Written by Sir Chaddwyke Earl of Overcliffe approximately six years before he was knighted, Chaddwyke describes an encounter with the beast around midnight during the Winter Festivals in the Year of the Emerald Star. He and his entourage were returning home after a night of revelry when they chanced to meet the beast as it was engaged in combat with Sir Greybar of the Verdant Wood. Writes Chaddwyke: *[T]he beast was most certainly derived from a wolverine. However, much of the beast seemed to be made of inanimate matter. I could see wood, clay, stone, and even polished metal making up portions of the exposed skeletal framework. If I were to venture a guess, I would say that the beast absorbs items near it when it makes its transformation...* In the combat, both Greybar and Chaddwyke were injured, and three others lost their lives before the beast ran off into the darkness of the nearby trees.

The Wolverine-Skin usually appears as a skin from a wolverine. However, there are some texts that suggest that the skin can appear in other forms as well. The form is always a mammal — badger, bear, horse, lion, tiger, and wolf are all described. It is not clear if these are the same items, or if they are separate items all together; if they are separate, it is not known if Kendalge created them all, or if the creature can infect other animals, much akin to standard lycanthropy. If this is the case, one has to wonder about the fates of Sir Greybar and Sir Chaddwyke.

Also, it is not known if the skin is able to be destroyed when it is not animate (since no such attempt has ever been recorded), nor is it clear what happens if the beast is destroyed (since none have ever been able to do so).

In several texts, it is clear that the skin does not transform during every full moon. What causes the transformation to take place during some full moon cycles and not during

others is not understood; some claim it is totally random (1% chance each full moon).

WOLVERINE SKIN (TRANSFORMED)

Large Undead, Chaotic Neutral

Armor Class 14 (natural armor)

Hit Points 120 (16d10+32)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	15 (+2)	6 (-2)	10 (+0)	8 (-1)

Skills Perception +4, Stealth +4

Damage Immunities bludgeoning, piercing, and slashing damage from non-magical weapons that aren't silvered; poison

Condition Immunities exhaustion, poisoned

Senses passive Perception 14

Languages —

Challenge 3 (700 XP)

Keen Hearing and Smell. Wolverine Skin has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Multiattack. The wolverine skin makes two attacks: one with its bite, and one with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10+2) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or (when it dies) be cursed to become a wolverine skin undead. A Remove Curse spell will counteract this effect as long as it is cast upon the individual while they still live.

Claws. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 9 (2d6+2) slashing damage.

XAVIER'S BATTLE AXE

Weapon (Battle Axe), artifact (requires attunement)

Of all of the weapons that Kendalge enchanted over the years, none is quite so odd as Xavier's Battle-Axe. Sir Xavier, the rather infamous knight, was more formally known as Lord Xavier, Earl of the Eastern Seaboard, Duke of Chesterfield, Wolfsbane, Wyrmslayer. He was a man of few words (although his battle cries are said to have been so fierce as to be capable of producing nightmares in some); he was fairly handsome and highly charismatic — a man of action. But mostly he was dangerous. Not only to those that would dare to oppose him in battle, but also to the men that he brought into that battle. As a tactician, he felt that accomplishing his goal quickly — no matter the cost — was best. Protection, defense, and preservation of forces was something he felt could be considered when the battle was won.

Sir Xavier commissioned an axe from Kendalge. Xavier wanted an axe that could destroy any foe in one hit. Kendalge tried desperately to explain to the knight that what he needed was to plan his battles around the ideas of accomplishing his goal with the fewest casualties. Unfortunately, Xavier was a popular nobleman, and had many that thought much as he did — the peasantry that made up the bulk of the fighting forces was an expendable (and cheap) resource.

What Kendalge created would be discussed for a century after its creation. The great axe was incredibly sharp and durable. Xavier is said to have commented that he had wielded the axe in several major battles, had cut through flesh, bone, and armor — yet the blade had not one scratch, nor had it dulled in the slightest. During the Battle of Three Rivers Valley, Xavier needed to stop an advancing line of chariots — and so it is said he felled an oak tree with a single swing of the axe, blocking the Camden Road, giving his men time to advance into position. Many other common and relatively uncommon weapon enchantments were included in the axe as well. Xavier even discovered that the axe was very effective against incorporeal creatures. He was quite happy.

It was seven years after the axe was completed and delivered to Xavier that he would discover the most important quality that Kendalge had placed into the axe: it had a quasi-vampiric nature. One of Xavier's battle cries (which one is a subject of great controversy) was enchanted into the axe as a trigger. When spoken loudly by the wielder, the axe would draw life energy from Xavier as well as all of his allies within 30 feet. This energy was then converted in a negative-life energy and unleashed onto the next thing that was unfortunate enough to be struck by the axe. Allies that were struck down by this life drain, as well as those slain by the negative energy that was released by the axe, were immune to all forms of magical healing. Unfortunately, this mattered not to Xavier.

Xavier came to use this ability far too often, and this would lead to his death... less than six months after discovering the ability. His demise would lead to a struggle to control the axe. The so-called War of the Axe lasted nearly 45 years, and came dangerously close to shattering the Royal Courts.

Xavier's Battle-Axe is an artifact. It is indestructible, and is treated as a +3 Adamantine Battle Axe. It deals an additional 7 (2d6) radiant damage to any creature that is incorporeal.

When the triggered ability is activated, the wielder is immediately drained of 1d6 hit points. Each ally within range is drained of 1d6 hit points as well (roll separately for each ally). The next target that is struck by the axe takes the normal damage, plus 1d6 necrotic damage per die that was drained by the axe, to a maximum of +20d6.

Example: A fighter is wielding Xavier's Battle-Axe; he has six allies in range. He activates the ability, and is immediately drained of 1d6 hit points; each of his allies that are in range are immediately drained of 1d6 hit points as well. This is a total drain of 7 dice of drained life energy. Assuming that the fighter survives, at some point later in the battle, if the fighter strikes something with the axe, in addition to the normal damage, it will deal +7d6 necrotic damage. The axe has been drained of energy.

Random Properties. The sword has one major beneficial property and two minor detrimental properties.

YARMULKE OF ABSOLUTE TRUTH

Wondrous Item, legendary

As has been discussed, Kendalge paid homage to many religions — praying to some 60 or more gods. Over the course of this life, he was active in at a dozen organized religions. Most of the time, he would study the faith, find elements of truth, and thus take an active interest in the tenets of the faith. After time, he would discover inconsistencies, or elements of the faith that required that he set aside common sense, believe in things that were patently absurd, or even disbelieve that which was observable. So, in those stages, his interest would become jaded and he would move on. At no time, however, did he lose respect for those that believed in the faith; after all, in each faith he learned new things — new truths of the world, new truths within himself.

Near the end of his life, Kendalge began studying all of the religions he had once practiced. He looked at those elements of faith that they had in common and those things that — although not common — did not contradict another religion. He began to see patterns that he described as: *akin to looking into the sky and seeing the clouds forming into the shapes of letters and words.*

From this work (which took him nearly three decades) he began to formulate the basic elements of faith in what he called the Universal Church of Truth. The idea of this church was that it followed no particular god, no single dogma; it followed the truths that were evident in all gods, that were practiced or preached in all dogmas. Although he died prior to completing the work on this Universal Faith, he did manage to write down a listing of 216 core concepts that, he claimed, formed the basis of absolute truth. This list would later become the foundation for the Church of the Eternal Flame, founded by Gerard d'la Raven (a distant cousin to the infamous Atlas d'La Raven) in the second century of the Third Age. Gerard called them the foundational elements of absolute truth. The major problem with this listing is that all 216 are written as koans (short, riddle-like paradoxes) that have caused no end of debate over their true meaning.

In the final scroll of the writings that Kendalge produced on this topic, he discussed a yar-

mulke (or a skull cap). This struck many as odd, as the yarmulke is worn only by the male practitioners of the more orthodox and conservative faiths practiced by those inhabitants of the lands far across the Great Western Ocean-Sea. He claimed to have found this piece of headgear while negotiating a trade treaty with the Kingdom of the Setting Sun. The yarmulke, he claimed, was the key to understanding 36 of the core concepts. Unfortunately, Kendalge does not specify which 36 concepts it is key to the understanding of; and none of koans make any mention of a yarmulke, skull-cap, hat, helm, or any other form of headgear for that matter. The particular yarmulke Kendalge had has been lost to history; the followers of the Church of the Eternal Flame wear the yarmulke to this day.

So what is the meaning of the 216 so-called foundational elements of absolute truth, and how does the yarmulke fit into all of this? Nobody is sure; it remains one of the many unsolved mysteries surrounding the life of Kendalge.

So now what? You have this mystery that involves a set of oddly written truths and a yarmulke that may or may not have anything to do with them. Was Kendalge playing a practical joke on everyone, or is their something to this? If you want their to be something to this whole thing, their are several ways it can be done. Below is one example of how to use this mystery in a campaign:

The National Treasure Option. The Yarmulke of Absolute Truth contains an enchanted map. The map can only be seen if the yarmulke is placed over the crystal ball of the Dreamcatcher and the words of the first koan are spoken (in fact, the yarmulke could have been incorporated into the sleeping cap of the Dreamcatcher without anyone realizing it). This map reveals the location of the Ring of Kendalge. The ring allows the mystery of the 2nd and 3rd koans to be understood or seen, which leads to another of Kendalge's magic items and the truth of 1-3 more koans. And so on and so forth... until a clue reveals the meaning of the 36th koan and that takes our heroes to the Naos Sanctum. Here, the heroes find the truth in the rest of the 216 koans which leads to... *[insert huge, earth shattering, campaign altering truth here].*

Other options. The Dragonslayer option (where the koans are an incantation that will allow the yarmulke to bring Kendalge back to life to fight some great and terrible evil that requires that he sacrifice himself to defeat it); the Stargate option (where the yarmulke is a powerful magical item that opens up into a huge gateway that can wisp the heroes off to any one of 216 possible dimensions depending upon which koan is spoken into the gate once it is activated); or even the Scooby Doo option (where the whole thing is a hoax designed to draw in unsuspecting persons seeking power and Things Man Was Not Meant To Know and send them to their doom — and it would have worked, too, if it were not for those meddling kids!).

ZODIAC PLANT

Wondrous Item (Plant), common

Kendalge's third wife, Charmaine, had a love of azaleas. This was the plant that was used as a basis for the first Houseplant after all. So it should not come as a shock to know that Kendalge created other enchanted items using the beautiful flowering bush as a basis. The one that swept the heart of Charmaine, and was used as a gift during Kendalge's proposal, was the Zodiac Plant. The Zodiac Plant is a bush-like plant, similar in size and appearance to a Catawba Rhododendron. The flower of this plant, however, is the interesting part.

The Zodiac Plant blooms 12 times per year. Each blooming will come with the new buds forming over a period of one or two days. After a total of 14 to 16 days, the flowers are at their peak in size and brightness. This will be maintained for about 10 to 12 days. Then the flowers fade, wilt, and are shed completely after a total of 28 to 32 days, after which the cycle starts up again. Most remarkable is the fact that the flowers will have a different appearance each time — and that the appearance of the flowers is consistent between all Zodiac Plants everywhere at that time. The shape of the flower, color of the flower's petals and filament, as well as the scent are all variable.

A decade or so after the marriage to Charmaine, Kendalge used the Zodiac flower in his alchemical experiments. This resulted in a mutated version of the Zodiac Plant that has

highly enchanted flowers. The exact effect of these flowers is highly variable. Some texts suggest that the appearance of the flower can give some clue as to the nature of the effects but this has never been verified. The only way to release the magical properties of the flower is to carefully cut it from the plant, place the entire flower in a cup of hot water and drink the tea that results.

A complete rendering of the possible magical properties that the Zodiac Plant can produce is far beyond the scope of this volume. The effects have been beneficial (such as having curative properties, or creating a sense of euphoria) to the benign (such as causing people's eyes to change color, or making hair grow quickly) to the baneful (such as inducing nausea or causing people's memories to fade). The effects range from temporary (mere moments) to long lasting (years). It is believed, however, that short of death, no effect of the Zodiac Flower Tea is permanent.

The appearance of the flowers of the Zodiac Plant vary with (a) the shape of the flower, (b) the color of the flower petals, (c) color of the flower filament, and the (d) the scent of the flower. To randomly determine the appearance of the flower, roll 1d12 four times and cross reference the results.

1d12	Shape	Color	Scent
1	Bell	Black	Aromatic
2	Bowl	Brown	Citrus
3	Cross	Grey	Exotic
4	Funnel	Pink	Floral
5	Lipped	White	Floral
6	Pea	Red	Fruity
7	Salverform	Orange	Musky
8	Saucer	Yellow	No Scent
9	Star	Green	No scent
10	Trumpet	Blue	Peppery
11	Tubular	Indigo	Spicy
12	Urn	Violet	Sweet

FLOWER PROPERTIES (D12) TABLE

Shape. examples of each of these shapes of flowers can be found at:

<http://theseedsite.co.uk/flowershapes.html>.

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As an option, you can roll on this chart twice and cross the effects (i.e.: tubular-bell-shaped, lipped-star-shaped, etc.)

Color. For the color of the petals, this is the primary color. You may roll a d4 to determine the number of additional colors on the petals if you would like. These secondary colors can come in highlights, spots, splashes, or anything else you can think of.

Each color can be a light, medium, or dark variant based on a d3 roll if desired.

Scent. these are general categories of scent. For more information of the scents of flowers, go to <http://www.flowers.org.uk/flowers/flowers-by-scent/>.

DURATION OF EFFECT (2D10) TABLE

2d10	Effect
2	2d12 rounds
3-4	2d12 minutes
5-7	2d12 ×5 minutes
8-11	2d12 hours
12-14	2d12 days
15-17	2d12 ×5 days
18-19	2d12 months
20	2d12 years

POSSIBLE EFFECTS OF THE TEA (2D10) TABLE

2d10	Effect
2	Roll a major detrimental property from the artifact tables (see DMG)
3	Reduce maximum hit points by 20%
4	Reduce Strength, Dexterity, and Constitution by 1d4 points each
5	Reduce Intelligence, Wisdom, and Charisma by 1d4 points each
6	Roll a minor detrimental property from the artifact tables (see DMG)
7	Gain vulnerability to one damage type
8	Decrease movement rate by 20%
9	Lose the ability to use a skill or toolkit
10	No effect
11	Benign Effect (inconvenient) *
12	Benign Effect (truly benign) *
13	Gain the ability to use a skill or toolkit
14	Increase movement rate by 20%
15	Gain resistance to one damage type
16	Roll a minor beneficial property from the artifact tables (see DMG)
17	Increase Intelligence, Wisdom, and Charisma by 1d4 points each
18	Increase Strength, Dexterity, and Constitution by 1d4 points each
19	Increase maximum hit points by 20%
20	Roll a major beneficial property from the artifact tables (see DMG)

* Benign effects are any effect that does not hinder the character in any statistical way. This can include changes in the color of the character's skin (eyes, hair, etc.), changing gender, growing a third eye, seeing in only black and white, odd body odor, or any other strange or comical effect.