

Encyclopedia Magica™

Accessory

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Volume Two

Decoy Dust to Phylactery of Riteousness

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Dust

Decoy

XP Value: 400

GP Value: 1,200

The Book of Marvelous Magic

This dust forms the shape of a snake monster. It appears to attack creatures in the area of effect, but it is merely a decoy and cannot actually damage anyone. It tries to draw attention and then attacks until someone realizes it is harmless. However, if any creature tries to use a bite attack against the snake dust, it automatically hits and the creature must then make a saving throw vs. death magic or die in one round, choked by the dust. Claw and weapon attacks merely pass through the dust, appearing to damage the decoy but not actually affecting it. *Decoy dust* lasts for one turn.

of Disappearance

XP Value: 1,000

GP Value: 5,000

DUNGEON MASTER Guide, 1st Edition

This dust looks just like *dust of appearance*, and it is typically stored in the same manner and quantity. All things touched by it reflect and bend light of all sorts (infrared and ultraviolet included), becoming *invisible*. Normal sight is useless when trying to locate dusted creatures or objects—they can't even be detected by magical means, let alone anything else. Even *detect invisibility* spells don't work. *Dust of appearance*, however, does reveal people and objects made invisible by *dust of disappearance*.

Invisibility bestowed by the dust lasts for 2d10 turns (1d10+10 if sprinkled carefully upon an object). Attacking while *invisible* is possible, always by surprise if the opponent fails to note the *invisible* thing and always at an Armor Class 4 better than normal (while *invisibility* lasts). Unlike the *invisibility* spell, *dust of disappearance* remains effective even after an attack is made.

of Dryness

XP Value: 250

GP Value: 750

DUNGEON MASTER Guide, 1st Edition

This special dust has many uses. If a pinch is cast into a cubic yard of water, the liquid is instantly transformed to nothingness, and the dust pinch becomes a marble-sized pellet, floating or resting where it was cast. If the pellet is hurled down, it breaks and releases the same volume of water.

When the dust is sprinkled over an area (such as with a wave of the arm), it negates *& precipitation* or *cloudburst spell*, or else dries up as much as 15 cubic feet of water. The dust affects only water (whether fresh, salt, brackish, or alkaline), not other liquids.

If the dust is employed against a water elemental or similar creature, the creature must save vs. spell or be destroyed. A successful save still inflicts 5d6 points of damage upon the water creature.

A pouch of this dust contains 1d6+4 pinches.

of Dullness

XP Value: 250

GP Value: 500

Mordenkainen's Fantastic Adventure

This dust is to be normal, silty dust. One large pinch affects one human-sized creature; a handful can affect 1d4+1 human-sized creatures. It may be thrown up to 10 feet, cascading down upon intended targets. When the dust is cast on any living creature with senses (sight, taste, hearing, touch, smell, and/or a "sixth sense" such as psionics or magic that provide unusual sensory capabilities), roll 1d6, and consult the table below. The number rolled affects all senses with a number equal to or lower than the result. (Example: A roll of 3 would affect sight, taste, and hearing.)

Roll	Sense
1	Sight: Vision is blurred for 1d6 hours. Roll 1d10 to find the severity:
1-3	-3 penalty to attack.
4-8	-5 penalty to attack and -3 penalty to movement rate; attempts at faster movement result in a stumble and fall, for no damage.
9-0	Blinded
2	Taste: The victim loses the sense of taste for 1d6 hours.
3	Hearing: The victim is deaf for 1d6 turns; a -1 penalty applies to all initiative rolls, and the victim suffers a 50% chance of being surprised in situations where sound (footsteps, howling, etc.) is the primary factor. Unless some nonaural signaling method is used, the victim does not react to unseen situations until after a 1d4 initiative delay (or until physically warned by other characters).
4	Touch: The victim cannot feel anything for 1d6 turns, including being touched, burned, frozen, etc. A penalty of -3 applies

to the movement rate, and any attempt at running results in a stumble and fall (for no damage) within one round. Dexterity is temporarily penalized by -2 points. When holding objects in hand, there is a 30% chance per object of dropping it, checked each turn and whenever an item is used.

- 5 **Smell:** The victim loses all olfactory faculties for 1d6 turns, and cannot smell anything (a boon when investigating garbage heaps).
- 6 **Sixth Sense:** The victim may not receive, transmit, use, or interpret psychic, magical, or psionic powers for 1d6 turns. All those functions related to dreams, intuitions, "hunches," extra sensory perceptions, and/or magical spells or items that would produce, heighten, or elaborate these areas are "wiped clean" from the victim's mind. No telepathic or empathic communication is possible. Spells affected are listed below. Magical items that resemble these spells are treated in the same way, and their use is not possible. Spells affected/negated:

Priest/Druid: All *detect* spells, *commune -with nature*, *commune*, *divination*, *find traps*, *find the path*, *know alignment*, *locate animals*, *locate object*, *locate plants*, *stone tell*, and *true seeing*.

Wizard: All *detect* spells, *clairvoyance*, *clairaudience*, *contact other plane*, *ESP*, *identify*, *legend lore*, *locate object*, *mass suggestion*, *mind blank*, *nondetection*, *suggestion*, *telekinesis*, *true sight*, *vision*, and *wizard eye*.

Feather

XP Value: 250 **GP Value:** 500

The Book of Marvelous Magic

This dust appears identical to *allergy dust* of some type. However, it merely creates a cloud of small, harmless feathers in the area of effect. The feathers may obscure vision to a limited extent, but settle to the ground in six rounds.

Fertilization

XP Value: 300 **GP Value:** 900

DRAGON Magazine 30

Dust of fertilization, when sprinkled on any plant, causes it to gain a year's growth (or full growth in the case of shorter-lived plants) in one week. The dust does not work on treants or enchanted plants.

Fodder

XP Value: 200/pinch **GP Value:** 600/pinch

DRAGON Magazine 178

This is the solution to many logistical problems. A single pinch of this magical dust added to a gallon of water balloons out into a heap of vegetable fodder sufficient to feed 30 horses or the equivalent for a day. It usually comes in a small, flat box of 3d4+1 pinches. A single dry pinch, if consumed inadvertently, expands to kill the imbiber in gruesome fashion—save vs. death magic at +1 or die.

of Forgetfulness

XP Value: 1,500 **GP Value:** 4,000

DRAGON Magazine 99

This dust looks exactly like other magical dust, and is stored and delivered in the same manner. When thrown at a character or other living creature, the dust causes the victim to *forget* everything that has happened in the last hour (including having the dust tossed at him or her). Enemies encountered during that time will be forgotten, paths explored look unfamiliar, and newly made friends are viewed with suspicion. If a character's immediate surroundings are similar to those the character was in an hour before, the victim won't even be aware of the difference without close examination (if any differences in environment exist). After one week, lost memories are restored—no experience is lost.

Player characters, if sprinkled with dust, should be forbidden by the DM to use "forgotten" knowledge. No saving throw is given against this power.

Green Sleeping

XP Value: 800 **GP Value:** 1,600

Kara-Tur

Green sleeping dust is made from the bija tree of the Quang Muku. It is primarily used by ninjas of the Soretyo family, a secret society based in Foo Nakar. Shady merchants can get it at a high price, but it is completely effective. There is no saving throw if the dust is inhaled, the victim sleeps for five turns.

of Illusion

XP Value: 500 **GP Value:** 1,500

DUNGEON MASTER Guide, 1st Edition

This unremarkable powder resembles chalk dust or powdered graphite—unless one stares at it.

Stare at it and the dust changes color and form. Put a pinch of *dust of illusion* on a creature and the creature appears to become any other creature of similar shape, with a size variance of 50% (plus or minus) from the actual size of the effected creature. An unwilling recipient is allowed a saving throw vs. spell to escape the effect. Thus, a halfling could appear as a human of small stature, a human as an ogre, a pegasus as a mule, etc.

The individual who sprinkles the magical dust must envision the illusion desired as the powder is shaken over the affected subject. The illusionary power lasts for 1d6+6 hours unless otherwise dispelled. A typical pouch of this dust contains 1d10+10 pinches of the substance.

Leech

XP Value: 1,000 **GP Value: 2,000**

DRAGON Magazine 5

The ominous name of this magical dust is derived from its ability to absorb blood, leeching it out of the victim's flesh, veins, and even bone marrow. When a satchel of *leech dust* is thrown (up to 20 feet away) it forms a cloud of the same dimensions as *cloudkill* (40 feet wide, 20 feet high, and 20 feet deep). The dust adheres to all living creatures within its area of effect, causing immediate weakness. This weakness manifests itself as a 50% reduction in Dexterity and Strength (with all penalties or reduction of combat bonuses applicable). In two rounds the victim is unable to fight or use spells, in three rounds paralyzed, and after four rounds, dead. All these effects, except weakness, can be countered with a successful saving throw vs. death magic.

This sadistic powder may only be removed by a sprinkling of *holy water* or the use of *dispel magic* or *wish* or similar spell. If the victim survives his or her contact with the dust, the lost Strength and Dexterity return at the rate of 1 point per day. However, if a *ring of regeneration* or similar regenerative magical item is worn, lost points can be recovered at double the rate.

Malto's Dust of Mind Dulling

XP Value: 1,500 **GP Value: 3,000**

1992 Fantasy Collector Card 508

Malto is known as "the Everything Man" because he changes form so easily and frequently. His special *dust of mind dulling* not only slows the ability of wizards and priests to cast spells, but it has the additional effect of *a forget* spell. Malto

blows the dust into the air and then changes form—as the dust spreads through the area, all characters who fail a saving throw vs. *spellforget* about Malto's *shapechange* and lose track of him. Even those Spellcasters who successfully save are still *slowed* during casting, giving Malto time to react if need be.

of Mind Dulling

XP Value: 1,000 **GP Value: 3,000**

Tome of Magic

This dust appears to be harmless, but it is the bane of Spellcasters. One pinch of the dust can be flung up to 30 feet from the user and scatters to fill a sphere with a 5-foot radius.

All Spellcasters within the area must make a saving throw vs. spell or find their minds dulled and their wits slowed. All casting times less than one round are increased by two as the wizards hesitate, trying to remember the procedures. Spells that normally require one round to cast now require one full round plus a casting time of 5 on the following round; spells which normally have a casting time of two rounds or longer now require 50% more time to cast. The dust persists in the area for one turn unless somehow removed (a *gust of wind spell* would be helpful). Those Spellcasters affected by the dust are impaired for 1d4+1 turns after that.

of Opposition

XP Value: 100 **GP Value: 500**

The Book of Marvelous Magic

This dust appears identical to *decoy dust*, but when the decoy is created, it turns on the user. The victim must make a saving throw vs. death magic or die in one round, choking on the dust. Even if the roll is successful, the victim coughs and is unable to attack or cast spells for one turn until the decoy disappears. The victim cannot flee from the dust. The *dust of opposition* may be dispersed by spraying it with a large amount of water (for example, a *create water spell*) or by *dispel magic* cast at the dust (treating it as 15th-level magic).

Paralyzation

XP Value: 500 **GP Value: 2,500**

DRAGON Magazine 2

Paralyzation dust is similar to *dust of sneezing and choking*, but the effect of a missed saving throw vs. paralyzation is *paralyzation* for one hour.

of Revealing

XP Value: 1,000

GP Value: 4,000

DRAGON Magazine 126

This special dust is commonly found in one or more eggshell grenades, the price is one such powder-filled grenade. When released into the air, the dust magically expands to fill a 30-foot, radial area. Everything in this area that is *disguised* is revealed for what it truly is. *Shapechangers* (such as lycanthropes and hengeyokai) are forced into their natural forms, all magical and mundane disguises are removed, and spells such as *asface* and *apparition* are nullified. Unlike *dust of appearance*, *dust of revealing* does not reveal *invisible*, astral, ethereal, or out-of-phase creatures.

Rust

XP Value: 1,000

GP Value: 5,000

DRAGON Magazine 86

Rust dust looks like a fine metallic powder similar to *dust of appearance* or other magical dust. It is usually contained in small silk pouches for dispersal by hand or spread by blowing the dust through a hollow bone tube. If it is shaken out by hand, one pouch will cover a 10-foot, radial area; dust blown from a tube will create a cone 20 feet long, 1 foot wide at the start and 15 feet wide at the end. Usually, *idle* containers of either sort may be found at one time.

Any nonprecious, metallic materials within the area of effect of *rust dust* rust (or otherwise deteriorate) and fall into useless scrap one round after contact. Precious metals (gold, platinum, and silver, for instance) are not affected. Objects of iron, copper, bronze, tin, and similar metals or alloys (including mithral and adamantite) are affected automatically if the metal of the item is nonmagical.

Magical items (swords, armor, shields, *rings of protection*, and similar items) must save as if struck by a rust monster, gaining a 10% chance to withstand the dust for every "plus" of enchantment; thus, a *sword +4* has a 40% chance of not corroding. Magical items or objects without a "plus" rating (such as an *iron flask*, iron golem, or *ring of spell storing*), have a 10% chance to save against the dust. All such saving throws must be rerolled every time a new dose of *rust dust* is encountered.

Sleep

XP Value: 400

GP Value: 800

Dragon Dawn

Sleep dust is created with the aid of pixie-cast *sleep* spells. Its physical components consist of exceptionally rare ingredients—the dusty coating of pixie wings and the breath of a hibernating bear, among others. These ingredients, hulderfolk magic, and the unusual *sleep* spells of the faeriekind give the dust its surprising potency. A sparse handful causes a giant to slumber; a sprinkle puts a human-sized person to sleep, and a single pinch is sufficient to bespell kender and other diminutive humanoids. Even elves are not immune to its effects, which are differently achieved from those of an ordinary *sleep* spell.

When *sleep dust* touches a living target, that person (or animal) falls asleep immediately, into an enchanted slumber lasting 1d4+1 hours. There is no saving throw allowed to resist the effect. The dust is most efficient when sifted upon persons from above, or cast on them from a short distance (a foot or two) away. *Sleep dust* is light, and easily blows away in a breeze. If it should blow back on the one who cast it, that person is as susceptible to its effects as any other. Once it settles to the ground or other surface, its magical dweomer discharges, and it has no more power to cause *sleep*. If an insufficient portion is cast on the target (as, for example, when just a pinch lands upon a giant), the victim is allowed a saving throw vs. spell to resist the dust's effects. Failure means slumber for 1d3 hours.

of Sleeping

XP Value: 400

GP Value: 800

The Book of Marvelous Magic

This dust is coarser than others. When used, it looks much like fine sand, falling quickly to the ground. Each victim of 9 or fewer Hit Dice in the area of effect must make a saving throw vs. spell or be put to sleep. The sleeping victims can be awakened easily by force, but noises do not stir them. The effect lasts for 24 hours at most.

Small Bird Repulsion

XP Value: 50

GP Value: 250

DRAGON Magazine 30

Probably a pest-control device, the *dust of small bird repulsion*, sprinkled on an area of up to 20 feet square, prevents any bird smaller than an eagle from landing there for one year.

of Sneezing

XP Value: — **GP Value:** 600

DRAGON Magazine 2

This is a nonfatal variant of *dust of sneezing and choking*. Saving throws are at -2. *Sneezing dust* causes a coughing spell lasting 2d4 melee rounds.

of Sneezing II

XP Value: — **GP Value:** 1,000

The Book of Marvelous Magic

This dust causes all victims within its area of effect to make a saving throw vs. spell or start sneezing. Victims cannot attack or cast spells; the effect lasts for one turn or until a *remove curse* is cast.

of Sneezing and Choking

XP Value: - **GP Value:** 1,000

DUNGEON MASTER Guide, 1st Edition

This fine dust appears to be either *dust of disappearance* or *disappearance*. If spread, however, it causes those within a 20-foot radius to fall into fits of sneezing and coughing. Those who fail a saving throw vs. poison die immediately; those who make the saving throw are disabled, choking for 5d4 rounds.

Sparkling

XP Value: 95 **GP Value:** 150

Dragon Magic

This dust allows anyone who shares a use from the same bag to be able to communicate by *telepathy* for the next 2d6 hours. The *telepathy* is effective for up to 50 feet. There are 5d4 uses in each bag.

of Tracelessness

XP Value: 500 **GP Value:** 2,000

DUNGEON MASTER Guide, 1st Edition

This seemingly normal dust is actually a highly magical powder that can be used to conceal the passage of its possessor and all companions. Tossing a pinch of this dust into the air causes a chamber of up to 1,000 square feet to become as dusty, dirty, and laden with cobwebs as if it had been abandoned and unused for a decade.

A pinch of dust sprinkled along a trail causes evidence of the passage of as many as a dozen adventurers and horses to be obliterated for a mile back into the distance. No magical radiation occurs from the use of this dust. The dust is typically found in a finely sewn pouch containing 1d12+12 pinches.

of Trail Dispersion

XP Value: 200 **GP Value:** 600

The Complete Thief's Handbook

A generous pinch of this magical dust, scattered over the beginning or head of a trail (such as at the bottom of a wall surrounding a house that was burgled, at the point where the thief reached the ground) prevents the trail from being followed by normal sensory methods (rangers, bloodhounds). The dust is usually found in a small box, or packets; one container is usually sufficient for 1d4+4 uses.

Violet Dindower's Dust of Disappearance

XP Value: 2,500 **GP Value:** 5,000

1992 Fantasy Collector Card 143

Violet is a smuggler who uses numerous means to hide her contraband, but she saves her *dust of disappearance* for herself on those uncomfortable days when pirates or neogi attempt to board "her" ship. Since the dust renders her *invisible*, even to those who can *detect invisibility*, and she remains unseen even while slipping a blade into the back of someone threatening to steal her cargo—Violet has endeared herself to the captain many times. Violet's dust has *bad permanency* cast upon it, but she still fades into view in 5d10 turns.

Dynamo of Flying

XP Value **GP Value**

Lesser: 500 2,500

Normal: 1,500 7,500

Greater: 4,500 22,500

Champions of MYSTARA™

This permanent, magical device converts spell energy to motive power, lift capacity, and sometimes other vessel-wide spell effects. Usually crafted as a large black box (1-cubic-yard, weighing 800 pounds), a *dynamo of flying* can function anywhere on board a ship. For convenience and safety, it's typically secured in the vessel's control area. A *dispel magic* attack by a Spellcaster may cause the dynamo and all spell effects powered by it to "go down" for 1d6 rounds. For this reason, a vessel rarely relies solely on her dynamo for lifting capabilities.

Dynamos of flying are usually tailor-made for a specific vessel. They may be enchanted with multiple effects: *fly*, *teleport*, *travel*, *invisibility*, *dimension door*, and so on. The user chooses which effects to activate.

To power a *dynamo offlying*, the user must cast a spell on the device. This requires physical contact, but can be done with any spell—even those that create something, such as a form spell, and those that normally affect the caster only. It does not work with spells cast from scrolls or other magic items. The dynamo gains the equivalent of one charge per level of the spell cast upon it. It can store up to 50 charges at a time.

Each spell effect the dynamo creates costs one charge per spell level. (For example, *fly* costs three charges, while *travel* costs eight charges.) Duration of effect is the same as though cast by an 18th-level Spellcaster. (If the enchanter's level is known, use that instead.) *Dynamos offlying* come in different strengths.

- A *lesser dynamo* can power vessels only up to 50 tons. Moving larger ships with a *lesser dynamo* requires twice the normal number of charges per spell effect for a 100-ton vessel; three times the number of charges for a 150-ton vessel; and so on. Cost to enchant a lesser dynamo is halved.
- A *normal dynamo* can power vessels up to a Tonnage of 150. Affecting a 300-ton vessel costs twice as many charges, as explained above.
- A *greater dynamo* can power vessels up to a tonnage of 450. Cost to enchant a *greater dynamo* is doubled.

If the dynamo is used to provide lift as well as motive power, its lift capacity is double the tonnage of the ship. Charges used and spell durations are like other spell effects.

A dynamo's user can elect to spend more charges to increase the vessel's air speed past the normal maximum of the spell involved (*fly*, similar spells). Each increase costs the same number of charges as evoking the effect, in return for a 20% increase in air speed—and a 20% chance the dynamo will malfunction, losing all charges for 1d6 days. Doubling air speed costs five times as many charges as the initial effect, with a 100% chance the dynamo will be unusable for 1d6 days once the effect's duration ends.

Spellcasters enchanting a *dynamo offlying* must know *spell turning* (the base spell for creating a dynamo), as well as any spell the *dynamo of flying* will need to provide. *Dynamos offlying* must be made permanent.

Examples: A *dynamo offlying* enchanted with *fly* and *shield* by an 18th-level Spellcaster can lift and fly a 100-ton skyship for 19-24 turns per three charges used. Using an additional charge to activate the *shield* improves the vessel's AC by 1 for two turns. A particularly impressive *greater dynamo* might *use fly* for normal flight and *teleport* or *travel* for special situations. It may also be enchanted with other effects—*shield*, *invisibility*, *haste*, *antimagic shell*, and *weather control*. (Such a powerful device is extremely difficult to create and phenomenally expensive to acquire.)

Optional Rule: If the DM wishes, a *dynamo of flying* can make even a nonmagical vessel *fly*. This is especially appropriate if you use the optional rules allowing wizards to enchant normal vessels and buildings *to fly*.





Earring

Earring is a general term for any piece of jewelry worn on or hanging from the ear, regardless of shape. Earrings are common jewelry, and magical earrings may easily be mistaken for the normal sort.

Alignment Detection

XP Value: 500

GP Value: 5,000

DRAGON Magazine 80

This earring has a gold spring clamp with a chain holding a large, polished, irregular piece of clear sapphire worth 5,000 gold pieces. It *detects alignment* of any creature touched, by turning color. The table below depicts the colors and their corresponding alignments. The user will have to do some experimenting to determine the colors and the alignments they register.

Alignment	Earring Color
LE	Black
CE	Red
NE	Orange
NN	Brown
CN	Gold
LN	Steel Gray
NG	Green
CG	Blue
LG	White

of Burrowing

XP Value: —

GP Value: 1,000

The Book of Marvelous Magic

This item appears to be an *earring of protection*. However, when worn it changes into a small burrowing bug that enters the ear immediately. The victim becomes deaf in that ear (-1 penalty to surprise rolls) and dies in 24 hours unless a *remove curse* spell is applied by a caster of at least 15th level. A *cure disease* spell stops the bug for four hours, increasing the cursed victim's survival time by that amount.

of Defense

XP Value: 1,000

GP Value: 7,000

The Book of Marvelous Magic

This earring is adorned with a small "X" design. Upon command, the "X" turns into a sword and dagger of normal size. These items cannot return to their original form; however, if a *sword +1* and *dagger +1* are placed by the remainder of the ear-

ring and a command word is spoken, the magical items shrink and become part of the design, as originally found. When enlarged, the weapons are nonmagical. The same procedure can be repeated whenever desired; the earring disguises only two weapons and only in the manner described.

Equus

XP Value: 2,000

GP Value: 8,000

DUNGEON Magazine 22

An *equus* is a magical piece of jewelry that, upon command, *polymorphs* into some form of a beast of burden. The word "equus" (plural "equi") comes from an ancient language and has no literal translation in the common tongue. The closest translation is "beast of burden" or "horse," but the word can be applied to anything that is used like a horse. Thus, an actual horse, mule, worg, camel, dog-sled team, nightmare, or any other creature that can be ridden, used to pull a load, or carry goods can be termed an *equus*. *Equi* come in many different varieties, with the most common listed below. While 80% of *equi* are either good or neutrally aligned, 20% *polymorph* into evil creatures such as nightmares, worgs, and giant spiders. It is said that the death knight Shan Nikkoleth once possessed an *equus* that *polymorphed* into gorgon form.

The earring is the identical to an *equus pendant*, but is worn through the ear on a wire instead of around the neck.

Creature List

The DM may choose the form of the creature into which the *equus polymorphs* from the following table. The jewelry *form polymorphs* into one type of creature only. A DM who prefers to roll randomly should add the roll of 1d8 to that of 1d12 and consult the table below. The DM should use only a creature that he or she feels comfortable with and is sure will not give the PCs an unfair advantage in the campaign. Types of creatures can be added to or deleted from the list as the DM sees fit. Any of the following creatures that do not appear on **Table 49** in the *PHB* should be considered equal to a heavy horse in movement rate and encumbrance.

If the *equus* is slain (reduced to 0 hit points or less) in creature form, the creature immediately reverts to earring form and cannot change into creature form again. Damage to the creature form

1500

of the *equus* can be healed magically by *cure wounds* spells. If the creature is allowed food and rest, it heals naturally at the rate of 1 hit point per day. However, the *equus* can neither heal itself nor be healed while in earring form.

Roll Animal Type

- 02 **Unicorn:** AC 2; MV 24; HD 4+4; hp 28; THACO 15; #AT 3 (hooves and horn); Dmg 1d6/1d6/1d12; SA charge, +2 to attack when attacking with horn, -6 penalty to opponents' surprise rolls; SD teleport, immune to poison, *charm*, *hold*, and death spells; can sense approach of enemy 240 yards distant; makes all saving throws as 11th-level wizard; ML 14; AL CG. The unicorn's Intelligence is 8-10 (1d4+8). It can be ridden only by female characters; if a male character rolls the unicorn, use the ultraheavy war horse (#20) instead.
- 03 **Giant stag:** AC 7; MV 21; HD 5; hp 30; THACO 15; #AT 1 (antlers) or 2 (hooves); Dmg 4d4 or 1d4/1d4; ML 14; AL N. This creature's Intelligence is 4-7 (1d4+3).
- 04-05 **Bull:** AC 7; MV 15; HD 4; hp 24; THACO 15; #AT 2 (horns); Dmg 1d6/1d6; SA charge; ML 15; AL N. The bull has an Intelligence of 4-7 (1d4+3).
- 06-08 **Superheavy war horse:** AC 6; MV 15; HD 4+4; hp 28; THACO 15; #AT 3 (hooves and bite); Dmg 1d8/1d8/1d4; SD 30' *infravision*, immunity to all *hold* and *charm* spells; ML 16; AL NG. This horse has an Intelligence of 7-12 (1d6+6).
- 09-13 **Heavy war horse:** AC 7; MV 15; HD 4+4; hp 21; THACO 17; #AT 3 (hooves and bite); Dmg 1d8/1d8/1d4; ML 15; AL N. This horse has an Intelligence of 5-8 (1d4+4).
- 14-16 **Superheavy war horse (special):** Same as above (roll of 6-8), though it has MV 18, a 40-lb. bonus on its carrying capacity load limits, and no *infravision*.
- 17-18 **Camel:** AC 7 MV 21; HD 3; hp 18; THACO 17; #AT 1 (bite); Dmg 1d4; SA spitting; ML 14; AL N. This camel is of a more mellow disposition than its meaner cousins and has an Intelligence of 4-7 (1d4+3).

19 **Water buffalo:** AC 7; MV 15; HD 5; hp 30; THACO 15; #AT 2 (horns); Dmg 1d8/1d8; ML 16; AL N. This water buffalo has an Intelligence of 4-7 (1d4+3).

20 **Ultraheavy war horse:** AC 5; MV 24; HD 5+5; hp 35; THACO 15; #AT 3 (hooves and bite); Dmg 1d8/1d8/1d4; SD 60' *infravision*, immunity to poison and all *hold* and *charm* spells; ML 18; AL LG. This special horse can understand but not speak the common tongue and is able to use *animal friendship* and *pass without trace* spells three times per day each, *locate animals or plants* once per day, and *water walk* once per week. This horse has an Intelligence of 9-16 (1d8+8).

of Paralysis

XP Value: 900

GP Value: 4,500

Top Ballista

This earring casts the equivalent of a *hold person* spell three times per day at 16th level.

of Protection

XP Value

GP Value

+1: 1,000

5,000

+2: 2,000

10,000

+3: 3,000

15,000

The Book of Marvelous Magic

When worn on one ear, this item adds a +1 to +3 bonus to saving throws and Armor Class, similar to that of other protective devices. Its effect may be added to other bonuses gained through magical armor, shield, cloak, ring, buckle, and the like. An earring may be enchanted to +2 or +3 quality but cannot be made any more powerful.

Roll Protection

01-06 +1

07-09 +2

00 +3

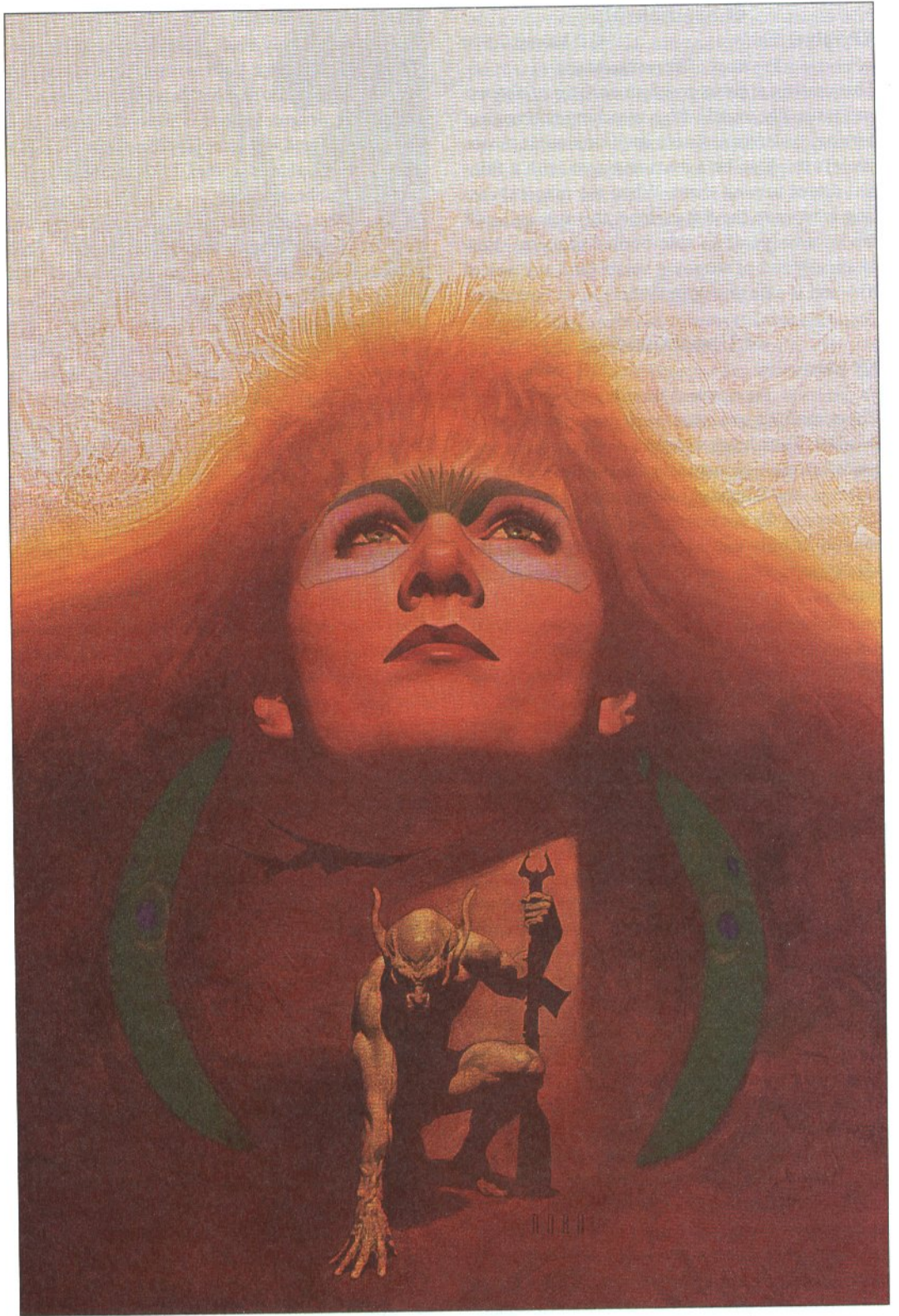
of the Sea

XP Value: 500

GP Value: 2,500

Gateway to RAVENS BLUFF™, The Living City

This device enables the wearer to speak and understand the languages of all sea creatures. It is usable once per day for a duration of 10 minutes.



of Seamanship

XP Value: 500 GP Value: 2,500

The Book of Marvelous Magic

This earring appears to be an *earring of defense* and is usually found with a matching nonmagical earring. A *detect invisible* spell or similar means reveals the X to be a mast and spar with a faint sail drawn around them. When the magical earring is worn in the left earlobe, the user gains all the knowledge of an able-bodied seaman—how to use any sort of seagoing vessel (and any part of it)—and is able to instruct others in its operation.

of Understanding

XP Value: 500 GP Value: 4,000

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These earrings are often made of polished wood or silver. Each bears a picture of an ear in its center. When the user wears a pair of these enchanted earrings, any language can be understood, though the earrings do not confer the ability to speak the tongue. If only one of the earrings is worn, the user must save vs. petrification or be *confused* for one turn.

Eartrumpet

XP Value: 3,000 GP Value: 15,000

Thieves of LANKHMAR™

This small metal cone increases any character's ability to hear noise. When held to the ear, it gives a thief a bonus of 25% to his or her roll to detect noise (to a maximum of 95%). Other character classes receive a +1 bonus to their die roll to hear noise. The *eartrumpet* can also be held near a combination lock, in which case it magnifies the tiny sounds from within the lock, giving a thief a 15% bonus to his or her roll to open locks (to a maximum of 95%).

The Edu'sascar

XP Value: 700 GP Value: 7,000

Kara-Tur

These magical placards are painted with the hallowed symbols of the monks of old S'tung Monastery. Each is a cream-colored card two hands tall by one and a half wide, with a powerful, magical symbol painted in black and etched with gold. The ink of the giant river squid was used to pen the signs, and it was purified and blessed by the monks. The cards were formed of flax and silk fibers, mixed with bamboo pulp, a local tuber called *tocara root*, and dried flowers of

the dogwood tree. This mixture was rolled out flat and cut with a holy blade from the S'tung Temple. The five cards are kept wrapped in silks and stored in a dragon leather satchel made to hold them. The dragon leather is from the throat of a river dragon and it resembles alligator skin. It is a very soft and pliable leather, but it is highly resistant to scratches and cuts.

The five *Edu'sascar* were made by the founder of the S'tung Monastery in 894. This shukenja-turned-monk's real name is lost, but his posthumous title is "Sky Father," for he was an avid astronomer and left many charts of star paths and records of shooting stars and comets. He had his followers create the placards, then the ancient abbot carried the blank cards and ink on a purging journey into the wilderness. When he returned four months later, he had drawn the magical symbols. The golden highlights were added by later generations of adoring and pious monks.

The *Edu'sascar* have always been held by the monks of S'tung, and the few times they were stolen, a terrible curse hounded the thieves and they returned the plaques. The curse causes everything alive that is touched by the cursed person to soon die by a stroke of bad luck. Plants are trammelled, trees are struck by lightning, horses stumble and break their backs, people are drowned or killed in accidents. The weights of the deaths and anticipation of a dismal future or guilty consciences drove the criminals back to the monastery to return the holy relics.

The *Edu'sascar* are brought out to the walls of the monastery for the yearly ceremony honoring the gods of the seasons, held on the winter equinox. At this time, they are held out and their combined powers sweep the sky with colorful rays of light, like an aurora borealis. All the cards are invoked by concentrating on the ink image. The placards can be used individually and their symbols and powers are as follows:

Ki, the symbol of the Power Within. With this card a monk or shukenja can increase the ki power of a congregation one level for one round. The number of people affected increases by three per level of the character using the card. It does not work in the hands of laymen or women.

Mo, the sign of the Calm Sea, the symbol of Inner Calm. This card can be used by any character of any class or level to calm storms. It is



reversible by inverting the card, which calls winds and thunderstorms. This placard's side effects cause the wielder's skin to pale to an ashen white. It can return to normal only after a long and restful sleep.

Di, the sign of Flowers of Spring, the symbol of Nature's Strength. This allows a shukenja, monk, or wujen to *speak with plants* and cast the spell *quickgrowth* with no prior training in this sort of magic. Laymen have no ability with this card.

Po, the sign of Cloudy Sky, the symbol of Hidden Power. This card works only for monks of neutral good alignment. All others receive an electrical shock that causes 1d4 points of damage. By focusing on this card the monk can cast *immunity to weapons* and *invisibility to enemies*. A monk can also hold this card over his head and pronounce the word symbolized on the card, and it is as if the word were a *holy word*, as in the spell.

La, the sign of Bridges over the Depths, is the symbol of Strength in Brotherhood. This card can only be wielded by a shukenja of at least 10th level. It allows the manipulator to *mass heal*, a particularly handy battlefield skill. The spell *heals* a total of 100 hit points per casting, and can be spread among as many individu-

als as desired by the caster in increments of 5. In other words, 10 characters would get 10 points, or 20 would receive 5, or 1 might receive 20 points while another got 80, at the caster's whim. This powerful card is the most coveted of the *Edu sascar*—it has been used to support and rally T'u Lung troops when joined by the monks of S'Tung. Its side effect is that it ages its wielder by 1d6 years each use, so it is used sparingly.

Egg

Magical eggs are ovoid spheres that are enchanted to produce an effect under specific circumstances. These circumstances can include the following: throwing the egg at a target, cracking the egg, placing the egg on end, spinning the egg, or as recounted in the item's description. Magical eggs make their saving throws as ceramic or pottery unless otherwise noted.

Antimagic

XP Value: 4,000

GP Value: 20,000

Lost Ships

This egg-shaped container of oil-darkened steel bears a single engraved rune. If the rune is touched and the command word spoken, the egg is activated. A "one-shot" magical device, it slowly melts away (causing no physical damage, even if held). All magical items within 30 feet must make a save (as their base material vs. magical fire at -5, plus item magical bonuses) or be drained. Each spell on a scroll as well as each dose of a potion must save separately.

Artifacts and helms "drained" by an *antimagic egg* are nullified and dead for 1d4+1 turns; chargeable items lose 1d12 charges and are dead for an 1d4+1 turns as well. Spellcasters within range who have memorized spells must save vs. spell or instantly forget one spell (selected at random). Natural, magical powers are unaffected, but cannot be used within the 30-foot range of the egg for 1d4+4 rounds after the egg is activated (the time the egg takes to entirely disappear).

The method of making such eggs is known to many priests and wizards, but those who know keep the secret. The Grafting is said to be a long and expensive process—thought by some to be the work of the arcane. Well-traveled sages, such as Otiluke of Oerth, know that the arcane try to purchase or destroy such devices whenever they

can, and believe *antimagic eggs* to be weapons devised for use against the arcane. Otiluke believes the means of making such eggs to be among the earliest triumphs of human magic, or perhaps the work of renegade elves of long-time past. Elminster thinks them the work of illithids, perhaps working with humans or drow. To call these eggs "human invention" is pure hubris.

Apprentice's

XP Value: 2,000 GP Value: 10,000

DRAGON Magazine 182

When a wizard of Krynn declares an alignment and passes the Test of High Sorcery, he or she is apprenticed to a greater wizard to learn the secrets of the craft. One such secret is the manufacture of magical items, and the *apprentice's egg* is a minor part of this training, usually forgotten by more accomplished wizards.

The *apprentice's egg* is an inch-long magical construct used to hold the energies of a single *cantrip* spell in place, to be released when the egg is destroyed. The exact effect of each *cantrip* depends on the creator's wishes (subject to the DM's approval). *Apprentice's eggs* each cost 10 stl and take one day to produce. The egg can be thrown up to 30 feet, and the spell it contains will be released at the point of impact, if the egg fails an item saving throw as glass (see "Grenade-Like Missiles" in the *DMG* for targeting information). As *apprentice's eggs* are made without use of *enchant an item* or *permanency* spells, they are somewhat unreliable, having a percentage chance of failing to work (rolled when the egg impacts) equal to the maker's intelligence subtracted from 25. A wizard with a 9 Intelligence could make eggs with a 16% failure rate, and one with an 18 Intelligence could make eggs with a 7% failure rate.

Some dragons are said to have learned the methods for creating these items, using them for their own amusement, though they would never admit it to any but their own kind.

Black

XP Value: 150 GP Value: 900

Ronin Challenge

This egg is hollow, but if cracked open, the inner part of the shell glows with a soft light. The egg shell acts as a magical conduit. If a character touches any glowing section of the shell, he or she is instantly *transported* to a random location (the piece of shell touched does not *transport*).

All characters who touch the shell of the same egg are *transported* to the same location. *Transport* is one way only; even if a character takes another piece of the shell along, that item cannot be used to return to the original location or to another random location. The magic of the shell only functions for one turn after an egg is broken. Determine the location of transported characters as follows:

Direction: Roll 1d8 (1=N, 2=NE, 3=E, 4=SE, 5=S, 6=SW, 7=W, 8=NW)

Distance: Roll 1d20 and multiply the result by 5 for the distance in miles.

Characters will always arrive at ground level when *transported* to their new destination. However, note that users may be in trouble if they are randomly *transported* to a body of water.

Cloudkill

XP Value: 1,200 GP Value: 6,000

The Land Beyond the Magic Mirror

When shattered, this egg produces a *cloudkill* effect as though cast by a 12th-level Spellcaster.

of Desire

XP Value	GP Value
Black: 500	5,000
Bone: 900	10,000
Crystal: 800	9,000
Golden: 600	4,000
Scarlet: 700	3,500

The Land Beyond the Magic Mirror

There are at least five different types of these eggs, each more strange and potent than the next. An *egg of desire* is a small ovoid that, when placed upon its large end and touched in a certain way, rocks back and forth rhythmically, issuing a soft chiming sound in the process. Viewers must save vs. magic or become enspelled by the egg's dweomer. The effect of each sort of egg is as follows:

Black: Holds viewers until circumstances permit breaking the spell or they die.

Bone: Causes viewers to place their most prized magical item before the egg, and then leave and forget what occurred.

Crystal: Causes viewers to place all the gems they possess before the egg, and then leave and forget what occurred.

Golden: Causes viewers to place all precious metals they possess before the egg, and then leave and forget what happened.

Scarlet: Causes viewers to become enraged and attack the first living thing they see after a full minute of viewing this egg.

The viewing area of an egg is 20 feet. The effects of an egg can be removed only by a *dispel magic* or *remove curse* spell. Even unintelligent creatures can be affected by an egg, as each sends signals directly to the viewer's brain, but the *bone*, *crystal*, and *golden eggs of desire* affect creatures of under 7 Intelligence differently. These creatures covet the item, take it, and regard it as their most secret and valued treasure.

Disintegration

XP Value: 2,000 GP Value: 10,000

The Land Beyond the Magic Mirror

This egg, when shattered, produces a *disintegration* effect as though cast by a 12th-level Spell-caster.

of Distraction

XP Value: 300 GP Value: 3,000

DRAGON Magazine 182

The *egg of distraction* was created during the first attempt at perfecting the device known as the *egg of fascination*. It was made by a wizard of the White Robes whose name has been lost to time. Still, both devices are useful, and a number of copies of each have been crafted since. When inactive, the *egg of distraction* looks like a normal egg, though made of hard stone, with lustrous highlights gleaming in it. When spun on its wide end, the glints of color intensify, though not enough to provide any useful light in darkness. Anyone within 20 feet of the egg who is in a position to see it, even in a mirror, must save vs. spell or be momentarily *distracted* by it. If *distracted*, the victim forgets what he or she was about to say (including spells about to be cast) and suffers a -1 penalty on attack rolls and armor class for one round, because the eyes keep being drawn back to the spinning egg.

While this would seem to be a particularly effective weapon, its shortcomings are that it is indiscriminate, *distracting* friend and foe alike, and that the view of the egg is easily obstructed in a melee. It is useful, however, as a protection against mind-affecting spells like *hypnotism* or illusions, because the mind and eyes of someone *distracted* will always be drawn to the egg and away from the effects of any such spell another being used. This allows anyone it affects a bonus of +2 on saving

throws vs. "mind-magic" (spells against which a Wisdom bonus would be applicable).

Keeping the egg spinning is no easy task, requiring a spin every round and penalizing the Armor Class of the spinner by —2 while so engaged. In addition, the spinner must make a saving throw each round or become *distracted*, forgetting to continue spinning the egg. A spinner can keep an *egg of distraction* in motion for one turn per point of Constitution, after which time a rest for an equal period of time is required.

Interestingly, dragons are immune to the hypnotic effects of this device. At least one small dragon was known to have used this item in the defense of its lair.

of Dragon Breath

XP Value	GP Value
Hatchling: 100	1,000
Very young: 200	2,000
Young: 400	4,000
Juvenile: 800	8,000
Young adult: 1,600	16,000
Adult: 3,200	32,000
Mature adult: 6,400	64,000
Old: 12,800	128,000
Very old: 25,600	256,000
Venerable: 51,200	512,000
Wyrms: 102,400	1,024,000
Great wyrms: 204,800	2,048,000

DRAGON Magazine 182

During the Second Dragon War of Silvanesti, many magical weapons and spells were developed to use against the rampaging dragons. One was developed that was considered too horrible to be employed by the honorable warriors of that age. The knowledge of how to create this weapon was never lost, however, and people with fewer scruples eventually did employ *eggs of dragon breath* to a small extent during the War of the Lance, over 3,000 years later.

An *egg of dragon breath* is an actual dragon's egg, shrunken and hardened by powerful magic (this perversion of the egg is the reason why good-aligned wizards are hesitant to make them). The egg becomes a device that shatters when hurled against a hard surface, releasing the effects of the breath weapon appropriate to that egg's dragon-type in a 20-foot-radius around the impact site.

The damage done is dependent on the amount of effort the creating wizard used in its manufac-

ture. First, 1,000 steel pieces and one week of time must be put into the wizard's creation efforts to produce a "hatchling's egg." Doubling this amount raises by one dragon's age group the damage done by the egg (a "very young dragon's egg"). This doubling process continues until the enormous sum of 2,048,000 stl and 40 years is reached, which would be needed to make an *egg of great wyrm's breath*. The maker of such an item gains experience points equal to one-tenth of its manufacturing cost.

There is nothing to stop a rich wizard from festooning himself with powerful *eggs of dragon's breath*. However, there is a danger in this, besides the hazards entailed in procuring the dragon eggs themselves. An *egg of dragon breath* is necessarily rather brittle, and if an egg carrier falls down or otherwise takes a physical blow, and if there is no adequate protection for the egg (that makes item saving throws vs. all effects as if it were made of glass), the egg's effects are released around the bearer. Some magical weapons are best used in moderation.

Dreamhold (The Promise)

XP Value: 1,000 **GP Value:** 8,000

DRAGON Magazine 182

The majority of magical items found on Krynn were created by elves or humans, but there are exceptions, such as the dwarven *hammer of Kharras*. The rarest are items constructed by dragons.

Dragons have little use for magical weapons. The magical items they do make cater to different needs. *Dreamhold*, a gigantic quartz crystal carved into the shape of a multifaceted dragon's egg about 1 foot long, is such an item. Gazing into the various facets of *Dreamhold* one can see vignettes including scenes of sculpted caverns, great eggs hatching, the first flight of dragon-young, gleaming piles of treasure, and, as an unpleasant climax, the banishment of the dragons at the end of the Second Dragon War. Those who know the proper command words can even project these moving images into any space within 30 feet of *Dreamhold* itself.

During the exile of the Queen of Darkness, what had once been an entertaining toy became an object of veneration. It was used by Takhisis to incite the evil dragons in their return to Krynn at the onset of the War of the Lance. Thus, while this bauble was once valuable only for the mater-



ial of its construction, it was renamed by Takhisis as the *Promise*, eventually becoming a religious icon an evil dragon might die to possess or protect. Good dragons are not caught up in this fanaticism and still view the *Dreamhold* as a device for entertainment, not veneration. Its sale value has never been calculated, but to the right buyer, such as a desperate dragon, it could fetch a colossal price.

of Fascination

XP Value: 350 **GP Value:** 3,500

DRAGON Magazine 182

Created five years after the perfection of the *egg of distraction*, the *egg of fascination* is a considerable improvement over that device. It appears much the same, a speckled, stone egg, and it operates in roughly the same way—being spun on its wide end by someone who suffers a two-step penalty to Armor Class every round spent engaged in spinning, but its effects are more powerful. This egg is also more difficult to spin than its predecessor, and a spinner can keep it in motion for only five rounds per point of Constitution, eventually resting for twice the amount of time it was kept in motion.

When spun, the highlights of the egg seem to spring off its surface and straight into the eyes of

everyone within 30 feet who can see it (except the spinner), forcing each victim to make a saving throw vs. spell or be affected as if by a *hypnotic pattern* spell, *standing fascinated* until two rounds after the spinning stops. If something blocks the view of the egg, a *fascinated* viewer remains transfixed for two more rounds; if the user's view of the egg is restored before the time runs out, the character is once again under its sway without benefit of an additional saving throw. Because the glints of light from the *egg of fascination* actually project from its surface when in use, its effects are more exceptional in a darkened area than in normal light. Thus, saving throws against the egg are made at -2 if the egg is used in darkness. Magical *darkness*, on the other hand, overwhelms the power of the egg, making it useless. Dragons are not immune to the effects of this device as they are to the *egg of distraction*.

Flame

XP Value: 1,000 **GP Value:** 5,000

Kara-Tur

Made from duck eggs or rubbery lizard eggs, *flame eggs* are fragile wards usually set on a treasure or as a trap. The slightest tremble sets them off, causing 2d6 points of damage to all subjects in a 10-foot-radius. A steady hand and calm movements are needed to create these powerful objects.

First the wu jen making the eggs must have mastered the Element of Fire enough to possess the ability of *fire breath* (5th-level spell). Fresh eggs are required, and the yolks are blown out by pricking a hole in both ends of the egg and using a straw to blow through the hole. Then the bottom hole is sealed with the chip removed from the egg.

Over a small fire, the wu jen must bring oil from the karmak tree to a full boil, then fill the eggs with the hot oil. A scale from a flame adder is used to seal the eggs. The wu jen places the hot egg in his or her mouth and recites all the words to the spell *fire breath* except for the very last, then removes the egg. When the egg cools, it is ready to be placed.

After the egg has come to the spot it is to guard, the wu jen leans down close to the object and whispers the final word to the spell. The egg will tremble, for the spell has been set off inside but the shell is just strong enough to hold back the flames. The lightest touch causes it to explode.

Karmak trees are found in the Winto Forest in scattered groves. They are considered useless, for their wood is thick with an oily sap and warps when cured. The sap must be purified and distilled into a fine oil for this spell. The better the oil, the more effective the eggs, according to the recipe.

Fog Cloud

XP Value: 800 **GP Value:** 4,000

The Land Beyond the Magic Mirror

This egg, when shattered, produces a *fog cloud* effect as though cast by a 12th-level Spellcaster.

Golden

XP Value: 600 **GP Value:** 4,000

Ronin Challenge

If this egg is broken, a small bird, made entirely of fire, swoops from the shell fragments, circles the user, and then flies away into the distance. The fire bird has a movement rate of 24. (Use the fire bird to lead the party in any direction you want them to go.) The fire bird leads the party for 10-100 (1d0 x 10) miles before it disappears.

Golden Egg of Ghastar

XP Value	GP Value
Gold: 1,300	6,500
Obsidian: 1,500	7,500
Gold: 1,200	6,000
Silver: 1,500	7,500

Kara-Tur

The *golden eggs of Ghastar* originally numbered nine, but only four are now known to be in the possession of the lamas of Pokarr Gompa. They were created by the ancient craftsmen of old Tabot before the lamas came, and each was endowed with a different magical power. Ghastar was the last one known to have all nine. The four at Prokarr Gompa are:

- The *golden egg* with ruby snakes that can stop floods and avalanches.
- The *obsidian egg* with silver crocodiles that can cause *earthquakes* (as the spell).
- The *golden egg* with jade elephants that can control minds (as a *mass charm* spell).
- The *silver egg* with lacy, emerald inlays that can cause a volcanic eruption.

The missing five are just as powerful, but knowledge as to their whereabouts and powers is lost. The eggs can be used by a shukenja or monk of 10th level or higher who has a lawful alignment.

Gray**XP Value:** 200**GP Value:** 2,000

Ronin Challenge

If this egg is broken, a hkum yeng nat materializes from the shell fragments. If the user is within 20 miles of any village, the nat assumes the user is a threat to the village under its protection and attacks them; the nat ignores all attempts at negotiation. If the user isn't within 20 miles of a village, the nat assumes they are in need of assistance and asks how it can help them. The nat will undertake any task within its powers to complete, but it has no useful information for the party. Whether the nat is vicious or helpful, it vanishes five rounds after it materializes from the shell.

Hkum yeng nat (lesser spirit): AC 0; MV 12, Fl 12; HD 4; hp 25; THACO 17; #AT 2; Dmg 1d6/1d6; SA radiate fear in a 10-foot radius, causing all those who fail a saving throw vs. spell to flee in panic for 1d4+1 rounds; SD *purify food and drink, create spring, snake summon, dispel magic, castigate, oath, hail of stones, fire rain, elemental burst*, and become *ethereal* (all once per round); *animate fire* and *animate wood* (three times per day); *quell* and *remove curse* (once per day); *ancient curse* (once per week); can be hit only by -2 or greater weapons; MR 30%; AL N.

Guardian**XP Value:** 500**GP Value:** 2,500

DRAGON Magazine 5

This brass egg is the size of a helmet and weighs 25 pounds. A command word transforms it into a metal servant that obeys and protects its summoner until the first ray of sunlight at dawn. Once the glimmer of the sun can be seen on the horizon, it returns to globular form.

If the command word is called before it is on the ground, the egg takes the shape, Strength, and dimensions of a hill giant. If thrown into the air, a metal roc is the result. If submerged in a pool of liquid, it transmutes into a 7-foot dragon turtle.

The metallic monsters are unintelligent and only fly, swim, or go where directed. Due to their metal bodies, treat all the *guardian eggs'* transforming shapes as Armor Class 2. If the *guardian* is destroyed in combat, it does not return to egg shape. This item is employable once every 48 hours.



Dragon turtle: AC 2; MV 3, Sw 9; HD 12; hp 84; THACO 9; #AT 3; Dmg 2d6/2d6/4d8; SA breath weapon (20d6), capsize ships; SD nil; MR nil; SZ G (30'); XP 10,000

Hill giant: AC 2; MV 12; HD 12; hp 86; THACO 9; #AT 1; Dmg 1d6+7 or by weapon (2d6+7); SA Hurl rocks 2d8; SD nil; MR nil; SZ H (16'); XP 3,000

Roc: AC 2; MV 3, Fl 30; HD 18; hp 105; THACO 5; #AT 2 or 1; Dmg 3d6/3d6 or 4d6; SA surprise (-5 penalty), 95% chance to carry off victim if both claws hit; SD nil; MR nil; SZ G (60'); XP 10,000

Hard-Boiled**XP Value:** 300**GP Value:** 1,500

The Book of Marvelous Magic

This item appears to be a normal hen's egg but is very hard to break. If struck with a full blow from any weapon (treat as AC 9), the egg shatters, bestowing a special protection on the creature breaking it: a -6 bonus to Armor Class and a +1 bonus to all saving throws, both effects lasting for four rounds.

of Imprisonment

XP Value: 500

GP Value: 5,000

DRAGON Magazine 182

This item was created by an Abanasinian wizard, Shishushkiri, to capture his foes for later questioning. It takes the form of a featureless, fist-sized black egg. To work, the caster throws the egg at a victim, making an attack roll against AC 10 minus any Dexterity, shield, or magical bonuses the victim possesses. If the egg misses its target, it falls to the ground without harm. If it strikes the target, it expands into a dark, 7-foot, conelike shape that is 6 feet wide at its base (part of the egg's bottom is below floor level, 2 feet deep, anchoring the egg in an upright position). If the prey then fails a saving throw vs. paralyzation, the *egg of imprisonment* confines the victim inside its mass; otherwise, the victim escapes from the egg, which then returns to its small form.

The enlarged egg is porous enough to allow a relaxed and calm being to breathe easily within it, but a struggling person will fall unconscious from lack of air after a number of rounds equal to Constitution points (though suffocation is not possible). The shell is immune to internal attack, and there isn't enough room for a human-sized victim to cast spells or to be accidentally injured trying to escape. On the outside, the egg is more fragile, being AC 7 and able to take 16 points of damage. If the egg is broken open by comrades of the victim, if it is voluntarily opened by someone knowing the proper command word, or if 24 hours elapse, the victim is released with no harm done. The egg cannot be moved. It makes item saving throws as glass, and failing the saving throw destroys the egg; destructive spells such as *fireball* can destroy it if more than 16 points of damage are taken, even if the saving throw is made (the victim inside takes either half or full damage, depending on the egg's success at its own saving throw). Eggs opened violently are destroyed in the process, but those that either "hatch" at the end of their one-day duration or are opened using the correct command word will revert to normal form, ready for reuse.

Although an *egg of imprisonment* expands to a size large enough to encompass eight tiny-sized creatures or four small-sized creatures, this can only occur if the creatures to be *imprisoned* are already within such a small volume of space. Two

human-sized creatures may be caught if standing very close to each other. Creatures larger than human-size cannot be trapped by the egg; if it is thrown at one, the egg attempts to encompass it and, upon failing, contracts back into normal form to fall to the ground. This item has proven popular with at least one dragon in the years after the War of the Lance, since it stops attackers quite effectively for later disposal.

Incubulum

XP Value: —

GP Value: 3,000

DRAGON Magazine 182

Many strange things came into existence in the wake of the Graystone of Gargath's travels across skies of Krynn, one of which was the *Incubulum*, an egg-shaped object almost a foot in length and made of a hard, gray substance reminiscent of the Graystone itself. The *Incubulum* is AC 2 and is immune to all effects except physical force. (It saves as rock +2 against crushing blows and falls only.) If its shell is ever cracked, it will burst open, and a full grown, adult specimen of an egg-laying, land-dwelling animal will spring forth.

The hatched creature can be of any sort, from a normal bird or reptile up to a dragon (but not a draconian. Such things did not exist when the *Incubulum* came into existence). The more common the creature is in the world, the more likely it is to emerge from the *Incubulum*. It will not have memories of its "childhood," as it did not exist before the moment of hatching, nor will it have any pre-existing loyalties besides those provided by instincts such as hunger and alignment. (The DM should determine the exact nature of the creature that appears, given the guidelines of the table below; it might be good to create the creature before the device is placed in the campaign, with a few notes on its reactions upon hatching.) The device has at times opened to reveal a beast of a type not known to be native to Krynn, though whether such oddities are from other worlds or merely from unexplored areas of Krynn is not known.

When the creature eventually dies, the shards of its egg come together (from wherever their location or condition) to form the *Incubulum* once more. It then *teleports* to a random location on the planet to await another hatching.

Roll	Creature hatched (examples)
01-16	Amphibian, normal (frog, toad)
17-23	Amphibian, giant (giant frog, giant toad, killer frog)
24-25	Amphibian, special (bullywug, fire toad)
26-37	Bird, normal (eagle, raven, owl)
38^t3	Bird, giant (giant eagle, giant raven, giant owl)
44-45	Bird, special (roc, aarakocra)
46-63	Insect/Arachnid, normal (ant, beetle, spider)
64-71	Insect/Arachnid, giant (skrit, giant scorpion, giant beetle)
72-75	Insect/Arachnid, special (phase spider, ankheg, carrion crawler)
76-91	Reptile, normal (snake, turtle, lizard)
92-98	Reptile, giant (giant snake, giant lizard)
99-00	Reptile, special (hydra, dragon, dinosaur)

Khenel's Philosopher's

XP Value: 1,000 **GP Value: 5,000**

1992 Fantasy Collector Card 501

Khenel has always looked upon magic as a means to wealth, but not through such "dangerous, yet mundane" methods as adventuring. He prefers the treacherous world of brokering power. Trade and politics are his sword and shield. Recently, Khenel engineered the political takeover of a thieves' guild, solely because he knew that the guild had come into the possession of a *philosopher's egg*. Now that he has the retort, he will finish his preparations of a *philosopher stone*, and then use it to "revitalize the economy." In other words, he's going to be filthy rich.

Mishakal's Token

XP Value: — **GP Value: —**

DRAGON Magazine 182

This beautiful, translucent egg, the size of a chicken's egg, is smooth to the touch. Constellations of gems are visible beneath its ivory surface. This was a gift from the goddess, Mishakal, to the people of Krynn, celebrating the peace after the Kinslayer and Ergoth/Thorbardin wars that tore apart the world in earlier centuries.

It has no martial applications, but when placed overnight, beneath the pillow of a woman who truly desires pregnancy, it will grant the woman's desire, without need for masculine participation (although most women who request the use of the token have a partner anyway). Once the token's

part in conception is played, the pregnancy progresses normally and in complete health. Children born in this way show a normal resemblance to the parents, not to Mishakal or any other. There is a 5% chance of a multiple birth of 1d4+1 children.

The token was freely loaned on a nightly basis to women of any race who came seeking the gift of Mishakal. When any area was no longer in need of the token's services, it was moved to another of Mishakal's temples. Following the Cataclysm, there is no record of the token's whereabouts, but it could conceivably still be in use somewhere in Krynn.

Those of the Temple of Mishakal would not offer money for its return should it be found, expecting those in possession of it to return it of their own accord. If some other person or institution wishes to hold the token, no one can predict what price they would pay for it. It is rumored that one good dragon that lost its eggs during the War of the Lance is searching for the item, hoping to start a new family.

Multicolor

XP Value: 200 **GP Value: 400**

Ronin Challenge

If eaten, this egg has the same properties as one dose of *a potion of healing*.

Philosopher's

XP Value: 1,000 **GP Value: 5,000**

Tome of Magic

This item is an enchanted retort: a long-necked piece of glassware in which substances are distilled. It is a highly prized addition to a wizard's laboratory, for it has two very important uses.

The first use of the *philosopher's egg* is in the creation of any magical or mundane fluid. The time required to create such a fluid is cut in half through use of the *philosopher's egg*.

The egg's second use is as a required component for creating the substance that turns lead into gold—the legendary philosophers' stone. Thus, it is sometimes said by wizards that "the stone hatches from the egg."

of the Phoenix

XP Value: 3,000 **GP Value: 15,000**

The Elves of Alfheim

This is an artifact, said to be the creation of Mealiden—the artifact he created in the process of becoming an Immortal. Breaking the egg sum-

mons a phoenix from the Elemental Plane of Fire. If the phoenix is summoned, it does the will of the summoner for three days, then immolates everything within 1,000 feet and builds a nest of the ashes. It then immolates itself and leaves a new egg in the ashes.

The egg, which is about the size of a kickball, bestows *fire resistance* in a 10-foot radius and *fly* at all times, and the ability to throw *three fireballs* (one of 6d6, one of 8d6, and one of 10d6) per day. Once any of its abilities has been used, it places the user under compulsion to always be in fire-light and never touch pure water. This makes for a user who is generally foul-smelling and drunk.

of the Phoenix II

XP Value: 6,000

GP Value: 30,000

The Egg of the Phoenix

The *egg of the phoenix* is an egg-shaped artifact of great power, and a "foldbox" (that is, bigger inside than outside). It is a source of great power, but it must be used properly. It has beneficial and malevolent powers aplenty, and it is complicated.

In game terms, the egg is usable only by a wizard, and supplies the magical energy normally drawn upon by the casting of a magical spell. One unique aspect is that the user can cast any spell he or she knows (that is, has written in a spell book) by using the egg, without memorizing the spell. Using it does not cause the loss of the spell, nor do spells have to be one memorized at the time. Furthermore, as the magical energies are a bit different from "normal," there is only a one-half normal chance for *dispelling* the effects produced by egg spells.

In addition, the operator of the egg (the character who discovers how to open and activate it) gains a subsequent magic resistance while touching the egg. This resistance is 10% per stage of opening (to magic from an 11th-level caster, adjusted by 5% per level difference); 20% when using the egg in stage 2, 30% in stage 3 and so forth.

When found, the egg is a 3-foot-long egg shape, 2 feet in diameter, and seems to weigh about 30 pounds. It appears to be made of black onyx, shot with fine strands of gold and silver, with several large runes inscribed upon it. Oddly, neither the metallic strands, the runes, nor the weight exists in reality. They cannot be touched, interpreted, read, or affected in any way.

The egg itself is immune to nearly all forms of damage. A being with a Strength score of 24 may dent it, and if struck with the full force of a 25

Strength, it may implode (violently collapse into itself). No known magical spell has any affect on it at all. It is rumored that magical weapons of +7 or greater enchantments (unknown and beyond the power of mortals) can harm it similarly (DM's option, depending on the level of the campaign).

If the egg is dented, it cannot be opened or closed further until repaired by some being who knows how and has an Intelligence of at least 20 (plus the necessary tools and materials). If the egg is actually damaged at all by any of the above methods, it implodes, *disintegrating* itself and everything within the given radius around it. The radius is 20 feet per stage of opening (measuring from its current dimensions); at stage 4, for example, everything within 80 feet of it disappears. All matter thus *disintegrated* (including microscopic particles) goes into the Astral Plane, along with the remains of the egg, lost forevermore (*wishes* notwithstanding). The aftereffects of the implosion, when the surrounding air rushes in to fill the total void left where the egg had been, is left to the DM's imagination.

If a qualified operator experiments with the egg, the secret of opening it may be found (1% chance per point of Intelligence per hour of continuous study). The egg may then be opened to stage 2, but the process of opening it will trigger a defensive flame that inflicts 10 hit points of magical fire damage to everything (and everyone) within a 10-foot radius, with no saving throw and no protections (similar to the flames of the phoenix itself).

At stage 1 (when discovered), the egg can give the operator the ability to cast any 1st-level alteration spell. The user will take 1 hit point of damage for each spell used, and the damage is not curable except by time, at the normal rate of one point per day.

In a process identical to the opening procedure that takes as long to learn, the egg may be opened further, to stage 2. The fire damage at stage 2, however, is 20 hit points in a 15-foot radius. At stage 2 (twice the initial size), any 1st-level spell may be cast, plus any 2nd-level alteration. The damage per use rises to two points, regardless of the level of the spell actually cast.

The third opening procedure inflicts 30 hit points of magical fire damage to everything within 20 feet, again disregarding all protection and with no saving throws. At stage 3 (twice the size at stage 2), all 1st- and 2nd-level wizard



spells are usable, plus all 3rd-level alterations. Damage per use is 4 points per spell, again regardless of level.

Further opening of the egg is impossible for any being with less than 18 Intelligence, 9% chance per hour of study with that score, and normal chances (1% per point per hour) for Intelligence 19 and greater. Opening damage rises by 10 points per opening thereafter (to 40 points when opening stage 4, 50 points at stage 5, and so forth), and damage per spell used rises proportionately (to 6 hit points, 8 hit points, and so on).

On a purely physical note, the first three times that one opens the egg, it merely gets bigger. Thereafter it becomes first a large black cube (almost identical to the *gate* in the Black Forest of Northending), then a 90-foot high archway, and then a mammoth slab 30 feet high and 120 feet square. It then assumes shapes inconceivable by normal humans; it is more properly a tool of the gods, too dangerous for mortal use.

Pink

XP Value: 400

GP Value: 900

Ronin Challenge

This egg is similar to a flash powder grenade. If the egg is thrown onto a fire source, it explodes in a brilliant flare of light. Those looking at the light

who fail to save vs. petrification are blinded for 1d3 rounds. An unbroken egg can be saved and used later.

of Reason

XP Value: 250

GP Value: 1,250

Unearthed Arcana

A specially enchanted egg of this sort is always coated with *oil of timelessness*. Although very old and quite vile smelling, each such egg has the possibility of increasing the eater's Intelligence or Wisdom. However, an individual who consumes an *egg of reason* must first make a saving throw vs. poison—with no bonuses whatsoever—or else the matter consumed slays him or her. The effect of the poison cannot be neutralized. If eating the egg does not prove fatal, there is a possibility that the consumer will gain one point of either Intelligence (60% chance) or Wisdom (40%). The chance of successful enhancement is equal to the eater's current ability score (whichever applies), doubled and subtracted from 100.

Example: An egg that improves intelligence is eaten by a character with an Intelligence score of 17. The chance of successful enhancement is $100 - (17 \times 2) = 68\%$. Ability scores of 18 or higher are effectively enhanced by only $\frac{1}{10}$ point at a time (see the *DMG* "The Effect of Wishes on Character Ability Scores"). A character would have to successfully consume 10 *eggs of reason* (if, somehow, that many were available) in order to raise an ability score from 18 to 19.

Racial limitations apply when determining how much an ability score can be enhanced. If the *oil of timelessness* is removed from an *egg of reason* before it is consumed, the egg still has a chance of poisoning the eater but it has lost its ability-enhancing property.

Rotten

XP Value: —

GP Value: 400

The Book of Marvelous Magic

This egg appears identical to a *soft-boiled* or *hard-boiled* egg. However, when broken, it creates a 10-foot cube of nauseating yellow gas. The victim suffers penalties equal to the reverse of the normal item (+6 penalty to AC, -1 to saving throws), for the same duration (12 or 24 rounds), and each victim within the cloud must make a saving throw vs. poison or be affected in the same manner.

of Shattering

XP Value: —

GP Value: 500

Unearthed Arcana

This magical egg is undesirable, for when it is handled normally or touched by a *detection* spell, it shatters with a loud noise, sending sharp pieces of its casing everywhere within a 10-foot radius. Each creature in the area of effect suffers an attack by 1d4 fragments of the egg. Hit probability is determined using actual Armor Class only, with no dexterity bonuses applicable. Each fragment that hits inflicts 1d6+1 points of damage. Note: Fragile objects within 1 foot of a *shattering egg* are broken automatically from the force of the shattering, while those within 2 feet must save vs. crushing blow or likewise suffer breakage.

Shell of Protection

XP Value

GP Value

Standard: 1,000	10,000
vs. Birds: 500	5,000
vs. Dragons: 500	5,000
vs. Evil: 500	5,000
vs. Fiends: 500	5,000
vs. Good: 500	5,000
vs. Humanoids: 500	5,000
vs. Humans: 500	5,000
vs. Lycanthropes: 500	5,000
vs. Planars: 500	5,000
vs. Scalekind: 500	5,000
vs. Undead: 500	5,000

DRAGON Magazine 182

This item, which appears to be a silver chicken's egg, was created by Magius of the Red Robes during the Second Dragon War and given to one of the war's heroes because of a stricture preventing wizards from using weapons of war. Thus it was not with him when he was captured by the Dark Queen, a captivity Magius did not survive. Since that time, the shell has passed through the hands of many an adventurer and nobleman.

To operate this steel-hard egg device, one places it on a level surface and spins it on its wide end. From the egg's surface, a translucent shell of light springs forth in all directions to form a shimmering egg-shaped shell of protection 10 feet in diameter and 15 feet high (although 5 vertical feet are under the surface the egg is spinning on, making the visible portion of the shell cone-shaped).

The device grants *fall protection from normal missiles* within its boundaries. Additionally, any

creatures that attempt to enter its field are usually turned aside without injury, in a random direction that does not allow for penetration of the field. The percent chance of making it through the field equals the creature's Hit Dice multiplied by five, with bonus hit points added as percentage points. For example, a wyvern of 7+7 HD has a $(7 \times 5) + 7 = 35 + 7 = 42\%$ chance of making it through the field to attack the device's user. One attempt to enter the field may be made per round. Magic resistance must be checked before a creature possessing this characteristic (such as a dragon or fiend) makes its "turn away" roll; if the resistance check succeeds, the creature may enter the field easily.

The shell's effects last as long as the egg is kept spinning, an activity a spinner can keep up for one turn per point of Constitution. After that the user has to rest for as long as the shell spun. The spinner suffers an Armor Class penalty of -2 while concentrating on keeping the shell in motion, spinning it with the fingers.

Variations of this item have been seen that protect specifically against certain types of creatures, such as undead, dragons, and so forth, but these are half the XP and GP value of the type stated above.

Soft-Boiled

XP Value: 200

GP Value: 500

The Book of Marvelous Magic

This egg appears and functions as a *hard-boiled egg*, but its effects last for 12 rounds.

Stinking Cloud

XP Value: 200

GP Value: 500

The Land Beyond the Magic Mirror

This egg, when shattered, produces a *stinking cloud* effect as though cast by a 12th-level Spellcaster.

Turquoise

XP Value: 700

GP Value: 1,200

Ronin Challenge

If broken, this egg emits a cloud of blue gas that causes all characters within a 5-foot radius to choke and gag. Those who successfully save vs. poison can take no other actions other than gagging for 1d2 rounds; those who fail a saving throw are incapacitated for 1d4 rounds and suffer 1d2 points of damage. An unbroken *turquoise egg* can be saved and used later.

of Wonder

XP Value	GP Value
Black bear: 300	3,000
Boar: 300	3,000
Draco lizard: 800	8,000
Gecko lizard: 600	6,000
Giant bat: 100	1,000
Giant ferret: 300	3,000
Grizzly bear: 600	6,000
Mountain lion: 500	5,000
Panther: 500	5,000
Racer snake: 600	6,000
Rock baboon: 100	1,000
Wolf: 200	2,000

DUNGEONS & DRAGONS® RulesCyclopedia

This strange item is the size of a chicken's egg, though it may be of any color. An egg breaks when dropped or thrown (to 60 feet maximum range); in the following round, a creature emerges from it and grows to normal size, thereafter obeying the thrower of the egg to the best of its ability. (Note that the creature must be able to hear the user's commands.) The creature disappears after one hour of existence or when slain. The creature appearing is never determined until the egg actually breaks; characters can never know what creature will appear beforehand. The DM may add other creatures, if desired. To determine the type of creature appearing, roll 1d12:

Roll	Animal
1	Baboon, rock
2	Bat, giant
3	Bear, black
4	Bear, grizzly
5	Boar
6	Cat, mountain lion
7	Cat, panther
8	Ferret, giant
9	Lizard, gecko
10	Lizard, draco
11	Snake, racer
12	Wolf, normal

Eidolon of Khalk'Ru

XP Value: 5,000 GP Value: 10,000

DRAGON Magazine 45

This object is a translucent, yellow crystal lozenge about 6 inches by 4 inches by 2 inches. Within the crystal is the image of an octopus or squid with 12 tentacles. Only priests and wizards may be affected by or possess the *eidolon*. Any

priest or wizard viewing this object for the first time must save vs. spell or fall into a hypnotic trance lasting 2d4 rounds, during which time he or she attempts to possess the *eidolon*, and will kill anyone attempting to stop the theft. If a character succeeds in possessing it, another saving throw vs. spell must be made or the owner will do everything in his or her power to reach the sea and swim with the *eidolon* as far out as possible, eventually drowning due to exhaustion.

If a priest or wizard is successful in obtaining the *eidolon* without dying in the process, then *telepathic* methods reveal some of the following powers of the *eidolon-summon* and *charm* (as a 20th-level wizard) one of the following types of monsters, provided the user is within range of the sea:

Roll	Monster	#AP
01-10	Killer Whale (15 HD)	1
11-20	Giant Squid	1-3
21-54	Vampire Ixitxachitl (5+5 HD)	1-4
55-00	Giant Octopi	2-5

The charm of the *eidolon* works exactly like the 4th-level wizard spell *charm monster* with regard to the percent chance of breaking the influence of the *eidolon*. What the user of the *eidolon* does not know is that when the monster is freed of the *charm*, it will try to destroy the user. Only the power of a *wish* can negate this effect of the *eidolon*.

The range of the *eidolon's* summoning power is the user's level multiplied by five miles. The *eidolon* will function in this manner 2d4 times before losing its power, at which time it will dissolve into sea water.

Elemental Compass

XP Value: 10,000 GP Value: 50,000

Tome of Magic

This device aids travelers seeking the Elemental Planes of Earth, Air, Fire, and Water. The compass, a small urn carved of stone and containing hollow pockets, works only in the Ethereal Plane, an Inner Plane, or the Prime Material Plane.

To make the compass work, a representative sample of material from the target plane must be placed in the urn and the lid sealed. Thus, to find the Elemental Plane of Fire, a small, burning fire must be placed in the urn. Once sealed, the fire burns until the lid is opened (just as

water does not evaporate from the urn as long as the lid is sealed).

When used on an Inner Plane or the Ethereal Plane, the urn glows yellow when the characters are heading in the direction of a portal for the elemental plane they seek. On an Inner Plane, the compass leads to the paraelemental or quasi-elemental planar border that exists between the planes. In the Ethereal Plane, the urn leads to the ethereal curtain of the desired plane. There are no range restrictions on the Inner or Ethereal Planes.

On the Prime Material Plane, the compass glows when the characters are headed for elemental vortices of the correct element, provided the vortex is within range. The range on the Prime Material Plane is 300 miles.

Elixir

These magical fluids are typically found in ceramic, crystal, glass, or metal flasks and vials. A container generally holds enough fluid to provide one person with a single dose that will bestow the effects defined in the elixir's description. Sometimes a user can enjoy a diminished benefit or one of shorter duration by drinking a partial dose. Cursed elixirs, however, have their full effect whether the user tastes it or drinks the whole thing.

of Additional Weaponry

XP Value: 500

GP Value: 5,000

DRAGON Magazine 168

Every flask of this rare elixir carries this announcement in Common: "Whoever drinks this elixir will be able to use twice as many weapons as normal." What it does not say is that this elixir was created by drow worshipers of Lolth, the Spider Goddess. An individual of any race who drinks this elixir immediately grows a second pair of arms from the sides of his or her chest. On an elf, the arms are fully functional and allow the elf to use twice as many weapons as he or she could with one pair of arms. If the arms appear on a character of any other race, they act in a hostile manner, taking off the character's armor, striking the character with his or her own weapons, and the like. Worse yet, the arms won't go away by themselves! A *remove curse* spell from a priest of at least 12th level will eliminate the extra arms on any character.

Armor or clothing worn on the trunk of the



body will be ruined when the extra arms appear, an effect that also causes 1d10 points of damage to the user if armor is strapped on the body. Any armor worn later must be especially designed or modified. With the exception of the drow, the dark elves who worship Lolth, any being who sees a character with this deformity reacts with horror and loathing; surface elves know the origin of this potion and will attack any elf possessing four arms on sight. An adventurer who grows the arms loses half his or her Charisma (but never dropping below 3).

The drow will do anything in order to obtain a sample of this potion. A drow who gains the extra arms also gains great respect among other drow, but no other race. If an individual of any other race is found by the drow to bear this mark of Lolth, the character will be put to death in a most gruesome manner and the most painful tortures for insulting the goddess.

Ail-Purpose Healing

XP Value: 250

GP Value: 2,000

POLYHEDRON Newszine 65

This elixir, made from causterous fish, cures any illness or disease (including lycanthropy). The elixir, which does not heal hit points, tastes terrible, incapacitating the imbiber for 1d6 rounds.

Distillate of Wolfsbane**XP Value: 700****GP Value: 1,600**

Night Howlers

This liquid is poisonous to Lycanthropes. Any werecreature who smells or touches the liquid must save vs. poison or flee, as per *the fear* spell. (Lycanthropes in human form get +2 to their save.) If a werecreature drinks it, he or she must save vs. poison or die.

Any non-lycanthrope who drinks *distillate of wolfsbane* feels a tingling in the mouth, lips, and throat. Within one turn the character becomes nauseous and dizzy (-2 to attack rolls, saving throws, and ability or skill checks). The next turn, breathing becomes difficult (-4 to actions), unconsciousness follows, and the victim collapses on the following turn. Bed rest alleviates the symptoms, and complete recovery occurs in 24 hours. *Distillate of wolfsbane* retains its potency for only 1d4 days if kept in a bottle or 6d4 hours in open air.

Glitz & Klax's***XP Value:** ½ value**GP Value:** ½ price

Inside RAVEN'S BLUFF™, The Living City

Glitz and Klax specialize in minor potions, magical mixtures that have about Ko the power of full-strength potions. For example, a *minor potion of growth* causes the imbiber to grow about 7 inches; a *potion of treasure finding* leads the imbiber to dropped coins. Durations of minor potions are half those of full-strength varieties.

A minor potion affects only the imbiber, so circus goers are not able to obtain anything like a *potion of human control* or a *philter of love*. Likewise, magical oils are not available. G'Ned Klax is not the Realms' most organized person, so there is a 5% chance that any potion purchased from him is actually a full-strength potion.

of Health**XP Value:** 250**GP Value:** 2,000

DUNGEON MASTER Guide

This potion cures the following afflictions (roll 1d8):

Roll	Affliction
1	Blindness
2	Deafness
3	Disease
4	Feeble-mindedness

5	Insanity
6	Infection and infestation
7	Poisoning
8	Rot

Imbibing the whole potion cures all of the above afflictions suffered by the user. Half a flask cures any one or two of the listed ills (DM's choice or random).

Heroic Action**XP Value:** 350**GP Value:** 800

POLYHEDRON Newszine 65

This *elixir* grants a wizard, priest, or rogue the ability to perform heroically in battle for 2d4 rounds by granting them an additional 4d6 hit points. The hit point bonus vanishes after the potion's duration expires.

Kindness**XP Value:** 250**GP Value:** 400

POLYHEDRON Newszine 65

This elixir grants the imbiber good manners for 1d10 days. The drinker has an overwhelming desire to be kind and polite. The character only says kind things to all people encountered. While the *potion's* effects do not hinder a character's ability to fight, a character will not fight unless first attacked.

of Life**XP Value:** 250**GP Value:** 2,500

Unearthed Arcana

This potent draught restores life to any creature, even if at a negative hit point level equal to up to 20% of total hit points. (Thus, it benefits even a creature at -10 hit points, so long as that creature has a full strength hit point total of 50 or more.) The power of the elixir functions only if administered internally within five rounds of the occurrence of death. One turn later, the recipient is unconscious but at 1 hit point. For each negative hit point neutralized this way, the recipient must rest for one day or else receive a *cure light wounds* spell to offset the need for that one day of rest. A *cure serious wounds* spell counts for two days of rest, a *cure critical wounds* spell for three, and a *heal* spell for seven days. Demihumans are affected by this elixir.

of Luck**XP Value: 500****GP Value: 2,500**

POLYHEDRON Newszine 65

This unusual elixir grants the drinker great *luck* for 1d4 days, by enabling the use of nonmagical weapons to successfully strike creatures that are normally struck by +2 or better weapons. However, the potion also has a "bad luck" side effect. For 1d4 days after the potion wears off, the character is -4 on all attack rolls.

of Madness**XP Value: —****GP Value: 500**

DUNGEON MASTER Guide

A single sip of this elixir causes the imbiber to go mad, as if affected by the 4th-level wizard spell, *confusion*, until a *heal*, *restoration*, or *wish* spell is used to remove the madness. Once any creature is affected by the elixir, the remaining draught loses all magical properties, becoming merely a foul tasting liquid.

Nerve Tonic**XP Value: 150****GP Value: 750**

DRAGON Magazine 194

This potion allows the imbiber to take control of his or her own emotions, remaining calm, cool, and collected no matter what the current situation. All outside influences on the emotions are either eliminated or minimized. If used by an NPC, Morale checks are made at +3. No *scare*, *charm*, *fear*, or other emotion-altering spell has any effect on the user of this potion, and the user also gains a +3 bonus to saving throws vs. any spell that indirectly affects a victim's emotions, such as *spook* or *phantasmal killer*. The potion has no effect on mind-controlling spells without an emotional component, like *hypnotism* or *domination*. All of these effects last for 1d4+1 turns. Each bottle contains a single dose.

Nodozze**XP Value: 200****GP Value: 400**

POLYHEDRON Newszine 65

A typical vial contains four doses. When imbibing this elixir, a character is able to remain awake for 24 hours—no matter how tired. However, at the end of that period, the person becomes fatigued and must rest at least eight hours.

Obscurement**XP Value: 300****GP Value: 700**

POLYHEDRON Newszine 65

When found, this liquid appears to be cloudy water. If imbibed, it has no effect. Its power comes from being poured from a height of 3 or more feet. In this case, it creates a cloud 60 feet in diameter, which limits vision to 1 foot, negates scents, and dampens sound. Fighting within the cloud is at -4. The cloud lasts 1d4 turns.

Photosynthesis**XP Value: 400****GP Value: 2,500**

POLYHEDRON Newszine 65

This elixir, created by an obscure druidic sect, is a deep green liquid that exudes an earthy smell. After a character quaffs this potion, he or she falls unconscious for 1d4 turns. During this time, a massive transformation takes place. An imbiber's skin turns a deep green and metabolism is altered. The character no longer has need of food, existing only on water, and must now spend at least six hours a day in direct sunlight or suffer the effects of starvation. The transformation is permanent and can only be reversed by a *wish* or *limited wish*.

Physical Enhancement**XP Value: 300****GP Value: 800**

POLYHEDRON Newszine 65

When this delicious elixir is quaffed, one of the physical attributes of a character is enhanced: A woman receives a pretty face, or a dwarf acquires a fine, lengthy beard. Only one attribute can be altered, including skin and hair color. The duration of the potion is 1d4 weeks.

Quirks of Elixirs***XP Value: —****GP Value: —**

DRAGON Magazine 163

The AD&D® game has one of the largest compilations of magical items in the fantasy gaming industry. The following tables have been created to add some spice and variety to existing magical items in the AD&D game world. A table of non-standard magical item abilities is offered for each major type of magical item in the AD&D game. The rationale for such quirks is simple.

Most items are created normally, and they function exactly as a standard item of the same type in the *DMG*. However, sometimes there is a slight mishap in the creation of the device: the

steps are not followed in the proper order, the astrological signs do not bode well, the item's creator is disturbed to begin with, the instructions are incomplete, or something just plain goes wrong. Any of these results may cause a magical item to behave differently from others just like it.

Not all quirks are bad, however. Some are detrimental to the item or its user, some are neutral, and some are even beneficial. The possibility of quirks existing (and the actual number of quirks) is determined by using the table below to determine the exact quirks that a magical elixir possesses.

Roll Quirks Present

01-86	No quirks
87-94	One quirk
95-98	Two quirks
99-00	Three quirks

Elixir Quirks

Roll Result

01-05	User glows (as per a <i>light</i> spell) a random color for as long as the elixir is in effect.	45-50	User becomes highly intoxicated for 1d10 hours after the elixir is consumed. Only <i>dispel magic</i> can prematurely remove the effects of the drunkenness (effects determined by the DM).
06-10	User's skin turns a random color for 1d10 turns.	51-53	User gains 60' <i>infravision</i> for as long as the elixir is in effect, or for three turns if no duration is given. If the user normally has <i>infravision</i> , it is lost for the same amount of time.
11-15	User is unable to speak or cast spells with verbal components for 1d4 hours after drinking the elixir.	54-57	Elixir has no effect upon demihumans.
16-21	Imbiber gets extremely hungry immediately after the elixir is consumed (as per a <i>chime of hunger</i>).	58-62	User experiences slight disorientation for 1d6 rounds after drinking the elixir (-2 penalty on any attack roll and +2 penalty on Armor Class during this time).
22-25	User's senses sharpen while the elixir is in effect, or for a maximum of three turns (whichever is longer). The individual affected gains a +2 bonus against being surprised (unless he or she possesses the alertness proficiency or is a ranger, in which case add a +3 bonus).	63-66	User becomes drowsy; a Constitution check on 1d20 must be made every round for four rounds after the elixir is consumed. If the roll on any check is higher than the user's constitution, he or she falls asleep for 3d6 minutes. The sleeping individual can be awakened only by taking at least 1 point damage from a physical or magical attack.
36-30	User cannot hear anything due to ringing or buzzing in the ears for as long as the elixir is in effect, or for three turns if no duration is given.	67-71	Elixir is phosphorescent and glows (equal to <i>faerie fire</i> spell) in the dark.
31-34	Elixir is diluted and works 50% as well as a normal elixir of the same type. Both duration and effects are diminished in power.	72-76	Elixir is found in powdered form; water has to be added to the powder for the elixir to be effective.
35-40	Elixir becomes inert and useless if left unstoppered for longer than five rounds.	77-78	Elixir is stronger than normal; its duration is 150% of a normal elixir of the same type.
41-44	Elixir's duration doubles if it is mixed with wine prior to consumption.	79-83	Elixir is nauseating to drink; a Constitution check on 1d20 must be made in order to gulp the contents of the elixir. If a saving throw vs. poison at +2 is not made after that, the user feels nauseated for 2d10 turns (-1 to attack during that time).
		84—87	User loses one point of Dexterity for 2d10 turns.
		88-89	Elixir evaporates (50%) or coagulates (50%) and becomes useless if left open to air for longer than five rounds.
		90-91	Elixir is unpredictable—it works normally 50% of the time, does nothing 30% of the time, and sickens the user for 1d4+1 days without any beneficial effect 20% of the time. A <i>cure disease</i> removes this illness.
		92-95	Elixir is unstable; if severely jostled or shaken, it bursts its container (75% chance) and becomes useless.

- 96-97 User suddenly becomes extremely verbose and talks incessantly for the duration of the elixir, or one turn if no duration is given. During this time, the user and party cannot gain surprise on any monsters.
- 98-99 If the elixir is mixed with anything else, it forms a lethal compound. (If swallowed, save vs. poison at -4 on the roll, or die in 1d4 rounds.)
- 00 Elixir is addictive; a draft of it must be taken at least once a week after such an addictive liquid is imbibed. If the addict does not drink the elixir every week, he or she suffers a -2 penalty on all ability scores until the elixir is taken or the affliction is removed. Only *alter reality*, *limited wish*, *wish*, or going "cold turkey" without the elixir for 1d3 months cures the addiction.

Rainbow Bridge

XP Value: 1,500 GP Value: 4,000
POLYHEDRON Newszine 65

This rare elixir appears as a swirl of scintillating colors. The character quaffing the elixir must concentrate, forming a mental picture of a bridge. Within eight rounds, a bridge of rainbow colors appears, 5 feet wide at the base and up to 50 feet long. The bridge is permanent unless more than 5,000 pounds is placed on it at any one time or unless a *dispel magic* is cast on it.

of Reduction

XP Value: — GP Value: 250
DRAGON Magazine 168

The origins of this mysterious elixir have never been determined. However, every sample found by adventurers has been a single dose in a small crystal flask. On each flask is engraved, in Common: "This potion makes my enemies as nothing before me." Several adventurers drank the potion, assuming it would give them the power to defeat their enemies. However, it seems the potion was actually designed to be given to one's enemies. Anyone who drinks the potion is, in two rounds, reduced to one-tenth normal height, with a corresponding reduction in weight (one-thousandth normal) and strength (now negligible). Only living matter is affected, not material items like armor, rings, and the like. The potion's effects are permanent unless counteracted with a *remove*

curse spell from a priest of at least 12th level. A potion designed to cause growth has a 20% chance to restore a victim to his or her natural size; rings, spells, and other objects designed to magically cause growth have the same chance.

Revivication

XP Value: 500 GP Value: 2,500
POLYHEDRON Newszine 65

This potent elixir appears no more remarkable than a bottle of water—until a character adds a few drops of his or her own blood to the mixture. When this happens, the elixir foams and turns a brilliant red. If the owner of the *revivication elixir* dies within a week of adding his or her blood to the mixture, the elixir can be administered to the body to bring him or her back to life. The elixir is useless one week after it turns red, and it has no effect when administered to someone other than the owner.

Sanity

XP Value: 500 GP Value: 1,000
POLYHEDRON Newszine 65

This elixir cures any form of insanity, madness, or the effects of mind-altering spells such as *charm*, *fear*, and *confusion*.

Skunk Water

XP Value: 100 GP Value: 400
DRAGON Magazine 194

This elixir is not meant to be drunk, it is extremely distasteful (but not nonpoisonous) to human and demihuman palates. When added to other liquids it transforms them into impure, foul, undrinkable sludge. While it has no effect on poisons, *skunk water* automatically converts magical potions to poison. A single bottle of *skunk water* can foul 10,000 cubic feet of fresh water or turn 10 magical potions into poison (type G, H, or I, with full effects felt only if a complete dose is ingested—see **Table 51** in the *DMG*). While the effects of *skunk water* are permanent, an equal volume of *sweet water* can restore foul water to fresh. *Sweet water* has no effect on potions made poisonous.

Sunlight Resistance

XP Value: 400 GP Value: 1,500
POLYHEDRON Newszine 65

This elixir is a boon to draw who choose to leave their Underdark homes. Upon consuming a draft of this potion, a drow can exist under bright sunlight without suffering any visual problems. Most

flasks contain the equivalent of three potions—each potion having a duration of 1d10 days. The potions have no effect on surface dwellers.

Weakness

XP Value: 50

GP Value: 250

POLYHEDRON Newszine 65

When this elixir is swallowed, the user's Strength score is reduced to 5. The unfortunate individual suffers all the associated penalties for a lesser Strength for the duration of the potion—1d12+4 turns.

of Youth

XP Value: 500

GP Value: 1,000

DUNGEON MASTER Guide

Quaffing this rare and potent elixir reverses aging. Taking the full potion at once reduces the imbiber's age by 1d4+1 years. Taking just a sip first, instead of drinking it down, reduces the potency of the liquid, and drinking the lower-potency liquid reduces age by only 1d3 years.

Zorbo Fingers

XP Value: 500

GP Value: 800

POLYHEDRON Newszine 65

This potent elixir is always found in single-dose containers. When quaffed, the imbiber is granted a zorbo's ability to gain the Armor Class of whatever is touched for 20 rounds. The character could gain an AC 7 from earth; AC 5 from wood; AC 3 from metal; or AC 0 from stone.

Ema of Wishes

XP Value: 1,000

GP Value: 10,000

DUNGEON Magazine 33

The ema is a specially prepared plaque made from rare wood, with detailed art painted on its front. It radiates magic heavily and is quickly picked out from other ema by its extraordinary beauty. If inscribed on the back with rare, quality ink (minimum value 20 ch'ien) using the calligraphy proficiency and then hung near a shrine of the appropriate spirit or god, that spirit will grant the request as a *wish*. For example, a farmer *wishing* for a rice season free from tai-fun would leave his or her ema to Susano no Mikoto, Fierce Wind Son.

These plaques are recognized by only shukenja and wujen, as they are extremely powerful items. Only 1d3 *ema of wishes* will be found together, each having room for one *wish* to be inscribed on

it. However, if the *wish* is of a continuous or long term nature, destroying or taking the ema from its shrine ends the *wish*. This is done at the risk of invoking the anger of the spirit or god. A *wish* to create something or restore a person to life is not negated by the ema's destruction.

Epox's Iron Rations

XP Value: 1,000

GP Value: 5,000

POLYHEDRON Newszine 58

These rations are found in small, magical metal chests (10 by 5 by 4 inches). When a chest is opened, there is an edible iron ration meal inside. Up to three meals can be produced a day, and a box will function six days in a row. On the seventh day it recharges. The food produced by the box contains a magical syrup that acts like a diluted *potion of healing*. For every two meals eaten, 1 hit point of damage is healed. A ration box cannot provide beverages, and the food produced by it does not taste better than normal iron rations.

Essence of Darkness

XP Value: 250

GP Value: 750

The Complete Thief's Handbook

This pure black, oily fluid must be kept in tough, light-proof containers, since it is destroyed after one turn in bright sunlight or one hour if exposed to daylight. *Essence of darkness* is pure, concentrated, liquid darkness itself. It can be used in a number of ways:

- When a dose is swallowed it makes the imbiber's entire body, including hair, teeth, and even the whites of the eyes, pure matte black in color. This can enhance a thief's chance of hiding in shadows as shown below.
- Similarly, if one dose is diluted in a gallon of warm water, the essence creates a powerful black dye. A gallon of the diluted form can be used to dye clothes and even armor and weapons; one gallon of the dye is sufficient to treat the clothes and equipment of one character. The dye takes one turn to mix and soak into the items and one turn to dry. This process also affects the chances for successful hiding in shadows.

Body only (wearing normal clothing)	+5%
Body only (wearing no clothing)	+25%
Clothing only	+20%
Both body and clothing	+40%

These bonuses only apply when the thief is trying to hide in darkened areas or attempting to hide in shadows. Detection resistance operates on a thief using *essence of darkness* to hide in this way.

- *Essence of darkness* is unstable and if a vial is struck by a crushing blow it explodes into *darkness 15' radius*. A single dose of the magical essence creates a *darkness 5' radius* if struck. This property was exploited by making small glass or ceramic globes filled with the liquid, which are then thrown forcefully onto hard surfaces to create *darkness* bombs. At the DM's option, a thief who has ingested the essence or applied it to his or her clothing might similarly become the center of a *darkness 5' radius* effect if struck a severe blow with a blunt weapon (50% of remaining hit points, with a 12 hit point minimum for the effect to operate).

The effects of *essence of darkness* last for six hours plus 1d6 turns, if used externally; if ingested, it has the same duration as a standard potion. Each bottle or vial of the essence found usually contains sufficient fluid for 1d4+4 doses.

Eternal Peanut

XP Value: 300 **GP Value: 1,500**

DRAGON Magazine 30

The *eternal peanut* can be opened repeatedly to provide up to a quarter pound of peanuts per hour. This is enough to supply rations for two medium-sized individuals.

Everclean Towel

XP Value: 400 **GP Value: 2,000**

DRAGON Magazine 30

The *everclean towel* was developed when Fran's nephew visited and left a small mountain of dirty towels and stained carpets. This 1-foot-square cloth cannot be stained or dirtied in any way. It can be torn or burned.

Everdamp Sponge

XP Value: 100 **GP Value: 500**

DRAGON Magazine 30

The *everdamp sponge* is a 2-inch square sponge that can be dampened for one week with a single drop of water. The sponge, with a single drop of water, can clean anything it comes into contact with, as though soap, water, and elbow grease were being used. No matter what the sponge cleans up or wipes off, the sponge's surface is always clean.

Explosive Devices

Explosive devices can range from bombs to mines. Generally, a triggering device or condition must be met in order for the device to explode.

Dimensional Mine

XP Value: 600 **GP Value: 6,000**

Infinity Sphere

Dimensional mines are large magical devices that are catapulted or jettisoned in the general direction of a Mariner ship. If the *dimensional mine* enters the same hex as a Mariner, the *mine* detonates, causing 2d6 points of hull damage. Those on a wrecked mariner and stuck in the ethereal must be rescued, unless they possess devices to send them home through the planes. (See the PLANESCAPE™ boxed set for more information on planar travel.)

Dimensional Mine II

XP Value: 1,000 **GP Value: 2,000**

Tome of Magic

This nasty device can take the form of any small item, but most often appears as a small figure carved of jet or other black stone, similar to a *figure of wondrous power*. As soon as the mine is taken into extradimensional space, such as that created by a *rope trick* or a *bag of holding*, it ruptures the space. Everything in the space, including the mine itself, is spewed into the Astral Plane and lost unless someone can retrieve it. If the extradimensional space was created by a magical item, such as a *bag of holding*, that item is destroyed.

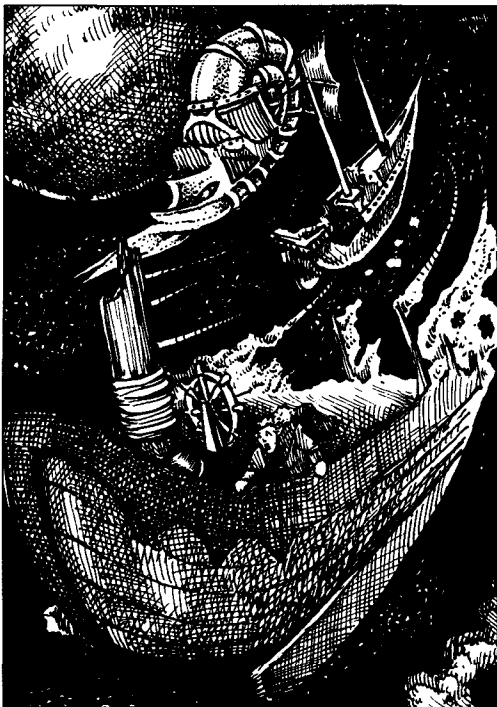
In Ravenloft: Living creatures in extradimensional space when the mine explodes are killed.

Ellister's Dimensional Mine

XP Value: 1,000 **GP Value: 2,000**

1992 Fantasy Collector Card 392

The wizard/assassin Ellister experimented with traditional *dimensional mines* until he came up with this nasty device. Once *Ellister's dimensional mine* is set, merely touching it sends everything within a 3-foot-radius into the Astral Plane. The *plane shift* is so sudden that anything outside the radial area of effect is left behind, including parts of a victim's body. Needless to say, the strain of existing on two planes at the same time is painfully fatal. Ellister likes to shape his mines like common objects that a victim would normally pick up and handle—chess pieces or wooden spoons, even gold coins.



Helm Bomb

XP Value: —

GP Value: 40,000

Lost Ships

The arcane sell very few *helm bombs*. These large, not-easily-concealed devices are simply normal-looking helms that can somehow "turn on" within the spelljamming field of another magical power source. In this rare instance, operating multiple power sources would result in the ship upon which the *helm bomb* was placed being torn apart. This occurs even if the controller of the original power source attempts to exactly match the direction and intensity of the thrusts.

The devices' warring power fields force them apart, destroying the ship and firing the two sources away from each other in random directions and speeds. They continue to operate until power is removed or exhausted. In the case of the original power source, that may be within a round. If it is a helm, the spelljammer suffers 2d4 points of damage while the helm smashes its way out of the ship, and must save against death magic or go into *spelljammer shock* (detailed in the SPELLJAMMER® boxed set). If this knocks the spelljammer out, the helm ceases to spelljam, although it will probably be well away from its parent ship by then and moving fast.

The *helm bomb* rushes on through space, a dwindling but dangerous space missile (taking the ship, or a piece of the ship with it), consuming its own material for power. It cannot be stopped or salvaged.

The bomb typically consumes itself in 50 days minus the ship's tonnage (a shipless bomb weighs ¼ ton). Ships over 50 tons use up the bomb in 1d4 turns. A *helm bomb* must be brought onto a ship (though it need not be fastened down or even taken into an interior area). If it is turned on when no other magical power source is "on," it does nothing except act as a self-powered helm that eats itself up and then collapses, doing 1d6 hull points of damage (and 1 d6 points of damage per round to anyone sitting upon it as it operates). Its bomb effects occur only when another power source is operating. If the bomb is already "on," a second source cannot be activated, and no ship breakup occurs. This way, it can be used as a one-shot hijack power source, to prevent control by the ship's legitimate helm.

Activating a *helm bomb* as a power source requires that a living being sit in the helm. The being need not have magical or spelljamming ability, but must sit there to will the helm into action. Such a being can get up as soon as she sets a course direction, and thereby avoid any damage as the *helm bomb* consumes itself. However, if used as a bomb, the activator is on it when it flies apart and suffers the same 2d4 points of damage as a helmsman aboard the legitimate helm. An adroit activator can hurl clear an instant after engaging the bomb, to avoid being pulled out of the ship, but cannot avoid suffering damage. Note that this provides a kamikaze (or at the least, very dangerous) method for intruders to damage, destroy, or steal enemy ships in close quarter combat.

Spelljamming Mine

XP Value: 2,000

GP Value: 5,000

Greyspace

This is a techno-magical creation, a sphere of brass about 1-foot in diameter and weighing 55 pounds—about the right size to be fired from a typical, heavy catapult. It radiates an aura of evocation magic.

The *spelljamming mine* is a combination of mechanical engineering and wizardry. It is actually a sophisticated form of homing weapon, with a large explosive charge of smoke powder. It is

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enchanted in such a way that it detects the presence of a spelljamming helm within 1,000 feet, and moves toward the helm's "energy signature" at a speed of 3,000 yards per round—the same speed as a ship with SR 6 traveling at tactical speed. The mine has Maneuverability Class A. When it strikes the ship it is pursuing, the smoke powder charge detonates. This inflicts 3-18 points of damage to unprotected crew within 70 feet of the impact point (saving throw applicable) and 2-5 points of Hull Damage to the vessel hit, which must then save vs. fire or suffer an additional 1-4 points of fire damage per round. A spelljamming mine can only move for a total of four rounds. If it has not yet reached its target within that time, it detonates.

Before it can be used, a *spelljamming mine* must be armed. This is done by pressing a series of tiny studs on the mine's outer surface in a particular sequence. The device has a kind of "anti-tamper" system—if the wrong arming code is entered three times in a row, the mine detonates. So complex is the code that even a character who knows it has a chance of making a mistake. To successfully enter the code, the character must roll equal to or less than his or her Intelligence on 3d6. After the mine is successfully armed, it remains dormant for 2d8 rounds—hopefully long enough for the users to catapult it off their vessel and get more than 1,000 feet away. At the end of this dormancy period, it becomes active, and homes in on the first spelljamming vessel to approach it. Obviously, because of the variability of the dormancy period and the unpredictability of space combat, a *spelljamming mine* is a dangerous weapon to use in ship-to-ship dogfights.

Nobody knows exactly who created the *spelljamming mines*, although many people suspect the arcane. It is rumored that the humanoid of Borka have emplaced a number of mines around their space-dock called "the Egg," leaving a safe channel open for their own ships, of course, as an unpleasant surprise for unwelcome visitors. This has yet to be confirmed or disproved, however. The arcane sometimes sell spelljamming mines for the princely sum of 10,000 gp each. However, not all of them have access to these items, or are willing to sell them. Sometimes mines can be picked up on the "open market" but then there is always a risk—who knows if the arming code is actually what the seller claims it is?

Wethilion's Time Bomb

XP Value: 3,000

GP Value: 15,000

1992 Fantasy Collector Card 383

Wethilion convinced a wizard to imbue this hour glass with a *time stop* spell, replacing its *fireball* spell and setting it with a five-round "detonator." Never content to leave well enough alone, Wethilion tampered with the contraption and accidentally got it to "blow up time." When the sand runs out, the last three rounds of time are obliterated and the hourglass begins to run out again. In effect, it has become a "snooze alarm" clock. Now, when Wethilion attempts a robbery and something goes wrong, he can keep trying again until he gets it right! The *time bomb* may be deactivated by turning it on its side.

Extradimensional Safe

XP Value: 4,450

GP Value: 44,500

The Book of Wondrous Inventions

Jon McSperson was a wizard who was extraordinarily fond of making puzzle-boxes—plain, nonmagical puzzle-boxes. Generally, he just gave them away to friends and family, curious to see how long each box took to solve. He became known (perhaps rather infamously) for the intricate and devious nature of his puzzles.

Thus, it seemed almost natural when a proverbial tall, dark stranger appeared at McSperson's door one day. With a flourish, he set a purse on the table and said, "There's fifty grand in cut stones here. It's yours with a catch. Design a safe I can't break into and you can keep the bag, old man. Build your safe well, 'cause I'll be back in a year. Then we'll see if it can keep your stones safe." With that audacious challenge, he strode out the door.

Fifty grand in untraceable gems was no small amount of money and McSperson was determined to keep it. Finally, after several sleepless weeks, he hit upon a plan.

The safe is a decorative block of wood, the size of a small jewelry box. There is no apparent hinge or lid. On the top of the cube there is an inlaid rainbow, the different arcs formed in different colors. Below this arc is an inlaid metal disk, half black and half white.

Construction: 44,500 gp, 30 days. The *extradimensional safe* is composed of two parts—the door and the vault. The door is the wooden block described above. This is normally found in the dwelling of the owner. The vault is a 10-cubic-foot

lead box with no openings of any kind.

The door is actually a trigger device. Contained inside the wooden case are a clockwork mechanism and an *ethereal transporter* (this is simply an *amulet of the planes*). In addition, McSperson was required to research several special spells. The first spell was the *magical resetting trigger* (a modified version of the *contingency* spell), and a permanent *blanket of mystery* (a modified *nondetection* spell). The *magical resetting trigger*, a 7th-level spell, uttered a single command word whenever a certain condition was met, while the *blanket of mystery*, a 5th-level spell, allowed a single object to be hidden from all types of detection spells. The cost of producing the door is 40,000 gp.

Comparatively speaking, the vault is cheap to build. The lead sheeting (1-inch thick), even allowing for the welding and construction, only costs 1,000 gp. Enclosing it in a permanent *wall of force* shell costs another 3,000 gp. Moving it to the Ethereal Plane costs another 500 gp. All other materials required for the vault (paints and a *continual light* spell for the interior) are minor expenses.

Statistics: The door weighs approximately five pounds and is 8 by 5 by 4 inches in size. The vault is a 10-foot cube and weighs thousands of pounds. The weight itself discourages any attempts to steal it. It can contain up to 1,000 cubic feet of material.

The *extradimensional safe* operates by a combination of mechanical and magical principles. The safe is opened by activating the door. The first step is to spin the black and white disk (that turns in its mounting) counterclockwise. While this disk is spinning, every other arc of the rainbow (starting with the top one) must be pressed. Its internal mechanism activated, the rainbow design rises out of the top of the box. Now those arcs that were skipped before are pressed. This sequence triggers the *magical resetting trigger* (or the permanent *contingency* spell), which utters the command word for the *ethereal transporter* (or *amulet of the planes*).

At the instant the command word is uttered, the owner must visualize the inside of the vault on the Ethereal Plane. To aid in the visualization, a particular painting is limned on one of the inside walls of the vault. Thus, the owner need only think about the painting to reach the proper location. If the owner does not visualize

the desired location, he or she is sent to a random plane. Wherever the owner is sent, the door makes the trip as well. In designing the *extradimensional safe*, McSperson's great goal was to thwart any attempts to get at the materials inside. Thus, he took precautions against the following methods.

Finding the Door: Unless a thief knows about the door and what it looks like, he or she will have a very hard time finding it. First, there is no reason to suspect an innocent piece of decorative wood. Secondly, the *blanket of mystery* on the door hides its magical nature, making it impossible to find by detection spells.

Lockpicking: The vault of the safe cannot be picked since it has no apparent door. The door cannot be picked since it has no lock. The door is a puzzle, therefore lockpicking is of no use.

Cutting into the Vault: The vault itself is protected by a *wall of force*. This does not have a great effect on the Ethereal Plane, but comes into full effect if the vault is moved elsewhere.

Ethereal and Astral Visitors: The vault is made of lead, preventing access in these forms.

Commune and Contact Higher Plane: Each element of the door has been carefully consecrated to a different god, goddess, or Immortal Being. Thus, each tends to jealously guard the information. No single being knows the full operation of the door. Theoretically, the secret could be pried from those denizens of the outer planes, but each step would take careful investigation and spellcasting.

Bashing the Door: Breaking or destroying the door serves no purpose, except to make the safe unusable until it is fixed.

The obvious and most persistent hazard of the safe is that the owner may incorrectly visualize the plane on which it is located. If this is done, the owner may find him or herself in a dangerous and unpleasant situation, for the door always goes to the vault (a function of the *contingency* spell). A would-be thief may become stranded in a very hostile environment.

The second great risk is that the owner might lose count of the number of times the door has been used. This particular amulet has a limited number of charges and when the last charge is used, it crumbles to dust. If a person is inside the vault, he or she is stranded there unless some other means of escape can be found.

Eye

Some eyes are ovoid spheres carved from stone, crystal, metal, or bone. They usually must be worn or carried in a certain way to make them work. Other eyes are pairs of crystal lenses that fit over the user's; eyes; their magic is activated when the user gazes through them. Yet other eyes are actually dislodged from unfortunate creatures; their magic is activated when they are placed in the empty eye socket of the user.

Mixing eye types is certain to cause immediate insanity for 2d4 turns. Once this time has passed the character can (and should) remove one of the magical lenses.

of Accuracy

XP Value: 200 **GP Value:** 500

The Ruins of Undermountain

This flat, coin-sized piece of polished human bone is shaped like a staring eye. Its back bears a single word inscription, a command word (typically "Larth"). If this is spoken as the eye is touched to any one weapon, and the weapon is then thrown or fired at a target, it strikes at +4 to its attack roll. Used in this way, the weapon counts as a +4 magical weapon for determining what it can hit. Damage is augmented by a +2 bonus.

The eye vanishes with one use, but the weapon it enchants continues to have both of its combat bonuses for two rounds. Of course, a thrown sword can well be used against its original wielder! This does not mean that magical weapons can temporarily augment existing powers; the enchantments cancel each other out, rendering affected magical weapons normal for 1 d4 rounds.

All-Knowing Eye of Yasmin Sira

XP Value: — **GP Value:** —

Book of Artifacts

The *all-knowing eye of Yasmin Sira* is a large, opalescent strip of fabric decorated with signs of truth, vision, and prophecy. It is always cool and silky to the touch. It is a veil when worn by a woman, a keffiyah when worn by a man. It is found only in Zakhara, the Land of Fate.

Legends of the jann and Al-Badia say that the eye was made by Sahin Sira, the Sheikh of the Great Ghuls, as a gift for his stolen bride, a mor-

tal hakima named Yasmin. He hoped that when she surveyed all the desert and peaks he ruled, he would win her heart.

In fact, Yasmin hated her husband and her duties. Eager to hide herself from him, she imbued the veil with all the power she could, binding the spirits of dying ghuls to it to protect her. But as is the way of ghul magic, the veil did its job too well. In time, the eye hid her from her husband's sight perfectly, but it also altered her true sight, showing her only what she wished to see.

Characters may be allowed to use the item for a short time, but it will unbalance a campaign. Any adventure built around it should require that the PCs uncover some great secret. It may be necessary to find a caliph's kidnaped son, to avert a war, or to properly interpret mysterious omens that warn of some coming doom. The item's curse will complicate these tasks.

The ghuls will do all they can to recover the *Eye*. This will lead to constant attacks and intrigues against the PCs.

Constant Powers: The veil provides the wearer the benefits of *avert evil eye*, *nondetection*, and *true seeing* spells at will. The last of these is subject to the curse.

Invoked Powers: The owner gains the use of the *shapechange* (1 per day) and *alter self* (2 per day) spells. The owner also benefits from the effects of the *invisibility* spell, but is *invisible* only to ghuls.

Random Powers: four from **Table 1-06: Divination**, four from **Table 1-05: Detection**.

Curse: The veil gradually responds to the owner by providing visions that match that creature's temperament, desires, and fears. The process takes 1d3 months, starting with small changes or additions and gradually building to a world of complete unreality. Once the halfway point of the process is reached, the owner refuses to remove the veil, even wearing it while eating and sleeping. The words of friends and relatives are no longer heard unless these match the character's dream world. When the owner dies, the ghuls arrive to claim their treasure once more.

Suggested Means of Destruction:

- The eye must be worn by a blind god.
- It must be carried to the heart of a *black cloud of vengeance* by a willing hakima.
- It must be cast into the Negative Material Plane while wrapped in a *cloak of shadows*



of Arik

XP Value: 7,500

GP Value: 37,500

Palace of the Silver Princess

The disaster that struck Haven was caused by a ruby that the dwarves found. The ruby is magical. While it was called *my lady's heart* by the people of Haven, its true name is the *eye of Arik*.

Arik is an ancient, evil being of great power. He is also known as Arik of the Hundred Eyes, and is sometimes worshiped as a god. For his many crimes, Arik was banished to a special dimension centuries ago to be imprisoned there for all eternity.

Arik has been seeking to escape from the prison dimension through the ages. And he desires to take over Haven and enslave all its people. He has at last managed to send one of his eyes across the dimensional barriers into the heart of the mountains. There, the dwarves found Arik's ruby eye and brought it to the palace, not knowing the evil they were bringing to their beloved kingdom. The ruby, though larger than most gems, looks like any other ruby and though the Protectors would have sensed the evil, by the time they saw the ruby it was too late. Arik had already struck.

The ruby is linked to Arik. It has allowed him to channel some of his evil magical power past

the dimensional barriers into Haven, and the power of the ruby attracts evil, chaotic monsters. Arik hopes to use the ruby "eye," when the time is right, to open the way and cross the dimensional border to rule Haven.

The power of the ruby has killed crops and brought disease to animals. It has drawn orc, goblin, and hobgoblin hordes into Haven to fight for its master. It has even *teleported* the evil priest Catharandamus into the palace, to prepare the ceremony that will allow Arik to cross the dimensional barriers. The ruby has turned many of the palace inhabitants to stone and trapped the princess and the mysterious stranger inside the ruby. Finally, the ruby has created a magical force field around the palace to prevent help from arriving and stopping Catharandamus.

The Protectors will open a way through the ruby glow, and will also open a safe passage out, if the party chooses to leave the palace to rest and recover spells and hit points. They will, however, state that it is a drain of their power and they can only manage to open the way a few times.

Assassin's

XP Value: 500

GP Value: 2,500

DRAGON Magazine 5

These enchanted eyes are obtained from humans killed by dreadful and horrible practices. In flight, they move 30 feet per round and perform all the functions of a *wizard's eye*, but at any distance (in the same plane) and with no time restrictions.

The eyes are normally *invisible* and *immaterial*, allowing them to penetrate any solid barriers. If a Spellcaster wants to *teleport* an *assassin's eye* to another place, the eye must be visible and tangible.

Assassins' eyes must become visible (material) to attack. When visible, they are highly vulnerable to attack (AC 10, 10 hp, saves as 8th-level wizard). To attack, they hover in front of their chosen victim, and anyone (only one victim at a time) meeting their dreadful gaze may not look away and cannot take any actions for 1d4 rounds unless a save vs. petrification is made. The eyes may then use any spell of the Spellcaster's choosing. If the victim is still able to attack once the Spellcaster has worked tragic spells on the victim, the victim has one round to try to destroy the eye before it turns *immaterial* and returns to the Spellcaster.

Beady**XP Value:** 150**GP Value:** 1,500

POLYHEDRON Newszine 23

This is apparently a normal bead, often part of a piece of jewelry. When separated from its mounting, a *beady eye* becomes a small eyeball on command. The user may see through this eye as long as it remains within 60 feet. If the eye is rolled, the user must make a saving throw vs. spell or become dizzy and *confused*, completely stunned until the bead is destroyed. If crushed while in use (by an offended subject being spied upon, for example), the user must make a saving throw vs. spell or be blinded. Although the user may have any number of extra eyes by the use of *beady eyes*, note that the eyes cannot be closed, and the user cannot avoid looking through them. If any monster with a gaze attack looks at the eye in use, the user must make the appropriate saving throw (possibly each round), and may not "look away." If not destroyed, each bead remains an eye for three hours before deactivating.

Black Opal**XP Value:** 3,000**GP Value:** 20,000

Black Opal Eye

The *black opal* is a stone of great magical power, usable only by those who know its secret. Three evil wizards drew power from it and a vile reign of terror followed. These three evil women were often referred to as the Platinum Sisters, even though the magic they wielded was corrupt and dark, and they were not related.

The *opal eye* allows its user to cast 4th- through 9th-level spells as though they were three levels lower, allowing lower level wizards to cast spells far beyond their normal capabilities. In other words, if a wizard using the *opal eye* was able to use 1st-level spells, he or she could wield 4th-level spells.

Fortunately, the *black opal eye* has a limit. The eye only allows access to a specific number of higher level spells. This is defined, simply, by the user's Intelligence score. The eye will allow up to the character's Intelligence score in spell levels. In other words, if a character with a 14 Intelligence uses the eye, that individual has access to 14 spell levels of high-level spells. If the same individual casts a *wish* (9th-level spell), he or she has used nine of the 14 spell levels, and only five remain.

Black Opal II**XP Value:** 3,000**GP Value:** 20,000

Rahasia

The *black opal eye* is a stone of great magical power, and may be used only by those who know its secret. When the command word is used to activate the device, the user (if a Spellcaster) is able to cast double the number of 1st-, 2nd-, and 3rd-level spells normally allotted to his or her current level.

Cegilune's Hag**XP Value:** 1,500**GP Value:** 7,500

Monster Mythology

The avatar always carries *hag eyes* in a small beaded bag, 2d10 of them. These are the shriveled eyes of her victims, which are magically treated to enable the avatar to see through them as she wills, up to 10 miles away. The avatar may place these around any area to spy about the perimeter, but she is careful to conceal them, because each, if destroyed, causes 1d12 points of damage to the avatar.

of Charming**XP Value:** 4,000**GP Value:** 24,000

DUNGEON MASTER Guide

This item consists of a pair of crystal lenses that fit over the user's eyes. When in place, the wearer is able to *charm persons* merely by meeting their gaze. Those failing a saving throw vs. spell are charmed as per the spell. The user can look at and charm one person per round. Saving throws suffer a -2 penalty if the wearer has both lenses, or a +2 bonus if he or she wears only one of a pair of *eyes of charming*.

of Donoagi**XP Value:** 1,200**GP Value:** 6,000

Van Richten's Guide to the Lich

Donoagi is a fabled, ancient evil dragon made of stone. Legend states that she has been long asleep, awaiting the time when her faithful stone priests construct for her an elaborate temple, cast a succession of powerful spells to reawaken her, and grant her return to the world.

The *eye of donoagi* is a 3-inch-diameter amulet that resembles a large tiger's eye. It has three functions. First, the eye allows the wearer to meld directly into stone and re-emerge at another point up to 100 feet distant, three rounds after the melding. While the wearer remains within the stone, he or she

is invulnerable to all forms of attack, both mental and physical. For all practical purposes, the wearer ceases to exist for a short period of time. However, a *stone shape* spell cast within one round upon the surface where the owner disappeared inflicts 3d6 points of damage on the wearer. Second, the eye also allows the wearer to phase through stone up to 2 feet thick at will. Finally, the eye will automatically transform any stone statue into a stone golem under the control of the owner (once per day).

A lich who forges the amulet is automatically able to manipulate it. Others must eat a stone before the amulet works for them. It can be used up to five times a day.

Dragon's

XP Value	GP Value
Black: 3,000	20,000
Blue: 3,000	20,000
Brass: 3,000	20,000
Bronze: 3,000	20,000
Copper: 3,000	20,000
Gold: 3,000	20,000
Green: 3,000	20,000
Red: 3,000	20,000
Silver: 3,000	20,000

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A *dragon's eye* appears to be a small multicolored gemstone, perfectly spherical in shape and about 1/2 inch in diameter. No jeweler is able to estimate its worth—it seems to be made of no known mineral or substance. When held up to the light and closely examined, some specimens of a *dragon's eye* may be seen to have a design within the stone that resembles the silhouette of a dragon in flight (this fact may be imparted as a clue to how the item functions).

When cast into the air at the same time the command word is spoken, a *dragon's eye* will vanish in a puff of smoke. In 1d3 rounds, a young adult dragon of random color (without spellcasting abilities) will be summoned, appearing 10 feet away from where the character who cast the *dragon's eye* is standing. The dragon, initially, is well disposed to the summoner, and obeys any reasonable commands of the summoner, spoken in Common. However, the dragon will only remain for a certain period of time before it vanishes forever. The greater the difference between the summoner's alignment and the alignment of the dragon summoned, the less time the dragon remains. The following table gives the different types of dragons that are randomly summoned by this device:

Roll	Dragon color	Alignment
1-2	gold	lawful good
3-4	silver	neutral good
5-6	copper	chaotic good
7-8	brass	chaotic neutral
9-10	red	chaotic evil
11-12	black	neutral evil
13-14	blue	lawful evil
15-16	bronze	lawful neutral
17-20	green	true neutral

Any dragon summoned by a *dragon's eye* will remain with the summoner for six turns if the alignment of the summoner and the dragon are identical. For every step between the summoner's alignment and that of the dragon, the duration of the eye's effect is reduced by one turn. Use the table below to determine the alignment step.

Alignment Step Differences

	LG	NG	CG	LN	N	CN	LE	NE	CE
LG:	0	1	2	1	2	3	2	3	4
NG:	1	0	1	2	1	2	3	2	3
CG:	2	1	0	3	2	1	4	3	2
LN:	1	2	3	0	1	2	3	2	3
N:	2	1	2	1	0	1	2	1	2
CN:	3	2	1	2	1	0	3	2	1
LE:	2	3	4	3	2	3	0	1	2
NE:	3	2	3	2	1	2	1	0	1
CE:	4	3	2	3	2	1	2	1	0

Thus, a lawful evil summoner who received a red dragon after casting the eye would have its services for only two turns. The summoned dragon will generally behave in a manner consistent with its alignment, unless commanded to do otherwise by the character controlling it. All of these dragons are of average size and have 4 hit points per Hit Die. They can use breath weapons, claws, and bite attacks in combat. None of them will have the *fear* aura that dragons gain upon reaching adulthood. Each can *detect hidden* or *invisible* creatures within a 40-foot radius. None of these dragons, because of the special nature of their summoning, can be subdued in battle. If commanded to do so, a dragon will fight to the death on behalf of the summoner.

A *dragon's eye* can only be used once. It is 90% likely that only one will be found in any treasure hoard; otherwise, two will be discovered.

of the Eagle

XP Value: 3,500 GP Value: 18,000

DUNGEONMASTER Guide

Eyes of the eagle are made of special crystal and fit over the eyes of the wearer. They increase vision 100 times more than normal at distances 1-foot or more (the wearer can see at 2,000 feet what would normally be seen at 20 feet). Wearing only one of the pair causes a character to become dizzy and, in effect, stunned, for one round. After that, one eye must always be covered to avoid vertigo.

Humbaba's Glaring

XP Value: 14,000 GP Value: 70,000

DUNGEONS & DRAGONS Master Set

Long ago, the huge, one-eyed monster Humbaba fought a great hero named Gilgamesh. Its eye was taken after its defeat, and was made into an artifact by Ninsun, a powerful Immortal. It eventually caused Gilgamesh to seek immortality above all else, but he failed, and was eventually destroyed. *Humbaba's glaring eye* remains, a famed symbol of death and destruction. The eye is said to provide the powers of the original monster, including breath and gaze weapons.

It appears to be a mummified monstrous eyeball, 4 inches in diameter. It is reddish white in color, with a black iris, bulging red arteries, and blue veins.

The eye is active when found, but it is difficult to gain knowledge of the powers. The user must employ *ESP* or *clairvoyance*, and look through the eye into a reflecting surface (a mirror or water, for example). In the reflection of the center of the eye, the user may read the name of one effect and its command word, if the language can be understood (thus requiring a *read language* at the same time). The information changes each midnight, to that of a randomly determined power; thus, many readings may be required before all the powers are revealed.

The eye does not grant powers to its user, but produces the effects itself—it may be accurately aimed with very little practice.

Suggested Powers: (All abilities are cast at 20th level.) *Cause disease*, *fire breath* (effect 30x10 feet; damage equal to the user's current hit points; saving throw applicable), *Flesh to stone*, *summon weather*

Suggested Handicap: The user becomes obsessed with immortality. Every 10 days, a saving throw vs. spell is made, the first with a -1

penalty, the second with -2, the third with -3, etc. A failed saving throw forces the user to choose and begin to actively pursue one of the routes to immortality forsaking all other activities.

Suggested Penalties: Body part change, the user's head enlarges to four times normal size—large enough to accommodate *Humbaba's glaring eye*, if the user lacks one. This effect is not cumulative.

Age, the user becomes 10d4 years older. No saving throw applies, but the effect may be *dispelled*.

of the Immortals

XP Value: 1,500 GP Value: 15,000

Kingdom of Nithia

Many sarcophagi and burial boxes have a pair of eyes painted upon them near one end. The belief is that the entombed can see through the eyes from within, like a window, in order to watch for signs of the time of rebirth.

In the lands of the living, some of these eyes are magical paintings that allow the user to "keep an eye" on intruders. They work like permanent *wizard eye* spells.

of Infravision

XP Value: 500 GP Value: 5,000

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These magical lenses enable the wearer to see like an elf or dwarf with infravision to 60 feet. If the owner already has infravision, or a device simulating it, then the lenses increase the range by 60 feet.

of Leviathan

XP Value: 2,000 GP Value: 12,500

POLYHEDRON Newszine 87

Created by Istishia the Waterlord, and Silvanus the God of Nature, the eye grants its owners several powers:

- Functions as a *rod of rulership* three times a day.
- *Mammal control* at will.
- Constant *invulnerability*, as the potion.
- Summon and control water elementals, three times a day as a *bowl of commanding water elementals*.
- *Hold monster* three times a day.
- *Control weather*, as the priest spell, once a day.
- *Water breathing* at will.
- The eye emits a psionic distress call whenever in the hands of one who is evilly aligned.
- Inflicts a shock equivalent to a 12th-level *shocking grasp* spell when activated by those of evil alignment.

If the Eye spends more than one month out of the water, it loses all of its magical properties.

of the Leviathan

XP Value: 2,000

GP Value: 12,500

Swords of the Undercity

This orb is a potent magical item that has been plucked live from the face of the mighty sea creature. Although no special steps to preserve it have been taken, the eye shows no sign of decay. About the size of a man's skull, it glistens with a natural coat of slime. A deep black pupil stares from one side of the eye.

After one day out of the leviathan's socket, the artifact produces a powerful illusion that causes it to look and feel like a large diamond, however, it oozes a light gooey slime. It is inoffensive but somehow disgusting. The people who know what this diamond is, or those who cast a *dispel magic* (or similar spell) on it see the diamond for what it really is—a large, slimy eye.

Despite its flesh origin, the eye is a solid item. The older it is, the harder it becomes. The one kept in Urgan of Angarngi's treasure house is several centuries old, and is now as hard as a sphere of steel. Urgan bestowed several more powers on the eye, however, they only function in his house. As soon as the eye is out of the build-

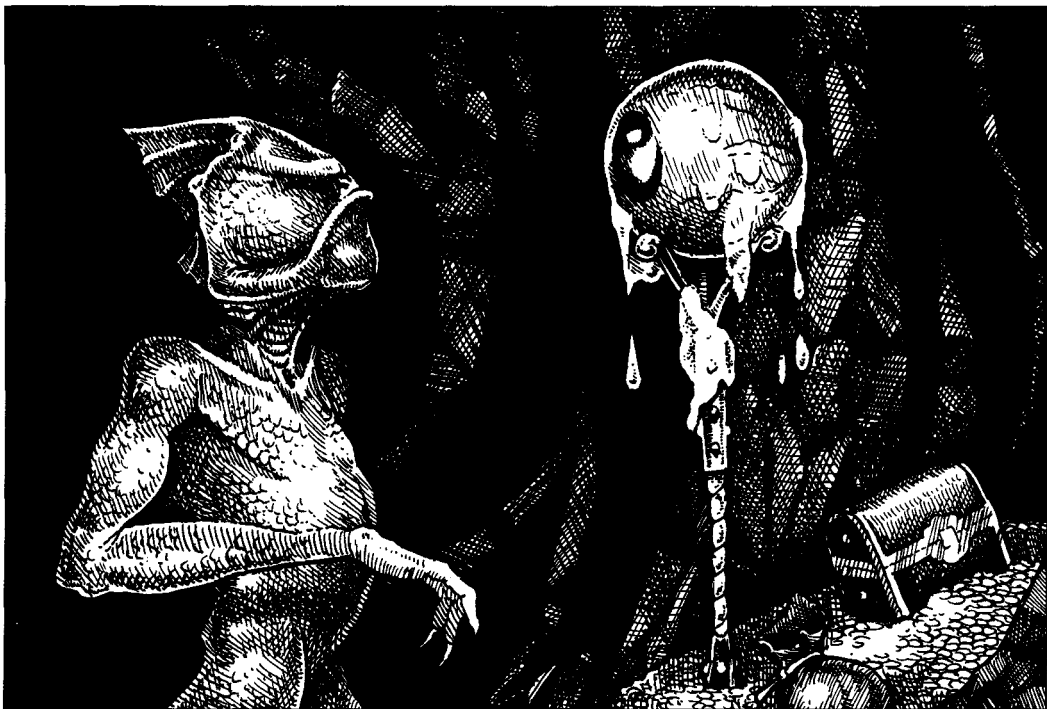
ing, it only retains the normal powers of the eye of the leviathan.

The eye is a highly evil source of magic. It spreads an aura to a radius of 360 feet, although the aura does not penetrate solid earth. Creatures within this aura are susceptible to the eye's pervasive influence.

Any normal human remaining within the aura of the eye for three consecutive days must make a saving throw vs. spell (plus one every subsequent day of exposure) until the character starts showing some signs of contamination (pale grayish skin, slightly fishy smell, low rumbling voice, heavy sweating in sunlight). Those symptoms disappear when the victim stays out of the eye's aura for at least a week.

After one full month within the eye's aura, a contaminated victim becomes a Stage I shree-kah. If the human leaves the aura, even momentarily, the procedure must begin again.

Upon this first stage of degeneration, all skills, knowledge, and values held by the person are lost. They are replaced by the primitive hunger of the shree-kah. The shree-kah need not spend its entire life in the aura of the eye; however, after it has been there for 1d6 months, the next degenerative stage is entered and another Hit Die added. The degeneracy continues until the shree-kah



reaches the seventh stage. Only one shree-kah of that stage will be found in a lair. If another shree-kah reaches that level, the older one disappears into the water to follow some mysterious calling. Although the creature swims out to sea, it continues to develop during 1d10 years to finally become a leviathan.

Although the progression of the shree-kah is described as a series of well-defined stages for game purposes, the actual degeneration is a gradual process. As soon as a contaminated human in the aura of the eye fails the saving throw, the skin slowly begins to take on a scaly appearance, teeth and fingernails gradually lengthen into fangs and claws, while memory of the world of humans falls rapidly away.

Magical Abilities: After one century of existence, the eye develops its own form of evil intelligence (Intelligence 17). The one found in Urgan of Angarni's treasure house is one of this kind. It cannot do anything physical, but it can cast spells as a 3rd-level wizard.

- **Level 1:** *charm person, darkness (x2), unseen servant.*
- **Level 2:** *audible glamer, ESP.*
- **Level 3:** *suggestion.*

Its spellcasting does not require spell components and is silent. The eye never casts a spell that would betray its powers and intelligence. When it casts a spell, it is to increase its chance of returning to the closest shree-kah lair. It cannot use *unseen servant* to move itself, but only to move light objects.

Within the aura of the eye, all shree-kah have magic resistance equal to 10% per Hit Die. Thus, a stage V shree-kah is 50% magic resistant within the aura of the eye. The eye has a secondary magical effect as well. When a bottle of wine is placed within 10 feet of the eye, and remains there for a week, the wine becomes transformed into a *potion of water breathing*. The eye can perform this function on up to six bottles at once.

Origins of the Eye: Although not unique, this type of artifact is extremely rare. When an eye is plucked out of a leviathan, the monster must still be alive. Furthermore, the eye at that moment is excessively fragile (90% chance of ripping it or puncturing it) and may easily be soiled. Plucking one eye out of a leviathan kills it (so its second eye is unusable).

If two different lairs of shree-kah were to exist

within the same city or sewer system, they would stage a bloody war against each other, until one clan or the other is destroyed and its eye artifact captured. This could lead to the construction of barricades within the sewers, causing the city above to be partially flooded and epidemics to spread among the population. More shree-kah would be sent into the streets to seek "converts" in order to increase their troops.

Magical

XP Value	GP Value
Bowl-lid: 250	500
Buckler: 200	400
Saucer: 150	300
Trade-token: 100	200
Coin: 50	100

The Ruins of Undermountain

This clear, circular sheet of polished crystal is covered with runes. When magical writing is viewed through it, it allows any intelligent being to understand the subject of the writing. The eye functioning as a *read magic* spell, command words, glyphs, and the like can be clearly discerned. With each use, the eye dwindles in size, until it vanishes altogether. Each page counts as one use, but a being must read through the eye for it to be activated. Merely laying it upon a page does not unintentionally drain charges. Coded or cryptic inscriptions of a nonmagical nature do not activate the eye, and therefore do not use charges.

Nonspellcasters can identify (but not use) scroll spells by use of this item. Low-level spellcasters can infallibly cast or copy spells normally beyond their abilities by use of an eye, and thieves employing an eye to read a scroll are only 15% likely to incorrectly cast a spell from the scroll.

Wizards employing an eye to study an unfamiliar spell with the aim of adding it to their permanent repertoire (as opposed to merely copying it for later study, or casting it on the spot without full knowledge of its specifics) gain a "chance to learn spell" bonus of +15%. A *magic eye* does not shield a reader from written curses, nor will it penetrate a *secret page*. It does, however, reveal an existing *secret page* spell. The eye makes its saving throws as rock crystal, but it gains a +1 saving throw bonus due to its magical nature.

2d8	Size	Uses Left
02	Bowl-lid (Full)	5
03-04	Buckler	4
05-07	Saucer (Half)	3
08-11	Trade-token	2
12-16	Coin	1

Mellifleur's Gem

XP Value	GP Value
Left: 1,200	6,000
Right: 1,400	7,000

Monster Mythology

The avatar's eyes are gems. The left one can project a *cone of cold* twice per day and the right one can project a *symbol of insanity* twice per day, both effects at the 25th level.

of Minute Seeing

XP Value: 2,000	GP Value: 12,500
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DUNGEON MASTER Guide

In appearance, *eyes of minute seeing* are much like other magical lenses, but they enable the wearer to see 100 times better at distances of 1 foot or less. Thus, tiny seams, minute marks, even the impression left from writing can be seen. Secret compartments and hidden joints can be noted and the information acted upon. The effect of wearing just one of these crystals is the same as that given for eyes of the eagle.

of Night

XP Value: 1,000	GP Value: 5,000
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The Milenian Empire

An *eye of night* is an enchanted black pearl that grants its possessor *infravision*. The *infravision* is exactly the same as that of dwarves and elves, except that the range is 90 feet.

of Petrification

XP Value: 2,500	GP Value: 13,000
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DUNGEON MASTER Guide

Totally indistinguishable from any other magical lenses, the effect of donning *eyes of petrification* is dramatic—the wearer is instantly turned to stone. Note that 25% of these devices work as the gaze of a basilisk does, including reflection of the eyes turning the gazer to stone.



Queen's

XP Value: —	GP Value: —
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These 11 eyes are the surviving relics of the Sazaur Mother who led her nation in glorious genocide of other beholder nations. The eyes innate powers have grown enormously in their 800 years within the Hive.

The Sazaur queen, evidently a mutation, was enormous even by beholder standards. The size of the eyes alone reflects this—the central eye measures 3 feet across, and the smaller ones are the size of soccer balls. All are leathery in texture like mummy skin, tan in color like aged parchment, and wrinkled with thick, ropy veins. The irises of the eyes are faded red.

All of the *queen's eyes* together compose a single, powerful item on the verge of true artifact status. Until it achieves that status, the eyes can be destroyed like any magical item.

When the user of the primary eye wills, the 10 smaller eyes *teleport* to its location. The smaller eyes orbit rapidly around the central eye. The more power the item exerts, the faster they revolve.

The wielder can summon some eyes and not others. The small eyes *teleport* back to their previous locations when the wielder desires. No

small eye can summon the other eyes.

In their special rooms in the Hive, the smaller eyes have developed self-aware incarnations and unique powers. But when summoned, they temporarily lose their consciousness and revert to ordinary items with the powers listed below.

Minor Powers: The effects of the 10 small eyes can be used as often as the wielder desires, except that only one power per round can be used. The wielder can do nothing else while using the power. These powers work only when the small eyes are orbiting the primary eye.

When the wielder's spellcasting level becomes important, treat the spell as if it were cast by a 20th-level wizard. All powers have a maximum range of 100 yards:

- 1 *Charm person:* This eye casts *mass charm*. The spell works only against targets allowed by a *charm person* spell.
- 2 *Charm monster:* This eye casts *mass charm*, but works against any living, non-human creature.
- 3 *Sleep:* This eye generates a *symbol of sleep*. This symbol, and the others below, appears on some body part of the potential victim(s).
- 4 *Telekinesis:* This eye projects *Otiluke's telekinetic sphere*.
- 5/6 *Flesh to stone ray, disintegrate ray:* As the beholder powers, but the target must save at a -2 penalty.
- 7 *Fear:* Generates a symbol of fear.
- 8 *Slow:* Works like the beholder power, but the target must save at a -2 penalty.
- 9 *Cause serious wounds:* Works like the beholder power, but this eye can inflict 3d6 points of damage on the target.
- 10 *Death ray:* This eye generates a *symbol of death*.

Major Powers: The *antimagic ray* of the central eye affects the entire area for one mile around, in all directions. The direction of the eye's pupil is irrelevant. However, it works only as well as a *minor globe of invulnerability*. Only 6 inches of lead or several feet of stone can block this effect.

The ray is active all the time, unless the wielder specifically wills it to deactivate. If the wielder loses consciousness or control of the eye, it reactivates.

The item's powers inflict especially great destruction against beholders. Beholders receive

no saving throws against any of the minor powers above. This makes the *queen's eyes* all the more fearsome and desirable to the beholder nations.

Dangers—Alignment change: The wielder becomes lawful evil as soon as one of the central eye's major powers is used. The wielder attempts to conceal the alignment change (if any) until all who knew his or her former alignment are dead. The wielder happily expedites this.

Fragility: A wielder using the powers risks "shorting out" the relic. Until they achieve true artifact status, the *queen's eyes* remain fragile, especially outside the Hive. One of the smaller eyes could malfunction as the wielder tries to use it. The eye burns away into ash, destroyed by the powerful energy coursing through it. Thereafter, each of the other small eyes disintegrates at an appropriate time.

Transformation: Every time a nonbeholder wielder uses any power, the DM makes a secret saving throw vs. spell for the character. The first time, the roll is unmodified. Each subsequent time, the wielder incurs a cumulative -1 penalty to the saving throw. If and when the wielder fails a saving throw, he or she is permanently *polymorphed* into a beholder.

of Traldar

XP Value: 2,000

GP Value: 10,000

Eye of Traldar

The *eye of Traldar* is a yellow-orange gem, the size of a large hen's egg, mounted in a dragon's-claw setting fashioned from hardened gold. It is a powerful divination device, and one that is also capable of exerting control over minds. Its powers can only be utilized by a character capable of using wizard spells. The powers that can be used usually depend on the experience level of the person using the eye. At basic levels, a wizard of levels 1 to 3 can call forth the following powers from the eye:

1st level: *detect magic* and *detect evil*, three times per day each.

2nd level: *detect invisibility* and *ESP*, twice per day each.

3rd level: *locate object* (range five miles per level) once per day.

The eye certainly possesses other powers usable by higher level Spellcasters, but those can be devised by a DM. The eye gains the use of two detection spells twice per day, each equivalent to spells of one-half the user's level, if the DM chooses to customize them in this manner.

of Vecna

XP Value: 14,000

GP Value: 70,000

Eldritch Wizardry

It is said, though not in the hearing of strangers, that when the mighty lich, Vecna, finally met his doom, one of his eyes survived along with his hand. The eye may or may not have originally belonged to Vecna—it is said to glitter much the same as a cat's eye. If the eye is pressed in the empty socket of a living human head, it grafts itself to the head of the user and produces remarkable powers. Once placed, the eye cannot be removed—and it turns the user unalterably chaotic. The effects of the eye on the user cannot be altered in any manner, even by *wishes*.

The eye has one primary power that, when used, causes the user to suffer these effects:

- User granted one *wish* per week.
- There is an increasing chance that the power confined in the object will break free, take over the wielder of the item by destroying this individual's soul, and then (masquerading as the person) kill all the hirelings and associates of the victim. The chance should range from 1% to 4%, cumulative, per use of the item.

The eye has three secondary powers that may be used with no adverse effects to the user:

- Immunity to disease.
- *Clairaudience*
- *Water breathing*
- Paralyzation with -3 on saving throw three times a day.

of Vecna II

XP Value: —

GP Value: —

Book of Artifacts

The *eye of Vecna* is little more than a shriveled clot or small pebble, blood red in color. Like the *hand of Vecna*, it must be affixed to the owner's body (in an empty eye socket) before it can be used. Once in place, it changes appearance to that of a golden, slitted eye, much like a cat's.

Once affixed, the eye is permanently attached until the owner dies or it is forcibly removed. The eye radiates powerful magical auras that cannot be determined.

In his time perhaps the mightiest of all wizards, Vecna was master of a kingdom now lost in the depths of the Flanaess's prehistory. Lord Vecna's rule was not kind and just, for he was filled with malevolence that, if known, would make even the feared luz the Evil tremble. So



great a wizard was Vecna that none within his realm dared oppose him.

And so great was Vecna's power that when his time to die came, he escaped even that and became an archlich more horrible than ever before, allowing him to continue his reign of terror over the land. In the end, though, his own lieutenant, Kas (see **Sword, of Kas**), treacherously attacked the lich and in the ensuing battle both were utterly destroyed—except for the archlich's eye and hand. These dismembered parts have survived the millennia since Vecna's passing, retaining in themselves a small portion of Vecna's great power.

Each time one of these artifacts has surfaced, disaster and ruin have followed. The eye was instrumental in the extermination of the house of Hyeric, once the ruling dynasty in Nyronnd, and Miro the paladin-king was corrupted by the power of the hand. Each time, the hand and eye have failed their owners at some crucial moment.

Over the years, a cult of worshipers has arisen to venerate the vile Lord Vecna and work to pave the way for his return. For this cult, the eye and the hand are powerful relics worth obtaining at any cost. Their servants are always watchful for any reappearance of the eye or hand, eager to

track down and snatch them up from whoever possesses them.

The most recent of these reappearances occurred only a few years past, just prior to the great wars that engulfed the Flanaess, when both the eye and hand fell into the clutches of the cult. This event was scarred with foreboding—failures of magic and evil omens spread across the land. Fortunately by all accounts, the eye and hand were cast through the dimensional portal of Tovag Baragu on the Dry Steppes and lost in some unrecorded void of the Outer Planes.

Both the *eye* and *hand of Vecna* are so evil that PCs should gain little good from either artifact, the DM should fill their heads with tales of the tragic deaths and the dire fates of those foolish enough to presume upon Vecna's power.

The most obvious goal is to keep these artifacts from falling into the clutches of the Cult of Vecna. Both groups, PCs and cultists, are in a race to follow a path of rumors and legends to the end. Even if the characters succeed, they are still left with the problem of what to do with the artifacts. The cultists will not rest until the items are theirs. A variation on this is that the characters "accidentally" find the eye or hand and must destroy or hide the artifacts before the cultists do them in.

An intriguing puzzle for the characters would be to prevent a good NPC from using the artifacts, since this would doom the poor soul and perhaps many others. The NPC, probably a petty king or an emperor, is in great danger of being overwhelmed by evil forces. Vecna's artifacts might have the power to destroy these enemies—but only by creating a worse evil. The players have to find a way to prevent this and still save the empire. Worse still, the ruler's advisor is urging the NPC to take up the artifacts and smite the kingdom's enemies. He or she may even be a secret cultist of Vecna or of the same beliefs as the PCs.

A greater challenge is that the player characters must defeat a foe already using the artifacts, perhaps a depraved ruler within the borders of the former Great Kingdom. Note that the player characters cannot simply steal the devices—the enemy must be confronted and defeated before all is right again.

The *eye* and *hand of Vecna* can function separately or together. Both share the same curse, which is intensified if both items are possessed.

Constant Powers: The user gains the abilities of a *true seeing* spell.

Invoked Powers: The user can cast *eyebite* (3/day) and *domination* (1/day) spells.

Random Powers: Three from **Artifact Table 1-06: Divination**.

Suggested Means of Destruction:

- Vecna the demigod must be permanently and irrevocably destroyed.
- It must be cast into the heart of Oerth's sun.
- Every shade of Vecna's victims must be sent to a peaceful rest.

Winking

XP Value: 4,000

GP Value: 35,000

The Ruins of Undermountain

These rare items appear as flat, coin-sized pieces of polished bone shaped like staring eyes and plated with everbright silver. They are pierced, to be worn on neck chains or (with a pin) as cloak brooches. On the back, the eyes bear a single word inscription—a command word, typically "Phaera."

An *eye of winking* protects any being wearing it against *ESP* and *know alignment* attempts, causing them to simply fail. It reflects *charm*, *suggestion*, and *sleep* attacks of all origins back at the originator. The eye wearer is immune to such effects. All of the above powers operate continuously and automatically, even if the wearer is unconscious, asleep, or disabled.

An eye will visibly *wink* in the same round in which the wearer or holder utters the command word; this power can be used up to three times a month. This power releases a pulse of white light. In the round in which the *wink* occurs (only), it protects the wearer or holder from all damage and effects caused by any magic. This protection includes resistance to spells, magical item effects, or even the physical strike of an enchanted weapon. The *wink* effectively makes the wearer immune to all magical effects for one round.

An eye can be commanded, by uttering the command word in three successive rounds, to *wink* in three consecutive rounds. (If used in this manner, the eye crumbles to dust immediately after the third round, its magic drained and destroyed.) Even if more than one being is touching it, only one being is protected by it during a *wink* round. Precedence is given to the wearer, as opposed to someone merely touching the item. Protection is also granted to living beings as

opposed to the dead. In all other cases, the being who owns the eye, or has had a long period of contact with it, is the one protected.

Eyeglasses

Eyeglasses are lenses or pairs of lenses surrounded by a metal or bone frame. The frame rests on the bridge of the wearer's nose. Some eyeglasses have bars (temples) that hook behind the ears and hold the frame in place, others just sit on the wearer's nose. Creatures who do not possess humanlike heads cannot wear eyeglasses.

Roll	Eyeglasses Type
01-30	Bridge-supported
31-60	Dual lenses
61-90	Ear-supported
91-00	Single (cycloptic) lens



of Arcanist

XP Value: 2,000 **GP Value:** 10,000

DRAGONLANCE* Adventures

These magical lenses are set in solid platinum frames. The frames are so narrow that the glasses only fit on a kender or an elf.

The *glasses of Arcanist* were designed by the wizard Arcanist several centuries before the Cataclysm. They enable the wearer to read all writ-

ings, rendering a perfect translation of any topic in any language. Magical scrolls and spellbooks can also be read using these glasses.

The glasses do not enable a nonspellcaster to cast spells. However, they do enable a low-level caster to cast higher-level spells from scrolls with no chance of failure.

of Arcanist II

XP Value: 2,000

GP Value: 10,000

Tales of the Lance

These magical rose-tinted lenses have narrow platinum frames, best suited for the smaller heads of elves and kender. Created by the wizard Arcanist centuries before the Cataclysm, these glasses have been lost through the ages. For a time, Dalamar had possession of them.

These spectacles allow wearers *true seeing* on anything within 2 feet. The glasses enable the wearer to read and comprehend all writings no matter what the language, but do not guarantee understanding of the topic. Magical scrolls and books may be read, but the glasses do not automatically enable nonspellcasters to cast spells. Rogues and fighters have a 5% chance to use a magical scroll, but have a 25% chance of reversing the spell. Low-level Spellcasters can cast high-level spells without error.

The wearer may also use the glasses to detect forgeries, find hidden items, see through mundane magical illusions, and see invisible objects or creatures in range. The DM rolls 1d20. On a one, the user misinterprets what is seen or sees an illusory image.

of Arcanist III

XP Value: 2,200

GP Value: 11,000

Dragons of Ice

These magical lenses are set in solid platinum frames. The frames are so narrow that the glasses will only fit on a halfling or an elf.

The *glasses of Arcanist* were designed by the wizard Arcanist several centuries before the Cataclysm and have lain unused in the secret library for nearly 200 years.

The glasses enable their wearer to read all writings, rendering a perfect translation of any topic in any language. Magical scrolls and spellbooks can also be read using these glasses.

Unfortunately, some concepts are impossible for the reader to grasp despite the glasses' perfect translation. Therefore, the DM should make an

Intelligence Check for each paragraph or section of writing that is read using the glasses. If the check is successful, the message is understood. If the check fails, the message is garbled such that, for each number between success and the failed roll, a word is significantly changed.

Thus, if a character with an Intelligence of 12 receives a 17 result on the DM's check, five words are garbled. The message, "The hobgoblin army assembles before Pax Thatkas at dawn—prepare an ambush to meet them a mile down the valley" might become, "The elephant army assembles before Pax Thatkas last year—prepare a banquet to meet them a mile down the ocean."

of Enhanced Vision

XP Value: 1,000 **GP Value:** 7,500

DRAGON Magazine 73

Two circles of glass, in the same plane, connected by an oddly shaped piece of metal with projections; from opposite sides of each glass circle, perpendicular to the plane of the glass but parallel to each other, extend thick metal wires that hook at the end. This contraption (obviously a pair of spectacles—to characters in worlds where spectacles are known to exist) enables the wearer to see at night twice as well as would be expected. (This is enhanced vision, not *infravision*.)

of Sight

XP Value: 3,500 **GP Value:** 15,000

DUNGEON Magazine 11

These delicate, crystal lenses are fitted into a gold wire frame worth 550 gp. The crystals themselves are worth 100 gp each.

Looking through the lenses allows the wearer to see all objects and creatures masked by *invisibility* spells and common illusions. The wearer is immune to *phantasmal forces* and similar visual illusions, and the effects of *color spray*, *continual light*, and *eyebite* spells. The wearer is not susceptible to the effects of *mirror image* or *blur* spells, though *cause blindness* and *power word blind* spells have normal effect. The wearer of the *spectacles of sight* can *read magic* (as the spell).

Spells that affect the mind (*hold*, *charm*, and *feeblemind*, to name a few) have normal effects on the wearer. A *shatter* spell cast upon the *spectacles* while worn destroys the lenses and

inflicts 2d6 hit points damage on the wearer, with an 85% chance of becoming permanently blind (until removed by a *cure blindness*, *heal*, or *wish* spell).

of True Seeing

XP Value: 1,300 **GP Value:** 13,000

Realmspace

These spectacles are round lens glasses with ties that fit around the ears for stability. When they are worn, they allow a person to see everything as it really is. The command word allows the item to work for one turn, once per day. The spectacles see through disguises and illusions cast by non-deities, and they also allow the character to view shapechanged and wercreatures for what they really are.

Eyepatch of Tenh

XP Value: 2,000 **GP Value:** 15,000

GREYHAWK® Adventures

This black patch is often found in the possession of priests and judges because of its power to discover truth. When it is worn over an undamaged eye, the wearer can see all invisible, astral, and ethereal creatures within normal visual range. Also, illusions and polymorphed creatures and objects can be seen for what they really are. The eyepatch gives a -5 modifier to rolls for disbelieving a *phantasmal killer* spell. The patch cannot be used more than one turn at a time, or more than three times per day without causing permanent damage to the eye. In this case, the user also suffers headaches and other complaints.





Club

XP Value: 500

GP Value: 2,500

The Book of Marvelous Magic

The *clubfan* appears identical to a *fan of charming* but has no magical spell power. If used as a weapon, it functions as a *club* +2 in all respects. It cannot be harmed by blows but is easily destroyed by fire.

Cooling

XP Value: 600

GP Value: 3,000

DRAGON Magazine 73

A mechanism of gears, a projecting lever, and three broad wooden "leaves" emanating from a hub, a little like a clover but with each "leaf" tilted out of line with the next (like a modern electric fan). When someone turns or pedals the lever's handle, the fan pushes forth air which is magically cooled to a temperature 20 degrees lower than the surrounding environment.

of Dancing

XP Value: 1,200

GP Value: 6,000

The Book of Marvelous Magic

This fan functions as a *clubfan* in all respects until it hits any one victim a second time. The user then begins to dance (no saving throw) and cannot attack while dancing. The dancing victim suffers a -2 penalty to Armor Class and to all saving throws. The magical dance lasts for one turn or until a *remove curse* is applied.

Fanfare

XP Value: 500

GP Value: 2,500

The Book of Marvelous Magic

This fan is a special *clubfan* and functions as one in all respects. However, every time a hit is successful, the fan creates a loud trumpeting noise, which attracts the attention of all creatures within 120 feet. Those within 30 feet of the *fanfare* are also deafened for one turn, which does not interfere with spell casting but does make communication difficult. Deafened victims are also surprised more easily (-1 penalty to surprise rolls) and do not surprise others often (-1 bonus to opponents' surprise rolls).

of Fanning

XP Value: 200

GP Value: 1,000

DRAGON Magazine 73

A lady's fan. At a command word, the fan will continue to move in the same pattern (if any) it

1619



Faithful Knot

XP Value: 1,000

GP Value: 5,000

DRAGON Magazine 30

The *faithful knot* is actually a foot-long cord that, once tied in a knot, cannot be untied by anyone else. The cord can be cut by a stroke of a blade.

Fan

Magical fans are usually small items made of wood and paper, painted with ornate designs. They are easily damaged, especially by fire. If damaged, fans lose all magical powers.

of Charming

XP Value: 1,000

GP Value: 5,000

The Book of Marvelous Magic

When the user waves this fan at any living creature within 60 feet, the fan produces a *charm monster* effect; the victim must make a saving throw vs. spell or be *charmed* (as the spell). It functions once a day.

was moving in just before the word was spoken; typically, to continue to fan the lady while she attends to other things.

Five Fire

(Seven Feather Fan of Defending)

XP Value: 3,000 **GP Value:** 15,000
Gods, Demigods, & Heroes

This device acts as *ajade scepter of defending* (see **Scepter**) and negates all spells cast against the user.

Wind

XP Value: 500 **GP Value:** 2,500
DUNGEON MASTER Guide, 1st Edition

A *windfan* appears to be nothing more than a wood and papyrus or cloth instrument used to create a cooling breeze. The possessor can, however, by uttering the correct command word, cause the fan to generate air movement duplicating a *gust of wind* spell as if cast by a 5th-level wizard. The fan can be used once a day at no risk. If it is used more frequently, there is a cumulative 20% chance per usage that the fan tears into useless, nonmagical tatters.

Feather

Feathers are often used in making of arrows and crossbow bolts, but are rarely used for anything else other than the creation of feather bonnets, charms, and tokens.

Feathertoken

XP Value: 300 **GP Value:** 1,500
Maztica Campaign Set

This is a powerful charm of magic resistance and protection. It conveys a bonus of +3 to the AC of the wearer, and has an inherent magic resistance of 90%. The area of protection extends for 10 feet from the wearer. In addition, the *feathertoken* can effect a *featherfall* spell once per day. The spell can benefit the wearer of the token, and anyone touching that person.

Lapland

XP Value: 800 **GP Value:** 4,000
Gods, Demigods, & Heroes

These magical feathers function the same way *Lapland wool* does except that they produce 12d4 birds of the player's choice, birds that willingly serve the user for 1d4 weeks.

Plumalitter

XP Value: 3,250 **GP Value:** 17,500
Maztica Campaign Set

The *plumalitter* is a work of featherweaving that is the only Maztican equivalent of a wagon. It is a rectangle of thick, fluffy plumage some 6 feet wide, 10 feet long, and 1 foot thick. It can carry up to 750 pounds. It requires a command word, but not an *elevate* spell, to activate. It follows the one who commands it, matching his or her speed at a movement rate up to 18. It can rise or lower at a rate of 30 feet per round.

Quaal's Feather Tokens

XP Value	GP Value
Anchor: 500	2,000
Arbor: 1,000	5,000
Bind: 1,000	6,000
Bird: 600	3,000
Bridge: 500	5,000
Chest: 1,000	5,000
Crown: 1,000	2,000
Eye: 1,000	7,000
Fan: 700	4,000
Finger: 500	1,000
Flame: 500	2,000
Jug (holy): 1,000	4,000
Jug (normal): 500	2,000
Jug (unholy): 1,000	4,000
Key: 500	7,000
Spoon: 500	2,000
Stone (Avalanche): 1,600	5,500
Stone (Type I): 200	1,250
Stone (Type II): 300	1,500
Stone (Type III): 400	1,750
Stone (Type IV): 500	2,000
Stone (Type V): 600	2,250
Stone (Type VI): 700	2,500
Stone (Type VII): 800	2,750
Swan Boat: 800	5,000
Sword: 1,000	6,000
Tree: 900	6,000
Whip: 1,000	7,000
Wing: 1,000	6,000

DRAGON Magazine 54

Feather tokens are small, magical devices that take various forms to suit special needs. The types of tokens are listed below. Other tokens can be created as needed. Each token is usable once. To find the type of feather token discovered, consult the following table.

Roll Feather Token Type

01-05	Anchor
06-10	Arbor
11-15	Bind
16-20	Bird
21-25	Bridge
26-30	Chest
31-35	Crown
36-40	Eye
41-45	Fan
46-50	Finger
51-55	Flame
56-60	Jug
61-65	Key
66-70	Spoon
71-75	Stone
76-80	Swan Boat
81-85	Sword
86-90	Tree
91-95	Whip
96-00	Wing

Anchor: A token useful to moor a craft in water so as to render it immobile for up to one full day.

Arbor: This token, activated by grinding it underfoot, allows the user to take the form of a tree, rooted to the ground at that spot. The tree blends perfectly with surrounding trees with regard to type and size, and it seems like a normal tree to any examination short of a *wish* or *limited wish*. However, when struck with a weapon, the resulting wound bleeds as the user would normally. Unlike the druid *tree* spell, anyone assuming a *treeform* by the use of this token loses awareness of self and surroundings, lapsing into a dreamlike state. He or she will remain so until 7d12 days have elapsed, or until cumulative damage of more than half of the owner's hit points (at the time of the *token's* use) has been suffered. Awakening from the trance and returning to normal shape takes one round. All clothing, accoutrements, and equipment changes shape with the user, and are hidden by the token's *magic—locate object* or *detect magic* (in the case of magical items) and similar magic cannot reveal them.

Bind: This token, placed against a door, adheres to it and when *commanded*, closes and seals the door with a *wizard lock* of power as if it had been cast by a 7th-level wizard. Placed in an archway or open portal (not more than 6 feet wide), and upon *command*, it *webs* the passage-

way closed, providing firm anchor points exist. If thrown upon or touched to (successful attack roll required) any one being or monster, it acts as a *hold* spell for nine rounds. Creatures touched can make a saving throw vs. spell to counter the effects. Creatures existing on more than one plane gain +3 on their saving throws. Undead cannot be held by this token. Flying creatures held by it hang motionless in midair and do not fall. A *bind token* may also be placed on, or just under, a horizontal surface (ground, stone floor, step, etc.), the first being to step or pass exactly over it is *slowed* for nine rounds.

Bird: A token that can be used to drive off hostile avian creatures or as a vehicle of transportation equal to a roc of the largest size (one-day duration).

Bridge: This token forms a magical *bridge of force* (like the spell *wall of force*), spanning any gap less than 70 feet wide. The token lasts for one day (or less upon command of the user of the token).

Chest: Upon *command*, this token forms a container that appears to be a silvery chest about 1-foot square. Any volume of material can be placed in the chest, so long as it can pass through the chest's top (1 square foot in area) and does not exceed 600 pounds in weight. The chest, which will last for one day, is watertight and airtight (unless the person using the token wishes otherwise) and always seems to weigh about five pounds, even when filled to its weight capacity. If the chest is dropped or thrown, it will drift very slowly through the air and come to rest gently. Living things may be placed in the chest, but only one living thing may be in it at a time, regardless of weight. Anyone inside the chest can see out of it as though the chest were transparent, and can control the supply of air and water, despite the wishes of those outside the chest—even the person using the token. The chest is in no way a prison, although it may only be opened from the outside by someone who touches the token while uttering the command word. From within, the chest may be opened at any time and left. This ability applies to anything having full awareness and any degree of locomotion, no matter how feeble. Thus, intelligent *dancing swords*, for example, could leave such a chest at will. When a chest vanishes at the end of a day, all items inside of it vanish with it.

Crown: This token causes the holder to appear richly *garbed*, lordly, and wise. The illusion lasts for one full day, less than that if the token leaves

the user's hand. Other beings view the holder of the token as a great personage, a leader or ruler, and respect him or her. They may also, of course, decide to seize or attack such a rich prize.

Eye: When this token is fitted over one eye, the object instantly confers upon the user the power of *true seeing* (as the spell), save that the aura (and thus, the nature) of a creature is not visible. The token vanishes when its powers are transmitted, and all of the token's effects last for two turns. Creatures of less than 8 HD employing the eye may look upon a *prismatic sphere* without harm. *Symbols* are clearly visible, and will not be triggered by the gaze of the token user, although they are in no way negated and will take effect upon the touch or gaze of others (as a *symbol* spell). Similarly, the user is immune to the *confusion* effects of a creature's gaze (like umber hulks). Alternatively, this token can be used to *cure blindness* in any one eye, merely by placing it upon the afflicted orb.

Fan: A token that forms a huge flapping fan that can cause a strong breeze in an area large enough to propel one ship. This wind is not cumulative with existing wind *speeds*—if there is already a strong breeze blowing, this cannot be added to it to create a gale. It can, however, be used against it to create an area of relative calm or lesser winds (though this does not affect wave size in a storm, of course). The fan can be used up to eight hours a day. It does not function on land.

Finger: When this token is pointed at any visible location and the word "There!" is spoken, the user will be *teleported* instantly to the location desired. This one-shot *teleportation* is limited in range by direct visibility, and has no chance of error. The user may choose any *location*—*midair*, a window, a treetop or *minaret*—and will safely arrive, along with all that he or she is wearing and holding.

Flame: When a command word is spoken, and this token is thrown, it creates a burst of flame on impact. If used as a weapon, *thefireburst* causes 2d4 points of damage to each creature or character in a *10-foot*, radial area around the blast. The flame can ignite flammable materials (such as cloth or wood) even in high winds, or when the material is wet, frozen, or otherwise fire-resistant. Such a fire, unless quenched by magical means, lasts for one full day (less if so commanded by the user), regardless of the amount of material. A sudden, hard impact upon the token (such as that caused by a blow or fall) within one round after the command word has been uttered will set *thefireburst* off.

Jug: On command, this token *metamorphoses* into a pitcher from which clean, drinkable water pours for eight rounds, enough to fill a volume of 4 cubic feet. Once begun, the stream is unstoppable until it finishes, and the jug will dissolve into water droplets, joining the last of the flow.

Roll Token Type

01–90 **Type I:** A normal jug.

91–95 **Type II:** This token pours *holy water*, but only when used by those of good or alignment. The jug simply produces normal water when used by an owner of an improper alignment.

96–00 **Type III:** This token gives forth *unholy water*, but only when used by those of evil alignment. The jug simply produces normal water when used by an owner of an improper alignment.

Key: This token, when touched to a wall, gate, or door, permits passage through walls. The token opens a passage 4 feet wide by 6 feet high by 10 feet deep (as a *passwall* spell). The key will eat (like acid) an opening, 4 feet in diameter, with the lower edge touching the floor, so that one may crawl through gates. The token will unlock, unspike, unbar, and unchain any door, negating all traps placed on it and also negating spells such as *wizard lock* and *hold portal*. The key does not negate or trigger a *glyph of warding* or a *symbol*, but reveals its presence, causing the rune or inscription to glow. In all three cases, the key takes one round to make an opening, and the opening is permanent until physically repaired.

Spoon: This token *metamorphoses* into a plate of a familiar, hearty food. The plate replenishes itself until 4d4 medium-sized beings are fed. The food stays warm and palatable, and can be covered and carried for long periods or distances without spoiling. The plate is edible, as well. A single bite of it *neutralizes* all poison in the eater's body, dissolves rot grubs harmlessly, and cures the *rotting disease* of a mummy (the only disease it affects).

Stone: This token can be a stone of any small size, although typically a *round*, white pebble. When thrown, it becomes a large rock and strikes as a +2 weapon. *Feather stone tokens* are of the following diameters:

Roll	Type	Diameter	Damage
01-05	I	4 inches	1d4
06-15	II	8 inches	2d4
16-30	III	12 inches	3d4
31-70	IV	16 inches	3d6
71-85	V	20 inches	4d6
86-95	VI	24 inches	4d8
96-00	VII	28 inches	5d8

Creatures struck are entitled to saving throws, and, if the save is made, damage is halved (a glancing blow). The size of the missile produced by this token is not usually known **until** the token is thrown, *the missile shatters upon impact, and the shards vaporize immediately.*

Ten percent of these tokens are a special form: the *avalanche*. These tokens cause a rock slide if thrown against a rocky slope or mountainside. The area affected and the resulting damages are not under the direct control of the user. If thrown as a normal weapon, it strikes at +2, but splits in midair, forming a hail of 2d12 4-inch-diameter stones, each of which does 1d4 points of damage. (If the attack roll is successful, all missiles hit the target.)

Swan boat: A token that forms a huge *swanlike* boat capable of swimming at a rate of 24, and carrying eight horses and gear or 32 adventurers or any equivalent combination (one-day duration).

Sword: A token that grows from a miniature blade into a full-sized steel weapon, enabling the owner of the token to smuggle a blade into a forbidden area. The full-sized sword will last for 4 turns, then it vanishes. This token is highly prized by assassins.

Tree: A token that causes a great oak to spring into being (6-foot-diameter trunk, 60-foot height, 40-foot branch-diameter).

Whip: A token that causes a huge leather whip to appear and be wielded against any opponent desired (+1 weapon, 9th-level fighters' attack roll, 1d6+1 points damage plus a saving throw vs. spell or be bound fast for 1d6+1 rounds) for up to six turns.

Wing: This token causes miniature wings to appear on all solid objects (including living creatures) in a 20-foot radial sphere about its point of activation. These act as *featherfall* spells. Beings so affected cannot maneuver in the air, however, without other means (*telekinesis* and the like), but merely fall slowly, straight down. The wings disappear from each affected object as it touches the ground or is grabbed out of the air by a character or creature.

In a DRAGONLANCE Campaign: *Quaal's feather tokens* are called *Habbakuk's blessed tokens* on Ansalon.

Quaal's Mystical Feather Token

XP Value: 1,000

GP Value: 7,000

1992 Fantasy Collector Card 30

Whenever this token is even slightly wet, it turns into a boat. When the boat dries out completely, it turns back into *feather token* form. This can be especially troublesome if the owner of the token is caught in the rain without sufficient protection from moisture. The boat can carry up to 32 *adventurers and their gear*. *This token was supposed to be usable only once, but it appears to have had permanency successfully cast upon it.*

Figurehead

Figureheads are wooden ornaments placed on the bows of sailing ships or spelljamming craft. A figurehead usually is carved from one or more pieces of wood; common designs include the shapes of women, men, avian creatures, or other totems. Figureheads are generally used to quell the fears and superstitions of fainthearted crews.

of Blessing

XP Value: 400

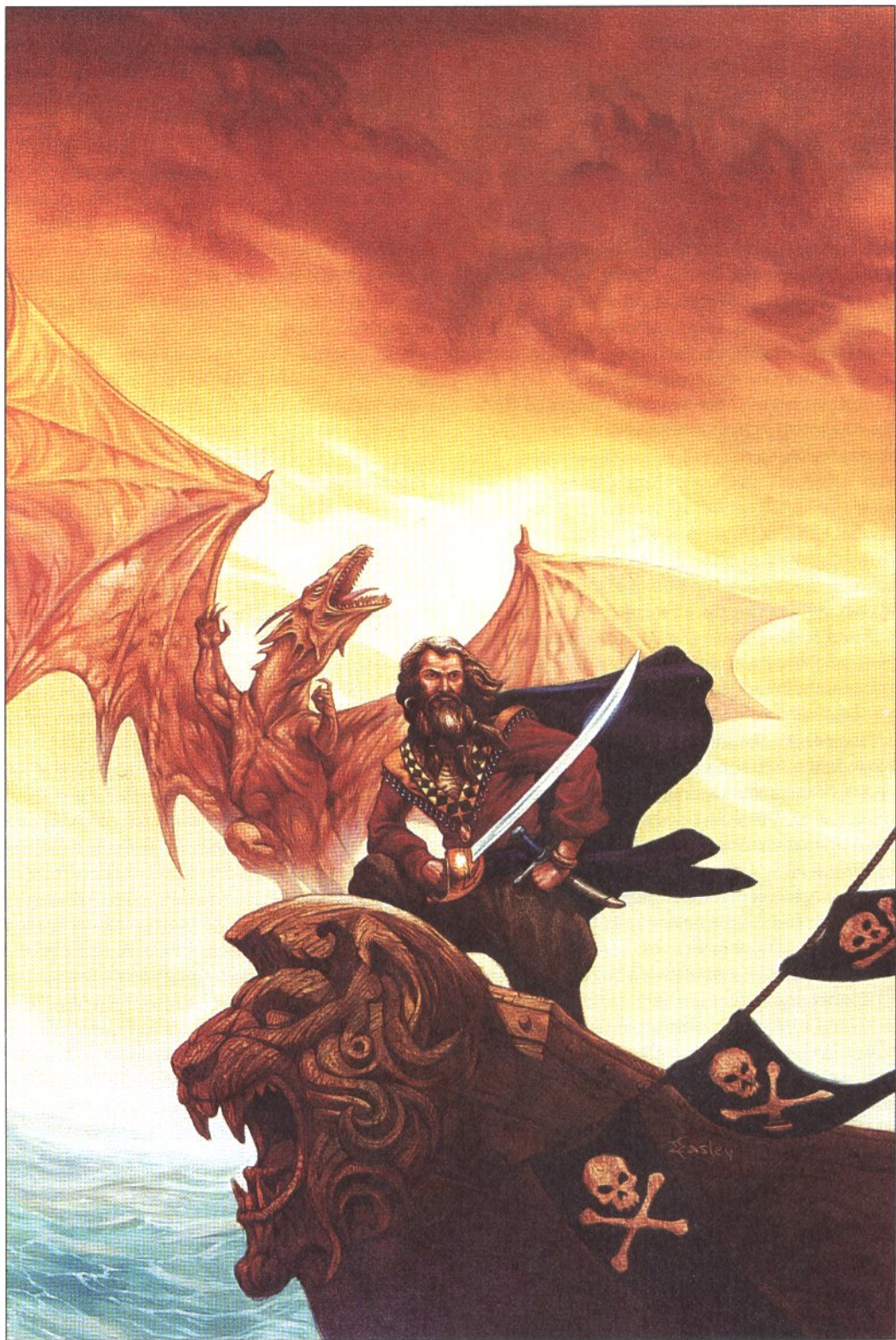
GP Value: 4,000

Moonshae

This device is most commonly employed by the Northmen to guard the longship of a king or other important individual. A vessel with this figurehead can go 3 MV points faster than the usual top speed for that type of vessel, regardless of whether it is under oar or sail power. Whenever the steersman or captain makes an Intelligence check to avoid or detect hazards, a +2 bonus applies to the character's Intelligence score. The figurehead increases the hull value by 10% (round fractions up).

Perhaps its most important function is to grant the ship a partial immunity to turbulent seas. A ship with this figurehead treats any types of rough weather as the next calmest weather type, as shown of the Wind Direction and Force Table of the *DMG*. Thus a hurricane is as a storm to this ship, a storm is treated as a strong gale, and so on.

Finally, if a fire strikes the vessel, the degree of damage is modified to the next more favorable class, as also shown in the *DMG*. Heavy Damage becomes Moderate to Heavy Damage, and the like.



Cursed Figurehead

XP Value: —

GP Value: 1,200

The Book of Marvelous Magic

This figurehead looks like and functions like a *figurehead of protection*, but a horrible curse takes effect when the ship ventures more than 100 miles from land. At that point, the captain, pilots, and navigators of the vessel are all struck with a disease, incurable except by a *wish*; all other living creatures aboard except humans, demihumans, rats, and bats are also affected. When the victims die one to four days later, the ship is utterly doomed; all upon her are unable to leave except by magical flight, and all remaining start to turn into undead **monsters**—skeletons, zombies, ghouls, wights, wraiths, and spectres (no saving throws). PCs may make a saving throw vs. spell with a -8 penalty to the roll to resist this effect. The saving throw must be repeated each morning until it fails. The process of changing takes one full week, and anyone slain while changing is simply **dead**—not doomed to rise and serve as a member of the undead crew.

After all living crew members have turned into **undead**, the ship itself starts to fade, becoming ethereal in another week's time, but doomed to remain at sea. Moonlight causes the ship and crew to **rematerialize**. The remainder of the curse causes all rats and bats aboard to survive without food or water and also prevents the ship from ever coming within 10 miles of land.

The curse can be removed only by a series of spells, all of which must be cast on the figurehead within one turn by a **36th-level** caster and without the aid of devices of any **sort**—all spells must be gained through meditation: *animate object*, to awaken the *cursed figurehead*; *holy word*, which stuns the thing; and *dispel evil*, which destroys it and the curse. This cure works only if applied before the ship becomes ethereal. After that time, no known power can save the vessel. The undead crew can be slain and released from their imprisonment if the ship is found in moonlight, **boarded**, and the undead engaged in normal combat. All living boarders suffer a -4 penalty to saving throws and attack rolls and a -4 penalty to Armor Class until all the undead are slain. Upon the destruction of the crew, the vessel sinks beneath the waves within one turn, never to rise again.

of Protection

XP Value: 800

GP Value: 8,000

The Book of Marvelous Magic

This powerful wooden statue is a carved figure of a beautiful, androgynous human, curved and shaped for mounting on the bow of a boat. It can be mounted on any vessel 50 or more feet in length. While the figurehead is in place, the vessel cannot be harmed by any magical attack except a *wish*. This protection applies only to damage to the hull of the vessel, not the masts, sails, cargo, or occupants. Normal attacks are not affected.

of Protection II

XP Value

GP Value

Armless: 1,600

8,000

Armored +1: 900

4,500

Armored +2: 1,800

9,000

Armored +3: 3,600

8,000

Eyes-closed: 4,000

20,000

Full-bodied: 300

1,500

Headgear: 1,200

6,000

Side-glancing: 1,600

8,000

Smiling -1: 800

4,000

Smiling -2: 1,600

8,000

Smiling -3: 3,200

16,000

Composite: *Add*

Add

War Captain's Companion

Figureheads are used primarily as decorations on the bow of a ship. The **figureheads** listed here are not for use as rams, and if one bears the brunt of a collision, it must save as thick wood vs. crushing blow or be destroyed. Only one figurehead can function on a ship at one time. If more than one is **mounted**, the power of the lesser one is **used**, and the greater one is dormant.

Below, several types of figureheads are listed. Rarely, the effect of one can be combined with others in order to create a more powerful figurehead of protection.

Smiling figureheads improve the encounter reactions of ship crews (see **Table 59** in the *DMG*). The bonus modifies the reaction roll.

Figureheads with headgear allow the owner to reroll a single ship-related die roll once in any gaming session. This type includes figurehead with any type of headgear: a helmet, hat, bonnet, flower wreath or similar designs.

Armless figureheads protect their ship against ram attacks. Such attacks are at -2 against the ship.



Armored figureheads increase the AR of the ship against large missile weapons.

Full-bodied figureheads (as opposed to the bust or half-bodied figureheads) regenerate and purify air. The figurehead purifies 1d12 man-days of air every day. A *full-bodied figurehead* has a 1,500 gp value (and 300 XP value) per man-day that it purifies.

Eyes-closed figureheads protect a ship against magical location and scrying.

Sideways glancing figureheads give the crew a 1 bonus to morale checks.

When creating stronger figureheads, the DM should add the values of all the segments to determine the total value. For example, a *sideways-glancing and armored figurehead* +2 has a gp value of 17,000 and is worth 3,400 XP. Roll on the following table to randomly determine the powers of a discovered or captured figurehead.

Roll	Figurehead Enchantments
01-10	Armless
11-20	Armored +1 ¹
21-30	Eyes closed
31-40	Full-bodied
41-50	Headgear-wearing
51-60	Side-glancing
61-70	Smiling -1 ²

71-00 Roll again, gaining an additional enchantment³

¹To a maximum of +3

²To a maximum of -3

³The first time this result is rolled, the figurehead gets two enchantments. If this is rolled twice, the figurehead has three enchantments, etc.

of Wondrous Power

XP Value	GP Value
of Attacks: 5,000	54,000
of Disguise: 2,500	27,000
of Speed: 3,000	36,000

DRAGON Magazine 159

This sort of carved statue, usually a simple decoration for the prow of a seafaring ship, has been magically endowed with a variety of powers to benefit a spelljamming ship. The magic resides in the carving process and the wood itself. Few wizards know woodcraft well enough to make them alone, and even fewer woodcarvers know the wizardcraft necessary to power these impressive items.

Each of the three known types of *figureheads of wondrous power* is carved from a different wood and bears a different gemstone. The figurehead taps into the spelljamming energies of a ship, allowing its powers to become activated. It only operates under the command of a spelljamming wizard of 1 Oth level or higher, and the ship must have a major helm for the item to fully function.

A *figurehead of attacks* is carved from ash wood and has a ruby embedded in its brow. When used with a major helm, a *figurehead of attacks* allows a spelljamming wizard mobility while seated on the helm. Usually a spelljamming wizard "senses" the ship, but this item allows the wizard to propel the ship and simultaneously focus his or her senses through the figurehead, as if the wizard's spirit inhabited its body. The figurehead is animated by the wizard, and as long as the wizard maintains

concentration, the figurehead remains mobile. (Many owners of this item simply place it on deck and fully use its powers.) A *figurehead of attacks* even allows a wizard to engage in combat while he or she is on the helm. The figurehead attacks as a warrior with a level equal to the ship's rating. Its hardwood fists each do 1d4 points bludgeoning damage. If a wizard's concentration is broken by a critical hit on the ship, difficult maneuvering situation, or other distraction,

the figurehead becomes motionless and is no longer under the wizard's control. A *figurehead of attacks* can be animated for up to 20 consecutive rounds once a week.

The *figurehead of disguise* is carved from cherry wood and has a large black onyx set in its forehead. While other *figureheads of wondrous power* are usually carved in human form, this figurehead is generally carved to resemble a couatl, tail stretching beneath the prow and wings embracing the sides of the ship. When a *spelljamming wizard* activates this item's power, the ship's image wavers for a round until the illusion is set. Each *figurehead* of this type is keyed for a different but flawless illusion that alters the ship's appearance. The figurehead can erect an illusion of additional armaments, manned and ready; it can project illusory top sails or armor plating, making the ship appear to be impregnable. The figurehead creates only one specific illusion that lasts until contact with the illusion dispels it. Many pirates would hesitate to attack a ship loaded to the gills with bombards and crack crews manning the ropes! The illusions are not effective in battle, and they last only until *dispelled* or until the wizard loses concentration on the illusion. These illusions can be summoned no more than once per day.

As its name suggests, the *figurehead of speed* boosts the ship's rating. Carved from beech, and boasting emerald eyes, this figurehead adds two effective levels to a *spelljamming wizard* for determining the ship's rating. Thus, a 12th-level wizard seated on a major helm and using a *figurehead of speed* acts as a 14th-level wizard, effectively moving the ship at SR 7 instead of the normal SR 6. The figurehead is active only at tactical speeds. However, this additional speed makes it more difficult to maneuver; the ship loses one maneuverability rank due to increased speed and abnormal control of the ship. The speed does not affect true travel times, since it doesn't operate at *spelljamming speed*. The *figurehead of speed* can be used for one hour per week; after one hour of enhanced speed in a week, the figurehead remains inoperable for 1d4 days, recharging its magic.

Figurine

Note that in statuette form, each figurine saves as crystal +4. If destroyed in statuette form, a figurine is forever useless, though if "killed" (reduced to 0 hit points) in animated form it

merely becomes a statuette again, ready for later use. Unless otherwise noted, *dispel magic* causes an animated figurine to return to statuette form.

Alabaster Griffon

XP Value: 1,300

GP Value: 6,500

The Book of Lairs II

When invoked by the command word (engraved on the figurine), these figurines become adult male griffons: AC 3; MV 12, Fl 30; HD 7; hp 40; AT 3; Dmg 1d4 (each claw)/2d8 (bite); THACO 13; MR 50%; AL N. Griffons have air maneuverability class D when mounted (class E when carrying two riders). Each figurine can be used once per week for up to 12 hours. If slain in combat, they cannot be brought back from statuette form for three weeks.

Amber Monkeys

XP Value

GP Value

Cursed-Blinding: —	1,500
Normal-Blinding: 500	2,500
Cursed-Deafening: —	1,500
Normal-Deafening: 500	2,500
Cursed-Muting: —	1,500
Normal Muting: 800	4,000

DRAGON Magazine 196

Each of this trio of long-tailed monkey figures stands 3 inches high. The monkeys may be found individually or in a set, and each comes to life and *activates* a special attack power when a given command word is spoken.

A monkey in either animated or statuette form can be hit only by magical weapons; it has AC 8 and 1 HD when animated. Nonmagical weapons pass through the monkey, and strike its victim instead during combat. Unless the victim holds absolutely still, 50% of hits with magical weapons strike the victim rather than the monkey.

An animated monkey may attack three times per round for 1d2 points of damage per attack, if so commanded. All monkeys have a movement rate of 12, swinging through trees as quickly as they run on the ground. They obey simple commands once animated (one command at a time, up to eight words), but they have other abilities, as follows. Each monkey may be used once per day for up to one turn per activation. At the end of this time, the monkey reverts to statuette form and, if the owner is within 30 feet, *blinks* back to its owner. An *amber monkey* follows the orders of the person who activated it, but rumor says that a

few (15%) are cursed to attack the user.

Monkey of Blinding: This monkey is carved with its hands covering its eyes. When the proper command word is spoken, the monkey grows to the size of a chimpanzee and becomes active. If the item's owner points to an intended target up to 30 feet away and utters a second command word, the monkey *blinks* away and reappears on top of the target's shoulders with its hands clasped firmly over the target's eyes (the arms lengthen magically to cover a giant's or dragon's eyes). Blindness puts the target at -4 on its attack rolls. While the victim has a monkey on his or her back, the creature's weight and position adds a further -2 penalty to all the victim's attacks, for a total of -6 . Additionally, the victim must make a saving throw vs. spell (with a 2 penalty due to the power of the enchantment) or else be permanently, magically *blinded*—unless healed by a *cure blindness* or *dispel magic* spell.

There are three ways to remove an active monkey from its victim, "killing" it with magical weapons is the most hazardous and *dispel magic* is the least. A successful bend bars/lift gates roll also breaks the monkey's grasp, but the monkey covers its victim's eyes again on the following round.

Monkey of Deafening: This monkey is carved with its hands covering its ears and operates similarly to the *monkey of blinding*. When the monkey lands on its target, it clasps its hands over the target's ears. The target must make a successful saving throw vs. spell at -2 or be permanently deafened until *dispel magic* or *cure deafness* is cast on the victim. Even if the saving throw is made, the victim cannot hear unless the monkey's hands are removed. While *mounted*, the monkey gives its victim a -2 penalty to attack, due to its weight and position. The *monkey of deafening* is removed by the same methods used on the *monkey of blinding*.

Monkey of Muting: This monkey is carved with its hands covering its mouth. When a command word is spoken, the monkey grows to the size of a capuchin monkey (about 2 feet high). Once a target has been indicated, the monkey *blinks* up to 30 feet away, reappearing with its tail wrapped about the target's neck, allowing the victim to breathe but stopping all vocalizations. The victim must make a saving throw vs. spell (with a -2 penalty) or become permanently mute. The *monkey of muting* may be removed in the same ways as the other monkeys, but it is light enough not to cause any attack penalties for its victim.



If the owner wishes, a second command word can be spoken, causing the monkey to use its tail in a strangling attack. This attack automatically hits and causes 1d6 points strangulation damage per round.

While attacking, the monkey may be removed in the same three ways as a *monkey of blindness*, but it is AC 0 during the attack because its skin is as hard as amber. If the monkey succeeds in killing its opponent, it immediately crumbles into dust, useless.

Cat of Felkovic

XP Value: 1,000

GP Value: 5,000

RAVENLOFT® Campaign Set

This delicate jade statuette stands barely 1-inch high. It is a small, domestic cat with a contented expression, sitting on a jade base. The statuette closely resembles a *figurine of wondrous power*, though it is not one of the forms normally listed for that item.

When someone tosses the figurine to the ground and utters a command word, the cat becomes a smilodon. (A smilodon is a sabre-tooth tiger—see Cat in the MONSTROUS MANUAL™ accessory.) The cat obeys whoever commands it.

The cat is harmless as long as it's fed. Like many predators, it needs food once a day. If it is

recalled before it has finished eating, the kill (or corpse) becomes part of the **figurine**, appearing in miniature beneath the cat's paw on the base. Later, the owner may notice that the carrion has vanished.

Each day the cat goes hungry, it becomes *animate* on its own, and hunts for food. It transforms itself at night, and attempts to do so when no one is watching. When it makes its first transformation under a new owner, it becomes only a house cat, satisfied by a bird or mouse. Each day that hunger triggers a subsequent transformation, it becomes a larger, more ferocious cat. It hunts and kills the easiest and most appropriate prey—which eventually may even be its owner.

When hunger has *animated* the cat, the owner cannot control it. In fact, it is completely immune to all spells and spell effects. Only magical weapons can harm it.

Cat Type	Hit Dice
House cat	1
Giant lynx	2+2
Cheetah, mountain lion, or leopard	3, 3+1, or 3+2
Jaguar	4+1
Lion or tiger	5+2 or 5+5
Spotted lion	6+2
Smilodon	7+2

Coral Dragon

XP Value: 1,500 **GP Value:**

DRAGON Magazine 196

This is a delicate, multicolor carving of an Oriental dragon, approximately 1 foot long. When its command word is spoken, the dragon animates and grows to about 3 feet long. Once animated, it remains so for four hours or until “killed,” a *dispel magic* spell is cast on it, or the command word is spoken again. The dragon may be used once each week for scouting, combat, or conversation.

These figurines are especially rare and usually quite old. They often accumulate much wisdom over the course of their long lives and can act as advisors to the people who activate them. Though specific knowledge is left to the Dungeon Master to decide, coral dragons often know about philosophy, religion, and history; the latter gives them a 25% chance to identify the general purpose and function of any magical item.

The *coral dragon* has 8 HD, AC 3, and Intelligence and Wisdom of 15. The dragon has MV 12

on the **ground**, 24 Fl and 36 Sw. Most have a neutral alignment, though some have tendencies toward law, chaos, **good**, or evil. A *coral dragon* may attack with two claws and one bite each **round**, with successful hits causing 1d10 damage per claw and 2d6 damage per bite.

A *coral dragon* follows the orders of the person who activated it, though those dragons with alignments opposed to that of the activator try to find loopholes in the orders. Once per activation, a coral dragon can cast *gust of wind*, *airy water*, and *create water*.

Dori's Obsidian Steed of Wondrous Power

XP Value: 100 **GP Value:** 500

1992 Fantasy Collector Card 31

Its creator is unknown, but this magical item was discovered in its animated form, by the barbarian Dori of **Watrand**. Unlike most *obsidian steeds of wondrous power*, this one retains a clear and beautiful shape in its dormant form. It is usable for a maximum of 48 hours per week and only responds to neutrally aligned characters. The steed acts as a heavy war horse with 50 hit points (renewed with every use), flies at MR 12 (D), can enter the Ethereal and Astral Planes (with rider and gear), and can talk (Int 10), which is how Dori learned its animation command word. If treated well, it will stay and defend a fallen master, though neither Dori nor the steed will look kindly on the thief who steals it.

Emerald Frog

XP Value: 700 **GP Value:** 3,500

DRAGON Magazine 196

This tiny carving, less than 1 inch long, animates into a frog of the same size when the command word is spoken. While **animated**, the frog maintains a mental link with the person who activated it; this allows the activator to see through the frog's eyes with 270° vision as long as the frog remains within 100 yards.

The frog has 1 hp and AC 0. Because of powerful enchantments, it is immune to all attacks by insects and arachnids, including their poisons, or those creatures with insect or arachnid components (such as driders and ettercaps, but not drow). It attacks insect and arachnid creatures of all kinds on **command**, attacking once each round with a THACO of 10, its tongue lashing out as far



as 5 feet. If the frog successfully hits, the victim shrinks drastically in size. The frog swallows its shrunken targets whole, killing them; this includes even giant insects and spiders. An individual with an Intelligence greater than 1 or having more than 6 HD gets a saving throw vs. death magic to break free from the frog's tongue before being captured, shrunk, and swallowed. The *emerald frog* has the usual vulnerabilities of these figurines.

Jade Snakes

XP Value	GP Value
Soothing: 900	4,500
Striking: 800	4,000

DRAGON Magazine 196

These two figurines are always found together, each of the pair twined about the other. One, the *snake of striking*, is carved from green jade, while the other, the *snake of soothing*, is carved from white jade. The figurines are 2 inches long and may be worn as a pendent suspended from a chain.

If both snakes are animated at the same time, the *snake of striking* immediately attacks the *snake of soothing* to destroy it. If either snake is destroyed, the other snake crumbles into jade dust, because neither snake can be sustained

without its opposite.

Snake of Striking: When its command word is spoken, this green snake uncoils from its mate, transforms into a 12-foot-long anaconda, and attacks the nearest creature. This transformation takes a full round, during which the item's possessor can hurl the snake at the desired target. If the activator of the snake misses with the throw, the snake attacks the nearest living target (use the grenade-like missile rules in the DMG, to resolve missed attacks). The snake has 50 hp, THACO 13, and AC 5. It bites for 1d4 points of damage or constricts for 2d6 points of damage, attacking as a 10-Hit-Die monster. The snake attacks until reduced to 0 hit points, *dispel magic* is cast on it, or the command word is spoken again; any of these occurrences causes the snake to revert to figurine form. The snake may be used once per day.

Snake of Soothing: When its command word is spoken, this white snake uncoils from its fellow snake, transforms into a 6-foot-long python, and coils around the nearest living creature. The transformation takes a full round, during which the snake's activator can place the snake on an individual. It never coils about a resistant target, instead reverting to figurine form, wasting that use.

Once the snake has wrapped itself around a target, it begins to vibrate. When the snake's tongue touches the subject's wounds, the wounds close and heal. The snake may perform one *cure serious wounds*, one *neutralize poison*, and one *cure disease* on its subject, casting any and all that a subject needs. Being "killed," having *dispel magic* cast upon it, or pronunciation of the command word causes the snake to revert to figurine form. The snake has 50 hp and AC 5, but will neither attack nor heal its own wounds. It may be used once per day.

Moonstone Rabbit

XP Value: 300	GP Value: 1,500
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DRAGON Magazine 196

When **commanded**, this 2-inch figurine grows to the size of a normal rabbit, with 1 HD and AC 8. Once **transformed**, the rabbit burrows into earth of any sort, as a *dig* spell cast by a 12th-level wizard. The rabbit burrows until commanded to stop or the spell duration runs out, then reverts to figurine form. If **commanded**, the rabbit can also dig through stone at the same rate. How-

ever, after three such uses against stone, the rabbit loses its magical abilities forever. The rabbit may be used once a day.

Onyx Panther

XP Value: 1,600 GP Value: 8,000

Menzoberranzan Campaign Set

Drizzt's most prized item (some say his best friend) is a figurine of wondrous power, an onyx panther with which the drow can call upon Guenhwyvar.

Guenhwyvar: AC 4; HD 6+6; hp 45; MV 15; AT 3; Dmg 1d4/1d4/1d12, plus rear claw rake for 2d4/2d4 if both paws score a hit; SA Move Silently and hide in shadows at 95%; SD Never surprised. The figurine can be used for 12 hours every other day.

Opal Cats

XP Value	GP Value
Kitten of Caterwauling: 300	1,500
Kitten-of-Contemplation: 300	1,500
Mother Cat: 400	2,000

DRAGON Magazine 196

There are three of these figurines, two kittens and a mother cat. They are normally found in a complete set of three.

Mother Cat: This inch-tall cat is made from a black opal. When commanded, the cat grows into a slightly shimmering black panther with the same statistics as a mountain lion (AC 6; MV 12; HD 3+1; hp 25; THACO 17; AT 3; Dmg 1d3/1d3/1d6; AL N; SA rear claws 1d4 each; SD surprised only on a 1; ML 10). It has the usual vulnerabilities of these figurines.

Kitten of Caterwauling: This half-inch-high kitten is carved from a fire opal. When commanded, the figurine transforms into a scruffy kitten with orange-yellow fur. The round after the kitten transforms, it begins a piercing wail. This cry creates a cone of sound 120 feet long and 30 feet wide at the base. All within the area of effect must make a successful saving throw vs. spell or take 2d6 points of damage, be stunned and unable to act for two rounds, and be deafened for four rounds. Those who make a successful saving throw are stunned for one round and deafened for two. This kitten has 1 HD and is AC 8. It may be used once per week and has the usual vulnerabilities of these figurines.

Kitten of Contemplation: This kitten, carved from a white opal, also stands but half an inch high. When the command word is spoken, the figurine becomes a fluffy white kitten, apparently only a few weeks old. The kitten immediately sits on the lap of its activator and begins purring. Due to the soothing and hypnotic nature of the kitten's purr, a Spellcaster in contact with the kitten needs only half the normal time to memorize spells.

The kitten may be used only by the individual who commanded its transformation. The kitten's purr also permanently breaks the effects of a confusion spell. This figurine may be used once per day and stays in animated form for up to eight hours before automatically reverting to a statuette. It has 1 HD and is AC 8, and has the usual vulnerabilities of these figurines.

Silver Carp

XP Value: 400 GP Value: 2,000

DRAGON Magazine 196

When its command word is spoken, this 4-inch carp animates and grows to a length of 2 feet. The animated carp has beautiful, scintillating scales of many colors. If placed in water, the carp purifies up to 100 gallons. If held in the air, the carp produces a stream of fresh water from its mouth, pouring one gallon per round. If a second command word is spoken, the carp writhes, whether held, on the ground, or in the water. Unless the carp is in total darkness when this occurs, light then reflects brilliantly from its scales. Any sighted creature within 10 feet of the carp must make a saving throw vs. spell or be blinded for 2d4 rounds (a successful saving throw indicates that the individual turned away or was not looking). While animated, the carp has 1 HD and AC 5, and has the usual vulnerabilities of these figurines. The carp may be used for up to one hour once per day.

Tourmaline Turtle

XP Value	GP Value
Normal: 1,100	5,500
Special: 1,600	8,000

DRAGON Magazine 196

This elegant stone carving, approximately 6 inches long, looks much like a normal sea turtle but has a concave, bowl-like back. When the turtle is placed in water and the command word is spoken, it transforms into a giant, animated tur-



tle nearly 20 feet long. It follows the commands of the being who activated it and remains animated for up to 12 hours. It can carry as many as eight human-sized creatures through water at MV 36 (or MV 3 on land). Though *dispel magic* causes the turtle to stop moving, only repetition of the command word or reduction of the turtle to 0 hit points causes it to revert to statuette form. The turtle has AC 0, 60 hp, and a THACO of 13; it can bite once per round for 4d12 points of damage (damaging even creatures that can be struck only by magical weapons of +1 or +2 enchantment), acting at the command of its user. The *tourmaline turtle* can be used once per week.

Some 10% of these turtles are enchanted with another ability. With the pronunciation of a second command word, a *tourmaline turtle* can submerge to any depth. Its passenger compartment is enchanted with an *airy water* effect.

of Wondrous Power

XP Value	GP Value
Ebony Fly: 400	4,000
Golden-Lions: 500	5,000
Ivory-Goats(Terror): 800	8,000
Ivory Goats (Travail): 1,600	16,000
Ivory-Goats(Traveling): 400	4,000
Marble-Elephant(African): 1,100	11,000
Marble Elephant (Asiatic): 1,000	10,000
Marble-Elephant(Mammoth): 1,300	13,000
Marble-Elephant(Mastodon): 1,200	12,000
Obsidian-Steed: 600	6,000
Onyx-Dog: 200	2,000
Serpentine Owl: 400	4,000

DUNGEONMASTER Guide, 1st Edition

There are several kinds of *figurines of wondrous power*. Each appears to be a tiny statuette of an animal an inch or so high. When the figurine is thrown down and a command word spoken, it becomes a living animal of normal size (except where noted below). The animal obeys and serves its owner.

If a *figurine of wondrous power* is broken or destroyed in its statuette form, it is forever ruined, all magic is lost—it has no power. If slain in animal form, the *figurine* simply reverts to a statuette and can be used again at a later time.

When a figurine is first found, roll percentile dice and consult the table below to determine the type of animal the figurine becomes:

Roll	Figurine Type
01-15	Ebony fly
16-30	Golden lions (pair)
31-40	Ivory goats (trio)
41-55	Marble elephant
56-65	Obsidian steed
66-85	Onyx dog
86-00	Serpentine owl

Ebony Fly: At a word, this small, carved fly comes to life and grows to the size of a pony. The *ebony fly* is Armor Class 4, has 4+4 Hit Dice, and Maneuverability Class C. It flies at a movement rate of 48 without a rider, 36 carrying up to 210 pounds of weight, and 24 carrying from 211 to 350 pounds weight. It can be used up to three times a week, for 12 hours a day. When 12 hours have passed or when the command word is spoken, the *ebony fly* again becomes a tiny statuette.

Golden Lions: These come in pairs. They become normal adult male lions (Armor Class 5/6, 5+2 Hit Dice, and normal attack modes). If slain in combat, the lions cannot be brought back from statuette form for one full week; otherwise, they can be used once every day. They enlarge or revert to statuettes upon speaking the command word.

Ivory Goat: These always come in threes. Each goat of this trio looks slightly different from the others, and each has a different function:

The Goat of Traveling: This statuette provides a speedy and enduring mount of Armor Class 6, with 24 hit points and two attacks (horns) for 1d8 each (consider as a 4-Hit Die monster). Its movement rate is 48, bearing 280 pounds or less. Its movement is reduced by one for every additional 14 pounds of weight carried. The goat can travel a maximum of one day each week—continuously or in any combination of periods totaling 24 hours. At this point, or when the command word is uttered, it returns to its small form for not less than one day before it can again be used. After three uses, the goat loses its magical abilities forever.

The Goat of Travail: When commanded, this statuette becomes an enormous creature, larger than a bull, with sharp hooves (2d4+2/2d4+2), a vicious bite (2d4), and a pair of wicked horns of exceptional size (2d6/2d6). If it is charging to attack, it may only use its horns, but +6 damage is added to each hit on that round (2d6+6 hit points damage per horn). It is Armor Class 0, has 96 hit points, and attacks as a 16-Hit Die monster. It can be called to life just once a month up to 12 hours at a time. Its movement rate is 24. After three uses, the goat loses its magical abilities forever.

The Goat of Terror: When called upon with the proper command word, this statuette becomes like a destrier, movement rate 36, Armor Class 2, 48 hit points, and no attacks. However, its rider can employ the goat's horns as weapons (one horn as a spear +3, the other as a sword +6). When ridden against an opponent, the *goat of terror* radiates terror in a 30-foot radius, and any opponent in this radius must roll a successful saving throw vs. spell or lose 50% of strength and suffer at least a -3 penalty to attack rolls, all due to weakness caused by terror. When all opponents are slain, or upon the proper command, the goat returns to its statuette form. It can be used once every two weeks. After three uses, the goat loses its magical abilities forever.

Marble Elephant: This is the largest of the figurines, the statuette is about the size of a human hand. Upon utterance of the command word, a *marble elephant* grows to the size and specifications of a true elephant. The animal created from the statuette is fully obedient to the figurine's owner, serving as a beast of burden, mount, or combatant. The type of *marble elephant* obtained is determined by rolling percentile dice and consulting the table below:

Roll	Elephant Type
01-90	African
46-90	Asiatic
91-00	Mammoth
96-00	Mastodon

Details for each type of creature can be found in the MONSTROUS MANUAL accessory. The statuette can be used a maximum of 24 hours at a time, four times per month.

Obsidian Steed: An *obsidian steed* appears to be a small, nearly shapeless lump of black stone. Only careful inspection reveals that it vaguely resembles some form of quadruped, and of course, if *detect magic* is used, the figurine radiates magic. Upon speaking the command word, the near formless piece of obsidian becomes a fantastic mount. Treat it as a heavy war horse with the following additional powers: *fly* (at normal movement speed), *go ethereal*, *go astral*. It allows itself to be ridden, but if the rider is of good alignment, it is 10% likely per use to carry its "master" to the floor of the first layer of the Gray Waste and then return to its statuette form. The statuette can be used for a 24-hour period, once per week. Note that when the *obsidian steed* becomes astral or ethereal, its rider and gear follow suit. Thus, travel to other planes can be accomplished by means of this item.

Onyx Dog: When commanded, this statuette changes into a creature with the same properties as a war dog, except that it is endowed with Intelligence of 8-10, can communicate in Common, and has exceptional olfactory and visual abilities. The olfactory power enables the *onyx dog* to scent the trail of a known creature 100% of the time if the trail is one hour old or less, -10% per hour after that. The dog is subject to being thrown off by false trails, breaks, water, and masking or blocking substances or scents. The visual power enables the *onyx dog* to use *infravision* (90-foot

range), spotting hidden (such as in shadows) things 80% of the time, normally invisible things 65% of the time, and noting astral, ethereal, and out-of-phase things 50% of the time. For details, see **Dog, War** in the MONSTROUS MANUAL accessory. An *onyx dog* can be used for up to six continuous hours, once per week. It obeys only its owner.

Serpentine Owl: A *serpentine owl* becomes a normal-sized homed owl (AC 7; MV 24; 2d2 hit points; 1d2/1d2 points of damage when attacking) if its possessor commands, or it can become a giant owl if the owner requires it. The maximum duration of the transformation is eight hours in either case. (However, after three transformations into giant owl form, the statuette loses all of its magical properties.) The normal size, magical statuette moves with 95% silence, has *infravision* to 90 feet, can see in normal, above-ground darkness as if it were full light, and twice as well as a human. Its hearing is so keen it can detect a mouse moving up to 60 feet away. Anyone or anything trying to move silently has its chances reduced 50% against the *serpentine owl* in smaller form. Furthermore, the owl communicates with its owner by telepathy, informing him or her of all it sees and hears within the limitations of its intelligence. If commanded to giant-size, a *serpentine owl* is in all respects the same as a giant owl. For information see **Owl, Giant**, in the MONSTROUS MANUAL accessory. As with most *otherfigurines of wondrous power*, this one readily obeys all commands of its owner.

Finger

These are uncoupled digits from a once-living hand. Often the flesh and muscle are **mummified**, but occasionally, the skin and flesh decompose, leaving only the bone and ligaments behind.

of Commanding

XP Value: 3,000 **GP Value:** 15,000

Forbidden Lore

This item looks like a simple finger bone with jeweled knuckles, though it radiates an aura of summoning. When the proper command word is spoken, it enables the holder to raise and command up to 6 Hit Dice of zombies or skeletons. The bodies must be normal corpses. This item does not usurp control over existing zombies or skeletons. The effect lasts for one hour. It can only be used once a day.

In Ravenloft: Using this magical item is call for a Ravenloft powers check.

of the Master Thief

XP Value	GP Value
Finger: 4,000	20,000
Thumb: 8,000	40,000

Wonders of LANKHMAR

This magical item is actually a combination of five single pieces. Each piece is a single digit from one hand of a formerly great thief. His life remains in cloaked mystery, but some believe that he once tried to overthrow the thieves' guild of a major city and claim it as his own. A great battle ensued, and during this battle, he lost the fingers of his left hand. The people who believe this also think that he had gained much of his thieving ability through some arcane magic now lost, and that magic still is imbedded in the fingers themselves. Thus, this magic aids a thief in thieving abilities. The abilities rise in accordance with the number of digits possessed by a thief.

Each of the fingers grants a thief a +2% (cumulative) on all thieving abilities whenever attempted. The thumb, however, has a different effect that increases a thief's effective ability by two levels. This includes all attributes associated with the level, attack ratings, and all thieving abilities.

The fingers do not function if held in a magical containment device, such as a *bag of holding*. Magical containment prevents the digits from affecting the possessor.

It is also said that if one should lose his or her own fingers, these fingers can be grafted onto the stumps, but that cannot be substantiated, since no one has been foolhardy enough to try. If a character should try this, the side effect is that *the fingers of the master thief* attempt to possess the owner, who must make a saving throw vs. death magic at a -1 penalty per finger grafted. If the saving throw fails, the fingers transpose the character's essence for that of the master thief (currently in an unknown outer plane) and he again lives. This possession attempt can only be made once per owner.



Fingernail of Rending

XP Value: 1,000

GP Value: 8,000

Van Richten's Guide to the Lich

These are prosthetic, 3-inch long fingernails found in sets of five or ten. The nails are concealed within $\frac{1}{2}$ inch tubes into which the tips of the fingers are placed, whereupon they bind themselves to the wearer forever—the wearer's fingers may be cut off to remove them, but the nails cannot otherwise be obtained. For a lich, this is not of great consequence or pain. For a living person, however, a horror check is required—failure results in unconsciousness for 1d20 minutes, in addition to the effects described in the rules book of the RAVENLOFT boxed set. Also, the pain is extreme, requiring the wearer to roll his or her Constitution score or less, or permanently lose point of that attribute. (A *restoration* spell returns the affected character's Constitution score to normal.) The pain only lasts for a few minutes, but bonding is instantaneous—regardless of the outcome of the horror and pain checks, the nails replace the person's natural fingernails.

The nails afford the wearer an additional 1d6 points of damage in barehanded melee attacks. In addition, when the nails strike armor, they have a

chance to rend it, reducing the Armor Class benefit of that piece of armor by 1. Magical armor is entitled to a saving throw vs. lightning to avoid the effects.

After the nails are worn for a few days, the wearer's hands, if they are not so already, become shriveled and grotesque, appearing dead. Even the application of but one nail invokes this effect.

There is no method, short of employing a *wish* spell, to remove the nails once they are applied. If a *wish* is used to remove the nails, the wearer's hands remain shriveled unless a *restoration* spell is cast upon them. This restores the hands to their proper appearance. The ends of the nails are made of metal, but they are as sensitive as the fingers to which they are attached. Liches and other undead are immune to the pain of bonding and have no sensation from the nails.

Fire

Magical fire is altered in some way, but always retains fire's basic form and energy.

Cold Fire

XP Value: 500

GP Value: 2,500

The Complete Wizard's Handbook

This type of fire looks like a normal fire, but it generates no heat. *Coldfire* is useful in a torch in cramped quarters, and as a safe light source for homes, since there is no danger of an accidental fire.

Dark Fire

XP Value: 500

GP Value: 2,500

The Complete Wizard's Handbook

The antithesis of *coldfire*, *darkfire* generates heat like a normal fire, but it produces no light. With flames as black as shadows, *dark fire* is useful in making campfires for soldiers and other travelers who do not wish their presence to be revealed by bright flames.

Fire Gyregam

XP Value: 900

GP Value: 9,500

The Magister

The origin of these magical devices is now forgotten, but they were as plentiful in the past as they are rare today. *Gyregams* are fist-sized spheres of a silvery, mirror-finished, nonferrous metal that does not corrode and is unmarked by physical blows.

When a command word is spoken, the *gyregam* begins to spin, and hangs in midair wherever it is released. Within one round, it is glowing, becomes a blinding white, spinning faster than the eye can follow. It can then be activated on the spot by speaking a second command word, or it can be tossed at a target. The person speaking the first command word (who must also speak the second) tosses the *gyregam* by simultaneously speaking the second word and pointing at any visible target within 140 feet. The *gyregam*, untouched by its commander, *teleports* instantly to the location desired. In the instant following its arrival, it discharges a 6d6 *lightning bolt* (as the wizard spell) at the nearest concentration of metal. It remains in place, spinning and casting one bolt per round, until it is destroyed or six bolts have been fired (whereupon it sinks to the ground—an ashy, worthless shell). If it is activated on the spot and not directed at a target, the first bolt is discharged immediately after the utterance of the second command word.

While spinning, a *gyregam* is AC 5, and drains all magical weapons that strike it, save for artifacts and relics. These are not drained; their contact causes the *gyregam* to explode instantly, doing 3d12 blast damage to all within 10 feet, 3d8 damage to all 11 to 20 feet distant, 2d10 damage to all creatures 21 to 30 feet distant, 1d12 damage to all within 31 to 40 feet and 1d4 damage to all within 41 to 50 feet. It is said that the artificer Leifand has recently devised a similar weapon, *Leifand's girandole*.

Fishing Lure

XP Value: 160

GP Value: 800

Port of RAVEN'S BLUFF

These small, silver, gem-studded minnow replicas are magically enchanted to attract fish. For characters with the fishing proficiency, they give a bonus of +4 to proficiency checks; otherwise, the lures, in effect, grant the basic proficiency. They are reusable.

Fishing Pole

Fishing poles are 10-foot wooden poles. When a pole is held and a command word is spoken, a string appears, complete with a bare fishhook, fastened to one end of the pole. When a second command word is spoken, the fishhook silently flies through the air and the line magically lengthens. The hook continues toward its target

to a maximum range of 360 feet, and the hook flies at 120 feet per round. If the hook finds its goal, it tugs sharply on the line (easily noticed by the user); if the goal is not found, it returns within one turn. A third command word causes the line to shorten, either by breaking or pulling something along with it, caught on the hook. The hook normally does not damage the creature or item retrieved, as it magically sticks to it. If desired, the user may proceed toward a stuck hook—the line automatically shortens as the distance does.

If a magical hook is ever lost, it can be replaced only by a *wish* or recreated by a wizard of the 26th level, who must also have experience with making such items. The magical line cannot be broken by force or normal weapons but can easily be cut by any magical edged weapon (no die roll needed). The line is not shortened by this kind of damage and still appears on command; however, the hook is needed to extend the line's length.

Fishing poles are immune to all attacks except flame attacks, dragons' breath, or magical fire, and are immediately destroyed when touched by them.

of Angling

XP Value: 400

GP Value: 2,000

The Book of Marvelous Magic

This pole may be used to catch fish of nearly any size. It functions only when cast into salt or fresh water and only if the intended victim is within one mile. The user must name a type of aquatic creature before casting the hook. The hook can capture any normal fish or water animal, and most fantastic aquatic creatures of 11 Hit Dice or less—including giant crabs, sea dragons, nixies, and so forth. The pole cannot affect undead, and any victim of 3 or more Hit Dice may make a saving throw vs. spell to avoid the hook. Any victim of normal intelligence or better gains a +2 bonus to the saving throw. The hook comes loose upon contact with air. The *angling pole* may be used up to three times per day, regardless of success.

of Exaggeration

XP Value: 1,500

GP Value: 6,000

The Book of Marvelous Magic

This pole appears to be and functions as either a *pole of angling* or a *pole of monster fishing*. However, when hooked, the victim is magically enlarged

to double normal size. (Simply double the Hit Dice, hit points, damage per attack, movement rate, etc.) The creature is angry about being hooked (-4 to reaction rolls), and remains enlarged for one turn after the hook is released or until a *dispel magic* spell is applied (treat as 30th-level magic).

of Levitation

XP Value: 2,000 **GP Value:** 15,000

The Book of Marvelous Magic

Unlike other poles, this one's hook cannot be sent to any range. Instead, it is attached to some secure part of the user (any part will do—boot, belt, pack). When commanded, the pole lifts the user upward with an effect identical to the *levitate* spell. The pole cannot cause horizontal movement. *Levitation* continues for up to one hour; the user may rise to any height at the rate of 20 feet per round and descend at the same rate, simply by concentration. The user cannot be suddenly dropped unless *dispel magic* is successfully cast at the pole (treat as 30th level). The pole of *levitation* functions up to three times a day for up to one hour per use.

of Monster Fishing

XP Value: 1,500 **GP Value:** 6,000

The Book of Marvelous Magic

This pole's hook may be commanded to search for one creature in the direction cast. The hook can find most creatures of 7 HD or less but cannot find lesser aquatic creatures nor undead. If the monster type is within range and hooked, the tugging signal is given normally; however, when the user tries to shorten the line, the results are determined by the creature's Hit Dice. If the user has more levels (or Hit Dice) than the victim, the monster is pulled in at its normal movement rate. If the numbers are equal, nothing happens—the line cannot be shortened. If the victim is of a higher level (or has more Hit Dice) than the user, the line breaks immediately, returning without the hook. The hook releases its victim when it comes within 30 feet of the user. The *pole of monster fishing* can be used once per turn.

of Rescue

XP Value: 1,000 **GP Value:** 5,000

The Book of Marvelous Magic

This pole is used to pull some other creature upward toward the user. The hook is sent down to a maximum of 120 feet. Any creature to be hooked

and raised may speak a command word that causes the hook to attach itself. The user may also command the hook to attach, but unwilling or surprised creatures cannot be hooked. When the user commands the line to shorten, a total weight of 500 pounds or less can be raised. The hook releases when ordered by either the recipient or the user and requires no special command word, but no other creature can cause the hook to come loose. *The pole of rescue* can be used once per turn.

of Treasure Fishing

XP Value: 6,000 **GP Value:** 20,000

The Book of Marvelous Magic

This pole's hook may be commanded to search for treasure in the direction cast. It cannot pass through a solid barrier, such as a door. If the hook cannot find treasure, it returns to the user in one turn. If it does reach its goal, it sticks to one piece of the least valuable treasure (usually a coin), and signals with the familiar tug. If a monster guards the treasure, the monster may notice the theft. The chance is 5 in 6 for an awake, watchful monster; 3 in 6 for an awake but unsuspecting creature; and 1 in 6 for a sleeping monster, including dragons. If the monster grabs the line or the treasure, the monster also becomes hooked; the resulting tug-of-war is handled as described under *pole of monster fishing*. The *pole of treasure fishing* can be used once per hour (six turns) at most.

Flagon

Flagons are large containers used for storing and serving wine and other beverages. They are usually made from pottery or metal. Every flagon has a handle and a spout; they often have covers as well. Expensive and enchanted flagons have richly sculpted handles and covers.

of Dragons

XP Value: 6,000 **GP Value:** 40,000

The Magister

This large, silver vessel never tarnishes, and bears no device (scratches and painted or chalked marks fade and disappear in 2d4 turns). A stoppered flagon is always heavy, and if shaken, a liquid sloshing noise is heard from within. When it is opened, a single dragon breath weapon attack is expelled from its neck—*acid stream*, *bolt of electricity*, *cone of gas* or *vapor*, *cone of fire* or *cold*. The attacks are random and not at the choice of the flagon owner.

- Roll Dragon Breath Effect
- 1 Black dragon acid: does 36 points of damage.
 - 2 Blue dragon bolt: causes 48 points of damage.
 - 3 Brass dragon *sleep or fear* gas
 - 4 Bronze dragon *repulsion* gas.
 - 5 Copper dragon *slow* gas.
 - 6 Green dragon chlorine gas: 48 points of damage.
 - 7 Red dragon *cone of fire*: 56 points of damage.
 - 8 Silver dragon paralyzing gas
 - 9 White dragon *cone of cold*: 36 points of damage.
 - 10 Gold dragon fire: 64 points of damage.

These attacks have the range of the breath weapons they duplicate. Once a *flagon of dragons* has been unstopped, an attack is launched immediately, regardless of the flagon bearer's wishes, and after the attack has occurred, directed outward from the flagon's throat whether targets are present or not, nothing more occurs until the flagon is stoppered and unstopped again. Stoppering and unstopping each take one round.

The flagon appears to be empty; nothing amiss occurs if weapons or objects are poked into it. It can even carry liquids without harm; but if it is stoppered, the liquid vanishes and a breath weapon attack emerges when the flagon is next opened.

of Dimunition

XP Value: 500 GP Value: 2,500

Dungeonland

The flagon bears strange runes. *Read magic* reveals the phrase "Drink Me." Anyone who sips from the flagon shrinks to 1/10 normal size, permanently, until a piece of the *salver of growth* is eaten or *dispel magic* is cast.

Zagy's Flowing

XP Value: 750 GP Value: 3,500

Unearthed Arcana

This magical drinking vessel appears to be nothing more than a rather well-made figure, usually of nickel-silver, with a fair amount of engraving and bas-relief sculptures depicting grapes, vines, wine cellars, and drinking scenes. Somewhere on the vessel is a line of magical



writing—the words of a toast. The first individual to pick up the flagon is able to read what is written, but no other can do so, normally or magically, until they become the owner of the vessel. The toast phrase is read to activate the **flagon**—and each time it is **activated**, the phrase changes. Recitation of the magical toasting words causes the flagon to fill with good-tasting, but rather weak, wine. Each time the flagon is drained after that, it refills itself with a better tasting liquid. The weak wine initially therein is of about 7% alcohol content. The next is about 10% alcohol, the third draft of wine is 13%, the fourth is port and about 20%, the fifth is a near-liquor of some 40% alcoholic content, and the sixth and last draft is a brandy of nearly 80% alcohol.

The typical flagon contains about one pint of liquid (16 ounces). It is 90% unlikely that any creature partaking of the **first** draft notices the increase in alcohol of the **second, third**, and so on. Thus, unsuspecting drinkers are quickly and easily made intoxicated and possibly brought to a stupor by the contents of the flagon. The container is usable a maximum of three times per day.

Flail Weapons

Flails are agricultural tools used to thresh grain. A flail (generally) has a long, wooden handle with a free-swinging bar attached to one end. Since the earliest days of war, farmers recruited to fight in battle have used this item as a weapon, and armorers have designed variations intended solely for fighting. Most magical flails are weapons, but some aid agricultural endeavors. Roll on the table below for flail variations.

Roll	Item
01-04	Alhulak
05-08	Bolas
09-12	Cahulak
13-16	Chain
17-20	Chain Flail
21-24	Chatkcha
25-28	Crusher
29-32	Flail
33-36	Flindbar
37-40	Footman's Flail
41-44	Grain Flail
45-48	Horseman's Flail
49-52	Jung Meh
53-56	Kau-Sn-Ke
57-60	Kawanaga
61-64	Kusari-Gama
65-68	Kyoketsu-Shogi
69-72	Manriki-Gusari
73-76	Manriki-Gusari w/ Hook
77-80	Morning Star
81-84	Nunchaku
85-88	Soris
89-92	Three-Piece Rod
93-96	Three-Section staff
97-00	Tonkk

Bael's Morning Star

XP Value: 2,500 GP Value: 20,000

Monster Manual II

This horrid weapon is a *morning star* +2 with a long bronze handle that telescopes magically from 4 to 8 feet in length as **Bael** desires. Twice per day, he can automatically strike any opponent, regardless of their location.

Bargrivyek's

XP Value: 1,800 GP Value: 16,000

Monster Mythology

The **avatar's flail** +3 will stun any opponent struck for 1d6 rounds unless a successful saving throw vs. spell is made.

Battle Star

XP Value: 3,500 GP Value: 35,000

Lost Ships

This mighty, magical dwarven version of the morning star is highly **prized**, especially by **giff** and certain barbarian **spacefaring** tribes. Dwarves do not willingly part with **them**—it is death to own one if you meet most spacefaring dwarves. The *battle star* of the dwarves is a +4 weapon (1d6+5 Dmg to L-sized creatures). It can be wielded by S-sized creatures without penalty, and is no heavier than a nonmagical morning star.

When it hits, the *battle star* flashes with “**starfire**.” This bright radiance blurs the vision of any not expecting it, causing them to attack at -1 penalty during the following round. The radiance also causes all magical or enchanted items within a **10-foot-radius** to glow momentarily, in sympathy. A *battle star* can be thrown for normal damage, but does not return to the thrower. It causes double damage against golems, other magically animated (not summoned or controlled) creatures, guardians, and giants. The touch of a *battle star* causes all magical glyphs, symbols, wards, and runes to glow briefly (without discharging them), thus revealing magical traps. The touch of a *battle star* also destroys magical *holds* and *locks* on both creatures and objects. The bearer cannot be **held**, and receives a +4 bonus on all saving throws against charm spells and other forms of magical control.

of the Desert Kings

XP Value: 4,000 GP Value: 20,000

DUNGEON Magazine 40

This potent magical weapon, the creation of a southern wizard in ancient times, is a foot-long rod of gold wrapped with inlaid bands of lapis lazuli, ending in three loosely swinging, 6-inch bars of ivory tipped with turquoise. It appears to be a nonmagical artifact of superb craftsmanship and great value but radiates a faint *dweomer* of magic if detection spells are cast on it.

Originally a pharaoh's symbol of **rulership**, a wizard later enchanted it to bolster a young,

unproven pharaoh's leadership when his kingdom teetered on the brink of collapse. The resourceful wizard gave the item powers that could be activated only by an individual wearing the *circlet of the adder*. The young ruler used the items to rally his subjects to a frenzy of devotion, and his power grew extraordinarily.

The flail and circlet were passed from pharaoh to pharaoh through the ages until **Khamsa**, the warlike leader of the neighboring kingdom of Raurin, slew the current pharaoh in battle and claimed the artifacts for his own. As he lay dying, the conquered pharaoh, a priest of considerable power, cast a *bane* spell on the circlet so that anyone using it to activate the flail's powers would suffer a troubled fate.

As a fulfillment of the curse, Khamsa was seized with delusional insanity (*DMG*, 1st Edition) that intensified each time the item was used. Eventually convinced he was a deity, Khamsa challenged the gods and was *turned to stone* by their vengeance. The circlet was frozen in place on **Khamsa's** brow, and the flail was eventually borne away from the haunted halls of the south, forgotten except in scribbled legends in aged tomes.

The flail passed through the lives of a succession of owners over the centuries, and misfortune

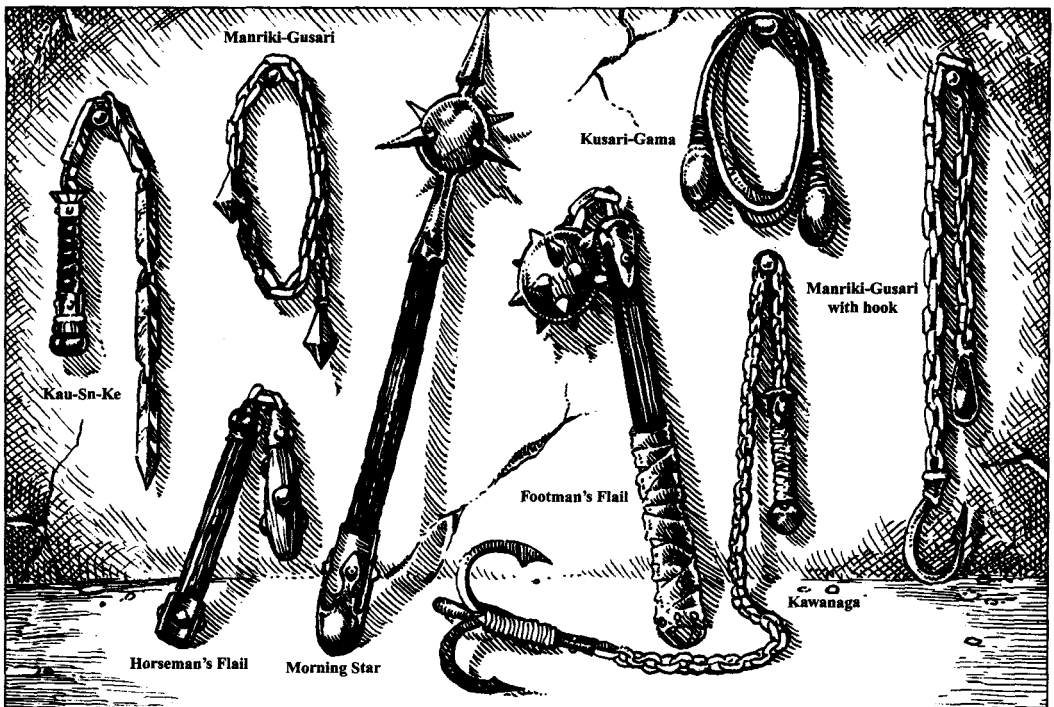
universally befell those unfortunate enough to come in contact with it. This may be mere coincidence, for the flail itself is not actually cursed and in fact can be used as **aflail** +2. However, the flail's owner is sometimes faced with a strange desire to find the object that belongs with **the flail of the desert kings**; few owners of the weapon ever learned precisely what they were looking for, and this mysterious quest proved agonizing.

When wielded by an individual wearing the *circlet of the adder* (see **Circlet**), the flail is similar to a *rod of lordly might*. Usable by a fighter or priest, it grants the wielder the following powers:

Stormvoice: This southern, magical spell enables the caster to speak with the voice of a storm, which causes the speaker to be heard at 10 times the normal distance. All creatures within 20 feet of the caster must roll saving throws vs. spell or be knocked to their feet and deafened for 1d4 rounds. This expends one charge.

Drain: This ability takes an additional 2d4 hp from opponents struck by the flail and bestows them on the wielder (up to the wielder's maximum). It uses one charge.

Worship: This southern magical spell raises the effective Charisma of the flail's wielder to 22. Creatures of 3 HD (or levels) or less and in clear



view of the caster, automatically fall to their knees and praise the wielder. Creatures of 4–6 HD (or levels) are entitled to a saving throw, and those above 6 HD are unaffected. Unwilling victims must roll a reaction check (with a +8 penalty) when the spell is finished. This ability uses two charges.

Unlike a *rod of lordly might*, the flail does not have mundane powers. It can be **recharged**, but only by a wizard proficient in southern magic, someone virtually impossible to find outside of the Raurin desert region. The flail can have as many as 30 charges.

Dragonflail

XP Value: 1,200

GP Value: 7,200

Dragon Keep

Like the *dragonlances* after which they are modeled, *dragonflails* were created near the end of the early Dragon Wars to be used against evil dragons. Only a few are thought to exist.

A *dragonflail* has a 2-foot-diameter sphere attached to a chain 8 feet long. The sphere is studded with fine, razor-sharp barbs. A *dragonflail* is made of the same silvery metal as a *dragonlance* and gives off a strong, silver light. It inflicts 2d4 points of damage against all opponents other than dragons. Against dragons, it inflicts damage

equal to half the sum of the hit points of the wielder plus those of his or her mount, rounded up. The *dragonflail* gains a +1 bonus to attack rolls against dragons.

Fleeting

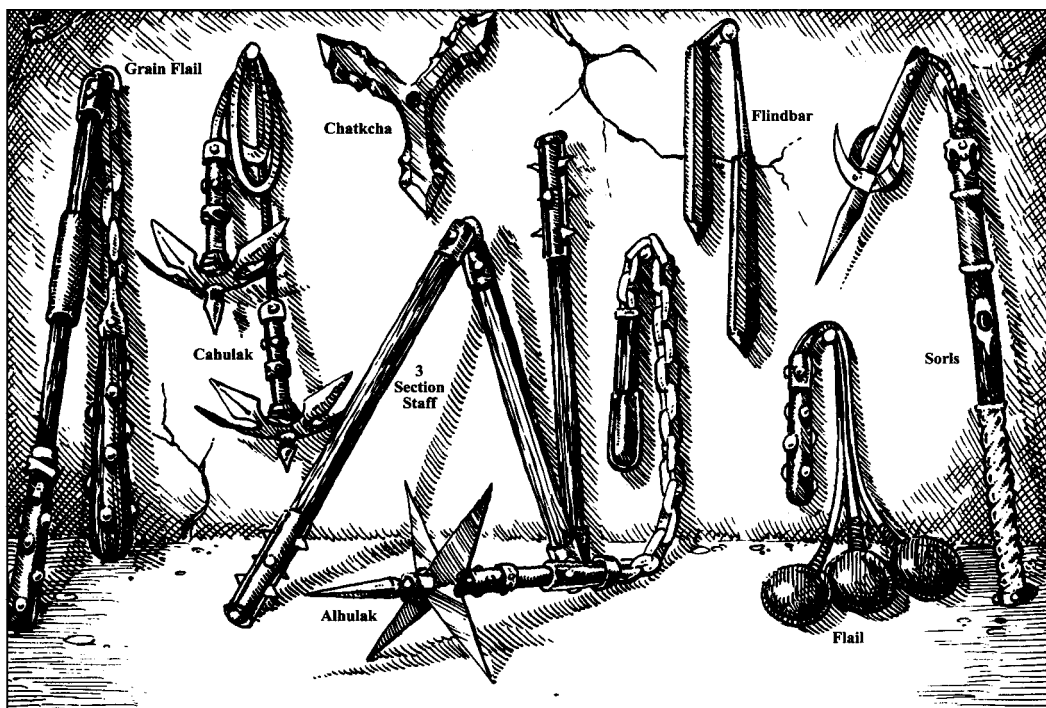
XP Value: 500

GP Value: 4,000

DRAGON Magazine 188

This *flail* +4 bears a special, limited-use enchantment. In any round in which a successful attack roll is made with it, the flail strikes before all other weapons and does its full possible damage. The first time it strikes, four rolling peals of an unseen bell are heard; the second time it hits, three peals are audible; the third time the flail strikes, two peals are heard; and the fourth time it strikes, a bell tolls once. After that, the weapon exhibits no magical properties until it is wielded by a new being, whereupon the cycle of four magically assisted strikes occurs again. No being (even if regaining a **particular** *fleeting flail* many years after first wielding it) can ever gain a second four-strike cycle.

A wielder who loses possession of the flail before exhausting its magic, but later regains use of the same weapon, picks up at the point reached earlier in the flail's descending cycle of magic.



Morning Star of Detection

XP Value: 2,000 GP Value:

1991 Collector Card 287

This +3 magical weapon has an Intelligence of 14. It has the ability to speak both Common and Dwarf. Its two primary abilities allow it to *detect precious metals* in a 20-foot radius, determining the types and amounts found, and also to *detect magic* in a 10-foot radius. This morning star has an ego of 7 and an alignment of lawful neutral.

Multiple Rod of Dancing

XP Value: 4,500 GP Value: 25,000

DRAGON Magazine 126

Upon first glance, the rod appears to be a normal three-piece rod. However, it is +1 on both damage and attack rolls. The *rod* may also be used as a *dancing* weapon, but it always functions in this capacity as if it were owned by an 8th-level monk who specializes in martial-arts weapons. Upon the utterance of the appropriate command words, the chain links of the *rod* may, at the will of the owner, become any of the following things: *three dancingjo sticks*, a *dancingjo stick* and *nunchaku*, or one or two *jo sticks* and a *dancing nunchaku*. Other weapons may be wielded by the user of *dancing* weapons. As before, the *dancing* weapons fight for five rounds at a time (or until recalled by the owner) as if wielded by an 8th-level monk. When the command word is spoken, the weapons are fully responsive to the will of the owner. When the *rod dances* in several pieces, it can engage up to three opponents at a time; the pieces may also concentrate on just one or two foes. When the command word of recall is spoken or when the time limit for *dancing* is used up, the detached pieces reunite and fly back to the owner's grasp. All detached *dancing* pieces are +1 weapons.

Osiris's Royal

XP Value: 3,100 GP Value: 29,500

Legends & Lore

Osiris's avatar wields his *royal flail* in combat. *This flail* +3 has the same powers as a *mace of disruption*.

Pharaoh's

XP Value: 4,500 GP Value: 22,500

Kingdom of Nithia

Throughout the ages, the Pharaohs of Nithia have passed down a crook (See **Pharaoh's Crook**) and

flail from ruler to ruler. Every pharaoh's tomb depicts an image of the pharaoh holding the crook and flail across his or her chest in the symbolic form so well known by the populace. These artifacts contain immense power.

Pharaoh's flail appears to be a small nonfunctional weapon of a decorative nature. In fact, this ancient artifact conveys all the skills of a fighter for one sleep upon the pharaoh (the pharaoh is generally either a priest or wizard). The fighting ability gained is at the same level as the pharaoh's current level. The flail also bestows upon the wielder an Armor Class of 0 or a +5 AC bonus (whichever is greater). The first successful attack on the flail's wielder causes *all* applicable damage to be reflected upon the attacker. Further attacks are resolved normally. Finally, the flail transforms into a *mace/axe* +5 upon command, causing a base of 1d10 damage.

Flask

Flasks are metal, ceramic, or glass bottles with small, narrow necks and flat bases. Most flasks have caps, and many are contoured so they can be easily carried on the hip; such flasks usually hold beverages. Others are designed for alchemical use. Nevertheless, most enchanted flasks contain things not usually found in bottles or jars—anything from a terrible curse to an enraged extraplanar being that attacks when a character unstops a magical flask. (For more details and magical options, see **Beaker** and **Bottle**.)

Copper

XP Value: 100 GP Value: 1,000

Black Courser

This copper flask provides up to 10 gallons of water per day. The water is green and foul-smelling but otherwise untainted.

of Curses

XP Value: — GP Value: 1,000

DUNGEON MASTER Guide, 1st Edition

This item looks like any ordinary beaker, bottle, container, decanter, flask, or jug. It has magical properties, but detection cannot reveal the nature of a *flask of curses*. It may contain a liquid or it may emit smoke. When the flask is first opened, a curse of some sort is visited upon the person or persons nearby. After that, it is harmless. The type of curse is up to the DM. Suggestions include the reverse of the priests' *bless* spell. Typ-

ical curses found on scrolls are recommended for use here as well. Or perhaps a monster could appear and attack all creatures in sight.

In Ravenloft: This flask can confer more horrid curses on a person who opens it. Consult the following table to determine the strength of the curse. Chapter VI of the rulebook in the RAVENLOFT Campaign Setting will help flesh out the details.

Roll	Strength of the Curse
1-3	Embarrassing
4-5	Frustrating
6-7	Troublesome
8-9	Dangerous
10	Lethal

Iron

XP Value: — **GP Value:** 2,000

DUNGEON MASTER Guide, 1st Edition

These special containers are typically inlaid with runes of silver and stoppered by a brass plug bearing a seal set all around with Sigils, glyphs, and special symbols. When the user speaks a command, any creature can be forced from another plane into the container, if the creature fails a saving throw vs. spell—after magic resistance, if any, is checked. Range is 60 feet. Only one creature at a time can be so contained. Loosening the stopper frees the captured creature.

If an individual freeing the captured creature knows the command word, it can be forced to serve for one turn (or to perform a minor service that takes up to one hour). If freed without command knowledge, roll for the creature's reaction. Any attempt to force the same creature into the flask a second time allows it +2 on its saving throw and it becomes very angry and totally hostile. A discovered bottle might contain:

Roll	Contents
01-50	Empty
51-54	Air elemental
55-65	Djinni
66-69	Earth elemental
70-72	Efreeti
73-76	Fire elemental
77-86	Invisible stalker
87-89	Rakshasa
90-93	Salamander
94-97	Water elemental
98-99	Wind walker
00	Xorn

Iron Flask of Tuerny the Merciless

XP Value: 10,000

GP Value: 50,000

Eldritch Wizardry

This heavy metal urn is small enough to be carried easily despite its weight. It has a turnip-shaped stopper covered with mighty runes, for it contains a groaning spirit. This is a fiend of some small power, it can be loosed and sent forth to perform evil deeds. The one who possesses the artifact must know the word of command that opens the stopper; the spell that commands the slave of the flask, and the word of closure which ensures that the creature cannot escape until called forth. This artifact has the following abilities and penalties:

- *Teleport* twice per day.
- *Stone-flesh* twice per day.
- The item destroys from 50% to 100% of the treasure of its owner by consuming it in order to sustain its own power.
- User may restore one lost level (as in *restoration* spell) once per week (perhaps one drained from a nearby friendly PC).

Iron Flask of Tuerny the Merciless II

XP Value: —

GP Value: —

Book of Artifacts

The *iron flask of Tuerny the Merciless* is a heavy urn stoppered with a turnip-shaped plug. It is small enough to be carried in the palm of a hand. The urn itself is plain, but the stopper is engraved and embossed with runes of power.

In all human history, one man has epitomized the true essence of pure evil, Tuerny the Merciless. Tuerny was a powerful wizard who served as counselor to the king of a small country. Feeling that the king was a weak and foolish ruler, Tuerny and his agents murdered the royal family as they slept and he seized the crown for himself. Using his vast magical powers, Tuerny charmed or enslaved most of the armies. He was able to summon foul tanar'ri and set them loose on the helpless people, but had little control over them, so Tuerny began expending vast amounts of energy to craft a device capable of bending them to his will. With all in readiness, he summoned a great tanar'ri, took control over the beast, and imprisoned it in the flask.

Meanwhile, news of Tuerny's atrocities reached neighboring kingdoms. They raised great armies to crush Tuerny and his foul minions. These devastating wars lasted years but resolved nothing.

1715



Finally Tuerny opened the bottle—a bloodcurdling scream filled the air as Tuerny transformed into a hideous monster and vanished, along with the flask and the creature.

The power of the flask is such that inexperienced PCs quickly find themselves overwhelmed. A better approach is to have the PCs either seek out the item, or prevent others from getting it. Perhaps they must find a way to prevent an otherwise good ruler from using the power of the flask to change the tide of a desperate war.

Invoked Powers: The user of the flask draws upon the power of one of the following tanar'ri imprisoned inside it; a nabassu, glabrezu, marilith, or nalfeshnee (see the PLANESCAPE™ Appendix of the MONSTROUS COMPENDIUM®). The actual tanar'ri contained in the flask can be determined randomly or selected by the DM. It can be released to wreak havoc upon any selected targets for up to 8 hours. If it is killed, it instantly returns to the artifact. The fiend must otherwise be commanded to kill at least once before it can be ordered back into the flask. If this is not done before 8 hours expire, the curse is instantly activated (1/day).

Random Powers: 2 from **Artifact Table 1-18: Offensive Powers**

Curse: There is a cumulative 5% chance each

time the flask is used that the tanar'ri will turn against the user. When this happens, the user is taken to the tanar'ri's home plane to serve as a dretch. The artifact also afflicts the user with *artifact transformation*, changing the user's alignment to chaotic evil and instilling the desire to utterly conquer and destroy all known creation.

Suggested Means of Destruction:

- The user must imprison 99 other greater tanar'ri in the flask.
- It must be filled with the tears of 1,000 orphaned children, which melts it.
- The flask must be filled with earth from every battlefield on which Tuerny fought.

Vapor

XP Value: 1,000

GP Value: 5,000

Pirates of the Fallen Stars

This looks like a simple, stoppered, brass flask, similar to an *efreeti bottle* or an *eversmoking bottle*. When opened, fog pours out until the flask is sealed once more. The flask creates a *disk offog* that is 100 feet across and 10 feet high. Once that volume is filled, the flask stops emitting fog, but if wind or magic clears the mist away, the flask again pours out vapor until the volume is obscured.

Folding Moat

XP Value: 8,000

GP Value: 40,000

POLYHEDRONNewszine 58

A *folding moat* appears to be a large loop of cloth. When placed on the ground, however, it expands to become a 30-foot wide, 10-foot deep trench, enclosing a 500- by 300-foot area. If the command word is spoken, the moat fills with water, which remains until a second command word is spoken.

Flying Rockinghorse

XP Value: 10,000

GP Value: 50,000

DUNGEONS & DRAGONS Master Set

Clavileno, an enchanted wooden rocking horse described in Cervantes's "Don Quixote," could fly and carry an armed rider. It was guided by a pin in its forehead. In game terms, *the flying rockinghorse* functions as a *carpet of flying* except that its Movement is 45 and it can carry only one person.

Forge of Metal Protection

XP Value: 10,000

GP Value: 50,000

Tome of Magic

The first of these 1,000-pound forges was created countless centuries ago. Because of the specific magical properties involved, it is believed that a wizard, assisted by a number of dwarves (all of whom were interested in planar research), constructed this device. Although the secret of the construction has since spread, the forge is an extremely rare, magical item.

The forge is a furnace made of enchanted rock and held together with a network of steel rods. When metal armor and weapons are placed within the furnace and heated until glowing red, the armor becomes immune to the effects of heat on the Inner Planes. All metal items tempered in this manner suffer no ill effects from heat on any of the Inner Planes, but do suffer normal heat effects on the Prime Material Plane.

The effect of the magical protection lasts 2d10+10 days. Magical armor and weapons that are placed in the forge take on protection from heat, but temporarily lose all other magical properties. Thus, a *sword* +2 placed in the forge does not melt on the Plane of Fire, but it ceases to function as a *sword* +2 until the enchantment wears off. A weapon with an ego retains its ego, but loses all other magical properties.

Fork

(For Military Fork see **Polearm**)

(For Table Fork see **Utensil**)

Planar

XP Value: 1,000

GP Value: 10,000

DRAGON Magazine 120

Planar forks are magical tuning forks used in plane-spanning spells, which determine the final destination of the traveler. Two factors determine the final terminus when using one of these forks: material and pitch. *Material* is the substance of which the fork is made. *Pitch* is the note that guides the spell to a particular plane when the fork is struck.

The Ethereal Plane may be reached by *a plane shift* using a *B-fork* made of glass. The body is transformed into the ethereal state to make the transfer into that plane. The *glassfork* is shattered

when it is struck. Those cast into the Ethereal Plane are sent deeply into it, away from any curtains that lead to other planes.

The Inner Planes may be reached by forks of different materials, set to A and the notes G and B adjacent to it. The pitch and material required are shown in the tables below.

A tuning fork, made of quartz and set to B is used to reach the Astral Plane. There is a 50% chance per use that the quartz will crack and become unusable. Planar travelers entering the Astral in this fashion are physically moved deep into the plane, far from any *colorpools*.

A single fork of the correct material and pitch will take a caster *of a plane shift* (and gear) to the topmost layer of any Outer Plane. A major chord of three notes (forks) will take the traveler to the second layer (if there is one). Any of the minor chords of the same note will take the traveler to the third layer (if there is one). Other chords may take the traveler to deeper layers, fail entirely, or take the traveler to another area (see Experimenting, below).

Reaching the Prime Material Plane requires a steel *C-fork*. The spell will transport travelers to the world in the Prime Material where the metal was manufactured. Trace elements and impurities guide the fork to the specific place of manufacture. Such forks are normally used by those interplanar travelers who wish to return to their native plane.

The *plane shift* spell also notes that travelers using *theseforks* may be returned to their plane of origin, however they may only be returned under the following circumstances:

1. They are still alive on the other plane.
2. They are still on that plane or planar layer (if they travel to another plane or planar layer they may not be returned.)
3. The *samefork* is used to return them. This means that, in all cases of the *glassfork* in the Ethereal Plane and 50% of the time with the *crystalfork* in the Astral, the trip is one-way.

Experimenting with forks: Many of the forks required to reach other planar layers are listed as "unknown." Chords do exist for these layers, but they differ from game campaign to game campaign. Further, they do not follow the standard rules for reaching the other layers. Just because the first three levels of Baator are in iron, in

chords in F, F major, and F minor chords, doesn't mean that the fourth layer of Baator needs an iron fork or that it will be related to the key of F. In part, this is because the natives of the lower layers take a dim view of interplanar trespassers, and they deliberately alter the frequencies of the required chords.

If the travelers use the *plane shift* spell with different forks and other types of chords, the DM may either choose a result or roll on Table 6 to send the PCs to an unimaginable location.

The DM is not committed to the table and is free to modify them to fit the campaign at hand. For example, a DM who does not want easy access to the Inner Planes may change the notes to variations on G as opposed to A, without telling the PCs (until a few of them stumble into Lolth's lair by mistake).

Roll Plane (Fork Required)

Conduit Planes

- 01-02 Astral (Quartz, B)
03-04 Ethereal (Glass, B)
05-06 Prime Material (Steel, C)

Elemental Planes

- 07-08 Air (Tin, A)
09-10 Earth (Zinc, A)
11-12 Fire (Copper, A)
13-14 Water (Lead, A)

Paraelemental Planes

- 05-16 Ice (Pewter, A)
17-18 Magma (Brass, A)
19-20 Ooze (Zinc/lead mix, A)
21-22 Smoke (Bronze, A)

Quasielemental Planes

- 23 Ash (Copper, A-flat)
24 Dust (Zinc, A-flat)
25 Lightning (Tin, A-sharp)
26 Minerals (Zinc, A-sharp)
27 Radiance (Copper, A-sharp)
28 Salt (Lead, A-flat)
29 Steam (Lead, A-sharp)
30 Vacuum, (Tin A-flat)

Energy Planes

- Negative Material (None known)
Positive Material (None known)

Outer Planes

Abys²

- 31 Layer 1 (Iron, D)
Other layers (Unknown)

Acheron

- 32 Layer 1 (Iron, G)
33 Layer 2 (Iron, G major)
34 Layer 3 (Iron, G minor)
Layer 4 (Unknown)

Arborea

- 35-36 Layer 1 (Gold, F-sharp)
37-38 Layer 2 (Gold, F-sharp major)
39-40 Layer 3 (Gold, F-sharp minor)

Arcadia

- 41-42 Layer 1 (Gold, C-sharp)
43-44 Layer 2 (Gold, C-sharp major)
45-46 Layer 3 (Gold, C-sharp minor)

Baator

- 47 Layer 1 (Iron, F-sharp)
48 Layer 2 (Iron, F-sharp major)
49 Layer 3 (Iron, F-sharp minor)
Other layers (Unknown)

Beastlands

- 50-51 Layer 1 (Gold, F)
52-53 Layer 2 (Gold, F major)
54-55 Layer 3 (Gold, F minor)
56-57 The Outlands (Platinum C)

Elysium

- 58-59 Layer 1 (Gold, E)
60-61 Layer 2 (Gold, E major)
62-63 Layer 3 (Gold, E minor)
Layer 4 (Unknown)

Gehenna

- 64 Layer 1 (Iron, F)
65 Layer 2 (Iron, F major)
66 Layer 3 (Iron, F minor)
Layer 4 (Unknown)

Ysgard

- 67-68 Layer 1 (Gold, G)
69-70 Layer 2 (Gold, G major)
71-72 Layer 3 (Gold, G minor)

The Grey Waste

- 73-74 Layer 1 (Iron E)
75-76 Layer 2 (Iron, E major)
77-78 Layer 3 (Iron, E minor)

Limbo'

- 79-80 Layers 1-5 (Nickel C)
81 Mechanus (Silver, C)

Pandemonium

- 82-83 Layer 1 (Iron, C-sharp)
84-85 Layer 2 (Iron, C-sharp major)
86-87 Layer 3 (Iron, C-sharp minor)
Layer 4 (Unknown)

Arcadia

- 88-89 Layer 1 (Gold, D)
 90-91 Layer 2 (Gold, D major)
 93-93 Layer 3 (Gold, D minor)
 Other layers (Unknown)

Carceri

- 94 Layer 1 (Iron, E-flat)
 95 Layer 2 (Iron, E-flat major)
 96 Layer 3 (Iron, E-flat minor)
 Other layers (Unknown)

Bytopia

- 97-98 Layer 1 (Gold, E-flat)
 99-00 Layer 2 (Gold, E-flat major)
 'Limbo's layers tend to overlap and ooze between each other, so that precise determination of the destination layer is random.
 The lower layers of the Abyss may be reached by random chords (see Experimenting, with forks).

Random Planar Destinations**Roll Destination**

- 01-11 Transported to intended destination.
 12-50 Nothing happens.
 51-80 Transported to random layer of the Abyss.
 81-90 Transported to the demiplane of DM's choice.
 91-00 Transported to alternate crystal sphere on Prime Material Plane.

of Travel

XP Value: 1,000 GP Value: 10,000

The Book of Marvelous Magic

This copper-colored fork may be placed at any intersection, and it points (on command) toward either the most dangerous, safest, shortest, or longest route, as desired by the user. It may be used three times per day. For answers about distance, the destination must be known and named.

Fountain

A fountain is a small, bubbling torrent of water that gushes from a niche in a floor or wall. The waters appear to come from underground or from thin air. Magical fountains generally bestow their curses or benefits upon characters who drink or bathe in their waters. A save vs. spell negates a fountain's baneful effects.

Lasko's Magical

XP Value: 10,000

GP Value: 100,000

DRAGON Magazine 34

A small band of adventurers, tired, thirsty, and hungry from their previous adventures, comes to yet another unfamiliar door. The thief quickly informs them, "I hear water splashing!" After a few moments of quiet discussion, the party decides to enter. The only thing they see is a gently gurgling fountain.

Having run out of water a long time ago, they cast spells to find the quality of the water—it appears to be safe. Finally, after more conversation, the thief walks up and takes a sip, rises, grimaces, and falls over dead! The party picks up its fallen comrade and leaves quickly. The above scene should evoke memories and smiles from some of the more masochistic DMs in the world; yet, not every fountain need be poisonous. In most campaigns, fountains that are magical in nature can cause discussion between players for hours (real time) or great feats of bravado (the powers protect the bold!) when encountered.

Lasko's magical fountains do not emit magical auras nor do they *detect* as magical, poisonous, or evil (except by *limited wishes*). It does not matter how small a sip is taken, the full effects do affect a drinker. After the rolled number of drinks is taken, the fountain becomes ordinary and non-magical for one full month. If any water is taken from the fountain to be used later, it will not have any magical effects. This is due to the fact that the magic is in the fountain, and not in the water.

To use the tables below, roll as indicated from Tables 1 to 5, rolling on subtables as necessary. Table 1 limits the amount of magic in a fountain by limiting the number of drinks that have an effect. Tables 2 and 3 measure the potency and beneficence of the magic. When rolling for the effects, roll for all benefits (if any) first, then for all detriments. The effects listed before the slash (/) are benefits while the number after the slash are detrimental. All rolls are made with percentile (1d100) dice.

Table 1: Number of Drinks per fountain

Roll	Number of Drinks
01-50	1
51-80	2
81-92	3
93-99	4
00	5


Table 2: Number of Effects per Drink

Roll	Number of Effects
01-60	1
61-85	2
86-99	3
00	4

Table 3: Number of Beneficial/Detrimental Effects Per Drink

Roll	1	2	3	4
01-10	1/0	2/0	3/0	4/0
11-30	1/0	2/0	2/1	3/1
31-60	1/0	1/1	2/1	2/2
61-90	0/1	0/2	1/2	1/3
91-00	0/1	0/2	0/3	0/4

Table 4: Effects Summary Table

Roll	Type
01-30	General (Table 4a)
31-55	Characteristic (Table 4b)
56-75	Magical (Table 4c)
76-85	Monetary (Table 4d)
86-95	Special (Table 4e)
96-00	Experience (Table 4f)

Table 4a: General Effects Subtable

Roll	Effect
01-04	Bravery/cowardice
05-08	<i>Clairaudience'</i>
09-12	<i>Clairvoyance'</i>
13-16	<i>Commune'</i>
17-19	Detection (Table 4a1)
20-23	<i>ESP'</i>
24-26	Flight/Encumbrance
27-30	Halve/double damage taken
31-34	<i>Haste/slow</i>
35-38	<i>Healing/harming</i> (Table 4a2)
39-41	Resistance/poison (Table 4a3)
42-44	<i>Infravision/blindness</i>
45-48	<i>Invisibility/glow in dark</i>
49-52	Invulnerability/Death
53-56	Knowledge/Forgetfulness (Table 4a4)
57-60	Love/Hatred
61-64	<i>Paralysis</i> ²
65-68	<i>Polymorph</i> (Table 4a5) ²
69-72	<i>Quest</i> (Table 4a6) ²
73-76	<i>Sleep</i> ²
77-80	Speaking (Table 4a7) ¹
81-84	<i>Stone</i> ²
85-88	<i>Stun</i> (Table 4a2) ²
89-92	<i>Teleportation?</i>
93-95	<i>True sight/blindness</i>

- 96-98 *Immunity/Disease* (Table 4a8)
 99-00 Two effects (Roll twice ignoring 99-00)
 If detrimental, power gives information.
²If beneficial, power gives protection from rolled occurrence.
³If beneficial, power *teleports* drinker home (with full shares). If detrimental, power acts as a random teleporter.

Table 4a1: Detection Subsubtable

Roll	Detects
01-20	Magic
21-35	Traps
36-50	Evil
51-65	Good
66-75	Invisibility
76-85	Disease
86-95	Poison
96-00	Phase

Table 4a2: Healing or Harming and Stunning Subsubtable

Roll	Dice
01-50	1
51-75	2
76-90	3
91-99	4
00	5

Table 4a3: Poison Saving Throw Adjustment Subsubtable (+/-)

Roll	Adjust ¹
01-40	1
41-70	2
71-90	3
31-55	Find/Lose way out of dungeon
56-75	Gain/lose one weapon proficiency
76-90	Know next effect of fountain/lose one spell level*
91-00	Gain/lose expertise in one weapon (+/-1)
91-00	Gain knowledge of nearest treasure/amnesia

*if applicable

Table 4a5: Polymorph Subsubtable (Detriment Only)

Roll	Polymorph into
01-30	Animal
31-50	1 HD monster
51-65	2 HD monster
66-80	3 HD monster
81-87	4 HD monster

- 88-93 Look-alike of party member
 94-00 Partially *polymorphed* (roll again ignoring 94-00)

Table 4a6: Guest Subsubtable

Roll	Drinker seeks
01-30	Largest monster on level, in order to kill it.
31-55	DM chooses magic item on level.
56-75	DM chooses nonplayer character.
76-90	A nonplayer character stronger than the drinker, in order to get into a fight.
91-00	Random (something foolish).

Table 4a7: Speaking Subsubtable

Roll	Speak
01-20	with plants
21-45	with animals
46-49	with monster*
70-80	with dead
81-90	dragons
91-00	with monster*

*Random or chosen by DM

Table 4a8: Disease Subsubtable (Detriment Only)

Roll	Disease
01-30	Grippe
31-55	Dysentery
56-70	Cholera
71-77	Yellow Fever
78-85	Typhus
86-92	Typhoid Fever
93-96	Smallpox
97-99	Spotted Fever
00	Tuberculosis

Table 4b: Characteristic Effects Subtable—Also Roll on Table 4bl

Roll	Affects
01-06	Strength
07-12	Intelligence
13-18	Wisdom
19-24	Constitution
25-30	Dexterity
31-36	Charisma
37^2	Size
43^8	Speed
49-54	Beauty
55-60	Gender*
61-66	Handedness*
67-73	Prime requisite

74-80	Highest
81-87	Lowest
88-98	Affects closest to median
99-00	Affects two (roll twice)

*If beneficial, no effect

66-80	Jewelry
81-90	Platinum
91-99	Double/halve treasure ¹
00	Roll on Table 4f
'Do not roll on Table 4dl	

Table 4bl: Number of Points Changed (+/-)
Subsubtable

Roll	1-10 or 1-12	Range of Points 3-18 or 1-20	1-100
01-50	1	1	1
51-60	1	2	2
61-70	2	2	3
71-80	2	2	4
81-90	2	2	5
91-95	2	3	7
96-99	3	3	9
00	3	4	10

Table 4c: Magical Effects Subtable

Roll	Effect
01-15	1st-level spell ¹
16-30	2nd-level spell ¹
31-40	3rd-level spell ¹
41-47	4th-level spell ¹
48-53	5th-level spell ¹
54-60	6th-level spell ¹
61-70	Enchant next weapon touched (see Table 4cl)
71-77	1 extra spell level ²
78-83	2 extra spell levels ²
84-88	3 extra spell levels ²
89-92	4 extra spell levels ²
93-99	Enchant next object touched (Table 4cl)
00	Two effects (Roll twice, ignoring 00)

'Roll a random spell until an applicable benefit/detriment appears.
²If drinker cannot use spells, no effect.

Table 4cl: Magical Enchantment Subsubtable

Roll	+/-
01-70	1
71-95	2
96-99	3
00	4

Table 4d: Monetary Effect Subtable
(Roll also on Table 4dl)

Roll	Effect
01-30	Gold
31-65	Gems

Table 4dl: Monetary Gain and Loss Subsubtable

Roll	Gold	Gems	Jewelry	Platinum
01-50	50	1	1	10
51-65	100	2	1	10
66-75	175	2	2	25
76-85	250	3	2	25
86-95	400	3	2	50
96-99	500	3	3	50
00	1,000	4	3	100

Table 4e: Special Effects Subtable

Roll	Effect
01-25	Resistance/Susceptibility (Table 4el)
26-45	+/-1 on saving throw (Table 4e2)
46-50	+/-2 on saving throw (Table 4e2)
51	+/-3 on saving throw (Table 4e2)
52-62	Friendship/Hatred (Table 4e3)
63-70	Mental block (Table 4e6)
71-75	Switch two characteristics ¹
76-84	Indifference/Greed (Table 4e5)
85-91	Ability/Inability to determine direction
92-94	Blessing/Curse from the powers (or DM)
95-97	Flesh tastes bad/good to monsters
98-00	Sexually aggressive/Timid

'Roll twice on Table 4b ignoring 88-00. If beneficial, and rolls become detrimental, no effect.

Table 4el: Resistance/Susceptibility Subsubtable (also roll on Table 4a3)

Roll	Occurrence
01-20	Lesser undead ¹
21-35	Greater undead ¹
36-45	Poison
46-52	Disintegration
53-61	Druidic spells
62-69	Priestly spells
70-76	Electricity
77-84	Crushing blows
83-93	Acid
94-00	Possession

¹If beneficial, drinker resists energy drains and paralyzation. If detrimental, drinker takes double drain, no save. Drinker is not initially aware of such detriment until undead attack.

Table 4e2: Saving Throw Determination**Subsubtable**

Roll	Save vs.
01-10	Cold
11-20	Fire
21-35	Death
36-47	Magic spells
48-60	Wands
61-70	Staves
71-75	Dragon breath
76-82	Stoning
83-99	Lightning
00	All saving throws

Table 4e3: Friendship/Hatred Subsubtable

Roll	Likes/Hates
01-10	Elves
11-20	Dwarves
21-27	Humans
28-36	Dragons
37-42	Tanar'ri
43-48	Wizards
49-54	Priests
55-59	Halflings
60-66	All other races
67-71	Undead
72-77	Fiends
78-83	Efreeti
84-90	Treants
91-95	Unicorns
96-99	Powers
00	Anything

Table 4e4: Mental Block Subsubtable

Roll	Block
01-15	Umber hulks/pits
16-28	Beholders/traps
29-39	Nymphs/priests
40-50	Liches/druids
50-60	Space distortion/random monster class
61-69	Medusae, basilisks, etc./friends
70-78	Phantasms and illusions/armor
79-86	Symbols/hometown
87-95	Psionic attackers/dungeon exit
96-00	Any two above/one above plus one on Table 4e3

Explanation: Mental blocks are placed in the mind in such a way that the drinker does not realize the block is there. That is, *phantasms* will not do any harm, and neither will gaze attacks. However, monsters mentally blocked away can still attack (the exception being psionic attackers)

and traps will still be sprung all the time because the drinker does not realize they are there.

Table 4e5: Indifference/Greed Subsubtable

Roll	Indifferent/Greedy Tendency
01-34	Money
35-40	Clothing
41-55	Magical items
56-67	Gems
68-75	Weaponry (even if he or she can't use it!)
76-82	Junk and broken artifacts
83-95	Armor or protection
96-00	Random or chosen by DM (for example, feathers, pine cones, bags, blades of grass, etc.)

Note: Indifference does not mean the drinker will no longer use them, merely that he or she doesn't care about their upkeep or quantity.

Table 4f: Experience Effects Subtable (Ignore Table 5)

Roll	Effect
01-50	1d6 x 100 experience points
51-70	1d12 x 100 experience points
71-79	1d20 x 200 experience points
80-87	3d10 x 500 experience points
88-91	1d10 x 1,000 experience points
92-95	+5% experience bonus
96-98	+10% experience bonus
99	+/-1 levels'
00	Roll again and double effect

'If detrimental, reduce drinker's level by one. If beneficial, increase level by one.

Table 5: Duration of Effects

Roll	Previous Subtable Rolled:					
	4a	4b	4c	4d	4e	4f
OWO	1Wk	1Wk	1Wk	—	1Wk	—
41-55	1Wk	1Mnth	1Wk	—	2Wk	—
56-65	1Mnth	1Mnth	2Wk	—	1Mnth	—
66-75	2Mnth	1Yr	1Mnth	—	2Mnth	—
76-85	Perm	Perm	1Mnth	—	4Mnth	—
86-95	Perm	Perm	Perm	—	Perm	—
96-00	Perm	Perm	Perm	—	Perm	—

Variations: Have the fountains alignment oriented in such a way that certain alignments always gain benefits and others always get detriments (have the alignments change from time to time also). Have various high-level monsters guarding them (water weirds or water elementals)

so the party will conclude that the fountain is very beneficial. Have one large fountain that only allows one magical drink per mission, but does so indefinitely. The tables can be applied to other artifacts, thus making the character an unwilling victim when he or she comes into proximity with or touches such an object.

of Time

XP Value: —

GP Value: —

Old Empires

This powerful artifact is located somewhere in eastern Mulhorand. Little is known about it, except for the few words in the *Unique Wizardries*, a book of spells belonging to the wizard Neznam:

"Of all the artifacts created by the ancients, the most marvelous and terrifying was Great Font. This was a pearl-white pool, contained in a crystal the color of milk, which appeared in a mirage in the eastern wastes. The waters were too bitter to drink. But if one looked into the font in the light of a full moon, one could see scenes from the antiquity of Mulhorand that one would swear were real—and indeed, they are. For if one concentrates on that image... I shall say no more, in hope that none shall follow where I have traveled."

No knowledge exists about the origin of the font, except in the archives of Thoth. *The font of time* enables any who look into it during a full moon, to see images of Mulhorand in the days of its original empire. It is possible to possess the body of an individual from that image, and thus experience life in Mulhorand at the height of its power. To return home, one must find one's way to the font at the time of the new moon, when it is possible to look back at oneself, and return to one's own form,

of Tomorrow

XP Value: —

GP Value: —

The Milenian Empire

This lesser artifact has 240 Power Points and recharges at the rate of 10 per turn.

The fountain was created by Peua as a gift for the Milenians. Its purpose is to help these people avoid the mistakes of their ancestors, and to guide them toward a prosperous future.

When the Milenians first arrived in the Hollow World, they discovered the fountain nearby. Great praise was given to both Petra and Halav, and a temple was built near the fountain in their honor.

Around the temple grew a city named Corisa, which would become the capital of the Empire and the seat of its power.

The fountain still bubbles merrily in front of this grand temple, and is one of the most visited and sacred places in the Empire. Milenians from all corners of the nation make pilgrimage to the Fountain of Tomorrow. For a small donation (5 gp or the equivalent in goods), the priests of Petra give out small, blue glass vials of the fountain's precious water. Though the water remains enchanted, it does not retain its full potency. A single vial can be used to *cure blindness*, *cure disease*, or to damage undead monsters, and acts like normal *holy water*.

The fountain is exquisitely beautiful and made of multicolor marble. The ornate bowl is supported by the likenesses of Halav and Peua, whose arms are clasped around the rim. A stream of shimmering water reaches 2 feet into the air and cascades down into the bowl. The water originates from thin air, and does not spill out of the fountain. The artifact stands 4 feet tall.

Powers: Mortals who have been chosen by their Immortals to become oracles may drink from the fountain and receive its powers. Although it was created by Petra, the followers of any Immortal can become oracles by sipping from the fountain. Oracles gain the following permanent powers:

- *Create Icon* (50 PP), the ability to fashion a vessel for an Immortal's power.
- *Divination* (80 PP), the power to "see" the future.
- *Immunity to disease* (20 PP)
- *Immunity to poison* (40 PP)
- *Slowed Aging* (50 PP): Oracles age at V^{TM} the rate of normal mortals.

When an oracle drinks from the fountain, he or she becomes permanently blind. An oracle then feels immediately compelled to fashion an icon in honor of his or her Immortal, and to seek out that Immortal's shrine. An oracle must do nothing else until these tasks are complete.

Oracles suffer no penalties. However, any mortal who drinks and was not chosen to become an oracle is cursed, becoming blind (no saving throw), though a *remove curse* spell negates the effect. Those who drink also suffer a -2 penalty to all attack rolls and a -4 penalty to all saving throws for 1d6 days.

Note: *The fountain of tomorrow* cannot be

moved by mortal hands or transported by mortal magic. It can be destroyed if the *heart of entropy* is thrown into its waters.

Four-Leaf Clover

XP Value: 100 **GP Value:** 1,000

The Book of Marvelous Magic

If worn visibly on outer clothing or armor, this item gives the user a bonus of +1 on all saving throws. However, any sprites, pixies, nixies, or other intelligent woodland beings seeing the user may become irritated (-2 penalty to reaction rolls) and either steal the item (70%) or attack (30%).

Fur

Furs are the hides of various mammals, cured and salted in order to prevent rotting. In some cultures, wearing the skins of dead animals is a sign of wealth and status, in others it marks a person of cruelty and boastful sadism, while in still others, furs are a necessity of life.

Anagakok

XP Value: 2,000 **GP Value:** 10,000

The Great Glacier

Her fur gives her total immunity to the effects of cold. She need not wear clothing designed for arctic weather, in fact most anagakok wear loose leather tunics. However, she suffers normal damage from cold-based spells and other magically generated cold effects (such as a white dragon's breath weapon).

of Elsewhere

XP Value: 7,000 **GP Value:** 35,000

New Item

Furs of elsewhere are made from displacer beast hides. To manufacture *afur of elsewhere*, the entire hide of a freshly killed displacer beast must be used within one round of its death. The hide must be skinned in one fell stroke with an obsidian knife, and a *permanency* spell is then cast on the pelt.

Furs of elsewhere allow a wearer to appear to be 3 feet away from where he or she actually is—so any attackers suffer a -1 penalty on attack rolls, and the first attack always misses the wearer.

To determine the true position of the wearer, roll 1d10. On a 1-5 the wearer is in front of the attacker; on 6 or 7, to the attacker's left; on 8-9 the right; and on 10 the user is behind the attacker.

Of course, displacer beasts know instinctively where a character wearing one of these furs is located and what is being worn. Their nature is to attack anyone wearing the pelt of a former cousin.

These furs can be rendered nonmagical by a *dispel magic* spell from an 8th-level caster or by the application of nonorganic material on the hide (sewing it with a metal needle and fabric thread, using buttons, pins, or similar accouterments). No other magical items may be used while wearing *afur of elsewhere*.

of Warmth

XP Value: 5,000 **GP Value:** 25,000

Tome of Magic

These large, white furs (5 by 8 feet) are reportedly taken from the skins of creatures native to the Paraelemental Plane of Ice. A person wearing the fur still feels cold in a cold environment (such as the Paraelemental Plane of Ice), but does not suffer damage from exposure.

Anyone wrapped in the fur is immune to the natural effects of cold, including the environments of the Inner Planes. The wearer takes half-damage from cold-based attacks, and need not be covered completely by the fur to receive the enchanted protection; the fur must simply be draped over the shoulders like a cape. If the fur is cut into more than one piece, it loses its magical property.

If the fur is worn in pleasant or hot weather, it affects the wearer as any other large fur would.

Zambis Fur of Warmth

XP Value: 8,000 **GP Value:** 40,000

1992 Fantasy Collector Card 513

Zambi is a hierophant druid who has been traveling the Elemental Planes for years, now. Recently, she found her way into the Paraelemental Plane of Ice, where she charmed a native beast and then sacrificed it amidst many *charm* incantations. As a result, the pelt she took from the beast not only functions as *afur of warmth*, protecting her from natural cold damage and halving damage from cold-based attacks, but with it she can summon and control water and ice elementals (22nd level) once per day. Unhappily, creatures from the Elemental Planes of Fire and Magma are attracted to the fur and gain +2 bonuses to their attack rolls against its wearer.





Gaff

A gaff is a 10- to 20-foot pole that ends in a metal hook. Sailors use gaffs to pull their craft to a dock or, occasionally, to another ship. Gaffs can also be used to bring men or cargo to safety if they fall overboard. Fishers use gaffs with sharp hooks to help land fish. Another type of gaff is a kind of overhead spar used to support a quadrilateral sail.

of Docking

XP Value: 1,000 **GP Value: 5,000**

The Book of Marvelous Magic

This item is a 15-foot-long wooden pole with a metal hook on one end. It is used by sailors to pull a ship toward a dock or, occasionally, another ship. When used in either manner, the gaff magically causes the ship to smoothly approach and softly touch the dock or other vessel in one round, regardless of the ship's tonnage or cargo.

of Gaffes

XP Value: — **GP Value: 2,000**

The Book of Marvelous Magic

This gaff is identical to a *gaff of docking* but causes the ship to collide with the dock or another ship, causing 1d6 points of damage to the hull of the user's vessel. The gaff then becomes nonmagical, but curses the affected ship, causing it to collide in like manner whenever it approaches another ship or is docked. A *remove curse* spell applied by a caster of at least 15th level removes the curse.

Gas of Dreadful Sleep

XP Value: 200 **GP Value: 800**

The Hidden Shrine of Tamoachan

A save vs. poison must be made every round a character is exposed to this gas or the victim falls asleep for 5,000 years, or until the gas (a poison) is neutralized. It forms a cloud of green swirling vapors in a 40-foot, cubic area.

Gate

Gates are temporary or permanent portals to other planes of existence or to other worlds on the same plane. Most gates are quite ordinary in appearance, indistinguishable from mundane items of similar construction. Some gates can create portals to more than one location, although

usually only one such portal can be opened at any given time. (See the *Planar Fork* entry under **Fork** for another method of planar travel.)

Alternate World

XP Value	GP Value
Blackjack: 5,000	15,000
Laser Pistol: 5,000	15,000
Lute: 5,000	15,000
Pocket Tool: 5,000	15,000
Star: 5,000	15,000
Violin Case: 5,000	15,000

The Book of Marvelous Magic

A collection of odd, unfamiliar items, when these strange gates are touched, each summons a being from an alternate world, who appears within one turn. At that time, a door appears near the item (even if in midair), and a being steps through the door, grabs the gate before the characters can react (even if it is apparently secured, stored, or held) and steps back through the doorway. If the characters react quickly, the DM may allow them to step through the door and arrive in the alternate world. Once in such a world, the characters must locate a *gem of returning* to go back to their own world. The characters might not remain human after passing through the gate, depending on the alternate world they visit. The DM and the players should discuss the change at that time—severe changes should be optional, not forced.

Alternate world gates should be selected, not randomly decided. The various items and beings linked to them are:

Blackjack: This small, heavy cudgel is made of leather wrapped about a strip of steel. It summons an agent from the TOP SECRET* game: a short, wiry, blond human wearing a black woolen outfit. The agent might stop and eye the characters suspiciously but does not speak.

Laser Pistol: This is a plastic and chrome cylinder with a grip on one end. It cannot be fired without the user first spending 1d4+1 turns experimenting. The pistol summons a security robot from the GAMMA WORLD® campaign setting—a metallic humanoid with two arms and two tentacles, each about 33 inches long. The robot may mutter something about "restricted areas" but does not attack or otherwise converse.

Lute: This musical instrument is 2 feet long. A

long, thin neck makes up one half, and a round, flat-topped ornate box the other. Strings of unknown material are attached to each end. The lute summons a bard from anywhere, a normal, well-armed but unarmored human. He is clad in green and carrying a flute. He may mutter something about incompatibility, but does not otherwise converse.

Pocket Tool: This odd device is 3 inches long and may be unfolded to reveal a knife, corkscrew, and various other utensils of fine metal manufacture. The tool summons a Yazirian from the STAR FRONTIERS® adventure setting—a human-sized, monkey-like being with membranes between its arms and body. The creature may bare its teeth and snarl at the characters but does not otherwise converse.

Star: This silver five-pointed item is apparently a brooch. The star summons a sheriff from the BOOT HILL* game—a normal man clad in fine but thin black leather who wears lumps of metal strapped to his hips. He pins the star to his vest and might draw one of his metallic hip devices, twirls it with one finger, and replaces it. He then winks solemnly at the characters and departs.

Violin Case: This strangely shaped box has three hasps; if opened, a golden, furry lining is seen but the box is empty. Both the lining and the material of the box are unfamiliar. The case summons a thug from the GANGBUSTERS™ game—a human clad entirely in black, wearing a cloth hat, and carrying an odd, metal tube with two handles and a large, rounded middle. He may wave the device about threateningly but does not attack and cannot speak intelligently.

In Ravenloft: This device does not function in the demiplane.

of Symmetry

XP Value: 4,000

GP Value: 35,000

POLYHEDRON Newszine 69

Long before humans recorded history in the land of Kara-Tur, a powerful nature spirit residing in the depths of a volcano located somewhere off the coast of what is now the country of Wa began constructing these items to allow him quick passage between his island and the rest of Kara-Tur.

Each gateway consists of a bowl and a ring, each about a foot across, made of mithral (which is very rare in the eastern lands). A *gateway of symmetry's* power is dependent on measurements

more precise than mortals can make. Even the original nature spirit had to laboriously copy each gateway from the original, which still lies hidden in the volcano, protected by a permanent *time stop* spell. All attempts to pattern new gateways from existing copies fail unless a *wish* is used to make the measurements perfect—even the best copies change a little over time.

The most effective method of creating a *gateway of symmetry* requires the 8th-level wizard spell *gateway*. A *gateway* spell used in this manner lasts one week, plus one week per level of the caster and always has a 100% chance of success.

Another method to activate a *gateway of symmetry* is to place a magical item into the bowl. This destroys the item completely, reducing it to a sparkling dust that blows away at the first breeze. The bowl does not function with artifacts, relics or *holy symbols* of any kind. When activated in this manner, a gateway remains open one round for each "plus," each dose of a potion, or for each charge left in a magical item.

Each end of an active *gateway of symmetry* is a vertical, disc-shaped field about 12 feet across. The two fields can connect any two points on the Prime Material Plane regardless of the distance between them, but each half of the gateway must be physically placed by the user. Unlike the *gateway* spell, a portal created by a *gateway of symmetry* allows nonliving matter to pass freely through it.

Gateways of symmetry can also be linked into a network which allows creatures with the proper command words to enter at any point and travel to any location in the network. Each location has its own command word. Once opened with the proper command word, the gateway remains open, allowing nonliving matter and creatures who don't know the command word to follow the same path, in either direction, followed by the user who spoke the command word. A separate command word closes the gateway.

Using a magical item requires no command word, only a very clear thought of the destination gate. If the user does not know where the other end of the gateway lies, it cannot be used, though the magical item is still destroyed. Once the gateway is opened and used, anyone or anything can follow the user, and the gateway can be kept open by placing more magic in the bowl. Currently there are between 50 and 100 *gateways of symmetry* in the Prime Material Plane.

Gauntlet

Gauntlets are armored gloves. They can be made of leather, metal plates, or chain mail. Every suit of armor is assumed to include gauntlets of an appropriate type. Magical gauntlets tend to be finer, lighter, and more easily worn than normal varieties. They automatically enlarge or shrink to fit any wearer from pixie- to giant-size.

Roll	Gauntlet Type
01-08	Bagh Nakh
09-17	Cestus
18-25	Claw
26-33	Clawrazor
34-42	Gauntlet
43-47	Hora
48-52	Ioratsume
53-58	Nagodarika
59-67	Nekode
68-75	Punch-cutter*
76-83	Talatra
84-92	Punch-cutter*
93-00	Tiger's claws

Claw of the Bear

XP Value: 500 **GP Value:** 5,000

DRAGON Magazine 187

This minor magical item consists of a set of supple gauntlets which, upon mental command, extrude sharp, enchanted bear claws (the gauntlets save vs. attacks as soft metal). A druid wearing these gauntlets has two attacks per round in melee combat. The gloves are +1 weapons, and each inflicts 1d3+2 points of damage per strike. Additionally, a druid using these claws may climb trees with no chance of falling and may climb irregular stone surfaces such as mountains and mortared walls as a thief with a base 75% success rate, modified by race and dexterity.

Clawed

XP Value: 2,000 **GP Value:** 12,000

luz the Evil

These iron gauntlets are usable by priests and warriors. They appear as strong, tough, but unusually flexible, steel gauntlets. When a command word is spoken, the fingers of the gauntlets sprout viciously curved, talons, several inches in length. The gauntlets may then be used as weapons in melee combat. A successful melee hit from a gauntlet inflicts 1d4+4 points of damage on an

opponent, and on a successful attack roll of 18+, a paralyzing venom is injected into the victim. The struck creature is allowed a saving throw vs. poison. If this is successful, the creature is unaffected, but if the throw fails, it must make a Constitution check each subsequent round (for four rounds), or become paralyzed for 2d10 turns.

Clawed gauntlets are not usable as melee weapons if the creature employing them holds a weapon. *Clawed gauntlets* are usually found in pairs, although they may be used singly. For instance, a fighter could employ a *clawed gauntlet* in one hand and a shield in the other. However, if a combatant wears only one *clawed gauntlet* with a different gauntlet (or nothing) on the other hand, a -1 penalty is imposed on all attack rolls due to imbalance. Finally, a priest wearing *clawed gauntlets* cannot cast spells with a somatic component when the gauntlets' claws are unsheathed.

Climbing Claws

XP Value: 1,000 **GP Value:** 8,000

Rage of the Rakasta

This is a special type of toratsume that has been modified to make them useful as climbing devices. Any thief character who uses climbing claws when attempting to scale a wall or other surface will gain a +10% bonus to his or her ability. The claws will also fit an elf or any of the other human character classes. In these cases, they give the wearer a flat 10% chance to climb walls as if the character were a thief. Rakasta characters can use the climbing claws in combat just as they would an ordinary pair of toratsume. Any other type of character using the claws to fight will be able to strike only once with them in any combat round, doing 1d4 points of damage on a successful hit.

of Dexterity

XP Value: 1,000 **GP Value:** 10,000

The Book of Marvelous Magic

These gloves raise the user's Dexterity score to 18 when worn. The user gains all bonuses derived by that.

of Dexterity II

XP Value: 1,000 **GP Value:** 10,000

DUNGEONMASTER Guide

A pair of these gloves appears to be nothing more than lightweight leather hand-wear of the every-

day sort. Naturally, they radiate magic if *detect magic* is cast. They size themselves magically to fit any hand, from that of a huge human to that of a small halfling. *Gauntlets of dexterity* increase overall Dexterity by four points if the wearer's Dexterity is 6 or less, by two points if at 7 to 13, and by one point if Dexterity is 14 or higher. Furthermore, wearing these gloves enables a nonthief to pick pockets (95% chance) or open locks (37% chance) as if he or she were a 4th-level thief. If worn by a thief, they increase these two abilities by 10%.

of Entrapment

XP Value: — **GP Value:** 1,200

The Book of Marvelous Magic

These gauntlets appear to be and may even function as *gauntlets of ogre power*. However, there is a 50% chance per use that they will cause the wearer to drop any items held; the gloves then clasp themselves together, preventing their use. Once clasped, the gauntlets cannot be pulled loose and the entrapped hands cannot be pulled loose from them until a *remove curse* spell is applied. They may be used as often as desired, and the *remove curse* does not destroy their powers.

Fire Claws

XP Value: 9,000 **GP Value:** 50,000
IMAGINE Magazine 29

These two clawed gauntlets of red metal scales are gem-encrusted and act as *gauntlets of defense AC 0*. Each acts as a *short sword +5* in combat and as the functional equivalent of a *ring of fire resistance*. Because they are unwieldy, it is impossible to *wear fire claws* and use any other hand held item.

Fjalar's

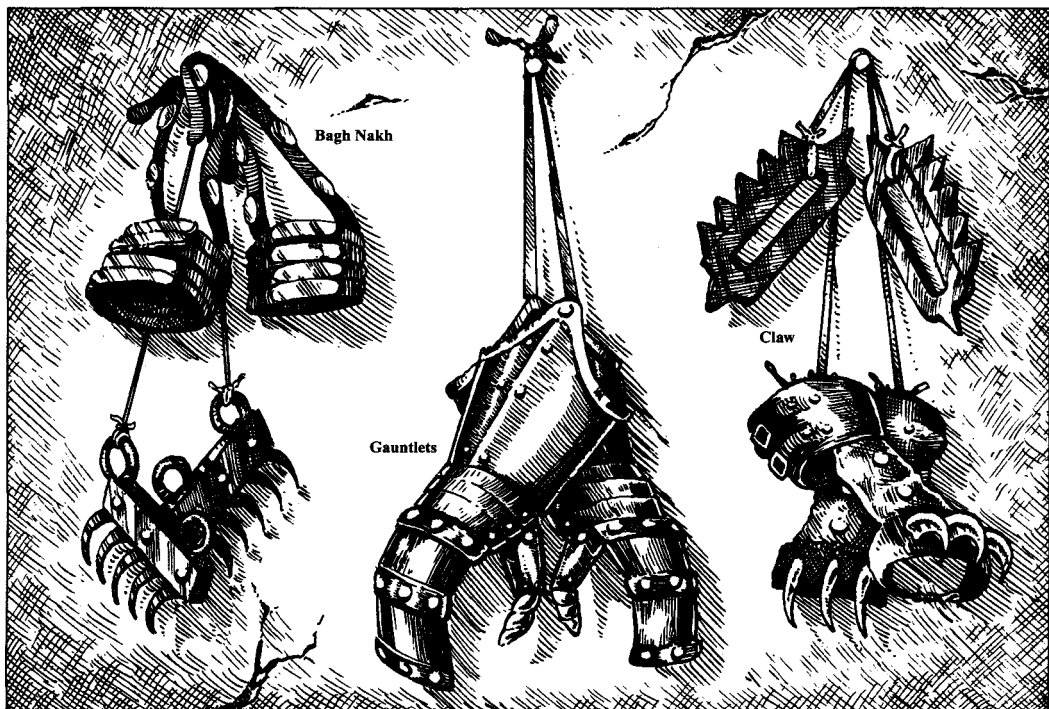
XP Value: 2,000 **GP Value:** 10,000
Legends & Lore

Fjalar wears a pair of magic *gauntlets +3* that allow him to strike for 2d10 damage.

of Fumbling

XP Value: — **GP Value:** 1,000
DUNGEON MASTER Guide

These gauntlets may be of supple leather or any heavy, protective material suitable for use with armor (rings, scale, chain). In the former instance, they appear to be *gauntlets of dexterity*; in the latter case, the gauntlets look like *gauntlets of ogre power*. They perform according to every test as if they are *gauntlets of dexterity* or *ogre power* until the wearer is under attack or in a life-or-death sit-



uation. At that time, the curse is activated, and the wearer becomes very clumsy, with a 50% chance each round of dropping anything held in either hand. The gauntlets also lower overall Dexterity by 2 points. Once the curse is activated, the gloves can be removed only by means of a *remove curse* spell or a *wish*.

Glim-Gauntlet

XP Value: 1,000 **GP Value: 4,000**

The Ruins of Undermountain

The method of making these single gauntlets is largely forgotten. They were once the most common magical item in Waterdeep. Woven of metallic fibers, they magically alter size to fit the wearer. They can handle sharp objects and pass through flame and heat without damage to the wearer's hand.

A *glim-gauntlet* is named for its power to glow with a soft yellow radiance akin to *faeriefire* upon the mental command of the wearer. The light can be varied from bright (not blinding) to a dim glow, and can last without limit, so long as the glove is worn by a living being. A *glim-gauntlet* can also cause magical *dweomers* (the auras of enchanted items, not living things) to glow faintly when touched by the gauntlet. The strength of such auras roughly corresponds to the power of the magical item touched.

Hand of Remote Action

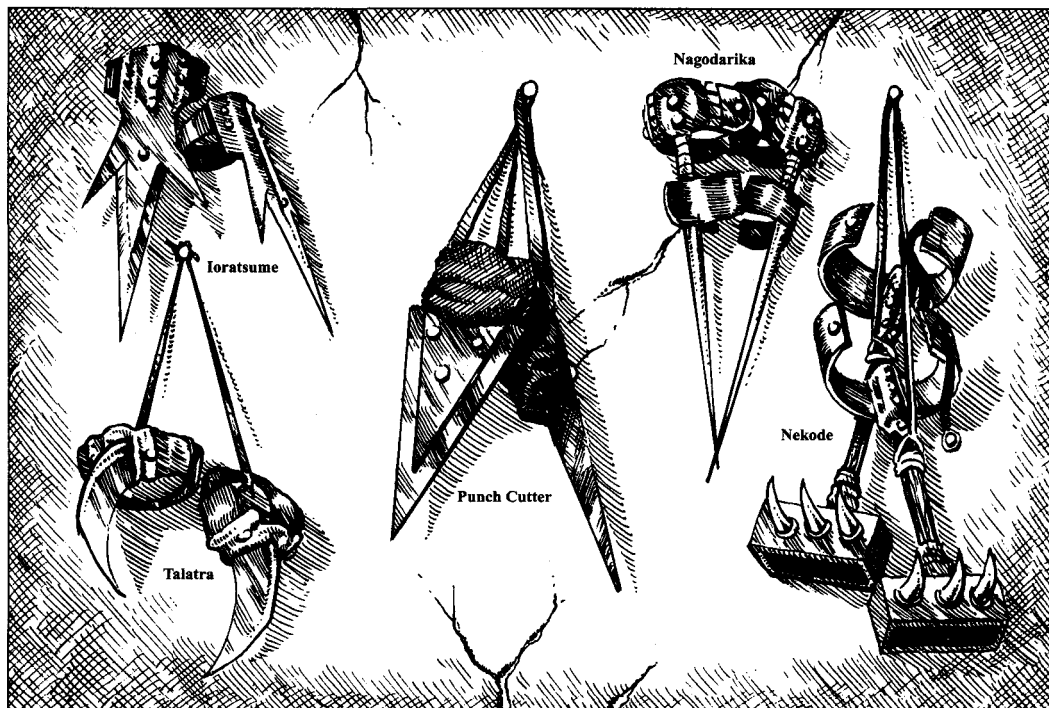
XP Value: 1,400 **GP Value: 16,500**

DRAGON Magazine 99

Also known as a *wonderful hand*, this unusual creation is actually two devices—a gauntlet of steel that changes size to fit the hand of any wearer (halfling through human), and a "hand" of solid steel, identical to the gauntlet in size and appearance. The two items are magically linked, so that the hand mimics all actions of the gauntlet from a distance of 10 feet per point of Wisdom possessed by the wearer. Thus, the wearer of the *hand of remote action* may grasp at empty air and the hand, some distance away, grasps at an enemy. The positioning and movement of the hand are under the complete control of the gauntlet wearer as long as the hand is within the maximum allowable distance and remains within the sight of the wearer.

All attacks made by the hand are at -1, due to the difficulty of accurately judging distances from afar.

The hand may transport weapons, but it cannot be used to wield them or hurl them; its chief use is to manipulate dangerous items and to disarm traps and locks from a distance. It is particularly suited for use by thieves, although any class may employ the item.



The hand, unless its speed is markedly increased (by *telekinesis* or similar means), does 1d8 points of damage per blow. For purposes of bending bars, opening doors, and similar actions, it has the same effective Strength as the gauntlet wearer. It cannot be destroyed by physical attacks, but it becomes inert if it takes blows amounting to 20 points of damage. It can be "recharged," negating all damage, by bringing it into contact with the gauntlet before the 20 point limit is reached. If it falls inert, either from damage or by moving out of sight of the *gauntlet* wearer, it must be "replenished" by keeping it within the maximum distance for a period of one day for each day (or fraction of it) that it was inert; so even a momentary loss of control over the hand causes it to become useless for one day. The gauntlet and hand cannot be employed in conjunction with any other form of magical gauntlets. The hand cannot be controlled when the wearer is being attacked psionically, or is the target of some form of mind-control magic; however, it will remain functional, and can be used again as soon as the wearer is no longer under mental attack.

The *hand of remote action* cannot be damaged by fire, heat, cold, or electricity, but if it is hit by a magical force of one of these sorts, the spell effect is transmitted at half-strength to the gauntlet wearer. For instance, if the hand is hit by a *fireball* of 8d6 strength, the gauntlet wearer takes 4d6 of damage, or 2d6 if a saving throw is made. Neither the gauntlet nor the hand is subject to any form of rust or corrosion, including attacks by rust monsters.

of Heat

XP Value: 1,000 **GP Value: 10,000**

DRAGON Magazine 91

These gloves are capable of generating heat and fire on the mental command of the wearer. A set of *gauntlets of heat* is capable of producing the following powers—the wearer *can produce flame* and *heat metal* six times per day per gauntlet, and use *burning hands* three times per day. The gauntlets can also be used to ignite up to 12 arrows or crossbow bolts a day, like the spell *flame arrow*. All spell effects are at the 12th level of ability.

of Holding

XP Value: 1,000 **GP Value: 10,000**

The Book of Marvelous Magic

The wearer of these gloves may hold onto any other item or creature without letting go. When used in hand-to-hand combat, a normal attack roll must first be successful, but the wearer may hold onto the victim after that, squeezing if desired for 1 d4 points of damage per round (plus Strength bonus). The wearer's Dexterity bonus to Armor Class (if any) does not apply while holding onto a stationary object or creature.

Iron Gauntlet of Urnst

XP Value: 2,000 **GP Value: 12,000**

GREYHAWK Adventures

This item was created by an iron-fisted wizard who wanted a magical item to symbolize his philosophy of life. It is a leather gauntlet covered with flat iron plates on the upper surface. When used in melee combat, the wearer has one attack per round with a +2 to the attack. Damage inflicted is determined on the following table:

Roll	Result
01-12	Glancing blow: 1d6 points
13-16	Solid punch: 2d6 points
17-19	Hard punch: 3d6 points and opponent is stunned next round
20	Crushing blow: 4d6 points and opponent is stunned for next three rounds

Add +4 to the next attack, and result rolls against a stunned opponent instead of +2.

of Might

XP Value: 8,000 **GP Value: 70,000**

Twilight Calling

The *gauntlets of might* allow the wearer to do double damage (as a *girdle of giant strength*) three times a day, and have the power of *regeneration* (as the ring).

of Meander

XP Value: 2,500 **GP Value: 15,000**

Curse of the Azure Bonds

The *gauntlets of Moander* are a set of bulky, magical gloves forged by priests of Moander long ago, in the years before their god was banished and imprisoned. They were originally designed to destroy *the pool of radiance*, the home of Tyrannthraxus. The mere threat of these gloves was suf-

ficient to cause Tyranthraxus to flee Yulash.

The gauntlets have the image of an open mouth in each palm. In the presence of the *pool of radiance*, the mouths activate, and beams of light arch out, linking with the pool itself. In five rounds it will suck the energy dry from the pool, sealing it forever. The gauntlets then fall dormant, losing all magical abilities, until a new *pool of radiance* is opened.

The gauntlets have a number of beneficial effects:

- Give the wearer AC 2.
- Function as *gauntlets of ogre power*.
- Provide +2 on saving throws vs. spell.
- Allow the wearer to communicate with (but not command) all plant life.

The wearer is also more susceptible to the effects of Meander's own magic, saving at -4.

of Ogre Power

XP Value: 1,000 **GP Value: 15,000**

The Book of Marvelous Magic

These gauntlets give the wearer 18 Strength and the bonuses gained by that. The wearer may choose not to use a weapon, striking instead with one fist each round and gaining a +3 bonus to the attack roll, inflicting 1d4 points of damage per hit (no bonus).

of Ogre Power II

XP Value: 1,000 **GP Value: 10,000**

DUNGEONMASTER Guide

These appear the same as typical handgear for armor. The wearer of these gloves, however is imbued with 18/00 Strength in his or her hands, arms, and shoulders. When striking with the hand or with a weapon hurled or held, the gauntlets add a +3 bonus to attack rolls and a +6 bonus to damage inflicted when a hit is successful. These gauntlets are particularly desirable when combined with a *girdle of giant strength* and a hurled weapon. They grow or shrink to fit any creature from human to halfling.

of Polishing

XP Value: 370 **GP Value: 3,750**

POLYHEDRON Newszine 43

While wearing these gauntlets, an individual is able to thoroughly clean and polish any object made of metal in Moth the time normally needed. These gauntlets are highly prized by metal smiths and invaluable for cleaning and drying armor before it rusts.

of Proficiency

XP Value: 500 **GP Value: 5,000**

DRAGON Magazine 181

Rumors tell of magical gauntlets that impart proficiency with any weapon when worn. *Gauntlets of proficiency* would certainly be valuable, particularly to someone with a large arsenal of magical weapons. If the DM is very stingy with such weapons, *gauntlets of proficiency* may be introduced to the party.

Razor Claws of Chakyik

XP Value: 1,500 **GP Value: 12,000**

GREYHAWK Adventures

These were created by a wizard loyal to the Tiger Lord of the northwest. Always appearing in pairs, each razor claw of the set consists of four curved daggers attached to a leather gauntlet. The weapon gives +2 attack and 1d6+2 damage, and requires no special proficiency for use. When both claws are used at once, a PC has two attacks per round if his or her class level does not already allow it.

of Specialization

XP Value: 1,000 **GP Value: 10,000**

DRAGON Magazine 181

Rumors tell of magical gauntlets that impart specialization with any weapon when worn. *Gauntlets of specialization* would certainly be valuable, particularly to someone with a large arsenal of magical weapons. *Gauntlets of specialization*, however, can well cost the DM the campaign unless extreme care is used.

of Sticking

XP Value: 100 **GP Value: 1,000**

The Book of Marvelous Magic

These gloves are identical to *gauntlets of holding*, but the user is unable to remove them. Each gauntlet adheres to any item it touches, to a maximum of three. If any item weighs more than 300 pounds, the wearer can pull loose in six rounds. The items cannot otherwise be removed until *remove curse* is applied by a caster of at least 15th level.

of Super Strength

XP Value: 3,000 **GP Value: 30,000**

The Book of Marvelous Magic

This pair of gloves appears to be and functions as *gauntlets of ogre power*, but when commanded,

they raise the wearer's Strength even further. The wearer is then able to carry 200 pounds of additional weight and gains a +5 bonus to both attack and damage rolls. This effect lasts only one turn and may be used only once per day. However, immediately after the effect ends, the user must stop and eat a full meal or suffer a -4 penalty to Strength, Dexterity, and Constitution scores and a -4 penalty to all saving throws. If a delay of more than one turn occurs before dining, these penalties apply for at least eight hours or until two full meals and a good night's rest have been obtained.

of Swimming and Climbing

XP Value: 1,000

GP Value: 10,000

DUNGEON MASTER Guide

A pair of these gloves looks normal, like lightweight hand wear, but they radiate magic if detection is attempted. The wearer can have hands of large (human) or small (halfling) size, but gains the ability to swim as fast as a triton (MV 15) underwater, and as fast as a merman (MV 18) on the surface. The gauntlets do not grant the ability to breathe in water.

The gloves give the wearer a very strong gripping ability with respect to climbing. He or she can climb vertical or nearly vertical surfaces, up or down, with a 95% chance of success. If the wearer is a thief, the gauntlets increase success probability to 99%.

of Tamus

XP Value: 1,000

GP Value: 10,000

DRAGON Magazine 159

This heavy steel gauntlet's origin is unknown, despite any number of people who claim to know the "truth of such matters." This device, made of light chain mail and sheathed with metal plate, has become a highly prized tool for the giff—an item so great in power and danger that it would suit no other race. The *gauntlet of Tamus* received its name in an isolated skirmish during the Unhuman Wars. A giff mercenary found the gauntlet in a cave on an asteroid in the Calotian system. Wearing it into battle against some very surprised elves, Tamus found the gauntlet's power of generating explosions of tremendous force much to his liking. Though he soon succumbed to excessive damage in battle (mostly caused by the gauntlet), Tamus secured a place for himself in giff folklore.

As any giff will tell you, the gauntlet's correct

name is *the mighty gauntlet of Colonel Tamus Ewdun, field commander and subadmiral of the fleet*. The gauntlet can create an explosion three times per day, not unlike *afireball* but without flames, that does 5d8 points of damage to any opponent within 5 feet of it. The blast is centered on the gauntlet, subjecting the wearer to half damage. Nonetheless, it fills the bill for the perfect giff weapon—it looks impressive with one's uniform, does tremendous amounts of damage, and the explosions are fantastic displays of thunder and fury. It matters not at all that the wearer is subject to damage as well; any true giff would smile in the heart of such an explosion—it is the mark of a great warrior. The gauntlet's explosion can, if used against ships, do 1d4 hull points damage.

Another liability of this item, the main reason why the giff have kept it to themselves, is that the gauntlet shrinks to fit the hand it is placed on and never comes off! Its magic seems tied to the wearer's life force, since the gauntlet comes loose only upon the wearer's death. There are many sages of the mysteries who would love some answers about this item; quite frankly, though, there are few that wish to get close enough to its current wielder to ask about it.

The *gauntlet of Tamus* is currently worn by General Saerlg Tomojak, diplomatic envoy for the giff to the Rock of Bral. His violent temper, undiminished even after years of military discipline, makes him a poor diplomat; nevertheless, people consider what Saerlg's angry fist can do and concede to his wishes. As such, the giff have received many "favors" from Prince Andru in return for keeping Bral's landscape intact.

The Gauntlet

XP Value: —

GP Value: —

The Gauntlet

The gauntlet is made of tough black leather. It appears to have been made for a large human left hand but is actually capable of fitting any left hand. It has iron studs along the fingers and four rough gray-green gems set in the palm.

The gauntlet has a personality and purpose. They should be treated in a manner similar to those of intelligent swords. It has an Intelligence of 15 and an Ego of 18, and thus a personality of 33. Its alignment is neutral evil and it will attempt to dominate its bearer as soon as it is put on. If the victim succumbs, he or she becomes a slave to *the gauntlet's* commands. *The gauntlet* does



not allow the use of any of its powers by creatures it does not control. Any character of nonevil alignment who puts on the *gauntlet* suffers 1d8 points of damage each round that it is worn. The *gauntlet* only attempts to control nonevil creatures under exceptional circumstances, in which case it leaves the creature with 1 hit point.

If a PC dons the *gauntlet* and becomes dominated by it, the DM should immediately take control of the character from the player and direct its actions according to the desires of the *gauntlet*. Control of the character can only be restored to the player if the *gauntlet* is removed. Removal requires the application of an *exorcize* spell cast at the 20th level. Creatures wearing the *gauntlet* who are not under its control are able to remove it without difficulty.

The original purpose of the *gauntlet* was the destruction of the Keep at Adlerweg, but during the years it lay dormant it became dissatisfied and planned to capture and control the Keep, rather than destroy it.

The *gauntlet* fears the *Sentinel* greatly since, if they are brought together, the *gauntlet* will be destroyed.

Powers: There are two kinds of magical abilities that the *gauntlet* can employ—those that are permanent and may be used at will, and those which may only be used for a limited period. These powers are only available to a PC who has been completely taken over by the personality of the *gauntlet*.

Permanent Powers:

- The wearer gains a number of Hit Dice or levels (as appropriate). The number gained depends on the original level and Hit Dice of the wearer:

Original level /Hit Dice	Levels/Hit Dice gained
less than 1	5
1-3	4
4-6	3
7-9	2
11-12	1
more than 12	0

The wearer gains all hit points, THACO, saving throw and magic resistance benefits of the acquired level, but no extra spell casting or special abilities.

- The wearer *regenerates* 5 points of damage per round, even when reduced below 0.
- The wearer is protected by the equivalent of a permanent *protection from normal missiles* spell.

- The wearer has a permanent *shocking grasp* ability that adds 1d6+1 hit points of electrical damage to any hit scored with the hand wearing the *gauntlet*. This damage does not apply if a weapon is used.
- The wearer has an equivalent Charisma of 18 when dealing with creatures of evil alignment. This is due to the emanations of power from the *gauntlet* and if it is destroyed, all creatures previously subject to its influence are affected by the equivalent of a *fear* spell.
- The wearer is no more than an automaton under the control of the *gauntlet*, and is immune to *charm*, *command*, *confusion*, *ESP*, *fear*, *feeblemind*, *forget*, *friends*, *geas*, *hold person*, *quest*, *scare*, *sleep*, and *suggestion* spells.

Limited Use Powers:

- The *gauntlet* may become the equivalent of a *maul of the titans* (duration five rounds; see **Hammer**) three times each day. It may be automatically wielded by its wearer (regardless of size or strength) but it can only be used for damaging structures and not as a weapon.
- The wearer may cast a *fear* spell once per day (duration six rounds).
- The wearer may cast a *know alignment* spell three times per day.

of the Valorous

XP Value: 10,000

GP Value: 45,000

The Ruins of Myth Drannor

Made for the heroes of Myth Drannor, these magical gloves vary in appearance from massive, silver, elbow length, war gauntlets to delicate open versions consisting of five knuckle-rings linked to wrist bracelets by fine chains, along which can be found various ornamentation (sometimes including storage lockets for powders, scent, gems, or coins).

If a single gauntlet is worn, the wearer can punch with it in battle for 1d4+1 damage, making all attack rolls at +3. It is supple enough to permit the wearer to cast spells while wearing it, and causes the wearer's spells to have the maximum possible effects (overriding all the magic-affecting powers of the mythal, but not any victim-saving throws). The wearer also gains a +1 bonus on all saving throws.

If any two *gauntlets of the valorous* are worn, the pair together has all the powers and properties of a single gauntlet, plus 1d3 of the following powers (find randomly with a 1d12 roll; these powers are mentally revealed to the wearer once both gloves are donned, and are not changeable):

Roll Extra Power

- 01 *Regenerate* (as the 7th-level priest spell) by gauntlet-touch, twice/day.
- 02 *Resurrection* (as the 7th-level priest spell, cast by a 20th-level priest) by gauntlet touch, once/day.
- 03 *Chain lightning* (as the 6th-level wizard spell, first arc of bolt dealing 12d6 damage) from pointed gauntlet, three times per day.
- 04 *Stone to flesh* or its reverse (as the 6th-level wizard spell) of up to 180 cubic feet total volume, by gauntlet touch, once per day (one act of either *flesh to stone* or *stone to flesh*, not once each).
- 05 *Telekinesis* as the 5th-level wizard spell—the single round version that hurls objects away—as if cast by a 12th-level wizard: objects of up to 300 pounds total can be hurled, suffering 12 points of damage if they strike solid objects in flight, affecting objects and beings touched by a gauntlet within a single round. Multiple objects can be touched and willed to fly away, and this goes on until the weight limit is exceeded. The object that is "over" won't be affected. This power is usable twice a day.
- 06 Four times per day, the wearer of the gauntlet can unleash a *power blow* when a successful attack is landed. The attack does normal damage, plus 3d6 points of smiting damage (and the victim must save vs. spell or be knocked down, its hold on weapons, ladders, railings, captives, masts, and the like automatically broken).
- 07 Either one of the gauntlets can emit a *name blade* (as the 2nd-level priest spell, dealing 1d4+4 points of damage plus 2 more if the victim is undead or especially vulnerable to fire, and -2 if it is protected against fire); this power can be evoked a total of twice per day, regardless of which glove is used.
- 08 By touch, a gauntlet can *heal* (as the 6th-level priest spell), once a day.
- 09 Each gauntlet can emit *repulsion* (as the 6th-level wizard spell) once/day: undead caught in this special repulsion effect must save vs. spell at -2 or boil away, suffering 2d4 points of damage to their unlfe.
- 10 A gauntlet can *polymorph other* (as the 4th-level wizard spell) once/day, by touch; victim is allowed a normal saving throw, and is not required to make a system shock sur-

vival roll for the transformation (but unless naturally a shapeshifting creature, any later change back to normal form involves a system shock survival roll).

- 11 A gauntlet can *hold monster* once per day, by touch (as the 5th-level wizard spell, but only one creature can be affected—save vs. spell at -3 to escape the spell effects).
- 12 Both gauntlets can, upon command, emit electrical discharges that they conduct directly to foes with punch attacks, or that is added to the damage done by any weapon wielded by either gauntlet; the damages done are an additional 2d4 points; this power can be used once per turn, and last one round each time—but can affect both gauntlets if desired, so that a high-level fighter employing two weapons, one in either hand, during the same round would gain 2d4 extra damage on both. (Weapons and struck items normally requiring an item saving throw vs. lightning are forced to make such throws, so that the gauntlet wearer can easily destroy his or her own weapon unintentionally.)

When a matched pair of *gauntlets of the valorous* is used in a certain way (say, to swing a magical sword) or to do a certain thing (to slay a baatezu or a dragon), they attain fulfillment. This purpose, set when they were created, is rarely known to the wearer, and cannot be divined by magical means.

Upon fulfillment, the gloves blaze with light and vanish, healing their wearer, and removing all afflictions as would an *elixir of health*. The wearer also gains 1 d4 permanent hit points, a one-point gain on any ability score (randomly chosen, not player's choice), and another permanent ability. (Choose randomly from the following table, rolling 1d8 and rerolling if it's an ability the being already possessed.)

Roll Permanent Ability

- 01 *Infravision* (as the spell), whenever concentrated.
- 02 Being gains +40% to base success rate for climbing (see the *PHB*).
- 03 Being gains a bonus of +1 on all attack rolls with a particular type of weapon (specific, such as a long sword, but not a broader category such as "sword").

- 04 Being gains a 40% chance to notice traps (as a thief finds traps), even when not concentrating (a being already having this ability gains a +40% bonus).
- 05 Being gains the same chances to detect depth and grade as a dwarf has (see the *PHB*); note that the dwarven miners' aptitudes for detecting new construction, sliding or shifting areas or traps are not gained.
- 06 Being gains a base chance of 40% to move silently (as a thief; a being already having this ability gains a +40% bonus).
- 07 Being gains the ability to *dimension door* (as a 7th-level wizard does, but without any spell).
- 08 Being can *pass without trace* once per day (as the 1st-level priest spell—but no magical trail is left).

Note that these fulfillment benefits are permanent, and do not depend on alignment, behavior, presence of the mythical, or proximity to where the gloves vanished.

Wonderful Hand

See *Hand of Remote Action*, above.

Gauze of Appearance

XP Value: 2,000

GP Value: 9,000

Draconomicon

Although this item was created by dragons and is still crafted almost exclusively by them, it can be used by intelligent creatures of any race or class. It takes the form of a small sheet of the thinnest, most filmy material imaginable. It's effectively invisible unless a creature is actively looking for it, and even then the chance of noticing it is only 60%.

To be effective, the gauze needs to be draped around the top of a doorway or portal so that anyone trying to pass through the portal must brush the gauze. The gauze immediately makes any invisible creature that touches it visible again. In addition, the creature who touched the gauze is totally convinced he or she is still invisible, and unwilling to believe anyone who tries to claim otherwise.

Gauze of appearance also dissipates any illusions that pass through it, and strips away the effects of minor spells like *change self*. Even the effects of a *hat of disguise* or a similar item is reversed by the gauze.

Dragons frequently drape lengths of gauze around their treasure hoards. Although they can

usually detect *invisible* intruders, any animal guards they may be using might not be so lucky.

Gavel

A gavel is a small wooden mallet, a noisemaker, used by rapping it sharply against a piece of wood. Gavels are used by auctioneers to get attention, and by magistrates to call courts to order, conclude sentencing, or quiet outbursts during court.

of Auctions

XP Value: 400

GP Value: 2,000

The Book of Marvelous Magic

This small wooden mallet is used by rapping it sharply on a piece of wood. It has no effect unless three or more creatures are within 30 feet when it is used. At that time, the user of the gavel must offer to the highest bidder all magical items carried. Any bid will suffice, and the wielder of the gavel must hand over each item sold and collect the payment. If everyone refuses to bid, the item passes; the victim keeps the item and instead suffers a -1 penalty to attack rolls, damage rolls, and saving throws. These penalties are cumulative with each item passed, to a maximum penalty of -8 each. The auction continues until all magical items are sold or passed, or until the gavel is destroyed. All items sold at auction are legally the property of those buying them, but the original owner may withhold command words, if known. The original owner must announce this fact when the item is sold. The items may be returned later, of course, at the discretion of the new owners. A *remove curse* spell from a caster of at least 15th level stops the auction by destroying the gavel. A *remove curse* from any level caster removes the accrued penalties.

of Authority

XP Value: 600

GP Value: 3,000

The Book of Marvelous Magic

This item, rapped on any hardwood, raises the user's Charisma to 18. However, the effect lasts for only one hour, and the gavel functions only once a day.

of Order

XP Value: 800

GP Value: 4,000

The Book of Marvelous Magic

This gavel appears to be a *gavel of auctions* but causes every living creature within 30 feet to make a saving throw vs. spell or be *charmed* by

the user. This limited *charm* lasts for only one hour and is easily removed by a *dispel magic* spell. The gavel may be used only once a day.

Gem

A few definitions concerning gemstones are in order. Most minerals (and gems are usually minerals) are of two types—crystalline, occurring as single stones or clusters of stones, each having a definite structure that is regularly repeated throughout crystals of the same sort; or massive, occurring as continuous masses of the same mineral, having no regular structure that is readily discernible. (Technically, massive minerals are actually composed of a great number of microscopic crystals in most cases.)

Crystalline stones are often *faceted*, a process by which they are flaked or ground into a series of flat surfaces that together usually form one of several customary cuts, in the shape of symmetrical but irregular polyhedra. Both crystalline and massive stones may be smooth cut, which is the act of forming them into regular shapes with flat surfaces suitable for engraving (those often found in rings). They may be made into cabochons, oval or dome-shaped, with one flat side for mounting. They may also be carved into beads, figurines, symbols, and other shapes, or simply polished in the natural shape of the stone. Massive stones are sometimes found in large enough masses to be shaped like one would shape wood or stone; sections may be sawn off a large stone and used decoratively as slabs; or they may be carved (or even turned on lathes) into jars, bowls, and other functional shapes.

Inclusions are any of the specks of other materials, bubbles, tiny flaws, impurities, and the like which affect the appearance of a stone by their presence. Cat's-eyes, found among many mineral families, are caused by certain patterns of inclusions which, when a stone is shaped properly, appear similar to the slit-shaped pupil of a cat's eye. Star gems have analogous patterns creating the illusion of a pale, six-rayed star. Both cat's-eyes and stars must usually be cut as cabochons to display the effects (known by the terms *chatoyancy* and *asterism* respectively). The value of a given stone will depend on its size, color, relative freedom from flaws, and the skill with which it has been cut.

Those mystical properties associated with the various gems are to be associated with the "classical" forms; thus, while topaz exists in blue, colorless, and pink varieties, the mystical properties



associated with the various gems are to be associated with the "classical" forms; thus, while topaz exists in blue, colorless, and pink varieties, the mystical properties with which topaz is credited are linked only to the traditional honey-yellow stone (and the similarly colored "oriental topaz"). When stones normally occur in a number of different colors, such as with agate, jade, jasper, and spinel (to name a few), this restriction does not apply. In the following text, each type of gem mentioned in the *DMG* is referenced by at least one of its popular names. The information on gem category (ornamental, fancy, etc.) and base value in gold pieces is taken from the *DMG*.

Reputed magical properties of gems: The Dungeon Master can use this list in a number of ways. The DM may choose gems with appropriate magical properties as needed material for the creation of a magical diagram or as part of the material components for the spells listed in the *Fiendomicon of Iggwllv* (see **Spellbook**). The gems marked with an asterisk may also be used to refuel *Daoud's wondrous lantern*.

Gem Type	Effects or Uses
Agate	Restful and safe sleep
Alexandrite	Good omens
Amber	Wards off disease
Amethyst	Protects against drunkenness or drugging
Beryl	Wards off enemies
Bloodstone	Weather control
Carbuncle	Powers of dragons' sight
Carnelian	Protection from evil
Cat's-eye agate	Protection from spirits
Chalcedony	Wards against undead
Chrysoberyl	Protection from possession
Chrysolite	Wards off spells
Chrysoprase	Invisibility
Coral	Calms weather, ensures safety in river crossings, cures madness, halts bleeding
Diamond	Invulnerability vs. undead
Hematite	Aids fighters, heals wounds
Jacinth	Luck for travelers, wards off plague, protection from fire
Jade	Skill with music and musical instruments
Jasper	Protection from venom
Jet	Soul object material
Lapis Lazuli	Raises morale and courage
Malachite	Protection from falling

Malachite	Wards off spells, evil spirits, and poisons
Sunstone	Wards off spells, evil spirits, and poisons
Moonstone	Causes lycanthropy
Olivine	Protection from spells
Onyx	Causes discord among enemies
Peridot	Wards against enchantments
Ruby	Gives good luck
Sapphire	Aids understanding of problems, kills spiders, boosts magical abilities
Sapphire	Star Protection from magic
Sard	Benefits wisdom
Serpentine	Adds to wile and cunning
Topaz	Wards off evil spirits
Turquoise	Aids horses in all ways (but the stone shatters when it operates)

Gem Color	Meaning or Significance
Black	The Earth, darkness, negation.
Blue	The heavens, truth, spirituality.
Clear	The sun, luck.
Green	Venus, reproduction, resurrection, sight.
Red	Control of hemorrhaging, heat.
White	The Moon, enigmas.
Yellow	Secrecy, homeopathy, jaundice.

Find the value of each gem or group of gems on the table below, and check for gem variations:

Roll	Class	Base Value
01-25	Ornamental Stones	10 gp
26-50	Semiprecious Stones	50 gp
51-65	Fancy Stones	100 gp
66-80	Precious Stones	500 gp
81-90	Hardstones	Varies
91	Shells	Varies
92-99	Gems	1,000gp
00	Jewels	5,000 gp

Ten percent of these gems are worth more or less than their base value, either because of imperfections or a particularly splendid cut. Use the Gem Variation Table.

Roll	Result
1	Stone increases to the next higher value; roll again, ignoring a result of 1.
2	Stone is double base value.
3	Stone is 10-60% above base value.

- 4 Stone is 10-40% below base value.
 5 Stone is half base value.
 6 Stone is decreased to next lower base value; roll 1d6 again, ignoring a result of 6.
 7-8 Stone is uncut and in rough form (if possible). Value is 10% of that listed until polished and cut by someone with jewelry proficiency. At that time, roll again on this chart with 1d6.

If the specific type of stone is desired, go to the appropriate table below and roll the stone type. Note that some gems have both economic value and commodity value if they can be used in creating magical items or magical spells.

Roll Ornamental Stone Type

01-02	Agni Mani
03-04	Algae
05-06	Augelite
07-08	Azurite
09-10	Banded Agate
11-12	Blue Quartz
13-14	Bluestone
15-16	Chrysocolla
17-18	Corstal
19-20	Crown of Silver
21-22	Disthene
23-24	Epidote
25-26	Eye Agate
27-28	Fire Agate
29-30	Fluorspar
31-32	Frost Agate
33-34	Goldline
35-36	Greenstone
37-38	Hematite
39-40	Hyaline
41-42	Lapis Lazuli
43-44	Lynx Eye
45-46	Malachite
47-48	Microcline
49-50	Moss Agate
51-52	Nelvine
53-54	Nune
55-56	Obsidian
57-58	Oolite
59-60	Ophealine
61-62	Rhodochrosite
63-64	Rosaline
65-66	Sagenite
67-68	Sanidine
69-70	Sarbossa

71-72	Satin Spar
73-74	Sharpstone
75-76	Sheen
77-78	Silkstone
79-80	Snowflake Obsidian
81-82	Sunstone
83-84	Thuparlial
85-86	Tiger Eye Agate
87-88	Turquoise
89-90	Variscite
91-92	Violane
93-94	Webstone
95-96	Wonderstone
97-98	Woodtine
99-00	Zarbrina

Roll Semiprecious Stone Type

01-02	Agate
03-04	Alestone
05-06	Andar
07-08	Aventurine
09-10	Bloodstone
11-12	Boakhar
13-15	Carnelian
16-18	Chalcedony
19-21	Chrysoprase
22-24	Citrine
25-26	Cleophane
27-28	Datchas
29-30	Dioptase
31-32	Gold Sheen
33-34	Hambergyle
35-36	Hydrophane
37-38	Hypersthene
39-40	Iol
41-43	Irtios
44-45	Jasper
46-47	Luriyl
48-49	Malacon
50-51	Mellochrysos
52-54	Moonstone
55-56	Mykaro
57-58	Mynteer
59-62	Onyx
63-64	Orprase
65-66	Phenalope
67-68	Rainbow Obsidian
69-72	Rock Crystal
73-74	Samarskite
75-77	Sardonyx
78-80	Serpentine
81-82	Skydrop

83-86 Smoky Quartz
 87-88 Spodumene
 89-91 Star Rose Quartz
 92-93 Tabasheer
 94-95 Tchazar
 96-97 Witherite
 98-00 Zircon

RoU Fancy Stone Type

01-03 Alexandrite
 04-06 Amber
 07-10 Amethyst
 11-13 Angel's Skin
 14-16 Brandeen
 17-20 Cairngorm
 21-23 Chrysoberyl
 24-26 Chrysolite
 27-30 Coral
 31-33 Golden Sapphire
 34-36 Green Sapphire
 37-40 Heliotrope
 41-43 Hyacinth
 44-46 Jade
 47-50 Jargoon
 51-53 Jet
 54-56 Kornerupine
 57-60 Laeral's Tears
 61-63 Mocca Stone
 64-66 Octel
 67-70 Precious cat's-eye
 71-73 Scapra
 74-76 Shandon
 77-80 Sinhalite
 81-83 StarDiopside
 84-86 Tourmaline
 87-90 Tremair
 91-93 Ulvaen
 94-96 Waterstar
 97-00 Ziose

Roll Precious Stone Type

01-07 Aquamarine
 08-14 Euclase
 15-21 Flamedance
 22-29 Garnet
 30-37 Heliodor
 38-44 Horn Coral
 45-51 Orbaline
 52-59 Pearl
 60-67 Peridot
 68-75 Raindrop
 76-81 Rusteen

82-88 Sphene
 89-95 Spinel
 96-00 Topaz

Roll Gem Stone Type

01-05 Black Opal
 06-11 Fire Opal
 12-16 Jasmal
 17-21 Moonbar
 22-26 Opal
 27-32 Orange Sapphire
 33-37 Orblen
 38-42 Orl
 43-47 Purple Sapphire
 48-53 Ravenar
 54-58 Red Tears
 59-63 Rhodolite
 64-68 Sapphire
 69-74 Sard
 75-79 Shou Lung Topaz
 80-84 Shou Lung Amethyst
 85-89 Tomb Jade
 90-95 Water Opal
 96-00 Zendalure

Roll Jewel Type

01-06 Amaratha
 07-17 Beljuril
 18-25 Black Sapphire
 26-36 Diamond
 37-47 Emerald
 48-58 Jacinth
 59-69 King's Tears
 70-71 Rogue Stone
 72-82 Ruby
 83-85 Shou Lung Emerald
 85-93 Star Ruby
 94-00 Star Sapphire

Roll Hardstone Type

01-06 Alabaster (5 sp)
 07-12 Archon (2gp)
 13-18 Hornbill Ivory (7 sp)
 19-24 Iris Agate (2 gp)
 25-30 Ivory (1-5 gp, depending on quality)
 31-36 Lumachella (26 sp)
 37-42 Luspeel (3 gp)
 43-48 Marble (3 gp)
 49-54 Meerschmum (2 gp)
 55-60 Pipestone (1 gp)
 61-66 Psaedros (6 sp)
 67-72 Serpentine Stone (3 gp)

73-78	Soapstone (9 sp)
79	Star Metal (10,000 gp)
80-85	Sulabra (7 sp)
86-91	Tempskya (1 gp)
92-95	Turritella (8 sp)
96-00	Xylopal (22 sp)

RoU Shell Type

01-05	Abalone, Red (10 gp)
06-07	Abalone, Green (25 gp)
08-14	Black Helmet (45 gp)
15-21	Conch (10 gp)
21-28	Cowrie, Tiger (10 gp)
29-33	Cowrie, Pearl (20 gp)
34-36	Cowrie, Opal (100 gp)
37	Cowrie, Purple Star (4,000 gp)
38-44	Flame Helmet (50 gp)
45-51	Horned Helmet (50 gp)
52-58	Mother of Pearl (5 sp for one pound)
59-65	Nacre (1 gp for one pound)
66-72	Nautilus (5 gp)
73-79	Red Helmet (20 gp)
80-85	Sardonyx Helmet (40 gp)
86-90	Shambos (1-5 gp per shell plate)
91-94	Trochus (4 gp)
95-98	Turbo (2 gp)
99-00	Unio (1 gp)

of Atonement

XP Value: 500 GP Value: 4,000

IMAGINE Magazine 20

This white diamond allows the bearer to cast the 5th-level *atonement* spell once per day.

Bimbomushi

XP Value: 3,000 GP Value: 20,000

DRAGON Magazine 40

This item comes in two slightly different forms, appearing either as a magical gem or like a magical stone. In either form, the *bimbomushi* acts like a *ring of protection* +3 for its carrier when in battle with a creature of higher Hit Dice than the bearer, as long as the enemy is conscious and in battle.

of Brightness

XP Value: 2,000 GP Value: 17,500

DUNGEON MASTER Guide

This crystal appears to be a long, rough prism. With the proper command words, however, it emits bright light, which may be used in three different ways.

One command word causes the gem to shed a pale light in a 10-foot long cone, emanating from the gem to a radius of 214 feet at the end of the beam. This does not discharge any of the energy of the device.

Another command causes the *gem of brightness* to send out a very bright ray 1 foot in diameter and 50 feet long. Any creature struck in the eyes by the beam is dazzled and unable to see for 1d4 rounds. The target creature is entitled to a saving throw vs. spell to determine whether or not its eyes were shut or averted in time. This use of the gem expends one energy charge.

The third manner in which the item may be used is to cause it to flare in a blinding flash of light, in a cone 30 feet long with a 5-foot radius at its end. Although this glare lasts but a moment, all creatures within the area must save vs. spell or be blinded for 1d4 rounds and thereafter suffer a penalty of -1 to -4 on attack rolls due to permanent eye damage. This use expends five charges.

Dazzling or blindness effects can be reversed by a *cure blindness* spell; eye damage can be cured only by a *heal* spell. The *gem of brightness* has 50 charges and cannot be recharged. A *darkness* spell cast at the gem's owner drains one charge from a *gem of brightness*, or makes it useless for one round, at the option of the gem owner. A *continual darkness* spell causes it to be useless for one day, or to expend five charges, at the option of the owner.

Bupu's Emerald

XP Value: GP Value:

Tales of the Lance

A gully dwarf named Bupu bestowed this emerald upon Raistlin as they wandered the ruins of Xak Tsaroth. She hoped it would heal his infirmities. It did not. But neither did it strike him dead, as it has done to others since. Although some adamantly claim that Raistlin imbued the stone with its killing power, others say the emerald was enchanted before Raistlin got it. Regardless, after Raistlin's death, the emerald somehow appeared in the pocket of a gully dwarf who was cornered by draconians. The miserable creature offered the emerald to his tormentors as a bribe for his life. They accepted, intending to slay the wretch anyway. The stone killed the draconians and the gully dwarf escaped.

Bupu's Emerald works only for gully dwarfs,

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gnomes, and kender. When they offer the gem as a bribe in a life-threatening situation, it evokes an insane fascination and possessiveness in the attackers. The attackers must roll a save vs. spell to avoid this effect. If the roll fails, the attackers must do everything in their power to clasp the emerald. The stone wounds or kills them on contact. Those who touch the emerald must roll a save vs. death magic. Success causes 2d20 points of damage; failure causes death. Draconians call this lethal fascination "Bupu's Revenge." At any time, the owner of the gem may touch it harmlessly. Outside of a life-threatening situation, the gem remains inert, having the normal value of any emerald its size.

Cindergem

XP Value

Blue: 1,000

Green: 1,200

Indigo: 1,300

Orange: 1,000

Violet: 1,500

Yellow: 600

GP Value

5,000

6,000

6,500

5,000

7,500

3,000

Dragon's Rest

Each gem grants one set of powers to one PC, received when the PC touches the gem. When a PC approaches a gem, he or she must squint or otherwise shield the eyes from the dazzling light; otherwise blindness occurs and lasts for 1d4 rounds (the PC still receives the powers). After a PC touches a gem, the powers detailed below are bestowed; the gem dims slightly, showing that it can't be touched again. Once a PC has received a set of powers, he or she cannot receive powers from another gem until those powers have expired. Dragons cannot receive powers from *cindergems*.

The powers are temporary, magical abilities. The individual who receives these powers also gains full knowledge of how to use them; the powers last for two hours. The specific powers associated with each are as follows:

- *Orange cindergem*: The PC gains the AC and flying abilities of a great wyrm silver dragon: AC -11, FI 30 (C)
- *Yellow cindergem*: The PC gains two light-associated abilities. The character can flash a beam of white light at the eyes of an opponent up to 100 feet away; if the attack is successful (make a normal attack roll), the victim is blinded for 1d4 rounds, fighting

with a -4 penalty to the attack roll during that time. Alternatively, the PC can flash a beam of golden light at an opponent up to 50 feet away; if the attack is successful, the victim suffers 2d6 points of damage. Either ability can be used at will in place of a normal attack.

- *Green cindergem*: The PC gains several temperature-related abilities. He or she can blast either a narrow *cone of extreme cold* or a *cone of extreme heat* at a target up to 50 feet away (make a normal attack roll); in either case, the victim suffers 2d4+10 points of damage. Either temperature blast can be used in place of a normal attack, but a blast can be attempted only once every other round. Additionally, the PC gains complete immunity to all cold-based, heat-based, ice or fire attacks (magical, natural, or manufactured).
- *Blue cindergem*: The ghostly image of a 4-foot-diameter human skull with sharp fangs appears beside the PC, hovering near the character's shoulders. The PC can mentally command the skull image to move in any direction within a 100-foot radius. The user can also command the skull to attack victims with its fangs (this is in addition to any attacks normally allowed the user). If the skull is destroyed, it disappears, but a new skull takes its place five rounds later.

Skull: AC 0; MV FI 30 (C); HD 5; hp 40; THACO 15; #AT 1; Dmg 2d6; SA can be hit only by spells, magical weapons, or dragon's breath; ALN.

- *Indigo cindergem*: The PC gains several abilities associated with spectres and ghosts. The character's AC is 0, he or she can fly at a rate of 30 (B); becomes immune to all *sleep*, *charm*, *hold*, and cold-based attacks, as well as poison and paralyzation attacks; and the PC's touch inflicts 1d8 points of damage and drains two life energy levels. All other normal abilities are retained, including hit points, and all normal attacks can still be made; the character does not become immaterial, but retains normal form.
- *Violet cindergem*: The PC gains several abilities associated with the mightiest of warriors. Any weapon attack always inflicts two points beyond its maximum damage (for instance, a

short sword that normally inflicts 1d6 points of damage now inflicts 8 points of damage with every successful blow). In addition, two attacks may now be made each round. Finally, the character acquires 10d6 temporary hit points; damage sustained is taken first from these temporary points.

Curing

XP Value: 600

GP Value: 5,000

IMAGINE Magazine 20

This ruby allows the bearer to cast *cure blindness*, *cure disease*, or *cure serious wounds* once a day.

of Delusion

XP Value: —

GP Value: 5,000

Bestiary of Dragons and Giants

The *gem of delusion* is concealed in an invisible, locked wooden box beneath Edwina's seat in her horse-litter. The key to the box is around her neck. Efforts to pick the invisible lock have a -30% penalty to the roll. The concealed box should be difficult for searchers to locate; the DM should apply appropriate modifiers for its invisibility and hiding place.

The *gem of delusion* is wrapped in black velvet in the box. This large, perfect sapphire stone glows with a light of its own. When the command word inscribed in one facet is said aloud, it radiates a brilliant burst of light. All within a 20-foot radius must save vs. spell (except the wielder of the gem), or be affected by the *delusion* effect as detailed below. Squeezing eyes shut against the burst of light gives +2 to the saving throw; check against Dexterity to see if the eyes closed in time. Victims are stunned for 1d4 rounds, then are mentally vacant and forgetful (as the *feeblemind* spell) for 1d6 turns. Those who made their save suffer no further ill effects. At the end of that time, victims who did not save are affected by a form of insanity or delusion, as determined on the table below.

RoU Delusion

1-2 Victim believes he or she is someone else known to the character (a good friend or party member), and is compelled to behave as that person in all things, including dress and professional skills. (A fighter tries to cast spells, or a wizard picks up a sword.) The victim answers only to the "new" name, "remembers" personal background that doesn't exist,

and has no memory of ever having been his or her original self.

3-4 Victim becomes paranoid, certain that everyone is out to get him or her. The character will go to violent extremes to guarantee personal safety and prevent "them" from doing harm. A victim under this delusion acknowledges no friends, trusts no one, and is touchy and defensive in all things.

5-6 Victim becomes a kleptomaniac, compelled to steal one object once a day (randomly determined by the DM). Even the victim's friends are not safe from the PC's impulses. If the kleptomaniac is not a thief already, there is no thief skills gain with this compulsion. Objects should be relatively easy to steal (portable, easy to conceal), and generally in plain sight (a belt-knife, an item on a store shelf, and the like).

The effect of the gem is permanent. It can only be removed by a *wish*, or by another use of the gem. The deluded creature must save again vs. spell; if the save fails, the delusion is canceled. A victim is affected by only one delusion at a time.

of Detection

XP Value

GP Value

Clear Spindle: 150	500
Deep Red Sphere: 150	500
Pale Blue Rhomboid: 150	500
Pale Green Prism: 150	500
Pale Lavender Ellipsoid: 150	500
Pearly White Spindle: 150	500
Pink and Green Sphere: 150	500
Pink Rhomboid: 150	500
Scarlet and Blue Sphere: 150	500
Vibrant Purple Prism: 150	500

DRAGON Magazine 145

Gems of detection appear to be highly polished, miniature *ioun stones*. They are discovered either already embedded and functioning (as explained below), or dormant. To activate a dormant *gem of detection*, it must be set into the armrest of a sturdy chair or throne by the hands of a skilled jeweler, and *faeriefire* must be cast upon it. If an activated *gem of detection* is pried from an armrest in order to be transferred to another, it goes dormant.

To use this magical item, a character sits in the chair and touches the activated *gem of detection* and receives a power (that lasts as long as he or

she remains seated, in contact with the gem). Only one gem may be touched each round.

Gems of detection are not quite as sturdy as *ioun stones*. They may be destroyed (AC -2, 5 hp), and make saving throws as hard metal with a +1 bonus. The various *gems of detection* are as follows:

Color & Shape	Use	Range
Pale blue rhombus	Detect evil	120'
Scarlet & blue sphere	Detect good	120'
Deep red sphere	Detect lie	30'
Pink rhomboid	Detect invisibility	60'
Pink & green sphere	Detect enemies	60'
Pale green prism	Detect life	120'
Clear spindle	Detect undead	240'
Pearly white spindle	Detect charm	60'
Pale lavender ellipse	Know alignment	30'
Vibrant purple prism	Detect psionics/ psionic creatures	240'

of Drusion

XP Value: 600

GP Value: 6,000

The Book of Marvelous Magic

This gem is identical to a *gem of income* but, when planted, causes a curse to strike the character using it; the gem disintegrates at this time. If some other plants the gem at the owner's direction, the owner is struck along with the servant. The curse slowly turns the victims into trees. Each loses 1 point of Dexterity and Charisma a day, and moves 10 feet less per turn each day. The skin stiffens, reaching a natural Armor Class of 4; branches and leaves start to grow from the torso and may not be removed without damaging the victim. (*Curing* spells cause regrowth.) When movement reaches zero, the victim dies unless placed in soil within 24 hours. When planted in soil, the victim quickly grows large roots, becoming firmly imbedded in one hour. Note, however, that the victim's Wisdom and Intelligence are unchanged, and speech is still possible, although spell casting is not. A *remove curse* spell cast by a 26th-level caster *before* rooting occurs restores the victim to normal form. Once the victim is rooted, a 36th-level caster is needed.

Elvenstar

XP Value: 20,000

GP Value: 100,000

Saga of the Shadow King

The origins of the *Elvenstar* are veiled in the mists of time. The gemstone is however, a very

powerful magical item, initially bestowed upon Lord Gylharen by the Sage Bensarian. It was Bensarian who named the stone but offered no account of its history.

Upon receiving the star, Gylharen was given a special tome of incantations. By invoking special spells, the wizard-king was able to cast spells through the star itself. The gem acted as a fulcrum or transformer, effectively amplifying the wizard's spells 10 to 50 times normal (range, area of effect, damage). In addition, some spells would have a duration of up to a year. Several *protections from evil*, *5,000-foot radius*, cast around the city, have been more than effective. At other times amplified versions of *dispel magic*, *ice storm*, *cloudbreak*, or *gust of wind* were capable of routing an invading army. Some of the procedures were decisive in the first Wizards' War.

Elvenstar also acted as a sentinel, like a *crystal ball*, alerting the wizard-king to the presence or encroachment of evil. In effect, the star functioned as an early warning system, accurately detecting and identifying an evil incursion within the bounds of Wendar. (Unfortunately, the star did not discover the evil intentions of Camla who effectively masked his true aims from everyone. In the end the evil agent substituted a worthless blue stone for the fist-sized, magical sapphire.)

At the outset Gylharen was fully aware of the importance of *Elvenstar's Incantations*, and he guarded them so well that Landryn Teriak had no clue as to how they might be obtained. Without access to the special spells, Landryn Teriak had little success with his efforts to make the star function. The Shadow Lord has succeeded (accidentally) in amplifying a few spells through the star. Thirty years after the Wizard's War, the *Elvenstar* has been stolen by the Shadow Lord's agent in order to eliminate Wendar's defensive capability.

Once a month, the *Elvenstar* can heal up to two characters in mortal danger; however, only a lawful good character can use *Elvenstar* in this way. Healed characters' hit points are fully restored. As an option, the DM may instead restore one lost experience level to one or two characters under the same conditions of mortal danger.

It is harmful to remain in physical contact with the gem (skin unprotected) for a prolonged period. After one turn of exposure, the bearer feels a slight pain in the heart and gains 5 hit points over normal maximum. Each subsequent

turn, the bearer gains another 5 hit points. When the new hit points total equals the character's previous maximum, the character dies. If the bearer interrupts the contact before this happens, the "new" hit points are immediately lost. Each subsequent day, the character permanently loses one hit point, up to the previous total of "new" hit points. The process can only be interrupted with a *remove curse* spell, cast at 10th level. Permanently lost hit points cannot be restored.



Fire

XP Value: 4,000 GP Value: 25,000

Gods, Demigods, & Heroes

This hand-sized gem fires a jet of flame for 50 yards, the flame is worth 6d10 points of damage. The *fire gem* may be used once per turn.

of Foresight

XP Value: 3,000 GP Value: 30,000

Wonders of LANKHMAR

This gem allows the user to view the future of all who are within 10 feet except the user. The pictures portrayed in the vision supplied by the gem are so vivid that the user experiences every sensation in its entirety, except death. The visions are merely one possible future, and not necessarily the path taken by the subjects. Someone's future

can be changed by a decision as simple as choosing to walk on the left side of the street as opposed to the right.

There are side effects to the use of this item. Every time the gem is used, there is a cumulative 1% chance that the character is driven into an extreme depression. The reason for this is the eventual path of every living being leading to the black shroud of death. If the DM chooses, the character could fall victim to delusions that the shrouds of death are following him or her, eventually causing the character to believe that in everyone is the death that stalks us all.

If the *gem offoresight* is placed inside the *urn of hindsight*, a true artifact is created. When these two items are used in tandem, the character sees the complete past and the complete future as well as all of the alternate paths of that person's life.

Gamalon's Gem of Infravision and Detect Magic

XP Value: 2,500 GP Value: 12,500

1992 Fantasy Collector Card 76

This huge emerald is a variation of a *gem of seeing*. It functions as if a permanent *infravision* spell has been cast, and allows Gamalon to see in darkness. It also functions as a permanent *detect magic* spell. Gamalon lost his left eye when he was young but magically replaced it with this special gem. He now wears it all the time in his left eye socket. This obviously makes him very memorable and somewhat fearsome in countenance.

of Ideas

XP Value: 900 GP Value: 4,500

The Book of Marvelous Magic

This meager gem is only worth 10 gp. When the command word is spoken while the gem is held, the gem inspires its user with an excellent idea (provided by the DM) appropriate to the situation at hand, such as which way to go, how to slay a monster, where to find clues, or the like. The gem has 1d4 uses, after that it crumbles to dust.

of Income

XP Value: 1,000 GP Value: 5,000

The Book of Marvelous Magic

This greenish-brown soapstone is worth 50 gp. If planted in fertile soil with plenty of sunlight and water, it grows into a money tree in one

week's time. The trunk and leaves of the tree are a distinctive gold color, and it grows 1d10+10 gold pieces per week upon its branches. If touched by lightning or fire, the tree burns instantly and cannot be saved. Any other damage causes the tree to wither, and a *heal* spell is needed within one day to restore it to its former health; otherwise it dies. Any other enchantment of any kind placed on or affecting it (including a *wish*) kills it immediately. The tree is unrecoverable.

of Insight

XP Value: 3,000 **GP Value:** 30,000

DUNGEON MASTER Guide

This jewel appears to be a finely cut stone of not less than 5,000 gp value. If *detect magic* is used, the gem radiates a faint aura of enchantment. If any character possesses the item, he or she begins to feel its power after one week. At the end of two weeks, the individual discovers that he or she is able to understand things more easily, has better insight, memory, recall—in fact, possession of the gem on a continuous basis (three or more months) raises the Intelligence and Wisdom of the character by 1 point each. If for some reason the gem is not kept beyond the three-month period, the additional Intelligence remains, but the added Wisdom is lost. A *gem of insight* functions once every 50 years. If a character finds a second gem, the second is of no effect, even if Wisdom was not permanently affected by the first gem.

Ionian

XP Value	GP Value
Master Gem: 2,000	10,000
Normal Gem: 2,700	13,500

The Emirates of Ylaruam

The 3rd-Century Thyatian wizard Macroderus gave to each of his six most trusted retainers an enchanted gem. These gems have the following powers—*healing* and *ESP* (as the spells), and *spell turning* (as with the magic ring). Those who possess the gems can also speak telepathically with other gem holders at will (range: 1,000 miles).

Macroderus owned the master gem with similar powers, and a further ability to *charm* the bearers of the other gems, thereby ensuring their loyalty.

Three of Macroderus's retainers perished in the

defense of the Thyatian colonies eight centuries ago and their gems were lost. Macroderus was executed for treason in the fourth century; his effects were confiscated by the emperor for the national treasury. The three surviving retainers disappeared to avoid being connected with Macroderus's treason.

Recently Macroderus's master gem was traced by Polybius, one of the emperor's ministers of sorcery, and stolen from the treasury. Polybius is experimenting with the master gem, and hopes to reassert the gem's power over the bearers of the other gems.

Jewel of Attacks

XP Value: — **GP Value:** 1,000

DUNGEON MASTER Guide

This gleaming gem radiates magic and appears to be a valuable item. It is cursed, however, and doubles the likelihood of encountering wandering monsters and the likelihood of pursuit when monsters are encountered, and the party seeks to evade them by flight. Once picked up, *the jewel of attacks* always magically returns to its finder (secreting itself in pouch, bag, pack, or pocket) until *remove curse* or *atonement* is cast on the victim.

Jewel of Attacks Upon the Owner

XP Value: — **GP Value:** 1,000

GREYHAWK

Any person possessing this gem doubles the chances for monsters, and if a monster comes it has a 50% greater probability of pursuit.

Jewel of Flawlessness

XP Value: 100/facet **GP Value:** 1,000/facet

DUNGEON MASTER Guide

This magical gem appears to be a very fine stone of some sort, but if *detect magic* is used, its magical aura is noted. When *a jewel of flawlessness* is placed with other gems, it doubles the likelihood of their being more valuable (the chance for each stone going up in value increases from 10% to 20%). The jewel has from 10d10 facets, and whenever a gem increases in value because of the magic of *the jewel of flawlessness* (a roll of 2 on 1d10), one of the facets disappears. When all are gone, the jewel is a spherical stone that has no value.

Jewel of Neverwinter

XP Value	GP Value
Amethyst: 10,000	18,000
Cornelian: 10,000	18,000
Diamond: 10,000	18,000
Emerald: 10,000	18,000
Fire-Opal: 10,000	18,000
Onyx: 10,000	18,000
Ruby: 10,000	18,000
Sapphire: 10,000	18,000
Topaz: 10,000	18,000

Volo's Guide to the North

These nine gemstones are the size of a fist and cabochon-cut (rounded, polished, with no facets). There are nine stones, each of a different type and hue. They were enchanted long ago by a cabal of wizards who sought to rule Neverwinter as lords and ladies. The stones were soon used against each other, and they were then hidden by the surviving owners.

All of the gems are AC 1 and have 70 hp—they shatter if reduced to 0 hp. They make all item-saving throws as if they were leather, except that their save vs. disintegration is 10. A jewel randomly loses one of its powers for every 10 points of current damage. Lost powers return as the jewel regains hit points. Each regenerates one hit point per day; this is the only known method by which they are "cured" of damage; healing spells don't affect them. Each jewel has a tiny secret word engraved on one side.

If this word is spoken by a being touching the stone, enough hit points are instantly drained from the stone to exhaust it entirely or to completely *heal* the being—whichever occurs first. A totally drained stone crumbles into dust, gone forever. A being using this power can't control the drain so as to leave just a few hit points in a jewel.

The nine enchanted gems share some common powers. They *create food and water* (once per day), and they have the ability to *featherfall* (automatically, whenever needed by stone or bearer). Each can *teleport* one being touching or wearing it per day, between power points. The power points are specific spots, usually chambers deep within old keeps or important buildings in the following cities: Ascore (now a ruin), Hellgate Keep, Karse (now a ruin on the eastern fringes of the High Forest), the ruins of Illusk in Luskan, Mirabar, Neverwinter, Silverymoon, and Sundabar. Agents of Hellgate Keep eagerly seek these gems because of this power, and their own-

ers keep them secret for the same reason. Each gem can also emit *water breathing* once per day, for up to nine hours at a time, when grasped and ordered. Each can allow its bearer the power of *water walking* for the same frequency and duration. Each stone allows the bearer to make one attack per day at +5. (Players should announce the use and then make the attack roll.) This power functions only once in 24 hours, regardless of how many bearers a gem may technically have during that time.

A jewel can also emit a specific spell twice a day (but only once per round). It can also block a specific spell. Blocked spells are deflected to a target chosen by the silent will of the deflector. If the stone bearer chooses no target, blocked spells are reflected back 100% at the source. Only the specific spells (and identical magical item discharges) chosen by the DM are affected. Where applicable, emitted magic functions as if wielded by a caster of 20th level.

Roll	Jewel Type (Powers)
01-11	<i>Amethyst (Purple)</i> : emits <i>ray of enfeeblement</i> ; blocks <i>chain lightning</i> .
12-22	<i>Cornelian (red-brown)</i> : Emits <i>blade barrier</i> , blocks <i>wall of fire</i> .
23-33	<i>Diamond (clear)</i> : Emits <i>magic missiles</i> (five missiles per spell); block <i>magic missile</i> .
34-44	<i>Emerald (green)</i> : Emits <i>color spray</i> , blocks <i>lightning bolt</i> .
45-55	<i>Fire Opal (fiery red)</i> : Emits <i>flame strike</i> ; blocks <i>cone of cold</i> .
56-66	<i>Onyx (White)</i> : Emits <i>chain lightning</i> ; blocks <i>blade barrier</i> .
67-77	<i>Ruby (deep red)</i> : Emits <i>fireball</i> ; blocks <i>wall of fire</i> .
78-88	<i>Sapphire (blue)</i> : Emits <i>cone of cold</i> ; blocks <i>fireball</i> .
89-00	<i>Topaz (yellow)</i> : Emits <i>flaming sphere</i> ; blocks <i>flame strike</i> .

Jewel of Obsession

XP Value: — GP Value: 2,500

Dragon Dawn

This cursed item is used as a trap to protect the hulderfolk's treasure hoard. The jewel is a large, green gemstone, glowing with enchantment. Persons looking at the stone must save vs. spell or be struck with an obsession to take sole possession of the gem. (Anyone who makes the save is free

of further entrapment by the curse.) A person afflicted fights to the death with anyone who attempts to take the stone, or even to move it out of sight. The accursed victim is not able to stay away from the stone. He or she stares at it lovingly for hours, unwilling to sully its shine with the mere touch of mortal hands. The obsessed will move the stone from its resting place only with great reluctance, and then only if compelled. This unnatural concern can be terminated by casting *remove curse* on the victim or *dispel magic* on the stone. That is sufficient to break the curse for whoever is in the vicinity, but the stone regains its power after five rounds.

Karathoth's Jewel

XP Value: 5,000 **GP Value:** 25,000

Old Empires

This powerful item, one of the greatest creations of the incarnations of Thoth, is a jewel with 1d3+4 facets. Activating this jewel creates an exact duplicate of the activating character, which is under the character's complete control. The duplicate fights, casts spells, and uses magical items as the user wills; lasts for 1d4+3 turns, then vanishes.

Once a duplicate is killed, or disappears, one facet of the jewel cracks and cannot be used again. Once all facets are cracked, the gem is useless. Only one character can be summoned out of the jewel at a time; a new duplicate cannot be summoned for 48 hours. When a duplicate disappears or is killed, all of its magical items disappear.

The effects of all spells cast by the duplicate disappear with the duplicate, excluding spells with instantaneous effects. (The effects of a duplicate's *fireball* spell do not disappear, but the effects of a *haste* spell do.) A duplicate is forbidden to use creation magic, including *wish* spells.

The jewel is typically a valuable gemstone (no specific variety is needed), and when one glances into it, the faint impression of an ibis, Thoth's symbol may be seen.

Karma

XP Value: 700 **GP Value:** 6,000

IMAGINE Magazine 20

This emerald allows the user to cast one spell at four levels above his or her own (with respect to range and duration), once per day.

of Life

XP Value: 5,000

GP Value: 50,000

Wonders of LANKHMAR

This gem is a very powerful magical item that cannot be dealt with lightly. The gem is about 3 inches in diameter, and gives off an eerie, pale blue light. If touched to a dead body, the gem restores the soul to the body, and *heals* 25% of the character's total hit points. A normal system shock roll is needed for the character to be *resurrected*.

If the gem is broken, perhaps by greed from characters who wish to make *rings of resurrection* for everyone, several things can happen. Roll 1d6 to find the effect:

Roll Effect

- | | |
|---|---|
| 1 | The <i>gem of life</i> explodes, sending particles everywhere in a 100-foot area. All within the area of effect take 10d6 points of damage. |
| 2 | The character who broke the gem finds that some of the gem chips have imbedded in his or her skin. After a week, whenever the character strikes at an enemy and hits successfully, the opponent is <i>healed</i> by the amount of points equal to the damage normally caused. This effect can only be removed by a <i>wish</i> . |
| 3 | Nothing happens. The gem loses its potency, and its abilities are lost forever. |
| 4 | The character who broke the gem finds that his or her body is changing—bones and muscles enlarging, deforming, body bulging, knuckles rupturing into cauliflower protrusions. Eventually, the character looks something like a Fomorian giant. This is <i>healing</i> out of control—the gem's power simply adds too much flesh and bone to one body. This can only be removed with a <i>wish</i> . |
| 5 | The gem shatters and completely annihilates itself. All characters and all other things within 100 feet are coated in permanent <i>faerie fire</i> . This can only be removed with a <i>wish</i> . |
| 6 | The character must make a saving throw vs. spell. If the roll fails, that character cannot gain any more hit points. The current total becomes the PC's maximum, no matter what level is reached after that. This can only be removed with a <i>wish</i> . |

of Magic Missile Protection

XP Value: 1,000

GP Value: 7,500

The Endless Stair

This clear, faceted gem lasts for 66 uses and then crumbles into dust. Each use is one contact with a *magic missile* striking the stone. (Regardless of where the stone is on the bearer's body in relation to the direction of an approaching magic missile, the stone intercepts it.) The bearer is protected from the missile's damage, for the gem causes one of the following effects (if the bearer is unconscious, mentally controlled or confused, or dead, the first effect always, occurs automatically), as the bearer chooses.

- **Reflection:** The *magic missile* flashes back at its caster instantly, with full effect (unless the caster has a defense that prevents this).
- **Redirection:** The missile is redirected at another target creature of the gem bearer's choice, with full effect (unless the target's defenses, if any, prevent its damage).
- **Absorption:** The missile's energy is magically converted to *heal* the bearer. (The damage the missile would have dealt is gained by the bearer to offset any lost hp; if the bearer is uninjured or excess hit points remain, these are retained by the bearer as extra "phantom" hit points for 4d4 rounds, and any damage suffered by the bearer during this time is taken first from these extra hit points.)

If the caster of the original *magic missile* (see first effect) or secondary target creatures (see second effect) bear a *gem of magic missile protection*, the *magic missile* effect flashes back and forth between the two gems for 1d4 rounds (not draining any additional uses from either gem, only the initial one from each), and then bursts in midair between them, in a blaze of white light. If any creature happens to be midway between the two gems, the creature suffers the damage of the *magic missile* (no saving throw) when the explosion occurs. (If the creature had a *gem of magic missile protection*, a triangle is set up between the three gems by the path of the rebounding missile, and explodes in the middle of the triangle after 1d4 further rounds. The presence of other intervening creatures with such gems causes the missile to travel in a square path, and so on.)

of Musing

XP Value: 1,000

GP Value: 7,500

Vale of the Mage

This item is usable by wizards only. By contemplating the gem for one hour, a wizard can regain one spell of 1st through 4th level that was cast previously during the day. The gem can be used up to three times a day. A *gem of musing* appears to be a flawed, precious stone, usually an emerald or sapphire. The gem radiates faintly if a *detect magic* spell is cast upon it.

Nightjewel

XP Value: 3,000

GP Value: 15,000

Tales of the Lance

Black as an evil dragon's blood, this jewel protects any who enter the Shoikan Grove as long as they have the courage and the will to use it. The *nightjewel* helps to alleviate the fear generated by the grove, though it does not cancel it completely. The *nightjewel* can be used in defense against the undead who stalk the grove, but the person using it must have the courage to touch the undead with the jewel if they attack. No other weapon can be used with the *nightjewel*.

The *nightjewel* is black, unlovely to look at, and cold to the touch. It can hang about the neck on a silver chain, but must be held in the hand, high in the air, when entering the grove. A character who uses the jewel must remove helm and hood so that the light of the jewel shines on his or her face and eyes. This light can be seen only by the undead. To all others, the jewel looks as black and ugly as a lump of coal.

When a party of adventurers enters the grove, the *nightjewel* must be held high by the leader of the party. It modifies the fear roll for everyone in the group so long as no weapon is drawn or spell is cast. Once a weapon is drawn or a spell is cast, the *nightjewel* instantly loses all power, leaving the adventuring party at the mercy of the Shoikan Grove. Those properly presenting the *nightjewel* may ignore the -10 penalty to saving throws while in the grove. Characters must still roll their normal saves. If the character fails, the benefit of the *nightjewel* is lost until a successful, subsequent saving throw (with the -10 penalty) is rolled. The wielder of the *nightjewel* may turn undead as a 14th-level priest by touching the undead.

Opal of Olfactory Illusion

XP Value: 1,000

GP Value: 10,000

Falcon's Revenge

The Falcon maintains an illusion through magical means, fooling her followers by *polymorphing* herself out of her spirit naga form. However, her ruse would not be complete without masking another of her supernatural characteristics—the stench of rotting flesh that follows her everywhere.

The Falcon uses perfumes to keep her aroma under control and bathes herself daily in exotic oils. But she determined that these were not sufficient. She wanted some magical means to cover her nauseating odor. She felt that it would be impractical to hire a wizard to enchant an item specifically for her purposes, since a wizard would likely see through her disguise. She opted to purchase a suitable item plundered from the ruins of the "Mad Archmage's" castle northeast of Greyhawk, discovered by a nefarious thief and offered for sale by his executor.

The *opal of olfactory illusion* was simply another of Zagy's experiments, a magical item of limited utility. It forms an orb, 40 feet in diam-

eter, around its user. All odors within that sphere are completely under the user's control. The user may alter, edit, or ignore any odors within the sphere at will—instantaneously.

The Falcon uses the opal to edit her surroundings. She removes her own stench from the area, but leaves all other aromas in place. Of course, when she moves, her smell trails behind her. Once her odors pass out of the sphere of effect, they are once again noticeable. This tends to confuse those in her wake, but never leads to her discovery.

The opal can also be used to *create illusory odors* that may deter enemies due to nausea. When the Falcon uses the orb to exude a scent that is repulsive to her victims, creatures who enter the area of its effect must save vs. poison or be incapacitated due to nausea for 1d4 rounds. Those who make their saves successfully suffer no ill effects from the odors.

The opal itself is an unobtrusive gem of good cut, which, aside from its magical properties, is indistinguishable from other similar stones. The Falcon has had it set, along with several rubies, into an anklet she wears constantly.



of Protection

XP Value: 4,000 GP Value: 35,000

DRAGON Magazine 132

By staring at this magnificent gem and entering a trance, the user is able to create a *projection* of him or herself. It is otherwise identical to the *dreamerpower*, and may be used once per week.

Purple Gem of the Vesve Forest

XP Value: 3,000 GP Value: 35,000

GREYHAWK Adventures

Set in a silver bracelet, this magical gemstone has occasionally been used by the elven wizards who created it. However, the King of Furyondy refuses to admit the gem's existence because he prefers that elven warriors join his own infantry, not form troops outside his command.

The gem allows a sylvan or high elf to summon an elven army for a single declared purpose. The user can raise a number of elves equal to his or her age. This army takes a week to gather and can be kept together only as long as the stated goal is still in effect. In addition to the lesser members of the army, the summoner gains seven aides—two wizards, two priests, and three rangers 1d3 levels lower than the user's level.

Retaliation

XP Value: 2,000 GP Value: 10,000

Tome of Magic

The holder of this gem gains a special protection against evocation spells. The owner of the gem gains a +4 bonus to any saving throw made against such a spell, and acquires a base save of 18 (but not the +4 bonus) against any evocation spell that normally does not allow a saving throw (such as *ice storm*). All standard modifiers (*ring of protection*, *Dexterity*, and any others) apply.

Additionally, if the saving throw is successful, the incoming spell is converted into outgoing *magic missiles*. The number of missiles is equal to one-half the level of the spell negated, rounding fractions up. The *magic missiles* streak back to strike the person or creature who cast the spell. Maximum range for this strike is 160 yards.

Effects created by magical items are not affected by a *gem of retaliation* (thus, a *wand of magic missiles* functions normally against someone using this gem).

An individual holding a *gem of retaliation* who comes under attack by an area spell (*fireball*, *ice storm*, and similar spells) gains the advantages

described above. Others in the area of effect suffer all effects normally. Even if the gem's owner saves successfully, the area-effect evocation is not transformed into *magic missiles* as described previously.

of Returning

XP Value: 1,500 GP Value: 7,500

The Book of Marvelous Magic

This small diamond can be found only in worlds of alternate realities (see *Gate, Alternate World Gate*). When a character gazes into it, the character vanishes and reappears in the realm where it originated. The gem itself cannot cross the boundaries between the worlds. Any number of characters can gaze into the gem at the same time.

of Scroll Reading

XP Value: 3,500 GP Value: 17,000

DRAGON Magazine 99

This small, white, translucent *gem* holds strong power for spell casters. The *gem* has a flat top and bottom with faceted sides, and if one side is placed against printed material, the *gem* automatically makes the writing as legible as if *comprehend languages* and *read magic* spells were both in effect. More importantly, the reader (who must be a wizard, specialist wizard, priest, or druid) will be able to decipher spell scrolls usable only by other spellcasting classes. If an entire scroll is read through using a *gem of scroll reading*, the reader may cast the spell normally, even if the spell was intended for another character class. However, the reading, casting time, and initiative modifier for the scroll spell is doubled; thus, a druid trying to cast a *fireball* from a scroll would receive an initiative penalty of 6 to cast it using the *gem of scroll reading*. In addition, there is a 1% chance per level of the spell that the reader will be *blinded* (as if by *cause blindness*).

The reader may not use the gem to actually acquire a spell not normally usable by his class, and any attempts to copy spells read through this device using a *write* spell will fail. So, wizards cannot learn druid spells, priests cannot gain illusionist spells. If the spell cast is of a level greater than that the caster could normally use (if a 3rd-level druid tries to cast a *cone of cold*), there is a 50% chance that the spell will either backfire (01-20) or simply fail (21-50). A backfiring spell never benefits the caster. It harms the caster or works in the caster's worst interest.

It must be noted that if a cursed or trapped scroll is read using this device, the gem will not help the reader recognize the curse or trap before it is activated.

of Seeing

XP Value: 2,000

GP Value: 25,000

DUNGEON MASTER Guide

These finely cut and polished stones are indistinguishable from ordinary jewels, although *detect magic* will reveal their enchantment. When gazed through, the *gem of seeing* enables the user to detect all hidden, illusory, invisible, astral, ethereal, or out-of-phase objects within viewing range.

Peering through the crystal is time consuming and tedious. The viewing range of the gem is 300 feet for a cursory scan if only large, obvious objects are being sought; 100 feet if only small things are to be seen. It requires one round to scan a 200-square-foot area in a cursory manner, two rounds to view a 100-square-foot area in a careful way. There is a 5% chance each time the gem is used that the viewer sees a hallucination, something that is not there, or possibly, some real object as if it were an illusion.

In Ravenloft: If a *gem of seeing* is used in the demiplane, consult the *true seeing* spell in Chapter VI: Spells in Ravenloft in the *Realm of Terror* rules book of the RAVENLOFT Campaign Settling boxed set—the same changes apply.

of Shielding

XP Value

GP Value

Pale violet: 450	7,000
Pale green: 300	5,000
Pale orange: 300	5,000
Pale yellow: 300	5,000
Pale blue: 300	5,000
Clear: 500	8,000

DRAGON Magazine 99

This object is a small, magical gemstone that has the power to bestow upon its user complete immunity against certain psionic attacks. Each of these gems has a clear, pale color and initially seems to be of 10 gp value, though of an unidentifiable sort of gem.

A *gem of shielding* is pressed to the user's forehead, where it seems to melt into the skin and become *invisible*. No command word is necessary for this to occur. After that, the gem performs its protective functions automatically. The gem may be removed by placing one's fingers against the fore-

head and mentally commanding the gem to reappear. It is possible for more than *one* gem to be embedded in a character; however, there is a 20% cumulative chance per extra gem implanted that a resonance field will be set up between the stones. The resonance field continues to protect against the attack forms the gems were designed to stop, but they suppress all other psionic defenses the subject may possess. A person who is using gems to shield against attack forms C, D, and E would thus have no defense at all against attack forms A or B if this occurred. The affected person will not be able to sense his own vulnerability.

Additionally, the resonance field alerts all psionic creatures within a one-mile radius of the gem-user as to his location, ruining any attempt at surprise. It is also possible for a psionic creature to track the gem user because of the resonance field. Only 1d2 *gems of shielding* are usually found. When one or more are discovered, the types of gems found may be randomly determined using the following table.

Roll	Gem Color	Protects vs. Gem Type	Attack Mode
1-3	Pale violet	Nerve Shield	A
4-5	Pale green	Mind Shield	B
6-7	Pale orange	Ego Shield	C
8-9	Pale yellow	Id Shield	D
10-11	Pale blue	Psyche Shield	E
12	Clear	Brain Shield	Special

The *brain shield gem* gifts its wearer with a universal defense against all five psionic attack modes, reducing the psionic strength of all such attacks against the wearer by 50 points. Thus, an attacker using a 110-point Psionic Blast against the wearer of such a *gem* would only make a 60-point attack against the wearer, though everyone around the victim would be struck at full strength. Additionally, the *brain shield gem* puts up a screen that keeps away cerebral parasites, effective to a 60-foot radius. Characters without innate psionic powers may not employ these *gems* in any fashion, but they may sell them if so desired.

Soul

XP Value: 40,000

GP Value: 200,000

Ghost Tower of Inverness

The *soul gem* floats in the air, slowly rotating. The gem emits a dazzling white ray that com-



pletely fills a room for one second. It attacks in a random direction each time, choosing from eight different directions radiating from its current location.

After that, the blasts occur once per round at the end of the round into a randomly determined sector. Since the players should not be aware (at first) that the blasts are random, it is suggested that the number of rolls be made secretly before the party encounters the gem, and the sectors affected can be determined from the list. (The series of sectors used in the tournament module *Ghost Tower of Inverness* are: 6,7, 1, 4, 7, 6, 2, 2, 8, 6, 5, 1, 2, 3, 4, and then random, if more are needed.)

When the gem's ray blasts a character, the affected person must make a saving throw vs. petrification (include only Wisdom adjustments). If the saving throw is successful, the character's skin, clothes, and possessions are all bleached ghostly white, and all magical items are drained completely of magic. If a character fails the saving throw vs. petrification, however, the other characters see the following:

When the white light strikes the victim, he or she screams horribly—a long, drawn-out, wailing scream. As vision clears, an image of the character, pale and ghostly, streams out of the body and

toward the *soul gem*, becoming smaller the closer it gets. As the image shrinks in size, the volume of its screams diminishes. When it reaches the gem, there is a burst of radiance, and the image is gone. The character's form lies motionless on the floor; the body is dead white, as are all the character's possessions.

The victim's essence was sucked out of his or her body by the ray of the gem. The image the players see is the ectoplasmic form of the soul of that being drawn into the gem—the body is lifeless as it slumps to the floor.

The gem is surrounded by a 2-foot-diameter, invisible *force sphere*. Although the sphere has only 20 hit points, it can only be hit by handheld weapons or hand attacks—spells have no effect on it. An adjusted roll of 10 or better is necessary for a character to hit the sphere, and up to eight characters can strike at the sphere in any given round. For each point of damage a character inflicts on the *sphere*, the character sustains one point of damage. This is true even if the sphere is "overkilled" in one round (for example, if 25 points are inflicted on the sphere, 25 points must be sustained by those doing the damage). When 20 or more points have been delivered to the sphere, it becomes visible, fractures, and falls to the floor in glassy, splintered shards.

Once the *force sphere* is destroyed, the gem may be seized. After the gem is grasped by a character, it cannot fire any more rays. The gem is destroyed by rolling a natural 20 with a magical weapon, but if this is done the gem shatters and releases the hundreds of souls trapped inside, who insanely slay all living creatures within 100 yards. Once the gem is destroyed, anyone killed by the gem can be *resurrected* or *raised* normally.

Star

XP Value	GP Value
Khan-Pelar: 1,000	10,000
Mo-Pelar: 1,000	10,000
Shah-Pelar: 1,000	10,000

Oasis of the White Palm

These three gems were given by Martek to the pharaohs and sheiks of the land in the time of the ancients. They are each named and each has a distinctive, epic description.

The *Star of Mo-pelar* was given to the Pharaoh of Bakar and was lost into his cursed and theft-proof tomb. The gem was an opal, 5 inches in

diameter. This star is a *gem of true seeing*.

The *Star of Shah-pelar* was a red star gem that was stolen by Badr Al-Mosak. It is rumored to rest in his tomb. The gem has the power to *cure serious wounds* three times per day.

The *Star of Khan-pelar* is a clear crystal gem that has the unique quality of *magical invigoration*. A wizard who meditates with it is able to rememorize one level of spell per turn of meditation. The wizard must be motionless during this time. The crystal has since passed out of living memory although it was once rumored to be in the area of the White Palm.

of Wishes

XP Value: 2,200

GP Value: 11,000

Oriental Adventures

This large gem looks like any other fine gemstone. However, it reveals itself as a magical item if a *detect magic* spell is used. It has the power to grant 1d4 *wishes*. Once all *wishes* have been granted, the gem loses all magical properties. The gem itself has a value of 1d10x100 ch'ien.

Gemcutters' Tools of Sunndi

XP Value: 3,000

GP Value: 25,000

GREYHAWK Adventures

This magical set of vises, hammers, blades, and chisels was enchanted by the mountain dwarves who work the gemstone mines in the County of Sunndi. They help any character with a gem-cutting proficiency to increase the value of his or her work. For individual stones, the cutter can make a proficiency check to gain a modifier to the Gem Base Value Table found in the *DMG*. The DM rolls 1d8 to find the modifier:

Roll	Modifier
1-6	-1
6-7	-2
8	-3

The tools are also useful for finishing stones in a mine; the cutter can add 20-50% to the final average value listed on Table 34: Gemstone Quality in the *Dungeoneer's Survival Guide*. A gem cutter with these tools can demand up to four times the normal fees for services.

Ginzani's Riding Tack of Flight

XP Value: 7,000

GP Value: 35,000

Top Ballista

These excellent bridles, bits, reins, and saddles can be used with a pegasus or pegataur mount. If the owner of the bridle can get the mount to accept it (usually by trickery or subterfuge), the creature must save vs. spell. If this fails, the mount accepts the person who placed the bridle on it as its master (it is effectively *charmed*) for a year and a day (after that time the creature cannot be forced to accept the bridle again). Creatures which make successful saving throws, or were previously *charmed* in this way, have a strong enmity for any owner of this bridle. Riders using this bridal gain +2 to all ability checks needed to remain flying.

Girdle

Girdles are generally similar to belts. Unlike belts, girdles are not used to hold up pants and dungarees, but to carry pouches, scabbards, and the like. It is possible to wear both a magical belt and a magical girdle at the same time. However, if the two items have similar functions, only the most powerful grants the wearer any benefits.

Roll	Girdle Type
01-10	Back Brace
11-20	Cestus
21-30	Cincture
31-40	Cordon
41-50	Corset
51-60	Girdle
61-70	Obi
71-80	Surcingle (for a horse)
81-90	Truss
91-00	Waistband

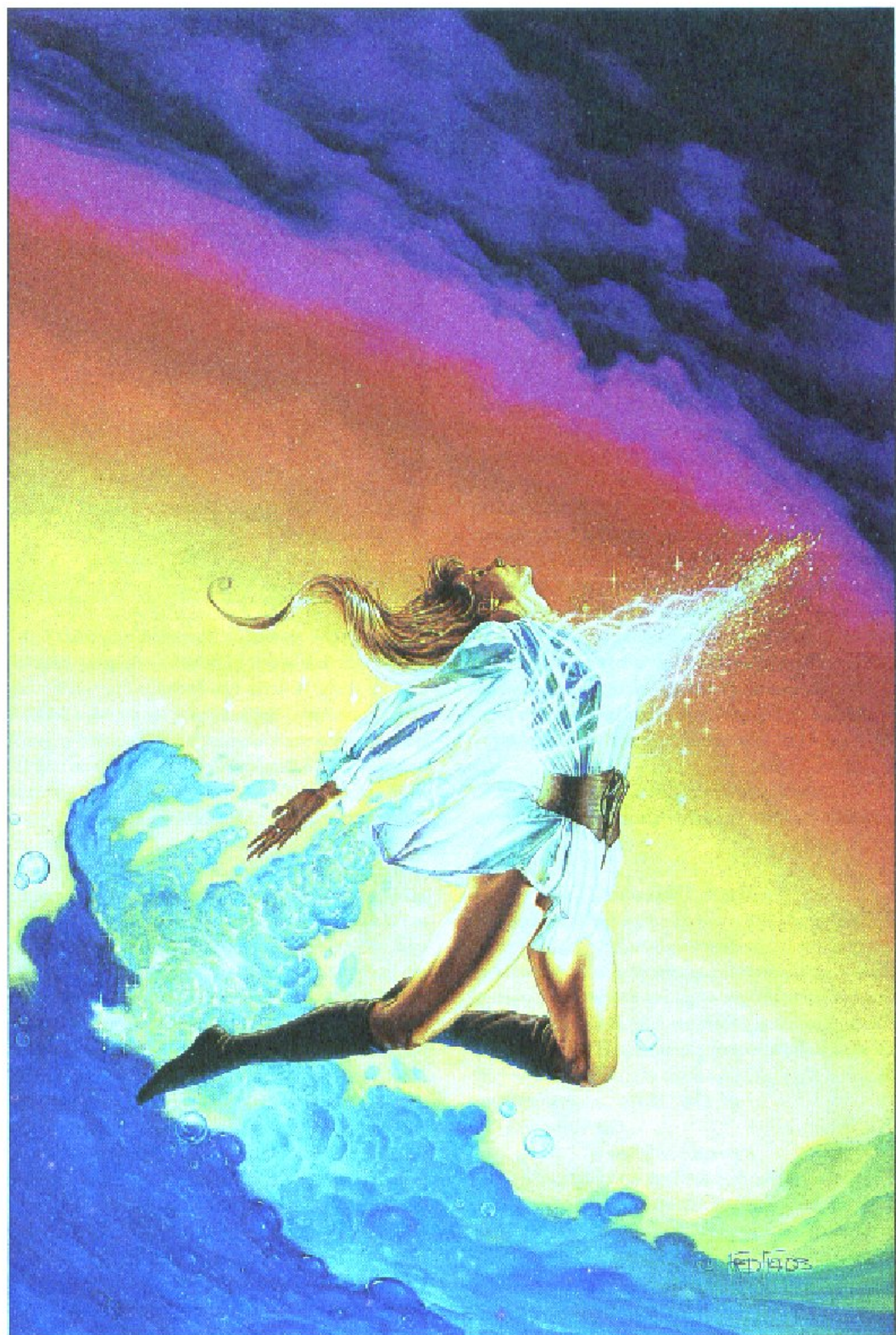
of Armida

XP Value: —

GP Value: —

DUNGEONS & DRAGONS Guide Master Set

Armida was once a famous sorceress in a far land. To help her achieve the greatest heights in her craft, her immortal uncle Idrate gave her this Girdle. However, she used it to tempt and confuse paladins, generally bringing confusion and discord to others. Having fallen into a petty abuse of her powers, Armida did not reach her Immortal goal; but the girdle remains, to tempt (and possi-



bly aid) other wizards to become Paragons. It is supposedly watched over by Idraote to this day.

This is a simple, human-sized leather girdle (though it will shrink or enlarge to fit any user). It is ornately tooled with arcane symbols that describe its powers and command words. However, this ancient language of magic can only be deciphered by a *read magic* spell cast by a wizard of at least 20th level.

The girdle is active when found, its powers are activated by command words tooled on the girdle.

Suggested Powers: (All abilities are cast at 20th level.)

- *Charm monster*
- *Confusion*
- *Change odors* (Affects a 30-foot radius; user can alter any smells within this area.)
- *Memorize* (Can memorize three additional spells per level.)

Suggested Handicap: When first used; *extra damage*. Whenever the user is struck by any natural weapon (claw, bite, hooves), he or she takes 1d10 points of extra damage. This becomes 1 less point of damage for each 10 days that pass after the artifact is no longer owned, vanishing in 100 days.

Suggested Penalties:

- Whenever either attack (charm or confusion) is cast at a lawfully or neutrally aligned creature, *hold person* is cast at the user; saving throw applies.
- At standard chances: Size change, the user gains or loses (equal chances) 50% of current height.

Back Defense

XP Value: 1,200

GP Value: 6,000

DRAGON Magazine 179

This girdle causes the wearer to become aware of attacks from behind, negating any attack bonus an enemy might gain otherwise. It spoils surprise attacks if the attacker can be seen.

of De 'Rah

XP Value: 7,000

GP Value: 35,000

Revenge of Alphaks

In its true form, this artifact appears to be a belt constructed of small platinum links, intertwined with strands from a unicorn's beard. The buckle is constructed of three oval plates of lustrous blue-gray metal. When a mortal looks into the surface of the plates, the viewer's reflection is repeated an infinite number of times.



Currently, however, the girdle appears as a well-made but worn belt of bluish, gray leather. In this form it does not radiate magic, but its eldritch nature is apparent to anyone who handles it and casts *detect magic*. The origins of the girdle are lost, but its legendary owner, the priest De 'Rah, is said to have been a breathtakingly beautiful woman who could see through any deception or cure any malady.

Suggested powers: *lie detection*, *ESP**, *true-seeing*, *cure disease**, *neutralize poison**, *heal*, *mind barrier*.

Activation: In its present form the girdle is partially active. All powers with an asterisk are usable, making this a minor artifact. The girdle can be fully reactivated only by finding the last mortal remains of De 'Rah herself—her mummified feet.

The first method of reactivation requires the user to sever his or her own feet and attach the relics to the leg stumps, where they automatically graft themselves in place. Although the feet are nearly indestructible, the user is unable to walk without assistance. A second method of reactivation requires the proper reburial of the relics and a sacrifice of at least 300,000 gp to an immortal of the Sphere of Time. The time and place of the burial are left to the discretion of the DM.

Use of Powers: All active powers are telepathically apparent to the user.

Suggested Handicap: Three to 30 days after the *mind barrier* power is used for the second time, doom strikes the user. His or her body and all equipment disappear, recoverable only at the DM's option. The girdle *teleports* to a random location.

Suggested Penalties: For one week out of four, all members of the same race and of the opposite sex become irresistibly attracted to the user. The first onset of this penalty occurs exactly three weeks after the girdle is fully begun. After that, it is unpredictable within a three-week time-frame. A 1d8 determines the timing of further occurrences:

Roll	Occurrences
1	Three days early.
2	Two days early.
3	One day early.
4	On time.
5	On time.
6	One day later.
7	Two days later.
8	Three days later.

While the penalty is in effect, any member of the opposite sex who spends a round within 30 feet of the user must roll his or her combined Wisdom and Intelligence or less on 2d20 or become infatuated with the user for duration of the current incidence. If the user appears in public while the penalty is in effect, the PC is mobbed by pawing admirers. Mobbed PCs can do nothing except try to escape.

When the penalty becomes inactive, each victim should roll on the reaction chart. A neutral reaction simply indicates the end of the infatuation. The victim is free to go about his or her business. A positive reaction indicates a basic desire to continue the infatuation, but the victim is no longer under a magical compulsion and can be dissuaded. A negative reaction indicates hostility toward the user making the victim feel injured or insulted. The PC may attack the user, but because the victim is not under a magical compulsion, he or she can be mollified in a number of ways. Note: The last penalty requires a good deal of role-playing.

When the girdle is fully activated, the user suffers damage feedback, taking 1 point of damage

per die of *healing* bestowed on others. A *heal* spell inflicts 1 point for every 5 points restored. This penalty tests the mettle of the user. While it is possible to avoid ill effects simply by not curing others, the Immortals of Time frown upon such use and may punish priests who refuse to heal others.

of Dwarvenkind

XP Value: 3,500 **GP Value:** 20,000

DUNGEONMASTER Guide

This girdle lowers the user's Charisma score by one point with respect to nondwarves. The girdle causes

the wearer to gain 1 point of Charisma with respect to halflings of the stout order and with respect to all gnomes as well. Dwarves regard the wearer as if he or she has a Charisma two points higher than before. The girdle enables the wearer to understand, speak, and read dwarvish languages. The wearer also gains the racial benefits of dwarvenkind (+1 Constitution, saving throw bonuses on total Constitution, 60-foot infravision, and detection/ determination of approximate depth underground as described in the *PHB*). All bonuses and penalties apply only as long as the individual actually wears the girdle. Benefits such as additional languages and combat bonuses against giant opponents never apply.

of Femininity/Masculinity

XP Value **GP Value**

Changing: — 1,000

Neutering: — 1,500

DUNGEONMASTER Guide

This broad leather band seems to be a normal belt, but when worn, it immediately changes the sex of the wearer to the opposite gender. It then loses all power. There is no sure way to restore the character's original sex, though there is a 50% chance a *wish* might, and a powerful being could alter the situation. Of these girdles, 10% actually neuter a wearer.

of Freshness

XP Value: 1,000 **GP Value:** 5,000

Top Ballista

This embroidered, silk-covered leather girdle protects the wearer against all radiant stench effects from creatures—the smell of troglodytes, and the tabi rotting blight, for example. It gives no protection against smells created by natural processes

such as marsh gas, stagnant water, and the like. The wearer also adds a +4 bonus to all saving throws made for items against the *corruption* ability of a *nagpa* (see **Nagpa** in the MYSTARA Appendix of the MONSTROUS COMPENDIUM).

of Gender Alteration

XP Value: — **GP Value:** 1,000

Black Courser

When a character puts this girdle on, nothing happens. When it is removed, however, he or she has become a member of the opposite sex, although this fact is apparent only to observers and not to the wearer. The girdle functions only once.

of Giant Strength

XP Value	GP Value
Hill: 2000	20,000
Stone: 2500	25,000
Frost: 3000	30,000
Fire: 3500	35,000
Cloud: 4000	40,000
Storm: 4500	45,000

DUNGEONMASTER Guide

This belt looks similar to ordinary belts, but it is imbued with very powerful magic. When worn, it increases the physical prowess of its wearer, giving the strength of a giant. (It doesn't cause the

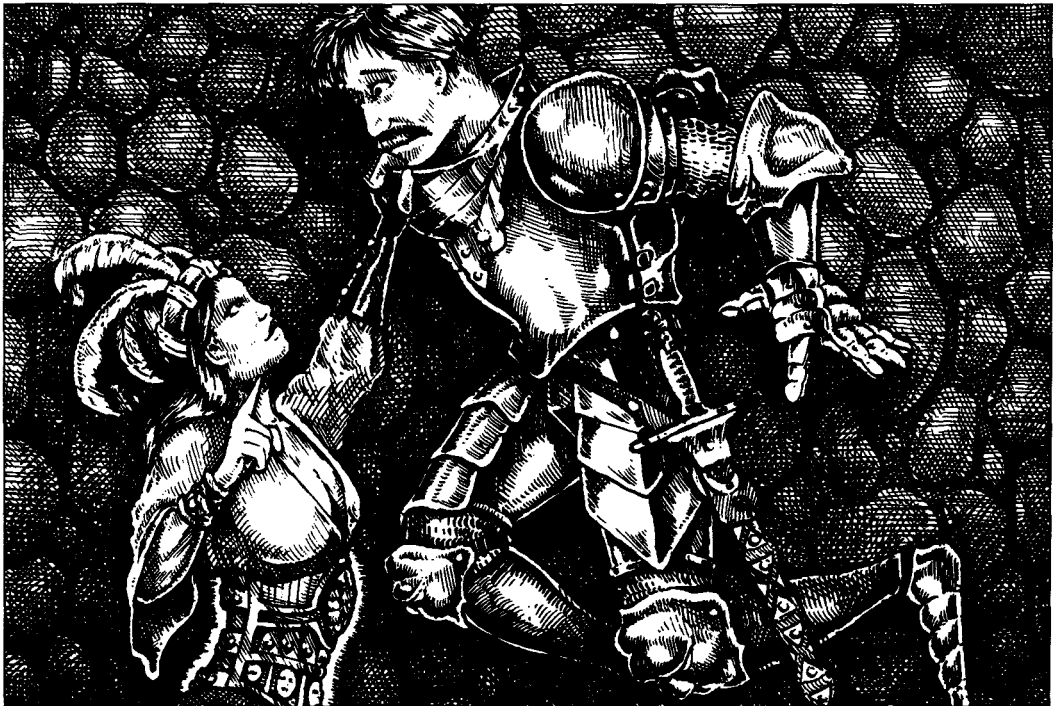
wearer to grow to giant size, however.) To determine how strong the wearer becomes and the bonuses acquired, roll percentile dice and consult the table below.

	Giant	Str	Attack	Open
Roll	Equiv	Rating	Bonus	Dmg
01-30	Hill	19	+3	+7
31-50	Stone	20	+3	+8
51-70	Frost	21	+4	+9
71-85	Fire	22	+4	+10
86-95	Cloud	23	+5	+11
96-00	Storm	24	+6	+12

*The number in parentheses is the number of chances on a 1d20 for the character to be able to force open a locked, barred, magically *held*, or *wizard locked* door. Only one attempt can be made per door.

The wearer of the girdle is able to hurl rocks and bend bars as if he or she has imbibed a *potion of giant strength*. These abilities are:

Giant	Weight	Base	Rock	BendBars/
Equiv	Allow.	Range	Dmg	Wt*
Hill	485	8yds	1d6	140
Stone	535	16yds	1d12	198
Frost	635	10yds	1d8	156



Fire	785	12yds	1d8	170	80%
Cloud	935	14yds	1d10	184	90%
Storm	1,235	16yds	1d12	212	95%

*Approximate average missile weight in pounds.

The strength gained is not cumulative with normal or magical Strength bonuses except in combination with *gauntlets of ogre power* and magical *warhammers*.

In a DRAGONLANCE Campaign: *Girdles of giant strength* are called *girdles of strength* on Ansalon.

Golden Girdle of Urnst

XP Value: 500 GP Value: 3,000

GREYHAWK Adventures

Created to protect a powerful wizard against malevolent warriors, this magical garment is made of red silk strewn with golden flakes. It is enchanted to give a +3 Armor Class bonus against swords of any type, though other weapons are unaffected.

Kerisis's Girdle of Femininity

XP Value: — GP Value: 1,000

1992 Fantasy Collector Card 146

Kerisis has been attempting to remove this girdle for some time, but no *remove curse* or *wish* spell has yet worked. Her rage at this inconvenience has even sent her into the Demiplane of Ravenloft for a time, but the warping of magic there has not helped her cause. She has looked to Bilkon for an answer, but his magic was ineffective. Kerisis even attempted to enlist the help of the evil Mazrikoth, but he only attempted to seduce her—a thoroughly revolting idea even if she really was a woman! Kerisis may just have to get used to the idea of being female, but she hasn't given up yet. Meanwhile, Kerisis has been going by the alias Kerisa.

of the Lions

XP Value: 2,000 GP Value: 8,000

DRAGON Magazine 91

This broad belt appears to be like any other magical girdle when first encountered. When it is put on, the wearer gains several special abilities. Wearing a *girdle of the lions* enables one to *speak with felines* (as per the spell *speak with monsters*). The felines, from house cats to saber-tooth tigers, view the wearer as a being with a Charisma of 18 (for purposes of reaction checks). Often, the cats give advice or aid to the wearer

and may obey reasonable commands.

The wearer also gains the ability to land after a fall in such a way as to minimize physical damage—subtract 3 points from every die of damage incurred from falling, to a minimum of 1 point of damage per die. The girdle enables the wearer to move silently as per a thief's ability, with a minimum 50% chance of success. If the wearer is a thief, monk, or another who has the ability to move silently, then the chance of success is adjusted upward by +50%, to a maximum of 99%.

Finally, the girdle confers a sort of night vision similar to that possessed by cats. If any light source is within view of the wearer, he can see in the dark as clearly as if he were in broad daylight. Note that this power is not related to infravision; the girdle does not allow someone to see in pitch darkness.

of Many Pouches

XP Value: 1,000 GP Value: 10,000

DUNGEON MASTER Guide

This broad waist-belt seems to be nothing more than a finely made article of clothing. However, if *detect magic* is cast, the item radiates strong enchantment along with a fainter aura of alteration. Examination reveals that the girdle has eight small pouches on its inner front surface. In fact, there is a total of 64 magical pouches in the girdle, eight others "behind" each of the eight apparent ones. Each of these pouches is similar to a miniature *bag of holding*, able to contain up to 1 cubic foot of material weighing as much as 10 pounds. The girdle responds to the thoughts of its wearer by providing a full or an empty pouch, as needed. This item is greatly prized by Spellcasters, for it can hold components for many spells and make them readily available.

of Priestly Might

XP Value GP Value

Priestly Might: 3,000 15,000

Priestly Warding: 4,000 20,000

Holy Might: 5,000 25,000

The Shining South

This girdle first appeared after the Time of Troubles. Priests of Mystra took it to be a sign that the goddess had regained her power. This item is one of the reasons that Azuth has not gained more supporters in Halruaa.

These girdles actually come in three versions.

The basic girdle, the *girdle of priestly might*, allows the wearer an 18/99 Strength and a +2 Armor Class bonus. The second type, called a *girdle of priestly warding*, grants the above powers, *plus protection from evil (or good)*. The third girdle, the *girdle of holy might*, grants the preceding powers, plus the ability to use a *word of recall* spell once per month.

Roll	Type of Girdle Found
01-70	Priestly Might
71-95	Priestly Warding
96-00	Holy Might

The girdle bears the symbol of its bonded power on the front. However, any priest or priest of the same alignment as the power whose symbol appears on a girdle may use it. (One need not be a priest of that power, only of the same alignment.)

The girdles are not aligned with respect to chaos or law, being vessels either of good, neutrality, or evil. A priest who tries on a girdle of an opposing alignment is cursed, and receives no spells above 2nd level until he or she receives an *atonement* spell. A quest of the power's choosing may be necessary. A neutral priest who tries on either a good or an evil girdle suffers the same effect.

It is not known exactly how many other girdles have appeared in, the Realms. Given the new, more active stance that powers have been forced to take in the Realms, it is thought that there may be more than a few of these items. It is highly unlikely that these are to be found in treasure hoards. The girdles that are known to exist are all carefully guarded. It is doubtful that such a girdle can be found on anyone who has not been a high priest for quite some time.

The priests of Mystra are known to have at least one of each type in the temple fortress at Mount Talath. There are also rumors that the secret of constructing more of these items has been discovered. If so, it is sure to be a long and expensive process.

Glass

A glass is a magical lens that is secured to an ivory or wooden handle with a metal band. Peering through most lenses makes illegible writings and insignias readable. Many magical lenses also enlarge items whose detail is too fine for legibility.

Enlarging

XP Value: 1,500

GP Value: 7,500

DRAGON Magazine 30

An *enlarging glass* is a magical magnifying glass that is approximately 2 inches in diameter and 5x power. If two of these glasses are formed into a set of crossbow sights, they alter the ranges and penalties of the weapon. When installed, long range becomes medium range, and medium short range. Short range receives the bonuses of point-blank range. Maximum range, however, remains the same.

of Distant Vision

XP Value: 2,000

GP Value: 10,000

Greyspace

The glass resembles a standard brass telescope about 18 inches long, and tapering from a 3-inch-diameter at one end to 1 inch at the other. It weighs about five pounds. The glass radiates a very faint aura of magic.

The glass seems to be a normal telescope, of about 8x power. That is, any object viewed through the glass seems to be eight times closer than it actually is. When the magic word is spoken, however, the power of the telescope increases to 80x—making an object 80 miles away look as though it were only one mile distant. While the glass is operating in this mode, the user can increase its magnification still further by turning a narrow ring that surrounds the eyepiece. Turned all the way counterclockwise, the glass has a magnification of 80x—its normal setting. Turned all the way clockwise, however, the glass has a magnification of 250x. Repeating the trigger word returns the glass to nonmagical operation. Each glass has its own trigger word.

At extreme magnification, any telescope has a very small field of view, and it is extremely difficult to keep steady. The *glass of distant vision* counteracts this problem. It seems to be magically stabilized in some way, so that it remains trained on a particular target until the viewer actively decides to move it. This stabilization does not work when the glass is in 8x mode. The *glass of distant vision* is based on magical technology developed by the silver dragons of Skyhaven on Edill. The devices were actually constructed by a human wizard named Revorian, however, since the dragons had no desire to put their theoretical breakthrough into

practice. Before his untimely death, Revorian constructed perhaps two dozen of these devices. Currently, nobody knows how to recreate his works. A *glass of distant vision* costs at least 5,000 gp on the open market—if the buyer can find someone willing to sell—and often much more.

Joal's Glass of Preserved Words

XP Value: 3,000 GP Value: 10,000
1992 Fantasy Collector Card 504

Joal is an archeologist and rogue who adventures solely for the purpose of discovering ancient civilizations. He has recovered a few artifacts and numerous magical items in his many quests. His *glass of preserved words* makes illegible, written text readable. He has also paid a wizard to enchant the glass with a permanent *comprehend languages* spell so that he can translate any cryptic scrawl he discovers in his explorations. Joal's glass has aided him in many treasure hunts and is well worth the 10,000 gp he invested in its enchantment.

Loupe of Cormac

XP Value: 2,000 GP Value: 25,000
POLYHEDRON Newszine 61

The *loupe of Cormac* is a jeweler's eyepiece that acts like a *gem of true seeing*, but functions only on gem stones. Using it, a person with an appraising skill can determine the exact quality and value of a gem, plus the nature of any inherent magic—including curses.

of Preserved Words

XP Value: 2,000 GP Value: 10,000
Tome of Magic

This magical magnifying glass has a band of silver around the lens and an ivory handle. The glass has the ability to make illegible written words readable. Words that were carved into stone but worn away by time, inked letters, blurred due to moisture, messages clouded by magic, and magical and normal writings all become clear when read through the glass.

The actual words remain illegible; they are not altered in any way. Only a character looking at them through the glass can read them clearly. The glass does not protect the reader from any harmful effects as a result of a cursed scroll or trapped writings, nor does it make cryptically worded or coded messages understandable.

Glitterlode's Blessed Skyhooks

XP Value	GP Value
+1: 700	,000
+2: 1,400	4,000
+3: 2,100	1,000
+4: 2,800	8,000

Top Ballista

These magical skyhooks are believed to have been created by servants of the Immortal Garal Glitterlode, and placed as rewards for his followers among the gnomish peoples. The skyhooks automatically fit the hands of the gnome who finds them, and may be of +1 to +4 enchantment, each plus adding an extra +1 to the machine building skill and subtracting 5% from the time and cost of all machine constructions. A 1d20 roll finds the enchantment.

1d20	Enchantment
01-12	+1
13-16	+2
17-19	+3
20	+4

Globe

Globes are small, hollow, spherical vessels formed from clear glass. They usually contain sparkling liquids and shifting colors. When a globe is dropped or thrown, it automatically shatters, releasing a cloud of colored gas. Some globes, however, function as scrying devices (see **Crystal Ball** for details).

Battleshroud Gas

XP Value: 1,000 GP Value: 7,500
The Ruins of Undermountain

This purplish, expanding smoke is a rare and deadly fighting-aid devised by a wizard of Nimbral and several priests of Lantan. It is known as *battleshroud*, and has three important properties.

- The smoke fills a spherical area and expands it by 20 feet each round to a maximum radius of 40 feet (lasting for 1d4+12 rounds) before it thins out and dissipates. While the smoke lasts, the area is filled with a thick magical smoke screen which confounds normal vision, *infravision*, and *true seeing*. Scrying and locating, by magical items or spells, is prevented by the *battleshroud*. The smoke screen

is equal in effect to total darkness, so all characters' attack rolls suffer -4 penalties while within the *battleshroud's* confines; likewise, Armor Classes have a +4 penalty while within the magical smoke. Blindfighting proficiency effects (but not animals' night vision) modify these penalties.

- Any creatures struck by the globe or within 2 feet of the impact area must save vs. breath weapon or have a *battleshroud* of 10-foot radius move with them, independent of the cloud's standard effects, for the duration of the smoke cloud (1d4+12 rounds). This effect is due to the smoke reacting with and clinging to the moisture inherent in a creature's skin or garments, and is not magical.
- All creatures in contact with the smoke must save vs. spell or be *slowed* (effects as the wizard spell) while the smoke lasts. Even if the creatures subsequently leave the vicinity (or even the plane) of the smoke, the slow effects continue for 1d8 rounds. This is a temporary biological property of the *battleshroud*, not a magical effect. *Neutralize poison* and *slow poison* spells neutralize this effect if the target is outside the boundaries of the cloud.

Battleshroud is found only in clear glass spheres, some of which bear identifying inscriptions. All known types of dragonkind are immune to the effects of this substance, and some sages believe all reptiles are immune or at least highly resistant to *battleshroud* smoke. *Battleshroud* is too rare to have seen much battlefield use, although the island realms of Lantan and Nimbral benefit from its presence in their defensive armories. The cloud it creates cannot be negated by *dispel magic* or similar means.

of Cirulon

XP Value: 750

GP Value: 3,000

Dragon Keep

This is a clear, crystal sphere about 4 inches in diameter, imbedded with chips of gold, copper, silver, brass, and bronze. Each globe rests on a small pillow of clouds. Once per day, the owner can touch the globe and be affected as if he or she consumed a *potion of healing*. A *globe of Cirulon* functions only for the owner.

Glowing

XP Value

GP Value

Controllable: 120

240

Uncontrollable: 100

200

DRAGON Magazine 41

A luminous globe that floats always above and just behind the shoulder of the person who first touched it. Its brightness is under the owner's mental control—from dark to blinding (a brief flash; effects last for 1d6 rounds). Typically, such a globe can be removed from the owner only by a *limited wish*, *wish*, or a *remove curse*, whereon the next person to touch the globe will inherit it. One type of globe (30% of all globes) remains brightly lit (equivalent to a *continual light*) at all times; the brightness cannot be controlled. The *glowing globe* does not radiate any heat, and cannot be rendered *invisible* except by *wishes*.

Glowing II

XP Value: 100

GP Value: 200

The Magister

These globes are often found in ancient dwellings and ruins. Their origin is unknown, although it is rumored among magic-users that a *globe of uncontrollable brightness* can be made by using *Nchaser's glowing globe*, a spell of the 4th level. This is said to require a normal glass globe of the finest quality. The wizard Nchaser has not been seen for nearly 20 years.

A luminous globe, it floats always above and just behind the shoulder of the person who first touched it. Its brightness is under the owner's mental control, from dark to blinding (brief flash; effects last for 1d6 rounds). Typically, such a globe can be removed from an owner by a *limited wish*, *wish*, or *remove curse*, whereon the next person to touch the globe inherits it. One type of globe remains brightly lit (equivalent to *continual light*) at all times; the brightness cannot be controlled. The *glowing globe* does not radiate any heat, and cannot be rendered *invisible* save by *wishes*. It is affected by changes in its owner's states and drops to the ground, weightless, if its owner is killed, petrified, goes ethereal or astral, or travels to some other plane in a manner that prohibits to globe from going along.

Owners attempting to use the globe as a carrying device (by rigging a harness) have found that it can carry 200 gp. However, any weight above 25 gp slows it down to a lingering walk, and the owner must match the globe's pace. If the carried



weight is more than 200 gp, the globe settles to the ground and does not move until its load is relieved. Savvy orcs and other darkseers have used the tactic of weighted nets on such globes to separate careless human adventurers from their light sources.

Mervic's Gaseous

XP Value: 50 **GP Value: 150**

POLYHEDRON Newszine 47

These small, hollow globes are formed of clear glass and contain a shifting, colored liquid. When a globe is dropped, it automatically shatters, releasing a 10- by 10- by 10-foot cloud of colored gas with one of the following effects:

Roll	Color	Power
01-11	Black	<i>Anti-magic</i> (as <i>anti-magic shell</i> for 1d6 rounds).
12-22	Blue	<i>Fog cloud</i> (obscures vision 1d6 rounds).
23-33	Gray	Poison.
	01-50	Normal.
	51-75	Weak (+2 to saving throws).
	76-00	Strong (-2 to saving throws).
34-44	Green	Acid (1d4 damage to creatures, all items must save vs. acid at +3 or be destroyed).

45-55	Mottled	<i>Confusion</i> (1d6 rounds).
56-66	Purple	<i>Sleep</i> (1d6 rounds).
67-77	Red	Incendiary (1d4 damage to creatures, all items must save vs. <i>fireball</i> at +3 or be destroyed).
78-88	White	<i>Slow</i> (as spell, 1d6 rounds).
89-00	Yellow	Paralysis (1d6 rounds).

The gas clouds last for three rounds, creatures within the clouds are affected as long as they remain within the cloud and for the cited duration once they leave. The globes can be thrown 30 feet, and are found of caches of 1d10.

of Purification

XP Value: 500 **GP Value: 2,500**

Tome of Magic

These enchanted glass spheres, 6 inches in diameter, contain the swirling blue-gray essence of a *cloud of purification* spell. When the globe is broken, the cloud billows forth, acting exactly as if the spell had been cast by a 12th-level priest. These devices are often given to a city's sanitation crews, who descend upon the streets and sewers during the wee hours of the morning.

Samzinna's Globe of Putrifaction

XP Value: 1,00 **GP Value: 5,000**

1992 Fantasy Collector Card 391

Samzinna loves any spell that involves gases or the Element of Air. He thought the *globe of purification* was a great idea, but it needed an effect with a better kick: Hence, he made his own *globe of purification*. Samzinna's globe is a 6-inch glass sphere that contains a *stinking cloud* spell. When the globe is broken, the spell goes off, making an extremely effective grenade. With some trial and error, Samzinna is trying to perfect a system of carrying many globes, without breaking them, on his person.

of Serenity

XP Value: 500 **GP Value: 2,500**

Tome of Magic

These glass orbs look very much like *crystal balls*. However, a *globe of serenity* emits a continuous, inaudible tone that affects all living creatures within 50 feet that fail a saving throw vs. spell. While in the area of effect, affected creatures feel the utmost serenity and self-control.

Strong emotions such as joy, love, and hatred are totally subdued.

Creatures affected by the globe gain a +3 saving throw bonus to resist spells and special attacks that affect emotions (such as *charm*, *fear*, or *emotion*). At the same time, they suffer a -2 on all Intelligence checks, the spark of insight is also repressed.

The globe also affects Morale, raising the spirits of some while quelling the fires of fanaticism in others. All affected creatures have Morale of 10, regardless of their training or skill. If a Morale check is called for and failed, the effected creature does not rout or flee, but stays in place, taking no action until rallied.

Globes of serenity are best suited for lawful communities where open displays of emotion are frowned upon. Although crime and violence would be greatly reduced in these communities, citizens would also lack a sense of spirit. The people would go about their daily routines like emotionless automatons.

In Ravenloft: The bonuses of this globe are applied to fear and horror checks. Furthermore, the globe can nullify the effects of a failed fear check. If used on a person who failed a horror check, the PC gets a new check to attempt to recover from the horror.

Vision

XP Value: 750

GP Value: 3,000

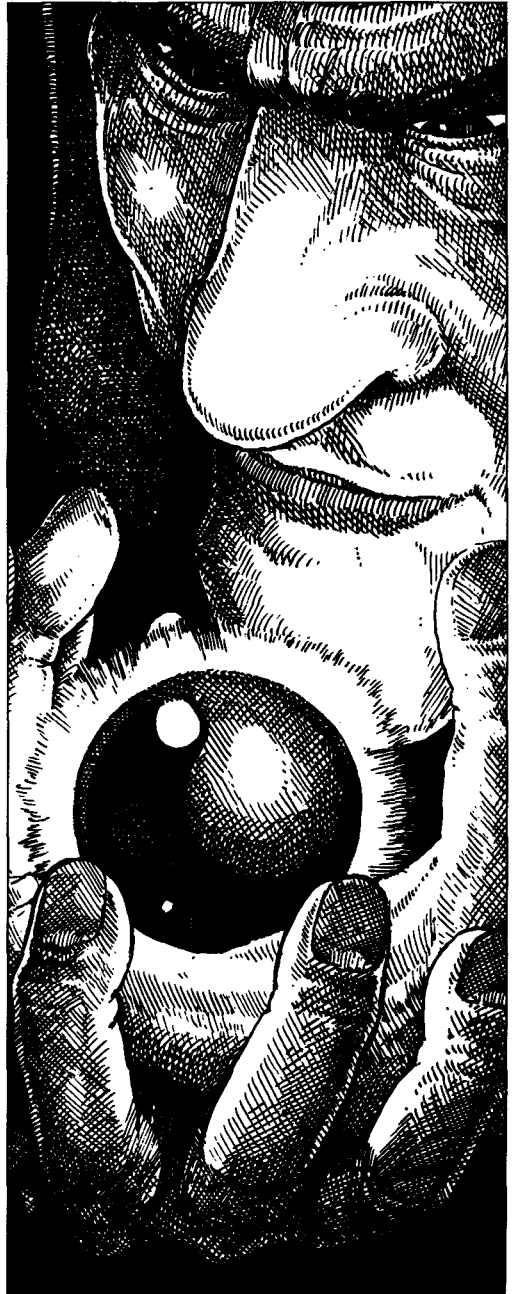
DRAGON Magazine 91

This object appears to be a crystal sphere 6 inches in diameter that radiates magic. It can only be used by a psionic character who has one or more of the disciplines listed below. The character can project mental pictures received while using one of the disciplines from his or her mind into the globe, so that the images are visible to anyone who looks into the globe. The required disciplines include: Animal Telepathy, Clairvoyance, ESP, Object Reading, Sensitivity to Psychic Impressions, and Telepathy.

Any mental pictures that are received from the mind of a contacted being, or images that show what a location looks like, are depicted in the *vision globe* whenever a psionic character holds the globe in both hands and employs one of the above disciplines. The globe remains inert if it is held by a character who cannot use it, or if held by a "legal" user who cannot presently employ any of the permitted disciplines due to a lack of

PSPs. The *vision globe* can be used as often as desired by any character able to harness its power.

The *vision globe* will not transmit sound or speech, but can depict words if they come through as mental images (for example, if someone mentally pictures the image of a "dog," instead of thinking the word "dog" as a label to identify a mental image).



Of Wisdom

XP Value: 300

GP Value: 1,500

New Item

These rare globes contain a swirling, purple gas. When a *globe of wisdom* is smashed and its fumes are inhaled, a character who breathes in the gas receives a +3 bonus to his or her Wisdom for 1d2 rounds.

The bonus can only be applied to a single character, no matter how many PCs breathe the fumes.

Glove

Magical gloves usually are made from thick leather. Most gloves are sewn to tightly fit the hand and allow a firm grip on a weapon. Gloves used in combat usually do not have decorative jewels or embroidery, although exceptions like *gloves of lightning* do exist.

Roll	Glove Type
01-11	Cestus
12-22	Gage
23-33	Gauntlet
34-45	Glove
46-56	Mitt
57-67	Mitten
68-78	Muff
79-89	Punch-cutter*
90-00	Shipwalkers

Black Hand

XP Value: 4,500

GP Value: 50,000

Halls of the High King

The making of these fell items remains a secret of the priesthood of Bane, who have used them for over a century. A scant few *black hands* have fallen into the clutches of outsiders as booty, but no one outside the dark clergy ever admitted a successful duplication of such a weapon. Such an admission would almost certainly spell the doom of the claimant at the hands of Banites the Realms over, but the clergy of Talos and Tempus are known to have attempted the creation of such gloves for their own priesthoods—so far without success.

Worn by high-ranking priests of Bane, *black hands* are slip-on, elbow length gloves crafted of flexible, black metal mesh or very fine chainmail; they glow with an eerie, dark radiance. They are usually left-hand gloves, and only one *black hand* is ever worn (never on both hands). A wearer can

therefore wield a weapon as well as the glove, although a successful attack roll is required to deliver any of the hand's touch effects.

A *black hand* absorbs all spells (and the equivalent natural powers of monsters and the effects of magic items) of 3rd level or below, regardless of class or origin. Such attacks simply do not affect the wearer or any items carried or worn, regardless of the wearer's actions (or even if dead or unconscious). Area effect spells are not negated or diverted; they simply do not affect the glove wearer. Additional beings and their gear cannot be protected by the touch of a hand, nor does its protection extend to a being who is merely carrying it—it must be worn, in contact with the skin, to function at all. Its passive protection has no known "absorption capacity" limit.

A *black hand* can also be used actively. Its touch can drain magic items of 14 charges, per touch or round of continuous contact, if the wearer wills. Each grasped magic item gains a saving throw against magical fire to avoid being drained and must save anew for each contact. Magic items that do not use charges are rendered dormant and useless for 1d4 rounds.

Magic item powers are not known to harm hands. A *black hand* has an Armor Class of 4 and 22 hit points. Its mesh resists piercing or cutting by even the keenest blades.

If the wearer wills, a *black hand's* touch can paralyze living beings, who are allowed normal saving throws to successfully resist. If failed, they are paralyzed for 1d4+1 turns. Any attack on a paralyzed creature automatically hits, but it breaks the paralysis instantly.

Undead can also be paralyzed by the hand's touch. Hand wearers roll turning attempts, as priests if the same level, if not themselves priests. If the result is a "T," 1d4+1 turn paralysis occurs. If the result is "D," the paralysis is permanent—until an attack ends it, or magic is used to dispel it.

Black hands can be directed to release absorbed magical energy through a touch attack. The electrical energy discharge affects only the being touched (penetrating armor and conducting along weapons and the like, but not harming nearby beings). A saving throw vs. poison is allowed. If successful, a victim suffers 2d6 damage; if failed, 1d4 hit points of the damage of each hand contact are permanent, at the DM's option. No saving throw allows all damage to be avoided. This

power can be used only four times in any day. If a touch attempt misses, the energy is not discharged and is wasted; a discharge occurs only if an attack succeeds.

Claws of Raking

XP Value: 500 **GP Value:** 2,500

The Book of Marvelous Magic

This pair of apparently ordinary gloves grows claws on command. The wearer may use them as edged weapons, striking twice (once each glove) per round for 1d4 points of damage per hit plus Strength bonus. The gloves can affect creatures immune to normal weapons. When used with *cleats of gripping*, the wearer may climb sheer surfaces as a 4th-level thief (but at half normal chances if metal armor is worn).

Cosmetology

XP Value: 100 **GP Value:** 500

DRAGON Magazine 73

This is a large leather glove. When a person puts it on, the fingernails of the inserted hand are painted and polished to a color that most suits the character's present attire. (A matched pair is needed to do both hands.)

of Evasion

XP Value: 1,000 **GP Value:** 10,000

The Complete Thief's Handbook

These gloves are made of exceptionally supple, thin calfskin, and when worn they blend with the skin and become virtually undetectable (and are detection resistant). A thief wearing them gains a +10% bonus to open locks and can undo almost any knot automatically in one round. Any character wearing the gloves is able to manipulate his or her hands in order to escape from manacles, chains, irons, or similar restraints if a Dexterity check (with a +2 bonus if the character is a thief) is successful.

of the Feline

XP Value

	GP Value
Lawful Good: 2,000	10,000
Lawful Neutral: 2,000	10,000
Lawful Evil: 2,000	0,000
Neutral Good: 2,000	10,000
Neutral: 2,000	10,000
Neutral Evil: 2,000	10,000
Chaotic Good: 2,000	10,000
Chaotic Neutral: 2,000	10,000
Chaotic Evil: 2,000	10,000

POLYHEDRON Newszine 82

These leather gloves are embossed in gold with an image of a type of cat. Common images include panthers and tigers. The gloves are aligned, usually neutral good or chaotic good, and will not function for an individual whose alignment does not match the gloves'. The gloves provide the following abilities if worn by an individual of matching alignment:

- The wearer gains the thief climb walls ability at 80%.
- If the wearer falls, he or she always lands standing up and suffering minimum damage.
- In unarmed combat, the wearer can cause claws to spring forth from the gloves' fingertips, and can attack with both gloves in a round; a successful hit causes 1d4 points of damage.
- The wearer *canjump*, as the wizard spell, once per day.

Fist

XP Value: 900

GP Value: 9,000

Dwarves Deep

These prized items are traditionally used only by dwarven priests, but without regard to faith. Dwarves frown on beings of other races using them, and seek any excuse to challenge or attack the owners to gain them. *Fists* magically alter in size to fit any hand brought into contact with them, and can even be worn and used by dragons, giants, and other gargantuan creatures!

Afist is an adamantite chain mail glove with pointed knuckles of solid metal. They are used like brass knuckles, but augment the power of the wearer's blows.

Afist adds 1 point of damage to the wearer's barehanded damage in normal use, and also protects the hand against weapon attacks. It can be commanded to deliver a pile-driving blow. Each blow drains the wearer of 1d2 hit points—it is the



user's life energy that powers the extra impact. A pile-driving blow can be used, as the name suggests, to drive piles, or shatter doors, armor, weapons, shields, and the like.

If the target is mobile, a successful attack roll is required. If a blow occurs, the target must save vs. crushing blow at -6. (If directed against walls and the like, consider *thefist* a "giant fist" on the Structural Saving Throws table in the *DMG*, to which the -6 penalty to the save applies.)

Against creatures, a pile-driving blow does 2d12 points of damage, automatically stuns for the following round, and knocks the target down. To avoid being knocked down, allow a Strength check at -3 penalty (-2 if the target is large, -1 if huge, no penalty if gargantuan). A saving throw vs. spell avoids stunning; otherwise, the struck being can make no voluntary action on the following round.

Fists are unaffected by *heat metal* and similar attacks directed at them. If struck by any spell effect of 7th level or above or any magical item effect dealing more than 7 dice of damage, they fly off, landing at random. Damaging *a.fist* requires concentrated, deliberate magical attacks, or disintegration—normal combat attacks, even severe ones, simply won't affect *afist*. *Afist* neither has nor uses charges.

Golden

XP Value: —

GP Value: 1,000

Black Courser

When worn, these gloves slowly constrict, crushing the wearer's hands into useless, mangled stumps if not removed by a *remove curse* spell cast within two rounds.

Helping Hand

XP Value: 1,000

GP Value: 5,000

IMAGINE Magazine 24

The *helping hand* appears to be an iron glove with unusually long fingers, and an iron ring (to tie it to a rope) at the wrist. When given the command word, it grabs whatever next comes into contact with its palm and holds on until told to release it. If attached to a rope, it can be used as a grappling hook that lands silently 85% of the time.

If thrown at an opponent and a successful attack roll is made, the *helping hand* grabs its victim's throat, causing 1 hit point of damage in the first round, two points in the second, four points in the third, and so on. A strangulating *helping hand* can only be removed with a successful Strength ability check with a -2 penalty.

of Interception

XP Value: 1,500

GP Value: 10,000

DRAGON Magazine 179

The wearer can catch any hurled or fired missile aimed at his or her frontside, provided that surprise is not a factor and that the missile is not from a siege engine or firearm. Any missile targeted or passing within the wearer's reach (3 feet) may be intercepted whether the attack is aimed at the wearer or another character. The wearer must make a Dexterity check on 1 d20 to succeed and cannot have anything in the receiving hand while performing this function. Magical arrows, bolts, stones, and sling bullets have their attack bonuses applied as negative modifiers to the Dexterity check.

of Lightning

XP Value: 2,000

GP Value: 20,000

Old Empires

These ornate, magical gloves, usable by all classes, are powerful weapons. Once every three rounds (up to three times a day), the wearer may point at a single target and fire a strong burst of electricity that automatically strikes. This burst

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inflicts 8d6 points of damage (a successful saving throw vs. wand cuts this in half). *Gloves of lightning* cannot be worn with gauntlets; both gloves are necessary to fire the lightning.

of Missile Snaring

XP Value: 1,800

GP Value: 10,000

DUNGEON MASTER Guide

These gloves radiate a slight aura of enchantment and alteration *if detect magic* is used. Once snugly worn, they seem to meld with the hands, becoming almost invisible (undetected unless within 5 feet of the wearer). With either or both hands clad, and if not already holding something, the gloves may be used to pick many sorts of missiles out of the air, thus preventing possible harm, and enabling the wearer to return hand-thrown missiles to their sender as an attack in a subsequent round.

All forms of small, hand-hurled or weapon-propelled missiles (arrows, bolts, darts, bullets, javelins, axes, hammers, spears, and the like) may be caught. If the weapon magically returns to the attacker, then catching it simply prevents damage, and returning the weapon does not result in an attack.

of the Octopus

XP Value: 4,000

GP Value: 20,000

POLYHEDRON Newszine 58

These dark gloves function only when worn. When commanded, the fingers (not the thumbs) grow into 10-foot long tentacles. They can grab objects, open doors, attack, and *entangle* opponents. Each finger has a Strength of 18/50, and each attack by a finger causes 1d6 points of damage. An attack roll must be made for each finger. When commanded to *entangle*, the victim must make a saving throw vs. death magic to avoid being held. This saving throw is modified by -1 for each finger involved. For example, if the wearer is using one hand (four fingers) to *entangle*, the victim makes the saving throw at -4. The elongated hand can also wield any weapons normally used by the wearer, based on the wearer's combat table. The fingers cannot employ magical items. The gloves' Armor Class is 8, and each finger can withstand 10 points of damage before becoming useless. Damaged fingers regenerate at a rate of 1 hit point per week. When all the fingers of a glove are cut off, the glove becomes nonmagical. Damaging the fingers does not

cause damage to the wearer. While using the gloves, the wearer cannot cast spells or use magical items that require concentration.

Reglar's Gloves of Freedom

XP Value: 3,000

GP Value: 15,000

Tome of Magic

These gloves appear to be thick, leather, combat gloves. Silvered pearls are sewn along the stitching. A character under the influence of a *charm* spell or similar enchantment can be freed of the enchantment by shaking hands with the wearer of the gloves. This item frees only characters who are enchanted against their will. Those who have willingly submitted to a *charm* (such as a *quest*) are not affected by the gloves. The former victim retains all memories of his enchantment. The gloves do not protect or release the wearer from such spells.

Reglar's Gloves of Freedom From Magic

XP Value: 5,000

GP Value: 25,000

1992 Fantasy Collector Card 512

Through further research and experimentation with magic, Reglar created a pair of gloves that improves upon the principles of his original *gloves of freedom*—the *gloves of freedom from magic* operate as a *dispel magic* spell (12th level). By rolling a successful hit against unwilling opponents or merely touching willing ones, the gloves' power is released. The wearer must specifically name the effect the character is attempting to negate. The gloves can be used three times per day. They give no protection from spells directed against the wearer.

The Sentinel

XP Value: —

GP Value: —

The Sentinel

The Sentinel is a magical artifact made of pale kid leather that never becomes dirty or stained. Incorporated into the index finger is a ring set with a rounded blue stone. The glove fits any humanoid's right hand.

The Sentinel has a personality and purpose that should be treated similarly to unusual swords. It has an Intelligence of 17 and an Ego of 21, and so has a personality of 38. The purposes of *the Sentinel* are the defence of the Keep at Adlerweg and the destruction of *the Gauntlet*—should an opportunity arise (see **Gauntlet**, *The Gauntlet*). It

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has remained true to these despite the passing of the years. Once *the Sentinel* has been found by the adventurers, it insists that they help it to destroy *the Gauntlet*.

The personality of *the Sentinel* is very strong. In keeping with its neutral good alignment, however, it does not automatically attempt to dominate and control its wearer. Rather, it uses advice and persuasion in the first instance, followed by total withdrawal of the use of its powers, and only attempts to dominate as a last resort if the bearer's actions run seriously contrary to its purposes.

The Sentinel was constructed in great haste, incorporating other magical items. Its powers are not, relatively speaking, very great but it alone has the power to destroy *the Gauntlet*.

There are two kinds of power that *the Sentinel* can make available to its wearer; those which are permanent or may be used at will, and those which may only be used at a limited rate. Some of the powers are usable only by a wizard or illusionist.

The Sentinel has a *suggestion* ability that it can use to persuade creatures to don it or perform other actions. This power is not available to the wielder.

Permanent Powers

- The wearer may automatically open any magically locked doors.
- *The Sentinel* has the effect of a *permanent protection from evil 10' radius* cast upon the wearer.
- The wearer has a total resistance to all magically induced/ear. All allies of the wearer within 10 feet have a +2 bonus on saving throws against magical year.
- The wearer is protected as if by a permanent *shield* spell (mages/illusionists only).

Limited Use Powers

- The wearer may cast & *protection from normal missiles* spell once per day (duration five turns; mages/illusionists only).
- The wearer may cast a *hold portal* spell (as if cast by a wizard of 10th level) twice per day (mages/illusionists only).
- The wearer may cast a *know alignment* spell twice per day (mages/illusionists only).

Destruction of *the Sentinel* and *the Gauntlet*: *The Sentinel* and *the Gauntlet* are both artifacts, and there is only one way in which they may be destroyed. The moment they come into contact with one another, both will be instantly vaporized.

of Thievery

XP Value: 1,000

GP Value: 5,000

Unearthed Arcana

This seemingly normal handwear radiates a faint aura of enchantment and alteration. When placed snugly upon the hands, these gloves cannot be seen, except by means of magical sight or detection. Wearing them allows the possessor to open locks as a 7th-level thief and pick pockets as a 5th-level thief. If actually worn by a thief, the gloves enable him or her to gain 5% in both categories if already equal to or above the stated levels due to advancement. Otherwise, they operate the same for a thief as for any other wearer.

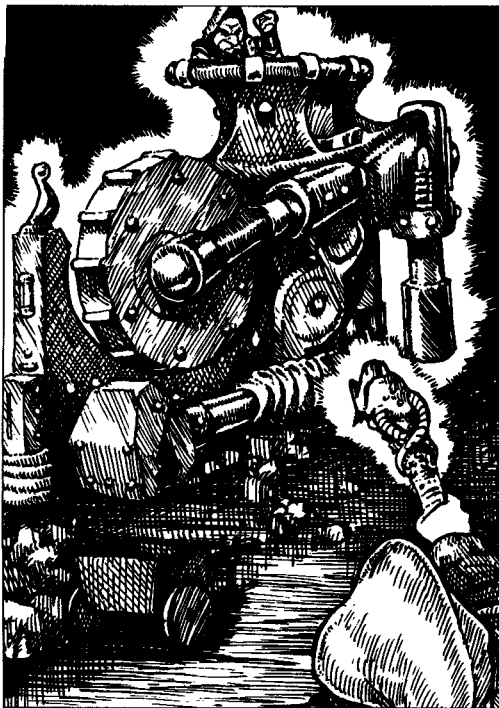
Thor's Magical Gloves of Power

XP Value: 2,500

GP Value: 25,000

Gods, Demigods, & Heroes

These gloves, worn separately from *Megingjarder*, give Thor's avatar the power of a stone giant. When the gloves are worn together with *Megingjarder*, his strength is increased to that of storm giant.



Gnomewrecker

XP Value: 20,000 **GP Value:** 200,000

Krynnspace

There are only a dozen such devices known to exist—all of them are considered priceless and are in great demand (especially in Krynnspace). *Gnomewreckers* were created nearly three decades ago by a stoic human wizard who was frustrated at his gnomish neighbors' creations and machinations. The wizard, who has since died, was said to have created 12 of these prized magical items, each one with 60 charges. A *gnomewrecker* appears to be an ornately carved walking stick capped with a metallic head of a scowling gargoyle. By pointing the gargoyle's head at a gnomish device and speaking the command word "stop!" the stick causes the gnomish device to cease functioning. No lights blink, no dials twirl, no more bleeps issue from the machine's recesses. The device is rendered inoperable, and no amount of effort on the craftiest gnome's part can get it to work again—ever. Wizards are reported to be working fervently to duplicate the *gnomewreckers*, as the ones created 30 years ago are very difficult to recharge.

Gnomish Sweeper

XP Value	GP Value
+1:800	8,000
+2:1,600	16,000
+3:3,200	32,000

Realspace

Gnomish sweepers are nothing more than a pair of light ballistas with a common mount so that they can both be fired at the same time. The two bolts are linked with a heavy chain, and used as an antipersonnel weapon against enemy crews. Every target within 10 square feet must make a Dexterity check to remain standing.

These weapons require a three-man crew and have a base THACO of 16. They have been magically enchanted to allow their users to gain a bonus on attack rolls. While *gnomish sweepers* do not inflict hull damage, but can be used as light ballistas in a pinch.

Goblet

Goblets are ornamental cups. They may be constructed from glass, crystal, metal, or even wood. Goblets do not have handles, instead, they have rather long stems ending in circular bases. Goblets are commonly used to sip after-dinner wines and cordials. (See also **Cup** and **Chalice**.)

Roll	Goblet Type
01-11	Beaker
12-22	Chalice
23-33	Cup
34-44	Glass
45-56	Goblet
57-67	Rummer
68-78	Tass
79-89	Tumbler
90-00	Wineglass

of Glory

XP Value: 1,250 **GP Value:** 12,000

DRAGON Magazine 91

This magical container appears to be a heavy goblet of worked gold, and is similar to a *beaker of plentiful potions*. Although it always seems to be empty, the goblet dispenses a clear, glowing liquid when brought to the holder's lips and tilted. Draining the goblet takes one round; all of the liquid must be consumed for it to take effect. During the following round, the liquid affects the drinker as follows—any damage the drinker may have suf-

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ferred is restored, up to 1d4 hit points. If the drinker is 12th level or below, there is immediate physical growth (like *a. potion of growth*), but limited to 6 feet in height. (The user temporarily gains energy levels in the manner of *a. potion of super heroism*.) A member of any character class may receive this last benefit, but the increase in level applies only to Hit Dice and physical combat; thieves do not gain improved thieving skills, Spellcasters do not gain spell knowledge or comprehension, and priests do not receive the level benefit when attempting to turn undead. A character of the 13th or higher level who drinks from the goblet also has 1d4 hit points restored, but does not receive the other benefits—and is drained of one level of experience.

The growth and level gains (or losses) bestowed by the *goblet of glory* will last for 4d4 rounds. The goblet dispenses only one dose of the liquid per day, and each typically contains 3d4 drafts. When the last of these doses is drunk, the goblet crumbles into dust. The liquid cannot be spilled or removed from the goblet except by drinking. If a drinker is hit by a physical or magical attack, or is otherwise interrupted during the round in which the liquid is being consumed, that dose is wasted and the goblet cannot be used again until the following day.

of the Great Kingdom

XP Value: 1,200 **GP Value:** 8,000

GREYHAWK Adventures

Created for use by the tyrants of Aerdy (who had good reason to fear assassination), this magical goblet appears to be a normal drinking vessel made of polished oak. However, the goblet automatically neutralizes all venoms and poisonous liquids that are stored in it for at least one round.

Leomund's

XP Value: 120 **GP Value:** 1,200

DRAGON Magazine 28

These goblets are made of silver, gold, or platinum and are delicately engraved. The value of the engraved metal is not visible until the cup is commanded to function. When told to fill itself, it produces a fine beer or wine. The goblet can function seven times a day. It must be cleaned with *sweet water* or *holy water* at least once a week or it never functions again. Cleaning is not necessary if the goblet has not been used during any given week.

Manas

XP Value	GP Value
of Sleep: —	2,000
of Death: —	1,200
of Fixation: —	1,000

Gods, Demigods, & Heroes

Any liquid poured into these goblets produces a poison corresponding to the goblet's function:

- *Goblet of sleep*: Uninterrupted sleep for 1d4 days.
- *Goblet of death*: A potent poison. (-2 on saving throws).
- *Goblet affixation*: Paralysis.

Goggles

Goggles are large spectacles that wrap tightly against the head. They completely enclose the eyes, protecting them from wind, insects, and other airborne or flying hazards. Goggles can be fitted with convex or concave lenses, allowing nearsighted or farsighted wearers to see clearly. Generally, the lenses are made from glass and the wrap is cut from leather or cloth. Magical goggles are enchanted so that anyone with a human-like skull, overall size apart, can wear them. For saving throw, goggles are treated as glass or leather, whichever is less.

of Underwater Sight

XP Value: 700 **GP Value:** 1,400

DRAGON Magazine 73

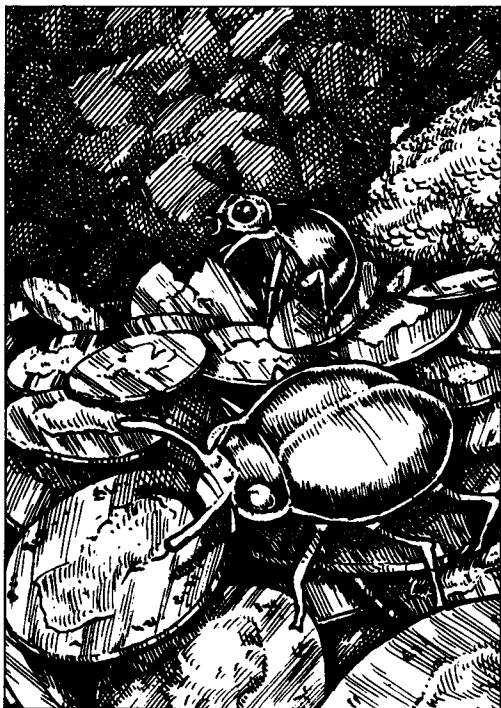
Two black, flexible oval objects, each about two inches long, connected by 1/2 inch-long, flexible white strap and, from opposite sides of the ovals, by another strap about 10 inches long. (In other words, like a pair of swimming goggles.) When the ovals are placed over the eyes and held on by the straps, a wearer can see under water twice as well as expected, and no water touches the eyes.

Tropfenribb's

XP Value: 750 **GP Value:** 3,500

Top Ballista

These flying goggles enable the wearer to see up to 2,400 feet away regardless of hindrances such as clouds, mist, a hail of frogs, a spell such as *obscurement*, or any other similar obstacle (but not through solid objects). Beyond that point, normal vision takes over. The wearer of these goggles gains a +1 bonus to Charisma in any encounters with members of the Top Ballista flying school.



Goldbug

XP Value: 600

GP Value: 3,000

DRAGON Magazine 30

The *goldbug* was developed by Orlow for unknown, and probably unsavory, purposes. One story claims it was developed because, to Orlow, plants were important and gold was plentiful. Another tale tells of his greedy brother-in-law who used to show up for prolonged visits, until one day he discovered his gold had disappeared. The *goldbug* eats gold. It takes one gold piece per day to feed an active goldbug. (When not near gold, the bug hibernates.) After consuming 20 gold pieces, the *goldbug* lays 1d4 eggs that hatch in one day to produce additional *goldbugs* with the same voracious appetites as their parent. The possession of *goldbugs* is illegal in most kingdoms. *Goldbugs* have an Armor Class of 2 and 1 hit point each.

Golden Floor

XP Value: 1,000

GP Value: 2,500

Dragon Magic

The floor is an unmarked, solid gold platform, about 50 feet square. Anyone who steps on the platform feels a tingle ripple through his or her body. If the character remains on the platform for two rounds, a Constitution check must be made.

If it fails, the victim loses 1d4 points of damage. If he or she remains on the platform for an additional two rounds, a second Constitution check is made, and the character loses another 1d4 points if it fails.

The platform is a learning aid used by the dragons to temporarily enhance their comprehension by tapping into the collective consciousness of the spirits of dead scholars. If a PC remains on the platform for the full four rounds, make an Intelligence check. If it succeeds, his or her Intelligence and Wisdom check penalty for comprehending draconian art is -9 (rather than -12) for the next 1d6 hours.

Gown

These elaborate dresses are generally very expensive and lavishly decorated. Gowns are intended to be worn to important events. They are elaborately made, dyed with fine colors, and ornamented with flowers, feathers, and handcrafted trinkets. A DM who wishes additional magical possibilities should refer to **Robe** and **Cloak** for more magical effects that can be added to gowns.

Loriell's

XP Value: 3,000

GP Value: 30,000

POLYHEDRON Magazine 19

This item seems to be a simple blue and white peasant dress. It acts as a *cloak of protection +2* for any wearer. If the user is a female humanoid, this magical gown shrinks or enlarges to a perfect fit. *Detect invisibility* or a similar magical detection spell can find the seven command words sewn into the hem in gold thread. Each command causes the dress to change to a different form, as given below. Each command word may be used once per day. Each change produces fresh and immaculate clothing with matching footwear. The command word only takes effect when spoken by the wearer of the gown. If removed, the gown reverts to its original form. (The removal or loss of footwear has no effect; the outfit is always complete with each change.) The command words and forms follow:

- De:** Short, black suede tunic with black breeches, soft black boots, and a long black cape.
- Ki:** Full-length dark green gown of layered silk, with a high neckline and matching sandals.

- Li: Original form (blue and white peasant dress) and matching shoes.
- Qi: Close-fitting, full-length, red silk dress, with bell sleeves, V-neckline, and matching sandals.
- Se: Full-length white dress with open, gossamer sleeves, oval neckline, and white sandals.
- Ti: Full-length blue silk dress with square neckline, long square sleeves, and matching sandals.
- Ve: Long soft gray dress with open sleeves, square neckline, and soft gray suede boots.

Sehanine's

XP Value: 3,000 **GP Value:** 17,500

Monster Mythology

Sehanine's avatar wears a gown that functions like a *cloak of displacement*.

Grains of Discomfort

XP Value: 600 **GP Value:** 1,800

DUNGEON Magazine 16

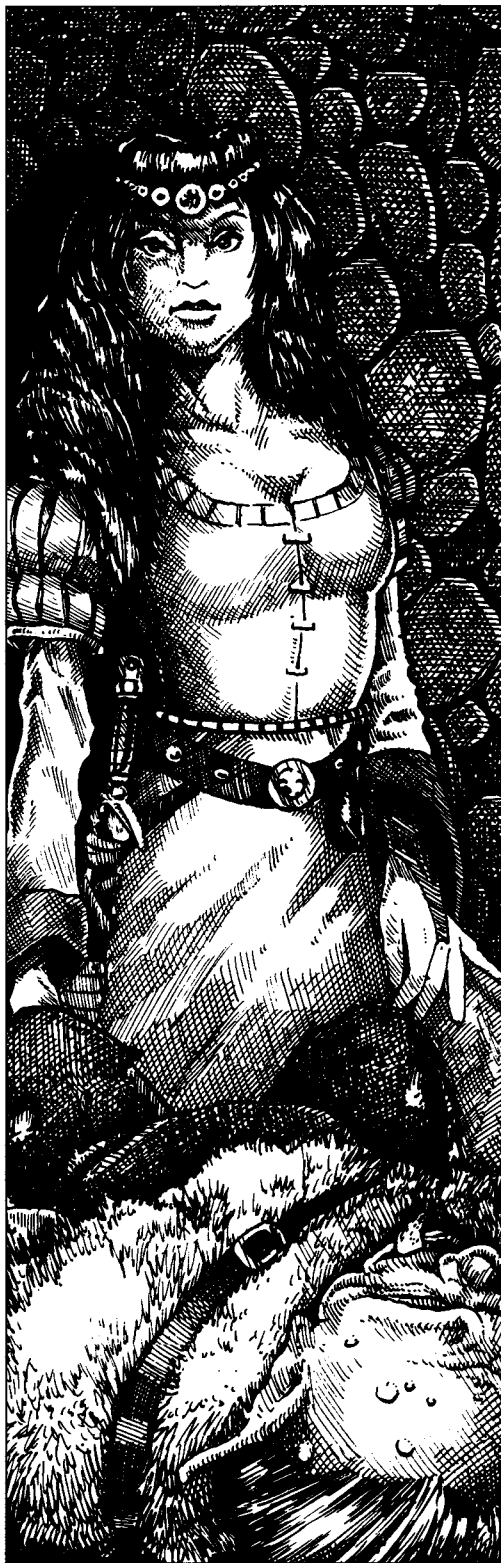
This material is found in pouches and should be handled with gloves. Some say it is a residue from the dwarven mines. If a handful of this granular substance is hurled at an opponent (treat as a missile weapon), the grains work into the inner layer of clothing against the skin. They cause such discomfort in 1d4 rounds as to render the opponent incapable of continued action unless all garments are removed and shaken. This substance is greatly prized by dwarves who delight in playing practical jokes on their companions.

Grappling Iron

A grappling iron is a hook used to secure a rope for climbing. It normally has two, three, or four curved tines that radiate from a central shank. Deluxe grappling hooks with folding tines sometimes are available. The irons can be folded flat for easy transport. Magical grappling irons cost twice the price of ordinary grappling hooks.

Roll Grappling Iron Type

01-25	Folding tines*
26-50	Four-tined
51-75	Two-tined
76-00	Three-lined



Enchanted**XP Value: 1,200** **GP Value: 3,600**

Thieves of LANKHMAR

Apart from a faint aura of magic, this grappling iron is indistinguishable from any other and can be used by any character class. When thrown with a rope attached, there's a 75% chance (modified by the bonuses or penalties the user normally receives) that the iron hooks onto something solid. Once the iron has hooked, it gives a 5% climbing bonus to anyone attempting to climb the rope.

Gargoyle**XP Value: 700** **GP Value: 3,000**

POLYHEDRON Newszine 79

This appears to be a simple iron grappling hook affixed to a strong, thin cord. When thrown, the hook turns into a miniature iron gargoyle that flaps its way unerringly to any target within 100 feet. The gargoyle wraps its arms and legs about the mark, holding the rope fast and enabling the thrower to climb it. The *gargoyle grappling hook* and its attached magical rope can hold up to 1,000 pounds. Treat the rope as AC 0 with 60 hit points. Speaking a command word turns it back into a grappling hook.

Griffon's Claw**XP Value: 50** **GP Value: 450** for two

DRAGON Magazine 159

This elaborately carved grappling hook resembles a giant raptor's claw. When a command word is spoken, the hook levitates up and flies toward its target (pointed out by the controlling character) up to 200 feet away. The claw has a THACO of 12 and digs into the wood of the target ship. The claw cannot be removed from the wood, but the wood may be cut and the claw will remain in it. Only a second command word can release the claw's grip.

of Luckless Returning**XP Value: —** **GP Value: 1,000**

New Item

This iron appears to be a bargain. It radiates a faint, magical aura, and may be an *enchanted grappling hook*. Unfortunately, the iron is cursed. There is a 75% chance that, when thrown, the hook returns, hitting the user on the head and doing 1d4 damage to the hapless character. Even if it hooks, its use entails a -5% penalty to a user's climbing abilities.

Guardian Tail**XP Value: 2,000** **GP Value: 10,000**

Kingdom of Nithia

Guardian tails appear to be normal animal tails from native creatures such as the desert fox, hyena, or caracul. A thong is attached to one end so that the tail can be attached to a chest, bow case, or quiver.

Once attached, the *guardian tail* protects the container's contents. The tail instantly knows who the owner of the container is, and protects its contents from being rifled by any except the user.

If the contents are molested, the *guardian tail* causes the container to *polymorph* into an animal of the tail's type (the tail now being the tail of the animal). It then runs away or fights if necessary, generally choosing the former over the latter. If it escapes or scares off the intruder, the "animated" container will run and find its owner, at which point the tail and the container revert to original form.

Guardian tails have the following statistics regardless of form: AC 5; HD 2; MV 15; #AT 1; Dmg 1d4; AL N. If slain, the *guardian tail* and container revert to normal and the tail becomes nonfunctional for one full day. If the tail is ever cut in two, its magical properties are destroyed.

Gravitic Stabilizer**XP Value: 55,000** **GP Value: 550,000**

War Captain's Companion

This 1-ton object looks like a standard keel mount for a 10-ton ship. Originally designed for yachts, it has appeared in a few other 10-ton ships as well. A product of arcane magic, a *gravitic stabilizer* rotates a ship to automatically realign with the body of greater mass whenever the ship is subjected to the effects of another gravity plane. In other words, if a yacht is rammed by a hammership, the yacht rotates at the beginning of the next round so its orientation matches that of the hammership. This is a luxury item that delivers maximum comfort for the crew, thus its extraordinarily high cost.

The *gravitic stabilizer* can be used only on 10-ton ships matching, at least approximately, the keel size of a yacht. It cannot function on larger ships.



Hammer

The term "hammer" describes several different types of weapons, including lucern hammers (a type of polearm), and warhammers. The warhammer takes its simple structure from the basic tool of carpentry. The head is made of steel or iron, with a metal or wooden handle. Some hammers are fitted with a spike that can be used as a thrusting weapon that causes 1d3 points of damage or backed with an axe blade that causes normal hand axe damage.

Roll	Hammer Type
01-08	Axe-backed*
09-17	Dwarven hammer
18-25	Footman's pick
26-33	Hammer
34-42	Horseman's pick
43-50	Lucern hammer
51-58	Mallet
59-67	Maul
68-75	Sledge hammer
76-83	Spike-backed*
84-92	Warhammer
93-00	Zaghnal

Aegis-Fang

XP Value: 8,000 **GP Value:** 40,000

Hall of Heroes

Aegis-fang is possibly the mightiest weapon to be forged in the modern day Realms, a throwback to the times when the greatest dwarven smiths crafted weapons for the gods themselves. An offspring of the *hammer of thunderbolts*, Bruenor crafted *Aegis-fang* especially for Wulfgar. So wonderful was the result, an effort of the dwarf's considerable skill and his deep love for the boy, that Bruenor knew he had reached the ultimate achievement of his trade, and would never again fire up a forge.

The war hammer is fully +5 and scores double damage (2d4+2, 2d4) on a hit, gaining full attack and damage bonuses, including Wulfgar's Strength bonus, even when thrown. Furthermore, *Aegis-fang* unerringly reappears in Wulfgar's hand (and only in Wulfgar's hand) whenever he desires it, even if it has to disappear from someone else's hand to get there.

The war hammer's magic and power are tuned perfectly to Wulfgar alone, designed especially to match his great size and strength. In the hands of

another, *Aegis-fang* is only +3, loses its special throwing bonuses, and does not score double damage.

Air

XP Value: 600

GP Value: 1,800

Dwarves Deep

These nondescript, stone hammers are marked with a certain dwarven rune—two circles, one inside the other. They are found throughout dwarven delves, lying on ledges and wedged in rock fissures, as though discarded.

They are actually emergency aids. If an *air hammer* is broken, or the rune upon it struck sharply (that is, if it used to strike a blow), it activates. A loud, repetitive knocking noise is heard, and the *air hammer* begins to vibrate rapidly, swinging back and forth, as it diminishes in size. The stone hammer is actually the stopper or portal valve to an extradimensional space, filled with pressurized oxygen from the Elemental Plane of Air. When it is activated, the extradimensional space rapidly collapses, pumping its contents into the surrounding atmosphere.

Dwarves use this to escape underground smoke, poisonous gases (including *cloudkill* effects), or floods (*air hammers* create a bubble of air). The oxygen forcibly drives out existing atmosphere, providing clean air in a globe with a 30-foot radius around the activation point. There is enough air to last eight human-sized creatures (or twelve dwarves) for one turn, given normal exertion (the air lasts half that time if combat occurs).

This clean air cannot be moved as an intact globe, once released, and it is highly dangerous if brought into contact with open flames—creating an instant 30-foot, 5d6 ball of fire. Magical *fireballs* that contact an air hammer's oxygen globe instantly double in radius, and gain 6d6 additional damage power.

Colgomere's Hammer of Thunderbolts

XP Value: 3,000

GP Value: 15,000

1992 Fantasy Collector Card 240

Golgomere's magical hammer is a variation of a typical *hammer of thunderbolts*. It is a +3 weapon when wielded by any dwarf with a Strength score of at least 18/01. When used in conjunction with a *girdle of giant strength* and *gauntlets of ogre power*, the hammer is a +5 weapon that inflicts double damage and kills

any giant that it strikes. When hurled, on a successful hit, a full-fledged thunderstorm breaks out (not just a thunderclap) in a 90-foot radius. The storm includes thunder, rain, and lightning that lasts five rounds.

Delzoun's Fist

XP Value: 10,000 **GP Value: 50,000**

The Savage Frontier

This minor artifact, a magical *warhammer* +5, was created by Delzoun, the legendary founder of the ancient dwarven Northkingdom that bore his name. His it was until his sudden and horrible death (though he is rumored to have immediately risen as an undead thing). The throwing power works for any fighter (not just dwarves) and it imbues the wearer with hill giant Strength (as *girdle of giant strength*) and acts as a *ring of spell turning*. The *fist* also has one major and two minor malevolent effects that the DM should choose from Artifact Table 1-15: Major Powers, and Table 1-16: Minor Powers—see *Volume I*. The minor malevolent effects occur within 1d3 weeks of ownership. The major malevolent effect occurs the first time the hammer is used against a nonevil being.

Dwarf Thrower

XP Value: — **GP Value: 1,800**

DRAGON Magazine 156

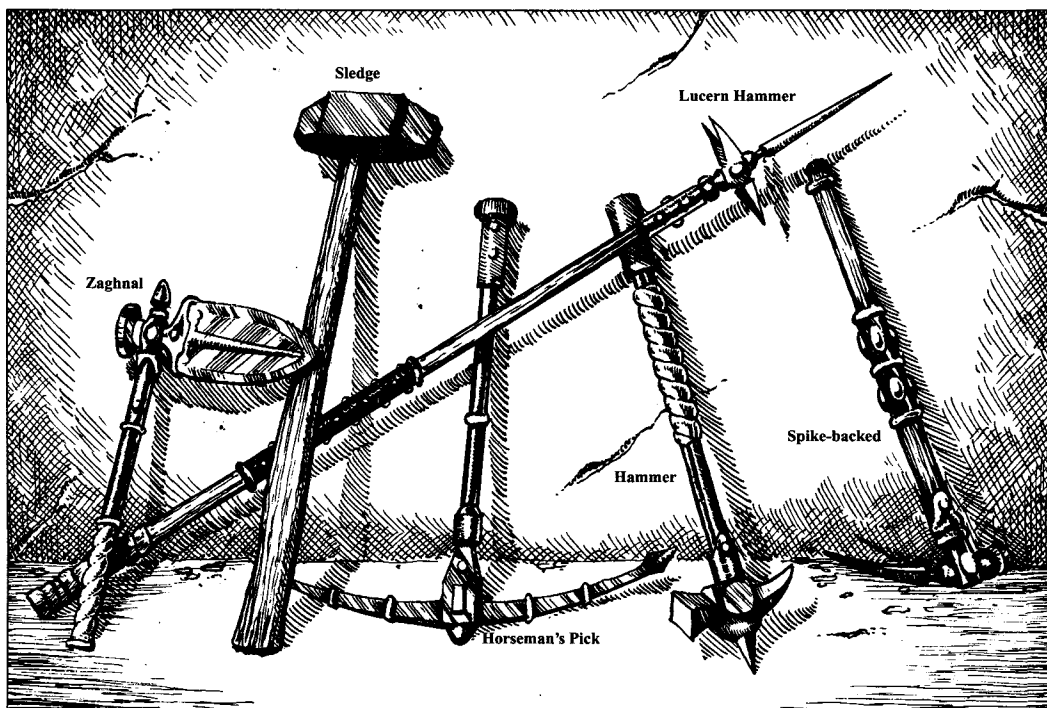
When wielded by anyone but a dwarf, this hammer acts as a normal war hammer. Whenever a dwarf tries to wield this hammer in combat, however, it picks up and hurls the dwarf bodily at the opponent, at +3 to attack and 1d12+3 points of damage (to the dwarf—the opponent takes only 1d4 points of damage); the range is 60 feet. If the dwarf misses the opponent, the dwarf takes double the above damage; if the opponent has time to "set" or "ground" a weapon such as a spear or a military fork—well, it's not a pretty picture. Incidentally, this hammer is an unusually handsome weapon, featuring the finest work of the elven master smiths.

Dwarven Thrower II

XP Value: 1,500 **GP Value: 15,000**

DUNGEON MASTER Guide

This appears to be a standard *hammer* +2. In the hands of a dwarven fighter who knows the appropriate command word, its full potential is realized—a +3 bonus and the following characteristics—the hammer has a 180-foot range and returns to its wielder's hand like a boomerang. It has a +3 bonus to attack and damage rolls.



When hurled, the hammer inflicts double damage against all opponents except giants (including ogres, ogre magi, trolls, and ettin). Against giants it causes triple damage (plus the bonus of +3).

Flandal Steelskin's

XP Value: 4,000 **GP Value:** 30,000

Monster Mythology

His axe-backed *hammer* +4 shoots a 6-Hit-Die *fireball* six times day and does double damage to all cold-using and cold-dwelling creatures; it can speak the languages of all fire-using creatures (red dragons, chimerae, and the like).

Gaerdal Ironhand's

XP Value: 3,000 **GP Value:** 30,000

Monster Mythology

The avatar carries a *hammer* +4 that, when it strikes, issues a loud, ringing sound (all creatures within 10 feet must save vs. spell or be deafened for 1d4 rounds)

of Gesen

XP Value: — **GP Value:** —

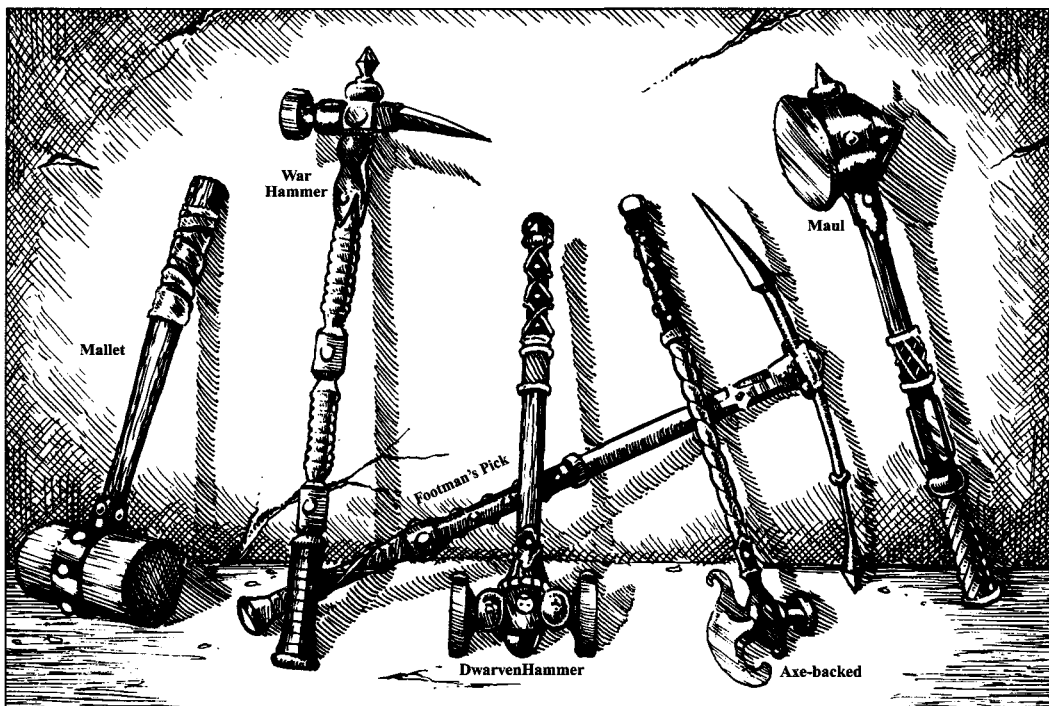
Book of Artifacts

The *hammer of Gesen* is a remarkably ordinary looking device—a large, round-headed hammer,

much like a common carpenter's mallet. Its only noteworthy feature is that it is made entirely from coal-black iron. Even the handle is cast iron, patterned to imitate the grain of wood that would normally be used. The hammer is quite heavy and seems overbalanced, but once held it is quickly apparent that it can be handled with ease and grace.

The hammer is one of the two great weapons of the ancient barbarian hero, Gesen Khan, (the other is the *iron bow of Gesen*). Descended from the gods, he tamed the first horse, taught the nomads how to ride, made the first spell, and shot the first bow. Gesen won the hammer by defeating a mangus of the earth who slew travelers with her iron weapon. Since neither hammer nor blade could harm the mangus, the two wrestled for three days, until Gesen tore the other in half. Following the advice of Grandfather Sky, Gesen bathed the hammer in the creature's blood, when it acquired magical powers. When the hero finally died, the weapon vanished with him. Since that time many have claimed to have found it, but these are the tales of rogues in the marketplace who seek to pass off crude forgeries.

The *hammer of Gesen* is a good reward for warrior PCs and one that can be allowed with-



out too much risk of game imbalance. The weapon's curse adds role-playing difficulties for characters that should more than offset any advantages.

Constant Powers: When gripping the hammer, the character's Strength equals a cloud giant's. (Str 23, +5 attack, +11 damage, throw boulders 140 yards for 1d10 damage, bend bars/lift gates 90%). The weapon adds no magical bonuses to attack rolls, but can strike any creature, even those that can only be hit by magical weapons.

Invoked Powers: By commanding the hammer's might, the owner can cast *power word, kill* (1/week) upon any one creature struck by the weapon.

Curse: The hammer can be used by any class or alignment, but over time the user transforms into a fighter of chaotic good alignment. Once a week a saving throw vs. *polymorph* is rolled, and if it fails, the character loses one class-related ability and acquires one that applies to fighters. Once the transformation is complete, the character is subject to *artifact possession*, becoming unable to resist any adventure or good cause. Powers lost cannot be regained. The character may continue as is or change to a new character class (like a dual-class human).

Suggested Means of Destruction:

- The manggus blood must be squeezed from the iron.
- It must be ground into a powder in the mill of a fearless miller.
- It must be returned to the spirit of the manggus who once owned it.

Goibhniu's Warhammer

XP Value: 3,000 **GP Value:** 25,000

Legends & Lore

Once per turn, Goibhniu's avatar may automatically slay any living creature that he hits with this +5 weapon, no saving throw allowed.

Hephaestus's

XP Value: 1,000 **GP Value:** 9,000

Legends & Lore

Any being struck by the hammer of Hephaestus's avatar must save vs. paralyzation or be knocked unconscious for 1d10 rounds.

of Kharas

XP Value: 7,700

GP Value: 70,000

Tales of the Lance

The *hammer of Kharas* is a mighty artifact. Only with the hammer can true *dragonlances* be formed. The hammer is twice the size of a normal warhammer. Its name comes from the great dwarven hero Kharas, (meaning "knight") who fought in the Dwarfgate Wars after the Cataclysm. Kharas is most remembered, however, for the heroic deeds he performed prior to that time. The hammer was given to him by the Kayolin dwarves in recognition for his deeds on their behalf.

Kharas' legend began in the Shadow Years, which followed the Cataclysm. He was ashamed when his lord, King Derkin, shut the gates of the great realm of Thorbardin, barring the starving hill dwarves and men who came for aid. When famine deepened across the lands, the dispossessed dwarves and men united under the dark wizard Fistandantilus, and attacked Thorbardin. Brother slew brother, many died. Kharas carried the slain sons of Derkin back to their father, the king. The great devastation of Fistandantilus occurred as he was gone, laying waste to the Plains of Dergoth.

Overcome with grief at the sight of his sons, Derkin sealed the gates for all time and fell into eternal despair. Knowing that Derkin was dying and no heirs remained, the thanes each plotted to become king. Many came to Kharas to solicit his support. Kharas was angry with the Thanes and left to wander Ansalon. He returned, just before Derkin's death and proclaimed, "Too late our lord found that we must live together in this world or perish apart. It will be many years before we ourselves shall learn this hard lesson, if we learn it at all. I am leaving, and the hammer leaves with me. The world has abandoned honor. The hammer will be hidden for generations to come. Only when a Good and honorable dwarf comes to unite the nations shall the *hammer of Kharas* return. It will then be his badge of righteousness." Kharas left the mountain—he was never seen again.

The *hammer of Kharas* has a +2 bonus on attack and damage rolls. It inflicts 2d4+2 points of damage on a normal hit. It cannot be lifted by a character with Strength below 12, and anyone with a Strength below 18/50 suffers a -2 penalty attacking with it (cancels out the +2 bonus).

The hammer acts as a *mace of disruption* against undead and creatures from the Abyss. It



turns undead as a 12th-level priest. The hammer is intelligent (Int 11, Ego 11) and can control anyone who touches it if the person's combined Intelligence and Wisdom are less than 22. The hammer seeks to preserve the security of the dwarven race and further the cause of Good. It chooses when to activate its powers, although a wielder with enough Intelligence and Wisdom can resist the hammer's will and, in turn, command it. The *hammer of Kharas* has the following special abilities, at the 20th level of magic use:

- *Detects evil* as a paladin.
- Gives wielder immunity to fear, both normal and magical.
- Protects wielder from 1st- through 4th-level spells.
- Casts *prayer* once per day.
- Provides protection from normal missiles once per day.
- Acts as a *potion of fire giant strength* once per day.
- *Cures serious wounds* once per day.
- Inspires awe in all dwarves and derro, preventing them from taking action against the hammer or its wielder.

Kostchtchie's

XP Value: 2,000 **GP Value:** 15,000

Monster Mythology

A strike from the avatar's *hammer* +3 stuns victims who fail a saving throw vs. spell for two rounds.

Kostchtchie's II

XP Value: 1,800 **GP Value:** 10,000

The Lost Caverns of Tsojcanth

Kostchtchie's weapon is a huge, cold iron hammer, inlaid with nickel and silver. It causes 2d6 points of damage. Those struck must save vs. paralysis or are stunned for the remainder of that round and the next round.

of Life

XP Value: 3,600 **GP Value:** 18,000

Death's Ride

This magical item was produced by a great priest many centuries ago. It is an iron hammer with a head, haft, and pommel that can be separated by a *dispel magic* spell vs. 18th-level magic. No chaotic creature can touch the hammer when it's assembled; the creature's hand just passes through it. In the hands of a neutral character, it is a *war hammer* +1.

In the hands of a lawful character, the hammer is a +2 weapon that has the ability to cast one *heal* spell per day. Magical runes that explain this function appear on the haft when a *detect magic* spell is cast on the hammer.

Mallet of Luck

XP Value: 1,500

GP Value: 15,000

Oriental Adventures

This item appears to be a common, wooden mallet. Devised by a particularly warped imagination, the mallet bestows a bonus of +2 on all attack rolls and saving throws. This bonus lasts for six turns. However, it is necessary to strike the recipient forcibly with the mallet to bestow the bonus. Unfortunately, the blow causes 2d6 points of damage. Multiple blows do not have a cumulative effect, although the specified amount of damage is still done. Note that this item can be used in combat, if the wielder does not mind giving an opponent the bonus.



Maul of the Titans

XP Value: 4,000

GP Value: 12,000

DUNGEONMASTER Guide

This huge mallet is 8 feet long and weighs over 150 pounds. Any giant-sized creature with Strength of 21 or greater can employ it to drive

piles of up to 2 feet in diameter into normal earth at 4 feet per blow—two blows per round. The maul will smash to flinders an oaken door of up to 10 feet high, by 4 feet wide, by 2 inches thick in one blow—two if the door is heavily bound with iron. If used as a weapon, it has a +2 bonus to attack rolls and inflicts 4d10 points of damage, exclusive of Strength bonuses.

If used against any ship, this inflicts 1 point of hull damage for every 10 points of damage rolled (drop fractions).

Mjolnir

XP Value: 10,500 **GP Value:** 85,000

DEITIES & DEMIGODS™ Cyclopedia

Thor's avatar wields a magic *hammer* +5 that has the following abilities:

- It does 10d10 points of damage with each hit.
- It can be thrown up to 200 yards, and it never misses when thrown. It returns to the avatar's hand automatically. If Thor throws *Mjolnir*, that is his only attack that round.
- It can cast *lightning bolt* at any target within sight, and up to a total of 100 dice of *lightning bolts* per day. The base 100 dice can be broken up into *lightning bolts* of any size Thor desires—twenty-five 4-HD bolts, or ten 3-HD bolts and one 70-HD bolt, and so on.
- It is so heavy that only beings with a Strength of 25 can lift it, and it requires more than a 25 Strength to wield it as a weapon.
- When Thor throws *Mjolnir*, it trails a *lightning bolt* behind it, and when it hits, there is a large clap of thunder that affects all beings within 30 feet as *& power word, stun* (save vs. spell).

Mjolnir II

XP Value: 9,000 **GP Value:** 50,000

Gods, Demigods, & Heroes

The magical hammer of Thor's avatar. This hammer, wielded by the Thunder God's avatar, slays any giant it hits, and it never misses. Commonly, the hammer is thrown and returns to Thor's avatar. Its range is not restricted and as long as there is a target in sight the hammer hits. When used in any other capacity besides the slaying of giants, the hammer causes 10d10 points of damage. Another property of *Mjolnir* is that of throwing a *bolt of lightning*, up to sighting distance, with a varying strength of 2d12 eight-

sided damage dice. The intensity of the bolt is controlled by Thor's avatar himself. Lastly, the hammer shines with a pale blue light, warning Thor's avatar of any imminent danger within 10d6 yards of himself.

Only beings with a strength equal to a frost giant may pick up and carry this item of power, and that at half speed—only Thor's avatar himself may use *Mjolnir*.

of Nailing

XP Value: 300

GP Value: 3,000

DRAGON Magazine 30

The *hammer of nailing* looks like a dwarven hammer, but is really a carpentry tool. Use of this hammer allows the construction of wooden items in 50% of the normal time. It always drives a nail into any wood in one blow, and with little effort from the carpenter. When used in combat, the hammer causes 1d4 points of damage.

Nai No Kami's

XP Value: 4,000

GP Value: 20,000

Legends & Lore

Any being hit by the avatar's hammer must save vs. petrification or be knocked to the ground 15 feet from where he or she was standing. When struck upon the ground, the hammer causes an *earthquake* (as the spell).

of Penetration

XP Value: 2,000

GP Value: 10,000

DRAGON Magazine 99

This hammer is sometimes described as a smaller version of a *maul of the titans*. It is a large-headed hammer with a 2-foot handle. The hammer's head slopes down to a point on one side, and the hammer is not balanced for throwing.

The *hammer of penetration* may be used one-handed in combat, causing double normal hammer damage (2d4+2/2d4) with a +3 bonus to attack and damage. When used two-handed on walls and doors up to 2 feet thick, the hammer has a chance of smashing through a hole in the door or wall equal to double the wielder's chances to bend bars or lift gates. The hole will be large enough to allow a human-sized being to crawl through it without trouble. Only the pointed end of the hammer can be used to smash through wooden barriers

Runehammer**XP Value:** 2,500**GP Value:** 25,000

Dwarves Deep

These rare, darksteel warhammers do normal damage in combat. Each bears a rune of power, inscribed upon its head. If the elder dwarven name of the *rune of power* on the hammer is spoken aloud as the hammer is hurled or swung, the effect of the rune is delivered on any target struck in the same round.

The various *rune of power* effects are detailed under the description of the spell in *Dwarves Deep*. A *runehammer* only unleashes the power of its rune six times in a day. However, they may be used in six consecutive rounds. *Runehammers* neither have nor use charges, but each time the rune power is used, there is a 7% chance (not cumulative) that it vanishes, shifted away to another plane by the will of Moradin. (Beings wielding the *runehammer* at the time may or may not be carried along with it; the DM should decide—randomly or by the situation.)

of Silence**XP Value:** 500**GP Value:** 2,500

DRAGON Magazine 181

Thieves everywhere consider these items to be lifesavers. Unlike the usual hammer that makes Thor's own racket when used on a wall, these items operate in absolute silence. The hammer makes no noise, even if employed to pound spikes into rock.

Storm**XP Value:** 400**GP Value:** 3,000

DRAGON QUEST* Game

This is an ancient and magical weapon was crafted by dwarves in forgotten caverns. When used in combat, the hammer booms like thunder as it strikes an enemy. The holder of this weapon adds a +1 bonus to attack and damage rolls.

**Stronmaus's Hammer
of Thunderbolts****XP Value:** 3,500**GP Value:** 35,000

Monster Mythology

The avatar carries a *hammer of thunderbolts* with all special powers (+5, strikes any evil giant dead on a successful hit, no save). The avatar has a base THACO of 2, but hits any AC on a roll of 8+.

of Thunderbolts**XP Value:** 3,000**GP Value:** 30,000

DUNGEONMASTER Guide

This appears to be a large, extra-heavy hammer. A character less than 6 feet tall and with Strength less than 18/01 will find it too unbalanced to wield properly in combat. However, a character of sufficient Strength and size finds that the hammer functions with a +3 bonus and gains double damage on any hit.

If the wielder wears a *girdle of giant strength* and *gauntlets of ogre power* and knows the hammer's true name, the weapon can be used to full effect: When swung or hurled it gains a +5 bonus, double damage, all girdle and gauntlet bonuses, and it strikes dead any giant it hits. (Depending on the campaign, the DM might wish to limit the effect to exclude storm giants and include ogres, ogre magi, trolls, ettins, and clay, flesh, and stone golems.)

When hurled and successfully striking, a great noise, like a clap of thunder, stuns all creatures within 90 feet for one round. Throwing range is 180 feet. (Thor would throw the hammer about double the above range.) A *hammer of thunderbolts* is difficult to hurl, so only one throw every other round can be made. After five throws within the space of any two turn period, the wielder must rest for one turn. Hammers can be hurled as hand axes.

of Vengeance**XP Value:** 2,000**GP Value:** 15,000

Moonshae

This is a mighty, avenging war hammer that requires a Strength of at least 18 to wield. It functions as a *lucern hammer* +2 in most combat situations. When the *hammer of vengeance* is wielded against an opponent wearing metal armor, including chain mail, the hammer's special ability can be employed. On any hit upon a metal-armored individual with a roll of 18 to 20, the metal armor is smashed and rendered useless. The shards fall immediately to the ground, leaving the victim unprotected for all subsequent attacks.

of Vitroin**XP Value:** 8,000**GP Value:** 40,000

Thunderdelve Mountain

This is a *warhammer* +1/+3 vs. *wyrms*, with an Intelligence of 9, an Ego of 12, and an alignment of chaotic good. This device is designed to com-

bat the creatures that are the particular enemies of dwarves—dragons, wyrms, and giant snakes of any sort. When confronting monsters of this nature, the hammer's special powers manifest. The wielder must make a control check if he or she refuses to attack a wyrm. The wielder gains +2 on all saving throws during battle. The hammer can cure *light wounds* (1d6+1 points of damage) up to three times daily. The hammer is firmly connected to the Clanhome of Thunderdelve and vehemently resists being taken from the halls unless for the purpose of fighting a nearby wyrm. If the wielder tries to take it for any different purpose, the following are manifested:

- It can *ESP* the wielder to determine true purpose.
- It can cast a *wall of stone* spell (six times per day in Thunderdelve, once per day outside) to block the exit from Thunderdelve.
- The hammer forces a control check.
- The hammer can also use its stone-creating powers to repair any damage to the actual structure of Thunderdelve itself.

Whelm

XP Value: 5,000

GP Value: 35,000

White Plume Mountain

Whelm is a lawful neutral *hammer* +3 (+5 for dwarves). It has an Intelligence of 15, an Ego of 18, and a special purpose to kill all trolls, giants, and goblinkin (including bugbears and hobgoblins). It can be thrown and will return from up to 150 feet thrice per day (dwarves only). It also acts as a *hammer of stunning* once per day. When struck upon the ground it transmits a shock wave that stuns up to 45 hit points of enemies up to a distance of 60 feet for 1d4 rounds unless a save vs. spell is successful. •

Whelm also *detects gold, gems*, and the *presence of goblins*. A drawback is that the bearer of this weapon suffers the influence of a severe case of agoraphobia (fear of wide-open places) and fights at —2 when not inside a building, at night, or (best of all) underground. *Whelm* is obviously a dwarven weapon.

Winged

XP Value: 2,400

GP Value: 24,000

Dwarves Deep

This double-ended stone warhammer is more frequently spoken of in tales than it is actually seen today. Once a favorite weapon of northern



dwarves, its use has dwindled with the passing of the Lost Kingdoms.

A *winged hammer* functions as a normal warhammer. However, if thrown, it follows a moving target with its wings (MV 21, Class A), striking at +2 to attack and then returning to the hand of the being who launched it. If grasped or prevented from returning by barriers, it simply *blinks* into an extra-dimensional space for three rounds, and then appears in the hand of the one who launched it at the end of that time.

Upon verbal command (by use of a secret word, which must be uttered by a being touching the hammer), a *winged hammer* will dart away to fight by itself, selecting victims according to the will of the being who sent it. If its sender is slain or rendered unconscious, the hammer simply attacks the nearest living creature until that creature falls, and then returns to the sender, even if the sender is in no condition to do anything with it after that. If the hammer is grasped by one other than its owner, it *blinks* as described earlier.

A *winged hammer* can fight by itself, switching opponents as often as its sender wills, for up to one turn. It will then automatically return to the sender, and cannot be sent away to fight again (or thrown,

for a flying return) for one full turn. A *winged hammer* cannot be sent off to fight by itself more than three times a day.

Its sender can be bound or otherwise helpless, or can be casting other spells or wielding other weapons, without hindering the *winged hammer's* activity. A returning *-winged hammer* never spoils spellcasting, but floats just out of the way until the casting is complete, and then (if possible) smacks neatly into the sender's hand. A *winged hammer* cannot follow a sender onto another plane, unless carried there directly; if abandoned, it will simply fall to the floor until reactivated later, by the same or another being. The "wings" of a *winged hammer* are self-regenerating magical constructs; it cannot be grounded by destroying them, even for a round.

A *winged hammer* is AC 4 when stationary, AC -1 when in flight, and will suffer 45 points of damage before shattering. When destroyed, its magic is forever lost, but there is no harmful explosion or magical side-effect.

Hammock

A hammock is a hanging bed that must be stretched between two sturdy objects. They are most often constructed of canvas, leather, netted cord, or rope. A hammock generally spreads around its occupant and holds him or her securely in place. The ties that hold the hammock above ground can easily be unfastened to move the hammock.

of Entrapment

XP Value: — **GP Value:** 1,000

The Book of Marvelous Magic

This hammock appears to be a *hammock of protection*, but when touched by a creature hostile to the user, it wraps around the user (+4 penalty to Armor Class, no hand-to-hand combat). It permits the victim to escape if a saving throw vs. spell is made. This hammock is subject to the same attack forms as a *hammock of protection*.

Layne's

XP Value: 1,000 **GP Value:** 5,000

POLYHEDRON Newszine 43

This item folds down to fit into a small pouch. When removed from the pouch, it may be tossed into the air with the command "anchor." This causes the hammock to expand and anchor itself in air, providing a comfortable bed for one. While a person is in the hammock, the air surrounding the hammock

will be comfortable for sleeping or relaxing, no matter what the surrounding temperature. Once a person gets out of the hammock, it collapses and folds itself, ready to be replaced in the pouch.

of Protection

XP Value: 2,000 **GP Value:** 10,000

The Book of Marvelous Magic

To function, this hammock must be strung between two upright supports 8 to 15 feet apart. When used for sleeping, the hammock protects the user; if any living creature touches the hammock, the user is dumped to the ground, but the creature is drawn into the hammock and *entangled*, suffering a +4 penalty to Armor Class and unable to attack in hand-to-hand combat. The victim may make a saving throw vs. spell on the second and each following round of entrapment. If successful, the creature is thrown out of the hammock in any direction away from the owner. Fire destroys it instantly; bladed weapons may be used to cut it (treat as AC 5; 20 hp).

Hand

"Hand" describes a multitude of objects. Some magical hands actually are pairs of gloves; others are sets of extremely powerful gauntlets that cover the wearer's knuckles and the back of the hand. Other hands are relics cleaved from the bodies of powerful villains, heroes, or effigies. (See also **Glove** and **Gauntlet**.)

Balacer's

XP Value: 2,500 **GP Value:** 12,000

DRAGON Magazine 196

First known in ancient Cormanthor, in the city that was later known as Myth Drannor, this metallic item takes the shape of a human hand about 4 inches long. When touched to the hilt of any blade weapon, it can be willed to function in several ways:

- At a cost of one charge, a *Balacer's hand* can hone a blade to a razor edge and remove all rust from it in one round.
- At a cost of two charges, it can straighten a bent blade in one round.
- At a cost of two charges, it can fill in all nicks and notches in a blade in two rounds.
- At a cost of four charges, it can restore missing metal to a blade that is severely rusted or corroded (by acid, for example), and stop any ongoing corrosion, in four rounds.

- At a cost of six charges, it can permanently mend a broken (snapped off) blade in six rounds (however, it can't restore any lost magical powers to a broken magical weapon).
- At a cost of 10 charges, *Balacer's hand* can temporarily make any blade a +1 magical weapon. This augmentation takes only one round and lasts 1d4+1 rounds after that (the randomly determined time is never known to the wielder).
- At a cost of 20 charges, it can temporarily make a blade a +2 weapon (the details are the same as for a +1 augmentation).
- At a cost of 25 charges, *Balacer's hand* will temporarily give a blade weapon +1 to attack, except that the blade deals its full, normal damage at each strike. Thus, a short sword would have a +1 attack bonus and would do 6 points of damage, plus any Strength bonuses of its user, with each attack until the effect fades.

All of these powers may be used on the same weapon at different times, and all except the three magically augmented powers are cumulative (a bent, broken, and rusted blade can be made like new by expending 11 charges, then augmented in one of the three ways). None of the augmentation powers of *Balacer's hand* work on functioning magical weapons. Some 10% of such items have a tiny storage compartment (usually containing written instructions and messages, but sometimes holding lockpicks or jewelry) released by bending back the hand's little finger.

A *Balacer's hand* typically has 1d12+40 charges when found. It can be recharged by having a priest cast heat metal with the verbal component uttered backwards, and in the round immediately after a wizard must cast *lightning bolt* or *chain lightning* into the item. This restores 1d4+1 charges. In the open under a stormy sky, a priest or can recharge a *Balacer's hand* by casting two *heat metal* spells with the prayers read backwards in successive rounds, then in the turn immediately following using *call lightning* to bring down electricity into the item. If one priest maintains the concentration necessary for *call lightning*, those bolts can restore charges to a hand; for each bolt to work, two *heat metal* spells must first be cast on the *hand* by other priests. These methods, too, will restore 1d4+1 charges.

A wizard acting alone can recharge a hand by casting the spells *glitterdust*, *mending*, and either *lightning bolt* or *chain lightning* on it in three succes-

sive rounds. The wording of the *mending* doesn't matter; it causes the hand to absorb the whirling glitter cloud, so the caster can see it to hurl lightning.

Each attempt to restore the charges has the usual chance of accidentally destroying the item, which must save vs. spell at -1 using the best spell saving throw of all casters involved as a base. Failure means the *Balacer's hand* crumbles to dust. A *Balacer's hand* can never rust or corrode, and metallic weapons can't harm it (it is AC -2 and has 100 hp).

of Harrowing

XP Value	GP Value
Evil-Aligned: 2,000	25,000
Good-Aligned: 2,000	25,000

Lords of Darkness

This magical item is the severed hand of a human, rendered steel-hard and inflexible (AC 0, 16 hp damage to shatter) by its enchantment. When released by a living creature, it lies or *levitates* in midair, in exactly the spot in which it was released, until it is touched by a living creature again. *Hands of harrowing* are typically used to guard tombs against plundering by hungry ghouls or magic-seeking lichs.

Evilly aligned creatures suffer 1d3 points of damage per round of contact with a hand (or per blow, if one is used against them), but may place or wield such hands if they wish. No other creatures are affected by a *hand of harrowing*, except as a normal clubbing weapon, doing 1d2 points of damage. Hands are typically mounted on rods for ease of use.

Its touch does 3d4 points of damage to undead creatures, and stuns them for 1d4 rounds. When placed on or against a door, archway, or threshold (a windowsill or a drain opening), undead seeking to pass the guarded area in any direction or manner (including a ghost's ethereal means) suffer wracking pain. Undead creatures within 30 feet of a *hand of harrowing* are *slowed* to a movement rate of 3 feet per round, no saving throw allowed. Each round they are within active range of a hand, undead must save vs. death magic or be forced 10 feet away from the hand. In addition, during each round they are within active range, all undead suffer 2d4 damage (1d4 if they save vs. breath weapon).

Ten percent of all *hands of harrowing* are evilly aligned, and affect good-aligned creatures instead of undead.

Helping

XP Value: 1,000

GP Value: 2,500

DRAGON Magazine 196

This old, rare item of Krynn is also found on other planes. It is a life-sized, lifelike disembodied human hand fashioned of an iron alloy. A *helping hand's* enchantment makes it move and flex fluidly, and it flies about at the direction of its wielder, who is the last being to speak a secret binding word while touching it.

A *helping hand* resists rust and all magic (saving as metal but with a +4 bonus on saving throws), is AC 0, can withstand 29 points of damage before shattering (natural and magical electrical discharges heal it on a 1 hp to 1 hp basis), and flies about at MV 15 (A) at the wielder's bidding. It can't travel more than 600 feet from the wielder or control is lost; if it gets out of range, it falls to the ground, inert.

Unless another being takes control of a *helping hand* by touching it and uttering its command word, control over a hand that's passed out of range can be restored whenever the wielder moves into range again. A wielder who concentrates on a *helping hand* whose control hasn't passed to someone else will have a vague idea of how far away the hand is and in what direction. (A rare few *helping hands* can be located by any being who has ever controlled them.) A being can only control one *helping hand* at a time.

A *helping hand* can't carry anything or make spellcasting gestures, but it can point, hold open books, push small objects up to dagger size along a fairly smooth surface, tug at knots, and so on. A hand can fly at beings, attacking at THACO 11 for 1d2 points damage. Its strike can break eggs, glass, pottery, or other fragile objects, or spoil the aim of anyone readying a spell or missile weapon, as the DM chooses. *Helping hands* are often used to punch or slap warning gongs and sometimes to trigger traps (overturning a lit candle or lamp into a pool of oil, for example, or pulling the triggercord of a cocked, loaded, and mounted crossbow).

The wielder of a *helping hand* can "see" from the hand within a spherical, 20-foot range, and can use this ability to spy, watch strategic areas, or use the hand to signal directions and intentions. Operating a *helping hand* requires mental concentration that precludes spellcasting in the same round but allows normal physical activity. If a hand wielder is climbing, swimming, or balancing precariously while operating the hand, all

Dexterity checks are made at a -1 penalty; if engaged in combat, all hand-wielder attack rolls are at -1. A *helping hand* can be commanded to "go on as it was before" when concentration ceases; if no instructions are given, it hangs (or lies on a surface) motionless.

Holy Hand of Bane

XP Value: 8,000

GP Value: 80,000

Halls of the High King

Only a few of these deadly items exist, guarding the innermost altars of evil temples dedicated to the god Bane. Fashioned of obsidian, *holy hands* are immense, standing 6 feet high when upright.

A *holy hand* floats motionless, levitating, unless a good-aligned being enters the chamber it guards. Then it turns slowly to point at the nearest good-aligned character, attacking if any such being advances to within 60 feet of the guarded altar. A *holy hand* can sense the alignment and whereabouts of all beings in its temple precisely and pursues intruders throughout the temple if activated by their intrusion into its guarded area.

A *holy hand* is AC 1, MV 15 (A), THACO 11, HD 9, and always has 66 hit points. It can be struck by all sorts of physical weapons and suffers normal damage. Fire and electricity cannot affect a hand, nor can it be mentally influenced or controlled. A *holy hand* attacks once per round, smiting for 4d6 damage or grasping and crushing for 2d6 damage, plus 5d6 per round after that. (Determine the attack form randomly.)

A *holy hand* is animated, constructed, and powered by magic. All magical items, weapons, and spell discharges or magic item effects coming into contact with it are utterly absorbed. Magical attacks dealing a hand over 40 points of damage in a single round actually *heal* any damage to it, by the amount of the excess points over 40 (the rest of the energy is stored by the hand for motive power). When a hand is destroyed, the magical energy escapes harmlessly, not in an explosion or in any form that can be tapped or fed upon by others.

Magic items contacting a hand are completely drained of magic, unrestorable by any means short of a *wish*. Artifacts *are plane shifted* away at random, leaving their bearers behind (unless the DM decides to drag the poor hero along). A *dispel magic* directed against a hand is absorbed without damaging the hand or lessening its *levitation* abilities, but it is *slowed* for one round.

Hand of Remote Action

See *Wonderful Hand*, below.

Tomorrow's

XP Value	GP Value
Left: 200	20,000
Right: 3000	30,000

Mordenkainen's Fantastic Adventure

Eli's original hands have undergone a grisly experiment, involving their removal and replacement by the strange appendages described below. These were grafted onto him, presumably by the same netherworld creature that supplied them. When striking in melee, the spikes (12 per hand) cause one point of damage per spike contacting the target. Roll 1d12 (or 2d12 if both hands hit) to determine the number of spikes connecting and damage subsequently caused. There are many other inherent abilities in these hands.

Left Hand: This hand can improve the user's Dexterity by 2 points (maximum of 18). To use the power, which lasts for 2d6 rounds, the user needs only to touch thumb to index finger. No spellcasting is possible during that round.

Right Hand: This hand automatically improves the user's chance to attack by +3 while wielding weapons in the right hand. When used in combination with other spells or items, the total attack bonus may not exceed +6 due to the restraining nature of this hand.

Both Hands In Attack: When both unoccupied hands strike the same opponent simultaneously, two things occur:

- The victim must make a saving throw vs. paralysis or be immobile for 2d6 rounds.
- The victim must make a saving throw vs. spell or lose one level of experience (as if struck by a wight).

Both Hands In Defense: When both hands are clasped in prayer, the user accrues three benefits. When the hands are removed from this clasped position, all benefits immediately cease. The user may not cast spells nor carry on any other combative measures that require the use of the hands while maintaining this defensive posture. He or she may move, but only at a movement rate penalty of -3. Damage sustained while in a defensive mode comes first from additional points gained. Defensive posture can be taken as often as desired.

- Flitting, noncorporeal black shadows hover between the user and all opponents, giving the

user a -5 bonus to Armor Class.

- The user immediately gains a temporary increase of 4d6 hit points.
- The user gains a +3 bonus to saving throws vs. spell, and a +2 bonus on all other saving throws.

of Vecna

XP Value: 18,000 **GP Value:** 180,000

Eldritch Wizardry

The *hand of Vecna* is a dried, shriveled, and blackened hand. The hand (and, it is rumored in dark passageways, an eye) is the sole remaining part of an ancient lich who was so powerful that he was able to imbue his hand with wonderful and horrible powers, and to enable it to survive even after his long-undead body had ceased to exist.

If the hand is pressed against the stump of an arm, the "wearer" is able to use its various powers, although they must be determined by trial and error. The hand causes the user to become totally evil, but even a *detect evil* spell does not reveal this. Once the hand is pressed to the stump of an arm, it affixes itself to the arm, and can only be removed under certain conditions. Until one of the primary powers listed below is used, the hand may be removed at will (of course, the user is still minus one normal hand). With each use of a primary power, the chance of removing the hand is reduced from 100% by 10%. After 10 uses, the hand can never be removed.

Secondary powers may be used as often as desired, without the drastic effects of use of primary powers. Each time a primary power is used successfully, the user is subject to one of the penalties listed below. None of the effects of the hand may be altered in any way, even *wishes* and acts of the gods are useless in this regard.

Primary Powers: The primary powers are used by extending the fingers of the hand in different combinations. There are 16 combinations (clenched fist, index finger extended, all fingers extended, and so on) and six (DM's choice) do nothing.

- *Sleep* (also affects up to one creature of any level), 3 times per day.
- Generate a double effect *slow spell* twice a day.
- *Finger of death* with -4 on saving throw once per day.
- Regenerate up to one half of all points lost in combat.



- *Teleport* twice per day.
- *Monster summoning* once per day.
- *X-ray vision* as a *ring of x-ray vision*.
- Spell Turning.
- *Death* spell twice per day.
- Locates treasure as follows (select one):
 - 1-2 silver, gold, etc. within 90 feet
 - 3-4 gems within 60 feet
 - 5-6 magic within 10 feet
- User of this artifact always receives a premonition of danger, just before the event occurs. It does not reveal what the danger is, just that there is a threat in the area.

Secondary Powers:

- *Levitation*.
- *Fly*.
- *Infravision*.
- Detect traps and secret doors.
- Use of this artifact causes the user to eventually become ethereal every time he or she is under stress. Each time it is used, the user has a 2% chance (cumulative) of going ethereal when under stress—after 10 uses the character has a 20% chance of becoming ethereal under stress. Being under stress is defined as any situation where the user faces a monster, trap, place or person that the user is uncertain that he or she

can conquer. After 50 uses, the user becomes ethereal with every stressful situation. The ethereal state lasts until the stress is removed.

The touch of the *Hand of Vecna* has the following effect:

- Touch turns opponent's bones to jelly, usable once per day.

of Vecna II

XP Value: —

GP Value: —

Book of Artifacts

The *hand of Vecna* appears to be a mummified left hand, black and claw-like. To be used, it must be placed on the stump of a left arm, where it will instantly graft into place. Once in place, it can be used as a normal hand, but always retains its horrid appearance. Like the *eye of Vecna* (see *Eye*), once affixed, the hand is permanently attached until the owner dies or it is forcibly removed. The hand radiates powerful magical auras that cannot be determined.

In his time perhaps the mightiest of all wizards, Vecna was master of a kingdom now lost in the depths of the Flanaess's prehistory. Lord Vecna's rule was not kind and just, for he was filled with malevolence that, if known, would make even the dread *luz* the Evil tremble. So great a wizard was Vecna that none within his realm dared oppose him.

And so great was Vecna's power that when his time to die came, he escaped even that and became an archlich more horrible than ever before, allowing him to continue his reign of terror over the land. In the end, though, his own lieutenant, Kas (see *Sword, of Kas*), treacherously attacked the lich and in the resulting battle both were utterly destroyed—except for the archlich's hand and eye. These dismembered parts have survived the millennia since Vecna's passing, retaining in themselves a small portion of Vecna's great power.

Each time one of these artifacts has surfaced, disaster and ruin have followed. Miro the paladinking was corrupted by the power of the hand. Paddin the Vain used the hand to start the Insurrection of the Yaheetes, a rebellion the Emperor of the Malachite Throne later crushed. With the hand's power, the so-called Vecna II held monstrous sway over Tyrus for 100 years. The hand and eye have always failed their owners at some crucial moment.

Over the years, a cult of worshipers has arisen to venerate the vile Lord Vecna and work to pave

the way for his return. To the cult, the hand and the eye are relics to be obtained at any cost. Their servants watch for any reappearance of the eye or hand, eager to track them down and snatch them.

The most recent of these reappearances occurred only a few years' past, just prior to the great wars that engulfed the Flanaess, when both the hand and eye fell into the clutches of the cult. This event was scarred with foreboding—failures of magic and evil omens spread across the land. Fortunately, by all accounts, the hand and eye were cast through the dimensional portal of Tovag Baragu on the Dry Steppes and lost in some unrecorded void of the Outer Planes.

Both the *hand* and *eye of Vecna* are so evil that PCs should gain little good from either artifact. Fill their minds with tales of the tragic deaths and the dire fates of those foolish enough to presume upon Vecna's power.

The most obvious goal is to keep these artifacts from falling into the clutches of the Cult of Vecna. Both groups, PCs and cultists, are in a race to follow a path of rumors and legend to the end. Even if the characters succeed, they are still left with the problem of what to do with the artifacts. The cultists will not rest until the items are theirs. A variation on this is that the characters "accidentally" find the eye or hand and must destroy or hide the artifacts before the cultists do them in.

An intriguing puzzle for the characters would be to prevent a good NPC from using the artifacts, since this would doom the poor soul and perhaps many others. The NPC, probably a petty king or an emperor, is in great danger of being overwhelmed by evil forces. Vecna's artifacts might have the power to destroy these enemies—but only by creating a worse evil. The players have to find a way to prevent this and still save the empire. Worse still, the ruler's advisor is urging him to take up the artifacts and smite the kingdom's enemies. He may be a secret cultist or he may believe the same of the PCs.

A greater challenge is that the player characters must defeat a foe already using the artifacts, perhaps a depraved ruler within the borders of the former Great Kingdom. Note that the PCs cannot simply steal the devices—the enemy must be confronted and defeated before all is right again.

The hand and eye can function separately or together. Both share the same curse, which intensifies if both items are in the PCs' possession.

Constant Powers: The user gains a 19 Strength, immunity to *magic missiles*, and inflicts 2d6 points of damage to plant-based creatures by touch.

Invoked Powers: The user gains an *instant death* touch (no saving throw, 1 per day).

Random Powers: Eight from **Artifact Table 1-16: Minor Powers**, seven from **Table 1-15: Major Powers**; There is a unique gesture for each power.

Resonating Powers: When joined with the *eye of Vecna*, the user gains six random abilities (two from **Artifact Table 1-05: Detection**, two from **Table 1-3: Protection**, and two from **Table 1-00: Abjuration**) and 70% magic resistance.

Curse: As these were once the living tissue of Vecna, every use requires a saving throw vs. spell (-6 penalty if both hand and eye are owned) to avoid *artifact domination*. The artifacts' goals are to gain more magical power, establish an empire, destroy the *sword of Kas*, and summon Vecna to Oerth.

Suggested Means of Destruction:

- Vecna must be irrevocably destroyed.
- It must be cast into the heart of Oerth's sun.
- Every shade of Vecna's victims must be sent to a peaceful rest.

Wonderful

XP Value: 1,400

GP Value: 16,500

The Magister

Also known as a *hand of remote action*, this unusual creation is actually two devices—a gauntlet of steel that changes size to fit the hand of any wearer (halfling through human), and a "hand" of solid steel which is identical to the gauntlet in size and appearance. The two items are magically linked, so that the hand mimics all actions of the gauntlet from a distance of 10 feet per point of Wisdom possessed by the wearer. Thus, the wearer of the gauntlet may grasp at empty air and the hand, some distance away, will grasp at an enemy. The positioning and movement of the hand are under the complete control of the gauntlet wearer as long as the hand is within the maximum allowable distance and within sight of the wearer. Otherwise, it falls to the ground until both conditions are fulfilled again.

All attacks made by the hand are at -1 to attack due to the difficulty of accurately judging distances from afar. The hand may transport weap-

ons, but cannot be used to wield them or hurl them; its chief use is in the manipulation of traps and locks from a distance. As such, it is particularly suited for use by thieves, although members of all classes may use this item.

The hand, unless its speed is markedly increased (by telekinesis or other means), does 1d8 points of damage per blow. For purposes of bending bars, opening doors, etc., it has the same effective strength as the gauntlet wearer. It cannot be destroyed by physical attacks, but becomes inert if it takes cumulative blows amounting to 20 points of damage. It can be "recharged," negating all damage it may have suffered, by bringing it into contact with the gauntlet before the 20-point limit is reached. If it falls inert, either from damage or by moving out of sight of or too far away from the gauntlet wearer, it must be "replenished" by keeping it within the maximum distance for a period of one day for each day (or fraction thereof) it was inert; thus even a momentary loss of control over the hand causes it to be useless for one day after that. The gauntlet and hand cannot be employed with any other magical gauntlets. The hand cannot be controlled when the bearer is being psionically attacked, or is the target of some form of mind control magic; however, it remains functional, and can be used again as soon as the wearer is no longer under mental attack.

The hand cannot be damaged by fire, heat, cold, or electricity, but if it is hit by a magical force of one of these sorts, the spell effect is transmitted at half-strength to the wearer. For instance, if the hand is hit by *afireball* of 8d6 strength, the gauntlet wearer takes 4d6 of damage, or 2d6 if a saving throw is made. The gauntlet and the hand are not subject to any form of rust or corrosion, including such forces as the attack of a rust monster.

Handkerchief

Magical handkerchiefs are simple squares of silk cloth. Their power is activated when they are dropped, held to the nostrils, passed over the eyes, or pulled from the pocket. Often, a command word must be spoken as well. If exposed to normal or magical fire, the hankerchiefs save with a +2 bonus.

of Flirting

XP Value: 400

GP Value: 2,000

The Book of Marvelous Magic

When this simple silken scarf is dropped within 30 feet of any creature of the opposite sex and the command word spoken, the chosen victim becomes enamored of the user (no saving throw) for one to four rounds, plus one round per point of the user's Charisma score. The user must respond (or find excuses not to) or the effect is *dispelled*; a few simple kisses maintain the effect. Creatures of dubious gender are not affected.

of Length

XP Value: 600

GP Value: 3,000

The Book of Marvelous Magic

This simple silk hanky is worth 3,000 gp if sold, but it can have far more value when properly used. Anyone able to detect invisible things can, upon careful examination, find a word woven into the design. If the handkerchief is placed in any pocket and the word spoken, the user can then pull out a 50-foot-long, multicolored, silk rope, which can be used in the same way as a normal rope. The rope rewinds automatically when stuffed back into a pocket and becomes the handkerchief again. The item has an encumbrance of only 0.1 pounds in handkerchief form and 2.5 pounds (half normal) in rope form.

of Sneezing

XP Value: —

GP Value: 1,000

The Book of Marvelous Magic

This item looks like and functions as a *handkerchief of length*. However, while pulling it from the pocket, a user starts to sneeze. If the user stops and uses the handkerchief for two rounds, there are no further ill effects, and the item may be used in rope form. If the handkerchief is not immediately used to stop sneezing, a victim continues to sneeze for one turn, is unable to cast spells or attack, and suffers a +2 penalty to Armor Class. The victim may then make a saving throw vs. spell to stop sneezing—failure indicates another turn of sneezing. Thereafter, the victim may make another saving throw after each turn of sneezing. *Remove curse*, cast by a 15th or higher level caster, stops the sneezing, but also destroys the handkerchief.

Harness

A harness is a combination of straps, bands, collars, and other components commonly used to hitch teams of draft animals to carts, wagons, and plows. Some magical harnesses are designed to aid humanoid creatures to preform certain tasks.

of Seker

XP Value: 500 **GP Value:** 2,500

Oasis of the White Palm

This magical item, a gift from the god Seker, is granted in times of great need. It is shaped like a glove with holes for fingers and a harness that extends down the wrist and forearm. The harness is of neutral good alignment and anyone not of good alignment takes 1d4 points of damage per round that the harness is worn. It only obeys the commands of good-aligned priests. The palm of the harness bears the symbol of Seker.

The harness vibrates when undead creatures are near. If a priest extends his or her arm, the harness will detect all undead in the direction the arm is pointed, to a range of 30 feet.

The harness can discharge a 30-foot bolt that causes 40 points of damage, no saving throw, to any undead creature. The wearer simply points an arm at an undead creature within sight and range and says the word "Seker." Each bolt uses one charge.

The harness is given by Seker to help good priests destroy the undead. The gift requires the temporary sacrifice of a magical item on an altar of Seker. The sacrifice must be a magical rod, staff, wand, or weapon. The sacrifice disappears when placed on Seker's altar, and the harness appears. The harness has a number of charges equal to the number of charges in the rod, staff, or wand, or equal to the highest plus of the magical weapon. However, the harness of Seker never has more than five charges.

When all of the charges have been used, the magical weapon or item sacrificed reappears in the hand of the person who sacrificed the item. The item is in the same condition as when it was offered. When the sacrifice is returned, the harness disappears. No one can receive a *harness of Seker* more than once.



Spider

XP Value: 2,000

GP Value: 10,000

New Item

An invaluable tool for thieves and housebreakers, the *spider harness* appears to be an ordinary black harness with bands to fasten it on the wearer. However, its leather interior is carved with mystic runes and circles, and eight straight lines protrude from its center. The harness is best worn over any clothing, for when the command word is spoken, the harness instantly sprouts four black, hairy spider legs of a size that approximately matches those of the wearer. The legs tear through any clothing or armor, no matter the material, to reach full extension.

The legs function as directed by the wearer of the *spider harness*, though they take some getting used to. It takes 20 rounds, minus the user's Dexterity to master the harness. Though the legs are ugly, they provide a useful function. They allow the user to *spider climb* for two turns every two hours, after which time the legs retract back into the *harness*. The user can also voluntarily retract the legs, and use the remaining time later.

The legs are AC 4, and take 15 hp each before being destroyed. As long as the harness has at least one leg left, the magic of the item still functions. Once all the legs are destroyed, the harness becomes inert, and is forever destroyed.

Harpoon

The harpoon is a hunting tool that in times of duress may be used for defense. It was developed for hunting marine mammals and large fish. The first harpoons were merely pointed sticks. Later they became sticks with heads of bone or stone. The heads have hooked barbs to increase damage and to hold the harpoon fast in the target's flesh.

Roll	Harpoon Type
01-50	One-handed
51-00	Two-handed



Howling

XP Value: 1,000 **GP Value:** 5,000

Otherlands

This weapon is enchanted with a +3 bonus. When hurled, it creates a horrifying howl that emanates in a cone-shaped configuration, 40 feet long and 30 feet wide at its far end. All victims in the cone must roll successful saving throws vs. paralysis or run as far as possible from the harpoon's thrower for 2d6 turns. The harpoon wails for 1d4 rounds. Any victims who stay in the cone of noise must roll saving throws each round. If the harpoon hits its intended target but does not kill it,

the target gets no saving throw and must immediately flee. The harpoon remains in the victim, which sometimes results in the unwilling creature driving away its comrades as well as itself! The howling harpoon works well against large groups of enemies.

Magical

XP Value	GP Value
+1: 400	2,000
+2: 800	4,000
+3: 1,600	8,000
Cursed-1:	1,000

War Captain's Companion

Magical harpoons are large, barbed spears shot by ballistae to impale or grapple another vessel or creature. They can have magical bonuses from +1 to +3. A 100- to 600-foot rope is attached to an eye at the end of the harpoon, so that the target can be pulled in after it has been hit. Barbs at the front end of the harpoon render it very difficult to remove.

Against spelljamming ships, a magical harpoon causes no damage, and is used mainly as a grappling weapon. Against creatures and crews, however, the harpoon becomes a very lethal weapon. It causes 1d10 points of damage to its target (plus bonus), and another 1d10 when it is removed. If more than one harpoon per 5 Hit Dice is wedged into a creature, the creature cannot escape without outside assistance. The harpoon is the preferred weapon of those who hunt kindori and krajen.

Hasp

A hasp is a small metallic object used as a clasp to secure a door or the lid of a chest. Usually made of brass, hasps often have hoops that allow owners to secure them with padlocks, nails, or other appropriate devices to hinder easy access. Hasps are commonly found on treasure chests, curio boxes, bedside strongboxes, and wardrobes.

of Locking

XP Value: 500 **GP Value:** 2,500

The Book of Marvelous Magic

When placed on any door (normal or secret, concealed or magical), this hasp *wizard locks* it at a level of magic equal to the user's level. It unlocks on command.

of Reloading

XP Value: 650

GP Value: 2,750

The Book of Marvelous Magic

When placed on a bow or crossbow, this hasp attaches itself on command; a second command releases it. If a missile is shot from the device while the hasp is in place, it causes another arrow or quarrel to disappear from the user's quiver and reappear in the weapon, nocked and ready to fire. When used on a crossbow, the hasp cocks it so the user need only pull the trigger to fire. The hasp does not load *magic missiles* and can load only those missiles carried by the user of the bow or crossbow.

Hat

Magical hats may actually be almost any type of headgear. They shrink or expand to fit any size head. To use a hat, the user must have a head of some sort. In this case, a "head" is any appendage that houses organs for at least half of the standard senses or contains at least half of a creature's thought processing center.

Roll	Hat
01-06	Cap
07-12	Caul
13-18	Chapeau
19-24	Coif
25-29	Cone
30-35	Derby
36-41	Fez
42-47	Hat
48-53	Helmet
54-59	Hood
60-65	Jester's cap
66-71	Jingasa
72-76	Keffiyeh
77-82	Liripipe
83-88	Miter
89-94	Skullcap
95-00	Turban

of Command

XP Value: 1,000

GP Value: 5,000

Dungeonland

A wearer of this hat is self-assured and possesses an overwhelming desire to take charge. (A DM should simply begin directing questions to the individual, urging the player to give the other players the benefit of his or her thinking, comment favorably on whatever is said, or make a

pronouncement.) Encourage the assumption of leadership by character, especially where it is obviously going to cause the party to act in an unfavorable manner. At the same time, the character's Intelligence and Wisdom drop by four points each, and Charisma becomes 18. Any loss of spells is temporary, and the drop does not affect class and profession. The hat can be removed in one round by any other character; when it is taken off, the wearer returns to his or her prior statistics.

Conical

XP Value: —

GP Value: 2,000

Black Courser

This *conical hat* is made of iron pyrite (fool's gold). Any person putting it on loses 1d6 points of Intelligence permanently.

Cyclocone

XP Value: 3,000

GP Value: 15,000

Unearthed Arcana

Appearing as an ordinary, pointed hat, this magical device radiates a dim dweomer of evocation. Any wizard who owns this item can cause its power to function by pointing the small end of the cone toward the ground and then tossing the *cyclocone* forward with a spinning motion imparted by opposite movement of the palms of the hands. When thus set in motion, the cone begins to rotate at blurring speed and grows into a miniature but exceptionally powerful whirlwind. The whirlwind is 5 feet wide at its base, 15 feet wide at its top, and as much as 45 feet high (depending upon ceiling height or some other limiting factor). It appears at the beginning of the next round after the *cyclocone* is cast forth. It sweeps ahead in a straight line at a movement rate of 18, proceeding for one full round or until a solid, sturdy object destroys it—a stone wall or a very thick, large wooden mass causes it to break up. (Note that a living thing that serves to break up the whirlwind in this fashion takes the damage described below.) Any creatures of less than 2+1 Hit Dice caught within the whirlwind when it forms or touched by it along its movement path are killed instantly by the force and carried along by the whirlwind. Other creatures caught within the whirlwind or touched by it take 4d4 points of damage, and those within 5 feet of its outer edge when it forms take 2d4 points of damage. The *cyclocone* is not reusable; the item is destroyed when the whirlwind dissipates.

of Difference**XP Value: 1,000** **GP Value: 8,000**

Unearthed Arcana

When this magical chapeau is worn, the wearer is able to assume the role of a character of any class other than that he or she actually practices. This magical headgear only empowers assumption of 1st level, but as long as it is worn, the possessor is able to act as a member of the named class. Any experience gained is in the assumed role only, but it is cumulative, so if in several wearings the individual actually goes to 2nd level, then he or she retains that level whenever the hat is worn and the new class is assumed. Such progress may continue indefinitely, but if the hat is discarded, lost or stolen, or not within a one-mile radius of its owner for any 24-hour period, then all experience in the different class is lost. The hit points of the character are always those actually possessed, just as all ability scores are those of the actual character.

of Disguise**XP Value: 500** **GP Value: 2,500**

The Book of Marvelous Magic

When this hat is worn and the command word spoken, the *hat of disguise* alters the wearer's facial features into any desired likeness. It cannot bestow special abilities other than appearance change.

of Disguise II**XP Value: 600** **GP Value: 5,000**

Dungeonland

When tossed by the wearer, this head cover matches that of the opponent, or else it turns itself into some small item that will be unnoticeable 90% of the time. On the following round it begins to function under its own power, making the wearer appear to be something or someone else. Thus, a character may appear to be a hatter, another character, a duchess, a cook, and so on (a DM's cleverness here can [and should] cause massive confusion). The hat may be removed by anyone, but the wearer always sees himself or herself naturally, and is unlikely to remove the unnoticed headgear. If and when the hat is removed, it remains in hat form until it is unobserved, then changes to a comb, ribbon, or any similar item.

of Disguise III**XP Value: 1,000** **GP Value: 7,500**

DUNGEON MASTER Guide

This normal looking chapeau contains a powerful enchantment that allows its wearer to alter his or her appearance as follows:

- **Height:** ±25% of actual height.
- **Weight:** ±50% of actual weight.
- **Sex:** Male or female.
- **Hair:** Any color.
- **Eyes:** Any color.
- **Complexion:** Any color.
- **Facial Features:** Highly mutable.

Thus, the wearer could appear as a comely woman, a half-orc, or possibly even a gnome. If the hat is removed, the dweomer is instantly *dispelled* as far as the disguise is concerned. Note that the hat can be changed to appear as a comb, ribbon, head band, fillet, cap, coif, hood, helmet, or similar item.

Fez of Disguise**XP Value: 1,000** **GP Value: 7,500**

A Dozen and One Adventures

This fez operates as a *hat of disguise* (DM's choice).

of Fools**XP Value: —** **GP Value: 1,000**

Dungeonland

This item takes the form of a hat or cap worn by clowns, jesters, jugglers, and the like. The wearer immediately begins to caper and prance, almost as if he or she were affected by an *Otto's irresistible dance* spell. All other characters in the party must save vs. paralysis or fall into fits of helpless mirth for 1d4 rounds. Only one such roll is necessary, however, and any character who succeeds in resisting the dweomer can, as his or her other action for the next round, remove the headgear. This breaks the spell and ends the mirth immediately.

Gnaash's Hat of Stupidity**XP Value: —** **GP Value: 1,000**

1993 Collector Card 355

Gnaash's hat of stupidity is different from the more typical magical item because the level of the wearer's Intelligence fluctuates rather than simply drops. The wearer of the hat still believes

that the hat is a beneficial magical item, but the Intelligence score of that individual either drops (90% chance) or rises (10% chance) by 2d4 points (18 maximum, 3 minimum). Each situation lasts for 24 hours and then a new score is determined, calculated from the wearer's original Intelligence score.

of Hairiness

XP Value: 500 **GP Value:** 3,500

The Book of Marvelous Magic

This hat is identical to a *hat of disguise* but, when commanded to function, it makes the wearer's hair grow profusely. The wearer thinks the disguise is working nevertheless. The extra hair provides the wearer with a +2 bonus to all saving throws against cold, lightning, and most other physical effects except fire—against which the user's saving throws are penalized by -2. If the excess hair is cut off within a week, no ill effects occur; but if left for more than that time, all the hair falls out, leaving the user completely bald. The hair grows back within 3d6 months.

of Hairlessness

XP Value: 500 **GP Value:** 2,500

The Book of Marvelous Magic

This hat is identical to a *hat of disguise*, but when commanded to function, it makes all of the user's hair fall out, including beard, leg and arm hair, etc. The hat is easily removed, but the victim's hair takes 3d6 months to return in full.

of Headlessness

XP Value: 500 **GP Value:** 2,500

The Book of Marvelous Magic

This hat appears to be a *hat of disguise* but, when commanded to function, it causes the user's head to disappear. The wearer thinks the disguise is working nevertheless. This hat has some real value, however, in that the wearer gains a +4 bonus on all saving throws against gaze effects.

of Holding

XP Value	GP Value
50 lbs.: 1,000	5,000
100 lbs.: 2,000	10,000
150 lbs.: 3,000	15,000
200 lbs.: 4,000	20,000
250 lbs.: 5,000	25,000
500 lbs.: 7,500	37,500
1,000 lbs.: 10,000	50,000
1,500 lbs.: 12,500	65,200
2,000 lbs.: 15,000	70,000

Dungeonland

In appearance, this is a typical, common hat. The *hat of holding*, however, allows its owner to hold items as though it were a *bag of holding*. The hat opens into an extra-dimensional space, and inside it is larger than outside. No matter what is put into it, the hat always weighs the same amount. This weight, the hat's weight limit for contents, and the volume limits are determined by a percentile roll and consulting the table below:

Roll	Weight	Weight Limit
01-28	½ lb.	50 lbs.
28-43	1 lb.	100 lbs.
44-57	1 lb.	150 lbs.
58-69	1 lb.	200 lbs.
70-79	1 lb.	250 lbs.
80-87	1 lb.	500 lbs.
88-93	2 lbs.	1,000 lbs.
94-97	3 lbs.	1,500 lbs.
98-00	5 lbs.	2,000 lbs.

If overloaded, or if sharp objects pierce it (from inside or outside), the hat can rupture and become useless. The contents are then lost forever in the vortices of nilspace. The user of a *hat of holding* can wear the hat while using its holding capabilities.

Imprisonment

XP Value: 1,000 **GP Value:** 5,000

Dungeonland

This hat enlarges to cover the target character completely. It cannot be removed on the round, but after that the trapped character has the same chance for removing it as he or she has of opening doors. Note that associates can aid a trapped individual.

Occupation

XP Value: 2,000

GP Value: 10,000

Dungeonland

This type of headgear causes the wearer to believe that he or she is of the class indicated by the hat (note that this might not contradict the actual class of the player). Hat types are:

Roll Hat Type

- 1 *Miter of Clericalism*
- 2 *Helmet of Fighting*
- 3 *Cone of Dweomercraft*
- 4 *Hood of Thievery*

Classes and subclasses not covered (druids, rangers, paladins, illusionists, assassins, monks, bards) are affected adversely, though the degree of effect varies. The hat may be removed only after one round, only by another character, and without any cooperation from the wearer.

of Stupidity

XP Value: —

GP Value: 1,000

DUNGEON MASTER Guide

This hat is indistinguishable from any other magical hat, even when gone over most carefully using magical detection methods. Only by placing it upon one's head can its powers be determined. Of course, once on the head, a wearer believes that the hat is a beneficial item, for he or she is overcome by stupidity. Intelligence is lowered to 7, or by -1 if the wearer has a 7 or lower Intelligence normally. The wearer always wants the hat on—especially when engaging in any activity that requires thinking, spellcasting, or mental concentration. Without the benefit of a *remove curse* spell or similar magic, the wearer can never be free of the magic of the hat. If released, the wearer's Intelligence returns to its normal level.

Headband

Headbands are simple constructs that are wrapped around the forehead and tied securely in the back or on the side of the head. They can be made from fur, cloth, or woven plant fibers. Headbands usually are used as decorations or to keep sweat and stray hair out of the wearer's eyes.

of the Corusk Mountains

XP Value: 1,800

GP Value: 18,000

GREYHAWK Adventures

Carved from the skull of an ancient white dragon, this headband was enchanted by a powerful wizard who sought to drive the mountain dwarves from their homes and rich mines. Though the wizard died in a cloud of throwing axes launched by a dwarven army, the item was never recovered, and remains lost (or possibly in someone's possession) in the Corusk Mountains. The headband allows the wearer to affect white dragons as a *potion of white dragon control*, and also grants the airborne riding proficiency with white dragons at a -2 die roll modifier. The wearer is totally resistant to white dragon breath and all effects of cold attacks (from spells, abilities, and natural weather conditions).

of the Jotens

XP Value: 800

GP Value: 4,500

GREYHAWK Adventures

This strip of elk fur was enchanted to insure the safety of travelers in the Jotens Mountains. When worn around a character's head, the item allows its wearer to understand the psychology of hill giants. If the wearer can communicate with hill giants, he or she receives any reaction modifier desired, down to -60% or up to 26%. Once per day the character can inspire one of the following emotions in a group of hill giants:

- **Courage:** +4 morale bonus.
- **Fear:** +20% morale penalty.
- **Anger:** -8 reaction modifier, +2 to attack and +2 damage against the object of anger.

These emotions can be inspired in any group of 12 or fewer hill giants, including friendly ones. The emotions last 2d8 turns and must affect a single group within sight of the wearer.

Headdress of Peaceful Contact

XP Value: 750

GP Value: 3,750

DRAGON Magazine 189

This elaborate *headdress*, made of feathers, teeth, beadwork, and leather, gives the savage priest who wears it several benefits when speaking to intelligent sylvan creatures. Faerie races (brownies, pixies, sylphs), unicorns, centaurs, and dryads, are automatically friendly to the wearer, as though they were under an *animal friendship* spell. A wearer is able to converse in a creature's language



and is not subject to a creature's voluntary or involuntary harmful effects. Thus, the wearer would not have to make a saving throw if a nymph is seen, nor would a dryad try to *charm* him. Up to 2 HD of beings per level of the wearer are affected; others are initially disinclined to harm the wearer, though they aren't under the *headdress'* effect.

Should the wearer ever try to abuse the power of the *headdress*, its power will be destroyed, and the wearer *cursed* so that any sylvan creature now has a hostile reaction.

Heart

A magical heart is usually a small piece of gold jewelry, ½ to 1-inch across, and is ordinarily found mounted on a thin, decorative chain; although the heart may be of any material, even stone. It must be worn and a command word spoken by the wearer to begin any magical effect.

Beating

XP Value: 400 **GP Value:** 2,000

The Book of Marvelous Magic

On command, this heart stores the life essence of the wearer. This causes the loss of 1 hit point immediately, which is transferred into the heart; the item then glows a soft red, flashing in time with the user's heartbeat. The user is then immune

to possession (including *magic jar* spells) and all forms of level draining; if reduced to 0 hit points or less, the user can be revived with the 1 hit point contained in the heart by use of any *cure wounds* spell. A second *cure wounds* negates the effect, returning the hit point to the user. The heart offers no protection against death from poison, however. If the heart is damaged while containing the life essence, the victim dies, suddenly reduced to 0 hit points. The heart may be used only once a day, for up to one turn per use.

Chicken

XP Value: 200 **GP Value:** 1,000

The Book of Marvelous Magic

This heart is identical to most other magical hearts, especially the *lion heart*. However, although the wearer feels courageous, any saving throw *against fear* automatically fails. When the command word is spoken, the victim becomes very nervous, fainthearted, and fearful, running from any opponent, no matter how harmless or friendly, for at least 1d4+1 rounds.

of Hearing

XP Value: 600 **GP Value:** 3,000

The Book of Marvelous Magic

This heart enables the wearer to hear noise as a 16th-level thief. However, there is one chance in six that it may malfunction; if so, the wearer hears the snoring of a sleeping giant or dragon. The *heart of hearing* functions continuously when worn.

Iron

XP Value: 1,000 **GP Value:** 5,000

The Complete Wizard's Handbook

This is a mechanical heart, magically powered and capable of replacing a damaged or aging human heart. No surgery is required; the mechanical heart is merely placed on the recipient's chest and is absorbed into the body. This heart should increase the owner's endurance and resistance to disease.

of Kazgaroth

XP Value: 2,000 **GP Value:** 10,000

Hall of Heroes

When Hobarth came to Corwell, he was drawn to the *heart of Kazgaroth*. This is the stony, black heart of the avatar—all that is left after Tristan slew him. The *heart of Kazgaroth* acts as a direct channel to Bhaal. It confers no further spells on its wielder, who must be a priest of

Bhaal, but it allows the priest to use any spell without forgetting it.

The stone calls appropriate priests to itself if it is not in the right hands. All plant and small animal life within 15 feet of the stone withers and dies within a day. If Bhaal wishes to give specific commands to his priest, the stone implants images of the command in the priest's mind.

Lion

XP Value: 1,200 **GP Value: 6,000**

The Book of Marvelous Magic

When commanded, this heart gives the wearer courage. The user gains a +6 bonus to all saving throws *vs. fear* and may make a normal saving throw against *fear* when usually there is none. The *lion heart* functions three times per day for one turn per use. If worn by an NPC, the character's base morale score immediately becomes 20.

Royal

XP Value: 2,500 **GP Value: 12,000**

The Book of Marvelous Magic

This heart functions as a *lion heart* in all respects. In addition, it enables the wearer to perform certain acts as if of royal birth, such as using a *throne of power*. Furthermore, while talking with any castle owner, the wearer is effective as though he or she had a Charisma of 18. These "royal" effects are continuous and apply whenever the *royal heart* is worn; the bonus against *fear* can be used three times a day for one turn per use, as with a *lion heart*.

Shekinester's Crystalline

XP Value: 1,000 **GP Value: 7,500**

Monster Mythology

Shekinester's avatar has a crystalline heart that, if taken from her body, allows the user to cast *divination* once per week and *legend lore* once per day—but the user is 1% likely each day to suffer an alignment change to chaotic evil, 2% if the user is male.

of Stone

XP Value: 800 **GP Value: 6,000**

The Book of Marvelous Magic

This heart appears to be and functions as a *beat-ing heart*. However, when the user activates this heart, a saving throw *vs. turn to stone* must be made; if it fails, the user and all items carried turn into a stone statue. A *stone to flesh* spell revives the victim along with all equipment, including the *heart of stone*.

Heel of Reunion

XP Value: 1,000

GP Value: 5,000

POLYHEDRON Introductory Issue

This matched pair of heels can be affixed to any footwear. When both heels are used, the wearer infallibly knows direction. However, the heels are more powerful if separated. If one heel is worn by another person, and the other by a second person, the two individuals are always able to find each other. They do not know where the other is, but the heel points both individuals in the right direction

Helm

The chief method for moving through space is spelljamming, a process that converts magical energy into motive force. Spelljamming helms are the easiest way to get a ship moving, but not the only way. Most helms and magical "engines" have a limitation on how large or how small a mass they are able move. This sets the limits on the size of most space vessels. (For headgear see **Helmet**.)

Alarm Beacon

XP Value

GP Value

Helm: n/a

300,000

Ring: n/a

60,000

Lost Ships

Sold by the arcane, this special, major spelljamming helm is fitted with silent, unlimited range alarms. When the helm is in use—and only at such times—its direction and (very roughly) its distance is apparent to any being holding or wearing a specialized ring.

The rings must be fashioned together with the helm in question, and cannot be linked to an existing helm. Fashioned of adamantite, each is fitted with a single, large blue carbuncle. If the stone is shattered (AC 4 and has 7 hp) or removed from the ring, that ring is forever ruined as an *alarm beacon*. *Alarm beacons* are silent, but can be felt by the wearer, and the stones in them flash and pulse visibly when the alarm is "on." At such times, any spellcasting attempts by a ring wearer are unsuccessful. Material components won't be consumed or spells lost to memory, and no spell effect will occur. Beacon rings do not block the functioning of imbibed potions, spells read from scrolls, or the activation of magical items.

The wearer of multiple beacon rings can dis-

cern between one and three different helms; the wearing of more than three *beacon rings* cause all such rings to cease functioning until at least one is removed. These rings can be worn next to the skin any where on the body, and will still function normally.

The arcane do not release the secrets of making *alarm beacon helms* or *rings* to anyone, and no beacon helm specimens fashioned by neogi or others have yet been observed. An *alarm beacon helm* typically costs 300,000 gp with a single beacon ring included, plus 60,000 gp per additional beacon ring when purchased from the arcane. Resale prices tend to be 40,000 gp or more, for each component—and of course, with any one or two ring and helm combinations, one can never be sure that there isn't a third ring out there somewhere, worn by someone or something dangerous or at least unfriendly.

Artifurnace

XP Value: — **GP Value:** —
SPELLJAMMER* Campaign Set

An *artifurnace* is the ultimate stage of development of *the furnace*—a magically powered, spelljamming device that draws its power from a magical artifact. Each is a custom made device tailored to contain and siphon energy from a specific artifact. Because an artifact is practically eternal, the power derived from it is equally permanent.

Once installed, an *artifurnace* provides SR 5 for as long as needed. Neither an *artifurnace* nor an artifact can be damaged as long as they remain together (though the ship can be destroyed). The *artifurnace* can be destroyed if the artifact is ever removed.

Artifurnaces are extremely rare, on a level with artifacts themselves. They have the additional problem of attracting the attention of those powers tied to the artifact being used. Should an *artifurnace* be hooked up to the *eye of Vecna*, Greyhawk's immortal lich will likely come looking for it (or send friends to the various spheres the ship visits in order to recover it). No more than a double handful of *artifurnaces* is recorded, and almost all of them are destroyed or hidden. Where they have appeared, they created insurrections, as every captain in the area attempted to seize them.

Bardic

XP Value: — **GP Value:** 200,000
War Captain's Companion

Found primarily on Iambus ships, vessels used by traveling bards, this helm has a musical instrument attached to it. As long as a bard is strumming, or making music, the ship has the motive power necessary to propel the vessel as a major helm. Any bard character, or a character with a musical proficiency in the instrument attached to a particular *bardic helm*, can propel the ship. Often, Iambus ships have strange and exotic instruments attached to their helms in an attempt to prevent theft.

Cloaking

XP Value: — **GP Value:** 350,000
DRAGON Magazine 159

Developed by a team of arcane and wizards of no small measure, the *cloaking helm* has once again expanded the levels of spelljamming technology. Developed ostensibly for the Seekers to aid them in their surreptitious information gathering, the *cloaking helm* came into high demand with militaristic movements across the stars. As word leaked out of these new helms, assassins appeared virtually overnight, slaying many of the wizards involved in their creation. Those few who survived are scattered about the stars, reclusive as many wizards are.

The *cloaking helms* are sold through the arcane now, but they are making space a treacherous place in which to travel. The *cloaking helm* allows a spelljamming wizard to divert power from moving the ship to wrapping an illusion of empty space about the ship. This prevents the ship from being seen from afar. The cloak doesn't inhibit a spelljamming wizard from seeing the surroundings of the ship, although those on deck can see only 300 feet in any direction.

The only way to detect a cloaked ship, without *ESP*, *detection*, or scrying spells, is by noticing a refractive effect the cloaked ship has on bright light. If a cloaked ship passes closer than 1,000 yards to another ship, the space covered by the cloak appears blurry, and light coming from behind and through the cloaked ship changes colors, creating a slight rainbow effect around the edges of the cloaked ship. The effect is hard to see at a distance of 1,000 yards, but it can be spotted by lookouts expecting trouble (give a base 10% chance to spot a cloak, and modify according to situations). The cloak can

be maintained for a maximum of three turns a day and can be active only when the ship is below spelljamming speed. Standard invisibility rules apply; if a cloaked ship attacks using a ram or missiles, contact with the illusion causes it to dissipate. A cloaked ship cannot attack while cloaked (but it gains a +4 on surprise rolls if it enters battle cloaked, dispelling the illusion by ramming an enemy!).

Death

XP Value: —

GP Value: 50,000

Lost Ships

This rare spelljamming helm appears identical to all sorts of helms—that is, it may be a seat of any design or style. A *death helm* drains the life force of the being using it to spelljam, precisely as a *lifejammer* does (draining 2d6 hit pints per day of operation).

It has one horrible refinement, however. Any intelligent being sitting in the helm must save vs. Spell at -3, or be *charmed* (as the first level wizard spell *charm person*.) The powerful *charm* makes them intensely enjoy the feeling of spelljamming and regard the helm as a place of comfort and safety. *Charmed* helmsmen act normally in all respects, except that they resist attempts to remove them from the helm. Its magic prevents them from feeling any weakness or other ill effects as they waste away. Spelljammers in a *death helm* have been known to fight comrades trying to remove them—soldiering on at the helm until they suddenly crumple and die as the last of their life force is taken.

Any being who successfully saves against the initial *charm* of a *death helm* senses something is wrong or dangerous about the seat, and will ever after mistrust it (+2 on all future saves against that particular helm's *charm*, not -3). A *death helm's charm* does not extend beyond the seat itself, and is not detectable separate from the spelljamming power of the helm itself. In spelljamming performance, it is identical to a *lifejammer*, except that it can move spacecraft as a major helm. The secrets of making *death helms* are not openly acknowledged by any individual or spacefaring race, but too many of these fell devices are found in modern ships for this to be a lost art.

Forge

XP Value: —

GP Value: 500,000
+100,000 per year

SPELLJAMMER Campaign Set

Dwarves are, by nature, nonmagical, yet they have large asteroid ships greater than those used by humans, elves, or gnomes, powered by magical engines they *call forges*. These are huge foundry rooms at the base of the ship where dwarves work around the clock, building, carving, creating, and forging.

The basic idea of *the forge* is the same as the spelljammer helm: the conversion of energy into movement. In the dwarves' case, the energy is not magical as much as it is creative. By building items with *the forges*, the dwarves themselves generate the energy necessary to literally move mountains across the sky.

A *forge* requires at least 200 cubic yards (2 tons) for every 50 dwarves involved. For every 100 dwarves at work, the ship has an SR of 1. The fastest dwarven ships, therefore, are the ones that give up the most space to their *forges*.

The minimum size of a dwarven ship is 100 tons, with a maximum size of 700 tons (though these are rare). Attempts to transplant *forge-based* technology into human ships have failed miserably. The best that can be accomplished is that humans can command a dwarven mountainship with a full crew of dwarves. Both mountain and hill dwarves can be found in space. Apparently, no other race produces this type of energy.

A side effect of this industry is a large amount of trade goods, as the dwarves mine their own home to produce new energy and items. These range from small metal handicrafts and jewelry to swords, armor, and other weapons. A dwarven ship almost always has a well stocked armory and is very well defended. For every month spent in space, the dwarves produce enough goods, metal, coins, and swords to bring in 10,000 gp at the next landfall.

A negative side effect is that dwarven ships often become "finished," with no new things to mine, chip, form, or shape. At that point, the colony abandons the mountainship and sets up home in a new asteroid, stripping *the forge* in the process. Such abandoned mountainships often become the lairs of monsters.



Furnace

XP Value: — **GP Value:** 100,000
SPELLJAMMER Campaign Set

An early and primitive form of *spelljamming helm* still used in some areas, *furnaces* take their power not from living spell energy but from magical items. The items are fed into the furnace (and destroyed) to power the ship. Items that cannot be destroyed by fire are unaffected and retain all spells and powers.

As a rule of thumb, for every 1,000 XP of an item, the *furnace* functions for one week at SR 2. On long voyages this can become an expensive proposition. The SR can be boosted to 3 by sacrificing more than one item simultaneously, but there is a 25% chance that the furnace explodes and causes 10d10 points of damage in a 30-foot radius.

Furnaces are old devices, found mostly on ghost ships and crashed hulks. They are thought to be earlier versions developed by the arcane, then abandoned. They are limited solely to travel within a crystal sphere, as exposure to phlogiston causes an immediate explosion (20d10 points of damage, 45-foot-radius). A *chill fire* spell reduces this to normal devastation.

Gnomish

XP Value: — **GP Value:** 50,000
SPELLJAMMER Campaign Set

- *Gnomish helms* should not function. That is, their very construction seems to defy the nature of thaumaturgical law. In fact, they are impossible. Of course, being gnomish, they work anyway. Like most of the products of gnomish minds, they include a large number of bells and whistles, and very little substance. Those that work usually have a minor helm contained within, always hidden away, disguised to appear to be innocuous and unessential.

Gnomish helms are large, gaudy, and ornate. They occupy at least 1 ton of space, and SR (for those that work) is determined solely by the level of the priest or wizard at the helm.

Only about 60% of *gnomish helms* work (because they've had a real spelljammer helm built into them somewhere). The remaining 40% are so much bunk and hokum. Let the buyer beware.

Anyone foolish enough to purchase a *gnomish helm* that works should also hire two to eight gnomes to serve as technicians. There is a 20% chance at any time (usually when you need it most) that the helm malfunctions and becomes inoperative for 2d4 turns.

Gnomish helms are treated with well-deserved derision among the spacefaring community, and are often unloaded on unsuspecting newcomers.

Grand

XP Value: — **GP Value:** 1,000,000
War Captain's Companion

The *grand helm* allows up to four wizards or priests to sit and concentrate their magical energies to move a ship. The levels of the wizards are added together and divided by four, rounding all fractions up. This number is the SR of the vessel. For example, if four wizards, levels 15, 10, 6, and 5 were all sitting on the *grand helm*, the ship would have an SR of 9.

When a ship reaches spelljamming speeds, a *grand helm* turns the ship partially ethereal. This allows the ship to travel at double spelljamming speeds. At the same time, gravity from a body greater than or equal to 200 tons can pull the craft out of spelljamming speeds into tactical speeds. Since ships smaller than 200 tons cannot be pulled out of spelljamming speeds by a ship with this helm, the ships might pass near, or even through, one another without their crews' knowledge.

Because of the phasing capabilities of the

grand helm, a ship possessing one can never enter the phlogiston. It must be physically carried by another, more standard-helmed, spelljamming vessel if it is to be transferred to another crystal sphere. Because of this limitation, *grand helms* are extremely rare outside Realmspace.

The *grand helm* is a very rare version of helm that, oddly enough, was never manufactured by the arcane. (When asked why they never created a similar helm, the arcane, as usual, had no comment.) The Quad of Thay, a new spelljamming ship type, uses the *grand helm* exclusively. See the *Ship Recognition Manual* in the *War Captain's Companion* boxed set for more information.

Ki-Helm

XP Value: — **GP Value:** 800,000

War Captain's Companion

The *ki-helm* can be manned by up to eight ki-empowered beings. The helm appears as a large onyx circle with the yin-yang symbol inside of it. In the middle of the circle, a crystalline octagon absorbs the *ki* energy of those who sit at the helm.

Around the crystal are eight circles engraved into the onyx material of the helm. The As-endowed helmsmen sit in the circles. Together, the eight helmsmen concentrate their inner strength, while a ninth person, sitting on the crystalline octagon, focuses this power into movement and maneuverability. Without the focal person, the power of the *ki* is wasted and the ship stands idle.

For every 20 combined points of *ki* the helmsmen put into the helm, the ship's SR increases by one point. Anything below the required 10 *ki*, means the ship fails to move. A minimum of 10 *ki* points is necessary to propel the craft (9 points are insufficient to allow SR 1, and 19 *ki* points only supplies the ship with an SR of 1). The table shows the number of *ki* points any given oriental character at any level can expend into the *ki-helm*. Remember that some of the character classes have level limits.

A character who spends one day on the *ki-helm* must rest one full day before returning, or his or her contribution to the total *ki* is cut in half (rounded down). This penalty continues until the full day of rest is taken.

A character can operate the *ki-helm* for 12 hours, or a number of hours equal to the total *ki* strength the character possesses, using the chart below (whichever is the lesser). After that, the *ki* strength is completely exhausted for the remainder of the day.

Class	Ki Points Possessed
Barbarian	None
Bushi	1 point only
Kensai	1 point at 1st level 2 points at 2nd level 2 points per level thereafter
Monk	5 points per level
Ninja	3 points per level
Samurai	1 point per two levels
Shukenja	2 points only
Sohei	0 points at levels 1-2 1 point at levels 3-4 2 points at levels 5+
Wujen	1 point at levels 1-3 2 points at levels 2+
Yakuza	1 point per level

Editor's note: For a detailed explanation of fa' and of Oriental character classes, see the *Oriental Adventures* rule book.

Lifejammer

XP Value: — **GP Value:** 80,000

SPELLJAMMER Campaign Set

A *lifejammer* is a very specialized, evil type of *spelljamming helm* which feeds off the life energy of any individual placed inside. The *lifejammer* can function on any creature with hit points, but drains the life out of a creature placed inside of it.

For every day of operation, the *lifejammer* sucks 1d8 hit points from the target. The hit points cannot be regained through healing while the individual is within the *lifejammer*. In addition, for every day of operation (or fraction thereof), the *lifejammer's* victim must save vs. death magic or perish. An individual with good hit points and saving throws is preferred, but weak characters can be just as useful.

A *lifejammer* engine gives a ship an SR as if the creature placed within was a wizard using a minor helm. A *lifejammer* drawing energy from an 8th-level fighter, for example, operates as if an 8th-level wizard was at the helm.

Lifejammers are believed to be the invention of the neogi, who use multiple *lifejammers* to power their mindspider ships. Other evil races, including undead, have been known to use *lifejammers* as well. Good races and characters are very reluctant to use a *lifejammer* except in emergencies, and then are careful to remove the character from the device before his or her life is endangered.

Orbus

XP Value: — **GP Value:** 300,000

SPELLJAMMER Campaign Set

An orbus is a living being that functions much like a *series helm* on beholder tyrant ships. For each living orbus (maximum of five for the typical tyrant ship), the ship has an SR of 1.

Orbi appear as blind beholders, with milky skin over all of their eyes. They are pale and practically helpless on their own. They have been bred by the spacefaring beholder factions to serve and serve well—they have almost no wills of their own.

Orbi are usually found near the center of a beholder ship, surrounding the Great Mother or Hive leader of the ship. If an orbus is slain, the SR is diminished by 1, and if all orbi are lost, then the ship loses all power.

A single orbus can create spelljamming energy for 20 tons of ship, two to a limit of 40 tons, and three or more to a limit of 60 tons. If insufficient orbi exist, then the SR of the ship is 1.

Given the simplicity of beholder ships, it seems possible that humanoid races could make use of the orbus as well, either as a primary or backup system. The beholders guard their orbi carefully, and would rather disintegrate them than see them turned over to other races. The price above is what an arcane or beholder of another faction would pay for an orbi.

Pool

XP Value: — **GP Value:** 500,000

SPELLJAMMER Campaign Set

A recent development of the illithid collective mind, a *pool helm* uses the natural life-pool of the mind flayers to power the ships, as opposed to illithids themselves. Such ships have an automatic SR of 5 and are used primarily as transports for illithid Great Old Ones. The pool counts as two crew members. Several nautiloid ships have been equipped with *pool helms* and there are rumors of larger mind flayer ships, as the pool allows larger ships to be powered. Current rumors place the maximum size of such a ship at 200 tons, but this is hearsay and speculation.

Pump

XP Value: — **GP Value:** 600,000

War Captain's Companion

The pump is a spelljamming helm that must be fed material in order to create SR. The type of material placed in a *pump helm* determines the SR this spell-

jamming engine generates (see the table below).

Simply stated, one pound of material (10 coins or gems) can move a spelljamming ship of up to 100 tons for one hour. After that, absolutely nothing is left of the material placed in the helm. (If the fuel is flesh, there is nothing left to *resurrect*.) The *pump helm* cannot digest magical items. Spell books, enchanted swords, and artifacts placed in the pump are never metabolized. They are ejected from the ship after being in the helm for over 24 hours.

A particularly gruesome contraption, the *pump helm* is a creation of nonhumans; basically for goblins and the goblin races. Since the latest Unhuman Wars began, the pump has increased in potency as well as popularity. Now, every captain in the goblin fleets wants one. The goblin's favorite fuel is slaves taken in raids throughout wildspace.

SR Material

- | | |
|---|--|
| 1 | Cloth, liquids, paper, plant products, rope, stone, wood |
| 2 | Copper, glass, greek fire, metal |
| 3 | Bone, ivory, silver |
| 4 | Crystal, electrum, flesh, leather |
| 5 | Ceramics, gold, ornamental gems |
| 6 | Platinum, semiprecious gems |
| 7 | Fancy gems, precious gems, gems |
| 8 | Jewels, mithral silver ¹ |
| 9 | Adamantite ² |

¹ One ounce of mithral lasts one turn.

² One ounce of adamantite lasts one round.

Radiant

XP Value: — **GP Value:** 900,000

War Captain's Companion

This helm is used only on ships built by the drow. It looks like a crown constructed from the legs of a large, poisonous spider, and radiates an aura that can be seen only by those possessing exceptional (120-foot) infravision.

The *radiant helm* functions as a major helm in all important respects. The level (or Hit Dice) of the drow helmsman determines the SR the helm generates. The helm can be used only on drow ships because its construction and operation are intimately related to the unusual radiation associated with the drow homeland. The helm uses the drow's natural magical abilities, supplemented by a radiation source within the craft. Only a drow or another innately magical creature can use a *radiant helm*. By using the helm, the helmsman loses all innate

magical abilities until a full sleep period is taken.

It is believed that all drow ships carry some of the cystlike ore found in the cavernous realms of the Underdark. The radiation of this ore would allow drow items retain their special powers. Drow adamantite drills, however, are the designed to operate in the light of fireworlds, and are not restricted to using either the radiation of the Underdark or the power of the *radiant helm*.

Series

XP Value: —

GP Value: 75,000
per linked helm

SPELLJAMMER Campaign Set

Series helms are the invention of the illithids (mind flayers), but the idea has been adapted for a number of races with magical abilities and no levels of experience. *Series helms* look like ordinary major or minor helms, running from simple to complex, but, unlike the spelljamming helms, *series helms* can be linked together, one to another, to increase power.

For each helm in a series manned by a mind flayer (or whatever creature the helm is designed for), the ship has an SR of 1. If there are three in a series, then the ship has an SR of 3. In general, mind flayer ships have between two and five *series helms*, though they may not all be occupied. Empty helms in a series are ignored in figuring SR.

If a mind flayer in a *series helm* is slain, then the series is broken for one round and the ship loses all power and movement. Further, all mind flayers in the series must save vs. spell or be slam.

Series helms vary from species to species, but in general they are inferior to *spelljammer helms*, at best able to move 50 tons, on par with a minor spelljammer helm. Their lower limitation is a 5-ton ship—they cannot move anything smaller.

Series helms save against all damage on a 3; they are not quite as tough as *spelljammer helms*, but nearly. *Spelljammer helms* cannot work on the same ship with operating *series helms* and vice versa, but a *spelljammer helm* can be installed on a ship that previously used a *series helm* without problem (as long as the two do not coexist on the same ship, at the same time. If they do, neither function).

Series helms were developed either by the illithids or by the arcane with the illithids in mind (accounts vary according to the situation). There are other *series helms* for those social creatures with magical abilities, except for the beholders, who have found their own solution.

Spelljammer

XP Value

Major helm: —

Minor helm: —

GP Value

250,000

100,000

SPELLJAMMER Campaign Set

Each minor and major spelljammer helm allows an individual seated upon it to move a large mass through space by means of channeling spell energy directly into a motive force. The energy is somewhat useful for maneuvering a ship, but, primarily, it provides the push that makes a ship move forward (or backward). Maneuvering is accomplished through the use of a ship's sails and oars.

The power of the force is known as the ship's rating. A minor helm converts energy at a rate of one point of SR for each three levels of experience. A major helm converts at a rate of 1 SR for every two levels of experience.

At low levels, the difference between using a minor and major helm is small. A 3rd-level wizard gives a ship an SR of 1, regardless of whether a minor or major helm is used. At higher levels of magic use, the decision is much more important. A 10th-level wizard, for example, can give a ship an SR of 5 with a major helm, but only an SR of 3 with a minor helm. A quick summary of levels is included below.

Level of Wizard or Priest	Major Helm	Minor Helm
1	1	1
2	1	1
3	1	1
4	2	1
5	2	1
6	3	2
7	3	2
8	4	2
9	4	3
10	5	3
11	5	3
12	6	4
13	6	4
14	7	4
15	7	5
16	8	5
17	8	5
18	9	6
19	9	6
20	10	6

Using a helm prohibits any spell use by the helmsman within the 24-hour period. As soon as a wizard or priest sits in the helm and becomes aware of the ship, no spells of any kind may be cast until after the wizard has had a chance to rest and regain spells. In effect, the helm "drains" the helmsman of all spells the moment it is activated.

(In fact, this is not precisely what happens. The helm attunes itself to the brain patterns of the wizard who activated it. Once in synch, the helm siphons away any magical energy the moment it begins taking shape, not all at once. But until the character can rest, thereby breaking the link, the energy invested in any spell he or she tries to cast is immediately drawn away by the *spelljamming helm*. This effect occurs regardless of range. Oddly, the helm can use the energy only if the character is seated in the helm. Why the helm can draw power from any range, yet gains benefit only from a helmsman actually in contact with it, is one of the foremost unsolved mysteries of spelljamming magic.)

An individual can use either type of helm for 12 hours without tiring. For each hour afterward, the SR drops by 1, to a minimum of 1. After 24 hours, the individual using the helm passes out and is not able to use the helm again until fully rested.

An individual seated on a helm can speak and act normally. The sensation of using the helm is akin to being immersed in warm water. As a result of the magical nature of the helm, a spelljamming wizard or priest using the helm can see things around the ship as if standing on the deck. The ship becomes an extension of the helmsman's body, and responds to his or her control. The maneuverability of any vessel is a product of both a spelljamming wizard's ability and the maneuverability class of the ship.

A minor helm can move a ship of up to 50 tons. A major helm can move a ship of up to 100 tons. In reality, most ship designers keep their craft under the 50-ton range, though there are large men-o-war and juggernauts that are larger than 50 tons.

Only one helm may be in service at a time, though often a minor helm is kept as a backup, should something happen to the major helm.

Helms draw their magical energies directly from the user, and the speeds they can attain are determined by the level (or HD) of the individual. All helm-equipped ships travel at the same rate of speed over long distances, but their differences are apparent at the tactical level. In general, given

two similar helms, a ship with the more powerful spelljamming wizard or priest is a faster ship.

Helms can be easily installed in any ship, primarily by lugging them aboard and bolting them to the deck. The minimum hull size required for a helm is one ton.

If an individual is slain while using the helm, the ship loses all power until a new spelljamming wizard or priest takes command. The ship drifts at tactical speed in a straight line until someone else takes the helm or the ship hits something.

Major and minor helms are nearly (but not completely) indestructible. Their saving throws against all attacks are 2. Unfortunately, this protection does not extend to the individual seated in the helm. Diligent and crafty characters may find ways to destroy helms, but the process is not easy or quick.

Ultimate

XP Value: —

GP Value: 500,000

The Legend of the Spelljammer

Ultimate helms begin as seeds. Developed at the same time as smalljammers, the seeds are kernels of magical energy that can endow items with the ability to become devices for controlling the *Spelljammer*. (These are the *ultimate helms* hinted at in the original SPELLJAMMER boxed set.)

The seeds themselves are invisible and almost impossible to destroy. At the time of the Flight of the Smalljammers, they too were released, to find their way over time to any number of planets and asteroids.

The seeds ignore living, organic material, but stop upon striking suitable, inanimate objects, investing them with the power to become *ultimate helms*. As a general guideline, anything that becomes an *ultimate helm* should be fairly common, usable by most adventurers (for instance, a 20-ton stone idol that became an *ultimate helm* would be amusing, but it would certainly pose serious problems to an adventurer trying to carry it into space to find the *Spelljammer*).

The item radiates magic and may gain magical abilities according to its type (a sword might become +1, or a set of previously ordinary boots might become *boots of striding and leaping*). In addition, the item grants its user 1 to 10 additional magical abilities at the level or Hit Die of the user. The abilities may be chosen from standard spell listings or rolled randomly. The additional abilities are not revealed to the user, but

instead are discovered through trial and error. The appearance and abilities of an item are left to the DM, or they may be rolled on the tables below.

The object that becomes an *ultimate helm* radiates a strong, pure magical field, easily detected, so much so that it overwhelms nearby detectable magic. For instance, the holder of the helm (in the form of a sword) can have a *cloak of protection*, but the cloak does not register as magic because it is overwhelmed by the sword's magical field. The range of domination of nearby magic is 10 feet.

Regardless of its other powers, an *ultimate helm* provides a +1 to initiative, but only for the user, allies and partners do not gain this ability. The helm does not have any sentience per se; helms operate on their own agenda much like the *Spelljammer* itself. Strange fortunes tend to envelope the holder of a helm, and sudden incidences occur that cause the helm bearer to travel into space—either willingly or unwillingly. Since "strange fortunes" are the bread and butter of most adventurers, PCs may not even notice the change. The DM may want to pitch particular events in the players' way to show that the enchanted item is more than it seems and that its fate is tied to the *Spelljammer's* own.

The downside of an *ultimate helm* is that, once grasped, worn, or carried, it cannot be removed. Much like a cursed item, the user cannot discard it—if attempts are made, the character finds that it is bound to the chosen user. A *remove curse* does not remove the item, for it is not truly a curse—it has more positive benefits than negative. *Dispel magic* works, but any attempt to dispel the enchantment must be made at twice the holder's level or Hit Die. A successful dispel causes the helm to merely drop away, and then it will lay in wait for another candidate. A *wish* or *limited-wish* spell used to remove an *ultimate helm* will destroy it. Finally, of course, killing the user also allows an *ultimate helm* to be removed.

An *ultimate helm* does not need to be of the same generation as the *Spelljammer*, and, in fact, it could have been lying in wait for generations before joining with the *Spelljammer*.

Random Ultimate Helm Generation: DMs are encouraged to flex their creativity in regard to *ultimate helms*, but as a source of ideas (and for those who are experiencing a sense of despair), this table can be used to generate items for use as *ultimate helms*. The listing here includes 20 typical items that may be used as *ultimate helms*. This

is not a complete list, only starting place. Adjacent to each item is the "base power" an enchanted item should have.

Roll	Item	Base power
1	Slippers	of Spider Climbing
2	Boots	of Elvenkind
3	Hat	of Disguise
4	Gloves	of Missile Snaring
5	Cloak	of Displacement
6	Jewelry	of Shielding
7	Ring	of Protection+1
8	Wand	of Metal Detection
9	Staff	Serpent
10	Stone	Luckstone
11	Statuette	Figurine of Wondrous Power
12	Eye Cusps	Eyes of the Eagle
13	Wings	of Flying
14	Dagger	Dagger +3
15	Sword	Sword+1
16	Warhammer	War Hammer +2
17	Armor	Leather +1
18	Armor	Plate Mail +1
19	Armor	Elven Chain Mail
20	Helm	Helm of Comprehending Language and Reading Magic

As you can see, the item used as an *ultimate helm* is never a "charged" device that must be recharged when all its powers are drained. Keep this in mind when developing *ultimate helms*.

In addition to the listed (and detectable) powers above, an *ultimate helm* can have up to 1d10 extra powers. These are not readily detectable initially, but rather appear over time—frequently during a crisis situation. (In fact, the DM may choose to have the extra powers appear to save a character's hide.) The first usually appears 2d10 days after the initial bonding, and each extra power 2d10 days after that.

Roll 1d10 to determine the number of additional powers, then roll on the table below. Roll 1d10 for each power, adding the previous sum of all numbers rolled. That is, if three powers are called for and the first roll is a 5, the second a 6, and the third a 10, the item would have powers 5, 11 (5+6), and 21 (11+10). The more powerful abilities are at the high end of the scale and only available to those helms that already have a number of abilities.

If their normal spell equivalents are lost upon entering the *Spelljammer* (no summoning earth elementals there, for example), then the powers of the *ultimate helm* are lost as well. Remember, the *ultimate helm* is destroyed when the player using it finally bonds with the *Spelljammer*. Items in **bold** are reversible.

Roll Additional Power

1	Affect Normal Fires (2/day)	44	Protection from Normal Missiles (1/day)
2	Burning Hands (2/day)	45	Slow (1/day)
3	Change Self (3/day)	46	Tongues (2/day)
4	Charm Person (1/day)	47	Water Breathing (2/day)
5	Chill Touch (2/day)	48	Wraithform (1/day)
6	Detect Magic (3/day)	49	Confusion (1/day)
7	Feather Fall (2/day)	50	Detect Scrying (2/day)
8	Friends (2/day)	51	Dimension Door (1/day)
9	Gaze Reflection (2/day)	52	Fear (1/day)
10	Hold Portal (2/day)	53	Fire Shield (1/day)
11	Jump (2/day)	54	Fumble (2/day)
12	Light (3/day)	55	Ice Storm (1/day)
13	Magic missile (1/day)	56	Improved Invisibility (1/day)
14	Protection from Evil (1/day)	57	Minor Globe of Invulnerability (1/day)
15	Read Magic (3/day)	58	Polymorph Self (1/day)
16	Shield (2/day)	59	Rainbow Pattern (1/day)
17	Spider Climb (2/day)	60	Shout (1/day)
18	Sleep (1/day)	61	Solid Fog (1/day)
19	Wall of Fog (1/day)	62	Stoneskin (1/day)
20	Alter Self (1/day)	63	Wall of Fire (1/day)
21	Blindness (1/day)	64	Wall of Ice (1/day)
22	Detect Invisibility (3/day)	65	Wizard Eye (1/day)
23	Flaming Sphere (1/day)	66	Airy Water (2/day)
24	Invisibility (1/day)	67	Animate Dead (1/day)
25	Knock (3/day)	68	Cloudkill (1/day)
26	Mirror Image (2/day)	69	Cone of Cold (1/day)
27	Misdirection (2/day)	70	Conjure Elemental (1/day)
28	Scare (1/day)	71	Fabricate (2/day)
29	Shatter (1/day)	72	Feeblemind (1/day)
30	Strength (2/day)	73	Hold Monster (1/day)
31	Web (1/day)	74	Passwall (1/day)
32	Whispering Wind (2/day)	75	Stone Shape (1/day)
33	Wizard Lock (2/day)	76	Wall of Iron (1/day)
34	Blink (1/day)	77	Wall of Stone (1/day)
35	Delude (1/day)	78	Antimagic Shell (1/week)
36	Feign Death (1/day)	79	Conjure Animals (1/week)
37	Fireball (1/day)	80	Death Spell (1/week)
38	Fly (1/day)	81	Disintegrate (1/week)
39	Gust of Wind (2/day)	82	Globe of Invulnerability (1/day)
40	Haste (1/day)	83	Invisible Stalker (1/day)
41	Infravision (3/day)	84	Move Earth (1/day)
42	Lightning Bolt (1/day)	85	Part Water (1/day)
43	Nondetection (1/day)	86	Stone to Flesh (1/day)
		87	Charm Plants (1/day)
		88	Delayed Blast Fireball (1/day)
		89	Duo-Dimension (1/day)
		90	Phase Door (1/day)
		91	Power Word, Stun (1/day)
		92	Reverse Gravity (1/week)
		93	Statue (1/week)
		94	Teleport Without Error (1/week)

- 95 Vanish (1/week)
- 96 Antipathy/Sympathy (1/week)
- 97 Maze (1/week)
- 98 Prismatic Wall (1/week)
- 99 Symbol (1/week)
- 00 Power Word, Kill (1/day) (Also, send out for pizza to celebrate, because you have just rolled 11 tens in a row on a 10-sided die. Perhaps you should replace that die....)

Helmet

Helmets, or helms, are parts of a warrior's basic protection. Failure to use proper headgear leaves the character open to called shots by opponents or to disadvantages at the DM's option. Most helms must be removed when making rolls for hearing sounds. Optionally, great helms and closed-face helmets, when worn with plate armor, grant a +2 bonus against breath weapons and spells affecting the eyes.

Roll	Helmet Type
01-06	Armet
07-13	Bassinet
14-19	Cap
20-25	Closed-Face Helmet
26-31	Coif
32-38	Gladiator Helmet
39-44	Great Helm
45-50	Hanburi
51-56	Helmet
57-63	Jingasa
64-69	Kabuto
70-75	Legionary Helmet
76-81	Open-Face Helmet
82-88	Sallet
89-94	with bevor
95-00	with removable visor

of Alignment Change

XP Value: — **GP Value:** 1,200
DUNGEONS & DRAGONS Rules Cyclopedia

This item looks like a fancy helmet. When the helm is put on, it immediately changes the wearer's alignment (the DM should determine the new alignment randomly). This device can only be taken off by using a *remove curse* spell, but the wearer will resist its removal. Once the helm is removed, the wearer's original alignment returns. As an option, the DM may allow the character to remove the helm by performing a special task or adventure.



Armet by Wayland

XP Value: — **GP Value:** —
DUNGEONS & DRAGONS Master Set

This is a tightly fitting helmet with bevor (chin piece) and movable visor, crafted by the legendary Immortal armorer Wayland Smith. Some claim that it makes the wearer invulnerable to all attacks.

The armet is not active when acquired. It is activated if the user wears it while slaying any large or huge dragon. The user may be aided in the battle, but must either inflict at least 1/4 the damage needed to kill the monster or personally deliver the blow that slays the beast.

The user may acquire the knowledge of powers from a previous user or by experimenting. Powers are activated by moving visor, bevor, and other pieces, while saying "Wayland aid me."

Suggested Powers: (All abilities are cast at 20th level.)

- *Fly*
- *Invisibility*
- *Immunity* (Duration 40 turns; Effect completely blocks 1st- to 3rd-level spells; receives one-half damage from weapons of less than +3 enchantment.)
- *-8 AC bonus*

Suggested Handicaps:

- The user takes double damage from all fire attacks (fire having elemental dominance over earth) as long as artifact is owned.
- After the third time the *immunity* power is used, the user's alignment shifts one point toward lawful good (no saving throw).

Suggested Penalties:

- Casts a random *Combat* spell (from Artifact Table 12) at the user.
- Suffer a -4 permanent penalty to Intelligence.
- All missiles used fall to half normal range.

Athena's

XP Value: 2,000 **GP Value:** 10,000

Legends & Lore

Athena's avatar is armed with several special items. The most important of these is a helm that creates an *antimagic shell* within 10 feet of her.

of Blonding

XP Value: 500 **GP Value:** 2,500

DRAGON Magazine 30

Proof that some things have not changed is the *helm of blonding*. When this helm is placed on the user's head, it turns his or her hair blond for a week. This has no effect, other than the fact that some acquaintances may not recognize the character immediately. It is probably safe to surmise that the helm was created at Fran's request, since Orlow the Indolent was said to be bald.

of Brilliance

XP Value: 2,500 **GP Value:** 60,000

DUNGEON MASTER Guide

When discovered, a *helm of brilliance* appears to be nothing more than an ordinary piece of armor for head protection—a helmet, basinet, sallet, of iron or steel. When worn, it functions only upon utterance of a special command word. When so empowered, the true nature of the helm is visible to all. The helm is actually *armor +2*. It is made of brilliant silver and polished steel, and set with 10 diamonds, 20 rubies, 30 fire opals, and 40 opals—each stone is of large size and each is magical. When struck by bright light, the helm scintillates and sends forth reflective rays in all directions from the gem-tipped spikes of its crown. The jewels' functions are:

- Diamond:** *Prismatic spray* (as the 7th-level wizard spell).
- Ruby:** *Wall of fire* (as the 5th-level priest spell).
- Fire Opal:** *Fireball* (as the 3rd-level wizard spell).
- Opal:** *Light* (as the 1st-level priest spell).

Each gem can perform its ability just once, but the helm may be used once per round. The level of the spell is doubled to obtain the level of the spell with respect to range, duration, and other considerations. Until all of its jewels are magically expended, a *helm of brilliance* also has the following magical properties when activated:

- It glows with a bluish light when undead are within 30 feet. The light causes pain and 1d6 points of damage to all such creatures except skeletons and zombies.
- The wearer may command any sword he or she wields to become a *sword of flame*. This is in addition to any other special properties it may have. This takes one round to take effect.
- The wearer *may produce flame* like a 5th-level druid.
- The wearer is protected as if a double-strength *fire resistance ring* were worn, but this protection cannot be augmented by further magical means.

Once all of its jewels have lost their magic, the helm loses all of its powers, and the gems turn to worthless powder. Removing a jewel destroys it—they may not be recharged.

If a creature wearing the helm is attacked by magical fire and fails to save vs. magical fire, another saving throw for the helmet must be attempted, without magical additions. If this fails, the remaining gems on the helm overload and detonate, inflicting on the wearer whatever accumulated effects the gems normally have.

of Cirulon

XP Value: 2,000 **GP Value:** 10,000

Dragon Keep

This helm is the same color as the dragon that presented it and only functions for its owner. The helm enables the wearer to communicate by *telepathy* with the dragon that bestowed it. This form of *telepathy* has an unlimited range, but does not function if the wearer and the dragon are in different planes of existence.

of Comprehending Languages and Reading Magic

XP Value: 1,000 GP Value: 12,500
DUNGEON MASTER Guide

Appearing as a normal helmet, a *helm of comprehending languages and reading magic* enables its wearer to understand 90% of strange tongues and writing and 80% of all magical writings. (Note that the percentage figure applies even if the character does not know the language or if the writing is unintelligible. Understanding does not necessarily imply spell ability.) This device is equal to a normal helmet of the type accompanying Armor Class 5.

When worn by a bard, this helm grants the ability to understand 95% of strange writings and 90% of magical writings. If the bard is 10th level or higher, the chance to understand magical script rises to 95%.

of Creation

XP Value: 2,000 GP Value: 10,000
DRAGON Magazine 40

The wearer of this helm is capable of creating illusionary stone, wood and iron constructions such as walls and floors (area-limit, 10 square feet for each), furniture, doors, and traps. Although doors and traps are seen as illusions, they will not function. Unlike the other helms, the illusions generated by this helm can only affect 1d8+4 beings, but those who fail a saving throw respond to the illusion as if it was real (walls or doors stop them, floors or furniture support their weight). All such illusions will last for 1d4 turns.

of Darkness

XP Value: 2,500 GP Value: 45,000
The Magister

A *helm of darkness*, or *nighthelm*, appears as an ancient, battered iron helm (even when newly enchanted), with a great black sapphire of no less than 10,000 gp value set in the brow, and 12 black opals set around the lower edge of the helm. The helm radiates a strong dweomer.

Donning the helm instantly informs the wearer of its powers (it may be worn by all classes and alignments), which are as follows—*darkness 15' radius* may be called forth 99 times from the *great gem* (the *darkness* lasts nine turns and cannot be banished earlier by the wearer's will). Each of the opals, whenever the wearer fails a saving throw, automatically protects him or her once against the following attack forms (the gem is consumed in the

process)—*death* spells (including rays such as those of the beholder and catoblepas), *disintegrate*, *magic jar*, and all *energy drain*, *petrification* and *polymorph* attacks. Removal from the helm destroys the opals. The *great gem* cannot be recharged, and explodes if any attempt is made to remove or destroy it, *disintegrating* (as in the spell, save at +1) everything in a 40-foot radius.

The helm crumbles into dust when all of its gems are gone, but until that time the wearer commands the following powers—the ability to see in darkness (including the magical sort) as though normal daylight prevails; immunity to *fear* and related spells, the aging of ghosts and the "awe" power of dragon auras; the ability to *pass without trace* during the night (from twilight to twilight). This latter ability is not usable underground. The helm also grants the ability to build a curtain of blackness, which can veil the sight against vision-related enchantment and *charm* attacks such as the gaze of a vampire, *dire charm*, and similar spells; *speak with the dead*, usable by the wearer once a day, as a 9th-level priest (if different beings don the helm within a 24-hour period, this power can be used only once, not once for each wearer); *chill metal*, three times a day, lasting seven rounds, and affecting up to 900 gp weight of metal and four separate targets; *lower temperature* in a 15-foot radius, lasting four turns, from 10 to 40°; protection causing all cold-based attacks to do half or (if save made) no damage, even including magical cold and such unusual forms as the *chilling touch* of a lich.

of Disguises

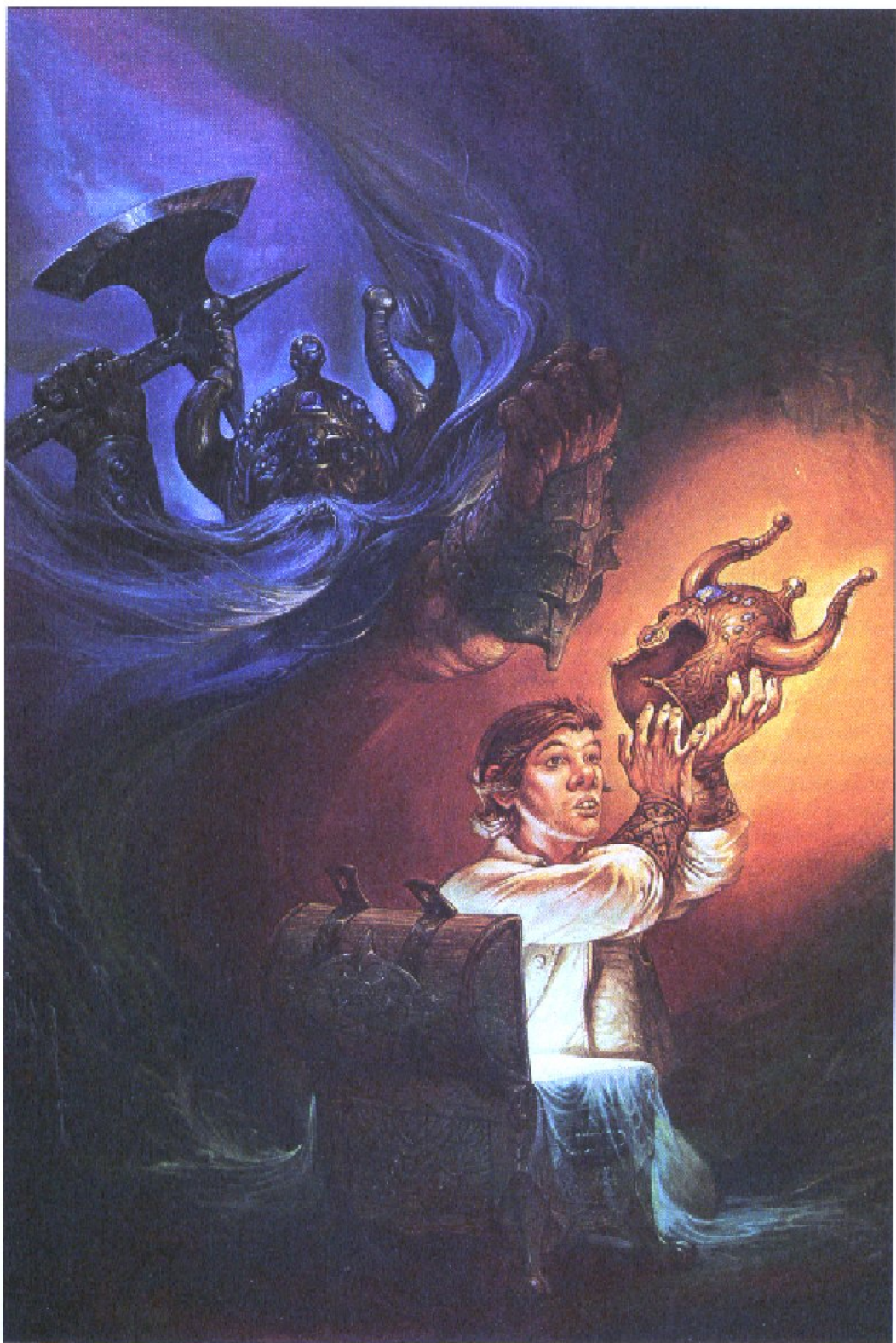
XP Value: 500 GP Value: 2,500
DRAGON Magazine 40

This helm allows the user to form an illusionary disguise, altering his or her garb, height, weight, and facial features. Changes of height and weight are limited to no more than 4 inches and 20 pounds, respectively. After conjuring the illusion, the user is able to move and participate in melee but cannot cast spells or otherwise engage in deep concentration. The duration is 1d6 half-hour periods.

of Dragons

XP Value: 2,500 GP Value: 25,000
Curse of the Azure Bonds

The *helm of dragons* was forged by the elves of Myth Drannor, long ago when that city was in





Dragonhelm

XP Value: 2,000

GP Value: 25,000

DRAGON Magazine 86

Dragonhelms were created for warriors who wished to have some of the special aura and powers of dragonkind. All such helms appear to be normal, metal helmets until they are worn, when they take on their true form of steel, inlaid with precious metals and gemstones. Some of these helms have dragonlike features or engravings upon them. All fighters, priests (but not druids), and bards are able to wear *dragonhelms*. When worn, a *dragonhelm* confers *infravision* on the wearer to a range of 60 feet, and the wearer's senses are so heightened by the helm's powers that *invisible*, *ethereal*, *astral*, *out-of-phase*, and hidden objects become detectable at a range of 10 feet per the user's level (if multi-classed or dual-classed, the user's highest level as a fighter or priest is considered). The wearer may also radiate *fear* once per day at will. The aura causes all beings (even allies) within 120 feet to save vs. spell, with Wisdom bonus applicable, or flee from the wearer in terror for 3d4 rounds. This *fear aura* has no effect on beings with 6 or more Hit Dice or levels.

full flower. It was intended first as a weapon against Tyranthraxus, pointing out his secret base, but has proved to have other powers as well.

The helm is in reality a golden circlet with a green gem at the center. The gem contains the image of a dragon rearing on its hind legs. Upon placing the helm on one's forehead, the wearer knows the abilities of the device.

The *helm of dragons* provides the following abilities:

- Locates, within a range of 500 miles, the site of the *Pool of Radiance* (currently in Tyranthraxus's temple in Myth Drannor).
- Provides the wearer with +2 to all saving throws involving Tyranthraxus.
- Allows the wearer to communicate with all dragons in their native tongues.
- Makes the wearer immune to any and all attacks by living dragons (but not dracoliches).
- Provides AC 2 to the wearer.

The device functions only when Tyranthraxus is in the Realms. If he is slain or banished, the device goes dormant until the threat returns.

The helm counts as *armor +3* against all head attacks (such as those made by *vorpal* weapons), and saves as hard metal with a +3 bonus to the die roll. It does, however, have certain disadvantages. Because certain items like dragon scales and bones are incorporated into the helm's manufacture and the helm draws power from them, certain elements of a dragon's personality will begin showing up in the wearer. After keeping it in continuous use for one month (putting it on every day, even if for only a moment), a wearer begins to hoard money and valuables, refusing to part with even the smallest copper piece unless absolutely necessary. A wearer begins to spend less and less money on equipment, food, and clothing. Instead, a wearer will try to get other people to purchase such items, or may turn to theft and robbery if the character is neutral or evil. A wearer is also less likely to respect or even listen to the opinions of others, grows increasingly egotistical, and tends to want to lead rather than to follow. After a wearer uses the helm continuously for two months or longer, a saving throw vs. spell must be made each time the *dragonhelm* is worn or the wearer becomes permanently afflicted with megalomania.

If the wearer comes within 120 yards of a true dragon (excluding wyverns and chimera, but including oriental dragons, faerie dragons, and the like), the wearer will find such a creature irresistible and obeys the dragon's commands as if *charmed*. This effect usually ends immediately if the helm is removed, but if the wearer has used the helm continuously for more than a month, the *charm* effect lasts for 1d4 days even after the helm is removed. If the wearer has megalomania, the *charm* is permanent. Dragons generally know all about *dragonhelms*, and sometimes leave them lying about in their hoards for unwary adventurers to find.

Enlil's

XP Value: 8,000 **GP Value:** 65,000

DEITIES & DEMIGODS *Cyclopedia*

In battle, this avatar wears a war helm that is not affected by anything. When Enlil is wearing it, he doesn't feel any shock from objects hitting it, nor is he ever injured by a blow striking the helm. In melee, when attacked by only one weapon, that weapon is forced to hit the helm (no saving throw).

Golo's Helm of Telepathy

XP Value: 3,500 **GP Value:** 45,000

1993 Collector Card 356

Golo's version of the *helm of telepathy* duplicates certain psionic powers without expending PSPs. With this helm, Golo can establish contact, Mindlink, ESP, Empathy, and False Sensory Input without a power check. Golo must still concentrate his effort into using the helmet, which precludes him from taking any other action in the round.

Griffon Mane

XP Value: 2,500 **GP Value:** 45,000

DRAGONLANCE *Adventures*

Discovered in the ruins of Xak Tsaroth, the helm was given to Flint Fireforge by his friend Tasslehoff. The helm is of dwarven manufacture and is decorated with a horse's mane. Having always claimed he was allergic to horses, Flint refused to admit that the long white tassel had ever belonged to a horse. To his dying day, he insisted that it was from the mane of a griffon, and so the helm received its name. The helm fits only dwarves, and improves the AC of any dwarf wearing it by 1.

of Halav

XP Value: —

GP Value: —

The Milenian Empire

This greater artifact has 265 Power Points and recharges at the rate of 20 per turn.

The helm was created by Halav. Five circles past, it miraculously appeared on the head of Dagos during the ceremony in which he was named Lord High Priest of Milenia. It was created as a weapon to be used to defeat the schemes of the Immortal Vanya, who plots the destruction of the Empire.

This finely crafted helm is made of gold and completely covers the wearer's head. The visor looks like the face of Halav. A crest of bright red feathers adorns it.

Powers: The wearer gains the following powers:

- *Detect Lie* (50 PP): The wearer knows when someone is lying.
- *Mind Barrier* (80 PP)
- *Sunfire* (85 PP): Golden light bursts from the helm, affecting everyone within 120 feet as if a *power word blind* spell were cast.
- *Teleport* (50 PP): Operates in spite of spell of *preservation*.

The wearer of the *helm of Halav* is filled with hatred for beastmen, gnolls, goblins, ogres, orcs, and trolls. The user interprets their actions in the worst possible light and attacks these creatures upon the slightest provocation. Also, for every 100 PP used, the wearer ages one circle.

The wearer suffers an extra 1d6 damage and a 2 on saving throws vs. cold-based attacks. Whenever the *sunfire* power is used, the wearer has a 75% chance of suffering 1d10 points of damage.

Harrowhelm

XP Value

GP Value

Type I: 2,000

17,500

Type II: 2,500

20,000

Type III: 3,000

22,500

Type IV: 3,000

22,500

DRAGON *Magazine* 91

When first found, this helm appears to be a normal steel helmet; it radiates magic, however, and faint runes may be seen on the inside rim. The consecutive casting of *read magic* and *comprehend languages* spells will inform the reader of the general nature of the helm, but not its disadvantages. A legend lore ability or spells such as

identify, wish, and the like will also work in this fashion.

Any nonpsionic character who is allowed to wear metal armor can use this device. The wearer gains the ability to generate a psionic blast (attack strength 101 points) up to three times per day, but only once in any single round. The wearer will also find that the helm grants the use of certain psionic disciplines for as long as it is worn. The disciplines granted vary from one *harrowhelm* to another:

Roll	Type	Psionics Power and Abilities Granted
01-50	Type I	One devotion, usable with 15 strength points a day.
51-85	Type II	Two devotions, usable with 30 strength points a day.
86-98	Type III	Three devotions, usable with 45 strength points a day.
99-00	Type IV	Two devotions and one science, usable with 45 strength points a day.

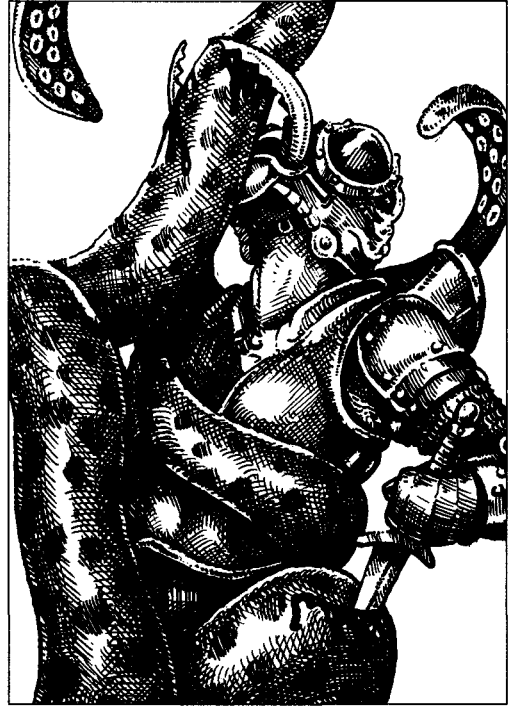
The specific psionic disciplines for a helm may be randomly determined or assigned by the DM. The level of mastery at which these powers operate equals one-half the current wearer's level (or one-half the highest level, if multi-classed), rounding down. Thus, a 1st-level character cannot make any use of this helm beyond psionic blast generation until 2nd level is attained. The wearer of a *harrowhelm* is also immune to all psionic attacks except for psionic blast, but the helm grants a +6 bonus to saving throws against this attack form.

The *harrowhelm* has two disadvantages. First, it attracts the attention of all psionic creatures within a half-mile radius as soon as it is put on (whether or not any of its powers are immediately used). Though it does not necessarily anger such creatures, it will be easy for these beings to locate and track the helm wearer as long as they stay within this range; they need only concentrate mentally to do this. The second disadvantage manifests itself when a psionic character puts on the helm. The unfortunate wearer is immediately attacked by a 100-point-strength mind thrust. The helm's magic also neutralizes any psionic defense that the attacked character has, so some form of psionic disability may result from the attack. The attack will be repeated at the start of every subse-

quent round, though the wearer may remove the helm at any time to prevent more than one attack.

of Horror

See *Circlet, Diadem of Doom*



of the Insect

XP Value: 1,000

GP Value: 5,000

POLYHEDRON Newszine 82

This helm is a shimmering green, eyeless hood with holes for the nose and mouth. It is made of a thin but surprisingly strong fabric, and is held in place by an intricate clasp in the form of interlocking mantis heads. To use the helm, it must be placed over the head of a human or demihuman and secured with the clasp. One round later, two hideous bug eyes appear on either side of the hood and two vicious looking mandibles extend from either side of the wearer's mouth. The helm gives a character 360° vision and grants a +1 bonus to surprise rolls. Wearing the helm also allows the wearer to understand the speech of insects, although it does not impart the ability to speak with them. Once a day, the wearer can cast *summon swarm* as if a 9th-level wizard. Finally, a character wearing the helm can bite with the mandibles for 4d4 points of damage.

Joukahainen's Golden

XP Value: 1,250 **GP Value: 12,500**

Gods, Demigods, & Heroes

This helm's intrinsic value is 12,500 in gold and it warns the user of magic being performed upon him or her by throbbing against the forehead.

of Liaison

XP Value: 1,000 **GP Value: 10,000**

War Captain's Companion

These helmets can be purchased for both the *antennae of triangulation* and the *spelljammer detector* magical items. For more information on the helmet's purpose, please see those descriptions. Without either of the companion pieces, the *helmet of liaison* is useless.

of Light Seeing

XP Value: 80 **GP Value: 400**

DUNGEON Magazine 45

The arcane have sold the drow countless helmets with solid metal visors equipped with specially tinted *glassteel*. Inside their ships, the drow can remove their helmets or lift their visors. On deck, with the visors down, drow have normal (human) vision (although wearing the helmets with the visor down gives everything a yellow or amber appearance) and are completely unhampered by normal or magical light. Drow crews outfitted with these helmets don't need crystal domes over the top decks and weapon emplacements of their ships.

These visored helmets were given the inoffensive name *of helmets of light seeing* by the arcane, who sell them to any interested buyers for 400 gp each. The helmets' relatively low price can be attributed to their dirt-cheap method of manufacture. The visors are the only part of the helmet that is magical; these are prepared 50 at a time and later attached to normal helmets. The arcane are happy to buy "used" helmets from PCs and others for a fair price of 125 gp each. Smart PCs should realize that used helmets will be cleaned up and resold by the arcane to drow in other spheres.

of Opposite Alignment

XP Value: — **GP Value: 1,000**

DUNGEON MASTER Guide

This metal hat looks like a typical helmet. If *detect magic* is used, the emanations are indeterminate. Once placed upon the head, however, its

curse immediately takes effect, and the alignment of the wearer is radically altered—good to evil, neutral to an absolute commitment (LE, LG, CE, CG) as radically different from the former alignment as possible. Alteration in alignment is mental and, once effected, is desired by the individual changed by the magic.

Only a *wish* or *alter reality* spell, can restore the former alignment, and the affected individual will not make any attempt to return to it. A paladin must undergo a special quest and *atone*, if the curse is to be obliterated. Note that once a *helm of opposite alignment* has functioned, it loses all of its magical properties.

of Petra

XP Value: — **GP Value: —**

The Milenian Empire

This greater artifact has 300 Power Points with a recharge rate of 20 per turn. The artifact was created by Petra to help defeat the plots of Vanya, who means to cause the dissolution of the Milenian Empire. A few circles ago, the helm miraculously appeared on the head of Helentia during the ceremony in which she was named Lady High Priestess of Milenia.

The helm is made of purest silver, and totally conceals the head of its wearer. The visor looks like the face of Petra.

Powers: The wearer gains the following powers:

- *Detect Charm* (20 PP): The wearer knows if anyone within 120 feet is under the influence of a *charm person* spell or similar magical effect, including *hypnotize*.
- *Detect Danger* (40 PP)
- *Detect Lie* (50 PP): The wearer knows when someone is lying to her.
- *Mind Barrier* (80 PP)
- *Moonstrike* (60 PP): Silver light bursts from the helm, affecting everyone within 120 feet, as if a *power word stun* spell were cast.
- *Teleport* (50 PP): Operates in spite of the spell *of preservation*.

The wearer is very short tempered with any who show cowardice. If the wearer fails a save vs. spell, he or she attacks them for one round in order to "punish" them. Also, for every 100 PP used, the wearer ages one year.

The wearer suffers an extra 1d6 damage and a -2 penalty to saving throws vs. fire-based attacks. Whenever the *moonstrike* power is used, the wearer has a 50% chance of being stunned.

of Reading

XP Value: 1,000 **GP Value:** 10,000

DUNGEONS & DRAGONS Rules Cyclopedia

The wearer is able to read any writing, regardless of the language or the magical properties of the script. This does not allow characters to use spell scrolls unless they can do so normally. The helm is fragile, however, and is destroyed if the wearer is killed. Any hit on the wearer could (10% chance) destroy the helm.

of Seabreathing

XP Value: 800 **GP Value:** 8,000

Moonshae

This is a limited version of the *helm of underwater action*. It allows the wearer to breathe underwater, at any depth, but does not enhance movement or vision.



of Selnor

XP Value: 1,200 **GP Value:** 12,000

Treasures of GREYHAWK

This helmet can only be used by warriors with a Charisma greater than 15. It gives its wearer a +1 AC bonus and the ability to cast a special *charm* spell once per day. When this power is used, the victim receives a save vs. spell. Failure means the *charm* can be broken only by *dispel magic* or a

limited wish. A *charmed* character can be recognized by purple eyes, and a distinctive personality, which has become that of a northern barbarian (living for battle, drinking heavily, bragging of past glorious victories, and generally behaving in an boisterous manner).

Charmed characters follow the orders of the helm wearer without question and with no thought of their former life. A *charmed* victim uses all normal abilities, and does not receive additional saving throws if forced to act against his or her previous alignment.

The helm is made of sculpted bronze, has a large amethyst set above the brow, and stag horns. The gem flashes purple when the *charm* is cast. The helm was forged long ago, before the Rain of Colorless Fire. It was worn by Selnor, a barbarian chieftain, during raids on civilized outposts. He used the helm to recruit new raiders to his cause and to unite the feuding barbarian leaders. When his raids became too troublesome, an army was raised to crush him. He was defeated at the Battle of Tremnos, and his barbarian horde was scattered. The helm was taken as a trophy and kept unused until the Invoked Devastation, when it was lost in the Sea of Dust.

of Sensory Protection

XP Value: 2,500 **GP Value:** 21,000

DRAGON Magazine 179

This full helmet protects the wearer with a +4 saving throw bonus vs. light, gaze, and sound attacks, and gas attacks that require inhalation. It is of no help against poisons other than gaseous ones.

Shukenja

XP Value: 2,000 **GP Value:** 13,000

DRAGON Magazine 126

This helm may be of any oriental type (kabuto, hanburi, or jingasa), and may be worn by any character permitted a helmet. When worn, it gives the protection afforded by the *shukenja* spell *mental strength*. In addition, the wearer of the helm may meditate for two hours a day (double if the character can already meditate). In combat, the helm gives the wearer's head AC -2, and, if the wearer is striking to subdue instead of kill, a +1 advantage on both attack and damage rolls.

Skull of Death

XP Value: 1,000 **GP Value:** 10,000

DRAGON Magazine 5

This is a huge, charred, and bejewelled dragon skull that is worn like a helmet. The wearer may mentally *control* any undead characters (up to 3 Hit Dice in number) at a range of 30 feet. Other powers granted the wearer are *the finger of death* and *animate dead* spells, and only one of these two powers can be used in a 10-round time span. The wearer *regenerates* damage at the rate of 5 hit points per day, even if killed.

If the wearer is killed, he or she continues to *regenerate* 5 hit points each day until the total number of hit points reaches 1. At that instant, the wearer "comes to life." If beheaded, or if the *skull of death* is removed during the process, the user is dead, and cannot be raised through the use of the *skull of death*.

of Subterranean Sagacity

XP Value: 1,000 **GP Value:** 10,000

DRAGON Magazine 58

This magical helmet, also known as the *dwarven detector*, comes in only one size and fits any dwarf's head tightly but comfortably. It appears much like a normal great helm, and has some of the same basic characteristics (gives AC 2 protection to the head, but allows vision in only a 60° arc to the wearer's front). When worn by a dwarf, it bestows upon the wearer the following benefits:

Quickness and efficiency in detecting facts about an underground setting are improved, so that a dwarf need only spend one round (at most) concentrating on detection of some fact, instead of as much as one turn. Any attempts to detect specific facts are made with a bonus of +1 to the die roll. The chance of detecting "grade or slope in passage" increases to 100%, as does the chance of detecting "new construction, passage, or tunnel." The chance of detecting "sliding or shifting walls or rooms" is raised to 5 in 6, and the chance of detecting "traps involving pits, falling blocks, and other stonework" and of determining approximate depth underground are 4 in 6 (use 1d6, not 1d4, for these rolls).

It is possible for a gnome, halfling, or other small humanoid to wear the helmet. But because it doesn't fit as tightly on nondwarves, the magically enhanced impressions are not transmitted accurately. Gnomes, halflings, and other similar

creatures attempting to use the helmet must subtract 2 from die rolls to determine success. Thus, a gnome wearing the helmet has the chance of successful detection reduced to 60%, 50%, 40% and 30% respectively (use 1d10 for all determinations). A halfling wearing the helmet has only a 25% chance of success at determining an up grade or down grade (1 in 4 instead of 3 in 4), and a 30% chance (use 1d10) of determining direction.

The *dwarven detector* acts as a normal helmet at all times when its subterranean detection powers are not being used.

of Telepathy

XP Value: 3,000 **GP Value:** 35,000

DUNGEON MASTER Guide

This sturdy metal helmet appears to be a normal piece of headgear, although it radiates magic if *detect magic* is used. The wearer of a *helm of telepathy* is able to determine the thoughts of creatures within a 60-foot range. There are two limitations to this power—the wearer must know the language used by such creatures (the racial tongue is used in thoughts in preference to Common); and there cannot be more than 3 feet of solid stone, ¼-foot of iron, or any solid sheeting of lead or gold between the wearer and the creatures.

The thought pickup is directional. Conscious effort must be made to pick up thoughts. The wearer can communicate by language with any creature within range if there is a mutually known speech, or emotions may be transmitted (empathy) so that the creature receives the emotional message of the wearer.

If the wearer of the helm wants to implant a *suggestion* (as the 3rd-level wizard spell), that may be attempted as follows—the creature receiving the *suggestion* gains a saving throw vs. spell with a -1 penalty for every two points of Intelligence lower than the telepathist, but a +1 for every point of Intelligence higher than the wearer of the helm. If Intelligence is equal, no adjustment is made when the saving throw is rolled.

In Ravenloft: Undead with a low Intelligence or better can deliberately project thoughts, which a mind reading character can detect. Usually, the creatures send false, reassuring messages. Undead cannot project thoughts when surprised or caught unawares.

of Teleportation

XP Value: 2,500 **GP Value: 30,000**

DUNGEON MASTER Guide

This is another helmet of normal appearance that gives off a magical aura if detected. Any character wearing this device may *teleport* once per day, exactly as a wizard—the destination must be known, and a risk is involved. If the wearer is a wizard, the helm's full power can be employed, for the wearer can then memorize a *teleportation* spell, and use the helm to refresh his or her memory so the spell can be repeated up to three times upon objects or characters and the wizard is still able to personally *teleport* by means of the helm. As long as the wizard retains a *teleportation* spell uncast, he or she can personally *teleport* up to six times before the memory of the spell is lost, and even then a usage of the helm remains.

of Underwater Action

XP Value: 1,000 **GP Value: 10,000**

DUNGEON MASTER Guide

When this helm is viewed, it is indistinguishable from a normal helmet. However, detection reveals it to be magical, and its possessor is able to see and breathe underwater. Visual properties of the helm are activated when small lenses are drawn across the device from compartments on either side. These allow the wearer to see five times farther than water and light conditions allow for normal human vision. (Note that weeds and obstructions block vision in the usual manner.) If the command word is spoken, a *helm of underwater* action creates a globe of air around the wearer's head, and maintains it until the command word is spoken. Thus, the wearer can breathe freely.

of Underwater Vision

XP Value: 700 **GP Value: 3,500**

BLACKMOOR*

This helm allows the wearer to clearly see to a distance of one quarter mile in any water, as long as the view is not blocked by rocks, reefs, plants, or other physical obstructions.

of Valor

XP Value: 4,200 **GP Value: 45,000**

The Complete Book of Elves

This item appears as a typical elven *winged helm*, but radiates enchantment/charm if a *detect magic* spell is used on it. Originally inspired by those

battle leaders who walked unflinching through hails of enemy arrow fire, a *helm of valor* enables its wearer to ignore missile fire. However, in order to do so, the users of these helms must have implicit trust in both themselves and the helm.

When a wearer first tries to use a particular helm, he or she must make a successful Wisdom check to attune with it. If the check is unsuccessful, the helm does not function for the user until the individual's Wisdom score has changed for better or worse, allowing another check.

A user who rolls a successful Wisdom check may attempt to harness the helm's powers. The next time someone successfully attacks the wearer with a missile weapon, he or she may make another Wisdom check to avoid all but one point of damage, no matter what the usual damage of the missile.

If this second Wisdom check fails, the wearer suffers the maximum damage the missile can inflict. The check is made for every missile fired at a wearer during combat, and the modifiers listed below do not apply until the next combat.

If the second Wisdom check is successful, the wearer gains a +1 to the Wisdom check for the next combat. Note: This applies only to the next combat in which enemies attempt to harm the user. The helm does not work during sparring practice or training. A user who fails a Wisdom check picks up a -1 penalty for the next three combats, while learning to trust in the powers of the helm again. No matter how often the user succeeds in the Wisdom check, the bonus can never exceed 19; a roll of 20 always fails.

Helms of valor provide no defense against melee weapons (although hurled daggers, axes, and other propelled melee weapons count as missile weapons), nor do they offer any protection against spells such as *magic missile*. Magic missiles, including enchanted arrows, affect the Wisdom check by -1 per +1 of the enchantment.

The helm is usable by warriors, priests, and psionically empowered individuals. As with most helms, it is not usable by either wizards or thieves who wish to practice their craft.

of Waterdeep

XP Value: 3,000 **GP Value: 15,000**

FORGOTTEN REALMS Campaign Set

The helms of the Lords of Waterdeep have an undetectable magical enchantment upon them that prevents the use of divination spells (includ-

ing *ESP* and *detect lie*) on the wearer while they are in use. It is impossible to determine the wearer's thoughts, alignment, or identity while she or he is wearing this helm. Rumors float that the helms are tied to a powerful illusion that also distorts the height and weight of the wearer and his or her voice in a random fashion. Thus, attempts to discern Larissa's curves or Mirt's massive form, are all for naught. One halfling rogue has even claimed to be a secret Lord of Waterdeep, however, his immediate disappearance has made it difficult to prove or disprove that claim. In addition, many of the powerful of the City of Splendors wear their own additional protection to keep the curious and indiscreet Spellcasters at bay.



of 40 Watt Brilliance

XP Value: 250

GP Value: 400

DRAGON Magazine 156

This sturdy iron helmet is surmounted by a crystal bulb with a metal filament inside. Its magical powers can be used only by a warrior with an Intelligence score of less than 6. The helm functions primarily when the DM becomes fed up watching PCs with Intelligence scores in the upper teens ignore the painfully oblivious. For example, when the party has spent an hour and a

half trying unsuccessfully to damage a monster that has made no attempt to fight back, the wearer of the helm might suddenly be inspired to say, "D-uh, hey fellas, maybe it's ah illoozhun!" Whenever the helm is used, a dim light flickers, briefly, in the bulb on top.

of Weaponry

XP Value

GP Value

Type I: 2,000

10,000

Type II: 1,000

5,000

Type III: 1,500

7,500

DRAGON Magazine 40

Any nonmagical, hand held weapon may be created with this helm. After one round of concentration, and if the intended victim fails the saving throw, the illusionary weapon can be wielded as if it existed, causing regular damage with normal hit probability. Note that weapon restrictions that apply to certain character classes still apply—a wizard cannot conjure up an illusionary sword.

Roll Helm Type

- 01—50 Type I *helms of weaponry* are usable to transform an existing weapon into a larger, more effective weapon of the same general type; a dagger can be turned into a short sword, a short sword into a long sword, a long sword into a two-handed sword. The duration of the illusion is 3d4 rounds.
- 51-80 Type II *helms of weaponry* enable the user to create a small, one-handed weapon such as a dagger or hand axe. The duration of this illusion is 1d8+1 rounds.
- 81-00 Type III *helms of weaponry* enable the user to create a larger hand held weapon such as a sword or battle axe. The duration of this illusion is 1d4+1 rounds.

Wyrmhelm

XP Value: 4,000

GP Value: 20,000

IMAGINE Magazine 29

This helm is cast in the form of a snarling dragonhead, so elaborate and stylized as to be utterly useless as armor. However, its wearer can understand the tongues of all dragonkind and cast *charm monster* on any dragon once a week, and *command* dragons three times per day.

Helmseeker

XP Value	GP Value
Accelerator: 100	1,000
Ballista, Heavy: 50	500
Ballista, Light: 25	250
Ballista, Medium: 35	350
Bombard, Iron: 90	900
Bombard, Stone: 60	600
Catapult, Heavy: 60	600
Catapult, Light: 30	300
Catapult, Medium: 45	450
Great Bombard, Iron: 270	2,700
Great Bombard, Stone: 180	1,800
Greek Fire: 150	1,500
Jettison, Heavy: 70	700
Jettison, Light: 35	350
Jettison, Medium: 55	550

War Captain's Companion

The *helmseeker* is a specially enchanted missile fired from a large, ship-mounted weapon. Any large ship-mounted weapon with a range greater than 1 can use *helmseeker* rounds.

Helmseekers are unlike normal missiles in that they lock onto and move toward spelljamming ships. The missile moves at SR 6 and MC A, just like a ship, and in the missile movement part of the combat round. When fired, the missile moves toward its target. After moving three hexes, the *helmseeker* begins tracking. Once within three hexes of a helm in its forward arc, it locks onto the helm's magical emanations. It moves directly toward the target, making any turns necessary to take the shortest route. If it enters the hex of a ship it makes an attack using the weapon's base THACO. If it hits, the ship takes damage and the *helmseeker* is expended. If it misses, in each following missile movement step it immediately targets on the nearest helm in its forward arc. If no target appears, the missile moves in a straight line. Since it tracks on helm magic, it is unaffected by screening, such as fog, gas, or smoke.

Helmseeker greekfire rounds are possible and can be created for a catapult or a ballista. The *greekfire* moves at the *helmseeker* speed, but causes *greekfire* damage.

A favorite tactic for captains targeted by a *helmseeker* is to move behind another, slower ship, in order to make the *helmseeker* lock in on the slower craft, or to hide behind a debris field.

Hinge

Hinges are simple devices that allow doors and windows to swing open while remaining attached to a supporting wall. They commonly are made from brass, leather, or iron. Hinges molded from precious metals are almost nonexistent. Magical hinges can either replace present hinges, or be placed over the hinges already in place.

of Opening

XP Value: 700 **GP Value:** 3,500
The Book of Marvelous Magic

This handy item is an average dungeon hinge. If placed over an existing hinge on any door, the door can then be opened easily by anyone (no check required). Any locks upon the door unlock automatically when the door is opened. However, opening a door that has a *hinge of opening* triggers most door traps unless they are removed by other means. Once applied, the *hinge of opening* cannot be removed except by a *knock* spell.

of Shrieking

XP Value: 1,000 **GP Value:** 5,000
The Book of Marvelous Magic

This hinge appears to be and functions as a *hinge of opening* but with one additional effect. When the door is opened, the hinge squeaks loudly, attracting the attention of any monsters within 120 feet, plus one additional wandering monster, which arrives within one turn. Once attached, the hinge cannot be removed except with a *remove curse*.

Hold of Holding

XP Value	GP Value
10'x10'x10': 4,500	50,000
20'x10'x10': 5,000	100,000
20'x25'x10': 5,500	150,000
40'x25'x10': 6,500	250,000
50'x30'x10': 7,500	350,000
50'x40'x10': 10,000	500,000
50'x50'x10': 15,000	750,000

War Captain's Companion

The *hold of holding* is actually a knocker that one bolts on the door of the cargo bay. When this item is placed on a door inside a ship, it creates a portal to an interdimensional space. The number of knocks and the command word must be known in order to enter this special interdimensional space.

The room inside appears as the rated size, but

from outside, the room and the walls appear to be the size the room was before the knocker was attached. This is due to the interdimensional space created within the room. Beings can inhabit both the interdimensional space and the actual room without danger of suffocation.

Those within the actual room cannot leave the room as long as the door to the interdimensional space is open. (The door becomes impassable.) Those within the interdimensional space can leave provided the knocker is still attached to a door and the door is not currently open (exposing the original room).

Because of its nature, this magical item ceases to function in the phlogiston, rendering the material in the interdimensional space unavailable until the ship again enters a crystal sphere. Each *hold of holding* is irrevocably tied to a specific, interdimensional place. So, when someone's *hold of holding* is stolen, the contents are also acquired.

Roll	Size	Volume
01-20	10'x10'x10'	1 ton
21-40	20'x10'x10'	2 tons
41-60	20'x25'x10'	5 tons
61-70	40'x25'x10'	10 tons
71-80	50'x30'x10'	15 tons
81-90	50'x40'x10'	20 tons
91-00	50'x50'x10'	25 tons

Holy Symbol

Most faiths have a holy symbol, a sign that serves as a representation of the god and the faith. This symbol is usually duplicated in wood, glass, or precious metals and carried by priests of the god. Ordinary followers of the god may also carry the holy symbol.

Every priest character should know what his or her holy symbol looks like. The DM can either decide, or let the player of the priest design it, subject to the DM's approval.

In a temple of a god, three priests, second level or higher, stand over an empty water basin and perform a ritual of prayer. They pray for the god's blessing and protection for an entire hour. At the end of that time, they each cast a spell, and do so simultaneously—one casts *sanctuary*, the second casts *protection from evil*, and the third casts *purify food and drink*, which requires a material component—some object with the god's symbol.

of Greyhawk

XP Value: 300

GP Value: 3,000

GREYHAWK Adventures

Hung from a gold chain, this golden symbol was enchanted to symbolize the power of its home city. The symbol gives a wearer the combined effects of *bless* and *protection from evil* spells, which can be called upon once a day.

Larmacian

XP Value: 300

GP Value: 3,000

DRAGON Magazine 39

This special holy symbol is composed of an alloy first discovered by the priest Larmac. The symbol allows priests to become more attuned to their deities, allowing them to receive two additional 1st-level spells per day. Also, any lawful-aligned priest gains two additional questions for a *commune* spell and has his or her base chance for success of a *divination* spell increased by 10%. The symbol may be used by all priests, but for characters of 3rd-level or lower, there is a 40% chance, each use, that the priest goes insane.

Prismal's

XP Value

GP Value

Celestian: 1,000

5,000

Fharlanghn: 1,000

5,000

Lathander: 1,000

5,000

Paladine: 1,000

5,000

Silvanus: 1,000

5,000

New Item

After an in-depth investigation of the geometry of holy symbols, Prismal discovered that most holy symbols had shapes that varied (often significantly) from their original designs. If the geometry of the holy symbol is properly attuned to the deities' specific superfluid wave patterns, the priest is able to use a small portion of the deity's power to perform simple functions without having to petition the deity for power.

After his study, Prismal found five followers of five different deities who were willing to test his theory. The symbols he was able to perform tests on were those of the deities Celestian and Fharlanghn (of Oerth), Lathander and Silvanus (of Toril), and Paladine (of Krynn).

When used by a priest of the appropriate faith, *Prismal's holy symbols* allow priests to perform the following:

- *Turn undead* as though he or she were four levels higher.

- Increases the effectiveness of *bless/curse, chant, and prayer* spells by +1.
- The priest gains maximum hit points from an *aid* spell.
- *Augury* and *abjure* accuracy increases by 15%.
- Cast *speak with dead* as though four levels higher.
- The DM has more leeway with a *commune* spell, possibly offering complete sentences to answer a character's question, or allowing an additional question.
- Saving throws against *quest* spells suffer a -6 penalty and are treated as though cast by a priest four levels higher.
- *Raise dead* and *resurrection* spells allow the recipient two *resurrection* survival rolls if applicable.

of Ravenkind

XP Value: 300 **GP Value:** 3,000

RAVENLOFT

The *holy symbol of Ravenkind* is an ancient, platinum medallion that was once worn by the High Priest of Ravenloft. It is a powerful, lawful good symbol.

The holy symbol is shaped like the sun, with a large crystal embedded in its center. Around the crystal are many holy symbols of light and truth. When presented forcefully to any undead creature, the medallion adds +2 to a priest's turn undead roll. When presented against vampires, however, it flares with the light of the sun for 1d10 rounds. Remember that vampires are destroyed by exposure to direct sunlight for 10 rounds. Vampires cannot move or attack while the medallion flares. Other creatures are not affected by the medallion, which can only be used once per week.

of Ravenkind II

XP Value: 300 **GP Value:** 3,000

RAVENLOFT Campaign Set

This ancient platinum medallion was once worn by the high priest of Castle Ravenloft in Barovia. The priest lived (and died) before Strahd made his pact with darkness and cursed the entire land. The medallion is a powerful holy symbol for lawful good. The holy symbol is shaped like the sun, with a large crystal embedded in the center. Symbols of light and truth surround the crystal. When forcefully presented toward any undead creature,



the medallion adds +2 to the priest's die roll to turn the creature. When presented against vampires, it flares with the light of the sun for 1d10 rounds. The medallion can only give off a burst of sunlight once a week.

Holy Terror Hockey Stick

XP Value: 5,000 **GP Value:** 45,000

DRAGON Magazine 72

In the hands of any character other than a jock, this weapon performs only as a hockey stick +2. In the hands of a jock, however, it is a +5 weapon that knocks out 1d6 of the opponent's teeth on a natural roll of 19 or 20. This occurrence reduces a character's Charisma by one point, or reduces a monster's biting damage by one point.

Hood of Servitude

XP Value: 1,000 **GP Value:** 5,000

Secrets of the Lamp

When placed on any flying creature, this falcon's hood *charms* the creature into serving the owner of the hood. It grows or shrinks to fit any flying creature from a sparrowhawk to a roc, and it is not limited to avians. Intelligent creatures can make a saving throw vs. spell to avoid the effect.



Hook of Adherence

XP Value: 1,000

GP Value: 5,000

DRAGON Magazine 73

A *hook of adherence* is a hemisphere (circumference about 10 inches) of hard but flexible material similar to tire rubber. A steel hook is embedded in the round side. When the flat side is placed against a fairly flat, smooth surface, and the command "adhere" is spoken, the object sticks to the surface with a strength equal to a *wizard's lock*. The command "dishere" causes it to release. Smaller versions are often found. This item has obvious uses in a kitchen or closet, but could also be useful to a thief. It does not work in extreme heat or cold, however.

Hoop of the Roller Hoopers

XP Value: 6,000

GP Value: 30,000

DRAGON Magazine 134

Once this hoop is set in motion, it can only be stopped by the person using it. The hoop cannot be grasped, and has AC -2 and 35 hp if it is attacked by an opponent of the jester using the hoop. It unerringly deflects incoming missiles as if the user had a *protection from normal missiles* spell cast upon him or herself. Additionally, the hoop blocks 10 hp of *magic missiles* cast against the user per round, and reduces all damage from

giant-hurled boulders and siege-engine missiles by half, if they strike the user. Damage-causing spells with areas of effect (*like fireballs*) can penetrate the hoop's defenses to harm the jester, but even that damage is reduced by 1 hp per die of damage. Harmful gases are dispelled within 5 feet of the user. When the hoop performs these functions, it moves so fast it becomes a blur. In addition to these powers, the hoop deflects opponents' hand held weapons to such a degree that it is equal to *bracers of defense AC 2*.

If both the *skates of the Roller Hoopers* and the *hoop* are owned, the combined effect of using these two objects is to add another +1 to the user's initiative die roll.

Horn

Horns are the calcified protrusions on many herbivorous animals found throughout the world. When hollowed out, they can be used to hold water, smoke powder, food, or spell components. (For musical horns, see **Wind Instrument**.)

Cornucopia

XP Value: 350

GP Value: 5,000

DRAGON Magazine 39

This item appears to be a giant ram's horn that has been hollowed out. When the proper word is spoken, fresh vegetables and fruit tumble from the horn, in quantities sufficient to feed 10 people for one day. By the use of another command word, wine, water, or ale gush forth to quench the thirsts of up to 10 people for one day. The item is usable once per day. There is a 10% chance for each use that the food or drink is spoiled and therefore inedible. Characters who eat the spoiled substance must save vs. poison or be incapacitated for 1d4 days and suffer a 1d3 point drop in Constitution and Dexterity for an additional 1d2 days.

Ngona

XP Value

GP Value

Fire Resistance: 1,000

5,000

Silent Moving: 1,000

5,000

Underwater Breathing: 1,000

5,000

DRAGON Magazine 189

This is a short piece of antelope horn that has one of a variety of powers. While the powers are determined by the DM, they often imitate those of minor, miscellaneous magical items. Some horns allow the bearer to *breathe underwater*,

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allow silent movement as *boots of elvenkind*, or confer the benefit of *fire resistance*, as the ring of the same name. Each horn has only one power, and the power is never destructive or overwhelming.

Horseshoe

In the wild, horses wear down their hooves as fast as they grow. Domestic horses, on the other hand, saddled with the weight of riders and equipment, wear hooves more quickly. Without protection, a horse could rapidly become lame. A horseshoe is nothing more than an iron bar, flattened, hammered into a "U" shape, and nailed tightly to the bottom of each hoof. As long as nails of the proper length are used, the nails cause no discomfort to the animal. With horseshoes, a mounted animal can travel farther, faster, and longer.

of Fleetness

XP Value: 1,000 **GP Value: 3,000**

The Book of Marvelous Magic

When worn by any horse, these items allow the steed to move at double normal rate when commanded by the rider.

of Flying

XP Value: 1,000 **GP Value: 2,500**

The Book of Marvelous Magic

When worn by any horse, these items allow the steed to fly at the rate of 18 per round. There are four horseshoes, usually found as a set, but sometimes they are scattered.

of the Gray Waste

XP Value: 1,500 **GP Value: 3,000**

DRAGON Magazine 47

These four horseshoes are found in sets and appear to be normal, iron shoes. They emanate dimly if *detect magic* is used. When the first of the shoes are physically moved (by means of physical contact or a spell), the shoe turns jet black in color and then appears to be made of some foreign, unknown material. (If all four shoes are moved simultaneously, the black shoe is determined randomly.) If a sage is consulted, or *legend lore* or a similar sort of spell is cast on the single shoe, there is a slim chance of it being identified as an object native to the middle lower plane called the Gray Waste. The black horseshoe emits a strong aura of magic and a dim aura of

evil, if those qualities are detected, but the other three shoes remain as before.

When all four of these shoes are attached to the hooves of a normal horse of any type (but not a mule or donkey), the horse is magically transformed into a nightmare (see the MONSTROUS MANUAL accessory) with 33 hit points. This creature surprises on a 1-5 (1d6) and in combat attacks all material life within a 30-foot radius. If it slays the life within that space, it disappears into the Astral Plane, horseshoes and all, presumably to return the horseshoes to the Gray Waste. If it is slain, the corpse assumes the form of the original horse, wearing three normal horseshoes—the black one disappears.

If a character is sitting on the horse's back when the final shoe is attached to a hoof, he or she is thrown by the nightmare immediately after the transformation and suffers 3d6 points of damage from the fall. When the nightmare first appears, it breathes smoke, with the effects as outlined in the MONSTROUS MANUAL accessory, before attempting to attack with fangs and hooves.

of Luck

XP Value: 1,000 **GP Value: 5,000**

Escape from Thunder Rift

This iron shoe appears identical to any other well-made horseshoe. A *horseshoe of Luck*, however, never rusts, it always appears to be in excellent condition. It faintly radiates magic if a Spellcaster uses *detect magic* on it. Anyone bearing this horseshoe gains a +1 to all saving throws. A horse shod with one of these shoes can never go lame.

Obsidian

XP Value: 50 **GP Value: 500**

Black Courser

Made from obsidian, when this pair of black horseshoes is placed on any horse, the beast becomes totally black and completely invisible during nighttime hours. However, if the creature ever takes so much as 1 point of damage, the shoes shatter like glass.

of Petrification

XP Value: — **GP Value: 900**

The Book of Marvelous Magic

When a horse is shod with these items, there is no immediate effect. However, as soon as the

steed is mounted, the horse, rider, and all equipment immediately turns into a stone statue (no saving throw). The horseshoes then become nonmagical. A *stone to flesh* spell turns either horse or rider back to flesh, but not both at once.

of Speed

XP Value: 2,000 **GP Value:** 10,000

DUNGEON MASTER Guide

These iron shoes come in sets of four, like any ordinary horseshoes, but they are magical and never wear out. When affixed to a horse's hooves, they double the animal's speed. There is a 1% chance per 20 miles traveled that a shoe will drop off, and, if unnoticed, the horse's speed drops to 150% normal rate. If two or more are lost, speed returns to normal.



of a Zephyr

XP Value: 1,500 **GP Value:** 7,500

DUNGEON MASTER Guide

These iron shoes can be affixed like normal horseshoes, but they allow a horse to travel without actually touching the ground. Among other things, this means water can be crossed—passed over without effort—and movement is possible without leaving tracks on the ground.

The horse is able to move at normal speeds, and it does not tire for as long as 12 hours' continuous riding per day when wearing these magical horseshoes.

Hourglass

An hourglass is an instrument used to measure the passage of time. It consists of two bulbous glass globes connected by a narrow passage. Sand passes from the topmost bulb, through the narrow section, into the lower globe. These globes are held together by a wooden frame that is itself held together by twine and screws, or nuts and bolts.

Auquhol's

XP Value	GP Value
Type I: 750	10,000
Type II: 950	10,000
Type III: 1,150	40,000

IMAGINE Magazine 12

These magical items are named after their original creator. The hourglasses come in three types and are traditionally shaped, constructed of lead crystal and jade. The sands are actually the powdered bones of nilbogs (See the *FIEND FOLIO* Tome).

A wizard who wants to create one of these useful items must cast an *enchant an item* on both the powdered bones and the structure of the hourglass itself. A scroll is then created that bears one of the *extension* spells and then this is burnt in a new silver tureen. Once the ashes are cold, they are mixed with the powder and sealed in the hourglass. Finally, a *permanency* is cast over the whole assembly.

Once constructed, each hourglass will act, once per day, as an *extension* spell of the type used in the construction.

The components of an *extension I* hourglass cost 1,500 gp, an *extension II* hourglass cost 3,000 gp, an *extension III* hourglass cost 6,000 gp. They require the bones of one, two, and three nilbogs respectively.

Brindletople's Time Bomb

XP Value: 1,000 **GP Value:** 10,000

1993 Collector Card 353

This magical item is in the form of an hourglass. When Brindletople places a certain amount of sand in the hourglass and then flips it over, he activates its magic. The hourglass can hold from

one minute's to one hour's worth of sand. When the sand runs out, the time bomb detonates. However, unlike a typical time bomb, Brindletople's version automatically triggers a *wild surge* rather than a *5th-level fireball*. This version of the time bomb is reusable.

of Fire and Ice

XP Value: 2,000 **GP Value:** 10,000

Tome of Magic

This small, wooden-framed hourglass looks quite ordinary, but radiates invocation/evocation magic if detected. Half these hourglasses contain red sand and half enclose blue sand.

An hourglass containing red sand in the lower portion enables a Spellcaster to cast fire-based spells with increased potency: +1 per die of damage. Further, victims suffer a -1 penalty to all saves against such spells, and even saving throws against *illusions of fire* are made at -1.

When the hourglass is tilted, the red sand flows slowly through the aperture, turning blue as it does so. The hourglass takes six turns to fill with blue sand. When the blue sand has filled it, all cold-based spells cast by the owner of the hourglass have +1 per die of damage. Victims also suffer a -1 penalty to saving throws against cold-based spells, including saves vs. *illusions of cold*.

The hourglass may be inverted to recreate the red sand, with a corresponding flip in the effects after six turns. The hourglass may be inverted up to three times per day. However, with every inversion of the hourglass there is a 1% chance that it breaks, spilling its sands and losing its magic forever.

Obedient

XP Value: 1,500 **GP Value:** 7,500

DRAGON Magazine 30

The *obedient hourglass* was developed by Orlow to flow at any rate he desired. It will complete its cycle in as little as 10 seconds or as long as 10 days to drain. If it receives no orders, it acts as a normal hourglass, passing its sand from top to bottom in exactly one hour.

of Seeing

XP Value: 2,000 **GP Value:** 10,000

Saga of the Shadow King

Somewhat similar to a *crystal ball*, this glass offers visions of the past when the red sand is allowed to run through. Unlike a *crystal ball*, this item always reveals the same vision—in this case,

a pictorial history of Landryn Teriak himself. When the glass is turned after a vision sequence the sand glows with a green color as it falls. This procedure recharges the glass for another display (with a red hue about the sand).

A wizard of 11th level or higher can charge the item with new visions by casting an *ESP* spell for each new vision.

Timeglass of the Wizard

XP Value: 5,000 **GP Value:** 50,000

GREYHAWK Adventures

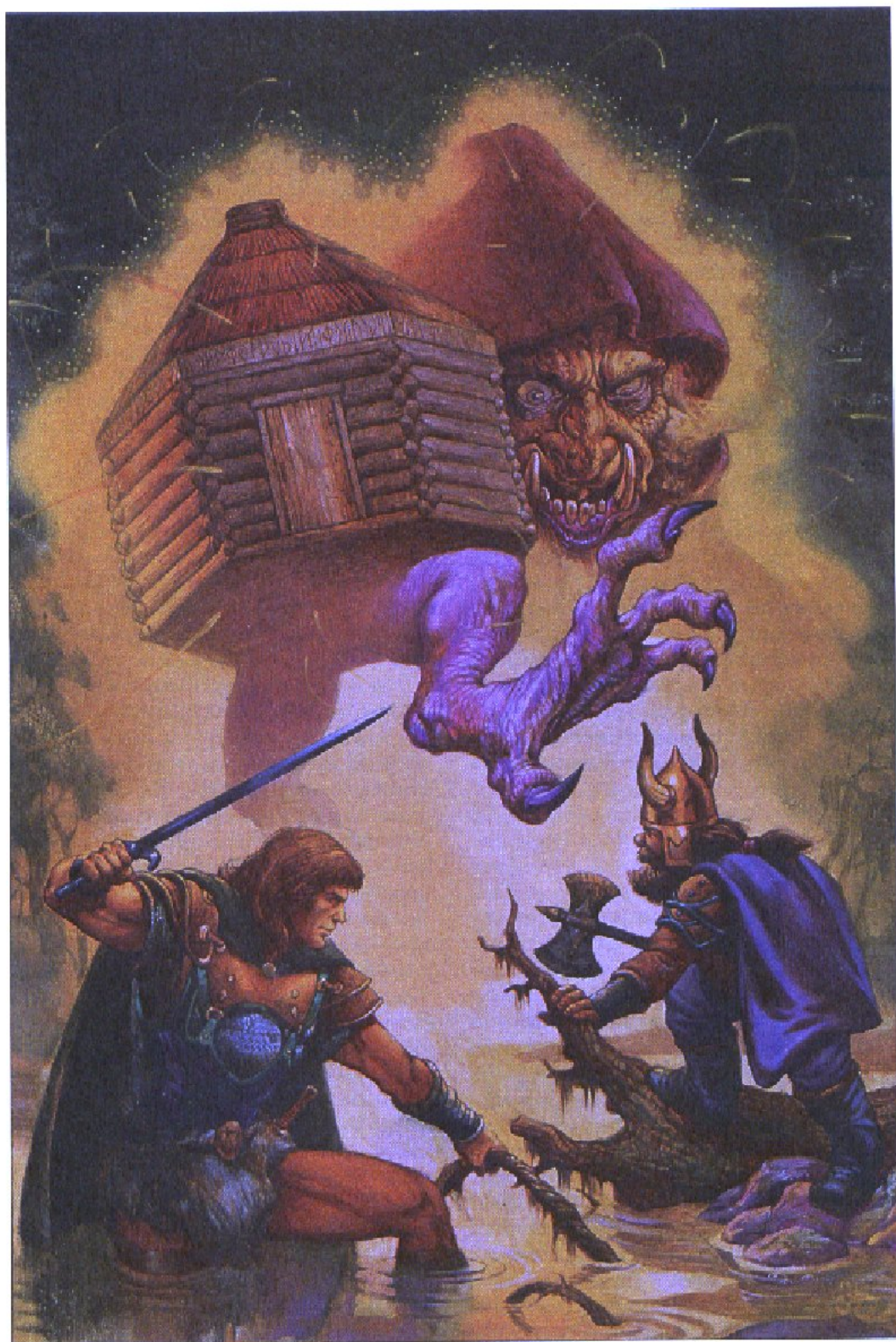
Appearing to be a 1-foot-tall hour glass, this magical item made its sudden appearance in the hands of an adventurer who had forced his way into the Valley of the Wizard. He returned with only the *timeglass* and the scars of many dangerous encounters. Since then, the *timeglass* has been sought by many Spellcasters because of its reputed powers, which are rumored to be:

- **Vanish time:** Time itself bypasses a 30-foot cubic area for each hour of charge expended. Subjective time does not pass for those within the area, and they simply appear to vanish for the intervening time. They reappear at the end of the duration set by the number of charges expended.
- **Ageless casting:** If the *timeglass* is held while casting a spell that would normally age the caster (such as *gate* or *wish*), the spell instead drains one charge from the *timeglass* for each year the caster would have aged.
- **Restore youth:** Youth can be restored to the wielder or any creature of his or her choice upon command. The process drains one charge from the *timeglass* and one level from the wielder, and restores two years of youth to the subject creature. The level given up cannot be restored, (doing so cancels the reversal); the level must be earned anew.

Secondary power: Once per 24 hour period, the owner can invert the *timeglass* and command one of the following spell effects to occur: *time stop*, *haste*, *slow*, or *part water*. Each use ages the wielder one year, except *time stop*, which ages the wielder two years.

The *timeglass* has up to 25 charges and is not rechargeable. When the last charge is expended, it shatters into useless fragments.

Note: It is rumored that this device is of extraplanar origin and cannot be constructed on the Prime Material Plane.



Timekeeping

XP Value: 1,000 GP Value: 5,000

DRAGON Magazine 73

This is a large hourglass made of wood and glass and filled with yellow particles. It records a cycle of eight hours, after which a deep chime rings out 10 times.

Verthandi's Invincible

XP Value: — GP Value: —

DUNGEONS & DRAGONS Master Set

Verthandi, a very powerful Immortal of Time, gave mortals the ability to control Time itself through this marvellous creation. Its powers are said to be unlimited—in scope and danger.

This item is a 3-foot-tall construction of glass and wood, identical to normal hourglasses except in size.

The hourglass is active when found. Its powers are automatically and magically revealed to the user over time and never otherwise. One power is revealed during sleep at each full moon (every 28 days). One additional power may (25% chance) be revealed if the user is affected by a *haste* spell or a *potion of speed*.

Any power is activated by inverting the hourglass and concentrating on the specific power desired while watching the flowing sand. The power is granted to the user after watching for 1d10 rounds. If concentration is broken before the power is acquired, no power is gained.

Suggested Powers: (All magical abilities are cast at 20th level.)

- *Sleep*
- *Slow*
- *Timekeeping* (The user can keep exact time)
- *Timestop*
- *Wish*

Suggested Handicaps:

- When first used: A 10-foot, cubic white mist issues from the hourglass, collecting around the user. The user is immune to the mist's effects. Any victim within the gas must make a saving throw vs. spell, with a -4 penalty, or age 10d4 years.
- When either of the last two powers are used, *forgetfulness* occurs. After memorizing spells, the user forgets 1d4 randomly selected spells. These are immediately revealed. If the user memorizes them again, to fill the loss, another 1d4 randomly selected spells vanish in the same way.

Suggested Penalties: (10% chance of occurrence whenever either of the last two powers are used; equal chances for each):

- *Aging:* The user ages 1d6 years; no saving throw.
- *Disintegrate:* The user must make a saving throw vs. spell or suffer a variation of the normal spell effect, appearing to wither, age extremely rapidly, and crumble to dust. The body may be recovered by a *wish*, and the user restored to normal by applying *resurrection*.
- *Ability score penalty:* The user loses 1d6+5 points of Strength, to a minimum Strength of 3.

Hut

A hut is a small building, usually made of long grasses or reeds supported by a frame constructed from twine and wood. These buildings are usually found in tropical or semi-tropical locations where extreme cold is rarely encountered.

Baba Yaga's

XP Value: 12,000 GP Value: 120,000

Eldritch Wizardry

Somewhere there reportedly exists a relic of the greatest wizardress of all time—Baba Yaga. Her hut is a small hovel, about 10 to 15 feet in diameter, and it stands on just two strange stilts. The interior of the hut, however, is 10 times the outer diameter and filled with rich furnishings and minor magical items—its walls are equal to stone 5 feet thick. Furthermore, the stilts it stands upon are actually gigantic, bird-like legs that can carry the hut over any sort of terrain—at a Movement rate of 36 in wet places, 24 on normal terrain, 12 through forests, over rough and rocky ground, or up and down mountainous trails. The legs of the hut are able to deliver mighty blows to any intruder rash enough to come near without invitation. Each melee round, the hut's legs are able to strike once with a 30% hit probability, causing 3d8 points of damage.

Baba Yaga's II

XP Value: — GP Value: —

Book of Artifacts

Baba Yaga's Hut looks like a small, hexagonal hut with a thatched roof. It is no more than 12 feet high and 10 feet across. A rickety chimney juts

from the roof. At a distance it seems to be mounted on stilts, though closer inspection reveals that the stilts are giant chicken legs, fully another 12 feet long. It has a single door and two windows. The hut is almost always found in the deep woods, surrounded by a picket fence topped with skulls.

It is seldom still and is often seen spinning or capering about. Even when not dancing, the hut bobs up and down, sways from side-to-side, or swivels about as if looking at things.

Baba Yaga and her hut are unique among all artifacts because there are two histories for each of them. The first tale of Baba Yaga the fearsome ogress comes straight from Slavic folklore. The second presents a fantasy Baba Yaga for those DM's who prefer not to have the "real world" intrude upon their game.

In folklore, Baba Yaga was a fearsome ogress (a hideous greater-than-human creature, not the AD&D game ogre). Not only was she strong, but Baba Yaga also possessed great magical power. She cooked children, caused storms, and traversed the country with Death at her side. Her appearance was horrid, with wild hair, a bony body, fangs, and claws and teeth of stone. According to some, she protected the waters of life, while according to others she was a spirit of the forest.

Equally amazing were Baba Yaga's magical items. It is said that the ogress flew through the sky in a mortar of iron, poling it with the pestle. Some say that thunder was the clamor of the mortar and pestle as she flew. At her hand she always had a great club that could turn men to stone. Without a doubt, though, the greatest of her treasures was her hut.

For those who wish to maintain a pure fantasy explanation for this artifact, Baba Yaga was an evil sorceress of great skill, perhaps the greatest female wizard who ever lived. More ruthless, far-sighted, and determined than most of her counterparts, male or female, Baba Yaga spent a good number of her last years in a single-minded effort to create the hut. Although many wizards of the time derided her as **obsessed**, Baba Yaga did not relent and eventually finished her finest creation. Although she seemed ancient beyond belief, the sorceress lived for a good number of years after this, traveling the countryside in her strange conveyance. **Although** she grew **aged**, Baba Yaga hinted that she had found a way to survive. Then,

one day, she entered her hut and never returned. Capering and dancing, the hut **disappeared**, vanishing from the realm.

Since that ancient time, the hut has been seen only a few times, always dancing. The reports of those who tried to enter it only reveal what most already **know**—that *Baba Yaga's hut* is an item of great power.

Whether based on the real folklore or a fantasy **background**, there is no reason *Baba Yaga's hut* or even Baba Yaga herself cannot appear in a campaign. In either guise, Baba Yaga can inspire the peasants of the countryside with great terror at the mere mention of her name, for even though she has long been absent, the memory of Baba Yaga and her hut still linger on.

Baba Yaga's hut is more than just an artifact waiting to be used. It is almost a living thing, a monster of sorts. It can move about, fight, and do other things of its own **accord**, thus making it one of the most **difficult** artifacts to control and use.

Generally, the player characters should only discover the hut if the DM is willing to introduce Baba Yaga into the campaign. The player characters should always feel like trespassers onto her property, so it is important to keep players guessing as to whether Baba Yaga is alive, dead, or undead. If they do encounter her, the DM should prepare a suitable **foe**—**certainly** no less powerful than a lich.

The hut can be the source of several related adventures. First there is the task of finding the artifact. This can be both easy and hard. Local farmers might report sightings and attacks, but the characters still have to hunt down the roaming device. Once **found**, the characters have to enter and explore the hut, since it is much larger on the inside than it should be. The **hut**—**being quasi-alive**—will do what it can to hamper and resist the characters. It may even have guardians living inside it. Whether or not the characters gain control of the artifact, a **final** adventure would center around the return of Baba Yaga. She is certainly going to take a dim view of others stealing her hut!

Constant Powers: The inside of *Baba Yaga's hut* is a palace far larger than the outside. Enclosed within the walls are over 30 rooms, including indoor gardens, kitchens, a library, laboratory, armory, bedrooms, and even an observatory. Many of the rooms have windows,

but they all give the same view; that of the two front windows of the hut. Within the hut, only the master can use summoning, interdimensional travel, or teleportation spells. This master functions at two levels greater than normal (including extra hit points, spells, etc.) and gains a 20% magic resistance. In addition, the hut has full senses of its surroundings (hearing and sight, including infravision) shared telepathically with its master.

Invoked Powers: Before any of the hut's invoked powers can be used, the character must use a key phrase establishing control over the hut, which only recognizes one master at a time. After that the hut can be commanded to run across any surface including water (MV 48), come when called (up to 7 miles distant), hop up to 500 yards in a single bound, or kick at any target within 10 feet (#AT 2, THACO 9, Dmg 4d6, and pin to the ground on a roll of 18 or greater and causing 4d10 points the next round). Each leg can only be hit by +2 weapons or better, has an AC of -2, 48 hit points, and regenerates 1 hit point per round. When a leg loses all hit points, the hut settles to the ground, totally regenerated.

Random Powers: The master gains two abilities from **Artifact Table 1-15: Major Powers**.

Curse: The curse of *Baba Yaga's hut* is Baba Yaga herself. Sooner or later she will come to get it back. Since it is her home, it is likely to have secrets known only to her.

Suggested Means of Destruction:

- The interior pocket dimension must be swallowed into another one.
- The hut's hidden inner brain must be found and destroyed.

Spirit

XP Value: 2,000

GP Value: 15,000

DRAGON Magazine 189

On rare occasions, the native deities of Africa will grant their priests a special place of worship that focuses their power. This boon is rare; *spirit huts* are found in one village in a thousand. The hut looks like any other hut from the outside, but the interior is decorated with sacred symbols and items appropriate to the deity. Only the village priest can enter the hut safely. All others must save vs. spell or be stricken with *fear* and flee for 1d4+1 turns. Inside the hut, the priest is never surprised, has a 25% magic resistance, and is immune to *fear* and

confusion spells. The priest may also cast spells at two levels higher than his or her actual level. All these benefits are lost if the priest steps out of the hut. The hut is immobile.





Ichor of Intoxication

XP Value: 500

GP Value: 900

The Temple of Elemental Evil

This substance is a colorless syrup found in half-ounce vials. It can be mixed with liquids, applied to food, or simply ingested straight. The ichor dries when exposed to air, hardening in one turn.

When a vial of the fluid is consumed, the user becomes highly intoxicated within one round. If more is then consumed, the user becomes comatose from excess. A half-vial produces mild intoxication, but lesser doses have little or no effect. One vial of ichor can be used to treat one apple-sized foodstuff (about 10 square inches of area) or any beverage.

Effects of intoxication are summarized below. Note that all modifiers are penalties except for those affecting NPC bravery and morale. Recovery from intoxication simply requires time, and (if a comatose condition results) sleep. The times needed are 1d3+1 hours for mild, 2d3 hours for great, and 1d4+6 hours for comatose.

Affected Statistic	Mild	Great
Attack rolls	-1	-5
Bravery	+2	+4
Charisma	-1	-4
Constitution	—	—
Dexterity	-2	-5
Intelligence	-3	-6
Morale	+2	+3
Saving Throws	+1	+5
Strength	—	—
Wisdom	-4	-1

Icon

Icons are small, carved items that resemble something larger. These are sometimes placed on charm bracelets. Examples of icons include chairs, books, holy symbols, people, angelic figures, etc. They all have a jewel of some sort imbedded in them that radiates a faint magical aura (if the icon is magical). Icons can be used once per day unless otherwise specified.

of Chemosh

XP Value: 1,000

GP Value: 5,000

DUNGEON Magazine 22

The *icon of Chemosh* is a powerful holy item created by the god of the undead from the essences of dead black dragons. It does not

radiate magic. The icon can act as a life force container such as the one required for a *magic jar* spell, but this is the least

of its powers. If the icon is empty and in contact with a dying creature, it absorbs the life force of that creature; the body of the creature decomposes into black ash. If the icon is brought into contact with the body of another dead creature of the same general race and alignment as that of the contained essence, the icon transfers the life force into the body, raising it from the dead and healing it of all wounds. The essence now has all the physical characteristics of the new body, as if the original creature had *shape changed*. Once a life force has been transferred by the icon, that essence is forever in contact with the icon. The next time the body of the essence dies, the life force is sucked through the icon into the Abyss. If an exact duplicate of the essence's original body is constructed from black jade, the life force may animate the duplicate and transform it from jade to flesh.

All who have ever had their life forces within the icon can sense its presence within 50 miles. This sensing ability tells only that the icon is near, not its exact location. However, if the icon is held by a good-aligned creature, those linked with it are able to sense the direction in which the icon lies, though not the distance.

The icon is an indestructible artifact. It is 6 inches long and resembles the physical body of the last creature whose essence it has absorbed. Currently, the icon is in the form of a small black dragon. The icon can hold only one life force at a time. Other essences attempting to transfer into the icon are either sucked into the Abyss (if evil) or repelled by the icon (if good or neutral).

of Halav

XP Value: —

GP Value: —

The Milenian Scepter

The icon has 310 Power Points and a recharge rate of 20 per turn.

An icon is a special type of artifact that is made by the hands of an oracle and enchanted by an Immortal. The icon of Halav was crafted by the ancient oracle Phaistos over 500 circles (years) ago. It stands at the Shrine of Glory.

The icon is made of red clay and stands 2 feet tall. It is fashioned in the shape of a warrior (Halav) wearing Milenian cuir-boulli armor. The icon is painted to appear lifelike. It does not look



exceptional or magical.

The icon's powers can only be used while it remains in its shrine. Removing the icon causes it to cease functioning (though it still radiates magic) until it is returned to the sacred ground. Icons do not have to be handled to be used. As long as the user remains within the boundaries of the shrine, the icon's powers may be called upon by speaking command phrases. Only the oracle knows these commands.

The *icon of Halav* has the following powers, all of which are cast at 40th level:

- *Animate Dead* (50 PP).
- *Create Food* (35 PP).
- *Create Water* (20 PP).
- *Cure Critical Wounds* (35 PP).
- *Magic Missile* (15 PP), same as 1st level magical spell; each use fires five missiles that inflict 1d6+1 points of damage each.
- *Meteor Swarm* (100 PP).
- *Protection from Evil 10' radius* (25 PP).
- *Dispel Magic* (55 PP).

The oracle suffers no ill effects from using the icon. Others who take possession of the icon without the consent of either the oracle or Halav automatically shrink to the size of the icon—2 feet tall. Those who have taken the icon also lose 1d6 points from each of their

ability scores. Finally, the possessors of the artifact suffer a -3 penalty to all saving throws. Even if the characters "throw away" the icon, these three handicaps continue to plague them, and cannot be negated until the artifact is returned to its shrine.

The oracle suffers no penalties when using the icon. Others who attempt to use the icon must first succeed at a saving throw vs. spell or be *confused* for 12 rounds. When trying to use the icon's *dispel magic* power, there is a 45% chance it affects the user. If attempting to use its *magic missile* power, there is a 5% chance the missiles strike the user. When the *meteor swarm* power is used, there is a 90% chance that all magical items touched by the user (except the artifact) become permanently nonmagical.

of Petra

XP Value: —

GP Value: —

The Milenian Empire

This greater artifact has 405 Power Points with a recharge rate of 20 per turn.

An icon is a special type of artifact that is made by the hands of an oracle and enchanted by an Immortal. The *icon of Petra* was crafted by the very first Milenian oracle over 1,000 circles ago. The artifact still rests at the Shrine of Whisper Winds.

The icon is made of red clay and stands 2 feet tall. It is crudely fashioned in the shape of a woman (Petra). For an artifact, it does not look exceptional or magical.

Powers: The icon's powers can only be used while it remains in its shrine. Removing the icon causes it to cease functioning (although it still radiates magic) until it is returned to the sacred ground. The icon does not have to be handled to be used. As long as the user remains within the boundaries of the shrine, the icon's powers may be called upon by speaking command phrases. The *icon of Petra* has the following powers:

- *Create Food* (35 PP)
- *Create Water* (20 PP)
- *Lightning Bolt* (60 PP)
- *Meteor Swarm* (100 PP)
- *Protection from Evil 10' radius* (25 PP)
- *Raise Dead Fully* (85 PP): Automatically raises the oracle if he or she has been slain and the body is within the boundaries of the shrine.
- *Weather Control* (80 PP)

The oracle suffers no ill effects from using the icon. Others who take possession of the icon without the consent of the oracle or Petra suffer the effects of a permanent *slow* spell (no saving throw). Those who have taken the icon also attract hostile monsters, roll twice as often for random encounters, which always attack. Finally, the possessors of the artifact suffer a -3 penalty to all saving throws. Even if the characters throw away the icon, these three handicaps continue to plague them until the artifact is returned to its shrine.

The oracle suffers no penalties when using the icon. Others who attempt to use the icon must first succeed at a saving throw vs. spell or be confused for 12 rounds. If trying to use the icon's *raise dead* power, there is a 75% chance it fails and the user's hit points are reduced to 0. If attempting to use its *lightning bolt* power, there is a 50% chance the bolt strikes the user. When the *meteor swarm* power is used, there is a 90% chance that all magical items touched by the user (except the artifact) become permanently non-magical.

Notes: The icon can be utterly destroyed if Petra's love for Halav is brought to an end.

of the Raven

XP Value: — **GP Value:** 19,000
1993 Collector Card 351

This icon is a powerful symbol of good possessed by Patron Arabel. Once per day it can *cure serious wounds*, *purify food and drink*, and *bless*. It also acts as a detection device, informing Father Arabel whenever any undead approach to within 50 feet. Several times in the recent past, Castellan Pietor, the Duke of Castle Bloodmere, has attempted to steal the icon from Father Arabel, but he has thus far been unsuccessful.

of Truth

XP Value: 7,000 **GP Value:** 35,000
Dragons of Dreams

This icon appears as a white marble rectangle carved into the shape of a book. It is jewel encrusted and has a magical aura, measuring 6-by-4-by-1-inch. The icon is the Tobril, the book held by the god Gilean, symbolizing all knowledge held by all of the gods. It represents the means by which the truth may be discovered.

The *icon of truth* has the following powers: once per day, the icon can cast *dispel illusion* at



21st level in a 30-foot radius. Within this area, dreamcreatures and *illusions* cannot exist. The spell must be cast on a fixed location and cannot be moved about. Any wizard or priest who touches the icon instantly understands this function and how to operate it. To activate the spell, the PC must present the icon in a forceful manner, speaking the word "Tobril" firmly. Any person who carries this object negates any negative adjustments for disbelieving illusions due to the level of the dream.

of Truth II

XP Value: 7,000 **GP Value:** 35,000
Tales of the Lance

This item is a jewel-encrusted white marble rectangle carved into the shape of a book. It radiates magic. The icon represents the Tobril, the book that Gilean holds, which contains all the knowledge of the gods. In the days of the kingpriest, the *icon of truth* was used to verify the truth in a person's words and oaths in the courts of the land. The questioned person would place a hand on the icon and swear that his or her words were the truth.

The *icon of truth* can *detect lie* up to six times a day by pulsing white when the truth is spoken and glowing red (and invoking pain) when a lie is

spoken. Three times per day, a priest with the Icon of Truth can cast *true seeing*. A priest also can utter the command word "Tobril" to generate a field that dispels all *illusions* in a 30-foot radius.

Idol

Idols are statues or statuettes, made from a variety of materials, and carved in the likeness of a deity's avatar.

Carnelian

XP Value: 2,400 **GP Value:** 24,000

The Emirates of Ylaruam

This magical idol is a small griffin carved from a red gemstone. When touched, the victim's mind is filled with murmuring voices that compel it to march off into the wilderness in search of its master.

Its master is a long-dead wizard of a long-dead civilization. The idol leads the victim to a ruined dwelling or city where other treasures may be found. But the victim cannot resist the impulse to go immediately. This treasure is often found in the hands of a corpse that marched immediately out into the desert without proper preparations, or glittering in the sands where it was dropped by its last victim, who is now a collection of bleached and scattered bones covered by the dunes.

of Lolth

XP Value: 20,000 **GP Value:** 200,000

Vault of the Drow

Far back in the place is the treasure she guards, a golden idol made in the likeness of the baatezu Lolth. This gold statue radiates both magic and evil. It is only about 1 foot long and about as wide where the legs project. It weighs 10 pounds and is obviously hollow. The idol has six spider legs, but the foremost set of legs is that of a human or elf, complete with hands. More gruesome still, there appears to be a drow's face peering from a position between the great staring sets of spider eyes on the head. (There are six spider eyes and two drow eyes made of black sapphires set into the gold; these gems are worth: 2x10,000, 2x5,000, 2x2,000, 2x1,000 gp.) On the bulging abdomen of the spider statue are four spinnerets.

Holding this idol imparts knowledge that the possessor can command any of the following

powers: send the equivalent of a *web* spell up to 40 feet distant from the spinnerets simply by pointing them at the target and thinking of the result, immunity to all *webs*, the power to travel along webs as a giant spider would, and the ability to *cause fear* in large and huge spiders or command giant spiders to obedience for 3-12 rounds. Possessing the idol has two great dangers.

The foremost danger is that of passionate desire for the object. The character picking it up must make a saving throw vs. poison (-2 penalty) or be overwhelmed by the conviction that he or she alone can withstand the danger of the idol, so no one else must ever touch it. Each person handling the idol must so save, and those failing to save are convinced that all others handling it are becoming evil. (Only a *remove curse* can dispel this conviction.) Thus, desire is masked in altruism and the certain knowledge that the character is acting in the best interests of the party by retaining the idol and attacking any member who subsequently may have handled it and been subjected to the evil that he or she alone can withstand.

The second and more insidious danger lies in the slow metamorphosis that the possessor of the statue undergoes. For six days nothing happens, except that a careful examination of the character's limbs reveals that he or she has black and bristly hairs peeking forth. If the idol is removed from the possessor prior to the end of the sixth day, the hair growth slowly disappears. After the sixth day through the 66th day of possession, a slow but inexorable series of changes take place—four vestigial legs gradually emerge and grow into those of a giant spider, while the legs of the victim change to become the same as a spider's; the character's abdomen swells and rounds; mandibles begin to grow from the victim's mouth, and as the head enlarges, the buds of new, multi-lensed eyes can be seen. On the 67th day the transformation is complete and totally irreversible—the victim has the mind of a giant spider and nothing can ever bring back the original form. If a *cure disease*, *remove curse*, and *atonement* are placed upon the character prior to the 60th day, there is a 99% certainty that the process can be reversed, but this chance drops by 13% every day from the 60th day on to the 66th day.



Quentin's

XP Value: — **GP Value:** 400,000

The Legend of the SPELLJAMMER

The idol, which dominates the stern of Quentin's *Libraria* (a spelljamming craft), is a variant of the major spelljammer helm. It functions as a *spelljamming helm* in all respects, but in addition it can attain greater maneuverability classes through offerings burned in its mouth, primarily paper and books.

The normal maneuverability class of the ship is MC E. Depending upon the types of knowledge fed into the flaming mouth, the MC can be improved. Normal papers, including nonmagical books and scrolls, increase the maneuver class to D. The increased maneuverability lasts one round for each book or scroll fed into the idol. For every priestly or magical scroll fed into the idol's maw, the maneuver class increases to C for four rounds. The number of spells on the scroll does not matter for the purposes of powering the ship, only that a magical or priestly scroll is fed to the flames.

For every spellbook fed into the maw of the idol, maneuver class increases to B for six rounds. For every magical book (such as a *Libram of Silver Magic*) fed into the maw, the maneuver class increases to A for the next 10 rounds. All books

and scrolls fed to the idol are utterly consumed by the flames.

The idol is a harsh master, and constantly roaring, demanding to be fed. Failure to feed the idol results in louder and louder imploring, then the idol's maw belches forth billows of poisonous gas, causing the atmosphere to become tainted in five rounds and forcing all aboard to save vs. poison or perish. In addition, the idol has the power to cast *oneflaming sphere* per turn, but cannot use its spelljamming abilities when doing so. This power is used as a defense when on the ground.

Incense

Incense consists of herbs and flower petals, powdered or broken down into small pieces. Often mixed with water, alcohol, or some other fluid, incense is burned to release its fragrance or boiled in a small censer by a candle. Magical incense releases its magic when the fragrance is liberated.

of Meditation

XP Value: 500

GP Value: 2,500

DUNGEON MASTER Guide

The small rectangular blocks of sweet smelling *incense of meditation* are indistinguishable from nonmagical incense until one is lit. When burning, the special fragrance and pearly smoke of this special incense are recognizable by any priest above 5th level.

When a priest lights a block of the *incense of meditation* and spends eight hours praying and meditating nearby, the incense enables the priest to gain maximum **spell effects**. Thus, *cure wounds* spells are always maximum, spell effects are of the broadest area possible, and saving throws against their effects suffer -1 penalties, and when the dead are brought back to life, their chance of not surviving is reduced by one-half (rounded down).

When this item is discovered, there are 2d4 blocks of incense. Each piece burns for eight hours; the effects remain for 24 hours.

of Obsession

XP Value: —

GP Value: 1,000

DUNGEON MASTER Guide

These strange blocks of incense exactly resemble *incense of meditation*. If meditation and prayer are conducted while lit *incense of obses-*

sion is nearby, its odor and smoke cause the priest to become totally confident that his or her spell ability is superior due to the magical incense. The priest is determined to use spells at every opportunity, even when not needed or when useless. Nonetheless, the priest remains obsessed with his or her abilities and spells until all are cast or 24 hours have elapsed. There are 2d4 pieces of this incense normally, each burns for one hour.

Shahpesh's Incense of Obsession

XP Value: — **GP Value:** 1,200

1993 Collector Card 463

When Shahpesh burns her magical incense, she is driven to believe that her spells are of the utmost worthiness and potency, and she thinks that her spells are an appropriate response to any situation. This incense is so powerful that it has convinced Shahpesh that she is capable of casting a spell one level higher than she is allowed. When she attempts to do this, she believes the spell has **worked**, but in reality nothing has happened. The effects of this incense last for 24 hours or until all spells have been exhausted.

Inkwell

An inkwell is a small bottle made of glass or crystal and having a cork or wooden stopper. It is usually designed with a narrow neck so that a quill may be left standing in the ink. Magical inkwells contain magical inks. If an inkwell is broken or completely **emptied**, it becomes **nonmagical**—and so does the ink used from it, even if already used to write. This sudden change in the ink renders magical scrolls made with that ink (if applicable) useless.

of Concealment

XP Value: 1,000 **GP Value:** 5,000

The Book of Marvelous Magic

This inkwell appears to be and functions as an *everfull inkwell*, but writing made with its ink becomes invisible after one hour. The writing remains, however, and may be seen by using a *detect invisible* spell or similar effect.

Everfull

XP Value: 800 **GP Value:** 4,000

The Book of Marvelous Magic

This inkwell is used to fill quills for nonmagical writing. When used properly, it cannot be emp-

ied. The *everfull inkwell* is not usable for making protection or spell scrolls but may be used in some magical quills.

of Scrollmaking

XP Value: 1,200 **GP Value:** 6,000

The Book of Marvelous Magic

This inkwell is empty when **found**, and becomes nonmagical if ink is poured into it. It can produce magical ink suitable for making magic scrolls if gems worth a total of 10,000 gp are dropped inside and the command word spoken. This creates enough ink for six 1st-level spells, or three 2nd-level spells, or two 3rd-level spells, or one spell of 4th, 5th, or 6th level. If 20,000 gp in gems are **used**, a 7th-level spell may be written; if 40,000 gp in gems are used an 8th-level spell and if 80,000 gp in gems are **used**, a scroll of one 9th-level spell may be created. The ink may be used for either priest or wizard spells, but any one scroll may contain only one type, not both. Any scroll of wizard spells may only be created by copying from a spellbook; priestly spells must be written from memory, after meditating.

The *inkwell of scrollmaking* may also be used to make one *protection scroll* if 10,000 gp in gems are **used**, along with a part of the creature to be affected. Note that dust from undead destroyed by a priest's turning is not sufficient; the undead must be slain normally, and a part thus obtained.

Internal Conjunction Engine

XP Value	GP Value
+1: 3,000	0,000
+2: 6,000	120,000
+3: 9,000	180,000
+4: 12,000	240,000
+5: 15,000	300,000

Champions of MYSTARA

This magical device converts *potions offlying* into Motive Power for flying vessels. It functions much like a *dynamo offlying*, but provides no effect other *than fly*. It's often aesthetically **shaped**—a statue, large vase, or similar decorative **item**—but always has at least one opening for *potions offlying* as fuel. Some have storage tanks that can hold up to 50 potions; others must be regularly fueled. The user directs the vessel's flight by concentrating, while keeping one hand on the *internal conjunction engine*.

Engines come in five sizes. The smallest, an *internal conjuration engine +1*, converts a *potion offlying* into one day of flight (24 hours usage). An *internal conjuration engine +2* gives two days of flight per potion; an *engine +5* gives five days of flight per potion.

One *internal conjuration engine* can provide a Lift Capacity of 100 tons. Each additional 100 tons of Lift Capacity (or fraction thereof) requires another **engine**—or an additional *potion offlying* as fuel. Air Speed is 36 (modified by any Tonnage in excess of the Lift Capacity).

Some *internal conjuration engines* can convert other potions into spell effects as well. These rare engines have two **openings**—one for fuel (such as *potions offlying*) and the other for potions to add more effects. These secondary effects function only while the vessel is flying under the engine's power. Possible effects include:

- A *potion of agility* improves the vessel's Maneuverability by one level.
- A *potion of blending* provides the vessel with camouflage (only 10% chance of being seen with normal vision) or colorful decoration for 1d6+6 turns.
- A *potion of defense* improves the vessel's Armor Class by 1 for one turn.
- A *potion of speed* doubles the vessel's Air Speed for 1d6+6 turns. The DM may require a Quality Rating check to avoid damage to the vessel.

The DM decides which potions the engine can consume and what the actual effects are (if different from above). All other potions will damage the engine, making it inoperative for 2d12 days. Pouring anything but a *potion offlying* into the main fuel intake valve of the engine causes it to malfunction.

Spellcasters creating an *internal conjuration engine* must enchant it with *spell turning*, but do not need to enchant the engine with *fly* or any other spell. Cost to enchant is 1,000 gp times five (the level of *spell turning*) times the number of days of flight *each potion offlying* grants. For each potion other than a *potion offlying* that the engine is capable of consuming, the cost to enchant increases by 1,000 gp times five times the spell level of the effect created by the potion. For example, an *internal conjuration engine +1*, capable of one day of flight per potion, with the ability to use *potions of speed* to double the vessel's Air Speed would cost 20,000 gp (5,000 for

flying and 15,000 for the 3rd-level *haste* effect from the *potion of speed*). Making it permanent (*internal conjuration engines* cannot be enchanted with charges or uses per day) costs an additional 100,000 gp (5 x initial enchantment cost), for a grand total of 120,000 gp. Time to enchant: 127 days.

High level Spellcasters may make *potions of flying* to replenish their fuel stocks. Chance of success is the same as for any magical item. Cost to create one *potion offlying* is the same as any magical item with one charge.

Ioun Stone

Ioun stones have become such a popular item that no one who uses them seems to know where they came from. After speaking with Prismal about *ioun stones* and their origin, he was kind enough to shed some light on the subject.

Ioun stones, Prismal **stated**, were the first magical protection devices created. Early in the field of magocracy, wizards and priests believed that large objects (like suits of armor or body shields) could not be enchanted due to their size. **Instead**, modest, small stones and gems were enchanted with simple *bless* spells and antiquated *shield* spells to protect warriors from the blades and maces of their enemies. The first such wizard to create such a stone was the long-forgotten **wizard**, Congenio **Ioun**, and so the stones were named for him. It is not known how long ago he **lived**, but Prismal believes Congenio lived about three millennia ago.

Ioun stones trail and circle their owner. They can be grasped or netted so as to separate them from their owner. If they are more than 3 feet from their owner, they no longer function. To function, they must be free to trail and circle. It is recommended that, in any campaign, these items be very rare and difficult to obtain.

Balian's Yellow

XP Value: 300

GP Value: 5,000

1992 Fantasy Collector Card 26

Balian Rocksmith found this stone on the floor while working as a guard for a wizard's convention. This version of a typical *ioun stone* can be used once each day, but after 12 hours it falls to the ground and must be stored for 12 hours. Each time the stone is **used**, it will add one point to one randomly determined ability score (maximum of 18). It can be removed prior to the 12-hour limit,

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but it will still have to be stored for 12 hours before being used again. An *ioun stone* has an effective Armor Class of -4 and 10 hit points.

Roll	Ability Score
1	Charisma
2	Constitution
3	Dexterity
4	Intelligence
5	Strength
6	Wisdom

Blue-Green Spindle

XP Value	GP Value
Cursed: —	2,500
Normal: 300	5,000
Supercharged: 600	10,000

DRAGON Magazine 174

This *ioun stone* bestows *airy water* in a 10-foot sphere at will. The *cursed* version functions normally 1d4 times, and fails 1d4+5 rounds after activation the next time it is used. The supercharged version has a 20-foot, radial area of effect.

Brass Lozenge

XP Value	GP Value
Cursed: —	2,500
Normal: 300	5,000
Supercharged: 600	10,000

DRAGON Magazine 174

This *ioun stone* bestows 2d4+2 hp on its user on **command**, usable once per day. The hit points are held until used or until 24 hours pass. The supercharged version allows the user to use it twice. Both versions have 2d10 charges, then turn gray and lifeless. The *cursed* version removes 2d4+2 hit points until a *remove curse* is cast upon the character.

Bright Silver Cylinder

XP Value	GP Value
Normal: 300	5,000
Supercharged: 600	10,000

DRAGON Magazine 174

With this *ioun stone*, the user and 200 pounds of possessions can go *ethereal* for one hour's duration. The supercharged version allows ethereal travel for two hours. Each stone has 2d10 charges, then turns gray and lifeless. With the *cursed* version, the character cannot reassume corporeal form until a *remove curse* is cast.

Bright White Rectangle

XP Value	GP Value
Cursed: —	2,500
Normal: 300	5,000
Supercharged: 600	10,000

DRAGON Magazine 174

This *ioun stone* adds +1 to all saving throws vs. acids. The supercharged version grants a +2 bonus. The *cursed* version penalizes the saving throws by -1 until *remove curse* is cast.

Brown Rhomboid

XP Value	GP Value
Cursed: —	2,500
Normal: 300	5,000
Supercharged: 600	10,000

DRAGON Magazine 174

The user of this *ioun stone* and 200 lbs. of possessions can assume gaseous form for one hour's duration. The supercharged version allows the character to assume *gaseous form* for two hours. The stone has 2d10 charges, then turns gray and lifeless. With the *cursed* version, the character cannot reassume corporeal form until a *remove curse* is cast.

Cerulean Blue Rhomboid

XP Value: 300	GP Value: 5,000
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DRAGON Magazine 174

This *ioun stone* bestows free action on user, like the ring.

Clear Pink Sphere

XP Value	GP Value
Cursed: —	2,500
Normal: 300	5,000

DRAGON Magazine 174

This *ioun stone*, also known as "spirit storage," has no apparent benefit until the user receives a death blow in combat. The user's essence is transferred into the *ioun stone*, where it can be easily returned to the body through the power of a *restoration* spell (body will have 1 hp, however). The *cursed* version makes it impossible to ever raise the dead character, except through the use of a *wish* spell.

Clear Prism

XP Value: 300	GP Value: 5,000
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STRATEGIC REVIEW Magazine 4

This *ioun stone* stores 2d6 spell levels, usable at any time the Spellcaster chooses to use them. The

ioun stone must be in use at the time in order to access the spells.

Clear Sphere

XP Value	GP Value
Cursed: —	2,500
Normal: 300	5,000

DRAGON Magazine 174

This *ioun stone* grants 5% magic resistance (25% maximum from the use of five such stones). The cursed version makes the character automatically fail all saving throws until a *remove curse* spell is cast.

Copper Rectangle

XP Value	GP Value
Cursed: —	2,500
Normal: 300	5,000

DRAGON Magazine 174

This *ioun stone* allows user to *read magic* at will. With the use of the cursed version, the character is under the effect of a reversed *true seeing* spell until *remove curse* is cast.

Deep Black Sphere

XP Value	GP Value
Cursed: —	2,500
Normal: 300	5,000

DRAGON Magazine 174

This *ioun stone* allows user to see in magical darkness (30-foot range). The cursed stone *blinds* the character until *remove curse* is cast.

Deep Purple Prism

XP Value: 300	GP Value: 5,000
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DRAGON Magazine 174

This *ioun stone* grants infravision capabilities (60-foot range), or doubles existing *infravision* range.

Deep Red Sphere

XP Value: 300	GP Value: 5,000
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STRATEGICREVIEWMagazine

This ioun stone adds one to Strength while in use.

Flickering White Snowflake

XP Value	GP Value
Cursed: —	2,500
Normal: 300	5,000
Supercharged: 600	10,000

DRAGON Magazine 174

This *ioun stone* adds +1 to all saving throws vs. cold-based attacks. The supercharged version

grants a +2 bonus. The cursed version penalizes the saving throws by -1 until a *remove curse* is cast.

Gold Ellipsoid

XP Value	GP Value
Cursed: —	2,500
Normal: 300	5,000
Supercharged: 600	10,000

DRAGON Magazine 174

This *ioun stone* allows the user and 200 pounds of possessions to go astral for one hour's duration. Stone has 2d10 charges, then turns gray and lifeless. The supercharged version allows astral travel for two hours. Each stone has 2d10 charges, then turns gray and lifeless. With the cursed version, the character cannot return to the Prime Material Plane until *remove curse* is cast.

Green Sphere

XP Value	GP Value
Cursed: —	2,500
Normal: 300	5,000
Supercharged: 600	10,000

DRAGON Magazine 174

This *ioun stone* adds +1 to all saving throws vs. gas-based attacks. The supercharged version grants a +2 bonus. The cursed version penalizes saving throws by -1 until *remove curse* is cast.

Incandescent Blue Sphere

XP Value: 300	GP Value: 5,000
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STRATEGICREVIEW Magazine 4

This *ioun stone* adds one level to spell ability until removed.

Light Blue Prism

XP Value	GP Value
Cursed: —	2,500
Normal: 300	5,000

DRAGON Magazine 174

This *ioun stone* allows the user to understand all spoken languages. The cursed version makes it impossible for the user to understand any language (including what comes out of his mouth until *remove curse* is cast).

Maroon Star

XP Value	GP Value
Cursed: —	2,500
Normal: 300	5,000

DRAGON Magazine 174

The user of this *ioun stone* can be harmed only by magical weapons and spells (then taking full damage). The cursed version makes the character take full damage from all weapons until *remove curse* is cast.

Orange Cube

XP Value	GP Value
Cursed: —	2,500
Normal: 300	5,000
Supercharged: 600	10,000

DRAGON Magazine 174

This *ioun stone* grants resistance to mind-affecting spells as if the user had a Wisdom of 20. The cursed version makes the character automatically susceptible to all mind-affecting spells until *remove curse* is cast.

Pale Green Ellipsoid

XP Value 300	GP Value 5,000
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STRATEGIC REVIEW Magazine 4

This *ioun stone* absorbs spells of 5th to 8th level. After absorbing 20d4 spell levels the stone burns out and turns a lusterless gray. *Pale green ellipsoids* can never be restored.

Pale Lavender Spindle

XP Value: 300	GP Value: 5,000
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STRATEGIC REVIEW Magazine 4

This *ioun stone* sustains the user without food and water while in use.

Pale Yellow Lozenge

XP Value	GP Value
Cursed: —	2,500
Normal: 300	5,000
Supercharged: 600	10,000

DRAGON Magazine 174

This *ioun stone* bestows *water walk* ability at will. The *cursed* version functions normally 1d4 times, and fails 1d4+5 rounds after activation the next time it is used. The supercharged version has a 10-foot radial area of effect.

Pearly White Prism

XP Value: 300	GP Value: 5,000
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STRATEGIC REVIEW Magazine 4

This *ioun stone* repairs 1 point of damage per turn while in orbit.

Pink Ellipsoid

XP Value: 300	GP Value: 5,000
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STRATEGIC REVIEW Magazine 4

This *ioun stone* adds one to Constitution while in the user's possession.

Pink & Green Ellipsoid

XP Value: 300	GP Value: 5,000
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STRATEGIC REVIEW Magazine 4

This *ioun stone* absorbs spells up to 4th level. After absorbing from 10d4 spell levels, the stone burns out and turns a lusterless gray, never to be restored.

Puce Cube

XP Value	GP Value
Cursed: —	2,500
Normal: 300	5,000
Supercharged: 600	10,000

DRAGON Magazine 174

This *ioun stone* bestows *ESP* ability at will. The user can scan surface thoughts of one person per round within a range of 30 feet. The supercharged version grants this ability to anyone within 10 feet of the user. The cursed version allows everyone within 50 feet to hear every thought that the user is thinking until a *remove curse* spell is cast.

Pulsing Red Star

XP Value	GP Value
Cursed: —	2,500
Normal: 300	5,000
Supercharged: 600	10,000

DRAGON Magazine 174

This *ioun stone* Adds +1 to all saving throws vs. fire-based attacks. The supercharged version grants a +2 bonus. The cursed version penalizes saving throws by -1 until *remove curse* is cast.



Pure White Octahedron

XP Value	GP Value
Cursed: —	2,500
Normal: 300	5,000
Supercharged: 600	10,000

DRAGON Magazine 174

This *ioun stone* adds a +1 bonus to Charisma vs. beings of the same race. The supercharged version grants a +2 bonus. The cursed version penalizes the Charisma by -4 until *remove curse* is cast.

Rainbow Ellipsoid

XP Value:	GP Value:
Cursed: —	2,500
Normal: 300	5,000
Supercharged: 600	10,000

DRAGON Magazine 174

With this *ioun stone*, the user can *levitate* at will. The *cursed* version functions normally 1d4 times, and fails 1d4+5 rounds after activation the next time it is used. The supercharged version has a 20-foot radial area of effect.

Rainbow Spindle

XP Value	GP Value
Cursed: —	2,500
Normal: 300	5,000
Supercharged: 600	10,000

DRAGON Magazine 174

This *ioun stone* allows the user and 200 pounds of possessions to *polymorph self* for one hour. The supercharged version allows a two-hour change. Each stone has 2d10 charges, then turns gray and lifeless. With the cursed version, the character cannot reassume his form until a *remove curse* spell is cast.

Scarlet & Blue Sphere

XP Value: 300	GP Value: 5,000
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STRATEGIC REVIEW Magazine 4

This *ioun stone* adds 1 to Intelligence while orbiting.

Silver Rod

XP Value	GP Value
Cursed: —	2,500
Normal: 300	5,000
Supercharged: 600	10,000

DRAGON Magazine 174

This *ioun stone* adds +1 to all saving throws vs. electrical attacks. The supercharged version

grants a +2 bonus. The cursed version penalizes saving throws by -1 until *remove curse* is cast.

Silver Sphere

XP Value	GP Value
Cursed: —	2,500
Normal: 300	5,000
Supercharged: 600	10,000

DRAGON Magazine 174

This *ioun stone* negates rear-attack bonuses against the user from any source. The cursed version doubles the bonuses until a *remove curse* spell is cast.

Silvery Mirror Cube

XP Value	GP Value
Cursed: —	2,500
Normal: 300	5,000
Supercharged: 600	10,000

DRAGON Magazine 174

This *ioun stone* Adds +1 on saves vs. petrification gaze attacks (medusa, basilisk, etc.). The supercharged version grants a +2 bonus. The cursed version penalizes saving throws by -1 until *remove curse* is cast.

Soft Black Rectangle

XP Value	GP Value
Cursed: —	2,500
Normal: 300	5,000
Supercharged: 600	10,000

DRAGON Magazine 174

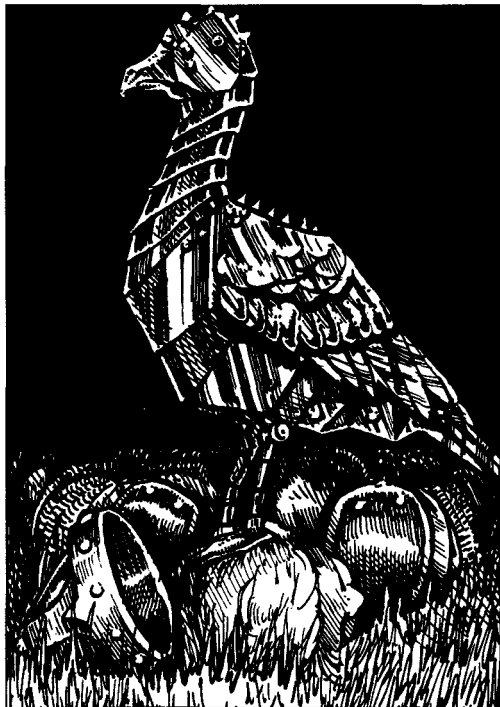
This *ioun stone* protects vs. life-level (Hit Dice) draining attacks (vampire, spectre, *energy drain*, etc.), granting a +1 to saving throws. The supercharged version grants a +2 bonus. The cursed version penalizes the saving throws by -1 until a *remove curse* is cast.

Yellow Sphere

XP Value	GP Value
Cursed: —	2,500
Normal: 300	5,000
Supercharged: 600	10,000

DRAGON Magazine 174

This *ioun stone* sheds *continual light* on command. The supercharged version will produce either *continual light* or *continual darkness* upon command.



Ipsissimo's Black Goose

XP Value: 8,000

GP Value: 40,000

DRAGON Magazine 178

A bizarre but cunning wizard, Ipsissimo, built this marvel to guard the camp of his friend and patron, Cosimo the Dark. Built of some strange black metal, this construct is shaped like a 4-foot tall goose. During the day it is completely immobile and very heavy (200 pounds). At sunset, it whirs to "life" and begins patrolling the outskirts of a camp, house, or another dwelling or area of less than 10,000 square feet, as directed by its owner.

If it comes across someone within 60 feet bearing ill will toward those it is protecting, it launches itself to the attack, clacking and squawking at the top of its mechanical voice. In combat, it has MV 15, AC 0, 40 hp, THACO 13, and attacks once per round with its beak for 2d4 points of damage; it is able to hit all normal targets, as well as ethereal ones and those susceptible only to magical weapons. Its attack causes NPCs to make a morale check, and it is immune to all forms of *sleep*, *charm*, *fear*, *death magic*, *mind-control* spells and *psionics*, as well as *illusion/phantasms*. When down to 5 hp, it gives one last, deafening clack, then falls over. The black goose detects its targets by *true sight*. During the

day, it *regenerates* 5 points of damage per hour so long as it is not below 0 hp. If the goose is brought below 0 hp, it will permanently cease to function.

Iron Pin of the Icy Sea

XP Value: 500

GP Value: 4,500

GREYHAWK Adventures

Set in a circular container of transparent crystal, this pin was originally used by the barbarian hunters and raiders sailing the Icy Sea in foggy summer. One command word makes the pin point always eastward. A second command can make it point to the desired destination. Furthermore, if outside magical or supernatural forces **affecting** navigation are active, the crystal glows.

Like a lodestone, however, this item is subject to strong magnetic forces, and offers no protection against natural navigational hazards, such as the gigantic icebergs that loom in the northern fog.

Irons

A set of irons includes manacles (for the wrists) and shackles (for the ankles). Manacles are sometimes chained together, but shackles are often chained to hobble the victim (1/3 normal movement rate). Both sets of items, however, may simply be chained to iron loops set into a wall. Magical irons are usually found in a complete set of four pieces, mostly with chains.

of Imprisonment

XP Value: 1,000

GP Value: 10,000

The Book of Marvelous Magic

Once **locked**, these irons do not open unless the proper command word is spoken within 30 feet. They are immune to normal force, all spells except a *wish*, and all weapon attacks except from a weapon of +4 or better enchantment,

of Opening

XP Value: 500

GP Value: 2,500

The Book of Marvelous Magic

These irons appear to be and function as *irons of imprisonment* but can be opened by any victim of lawful alignment, simply by saying the word "release" in any language.

of Steam

XP Value: 500

GP Value: 2,500

The Book of Marvelous Magic

These irons look like and function as *irons of imprisonment* but can also be commanded to produce jets of hot steam once per turn. The steam affects only the victim, who takes 2 to 8 points of heat damage (no saving throw). Any victim immune to or protected against heat or fire takes no damage. The *irons of steam* are not immune to any spells, and all four can be opened by a *knock* spell. The chains can be broken by magical weapons—in three rounds with edged weapons, two rounds with blunt.

Throwing

XP Value: 900

GP Value: 1,800

The Book of Marvelous Magic

These irons may be thrown as far as 60 feet. The user can throw one pair at a time (either manacles or shackles, each pair chained together). The victim of the *throwing irons* must make a saving throw vs. spell or be entrapped. Any creature of giant strength can easily break the chain by force in one round. Each manacle and shackle has a normal lock, which may be picked if that skill is successfully used. The *throwing irons* can be used as often as desired.

of Transference

XP Value: 1,000

GP Value: 5,000

The Book of Marvelous Magic

These irons appear to be and function as *irons of imprisonment* in all respects. However, any victim held by the irons for one week or more gains a special power. If the victim concentrates on any creature seen within 60 feet, the creature must then make a saving throw vs. spell to avoid the magic. If the throw fails, the imprisoned victim and the creature exchange places and clothes (including all equipment carried). This effect requires no command word and may be attempted once per round until the victim is freed of the irons.





Jacinth of Inestimable Beauty

XP Value: 20,000 GP Value: 100,000

Eldritch Wizardry

This indescribably lovely gem is huge sized and exquisitely cut. It is rumored that it was once the property of the fabled Shah Cham' Ponee. Its glowing orange luster immediately causes all who view it to make a saving throw vs. charm. It also is rumored to have other magical properties of unusual nature. The jewel must be held forth in order for its powers to operate. It has the following abilities and penalties:

- User protected against attacks as if wearing armor +1.
- *Detect traps and secret doors.*
- Generate a 20-HD lightning bolt once per day.
- *Paralyzation* with -3 on saving throw three times a day.
- *Death* spell twice per day.
- Each time artifact is used, user has a 25% chance to lose 1 hit point permanently.
- The item causes greed and desire in any person viewing it. There is a 10% cumulative chance that each time any person sees the item he or she attacks the owner, slay the victim and taking the jacinth.
- User becomes permanently lawful.

Jacinth of Inestimable Beauty II

XP Value: — GP Value: —

Book of Artifacts

The *jacinth of inestimable beauty* is a crystalline, fist-sized flower made from orange corundum facets and sewn together with strands of gold.

Tribal legends tell of a most exquisite corundum gem that was found by the **first** dwarves in the mountain ranges of their birth. The gem was of such unique beauty that their gods sent a vision to Jojonek, the First Craftsman. So **inspired**, he labored for weeks cutting flawless facets from the fiery orange corundum gem. Minute holes were drilled at the base of each crystal petal and Jojonek carefully linked them together with fine gold chains. The result of his labors was a flawless, palm-sized crystal jacinth blossom. Delighted with the creation, the gods gifted Jojonek with four tiny bottles of scented floral oils. Taking each bottle in turn, he thoroughly oiled the blossoms until all of the scented oil was used.



Jojonek soon found patrons coming to his shop to admire his work, and he began to brag to all who would listen that it was *his* artistic ability that had enabled him to craft such a fine piece of work. Of course, the gods *were* listening, and were not pleased.

Within weeks Jojonek's family began to worry about him. He had become irritable, and all of his work of late was flawed. Jojonek had begun to believe his visitors were trying to steal his greatest creation. Finally, Jojonek fled the dwarven home with the jacinth, muttering, "Stay back! It's mine, mine. . ."

The *Jacinth of Inestimable Beauty* is a good artifact for any level **campaign**—it is not too powerful, and the side effects deter characters. One adventure can have a PC infatuated with someone using the flower, possibly disappearing with that person. Alternatively, the characters must find out why a local ruler has recently begun acting strangely.

Constant Powers: Contact with the flower adds 5 points to the user's Charisma (maximum of 21).

Invoked Powers: The player character speci-

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fies a floral scent while holding and smelling deeply of the crystalline jacinth. This releases the fragrance along with the appropriate power. If a scent is named that the gem does not have or no fragrance is **specified**, a random scent is released. The scents are as follows:

Flower	Power
Violet	<i>Charm person</i> (2/day)
Lavender	<i>Suggestion</i> (3/day, cast at 20th level)
Rose	1 from Artifact Table 1-15: Major Powers
Jacinth	1 from Artifact Table 1-12: Fate and Fortune

Curse: The character suffers the effects of *chaotic sleep* (no saving throw) for as long as the jacinth is possessed. When the ratio of sleeplessness to sleep reaches 2 to 1, the PC becomes incoherent and sluggish (all attributes reduced by 1 point). Upon reaching 3 to 1, the character becomes paranoid (reaction rolls are required for each encounter with -6 penalties).

Suggested Means of Destruction:

- The jacinth must be bathed in a mixture of pollen from every kind of blossom.
- It must be consumed by someone with no sense of smell.

Jar

Jars are pieces of glassware made to hold liquid and solid material. Most jars are cylindrical and equipped with a glass, leather, or metal lid that is held in place either by screwing, clamps, or by the lid's sheer weight.

Borieflin's Jar of Steam

XP Value: 50 **GP Value: 200**

DUNGEON Magazine 11

Borieflin was a powerful **wizard**, a peaceful man whose only purpose in life was to serve his king, Lugthru III. Lugthru was a stern king, but just and fair. To relax from the burdens of his position, he loved to take long baths. He would take baths at all hours of the day, and some of his kingdom's laws were made in the bathtub. But Lugthru was annoyed that he always had to wait for his bath water to be **heated**—and he liked his baths hot!

As a birthday present, Borieflin gave him a **magical jar of steam** that would heat his bath in seconds and that could be used over and over.

Borieflin created only three more of these jars, all made of crystal with twist-off lids. When the lid of such a jar is **removed**, hot steam pours forth to fill a 20- by 20-foot area in 30 seconds. If the steam is not contained in an area, it dissipates in two rounds. The steam heats the room and any exposed water in it to almost **100(DM)F**. Visibility is limited, and all attacks in a steam-filled room are at -2. Simply replacing the lid brings all the steam rushing back into the jar before it can be sealed.

of Comprehension

XP Value	GP Value
Animal: 200	2,000
Human: 300	3,000

DRAGON Magazine 189

This water jar holds special powers for those who wash their hands in it. One variety (75%) allows communication in any human language for two turns. The second variety (25%) gives the same ability with animals. The jar may be filled with any water.

Roll	Jar Type
01-75	Human language
76-00	Animal language

of Preserving

XP Value: 500 **GP Value: 2,500**

Tome of Magic

This piece of magical glassware is able to hold up to 1 cubic foot of material. The round jar is equipped with a glass lid that screws into place.

Any animal or vegetable matter placed in *ajar of preserving* enters a form of suspended animation. A rosebud never wilts, for example, and a small animal never ages and does not require food, water, or air. Spell components placed in the jar never lose potency.

Javelins

Javelins are light spears, suitable for missile combat and usable from a mount or on foot. The weapon has been around since man's earliest days. The javelin's head is not very large, and is usually leaf- or laurel-shaped. Javelin heads may be barbed. They are often used as ceremonial weapons by bodyguards in civilized nations. Unless otherwise **specified**, the tip is metal, leaf-shaped, and nonbarbed.

Roll	Javelin Types
01-05	Atl-Atl* and javelin/spear
06-10	Barbed head*
11-15	Laurel-shaped head*
16-41	One-handed javelin
42-49	Stone head*
50-75	Tlacoctli with line
76-00	Two-handed javelin

Cursed

XP Value: — GP Value: 1,200

Land of Fate

When hurled, this javelin returns against the user, automatically hitting for double damage. Roll randomly each time a new javelin is thrown to see if it is the *cursed javelin*.

of Distance

XP Value: 1,000 GP Value: 3,200

Gods, Demigods, & Heroes

Range of this weapon is 90 feet with a +3 chance to hit.

Hruggek's Javelins of Lightning

XP Value: 250

GP Value: 3,000

Monster Mythology

The avatar carries 1d4 *javelins of lightning* that affect any creature struck as a *thunderclap* (as for a *staff of thunder and lightning*).

Huitzilopochtli's

XP Value: 300

GP Value: 3,500

Legends & Lore

When Huitzilopochtli's avatar hurls this javelin, it becomes a stroke of *lightning* and inflicts 5d10 points of damage if it hits. The javelin returns to his hand instantly after hitting or missing its target.

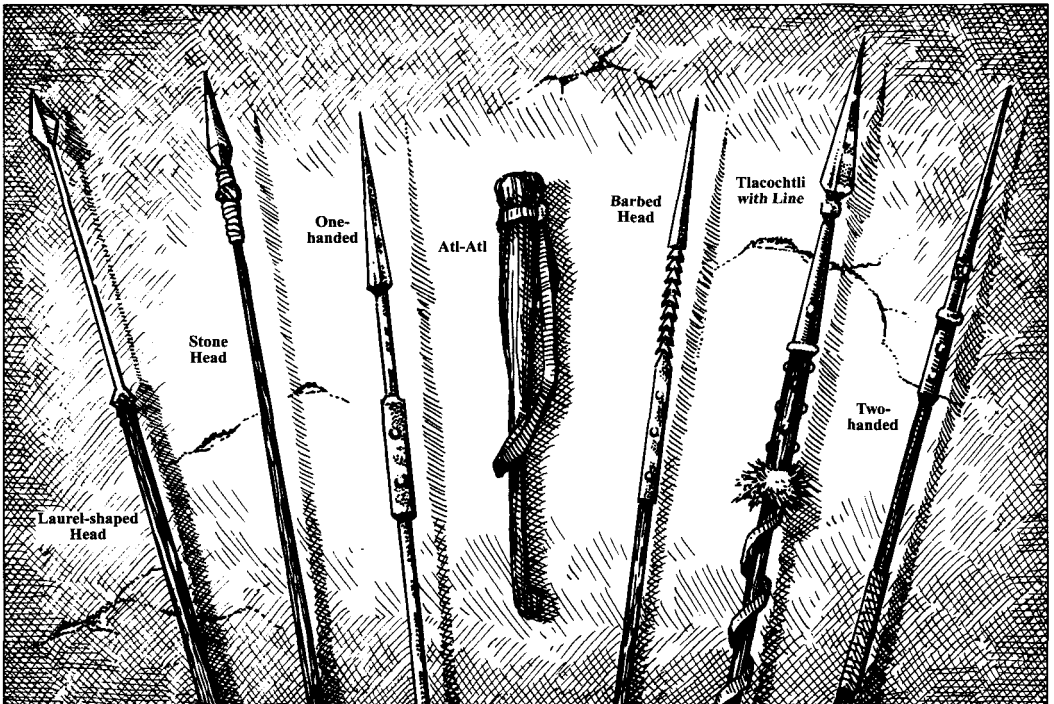
of Lightning

XP Value: 250

GP Value: 3,000

DUNGEON MASTER Guide

A *javelin of lightning* is considered equal to a +2 magical weapon, although it has neither attack nor damage bonuses. It has a range of 90 feet and,



whenever it strikes, the javelin becomes the head of a 5-foot-wide, 30-foot-long stroke of lightning. Any creature hit by the javelin suffers 1d6 points of damage, plus 20 points of electrical damage. Any other creatures in the path of the stroke take either 10 or 20 points of damage, based on whether their saving throws are successful or not. Usually, 1d4+1 javelins will be found. The javelin is consumed in the lightning discharge.

of Piercing

XP Value: 250 **GP Value:** 3,000

DUNGEON MASTER Guide

This weapon is not actually hurled—when a command word is spoken, *the javelin of piercing* launches itself. Range is 180 feet, all distances considered as short range. The javelin has a +6 bonus to attack rolls and inflicts 1d6+6 points of damage. (Note this missile flies horizontally, vertically, or any combination to the full extent of its range.) Around 2d4 of these weapons are found at one time. The magic of *the javelin of piercing* is good for only one throw, after that it becomes a normal javelin.

Sunbolt

XP Value: 400 **GP Value:** 4,500

The Milenian Empire

These rare weapons are made by the priests of Halav, who are renowned warriors and weapon-smiths. They have created a new, iron alloy that is very light and exceedingly strong. This metal is called *sunfire* because of its golden hue. Due to the expense and difficulty in making *sunfire*, it is only used to fashion *sunboltjavelins* at this time. In the future, sunfire will likely be used for armor and other weapons.

A *sunboltjavelin* causes 1d8 points of damage. It can be thrown twice as far as a normal javelin. *Sunboltjavelins* cannot be bought. They can only be owned by priests of Halav, unless presented to other characters as special gifts or as rewards for special services.

Jettison

A jettison is a large device for hurling masses of stone, trash, debris, iron spikes, and garbage. It is used as an antipersonnel weapon to clear an enemy spelljamming ship's decks. Like other large magical weapons, enchanted jettisons are a highly prized and desirable addition to any ship.

Magical

XP Value	GP Value
Light +1: 400	4,000
Light +2: 800	8,000
Light +3: 1,600	16,000
Medium +1: 600	6,000
Medium +2: 1,200	12,000
Medium +3: 2,400	24,000
Heavy +1: 800	8,000
Heavy +2: 1,600	16,000
Heavy +3: 3,200	32,000

Realmspace

These weapons are magically enchanted to allow their users to gain a bonus to the attack roll.

Magical II

XP Value	GP Value
Light +1: 800	4,000
Light +2: 1,600	8,000
Light +3: 3,200	16,000
Medium +1: 1,200	6,000
Medium +2: 2,400	12,000
Medium +3: 4,800	24,000
Heavy +1: 1,600	8,000
Heavy +2: 3,200	16,000
Heavy +3: 6,400	32,000

War Captain's Companion

Much like other magical ship-mounted weapons, *magicaljettisons* are highly desirable additions to any ship. Sixty-five percent of the weapons gain a bonus to attack and damage rolls. Thirty-five percent of the bonuses listed in the chart apply toward the range (or speed) of the missile being fired. The price, regardless of enhancement, is still the same.

Jug

A jug is a deep vessel used to hold fluids. Jugs customarily are made of earthenware, pottery, metal, or glass. Jugs usually have a handle and a spout or lip to accommodate accurate pouring. Their narrow necks are sometimes sealed with a lid or cork.

Alchemy

XP Value: 3,000 **GP Value:** 12,000

DUNGEON MASTER Guide

This magical device can pour forth various liquids upon command. The quantity of each liquid is dependent upon the liquid itself. The jug can pour only one kind of liquid on any given day, seven pourings maximum. The liquids pourable and quantity per pouring are:



Salt water	16 gallons
Fresh water	8 gallons
Beer/Ale	4 gallons
Vinegar	2 gallons
Wine	1 gallon
Ammonia	1 quart
Oil	1 pint
Aqua regia	2 gills (8 oz.)
Alcohol	1 gill (4 oz.)
Chlorine	8 drams (1 oz.)
Cyanide	4 drams (½ oz.)

The jug can only pour two gallons per round, so it requires eight rounds to complete a pouring of salt water.

Amorpha

XP Value: 2,000 GP Value: 10,000

Legends & Lore

This jug can pour out any liquid that the user needs at the time. It is not intended as a weapon and is almost always used to help suffering souls that might be in the area.

of Dyeing

XP Value	GP Value
Red: 600	2,400
Blue: 600	2,400

DRAGONMagazine 30

The *jug of dyeing*, red or blue, dyes any object placed within it—permanently. Prismatic knows of one adventurer who accidentally put his hand in a blue *jug of dyeing* and quickly acquired a new nickname.

of Jade

XP Value: 2,000 GP Value: 5,000

The Book of Marvelous Magic

This jug appears to be identical to *ajug of jesting* and produces a green gas cloud of the same size, but which lasts for only one round. Each victim must make a saving throw vs. turn to stone or be turned into a jade statue. The statue's value is 1 gp per 1/10 pound weight; an unequipped human or dwarf weighs 130-180 pounds and equipment encumbrance is added to that figure. An elf weighs 50 pounds less, and a halfling is one-half human size. A *stone to flesh* spell may restore the victim in the usual way, but there is a 25% chance of failure; the attempt, however, may be repeated.

of Jestng

XP Value: 1,000 GP Value: 3,000

The Book of Marvelous Magic

This 2-foot high earthenware jug (50 pounds encumbrance) has a cork stopper firmly set into its neck. If opened, a cloud of green gas is released. The cloud measures 20 square feet and centers itself on the jug. Each victim within the cloud must make a saving throw vs. poison or laugh uncontrollably for 2d4 rounds. Those affected may not speak, attack, or cast spells and they gain a +4 bonus to reaction rolls (if applicable). Even those making the saving throw will chuckle a bit, gaining a +2 bonus to reaction rolls. The green gas remains in place for one turn after the jug is opened and affects all creatures entering the area in the same way. If the stopper is firmly replaced, the jug fills with gas in six turns (one hour) and may be reused after that time; if opened before the hour passes, however, no gas escapes and refilling must begin again.

Louie Dulama's Alchemy

XP Value: 2,000 GP Value: 10,000

1992 Fantasy Collector Card 145

Louie's jug doesn't exactly work right—at least it's not working the way most wizards would expect it to, but Louie thinks that it works just fine. This particular jug makes only one kind of liquid: beer. Even better (in Louie's opinion), it creates 8 gallons of beer per day, rather than the 4-gallon maximum that properly working *alchemy jugs* make. The jug is a bit heavy to carry on the campaign trail, but Louie makes a point of finding room for it. Wherever he goes, Louie's the life of the party, and he loves that distinction almost as much as the beer that makes him so.



Kaylan's Wooden Tray

XP Value: 300

GP Value: 1,500

POLYHEDRON Newszine 43

Upon command, this 8½ by 11 inch tray will burn as a normal small campfire for eight hours per day, capable of being used for cooking or warmth. It extinguishes on command and can be used indefinitely.

Kettle

A kettle is a simple container that is used to boil water or cook food. Kettles are generally cast or forged from iron, steel, or copper. Most magical kettles require the user to place water in them before they can perform their magic.

of Breathing

XP Value: 1,000

GP Value: 5,000

POLYHEDRON Newszine 43

When invoked, this spouted, copper kettle will begin to emit a stream of steam that negates the effects of poisonous clouds within a 30-foot radius.

of Drumming

XP Value: 500

GP Value: 2,500

The Book of Marvelous Magic

This kettle appears to be and functions like a *cauldron of heating*, but in addition, if an animal skin of sufficient size is dried, scraped, and tied to the kettle, it may be used as a drum. When beaten, the drum creates an impressive thrumming sound in an area 20 yards square and up to 60 yards away (as determined by the user). All within that area must make a saving throw vs. spell or run *infear* for 2d6 turns. The kettle functions only outdoors.

Everbountiful Soup Kettle

XP Value: 1,000

GP Value: 5,000

Tome of Magic

When this two-gallon iron kettle is filled with water, the liquid is transformed into steaming, nutritious vegetable soup. One full kettle is sufficient to provide a single meal for up to six normal appetites. No ingredients are required for the soup, nor is heat necessary. Any nonmagical, nonpoisonous liquid can be used in place of water. The everbountiful soup kettle can be used once per day.



of Fish

XP Value: 1,000

GP Value: 3,000

The Book of Marvelous Magic

This kettle is also identical to a *cauldron of heating* but, when a liquid is placed within and commanded to heat, it fills with 20 vicious flying fish (AC 4; HD 2; MV 24; #AT 1; Dmg 2d6; immune to fire, immune to nonmagical weapons) that swarm out and attack everyone in the area. The fish fight to the death, disappearing when they are slain. Some kettles are deceptively enchanted and heat normally for a few uses before creating fish; however, once the kettle's perversity is revealed, it creates fish during every use after that.

Mithryl's Everbountiful Soup

XP Value: 2,000

GP Value: 10,000

1992 Fantasy Collector Card 505

Mithryl remains in such excellent standing with her god that a delicious bowl of chicken soup from her magical kettle actually has the power of a *cure serious wounds* spell (2d8+1 hp). If Mithryl prays for grace over the soup, there is a 50% chance that it will act as a *cure disease* spell as well. Any lawfully good-aligned character may

use the 2-gallon kettle with similar results, but the DM must judge whether or not the character is in particularly good standing with his or her god (or the kettle's special powers won't work).

Key

Keys are long, skinny metallic instruments that contain teeth and slipguards used to open specific locks.

Courier

XP Value: 1,000/set **GP Value:** 10,000/set

DRAGON Magazine 200

These keys are created in pairs, although only rarely are both keys of a set be found together. With one of these keys, a message of up to 100 words can be "locked" (implanted) into an intelligent creature's **mind**—the message is forgotten by the recipient and inaccessible by means of *ESP*, hypnotism, and the like. Only by the use of either of the two keys in the set can the message be "unlocked" and revealed by its carrier. *Courier keys* are most often used to send messages so secret that there can be no risk of interception. Only one message may be planted into a particular mind at a time. Both locking and unlocking the message is done by touching the key to the messenger's forehead and turning it. The PCs may encounter these keys, or even have a **message** "locked" into one of the PC's minds, in the course of service to their leader, ruler, or patron.

Dowsing

XP Value: 1,000 **GP Value:** 5,000

DRAGON Magazine 200

When placed into the ground and **turned**, this key will "unlock" any underground water present at that location. The amount of water provided is dependant on local conditions and the DM, but ranges from about one pint in the desert, to four gallons under optimal conditions. A *dowsing key* can be used three times a day.

of Entrance

XP Value: 4,000 **GP Value:** 20,000

Menzoberranzan Campaign Set

This device can be used to open any door made of stone when the key is placed against the door and a command word is spoken. It works on doors weighing up to 800 pounds; it cannot, however, swing open a huge fortress gate (nor the gates to Blindingstone, for that matter). The key over-

comes all magical and mundane locks; however, it has a total of 25 charges and after they are used it becomes useless.

Grave

XP Value: 6,000

GP Value: 30,000

DRAGON Magazine 200

This key has two powers, and is valued by different characters for different reasons. If a *grave key* is inserted into the dirt of a burial site and **turned**, the remains buried there rise out of the grave and obey the wielder of the key (one zombie or skeleton, depending on the state of **decomposition**—DM's determination). Note that using the *grave key* in this fashion is an evil act, and may affect the PC's alignment and class standing. This power can be used once in a 24-hour period.

Despite the above, a *grave key* can be useful to nonevil characters, as it opens sealed coffins, crypts, tombs, and the like (provided there is no magic involved in the **sealing**—it has no effect on a *wizard locked* coffin, for example). This can be a useful device in the hands of a vampire hunter, or those seeking to hunt down and destroy other forms of undead.

of Inquiry

XP Value: 500

GP Value: 2,500

DRAGON Magazine 200

This key is used to "unlock" the resistance of a person who is resisting questioning, forcing the subject to give truthful answers to three questions. It is used by holding it up to the subject's forehead and making a one-quarter turn to the right. The subject does not have to be willing to undergo the interrogation, but must be unable to avoid the key's touch (bound or otherwise restrained by the interrogators; the key cannot be used in melee). No saving throw is allowed; the subject must truthfully answer the next three questions. The key can be used only once a day and affects a given subject one time only. Note that the key does not provide understanding or translation if the subject responds in a language or manner that is unintelligible to the questioners. Law enforcement authorities such as constables, magistrates, and judges value these keys very highly.

Map

XP Value: 1,500 **GP Value:** 7,500

DRAGON Magazine 200

A *map key* can be used to gain new information from a map. The key must be held to the map in question and turned. At the DM's discretion, one previously hidden feature appears on the **map**—perhaps the location of a hidden room, a secret door, or the fact that a hallway is trapped. In any case, the key's wielder has no control over what is revealed. Only a feature known to the maker of the map is **revealed**—that is, if the adventurers are following a map drawn by the dwarves who dug the tunnel system they are in, any one feature known by the dwarves could appear. On the other **hand**, if the *map key* is applied to the map that the party is drawing up as they explore a newly discovered cave network, nothing new is **revealed**, as the party members themselves do not know any hidden features about the caves. A *map key* can be used only once on any given map. Such a key would be very useful when the PCs are questing for a hidden location. A *map key* could be the object of a quest.

of Opening

XP Value: 1,200 **GP Value:** 6,000

The Book of Marvelous Magic

When this apparently ordinary key is touched to a lock, say on a door or a chest, there is a 75% chance the lock will open. The key has 2d10 charges when **found**, and one charge is used for each lock successfully opened.

of Quinarost

XP Value: 5,000 **GP Value:** 25,000

Dragons of Dreams

This key is magically linked to the life force of the designated user. The key appears to be an ordinary key with extraordinarily delicate workmanship. It is made of fused fine crystal twined with strands of platinum. It is about 6 inches long, the handle is 1 inch wide and tapers down to a ½-inch shaft.

The key acts like an automatic *magic jar* spell. Once the owner dies of unnatural causes (battle, magical diseases or afflictions, etc.) the key absorbs the user's life essences and preserves them until the body can be restored or until a new body can be provided for the essence. While entrapped in the key, the user is in a complete state of stasis and unable to decide how much time has past since the last time he or she breathed.

of Quinarost II

XP Value: 5,000 **GP Value:** 25,000

Tales of the Lance

These 6-inch long keys are made of fine crystal twined with strands of platinum. They are of elven origin, and attuned to the life forces of the owners.

The *keys of Quinarost* have the power to open the tower at the center of the city of Silvanost. The keys can be reattuned to the life of a new owner as long as the old owner is alive and voluntarily makes the change. These keys are highly sought after by the Silvanesti elves, who will pay 25,000 stl for the safe return of one key.

of Quinarost III

XP Value: 5,000 **GP Value:** 25,000

DRAGONLANCE Adventures

Created for the royal family of Silvanost, these ancient keys provided the only known way to enter the tower at the center of the city. Each of the members of that household had a key. At the time of the Cataclysm, several members of the royal household disappeared. Their fates, and those of their keys, are unknown.

These are elven keys, magically linked to the life forces of their designated users. Each key appears to be an ordinary key with extraordinarily delicate workmanship. It is made of fine crystal entwined with strands of platinum. It is about 6 inches long and the handle is 1 inch wide extending down to a 1-inch-wide shaft.

The key can be reset to another person if the current owner wills it reassigned. The original owner must still be alive, however, to do this. Keys whose owners have died cannot be reset and cannot open the tower doors. However, these artifacts are highly prized by the royal family (they mainly prove the demise of lost relatives) and those who return a key of Quinarost earn rich rewards.

of Reunion

XP Value: 5,000/set **GP Value:** 25,000/set

DRAGON Magazine 200

Made only in pairs, either of these keys will point in the direction in which the other key lies when held in the hand. *Keys of reunion* can be useful if a party splits up in the course of an adventure, enabling the PCs to find each other again. Similarly, one key can be left at home and one carried by the adventurers, providing an easy means of



finding the way back home. The keys cease to work if they are on different planes of existence. The PCs may be hired by the owner of one key of a set to find the bearer of the other key. That bearer could be a lost love, a missing relative, or a rival who stole some of the patron's property, taking the key without knowing its purpose.

Rogue's

XP Value: 1,000 **GP Value:** 5,000

DRAGON Magazine 200

A *rogue's key*, when touched to a lock, causes the outer casing of the lock to become transparent. This greatly aids the rogue in performing lockpicking skills, adding a 15% bonus to the chances of success (subject to a maximum chance of 99%). Note that this key only works on locks; it cannot turn an entire chest transparent in order to see what's inside it. A *rogue's key* is usable only by a rogue character.

Saddle

XP Value: 500 **GP Value:** 2,500

DRAGON Magazine 200

By means of this key, which must be touched to the saddle and turned to activate or deactivate its power, the wearer can "lock" him or herself onto a saddle. This power may be used when riding a mount of any kind. While "locked in," any situation that normally might cause the rider to fall from the saddle (being hit in combat, striking a tree limb, a bucking mount) fails to do so. This key would be a godsend for a character who just can't master riding, or one who rides a difficult or unusual mount (such as a mount capable of flight).

Shapeshifter

XP Value: 2,000 **GP Value:** 10,000

DRAGON Magazine 200

This key can be used to "lock" a shapeshifter into its present form, preventing it from changing shape for 12 hours, subject to a saving throw vs. *polymorph*. To creatures such as doppelgangers and true lycanthropes, this is a nuisance, but to those afflicted with the disease of lycanthropy (who change shape involuntarily), being prevented from changing causes great pain—and the loss of 10 to 40% of their current hit points each night the change is prevented. The key is used by touching the shapeshifter with its tip and turning it, but it cannot be used on oneself; thus, a paladin cursed to become a werewolf on the night of a

full moon must have an ally willing to use the key. Note that the key does not cure the disease, it only prevents the shapechanging. A *dispel magic* spell can cancel the effects of a shapeshifter key. The effects of the key are treated as if cast by a 6th-level wizard. Lycanthrope or doppelganger hunters would find this key most helpful in preventing their quarry from changing shape in order to escape.

of Silence

XP Value: 4,000 **GP Value:** 20,000

DRAGON Magazine 200

A key of silence "locks" the vocal organs of one creature, subject to a saving throw vs. paralyzation. The key must strike the victim, as in combat, with a normal attack roll being made. Once the victim has been *silenced*, it cannot work again until the victim's voice has been "unlocked." This can be done only with the key, or by using a *dispel magic* spell cast against the key's 6th-level magic. (Note that if a wizard's voice is locked, another Spellcaster has to cast the spell). A *key of silence* can affect only one victim at a time. This key is of obvious usefulness against Spellcasters.

Silver Key of Portals

XP Value: 1,200 **GP Value:** 6,000

Mordenkainen's Fantastic Adventure

This item appears to be a regular-sized silver skeleton key (silver content equals 33 gp). It is, in fact, a minor artifact that was found in an abandoned chapel to Dalt, the lesser god of portals and enclosures. (It is conjectured by Mordenkainen that this forgotten god led him to find the key, for he has learned that Dalt is of a chaotic good alignment and gives generously to those whom he favors). When the key is touched to any portal, be it magical or any other, the portal slowly swings open. This key may be used to open four portals per day.

of Sirdan

XP Value: 1,400 **GP Value:** 7,000

DRAGON Magazine 39

The *keys of Sirdan*, a legendary thief, consist of 39 keys held together by a mithral ring. No keys can be removed from or added to the ring. There is a base 20% chance that for any lock a character encounters, the key to the lock can be found on the ring. Every point of Intelligence and Wisdom possessed by a character adds 1% to the base

chance. The item is usable by all classes, but thieves receive an additional bonus of 20% per chance. It takes one melee round to check the ring, and only one attempt may be made for each lock encountered.



Skeleton

XP Value: 1,000 **GP Value: 5,000**

POLYHEDRON Magazine 19

This is a large normal key that radiates a faint magical aura. When touched to any lock, it may (50% chance) open it. (Note that this may trigger unremoved traps.) If it does not function, it cannot affect that lock. The key may also be used to negate a *wizard lock* or *holdportal* spell effect (50% chance of success) if a command word is spoken while the user touches the locked portal.

An unusual side effect may also occur. With each touch, the *key* may create a skeleton on the opposite side of the portal affected. The chance of this occurrence is 3%, cumulative with each use; thus, the DM and player should keep track of the number of times the key has been used. The skeleton thus created cannot be turned by a priest; it is a magical construct, not a true skeleton. In addition, the skeleton will be that of the race most commonly found within 120 feet of the *key* at the

time of use; for example, in a bugbear lair, a bugbear skeleton will appear. When first found, the *key* has a 0% chance of creating a skeleton. If sold, the item retains its current percentage. When the chance reaches 99%, the next use causes the *key* to *teleport* to a random location.

Skeleton II

XP Value: 2,000 **GP Value: 10,000**

Thieves of LANKHMAR

This powerful item is carved from the thigh bone of a dead master thief; it can be used by any character class. It normally appears as a small ivory key with a complicated design engraved on it. When inserted into any keyhole, the skeleton key changes in size and shape until it fits the lock. This process takes one round. The key then has an 85% chance of opening the lock, but it can be used three times per day. The key is highly magical and strongly evil; it inflicts 1d6 points of damage on anyone of a nonevil alignment who touches it. Also, each time it is used there is a 5% (noncumulative) chance that the spirit of the thief whose thigh bone was used in crafting the key takes notice. If this occurs, the spirit emerges from the key as a haunt.

Haunt: AC 0 or as victim's; MV 6; or as possessed victim; HD 5; hp 30 or victim's hp; #AT 1—as 5 HD monster; Dmg special or by victim's weapon type; SA possession, Dexterity loss; SD in natural form, hit only by silver or magical weapons or by fire; AL NE.

The haunt will try to possess the character who is using the key. If the possession is successful, the haunt (in the victim's body) makes all efforts to hunt down and kill the wizard who originally made the key. Once the haunt has emerged from the key, it becomes nonmagical.

Spider

XP Value: 3,000 **GP Value: 15,000**

DRAGON Magazine 200

When held in the hand, this key allows safe passage through webs both natural or magical. (The strands of the web part and reform as the key's wielder passes through them.) Further, if the key is touched to a person suffering from the poison of a spider and turned, the poison damage is "locked out" until it can be dealt with (by means of a *neutralize poison* spell, or similar magic). The poisoned creature must

have the key's power applied within one turn of being bitten. While the spider key is being used to "lock out" poison damage, it cannot be used to pass through webs. This key would be in high demand in those areas where many dangerous spiders live (the Underdark, for example).

of Storage

XP Value: 5,000 **GP Value:** 25,000

DRAGON Magazine 200

When held and turned this key creates a shimmering door the size of a school or sports locker, which in turn opens to reveal an extradimensional space 5 feet tall, 2 feet wide, and 2 feet deep. This space can be used to store extra armor, weapons, treasure, and the like. However, other items of an extradimensional nature (*portable holes*, *bags of holding*, and the like) cannot be placed inside the storage area, due to the physical laws inherent in the space accessed by the key. The space is closed by shutting the door and removing the key. The storage space can be accessed regardless of location; that is, the storage space is attuned to the key, not the location where the key was last used.

of Translation

XP Value: 1,000 **GP Value:** 5,000

DRAGON Magazine 200

This key can be used to "unlock" a language barrier. It must be worn around the neck in order to be effective. The key has the ability to translate one language being spoken into one understandable by the wearer. When created, the key is not attuned to any particular language; rather, it is activated at will by the wearer when hearing a language being spoken that he or she doesn't understand. Once activated, the key translates only that one language. The key does not grant its wearer the ability to speak, read, or write the language it is translating.

of Unlocking

XP Value: 1,000 **GP Value:** 5,000

The Book of Marvelous Magic

This key appears to be and functions as a *key of opening* (see above) in all respects. However, if the key fails to open the intended lock, it instead opens every clasp, buckle, hasp, and other fastening on the user's clothing and equipment, causing nearly everything worn or carried to fall to the ground. A full turn is needed to repack all items and equipment.

Wizard's

XP Value: 5,000

GP Value: 25,000

DRAGON Magazine 200

This key, worn on a chain around the neck, can be used only by members of the wizard class. It grants a bonus of +10% to a wizard's chance of learning a new spell (see Table 4 in the *PHB*). The key must be worn for one full month before its power manifests.

Kite

A kite consists of a lightweight wooden skeleton with paper, parchment, or very light cloth stretched over the wood. A tail made of thick cloth is often required to give the kite balance as it is flown in the wind. A string, cord, or light rope is used to keep the kite from sailing away. It also allows the user to control the kite's motion.

of Lightning

XP Value: —

GP Value: 5,000

The Book of Marvelous Magic

This miniature kite is identical to a *kite of reconnaissance* except that it attracts thunderstorms. The storm strikes the user with small lightning bolts, one per turn, for three hours (18 bolts in all) and each bolt inflicts 2d6 points of damage. The victim may make a saving throw vs. wands for each hit, taking half damage if successful. Other than weather and storm control, there is no way to stop these attacks; they penetrate buildings of all kinds and will even follow the victim underground. However, magical curing may be applied easily, since the bolts occur but once per turn. The kite is destroyed during the thunderstorm.

of Reconnaissance

XP Value: 2,000

GP Value: 10,000

The Book of Marvelous Magic

This tiny, 3-inch-long kite, on command, flies into the air to any distance up to one mile above the user. After that it informs the user of any flying creatures within one mile. It can detect invisible creatures but ignores anything of the size of a normal bird. The kite functions only outdoors and only for one hour per use, three uses per day.

of Signaling

XP Value: 1,500 **GP Value:** 7,500

The Book of Marvelous Magic

This miniature kite becomes invisible on command. It also flies up to one mile high at a second command. Anyone within five miles of the flying kite or within the range of normal vision who speaks a third command word is able to see the kite. A fourth command word causes the kite to return to the user and become visible once again. The kite can be flown three times per day for one hour per use but can be made invisible or visible as often as desired.

Kulver-Tam's Fruit of Extra Healing

XP Value: 400 **GP Value:** 2,000

1992 Fantasy Collector Card 245

The pieces of fruit in Kulver-Tam's satchel each function as a *potion of extra-healing*. However, two of the pieces of fruit have been infected by a magical worm. If the worm is bitten while the potion fruit is being eaten, the entire fruit explodes, inflicting 2d4 points of damage upon the person eating the fruit. Only by carefully breaking open the fruit and removing the worm can this be avoided.

Kura, the Darkness

XP Value: 5,000 **GP Value:** 35,000

POLYHEDRON Newszine 82

This unique onyx shard can be worn around the neck on a chain or at the belt as a netsuke. It is smooth and curves slightly, looking almost like a miniature katana. If none of the shard's special powers are being used, the onyx radiates an aura of abjuration magic. The magic detected is the spell that locks Kura, an intelligent being from the Negative Material Plane, into the stone. Kura was tricked into the stone centuries ago by a ninja/wu jen. Kura has two goals—to free itself and to assist anyone who makes use of the power of darkness.

Kura has an affinity with ninja, and will badger any wearer into becoming a ninja. The stone will not willingly serve nonrogues. Kura is by nature temperamental and devious. Over the centuries that Kura has spent trapped in the shard (most of the time serving ninja) the creature has developed a strong distrust of humans.

Kura is chaotic neutral and is treated as a weapon with an Intelligence of 14, an Ego of 10,



and a personality of 24. Kura speaks to its wielder by *telepathy* and has the following abilities, functioning as if cast by an 8th-level wu jen and usable once a day: *detect invisibility*, *darkness 15' radius*, and *fly*. In addition, it can generate a blade of negative planar energy in the shape of any medium or small melee weapon. The blade is pitch black, effectively invisible in the dark, and has a +3 bonus on attack and damage rolls against all targets except undead. When used against undead, the item suffers a -1 penalty on attack and damage rolls.



Ladder

Ladders consist of two long parallel poles connected by shorter rungs. The rungs are spaced evenly along the length of the parallel poles. When placed against a wall, the rungs can be used as steps to gain a higher or lower vantage point. A siege ladder is a large, sturdy version of the common ladder. Ladders can also be used as makeshift bridges, but the ladder's parallel poles gain their greatest strength when they are used in a near-vertical position.

of Balance

XP Value: 1,200 GP Value: 6,000

POLYHEDRON Magazine 57

This is a magical extension ladder. Two 15-foot-long sections are connected to each other by steel hinges. The properties of the ladder are that no matter which way the ladder is tipped, spun, or rocked, it will not fall down, the sections can be set up and unlocked manually or by command. By continuously giving commands to set and unlock the ladder, the user can cause the ladder to lie down slowly enough so that no harm will come to anyone on it.

Benhi's Express

XP Value: 5,000 GP Value: 25,000

1992 Fantasy Collector Card 42

Benhi's express ladder is the prized possession of the investigator rogue Benhi the Leech. He keeps it in his *bag of holding* until he needs to sneak into the upper levels of a building. The ladder's rungs are made of an unknown material that vibrates harmonically as they are climbed creating a *plane shift* effect that sends Benhi into the Ethereal Plane. Once there, Benhi draws the ladder into the alternate plane behind him and continues to climb it until he reaches his destination. Then he puts his ladder back into his *bag of holding* and reenters the Prime Material Plane one round after the rungs cease vibrating.

of Climbing

XP Value: 1,000 GP Value: 10,000

POLYHEDRON Newszine 43

When this small (3-inch) platinum ladder is carried, an individual's chance of climbing any surface increases by 50%.

of Inestimable Length

XP Value: 1,400 GP Value: 8,000

DRAGON Magazine 73

This wooden ladder is 10 feet long. The user may cause it to expand to a maximum of 50 feet in length, at will; it will retain the same strength it had at the 10-foot length.

Ladle

Ladles are used to serve or measure liquids. They are usually made of metal or wood and consist of a handle from 3 inches to 2 feet long with a large spoon-like cup at one end.

of Candlemaking

XP Value: 500 GP Value: 2,500

The Book of Marvelous Magic

When commanded, this item fills with wax that may be poured out to create one magical candle, complete with wick. Any candle thus created cannot be blown out by any means, but it is easily snuffed with a candle snuffer or the fingers. The magical candle sheds light to 15 feet in all directions and burns for one hour. The *ladle of candlemaking* can create one candle per day.

of Curing

XP Value: 2,000 GP Value: 10,000

The Book of Marvelous Magic

When this ladle is used as a dipper for ordinary broth, it enchants the contents. The magical broth will cure any disease except lycanthropy. The ladle can produce one such cure per day.

of Drinking

XP Value: 800 GP Value: 4,000

The Book of Marvelous Magic

When this ladle is used to pick up any consumable, nonmagical liquid (water, ale, beer, wine) and then commanded to function, it magically pours up to 10 times the amount of the liquid used. For example, one full waterskin may be ladled into 10 others and fill them all. The ladle functions once a day.

of Duplication

XP Value: 3,000 GP Value: 15,000

The Book of Marvelous Magic

When a magical potion is poured into this ladle and a command word is spoken, the potion may then be poured out into two potion bottles, for a duplicate of the original potion has been created. The ladle can function once a week, but does not duplicate poison.

Lamp

A magical lamp may be of any type. Most adventurers' lamps are made of metal with a lower compartment for oil (filled through a scalable hole), a handle of some sort, and shutters that protect the flame from the wind. Some lamps may be simple containers for oil, open or enclosed, with a cloth or string stuck in them for a wick. Such lamps may be made of clay, bone, wood, or any other material.

Roll	Lamp Type
01-20	Beacon Lantern
21-40	Bull's-Eye Lantern
41-60	Hooded Lantern
61-80	Lamp
81-00	Lanthorn

Bashal's Tendrilight

XP Value: 8,000 **GP Value:** 40,000

DRAGON Magazine 179

The *tendrilight* is a rectangular lantern with a 6- by 6-inch base. Two shutters rest on opposite sides of the lantern, with a vertical column of five adjustable knobs along one nonshuttered side. When one of the shutters is opened, a quivering black membrane is revealed. The membrane is warm to the touch and has a very rubbery texture. If seen from behind (through the other open shutter), the membrane is not visible; instead, there appears a metal plate with a row of five horizontal vents corresponding to the five knobs on the side.

When each of the knobs is turned clockwise, it opens a corresponding vent. When light from the lantern strikes the membrane, it causes the membrane to animate and stretch forth from the open shutter like a long black tendril. With each additional vent opened, the tendril becomes longer.

Tendril: AC 1; HD 2-6 (as per number of vents opened); THACO 13 (see text); #AT 1; Dmg 1d8+1; SA stunning, constriction; MR 5%; SZ 10-30'(5' perHD).

The tendril attacks as an 8-HD monster, lashing out like a whip. Those struck by the tendril must save vs. paralyzation or fall stunned for two rounds, unable to move, attack, defend, or use spells or psionics. If the attack roll is two over the score needed to hit, the tendril encircles its victim and squeezes. This constriction does 1d10 points of damage per round to any small- or human-



sized creature until the tendril is destroyed or commanded to release. A captured victim need not make further saving throws vs. paralysis after the first one. The tendril functions for 2d6 rounds if not dispelled or destroyed.

The tendril is very rubbery. Subsequently, non-magical blunt weapons have no effect on it. Non-magical edged or pointed weapons do 1 point of damage per strike, and magical weapons of any sort do normal damage. The tendril gains 1 HD for every shutter open (from 2 HD for one shutter to 6 HD for all five). The membrane is destroyed if it is reduced to 0 hit points; the *tendrilight* then becomes a normal lantern. The process required to create new membranes is contained within *Bashal's Spell Book*, but this text has been missing for many years.

The *tendrilight* was the last creation of the wizard Bashal of Amn. Bashal was a member of the Cowled Wizards, and it was with their resources that he was able to create his masterwork. Unfortunately, he fell quite ill after its creation and died soon afterward. The lantern went into the hands of the order, who sold it to the head of a large merchant family in return for certain services rendered. From the merchant house, the lantern changed hands a number of times before it came into the possession of a warrior of the Order of the Blue Boar named Crosses Whitedove. He carried the lantern with him until his death nearly 50 years ago. After his death, it fell into

the hands of one of Crosess' young students, Helrik Redsash. Helrik, at last report, had joined a group of adventurers and journeyed with them into the Snowflake Mountains. They have not been heard from since. Many treasure-seekers have gone into the mountains to look for them, but none have been successful to date.

Byubo's Lamp of Audacity

XP Value: 4,000 **GP Value:** 20,000

Storm Riders

Only followers of the Padhran faith may carry this lamp. All others lose 1d6 points of Wisdom if they touch it, even for a second. When filled with oil, lit, and used as a focus for meditation, this lamp bestows one of the following 7th-level priest spells:

Roll Spell Granted

1	<i>Creeping doom</i>
2	<i>Confusion</i>
3	<i>Regenerate</i>
4	<i>Chariot of Sutarre</i>
5	<i>Conjure earth elemental</i>
6	<i>Earthquake</i>
7	<i>Fire storm</i>
8	<i>Wind walk</i>
9	<i>Resurrection</i>
10	<i>Control-weather</i>

The user must meditate for three hours before receiving the spell. Determine the spell received by rolling a 10-sided die. The lamp bestows only one spell per day, no matter how many hours the user spends meditating, or how many disciples attempt to use it. If the spell is not used within 24 hours, it fades away. In order to gain another spell, the user must spend another three hours meditating. Any character class may use spells provided by the lamp.

of Continual Light

XP Value	GP Value
Normal: 30	300
Shuttered: 30	310

War Captain's Companion

These items are popular, especially in the phlogiston. They illuminate the interiors of ships with a constant light source without heat. The lantern's glass is tinted to dim the *continual light* spell held within it. A hood allows the lantern to be covered at will. The item has 300 gp value. For an extra 10 gp, the *lantern of continual light* can have a shutter installed to signal to ships as far as five miles away.

Daoud's Wondrous

XP Value	GP Value
without prisms: 7,000	70,000
with 1 prism: 7,000	100,000
with 2 prisms: 7,000	130,000
with 3 prisms: 7,000	160,000
with 4 prisms: 7,000	200,000
with 5 prisms: 7,000	240,000
with 6 prisms: 7,000	280,000
with 7 prisms: 7,000	320,000

The Lost Caverns of Tsojcanth

This artifact is wrought from the finest yellow gold, bearing four faces, one on each side. Its beautifully crafted framework is set with huge jewels and crystal lenses. An unwavering, pure flame burns within. The faces are normally fitted with the crystal lenses, but the jewels are actually additional lenses, fashioned to fit the four faces of the lanthorn. The lanthorn's magical powers change, depending upon which of the gem lenses are fitted to it, as well as upon the continued burning of the lanthorn's magical flame. The lenses and their powers are described below.

The flame of *Daoud's wondrous lanthorn* cannot be extinguished by any known means, other than by exhausting its supply of fuel. The lamp is fueled by crushed, transparent gems, contained in a small compartment in the base. The lanthorn can be refueled with the following amounts of gems:

- Crushed diamonds, total value 10,000 gp.
- Crushed oriental topazes, rubies, sapphires, total of 4,000 gp for each type.
- Miscellaneous crushed, transparent gems of seven different colors, valued at 15,000 gp. Each gem must be worth at least 500 gp.

The lanthorn is always burning when found, and fully fueled. If fuel is placed in an extinguished lanthorn, it will magically light itself. If used as anormal lanthorn, it will burn for 100 years. The use of its magical powers burns fuel at a faster rate. If the flame of the lanthorn goes out for any reason, the possessor of the lanthorn dies instantly.

The four faces of the lanthorn can be shuttered so that no light shines through, but infravision will note it as a glowing object. If all four openings of the lanthorn are fitted with the crystal lenses, anyone exposed to the lanthorn's glow for four consecutive hours does not need food, drink, or sleep for a further 12 hours. Twenty-four consecutive hours of exposure to the light will cure 1d4+4 points of damage and temporarily halt the effects of disease or poison. Seven continuous



days of exposure will destroy all disease or poison in the person basking in the light.

Dungeon Master Note: Seven gem lenses were made for the lantern, as listed below. When the lantern is found, it will have the following lenses with it: ruby, topaz, emerald, diamond, and the four crystal lenses. The three remaining gem prisms are elsewhere—possibly the objects of a quest by player characters.

Should any of the gem prisms be broken during use, replacement lenses can be made. This requires a single huge gemstone worth at least 10,000 gp, of the same type as the one that was broken. The new lens must be prepared by a gemcutter of superb skill, and the gemcutter must be given one of the other lenses to use as a guide. A wizard must then cast *enchant an item* on the lens, followed by the spell that matches the original lens's power. A *permanency* spell must then be cast on the lens. Due to the nature of the lantern's magical flame, only lenses that duplicate the listed ones will function—no original lenses can be made. The possibility of making new lenses for the lantern should be a secret that the PCs discover only after time-consuming and expensive research.

The magical effects of the lantern have a range of 30 feet. The power of the artifact is such that, at ranges of 10 feet or less, there is no saving throw against the lantern's magic, nor will magical resistance protect against it.

When three openings of the lantern are shuttered and a gem prism inserted in the remaining opening, a beam of colored light shines forth to a distance of 30 feet. However, the magical power of the lens does not take effect until the possessor of the lantern commands it. The magical power of a single prism affects only a single target. Gem lenses can also be combined to produce different effects. The gem lenses, their effects, and fuel costs, are:

Prism Type	Effect	Cost
Ruby	<i>hold person or monster</i>	5 years
Oriental		
Emerald	<i>haste</i>	5 years
Diamond	<i>color spray</i>	5 years
Sapphire	<i>fear</i>	5 years
Oriental		
Amethyst	<i>emotion (rage)</i>	5 years
Jacinth	<i>flame strike</i>	5 years
Special	<i>confusion</i>	10 years
Special	<i>prismatic spray</i>	50 years
Special	<i>prismatic sphere</i>	50 years

The effect of each single prism is like that of the appropriate spell. The magical power of a single prism affects only one victim per use. The listed fuel is burned each time the given spell effect is used. An effect cannot be used if there is not enough fuel left in the lantern to "pay" for it. The *confusion*, *prismatic spray*, and *prismatic sphere* effects require combinations of several prisms.

All spell effects are equal to 19th-level spell use, except that the *prismatic sphere* and *prismatic spray* effects have a duration of one turn per use.

If a gem lens is placed in each opening of the lantern, and the lantern is then spun, all within 30 feet of the lantern, except its possessor, will be *confused*, as the spell. Victims within 10 feet of the lantern receive no saving throw. This effect operates at the command of the lantern's possessor, as do all other effects. Any combination of four gem lenses will produce this effect.

If all seven prisms are controlled, and the owner of the lantern mounts all seven, one behind another, to an unshuttered opening, & *prismatic spray* is produced. Each use of the *prismatic spray* has a 10% chance of shattering 1d4 prisms. The seven lenses can be arranged in any order.

If the seven prisms are arranged so as to have two lenses in three of the openings and the diamond lens in the fourth, a *prismatic sphere* is created. The proper sequence is ruby and jacinth; topaz and emerald; sapphire and amethyst; diamond.

A full round is needed to open or close all the shutters of the lantern. Placing or removing a lens from one of the openings requires one round. Thus, two rounds are needed to exchange one gem lens for a different one. In a melee or other confused situation where the lantern's owner is in danger, there is a 10% chance (rolled secretly by the DM) that the wrong prism has been accidentally inserted. However, since the magical effects operate on command, the owner can avoid unwanted results by examining the lantern before its powers are used.

Legend states that the wrong combinations of gem fuel will cause the lantern to malfunction. Possible mishaps include: totally different magical powers; powers that affect the lantern's owner as well as the intended target; deluding the owner as to the actual powers of the lantern; becoming nonmagical.

Anyone who owns *Daoud's wondrous lantern* will become increasingly possessive of it, suspicious of those who look at the lantern, and

increasingly secretive about it.

This obsession with the lanthorn will become a form of paranoia as the owner becomes convinced that "they" want to kill him or her and steal the lanthorn.

Daoud's wondrous lanthorn is an artifact of great power and worth a vast sum if sold. It is known that an offer of 160,000 gp was made for the device, but with just four of the seven prisms available. One can only speculate what the price would be if all seven gem lenses were included.

of Darkness

XP Value: 1,000 **GP Value: 5,000**

The Book of Marvelous Magic

This lamp appears and functions as a *lamp of long burning* in all respects. However, when its light falls upon any creature of an alignment opposite that of the user, the light turns into a *continual darkness* spell effect that is centered on the lamp.

Dragon

XP Value: 3,000 **GP Value: 12,000**

DRAGON Magazine 126

This hooded lantern is shaped like the head of a dragon. When the handle is manipulated to reveal the light, the dragon's jaws are opened. This special lantern secretes dragon fat, that most brilliant of illuminating agents, producing enough so that the lantern may be used up to 20 turns a day. (Incidentally, regular dragon fat may be burned in ordinary lanterns; the amount needed to fill a lantern once is worth 3,000 gp.) The light from this lantern brilliantly illuminates an area equal to that covered by an ordinary lantern's light, but in this case the lighted area is equivalent to broad daylight. In addition, the light can be seen from a great distance, until the point the lantern is at is hidden by the curvature of the earth (thus, the *dragon lantern* may also be used as a signaling beacon). Any creature who looks directly into the dragon jaws (equivalent to the chance of being caught by the gaze of a basilisk) is *blinded* for 10 turns unless treated by *cure blindness*.

Floor

XP Value: 500 **GP Value: 2,500**

The Book of Marvelous Magic

When this lamp is held and commanded to stand, it extends a magically created iron rod from its base that stretches to the floor (maximum length 10 feet). This stand disappears if the lamp is moved even slightly, but otherwise remains until com-

manded to vanish. When the lamp is held over a pit or floor trap, it can be commanded to create a floor of up to 400 square feet covering the dangerous area. The magical flooring appears as stone, but has no real existence and cannot move in any way. The floor may be crossed safely and then it disappears in one turn. The floor lamp creates its rod as often as desired, but can create a floor only once per day.

of the Four Winds

XP Value: 3,000 **GP Value: 15,000**

Assassin Mountain

Once every three days, this lamp can be used to summon 1d3 wind walkers, which must obey the owner of the lamp for three days or until the task assigned by their master has been completed, whichever comes first.

of the Genies

XP Value: 3,000 **GP Value: 15,000**

1992 Fantasy Collector Card 748

This brass lamp is a form of a genie prison—a device that entraps and binds a genie to servitude. The captured creature may only be released from the lamp under specific circumstances or to perform particular tasks, as defined by the maker of the lamp. Such genie prisons may be used to entrap djinn, dao, efreet, or marids, and some lamps are even used among genies themselves to punish their opponents. There is a legend that a lamp was used by a rival genie to entrap the djinni Jamaliyah, on condition that she may be released only to serve the holder of the lamp, and then for 1,001 days.

Goldmane's Dazzler

XP Value: 5,000 **GP Value: 25,000**

DRAGON Magazine 179

The *dazzler* is one of the most beautifully crafted items ever built. It appears as an intricately carved lion's head with large, green gemstone eyes, set on a gold cylinder. The materials themselves cost thousands of gold pieces. Issuing from the lion's ears is a golden handle with an ivory grip. The jaws of the lion open, and the light is revealed. An odd quality of the lantern is that it does not seem to burn any fuel to produce its light. Whenever the jaws are opened there is light, and it cannot be extinguished. Carved on the back of the cylinder are two words, written in common: "Dazzle" and "Roar."

When the jaws are open and the command "Dazzle" is spoken, a beam of dazzling light shoots from the lion's mouth. This beam has the same effects as

the wizard's spell *confusion*, lasting for 1d4 rounds. If the creature struck makes a saving throw vs. spell, the duration of *confusion* is cut to one round. This power is ineffective against creatures that cannot see; it can be used once every 24 hours.

When the command "Roar" is spoken and the jaws open, a number of things occur. First, the light dims and the lion's eyes glow brightly. Then, there is a great inrush of air. The movement of the air extinguishes all torches within a 20-foot radius. Immediately after that (but still during the same round in which the command word was spoken), the lion's head gives forth a mighty roar that deafens all creatures in a 20-foot radius and creates a cone of force 120 feet long and 30 feet wide at the end. Any creature within the cone receives 2d10 points of damage and is knocked off its feet if it fails a save vs. wands. The *cone of force* destroys doors and light wooden structures less than 1 foot thick, and does 1d4 structural points of damage to stone or earth structures. If the lantern is used underground, it may very well bring the roof down. This power of the lantern can only be used once per week.

This item was made in the city of Myth Drannor during its cultural height. It was crafted by a dwarven goldsmith and enchanted by the wizard Goldmane, made to be a thing of beauty as well as a potent item of magic. When Myth Drannor fell, it was taken by the elves toward Evermeet by an elf wizard named Silverhair. His party was attacked by a band of orcs who, using surprise and greater numbers, managed to overtake the elves and force them into slavery. The lantern remained in the hall of the orc chieftain until 20 years ago when a band of halfling thieves known as Swifthead, Inc., infiltrated the lair and made off with a large amount of treasure, including the lantern.

The band sold it to a trader on the Wyvernwater, who in turn sold it to a rich merchant from Arabel. He held it for a few years until he died. In his will, he left the lantern to a favorite nephew in Scornubel. Unfortunately, the caravan that was carrying the lantern to the nephew was set upon by a group of bandits just west of High Horn. This occurred last year, and the merchant's nephew has offered a substantial reward for its return.

of Greyhawk

XP Value: 3,000 **GP Value: 25,000**

GREYHAWK Adventures

This hooded lantern was found by looters in the abandoned castle of Zagig Yragerne, the Mad

Archmage. Exactly why he used it remains a mystery, though many people suspect that it served as a guard against the supernatural creatures with which he dealt. Once per day, the lantern can shine a magical *light* for one turn. The *light* renders visible all invisible, out-of-phase, and ethereal creatures in a 50-foot radius. The ethereal creatures are then visible as transparent, ghost-like entities. The *light* automatically turns undead as a 15th-level priest.

of Honesty

XP Value: 400 **GP Value: 2,000**

The Book of Marvelous Magic

This lamp may be shuttered to shine in a single direction for a range of 5 feet. When so used, any creature upon whom the light shines must make a saving throw vs. spell or tell the whole truth in response to any question. The lamp has no effect if the saving throw is successful; otherwise, the effect lasts for one turn. The lamp may be used three times per day at most.

Hurricane

XP Value: 2,000 **GP Value: 10,000**

POLYHEDRON Newszine 23

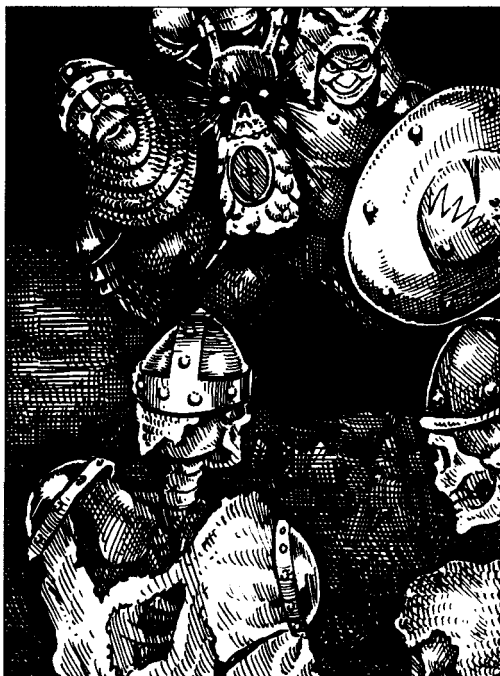
This item appears to be and functions as a *lamp of long burning* in all respects, but only after its storm has passed. The lamp is always closed when found. When its shutters are opened, violent gusts of wind and rain come from the lamp, dousing the holder and all others within 30 feet. This "hurricane" lasts for three rounds; each victim must make a saving throw vs. spell, and those who fail are knocked over by the winds. If this occurs, every carried item (except for body clothing and/or armor, but including caps, gloves, treasure, etc.) is blown about, landing and scattered within 60 feet. A successful saving throw indicates that the victim has fallen to the ground in time, tightly grasping all carried items. The *hurricane lamp* may thereafter be used as a *lamp of long burning* for the remainder of the day. It resets its hurricane every 24 hours, which must again be triggered before the *lamp* can be of use.

of Ignition

XP Value: 500 **GP Value: 2,500**

DRAGON Magazine 73

This oil lamp automatically ignites whenever any person approaches within 10 feet of it, turning itself off again when no one is within 10 feet.



Illag's Abominable Beacon

XP Value: 4,000

GP Value: 20,000

DRAGON Magazine 179

This magical light source is a creation of evil. The beacon is a 2-foot-tall, 1-foot-wide cylinder with one set of shutters and is made of the blackest iron. It appears to be partially melted, but this is a deliberate decoration. On top of the cylinder is a large skull with two black onyx gems in the eye sockets. The handle, which projects through the skull top, is made of human bone. It weighs about 20 pounds.

Any character of good alignment who touches this evil item takes 1d10 points of damage; neutral characters who handle it take 1d6 points of damage. If an evil character grasps the beacon, it forces the character to save vs. spell (Wisdom bonuses applicable) or be possessed in such a way that the character is unable to let go of the beacon and will fight to keep it, even at the risk of life and limb. This effect is permanent, removed only by a *limited wish* or *wish* spell.

The beacon's enchantments are twofold. The first is the ability to create a cone of darkness, 20 feet long and 20 feet wide at its widest, that lasts as long as the bearer continues to concentrate. The darkness is the same as the 2nd-level wizard spell *darkness 15' radius* in other respects. The second function of the item gives the lantern its name. On mental command, it acts as a beacon to any undead in the area.

When this power is **activated**, the stones in the eye sockets of the skull pulse with a black light. One to four rounds later, all undead within 100 yards of the lantern are summoned by the pulses. The undead are controlled by the lantern holder as if by an evil priest of the same level as the user; undead that are not controlled will attack the lantern holder. If the character is dual or multiclassed, use the character's lowest level. The summons will not work if the lantern holder is in an area the undead are unable to reach. For example, a group of skeletons would be unable to reach the party through a locked door. Summoned undead move at their normal rate.

This abomination is the creation of the Void Mage Illag, with the help of the priests of Bane. In fact, he sold it to the temple in Thay in exchange for divine assistance. The lantern remained in the temple until approximately 50 years ago, when it was stolen by a young Zhentarim priest, Zanepar, and taken to Zhentil Keep. He used this evil item many times in his brotherhood's battles for control of the Moonsea area. However, when Zanepar was told to give up control of the lantern to his superiors, he fled with it into the Thunder Peaks. It was not seen again until three years ago, when it was used by an orc shaman on a raid. Many agents from Zhentil Keep have gone into the mountains in hope of finding the artifact and getting it back. None so far have been successful. The lair of the orcs is rumored to lie somewhere northeast of the Spiderhaunt Woods, but no one has been able to locate it.

of Infinite Burning

XP Value: 1,000

GP Value: 5,000

DRAGON Magazine 73

This ordinary oil lamp needs no oil and burns indefinitely.

Krillus's Blazer

XP Value: 6,000

GP Value: 30,000

DRAGON Magazine 179

Krillus's blazer is a very plain brass lantern, square, with shutters on one side. The brass fixtures of the lantern always look newly polished. Suspended by magical means above the oil receptacle is a brass ball, unattached in any way to the lantern. Anyone touching the ball receives an electric shock for 1d10 points of damage. The person must also make a saving throw vs. paralysis or be knocked unconscious for 1d4 rounds. The oil receptacle holds enough oil to last

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two hours. The lantern need not be lit for the magic to function. When the lantern is grasped by any character, it communicates its powers to him *telepathically* but is unable to pass on any other information. The lantern has two functions, both having to do with electricity.

The first is to release a stunning wave of electricity. The wave has a 180° arc of effect, affecting every creature within 20 feet of the lantern with powers like that of a *limited power word stun*. This stun power follows the description of the spell exactly except that it lasts for only half the normal duration (round up fractions). This power of the lantern can be used once per day.

The second function is its ability to create up to 10 *lightning bolts*, as per the wizard spell, with a combined power of 10 HD. The power of each bolt is decided by the user. For example, if the bearer faced a powerful creature, one bolt could be fired to deliver 10 HD of damage; if the user met a party of orcs, up to ten 1-HD bolts, one per round could be fired. A bolt can strike only one creature or object. If all the charges are not used within one hour of firing the first bolt, the remaining charges are lost. This power can be used once per day.

The wizard, *Krillus* of Westgate, lived almost 100 years ago. During his lifetime, he was particularly fascinated by the marvels of electricity and performed many experiments involving lightning and magnetism (he is responsible for the creation of more than one *wand of lightning* and *ring of shocking grasp*). This lantern, however, was his greatest creation. When he retired to his tower, he gave *blazer* to a favorite apprentice named Jelline Lightouch. She took the lantern when she left to seek her fortune. *Krillus's blazer* saved her life and the lives of her companions more than once. After a time, she grew in power and settled down, establishing a tower and training aspiring young wizards in the Art. Once, while Jelline was away, one of her students took some items (including the lantern) and fled. It was not long before he was caught, but he had time enough to sell the lantern to a rival of Jelline who spotted him leaving the tower. The person lucky enough to get the lantern was a wizard named *Krosset Blackhand*. *Blackhand* promptly **disappeared**, and the fate of the lantern was unknown for a time.

Krillus's blazer reappeared 30 years after its disappearance in the hands of a man found floating on a ruined ship just west of Waterdeep. He could remember nothing of what happened to

him or how he came into possession of the lantern. Soon after his discovery, both he and the lantern **disappeared**, vanishing without a trace. A variety of methods, including magical ones, were used in efforts to locate him, but all attempts have thus far failed. Many believe that powerful magic **was used to take him**, although **no claims** have been made for the action. A substantial reward is offered by the Lords of Waterdeep for any information regarding this mystery.

of Lighting

XP Value: 200

GP Value: 1,000

DRAGON Magazine 73

An ordinary lamp which ignites when the proper command ("let-there-be") is spoken within 15 feet of it.

of Long Burning

XP Value: 500

GP Value: 2,500

The Book of Marvelous Magic

When this lamp is filled with oil and lighted as a normal lantern, it burns and sheds light without using oil. If the flame is doused by water, the lamp becomes nonmagical.

of Long Burning II

XP Value: 1,000

GP Value: 5,000

DUNGEONS & DRAGONS Rules Cyclopedia

This item is identical to a normal adventurer's lantern. It is made of metal, with a lower compartment for oil, a handle, and shutters around the body to protect the flame from wind. When filled with oil and lit as a normal lantern, it burns and sheds light without using oil. If the flame is ever doused by water, the lamp of long burning becomes nonmagical.

Magic

XP Value: 2,000

GP Value: 15,000

The Emirates of Ylaruam

Rubbing these lamps summon an **efreet**. The DM secretly makes a saving throw vs. spell for the summoning character. If the save fails, the efreet is free to ignore or attack the summoner, the efreet may pretend to serve and then, betraying its unwary "master," spirit the lamp away to prevent further unwanted summons. However, if the summoner's request suits the efreet's purposes or sense of humor, the efreet may serve regardless of the save result. If the save succeeds, the efreet is forced to perform one service for the summoner.

Malthrox's Shadowcaster

XP Value: 6,500

GP Value: 32,500

DRAGON Magazine 179

Malthrox's Shadowcaster appears to be a normal oil lantern made of bluish metal, with shutters on all four sides and a wooden handle with a bone grip. Upon two of the shutters are carved single words in a script legible only with a *read magic* spell. In the hands of anyone other than a wizard, the Shadowcaster acts as a normal lantern. However, in the hands of a wizard, its powers are communicated *telepathically*.

The runes carved on the outside of the shutters read "Bizzait" and "Missathac." When only the shutter marked "Bizzait" is opened and that word is spoken, the narrow beam of light produced has the power to *dispel magic* as per the wizard spell, cast at the 8th level. This power can be used three times per day. The area of effect is the first 30-foot-square area the light falls upon, with a range of 10-120 yards. Oddly, the light beam is the same diameter beyond the 10-yardrange, though it is roughly conical before then.

When "Missathac" is uttered and that shutter is opened, a 1-foot-wide, bright beam of light flashes forward and strikes the closest object, out to a range of 60 feet. If the beam hits a living creature, a shadowclone is produced.

Shadowclone: INT non-; AL N; AC as original; MV as original; HD special; hp 30; THACO 15; #AT 1; Dmg 1d4 or by weapon type; SD see following; MR 10%; SZ as original, ML special; XP variable.

The shadowclone is a shadow copy of the creature caught in the lantern's beam. The "clone" acts in most ways like its original, having the same size, speed, and weapons held—however, there are differences. First, a shadowclone cannot cast spells or use psionics, and clones of magical items have no magical properties of their own. Second, the clone can be struck only by +1 weapons or better, but can be affected by spells if they are not negated by the clone's magic resistance. Third, no matter what sort of creature is cloned, it always attacks as a 6th-level fighter. The clone created is under the complete control of the lantern bearer, being immobile without direction. To maintain control, the bearer must concentrate on the clone. If the concentration is broken by a successful attack or by other means, the clone is dispelled. The shadowclone exists for

3d8+2 rounds otherwise. This power is usable only once per week. If other shutters are open when the command is spoken, nothing will happen.

The original creator of the Shadowcaster and the date of its creation are lost to time. The lantern derives its name from the illusionist who discovered it at the bottom of an ancient, dwarven mine. Most sages who have studied this artifact over the years generally agree that it is of gnomish origin, though a human wizard is thought to have enchanted it. Malthrox carried this lantern with him throughout his career and eventually passed it on to a favorite apprentice, Fronthal. Fronthal took his master's gift and used it extensively on various quests in the west with a group of adventuring friends. He and his band were last seen 10 winters past as they were preparing for an extensive campaign into the High Moors. None returned from this excursion, and the fate of the party and the lantern is unknown. It has been rumored that the lantern has fallen into the hands of a bugbear chieftain.

Messakk's Eye

XP Value: 5,500

GP Value: 27,500

DRAGON Magazine 179

The eye appears to be a large red ruby (worth about 5,000 gp) with a black pearl set into its side, giving it the appearance of a large red eye. It sits upon an unadorned column of gold: The gem and the pillar are encased in a glass cylinder that has had a *glassteel* spell cast upon it. The cylinder is capped at both ends, and the caps are covered with runes of inlaid ivory. On the top is a simple iron handle with a wooden grip. Although the lantern is made up of a number of heavy materials, this item weighs only one pound. The writing around the brass sections is in a strange alphabet created by the wizard, and therefore requires magical means to be understood. If a *comprehend languages* spell is cast, the runes across the top are seen to read, "To have the eye brighten thy way, speak the word Alight, then shall it obey." The runes along the bottom read, "To halt thine enemy in his path, point the eye and call Krisak."

When the command "Alight" is spoken aloud by the bearer of the lantern, the eye will glow as if a *continual light* spell was cast upon it. The light has a reddish tint to it and shines in a full 360° circumference. The *continual light* spell is identical to the 3rd-level priest spell except that it cannot be used to blind a creature. When the

lantern's bearer no longer wants the light, he needs only to speak aloud the command "Extinguish." Unfortunately, Messakk forgot to include this bit of information in his instructions.

When the command "Krisak" is voiced, 1d4 creatures in front of the lantern are affected by a *hold person* spell (saving throws allowed). This power only affects those within 15 feet of the lantern and lasts for 1d4+2 rounds. This power of the item can be used only twice per day, requiring six hours to recharge after each use. Use *ofholdperson* cancels the *continual light power*, and when the *holdperson* spell runs out, the lantern will be dark.

The eye was created by the wizard Messakk of Amn well over 100 years ago. The lantern was his greatest creation, and he devoted his life (and some even claim his own eye) to its making. He carried it with him until his death. The lantern was rediscovered by the Band in Red, an adventuring company operating out of Baldur's Gate, when they located and successfully raided his tower. The eye was then carried by a warrior of the band named Florn Scarhand, who used it on many of his quests until he finally retired and passed it on to his son. With his father's gift, Dirlas Scarhand soon joined a group bound for Shadowdale, where the lantern was used on expeditions into the Underdark. It was on one of these trips that the party encountered a beholder. The creature accepted the lantern as ransom, and allowed the party to escape. This was in the Year of the Spear—none have returned.

of Multichromaticism

XP Value: 200 **GP Value:** 1,000

DRAGON Magazine 73

Each side of this eight-sided lantern shines with a different color, and the colors periodically rotate from face to face at intervals of 10 seconds to 5 minutes. This phenomenon is believed to be caused by the wild magic that powers the item.

of Plant Growth

XP Value: 600 **GP Value:** 3,000

DRAGON Magazine 73

A *lamp ofplant growth* is a large oil lamp. Although it appears to be nothing more than an ordinary flame, the light of this lamp is equivalent to sunlight of ordinary strength for purposes of growing plants indoors. Without the special oil or without the lamp itself, there is no magic. Generally, the lamp will be placed in the center of an

array of plants. The wick and oil extend far up a slender cylinder in order to be above the plants to shed light down on them.

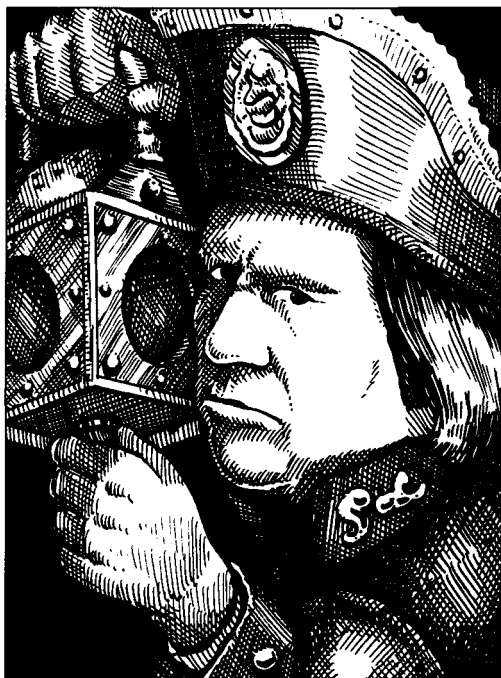
Shadow

XP Value: 750

GP Value: 6,000

Unearthed Arcana

This mundane light radiates a faint, evil dweomer. If it is fueled by oil rendered from fat of human corpses, its beam generates 1d4+4 shadows who serve the possessor of the device for as long as it burns. When the oil is **consumed**, the shadows disappear. Typical burning time is one hour. Note: Characters of good alignment lose experience points equal to the value of these items if they do not destroy them on recognition.



of Spying

XP Value: 1,600

GP Value: 8,000

War Captain's Companion

The *lantern ofspying* look and functions like a *lantern ofcontinual light*. It is, however, even more popular with paranoid ship captains. The lantern allows the individual using it to hear the voices of every person on the ship with clarity, even if they are all talking at once. Whispers and distorted yells can be clearly understood. The user, however, must be fluent in the languages in order to understand them. The lantern does not interpret. By twisting the wick wheel, a knob-like

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projection at the base of the lantern, the user is able to increase or decrease the volume.

If there is more than one *lantern of spying* on a single ship, the owners hear only high pitched and irritating whines whenever the wick wheel is turned to increase the lantern's volume. No spying can be done when more than one lantern is on the same ship. Any magic that defeats *Clairaudience* foils the lantern.

of Summoning

XP Value: 1,000 **GP Value:** 5,000

The Book of Marvelous Magic

This lamp looks like and functions as a *lamp of long burning* in all respects. However, if the user speaks the proper command word while rubbing it, it summons a (lesser) djinni from the Elemental Plane of Air. The djinni serves the user for one day, is very friendly, and requires no concentration, control, or threats. The lamp may be used once per week, but the djinni appears a total of only 20 times. Ten percent of these lamps are cursed; the djinni will attack or imprison the user. The cursed lamp automatically dispels all protection from evil effects within 60 feet when the djinni appears and prevents their creation until the djinni is slain.

Thessall's Wayguider

XP Value: 5,600 **GP Value:** 28,000

DRAGON Magazine 179

Thessall's wayguider is a square lantern 1 foot high with a 6- by 6-inch base. It is styled with four brass pillars, one at each corner. Two opposite sides of the lantern have bronze shutters. The handle on top is made of ivory inlaid with gold bands. In the center of the lantern is room for one large candle. The *wayguider* has two words inscribed at the base in an alien script. If examined with a *read magic* spell, the words read "Bezzam" and "Tekkar." This device will function as a normal lantern unless one of the command words is spoken.

When the command "Bezzam" is spoken aloud, the light from the lantern takes on a blue tint and the range of the light is reduced to 40 feet. This light has the power to reveal secret and magically hidden doors as well as disguised trap doors. When the light shines upon any such portal, its outline glows with a bright blue sheen. The opening mechanism of the door is not revealed, however. This power of the lantern can be used only four times a day, needing six hours after each use to recharge. The magic lasts for only one

turn before the light returns to normal.

When the second command, "Tekkar," is uttered, the lantern casts a reddish light. The glow of the lantern is reduced to a range of 20 feet. This beam has the ability of *true seeing* as per the 5th-level priest spell of the same name. This power affects all creatures in the light's 180° area of effect even if the bearer doesn't intend it. For example, a party of adventurers comes across a group of robed goblins claiming to be monks on a pilgrimage. When the party first spots the robed figures, the thief uses a ring to become *invisible* and get behind the newcomers. If the beam is used to reveal the true nature of the mysterious robed figures, it also reveals the thief to the goblins, and he can be attacked. The light burns the candle at four times the normal rate (equal to two turns in the time of five rounds). This power can only be used once per day.

The final power of the lantern is that it can communicate with the holder *telepathically* and give directions to find the path from which it came. This power also negates the effects of the 3rd-level wizard spell *maze*. It can be used once per day. In order for the magical properties of the *wayguider* to function, a special candle must be used. The candle must be made from the wax produced by the giant honey bee and must have an *enchant an item* spell cast upon it.

The *wayguider* was created by the wizard Thessall of Port Llast over 200 winters past. It was made for his lover, a ranger named Andreana Longstep, to bring her safely back to him after her long journeys in the High Forest. Sadly, it seems that the enchantment was not enough, for on one trip Andreana did not return. Thessall went into the forest to look for her, and neither of them has been seen since. It is rumored that rival wizards kidnaped her to lure Thessall into the forest and into a trap, but this has never been verified.

The lantern was last seen in the possession of a merchant named Druekin Dustycoat, who was trying to sell the lantern quickly in Waterdeep. He fled mysteriously one night with the lantern, leaving all of his goods behind. The present fate of the lantern and its owner is not known. Druekin was said to have been last seen traveling east.

of Timed Lighting

XP Value: 500 **GP Value:** 2,500

DRAGON Magazine 73

This is an ordinary oil lamp, at least in appearance, which, by use of the proper command words, may

be programmed to light and extinguish itself at a specific time each day (with a variable of up to half an hour per day). It is used to convince outside observers that someone is present in a room. The command words become visible when a little wine is placed inside the otherwise empty lamp.

Lance

The term *lance* originally referred to spear wielded by footmen and cavalry. It now refers only to cavalry spears. Lance designs vary between cultures and eras. Generally, a lance is a long shaft of tough **wood**, usually ash, with an iron head in the shape of a laurel or willow leaf, with cutting edges and a sharp point meant to penetrate armor. Lances are built to be gripped close to the bottom, putting a great distance between the wielder and the target. As a rule, the lance is aimed diagonally above the horse's neck. Two opposing lancers would face each other with their right sides facing.

Roll	Lance Type
01-20	Flight lance
21-40	Heavy horsemen's lance
41-60	Jousting lance
61-80	Light horsemen's lance
81-00	Medium horsemen's lance

Anhur's

XP Value: 25,000 GP Value: 125,000

Legends & Lore

The lance that Anhur's avatar employs in combat is a powerful weapon. In addition to being a *lance* +5, it has the abilities of a *ring of fire resistance*, a *ring of protection*, an *amulet of the planes*, and a *talisman of pure good*.

Copper

XP Value: 3,000 GP Value: 15,000

Kara-Tur

The *porcelain warrior*, detailed under the **Crystal Warrior** entry, carries a magical *copper lance* +2 that can shine like the sun, causing *blindness* in all creatures within 50 feet who fail a saving throw vs. spell.

Death

XP Value: 1,000 GP Value: 5,000

Descent into the Depths of the Earth

The *death lance* is a 10-foot-long spear that discharges a negative force when it hits. This force

causes 3d4 points of damage in addition to the normal damage of the weapon, and any opponent struck must save vs. poison or lose 1d4 levels. The lance has a maximum of six charges. Roll 1d6 to find the charges left. Once the charges are used, it becomes a nonmagical weapon.

Dragonlance

XP Value	GP Value
Footman: 1,000	6,000
Mounted: 1,200	7,200

Dragons of Light

The *dragonlance* is an ancient artifact created at the close of the early Dragon Wars and used to defeat the evil dragons. There are 20 surviving *dragonlances* hidden inside the Stone Dragon of Ergoth, 10 of each type. In addition, more can be constructed for future adventures.

There are two types of *dragonlances*: mounted and footman's. Each type is made of the same silvery metal, and gives off a healthy, silver glow. The head is sharpened to a fine edge, and small barbs protrude from the sides.

The footman's lance is 8 feet long, while the mounted lance is 16 feet long. The footman's lance can be cast as a spear at -2 to attack rolls. The mounted lance is heavier and often has a shield guard attached.

A footman's lance causes 1d6 points of damage vs. normal foes and 1d8 against larger than human-sized targets. Against any dragon it inflicts damage equal to the hit points of the wielder. A fighter with 14 hit points will inflict 14 points of damage. The weapon is always +1 to attack (unless thrown).

A mounted *dragonlance* does 2d4+1 points of damage vs. normal foes and 3d6 vs. larger than human-sized creatures. Against any dragon it inflicts a number of hit points equal to those of the wielder and the mount. A 15hp fighter on a 40 hp dragon inflicts 55 points of damage. The weapon is +2 to attack.

of Fire

XP Value: 2,000 GP Value: 10,000

Legends & Lore

Wind's avatar carries a *lance of fire* that does 1d10 points of damage. If a mortal touches the weapon, he or she suffers 1d10 points of fire damage per round—even if magically protected.

Hastsezi's Lance of Fire

XP Value: 3,000 GP Value: 15,000
DEITIES & DEMIGODS Cyclopedica

Hastsezi's lance of fire does 3d10 points of damage (he never throws this weapon).

Izanagi's

XP Value: 2,000 GP Value: 12,500
Legends & Lore

Victims hit by *Izanagi's lance* must save vs. death magic or their blood coagulates in their veins and kills them.

Lesser Dragonlance

XP Value	GP Value
Footman's: 800	4,000
Mounted: 900	4,500

Tales of the Lance

These beautiful weapons come in two types: Footmen's lances and mounted lances. Each is made of a silvery metal that gives off a healthy, powerful glow of silver. The head is sharpened to a fine edge, with small barbs protruding from the sides.

How well the lance was made and under what conditions it was forged determines the lance's performance in battle. The forging of a true *dragonlance* requires two artifacts: the *silver arm of Ergoth*, and the *hammer of Kharas*. Legend says that only *dragonlances* forged by these two artifacts can work properly.

A *dragonlance* forged with only one of these two artifacts receives only a +2 enchantment to attack and damage rolls. A lance forged by both artifacts gains a +4 **enchantment**. *Dragonlances* were first created at the end of the early Dragon Wars, and they brought about the downfall of the Evil dragons. Twenty *dragonlances* survived inside the Stone Dragon of Ergoth—10 footman and 10 mounted lances. Others lie in sunken Istar.

More lances were forged during the War of the Lance. With the end of the War, the Knights of Solamnia have overseen the production and distribution of the lances. *Dragonlances* are never sold, nor distributed lightly. Characters who are not demonstrably good cannot use the lances. (The lance burns the hand or mount of nongood characters for 4d6 points of damage per round held.) The Knights keep close track of the actions of those who are given a lance.

Footman's Dragonlance: This lance is 6 feet long. It can be thrown as a spear, although with a -2 to attack. The lance causes 1d6 points of damage on human-sized or smaller opponents, and 1d8 points

against larger than human-sized opponents. Against any dragon, the *dragonlance* inflicts damage equal to the total remaining hit points of its wielder.

Mounted Dragonlance: The mounted lance is 12 feet long and is most effective when mounted on a good dragon. The weapon is buttressed by a harness mount that enables the wielder to bring the weapon's point to bear at any arc around its balance point. The mounted lance does 2d4+1 points of damage against foes that are human-sized or smaller, and 3d6 points against larger than human-sized opponents. Against a dragon, the lance inflicts damage equal to the total remaining hit points of the wielder and mount. If the lance is not mounted on a dragon, the weapon causes normal lance damage, with the magical enchantment bonus to attack and damage rolls.

Ortnit's Lance of Doom

XP Value: — GP Value: —
DUNGEONS & DRAGONS Master Set

It is not known how the hero Ortnit (or Hartnit) acquired this powerful weapon. The device's origin is also a mystery. Ortnit defeated many giants with it, so it may have great powers against them; but he was later slain ignominiously by a small white dragon, which is odd considering his legendary power. The weapon remains but is often **shunned**, for it is rumored to bring death to any user.

This ornately scribed lance, entirely sheathed in light metal, can only be used when riding a mount (base damage 2d6).

The *hold monster* power is activated whenever the lance first strikes a creature. At that time, the user discovers that he or she feels capable of dodging missiles (the other power), and can discover the use (but not the cost) of that power through practice.

Knowledge of the existence of the *hold* power can be deduced by observing results, but it is never explained. The lance has the ability to allow its user to *comprehend languages* as well; the user simply understands, somehow, all languages heard as long as the lance is held. The *dodge* power is activated as soon as the user tries to dodge a missile.

Suggested Powers: (All abilities are cast at 20th level.)

- *Lance +5/+10 vs. giants*
- *Comprehend languages*
- *Hold monster*
- *Dodge any missile* (If user saves vs. wands. Missile is automatically dodged—includes magical arrows and bolts, as well as *magic missiles*.)

Suggested Handicap: The user loses $\frac{1}{3}$ of all treasure carried each time he or she uses the lance to slay a creature.

Suggested Penalty: This takes effect when any creature is struck with the lance, but may not become apparent until much later. The user takes double normal damage from all blows or breaths from any dragon for one full day. The user may make the usual saving throw vs. dragon's breath, taking full normal damage if the attempt succeeds.

of Piercing

XP Value: 500 **GP Value:** 2,500

Top Ballista

In the hands of anyone other than a pegataur, this vicious fighting weapon acts as a *lance* +1. If carried by a pegataur, the lance becomes a full *lance* +5, and on a natural attack roll of 19 (if it strikes the target) or 20, the lance causes triple normal damage (3d10+5 for the weapon, and any appropriate Strength or other bonuses).

Puchan's Golden

XP Value: 10,000 **GP Value:** 50,000

Legends & Lore

Puchan's avatar's *golden lance* always hits its target, and returns to his hand on the same round if he throws it.



Tribal

XP Value: 2,000 **GP Value:** 10,000

DUNGEON Magazine 32

These ancient *lances* number about 20. There is one for each tribe of the Rovers (Gray Lynx, Red Horse, and the rest), although some have been lost to enemies over the years. In most hands, the lance is only a *lance* +1. But in the hands of a Rover warrior, the lance gains several powers. First, it does damage as a *heavy horse lance* +3, although it is as light and handy as a spear. In addition, any opponent who faces a Rover intending to fight must save vs. spell or be struck with a type *offear*. The character stricken cannot bear to look at or attack the lance wielder in any way; and cannot cast spells or use weapons against the Rover.

The lances are all made of hornwood with iron heads and decorated with feathers and tufts of hair. *Tribal lances* are carried by Rovers champions, who belong to the Wardog Society.

True Dragonlance

XP Value: 20,000 **GP Value:** 100,000

Tales of the Lance

True dragonlances are very rare. Their creation must include all the elements common in any *dragonlance* creation—the *silver arm of Ergoth*, the *hammer of Kharas*, and pure *dragonmetal*. Beyond that, the forging of a *true dragonlance* must be overseen by the Master of the White Robes and the Chosen Prophet of Paladine. Furthermore, the lance must be completed on a night of the Grand Conjunction of the moons. As the molten *dragonmetal* solidifies, the Master of the White Robes imbues it with awesome spell power and the Chosen Prophet evokes Paladine. If the workmanship is worthy, and the lance is truly needed, Paladine appears in avatar form and lays his hands on the white-hot metal. In a flash, he is gone, but a *true dragonlance* has been created.

A *true dragonlance* uses the lance mount and saddle to draw the dragon's power and essence into the weapon. Upon a command word uttered by the rider, the tip of a *true dragonlance* unleashes the dragon's breath weapon at double its usual range and damage and half the usual THACO. The dragon can also use its breath weapon simultaneously, with its original range, damage, and THACO.

Unfortunately, because the dragon's essence is drawn upon so heavily, a *true dragonlance* (if used incautiously) may destroy a dragon. No dragon can withstand more than 1d4+10 uses of a

true dragonlance per day, and every use requires the dragon to rest one day to recover to full strength. After five uses, the breath weapon's range and damage are halved and the THACO is doubled. After the total number of uses (11–14), the dragon drops, dead on the ground.

A rider who has destroyed a good dragon through incautious use of a *true dragonlance* is hunted down by the Master of the White Robes and the Chosen Prophet of Paladine and slain. Nothing can save such a one.

Venom

XP Value: 1,750 **GP Value:** 9,000

IMAGINE Magazine 29

This evil lance can be wielded as a *spear +4* by a foot soldier or as a *heavy horse lance +4* by an equestrian. Creatures struck by the weapon must save vs. poison at -4 or take an additional 3d6 points of damage for 1d4 rounds. The *venom lance* can *detect good*, *cause fear* once per day, and communicates *telepathically* with its wielder. The lance has an Intelligence of 13 and an Ego of 13.

Wind's

XP Value: 4,000 **GP Value:** 20,000

Legends & Lore

Wind's avatar wields a lance that causes 1d10 points of damage and requires a Strength of 18/00 to wield. The lance also fires a 2d10 *lightning bolt* once per round.

Lapland Wool

XP Value: 500 **GP Value:** 2,500

Gods, Demigods, & Heroes

If adventurers to Lapland contact the right people (DM's option), they may have bestowed upon them some wool, which if rubbed produces a flock of sheep. This could solve problems with provisioning people, and even armies, depending on how much wool one procured.

Larder of Holding

XP Value: 2,000 **GP Value:** 17,000

Castle GREYHAWK

The *larder of holding* has a human-sized door that gives access to an area 30 feet square, stocked with prepared food. It holds prepared food in a perfect state of preservation, but rejects any other substance (except the material of the storage shelves and bins inside). If an inappropriate substance is placed within, it reappears outside as the door is

closed. Some dead bodies might be considered "prepared," such as flash-fried dragon victims, and the cupboard could be used to preserve them until they can be brought to a priest capable of casting a *raise dead* spell, but mostly the cupboard is only useful for carrying food. It has all the bulk and normal weight of an empty 6-foot by 3-foot by 30-inch wooden cupboard.

Larynx of Deafening

XP Value: 250 **GP Value:** 1,250

DRAGON Magazine 134

This item appears as a small patch of leathery material, approximately 2 by 4 inches. When placed against the throat of a jester, it adheres to his skin and magically blends so as to be indistinguishable from the user's throat. A character with this magical larynx attached is able to yell at incredible volume. Furthermore, the yell is both audible and understandable at up to three miles' distance. Anyone within an enclosed space 100 feet across or less who hears the shout (with no solid interposing barriers) must save vs. spell or be deafened for 3d10 turns; the user is immune to this effect. The larynx is removable.

Leaf

A magical leaf is a type of brooch shaped like a small leaf of almost any type of tree. They are usually made of metal and have a pin or clasp for attachment to garments.

Book

XP Value: 400 **GP Value:** 2,000

The Book of Marvelous Magic

This leaf turns into a normal wizard's spell book, large enough to contain up to 60 spells of any levels, on command. The book is empty when found, though spells may be inscribed by the usual methods. In leaf form, the spellbook can be damaged only by magical spell effects and is immune to all spells of 3rd level or less. Against more powerful magic, it is treated as having 50 hit points and takes half damage from spells if the wearer makes the appropriate saving throw.

of Colors

XP Value: 600 **GP Value:** 3,000

The Book of Marvelous Magic

This leaf may be commanded to magically sense the presence of any race of creature. When it comes within 120 feet of the creature *specified*, the *leaf of colors* turns yellow; it turns red when within 90



feet, and brown within 60 feet. The leaf resumes its normal color on command. A race of creatures can be specified (such as dragons, elves, and invisible stalkers), but not individuals, class names, or other professional terms (sage, fighter, spy). The leaf can be used as often as desired but can sense only three different races of creatures per day.

of Crumbling

XP Value: 500 GP Value: 2,500

The Book of Marvelous Magic

This leaf looks exactly like a *leafoffalling*. However, the wearer gains no protection against a fall and must also make a saving throw vs. petrification with a -2 penalty to the roll. If it fails, the victim turns into a stone statue, just before impact and might shatter upon hitting the ground. A shattered statue can be reassembled by a skilled stoneworker (resulting in a total loss of 14 points of Dexterity and Constitution scores—7 each—when returned to the flesh), by a *wish* (which causes no penalties), or perhaps by some other means.

Enchanted

XP Value	GP Value
ofConvik Tree: 1,750	4,000
ofHis Tree: 2,500	8,000
ofKemis Tree: 1,000	2,500
ofMis Tree: 2,000	4,000
ofPajon Tree: 500	2,500

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Several versions of this magical item have been documented, each is valuable and useful. All magical leaves are pieces of fine cloth, cut in the shape of an oak, cherry, or walnut leaf and imbued with magic. The leaves vary in size from 3 inches to nearly 1 foot in length, and can be found in practically any color.

LeafofHis Tree: This leaf reveals an object's history. The history appears, written on the leaf when the leaf is placed upon the object. If the leaf is placed on a magical item, any command words are revealed. The writing is always in a language the user can **understand**, but the user must be able to read to use the leaf. A *leafofhis tree* can be used once a day by wizards or priests. If the entire history is too long to fit on the leaf, only the portion that fits is revealed. The user can get the remaining history by placing the leaf on the object again the next day. If more than one day passes, or if the leaf is used on another object, the user must start the process over again.



LeafofPajon Tree: This leaf can become any article of clothing desired. For example, it can transform into peasant rags, warm fur boots, or a bejewelled velvet cloak. Such a leaf can be used only once, and it retains its form as the chosen article of clothing until destroyed. These leaves can be used by any class.

LeafofConvik Tree: This leaf creates a 10-foot-square cage that only can be opened and closed by the holder of the leaf. The leaf can be used once a day, and retains its cage shape for one hour. It can be used by priests and thieves.

LeafofKemis Tree: This leaf, usable only by wizards, can transform into any potion named by the holder. Such a leaf can be used only once.

LeafofMis tree: When torn into pieces, mixed with water, and **consumed**, this leaf has a random effect on the imbiber. Roll 1d8 and consult the following list:

Roll Effect

- 1 Bestows *infravision* up to 120 feet for one hour.
- 2 Heals 1d10 points of damage.
- 3 Acts as a *neutralize poison* spell.
- 4 Allows imbiber to *levitate* as per the wizard spell for one hour.
- 5 Grants an *augury* spell, as if the imbiber were a priest.

- 6 Improves the imbiber's Armor Class by 2 for 24 hours.
- 7 Allows the imbiber to walk on water as if he were wearing a *ring of water walking* for one hour.
- 8 Allows the imbiber to *speak with animals and plants*, as per the priest spells for three hours.

of Falling

XP Value: 300 **GP Value:** 1,500

Champions of MYSTARA

When worn, this small brooch shaped like a leaf protects the wearer from falls. Whenever the wearer approaches any hard surface fast enough to cause damage on impact, the leaf automatically takes effect, slowing the wearer to a slow fall (like a leaf). No falling damage is sustained in falls of 60 feet or less, and only 1 point for each 10 feet of falling thereafter (maximum 20 points of damage regardless of height). The *leaf of falling* has 3d10 charges when found, and each use costs one charge.

New

XP Value: 100 **GP Value:** 500

The Book of Marvelous Magic

This leaf can be used to negate one curse. It has no effect until removed, held over the head, and then turned over. The leaf then produces a *remove curse* spell as if cast by a 36th-level priest that affects the user. The *new leaf* disappears after use.

of Warmth

XP Value: 1,200 **GP Value:** 6,000

The Book of Marvelous Magic

This leaf is identical to a *leaf of colors* (see above) and senses creatures in an identical manner. It does not change colors, but instead changes temperature. Any creature with infravision can easily see the shift from blue to red as the named creature comes closer or is approached. This leaf is normally cool and seen as light blue with infravision. The *leaf of warmth* can be used as often as needed but can sense only three different races of creatures per day.

Lens

A lens is a ground piece of glass made nearly flat but having curved surfaces on both sides. Seen from the edge, lenses are either concave or convex. Lenses in medieval settings is usually of poor quality and often crudely made; a good lens is the product of rare, pure materials and weeks of careful polishing, measuring, and testing.

Magical lenses appear to be identical to normal ones and are often found in small leather cases or fur-lined, wooden boxes. Every lens has at least one command word. The user need only speak the command while looking carefully through the lens with one eye.

Mixing lens types is certain to cause immediate insanity for 2d4 turns. Once the period of madness has passed, the character can (and should) remove one of the magical lenses.

of Activity Detection

XP Value: 2,000 **GP Value:** 10,000

Dragon Keep

This 1-foot, circular lens made of translucent blue crystal was especially made for Artha by a renegade Black Robe wizard. Artha intended to use the *lens of activity detection* to help her locate the secret portal to the Plane of the Astral Dragon, but ultimately never needed it.

The *lens of activity detection* detects the presence of life or pseudolife within an area of one square mile; the lens cannot pinpoint the source of detected activity.

The lens is useful in determining whether or not life exists in areas that appear devoid of life, such as deserts or barren islands. To a user peering through the lens, areas of one square mile that contain life appear to have a bluish glow. The area being observed must be no farther than one mile distant for the lens to work.

of Blinding

XP Value: — **GP Value:** 1,200

The Book of Marvelous Magic

This concave lens appears and functions as a *lens of seeing*, but there is a 50% chance it will malfunction. The possibility is checked when any invisible object or creature is first seen and for each invisible item or person. If the malfunction occurs, the user of the lens is immediately blinded in both eyes, having gained only a brief glimpse of the goal. The blindness may be removed in the usual ways, such as by a *cure blindness* spell. The *lens of blinding* can be used three times per day for one turn per use and has a 120-foot range.

of Charming

XP Value: 4,000 **GP Value:** 20,000

DUNGEON MASTER Guide

This item consists of a pair of crystal lenses that fit over the user's eyes. When in place, the wearer is

able to *charm* persons merely by meeting their gaze. Those who fail a saving throw vs. spell are *charmed* as per the spell. The user can look at and *charm* one person per round. Saving throws suffer a -2 penalty if the wearer has both lenses, or a +2 bonus if wearing only one of a pair *lenses of charming*.

of Detection

XP Value: 250 **GP Value:** 2,500

DUNGEON MASTER Guide

This circular prism enables its user to detect minute things at 50% of the ability of *eyes of minute seeing*, but it also enables the possessor to look through the lens and track as a 5th-level ranger. The *lens of detection* is about 6 inches in diameter. It must be set in a frame with a handle in order to be properly used.

of the Eagle

XP Value: 3,500 **GP Value:** 18,000

DUNGEON MASTER Guide

These items are made of special crystal and fit over the eyes of the wearer. They give the wearer a visual range 100 times greater than normal at farther distances (minimum 10 feet away). Wearing only one of the pair causes a character to become dizzy and, in effect, *stunned*, for one round. After that, one eye must always be covered to avoid vertigo.

Evelyn's Lens of Speedreading

XP Value: 800 **GP Value:** 4,000

1992 Fantasy Collector Card 503

This lens performs the same function as any other *lens of speedreading*—it triples reading speed. However, Evelyn has imbued her lens with another *power*—it contains a built-in *comprehend languages* spell that can be invoked once per day. The lens will not read magic without the accompanying spell, but it will decipher codes and improve illegible writing. The lens will also detect *explosive runes*, but if the reader passes over them at triple speed, they will explode unless reading stops as soon as the runes are detected.

of Far Seeing

XP Value: 2,000 **GP Value:** 10,000

The Book of Marvelous Magic

This convex lens enhances sight, both normal and infravision. While using the lens, a sign can be clearly read at 120 feet, assuming it is readable in the first place (because of language or lighting). Infravision, both normal and magical, can be extended to

double normal range (120 feet). Outdoors, creatures and objects can be seen at double normal range. A monster encountered in clear terrain might be seen at double the usual distance, but this is not common and requires the lens to be in use at the time. The lens may be used three times per day for one turn per use.

of Lighting

XP Value: 500 **GP Value:** 4,000

The Book of Marvelous Magic

This convex lens can focus certain rays of light and create flame with their energy. It can focus light from the sun, moon, or even light or *continual light* spells. When held between such a light source and combustible material (**wood**, tinder, or cloth), and at a distance of exactly 1-foot from the object to be **burned**, a small flame appears on the material when the command word is spoken. It grows and spreads unless quickly quenched. The *lens of lighting* functions three times per day.

of Minute Seeing

XP Value: 2,000 **GP Value:** 10,000

DUNGEON MASTER Guide

In appearance, *eyes of minute seeing* are much like other magical lenses, but they enable the wearer to see 100 times better at distances of 1 foot or less—tiny seams, minute marks, even the impressions left on a pad after the top sheet has been written on, can be seen. Secret compartments and hidden joints can be noted and the information acted upon immediately. The effect of wearing just one of these crystals is the same as that given for *lenses of the eagle*.

of Petrification

XP Value: — **GP Value:** 1,800

DUNGEON MASTER Guide

Totally indistinguishable from any other magical lenses, the effect of donning *lenses of petrification* is **dramatic**—the wearer is instantly turned to stone. Note that 25% of these devices work as the gaze of a basilisk does, including reflection of the eyes turning the gazer to stone.

of Petrification II

XP Value: — **GP Value:** 2,200

Dragon Keep

These are a pair of convex crystal lenses that fit over the user's eyes. The instant they are fitted to the user, he or she immediately turns to stone. The effect of these special lenses can be avoided if the

user rolls a successful saving throw vs. petrification, or it can be canceled if a companion casts *dispel magic* or a similar spell. Otherwise, *petrification* wears off in 2d10+10 rounds. Once the *petrification* is dispelled or wears off, the user's vision is blurred for the next 1d4 hours, causing attack rolls to be made with a penalty of -2.

of Reflection

XP Value: 500 **GP Value:** 2,500

The Book of Marvelous Magic

This concave lens may be placed on any part of the face and commanded to stay. It then remains in place until commanded to release. If the wearer of the lens becomes the target of a *light* or *continual light* spell (or of either reversed version), the spell is automatically reflected back upon the caster, regardless of range. The *lens of reflection* has no effect if the spell is cast from behind the user, but it does affect spells cast from the side or the front. Any spell reflected appears around the caster, but does not move or cause blindness. The reflected spell has its normal effect and duration. The *lens of reflection* can be worn for as long as desired. It contains 2d10 charges when found; each reflection uses one charge.

of Remote Viewing

XP Value: 1,000 **GP Value:** 5,000

The Complete Thief's Handbook

These small, clear gems (the term "lens" is a slight misnomer here) appear to be worthless quartz, but in fact possess a powerful dweomer. An owner who attunes to a *lens of remote viewing* (a process that takes four hours of meditation) can then *see* through the lens whatever is happening in front of the lens and within its field of vision, wherever the lens happens to be later. There is no range limit, save that perception across the planes is not possible. No auditory information is detected through the lens, and no spells can be cast through it. A *lens of remote viewing* is also detection resistant. At any one time, any thief may be attuned with a number of such lenses not exceeding ½ the Intelligence score (round fractions down). These items are usually found singly, and are of obvious value in espionage.

of Seeing

XP Value: 2,000 **GP Value:** 10,000

The Book of Marvelous Magic

This concave lens enables the user to see invisible creatures and objects within 120 feet. The *lens of seeing* works three times per day for one turn per use.

of Speed Reading

XP Value: 500 **GP Value:** 2,500

Tome of Magic

While looking through this lens, the user can read any book, document, or other written material three times normal speed with full comprehension. When used in conjunction with *read magic*, the *lens of speed reading* enables the user to quickly scan scrolls and magical works to learn their contents, but it has no effect on the time required to cast spells. The lens cannot decipher codes, improve illegible writing, or allow magic to be read without the proper spells.

of Subtitles

XP Value: 2,800 **GP Value:** 14,000

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These two glass lenses, held together by woven gold and silver wires, act as a translation device. Each pair of lenses is usually set to translate 1d4 specific languages into another language. For example, one pair might translate the languages of elves, dwarves, and orcs into Common, while another might translate Dwarf and Gnome into Elf. The translation is in writing, with the words running across the inside of the lenses. The words are invisible to all but the wearer, and as long as the wearer can read the language, he can take advantage of the lenses' power. While the words move across the lenses, they obscure the vision of the wearer. In a combat situation, this imparts a -4 penalty on all attack rolls and saving throws made by the wearer. A character must disengage from combat for an entire round to take off the lenses. The lenses are enchanted to stay on the wearer's face until the user removes them. Therefore, the lenses cannot fall off during combat or falls. The DM may choose to use the tables below to find the languages the lens can translate.

Roll	Language	Roll	Language
01	Brownie	45-49	Halfling
02-03	Bugbear	50-51	Hobgoblin
04	Centaur	52-54	Kobold
05	Dragon, Black	55	Lammasu
06	Dragon, Blue	56-58	Lizard Man
07	Dragon, Brass	59	Manticore
08	Dragon, Bronze	60	Medusa
09	Dragon, Copper	61	Minotaur
10	Dragon, Gold	62	Naga, Guardian
11	Dragon, Green	63	Naga, Spirit

12	Dragon, Red	64	Naga, Water
13	Dragon, Silver	65	Nixie
14	Dragon, White	66	Nymph
15	Dryad	67-70	Ogre
16-20	Dwarf	71	Ogre Mage
21-25	Elf	72-76	Orc
26	Ettin	77	Pixie
27	Gargoyle	78	Salamander
28	Giant, Cloud	79	Satyr
29	Giant, Fire	80	Shedu
30	Giant, Frost	81	Sprite
31-33	Giant, Hill	82	Sylph
34	Giant, Stone	83	Titan
35	Giant, Storm	84	Troll
36-39	Goblin	85	Xorn
40	Gnoll	86-90	Human Foreign
41-44	Gnome	91-00	Other

the crystal sheet, and (if the lens is activated) that a lesser magic affects the area within 20 feet of it.

The lens is activated whenever any life force (living or undead) approaches within 3 feet of the clear side. The cloudy side of the lens begins to brighten, its radiance producing a *continual light* effect within one round. Viewed from the cloudy side, the users (those on the clear side) appear as the purest opposites of their actual forms. A paladin would appear fiendish or diabolical; a chaotic evil monster might appear as a paladin, or as a deva, planetar, or solar. Additional visual effects (flames and smoke, sky and fluffy clouds) are automatically produced as a background setting appropriate to the false visual form. Subtle feelings of fear or peace are likewise projected to the viewers of the *illusion*, allowing no saving throw (though innate, total immunity to *ESP* negates the emotional effects). The cloudy side of the lens quickly darkens when the users back away from the clear side.

The lens functions as often as desired. It is protected by a powerful and *permanent force field*, and is impervious to harm by anything less than a demigod. Even *passwall* and *glasse* are useless against its mighty dweomer. Once **mounted**, as it is here, it cannot be removed by a power lesser than *luz's*, except for a *wish*—and even that may cause the lens to shatter in the attempt (a 25% chance). A final dweomer lets *Iuz* know if the lens is destroyed—and who did it.

of Ultravision¹

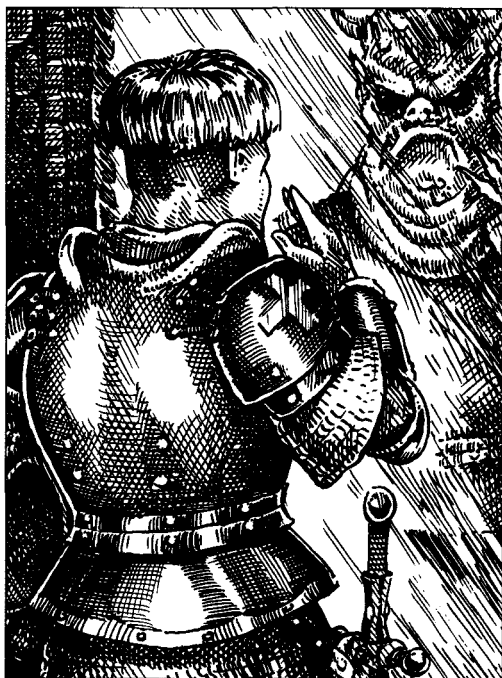
XP Value: 750

GP Value: 5,000

Unearthed Arcana

This circular, faceted prism is fashioned from a perfect crystal of pale aquamarine. When held before the eye, it enables the user to sense radiation in the ultraviolet spectrum. In effect, the user is able to see in total darkness as if in bright moonlight. General outlines can be distinguished from up to 240 feet away, and details can be seen clearly for 120 feet distance. Of course, the device must be held so as to be able to look through it. A *lens of ultravision* is about 1½ inches in diameter.

¹**Note:** *Ultravision* is no longer a part of the AD&D game system. This entry is included for historical reference **only**—We told you this would be complete. Ed.



of Transformation

XP Value: —

GP Value: 22,500

The Temple of Elemental Evil

This device is a sheet of cloudy crystal, 7 feet broad and tall and 3 inches thick. It was created by *Iuz*, who placed it in the dungeon for his own evil purposes.

The crystal sheet appears cloudy on one side, but clear on the other. No *detect* spell works within 20 feet of it, except for *detect magic*, which reveals that a powerful dweomer is upon

of Valuation

XP Value: 1,000

GP Value: 5,000

The Complete Thief's Handbook

This highly prized item consists of a lens some 3 inches in diameter with a handle some 6 inches long. The lens allows the viewer to estimate the true worth of any nonmagical object to within a tolerance of 5%, if studied for at least five rounds. Of course, this is an average price, and special conditions of supply or demand may make such a valuation wildly inaccurate. Merchants usually go to considerable lengths to prevent any *lens of valuation* from being used on their goods! In the thieving community, this item is most sought after by fences, who can widen their operations by leaps if they possess this item.

Leomund's Labile Locker

XP Value: 5,000

GP Value: 25,000

The Temple of Elemental Evil

This copper-bound box is 2 feet wide and tall, and 3 feet long. Invisible runes are scribed upon its front; these reveal four command words. The first shrinks the box to a twelfth of its normal size, with all contents likewise becoming minute. The weight of the shrunken chest, empty or filled, is 30 pounds. The second word causes the chest (if of normal size) to **unction** as one upon which a *Leomund's secret chest* spell has been placed (but with no smaller replica necessary). The third word causes the box to return to full size or normal place, as applicable. The fourth word causes growth to quadruple dimensions, with sides, top, and bottom of 1-foot thickness, huge copper bands, and a weight of 1,200 pounds.

Libram

Books, Librams, Manuals, Spellbooks, and Tomes

In the AD&D game system, each of these terms has a unique definition:

Books may be used only by *priests* and sometimes raise a specific character statistic.

Librams are books used only by *wizards*, and occasionally boost stats.

Manuals may be used by *both fighters and thieves*, and some include boosts to stats.

Spellbooks contain spells and occasional surprises. Most are restricted to priests and wizards, but a few may be used by any class.

Tomes may be used by *all classes* and some grant boosts to stats.

All magical books, librams, manuals, spellbooks and tomes appear to be normal works of arcane lore. Each is indistinguishable from others by visual examination or by magical detection.

A *wish* spell can identify or classify a magical work. Other spells, notably *alter reality*, *commune*, *contact higher planes*, *limited wish*, and *true seeing*, are useless. A *wish* reveals the general contents of a book, telling what classes or characteristics are most affected (not necessarily benefited) by the work. A second *wish* is required to learn the book's exact contents.

After being studied by a character, most magical works vanish forever. However, one that is not beneficial to the reader may become attached to the character, and he or she is unable to get rid of it. If the work benefits another character alignment, the owner is *geased* to conceal and guard it. As DM, you should use your judgment and imagination as to exactly how these items are to be **treated**, using the rules in this section as parameters.

A libram is a large book with a heavy wood and leather cover, high-quality pages of heavy parchment, and ornate decorations on both cover and pages. Magical librams may be of any size, from a mere 2 feet square to 20 feet across. The larger types require assistants for proper use and may be suspended by a heavy chain in a large room.

Analect of Magic

XP Value: 8,000

GP Value: 80,000

Legends & Lore

This book allows a wizard (or wu-jen, if you are using the *Oriental Adventures* supplement) to memorize any spell no matter what level. Reading the *Analect of Magic* requires 72 hours of uninterrupted study, and after using the ability gained from it, the reader forgets everything he read. Only a wizard (or wu-jen) of 18 Constitution and 18 Intelligence may read this tome and they must lose one point of Constitution when they do so.

Any being who attempts to use this book while lacking the proper Constitution or Intelligence loses 1d6 points of Constitution. When used in conjunction with the *Canon of Changes II* (see **Tome**) this book has other special powers.

of the Black Heart

XP Value: 5,000

GP Value: 45,000

Mordenkainen's Fantastic Adventure

This book was written by several evil wizards, whose time of existence upon Oerth is not

recorded, save that they dwelt near the Valley of the Mage. The tome was lost during those years when the Mage of the Valley brought down a great ruin upon these evil ones. The tome slipped from the ways of dread for a time, only to be located by Tomorast in a curio shop in the City of Greyhawk. The legends do not tell how it came to be there, but it was truly lucky for Tomorast that he found it, for it contained what he had always sought: power and arcane knowledge to procure still more power. He has read extensively from this book, although he is forced to offer a sacrifice to Kerzit every time he peruses its worm-eaten pages.

Through the use of the tome and his own baleful spells, Tomorast has created and brought to life many of the objects that reside on the dungeon levels beneath Maure Castle. His greatest artificing was performed, using the knowledge imparted by the tome, in the creation of the iron golem.

Through the use of the tome, he has summoned many evil and knowledgeable spirits to guide him in acquiring knowledge of the Outer Planes of existence, and how to traverse this realm while remaining in his physical body. Tomorast has yet to use all of the tome's powers and secrets, for his servants have of late become suspicious of him and his so-called "service" to the elder gods. Thus, Tomorast has had to stop sacrificing his followers, and now resorts to using hired assassins to find offerings for Kerzit.

The Powers of the Tome: The *Tome of the Black Heart* is written in magical script, and comprises many and varied powers and summonings. Each area covered is listed hereafter.

Pages 1-12: These pages describe the summoning of the guardian Kerzit, and those words of power that may dismiss it. This summoning requires an evil wizard of the 12th level or higher, 10,000 gp in crushed black opals, a sacrifice, and two weeks of preparation and meditation. Appropriate vestments must be acquired and worn, and the words, "Kerzit the Mighty, Kerzit the Strong, Kerzit the Guardian, Kerzit! Kerzit!! Kerzit!!!" must be chanted. This chant protects the summoner from Kerzit's attack. Every time the tome is used, a sacrifice must be offered to the guardian, and the precise ritual must be repeated.

Pages 13-50: This is the history of the tome as recorded by its unknown authors. Tomorast's scrawl can be identified, as he keeps updating the tome as he learns from it.

Pages 51-120: These pages describe the making of a special iron golem. The crafting of this golem requires six months of time, 150,000 gp, and the following:

- A *fireball* spell must be cast on this creature once complete. This imparts its fiery breath.
- A *levitate* spell must be cast on the creature, making this form of movement possible. The spell must be cast while the golem is still inanimate.

Pages 121-200: These pages describe the making of an item known as the *dagger obelisk*. This requires a wizard of the 12th or higher level, three months of preparation time and magical investigation, and a 30,000 gp sacrifice to the lesser gods Fharlanghn (horizons, distance, travel) and Celestian (stars, space, wanderers). The following elements are also needed:

- Three pounds of hornblende.
- A *teleport* spell, cast by a wizard of at least 12th level.
- An *extension III* spell.
- A *plant growth* spell.
- One 95%-flawless sapphire.

The hornblende must be shaped into a normal dagger by a lapidary. The spells are then cast into the dagger in this order: *plant growth*, *teleport*, and *extension III*. The sapphire is finally set in the pommel to boost the dagger's magical powers. The sacrifice to Fharlanghn and Celestian may be made at any time, but must be performed at a temple of those who profess neutral alignment. The last passage in the tome about this dagger instructs the creator in its use. Once having created and enchanted the dagger, the wizard must thrust it into the ground up to its hilt. This done, a rumbling will be heard and the ground will begin to part, making way for a green, spiraling, 30-foot by 18-inch plant stalk that will push up out of the ground and stop in front of the character. A grotto near the front of this stalk will appear to be a passageway. This is, in fact, a transportation device to the Lost City of the Elders.

Pages 201-268: These pages cover several names of spirits that can provide information about the other Planes of Existence, if conjured or summoned:

- Rar-tum, Spirit of the Elemental Planes.
- Kesh-gurh, Spirit of the Paraelemental Planes.
- Sha-duan, Spirit of the Demiplane of Shadow.
- Mezzik, Spirit of the Demiplane of Knowledge concerning the layers of the Abyss and the Layers of Tarterus.

The last entity can only be summoned 50% of the time. If successfully **gated**, it will appear as a lesser baatezu with bright red and light green colorings (feathers). It is actually an imp with a minor shape change ability, which allows it to appear as and fight as this fiend for six turns only. This creature will lie to those of any alignment save chaotic evil, and will leave of its own volition after only 3d4 rounds spent on the Prime Material Plane.

General Notes: To question these spirits, the character must first gate them in by spell or magic item. They may be asked direct questions, but will usually refuse to converse unless threatened by *spiritwrack* or similar magical means. Under such pressure, they will inform the questioner of all they know concerning the particular plane from which they were summoned (2d418/10% veracity on all answers if the questions are detailed enough). They will answer as many questions as the questioner can pose during a 24-hour period. After this time they merely "pop" out of this plane back to where they came from, cursing their summoner with many vile words and derisive comments.

Description: **Rar-tum** appears as an admixture of earth, air, fire, and water. **Kesh-gurh** appears as flowing dust particles filled with ice, heat and vapor. **Sha-duan** appears as a 10-foot-high shadow, and talks in low sonorous tones when addressing its summoner.

Boccob's Blessed Book

XP Value: 4,500

GP Value: 35,000

DUNGEON MASTER Guide

These well-made books are always of small size. One will typically be no more than 12 inches tall, 6 inches wide, and 1 inch **thick**—some are a mere 6 inches in height. All such books are durable, waterproof, iron- and silver-bound, and locked. Copies of *Boccob's Blessed Book* gain a +3 bonus on their saving throws (as leather or book).

The pages of such a book accept magic spells scribed upon them, and any book may contain up to 45 spells of any level. The book is thus highly prized by wizards of all sorts as a traveling spell book. It is unlikely that such a libram will ever be discovered (randomly) with spells already **inscribed**—inscribed or partially inscribed works of this nature are kept carefully by their owners.

In a DRAGONLANCE Campaign: *Boccob's Blessed Book* is called *Spellmaster's Blessing* on Ansalon.

Codex of the Infinite Planes

XP Value: 6,250

GP Value: 62,500

Eldritch Wizardry

Long ago, the wizard-priest who ruled the Isles of Woe, lost in the Lake of Unknown Depths, used this work to gain knowledge of great power. It is said that this arcane wisdom is what eventually brought the downfall of the wizard-priest and caused the waters to swallow his domain. In any event, the *Codex of the Infinite Planes* somehow survived the cataclysm. The Wizard Tzoonk, before his disappearance, recorded the following:

"... and thereupon the voice belled forth in tones of hollow iron and spoke of the Coming of the City of the Gods. Such future events interested me not, so I gave the command: 'Answerin th . . . ' (here the fragment becomes entirely illegible) . . . so knowing both the secret and the spell that would unlock the Way to this horde of the Fiend Prince Nql. . . (another break in the writing unfortunately occurs here) . . . gathered the nine as required and proceeded forth. With me in addition were the dyoph servants necessary to transport the Code, for I would not leave it behind on even so perilous a journey as this . . . " (Here the entire fragment ends.)

From this, and vague rumors, it would seem that the *Codex* is of unusually large size for even so magical a tome as it is, and that it is difficult to transport. To open the book is to court instant death and total annihilation, for it is 99% certain to destroy those who dare to seek instant mastery of its contents. If any person under 10th level dare to even touch its cover it will slay him just as surely. It has the following abilities/penalties:

- *Clairvoyance*
- *Read magic*
- *Speak with plants*
- *Monster summoning* once per day
- After a set number of uses, the user of this relic is transformed into either a very minor fiend or a very minor godling. He is thenceforth at the complete beck and call of a certain major fiend/godling, and may as well start a new character.
- Each day that the owner of this relic wishes to make use of its powers, he must first sacrifice a human being to the relic (possibly a player character). The relic will then function normally for 24 hours. After that another sacrifice must be

made or the relic will cease to function.

- User may *raise dead fully* once per day.
- User becomes super charismatic. Any creature of the same alignment who can communicate with the user will willingly serve the user (without compensation) for 1d6 turns. After that time the enchantment wears off and they will no longer serve in any case and may become hostile.

Codex of the Infinite Planes II

XP Value: — **GP Value:** —

Book of Artifacts

The *Codex* is a massive tome, far larger than any book has a right to be. It is said that two strong men can barely lift the volume. The covers are made of flawless black obsidian and the pages therein are sheets of lead hammered so thin that they flex like paper. These are illuminated with strange writings in languages unknown and illustrations both beautiful and horrific. No matter how many pages are **turned**, there is always one more.

No one knows the origin of the *Codex* or what its original purpose might have been except that it also known as *Yagrax's Tome*. The **first** mention of the *Codex* ties it to an unnamed wizard-priest who tyrannically ruled ancient lands now sunk beneath the waves. The source of his power, the book was also the force that sank his empire beneath the waves. Only the *Codex* survived; the secrets of its use were apparently lost with the wizard-priest, for now it is notorious for madness and death.

After a life of study, the archmage Tzunk actually found the artifact shortly before he vanished from the world. Of his extensive writings only fragments survive, and most of these are ravings about a beast and how Tzunk came to rule the City of Brass.

The *Codex* is a powerful and dangerous device and should only be introduced into high level campaigns when the DM is willing to use the outer planes. Because of its terrible curse, it is not an item characters should have for any length of time.

The *Codex* could be introduced through a series of strange **catastrophes**—unnatural events of other-planar origin. A **wizard**, driven mad by the secrets of the *Codex*, has breached a barrier veil in the outer planes, unbinding a great horror. The characters must find and safely use the codex to send the creature back, perhaps even battling it in its own realm.

Invoked Powers: All powers of the *Codex* are triggered by reading, if one knows where to look.

The *Codex* can open a portal to any plane, demi-plane, or prime material world at any location. The book, however, has no index or table of contents. The only other known power is to summon a greater fiend to serve for 24 hours (1/month).

Random Powers: Four from **Artifact Table 1-16: Minor Powers**, four from **Table 1-15: Major Powers**.

Curse: Every page **read**, whether useful or not, has a 1% cumulative chance of triggering an awful fate (by accidentally opening the wrong **portal**)—**irreversible** madness, the arrival of a greater tanar'ri, **10-mile** radius clouds of deadly poison (no saving throw), or worse. Reading the hundredth page brings certain doom.

Suggested Means of Destruction:

- It cannot be destroyed, only safely hidden where it can cause no harm.
- Every page of its infinite pages must be read.
- One page of the book opens a portal upon the book itself, wiping it out of existence.

of Constructs

XP Value: 8,000

GP Value: 40,000

DUNGEON Magazine 14

The *Libram of Constructs* is a magical work giving full instructions for the manufacture of a range of golemlike constructs. The book radiates an evil aura, but may be used by any alignment except good. A wizard of the **12th** level or higher may manufacture any of the puppets detailed below (except the ventriloquist puppet, which requires a **14th-level** wizard to create). The manufacture of any such puppet requires a minimum of six weeks' magical research and construction, using materials and spells as the DM rules appropriate (see the following for an example). However, without a *limited wish* spell, there is a **1%** chance per day the wizard is not able to control the puppet, which then attacks everything in sight. Without a *permanency* spell, there is a **1%** chance per day that the puppet simply falls apart and is useless. Only an evil wizard has control over his creations using this book; all others who build constructs with the book are immediately attacked by their creations, which gain a +4 to attack against good-aligned wizards.

Only an evil wizard of the **18th** level or higher can use the libram to build the single greater construct detailed in the work: a black golem. This entails three months' research and enchantments, and requires a perfectly crafted iron figure topped with the skull of a lich. *Enchant an item, wish*, and

permanency spells are required for the manufacture of the golem. Special powers are instilled by the use of further spells. *Gate and permanency* spells are combined to create the open channel to the Negative Material Plane that gives the construct its ability to drain energy (one level) by touch. Two *gems of seeing* are fitted into its eye sockets, giving the golem the ability to see hidden, *invisible*, out of phase, astral, and ethereal objects and creatures. A *protection from normal missiles* spell and a *limited wish* are employed to give the creature immunity to all nonmagical weapons. Use of both versions of the *fire shield* spell gives the creature resistance to both fire and cold attacks. Finally, a combination of *darkness 15' radius*, *phantasmal force*, and *slow* spells give the golem its terrifying appearance, shrouded in a dark, shadowy penumbra in which wraiths and spectres appear to flit about (it is possible to see the golem, but indistinctly).

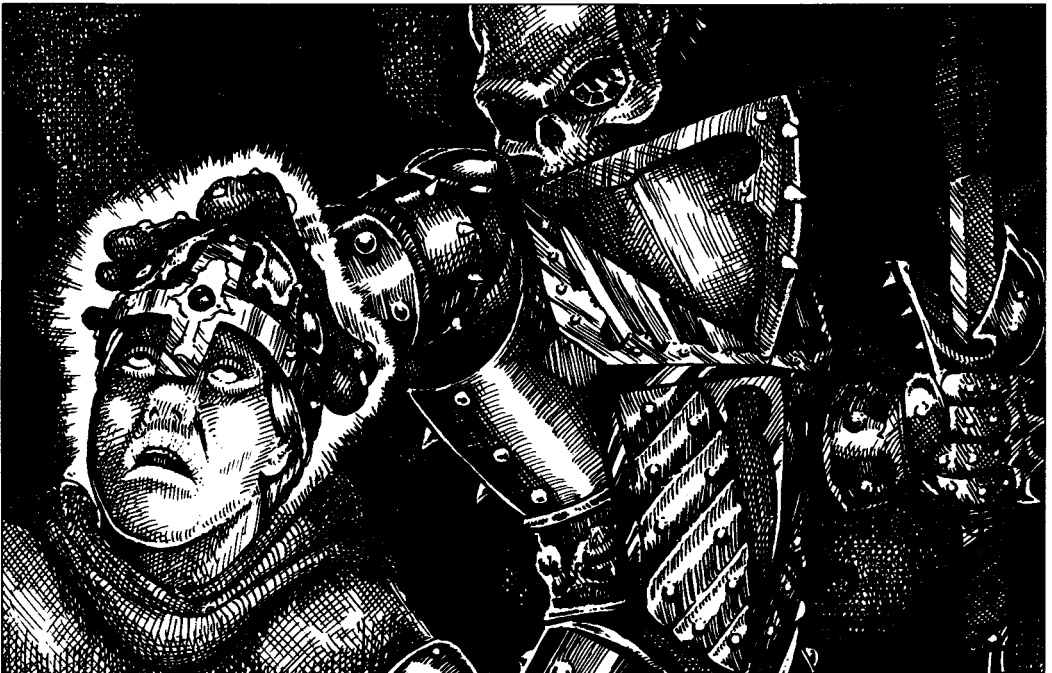
Any creature approaching within 15 feet of the golem must save vs. spell or be *slowed* for 22 rounds. Attacks against it are made at -2 to attack in addition to other penalties. Armed with a huge two-handed sword that does fearful damage in addition to the energy drain, the black golem is a powerful guard for any evil wizard's lair. While it is technically unintelligent, the black golem can follow quite complex instructions from its creator, making it a dreadful nemesis if so commanded.

It is whispered that a wizard of 21st level or above with a minimum Intelligence score of 19 can use the *Libram of Constructs* to create a still more powerful form of the black golem, a semi-sentient construct that can create juju zombies and other undead, commanding them in the service of the wizard who created it. This nightmarish creation can *charm person* by gaze and has other powers that hardly bear contemplation.

The DM should detail or modify the powers of this item as appropriate to his campaign. Use of this item by PCs is not recommended as it may damage campaign balance. If this item is allowed to reach Baator, it will then reappear in the hands of the most powerful lawful-evil wizard in the campaign world, as a reward for his services to his alignment.

Black golem: AC -1; MV 9; HD 12; #AT 1; Dmg 2-20; SA energy drain, *slowing*; SD magical weapons attack, saves at +2 against fire- and cold-based attacks (taking half or no damage), detects hidden/invisible/out-of-phase objects and creatures, immune to mind-influencing spells, -2 to be hit; AL NE.

Conjurer Puppet: AC 5; MV 9; HD 7+7; #AT 1; Dmg 2d6 (electrical wand) and special; SA hats or wand; SD immune to mind-affecting spells, electrical attacks, poisons, paralysis, and gas attacks, surprised one on 1 in 12; AL N. The conjurer puppet can throw one hat per round, with



a maximum range of 30 feet, to a maximum of six hats per day. If a hat lands on a victim's head, -2 THACO penalty, roll 1d4 for the effect. The effect lasts for 1d4+1 rounds, with the hat. disappearing after the effect, or after it is removed.

Roll Effect

- 1 Victim is *blinded*.
- 2 Victim stares off in mute stupefaction.
- 3 Victim collapses in helpless laughter.
- 4 Victim attacks nearest companion.

Stun Puppet: AC 2; MV 9; HD 6+6; #AT 1; Dmg 1d10+1/1d10+1; SA stunning; SD immune to mind-affecting spells, electrical attacks, poisons, paralysis, and gas attacks; AL N. Blows from the puppet that hit on a natural 19 or 20 stun the victim (-4 THACO penalty, -2 damage, +4 AC penalty, movement rate halved, and inability to cast spells) for 1d6+1 rounds.

Ventriloquist Puppet: AC 3; MV 15; HD 5+5; #AT 2; Dmg 1d6/1d6 (fists); SA +1 on initiative rolls, spell use, drumming; SD spell use, immune to mind-affecting spells, electrical attacks, poisons, paralysis, and gas attacks, saves as 16th-level wizard; MR 15%; AL LE. The puppet can cast *ventriloquism* six times per day and the following spells once per day each: *command*, *hypnotism*, *improved invisibility*, and *suggestion*. It is armed with two rods of wood and metal that it can use to beat out a tattoo on any solid surface. After three rounds of listening to the drumming, victims must save vs. spell or be *confused* as per the 4th-level wizard spell for the duration of the drumming and for 1d4+1 rounds after that. The puppet can engage in melee and cast spells all in the same round, but while drumming, it cannot undertake any other action.

of Destruction

XP Value: 8,000 GP Value: 30,000

The Book of Marvelous Magic

This book appears to be and functions as a *Libram of Identification* until 1d4 items have been identified. It continues to function thereafter until commanded to identify a permanent magical item, but it then disappears along with the item.

of Evaluation

XP Value: 6,000 GP Value: 30,000

The Book of Marvelous Magic

This book functions similarly to a *Libram of Identification* but works only for nonmagical gems and

jewelry. It evaluates as often as desired. The item is placed on its pages, and the correct value appears on the page when the item is lifted off.

of Gainful Conjuration

XP Value: 8,000 GP Value: 40,000

DUNGEON MASTER Guide

This mystic book contains much arcane knowledge for wizards of neutral, chaotic neutral, and lawful neutral alignments. If a character of this class and alignment spends a full week cloistered and undisturbed, pondering its contents, he gains experience points sufficient to place him exactly at the midpoint of the next higher level. When this occurs, the libram disappears—totally gone—and that character can never benefit again from reading such a work.

Any non-neutral wizard reading so much as a line of the libram suffers 5d4 points of damage falls unconscious for a like number of turns, and must seek a priest in order to atone and regain the ability to progress in experience (until doing so, no further experience is gained).

Any nonwizard perusing the work must roll a saving throw vs. spell in order to avoid insanity. Characters who go insane can be healed only by a remove curse and rest for one month or by having a priest heal them.

of Golems

XP Value GP Value

Cursed: — 20,000

Normal: 3,000 30,000

DUNGEON MASTER Guide

This compilation is a treatise on the construction and animation of golems. It contains all of the information and incantations necessary to make one of the four sorts of golems.

The construction and animation of a golem takes a considerable amount of time and costs quite a bit as well. During the construction/animation process, a single wizard or priest must have the manual at hand to study, and he must not be interrupted. The type of manual found is determined by rolling 1d20 and consulting the table below:

Roll	Type of Golem	Creator ¹	Construct Time	GP Cost
01-04	Amber	W13	2 months	15,000
05-09	Ash	W16	3 months	2,000
10-13	Bone	W18	2 months	35,000
14-17	Bronze	W17	4 months	200,000
18-22	Caryatid	W16	4 months	100,000

23-26	Chitin	D17	5 months	2,500
27-30	Flesh	W14	2 months	50,000
31-35	Furnace	W18	4 months	100,000
36-39	Glass	W14	6 months	125,000
40-43	Guardian	W14	1 month	20,000
4-48	Ice	W13	4 months	25,000
49-52	Iron	W18	4 months	100,000
53-57	Jade	W18	5 months	300,000
58-61	Juggernaut	W16	3 months	80,000
62-66	Lightning	W18	4 months	150,000
67-70	Necrophidius	W14	10 days	8,000
71-74	Obsidian	D18	6 months	3,000
75-78	Radiant	W20	18 months	125,000
79-83	Rock	D16	4 months	2,000
84-87	Sand	W15	3 months	1,500
88-91	Silver	W18	4 months	250,000
92-96	Stone	W16	3 months	80,000 ²
97-00	Tin	W17	4 months	90,000

'D—Defiler, W—Wizard

Tor stone guardian add 50% to stone golem.

Once the golem is finished, the writing fades and the book is consumed in flames. When the ashes of the manual are sprinkled upon the golem, the figure becomes fully animated. It is assumed that the user of the manual is of 10th or higher level. For every level of experience under 10th, there is a cumulative 10% chance that the golem will fall to pieces within one turn of completion due to the maker's imperfect understanding.

If a priest reads a work for wizards, he will lose 1d6(×10,000) experience points. A wizard reading a priestly work will lose one level of experience. The DM must decide in advance which it is meant for. Any other class of character will suffer 6d6 points of damage from opening the work.

Cursed Libram of the Golem: Same types in the tables, but note that the completed golem will go berserk at the end of the second round of its first melee.

In Kara-Tur: This magical book is not found in Oriental lands. This result should be re-rolled.

Gollum Construkzion

XP Value: 2,000 **GP Value:** 20,000

DRAGON Magazine 35

Not until the character using this book has expended the requisite time, money, and effort will it be discovered that the construct is not a golem at all, but a **gollum**—a simpering, whining, cowardly creature that only travels at night and will rob its *master* blind at the first opportunity.

Grimoire of Archaic Alchemy

XP Value: 4,000

GP Value: 40,000

DRAGON Magazine 2

This libram adds one experience level to alchemists and 10,000 experience points to wizards. Priests lose 7,000 experience points and suffer 5d6 points of damage from reading this libram.

of Identification

XP Value: 3,000

GP Value: 25,000

The Book of Marvelous Magic

This valuable book can identify nearly any magical item and gives one command word for the item's proper functioning. Many items have multiple command words, but the libram identifies only one for each use. However, it gives a different command word if applicable, for each repeated use on an item. When the item is placed on the book and the command word spoken, the results appear on the book's pages when the item is removed. The book mistakenly identifies cursed items as useful (as noted in the item descriptions).

of Ineffable Damnation

XP Value: 8,000

GP Value: 40,000

DUNGEONMASTER Guide

This work is exactly like the libram of gainful conjuration except that it benefits evil wizards. Nonevil characters of that class lose one level of experience merely by looking inside its brass-bound covers, in addition to the other ill effects of perusing as little as one line of its contents.

of Keeping

XP Value: 12,000

GP Value: 120,000

Outer Planes MC Appendix

Because **yugoloths** are servants and mercenaries by nature, they are naturally prone to summoning and conjuration by Spellcasters on the Prime Material Plane. Any time a wizard attempts to summon a lower planar being, he is 40% likely to summon a yugoloth, although more likely to summon a *gehreleth*.

However, there is a work that details the processes of summoning yugoloths, both greater and lesser. This ancient tome was penned by some unknown hand and relates much regarding the magical summoning and control of the yugoloth. This manual even goes so far as to give personal names of some of the greater yugoloths. Of course, any Spellcaster foolish enough to utter one of these

lower planar designations of power had better have strong protection or the creature named will surely smite the summoner and devour his life force. There are at least four known copies of the *Book of Keeping*, but the exact location of these tomes of power is unknown.

The only class that can make use of one of these books is the conjurer. But be wary, however, for the greater *yugoloth* are powerful and vengeful. Even a mighty conjurer will have trouble binding one and the lowerplanar creatures' memories are immortal.

of Legends

XP Value	GP Value
Lawful Good: 2,000	18,000
Lawful Neutral: 2,000	18,000
Lawful Evil: 2,000	18,000
Neutral Good: 2,000	18,000
Neutral: 2,000	18,000
Neutral Evil: 2,000	18,000
Chaotic Good: 2,000	18,000
Chaotic Neutral: 2,000	18,000
Chaotic Evil: 2,000	18,000

The Book of Marvelous Magic

There are nine types of this large book, one for each alignment. The book's alignment cannot be discerned except by reading the work. When the reader studies it carefully for one hour or more, it becomes apparent that the libram is a collection of **biographies**—the stories of several great and powerful wizards (of the same alignment as the book). If the reader is of the same alignment, a saving throw vs. spell with a -4 penalty to the roll must be made. If **failed**, the victim is sucked into the book; the body and all items carried vanish, and a new chapter is magically added to the **work**—the story of the victim's life! A saving throw must also be made if the reader and book are of opposite alignment, but if **failed**, the victim is disintegrated and becomes a bit of dust contained between the pages. If the libram is **burned**, all the wizards described therein (not including those turned to dust) are released; however, if anyone spends one month or more as a chapter in the book, complete insanity sets in (no saving throw). Those released by the burning remember a full selection of spells and can cast them with no special problems. The wizards scatter, if possible, and teleport to far places to pursue their own insane goals. A *heal* spell restores the sanity of one wizard, but the mad victim will resist the application.

of the Planes

XP Value: 6,500

GP Value: 45,000

Tales of the Outer Planes

As with all magical writings of this nature, the metal-bound *Book of the Planes* appears to be an arcane, rare, but nonmagical book. It will radiate a magical aura if a *detect magic* spell is cast on it. Any single wizard or priest can read one chapter at a time (taking 1d12 months to assimilate the information) in total isolation to gain knowledge about a particular plane. Characters who have read a chapter as described above gain the ability to travel freely to and from that plane. Once a chapter has been read, there is a 5% chance the book will disappear. This chance is cumulative, so that after three chapters have been **studied**, the chance of the book disappearing is 15%. Any nonwizards or nonpriests attempting to read the manual must save vs. spell or go insane.

Mhzentul's Runes

XP Value: 4,000

GP Value: 24,000

DRAGON Magazine 62

This tome is thin but heavy, comprising twelve sheets of vellum sewn to a binding of silk and preserved with wax. It is said that the reddish hue of the wax is due to dragons' **blood**, and this preserves the binding. The truth of this rumor and the effectiveness of the ingredient is unknown. The binding is secured by silken cords to two pieces of oiled wood that have been covered entirely with stretched wyvern hide, held in place by small triangular wedges of silver. Thus far, the wood has not warped or broken, although curious, finger-shaped scorch marks on the hide attest to the heat the volume has endured. The book is not locked or **bound**, and has no known trap. It is signed with the **sigil** of Mhzentul:



Mhzentul was a powerful, respected wizard. His **end**, men say, came at the battle of the River Rising, where he became a pillar of living flame and burned his way across the **field**, doing great harm to the hosts of his army, and blazed straight away out into the sea, where his flame was lost to view far out on the waves. Mhzentul is remembered among wizards for his works, the *Seven Lost Rings of Mhzentul* and the book that has come to be known as *Mhzentul's Runes*.

After Mhzentul's death, a party of treasure seekers, with utmost care and at great risk to themselves, overcame the traps and magic of Mhzentul's mountain abode and penetrated its innermost rooms, but found neither the rings nor the book on the premises. Rumors of the location of these treasures surfaced, citing such a profusion of sources and alleged whereabouts that the items became legendary, but their true resting place remains a mystery. Some six winters after the battle of the River Rising, the book is known to have come into the grasp of the adventurer Uthmang, a half-orc thief. He was immediately slain by the Red Wizard Alail Thong, who in turn was defeated at Greenstone Keep by the priests of that place. It is not known what happened to the book then, but some two winters later it is said to have passed into the hands of Lhegrand the Sage, and it is from his catalogue we obtain the detailed description aforementioned. Lhegrand held the book only briefly before he was waylaid and enslaved by orcs out of Darkhold, and here we lose track of both book and rings for some seven winters, throughout which the treasures presumably remained in evil hands. The evil wizard Whisper is known to have found the rings, and is suspected to have had the book also, or at least access to it, but the whereabouts of both since his rumored death are not known.

The first four leaves of the book contain a detailed, exacting, and correct description—as attested to by the sage Lhegrand, an expert on the storage of spells within physical objects and substances—of the process of creating a ring of spell storing. It is known that at least four of the seven lost rings were of this type.

The five leaves that follow describe the process involved in creating rings that would, upon command, become guardian creatures under the control of the creator, but Lhegrand believes that some portions of the process have been (deliberately?) omitted. "I have not the skill nor the necessary components to enact the process," Lhegrand writes, "but herein I see no manner nor means for imbuing the creature with any animation, nor can I find any dweomer craft written for controlling the creature." Even if this section of the work is indeed incomplete, it is still of immeasurable value, and would bring a high price from most wizards.

The third and final section of the work is more informal than the other two, consisting of Mhzentul's notes on his research in fire magic. Lhegrand reports that many runes, glyphs, and symbols are written in special inks upon these pages, and a wiz-

ard of sufficient level could with diligence glean the complete spells *fireball*, *fire shield*, *fire trap*, and *delayed blastfireball* from Mhzentul's notes. The scope and thoroughness of Mhzentul's understanding of magic concerned with fire, however, are such that careful study of the book will decrease the time needed to research any fire-related spell by as much as two weeks, Lhegrand estimates.

of Ravenloft Golems

XP Value	GP Value
Bone: 18,000	90,000
Clay: 5,000	25,000
Doll: 7,000	35,000
Flesh: 5,000	25,000
Gargoyle: 16,000	80,000
Glass: 5,000	25,000
Iron: 13,000	65,000
Mechanical: 15,000	75,000
Stone: —8,000	40,000
Zombie: 17,000	85,000

RAVENLOFT MC Appendix

According to rumor, there are magical volumes that detail the procedures used in the creation of Ravenloft golems. Like the traditional golem manuals found in other realms, each of these books describes how to fashion and animate one type of golem. In addition, the Dark Powers of Ravenloft favor the creation of these golems over their more mundane cousins, so that any *Manual of Golems* brought into Ravenloft has a 75% chance of transforming into a *Libram of Ravenloft Golems* when it enters the demiplane. Such books do not revert to normal when removed from the demiplane, but the creation of the golems they describe is not possible outside of that domain, making these tomes all but worthless in other lands.

When a *Libram of Golems* is found in Ravenloft, roll percentile dice on the following table to find the type of golem it can create:

Roll	Type of Golem	Creator ¹	Construct Time	GP Cost
01-14	Bone	W18	2 months	35,000
15-29	Flesh	W14	2 months	50,000
30-43	Glass	W14	6 months	125,000
44-57	Iron	W18	4 months	100,000
58-71	Mechanical	Any	18 months	125,000
72-86	Stone	W16	3 months	80,000
87-00	Zombie	W16	2 months	60,000

¹W—Wizard.

Tor stone guardian add 50% to stone golem.

The creation of any kind of Ravenloft golem is a dark and dangerous process for the creator. The creature must be created with loving care and special magical spells woven over the body to bring it to life.

Like traditional golems, those fashioned with the aid of the Dark Powers of Ravenloft have a great hatred for all living things. They are kept in check only by the will of their creators, who face death at their hands if they ever escape and become free-willed creatures. While the spells used to create a golem usually enslave it so that it cannot refuse to obey its creator, there is a 10% chance that any Ravenloft golem will break free of that control. After that, it devotes all of its time and energy to the destruction of its creator. Once a golem is created, it is entitled to a saving throw vs. spell once per month (on the full moon). Failure indicates that it must serve for another month, while success says that it has become free-willed.

The rituals to animate the body (once it has been built) require one full month (from full moon to full moon) and cannot be interrupted in any way or the entire enchantment process must start anew. In all cases, the spells used may come from any source (including devices or scrolls). If a spell is cast on behalf of the golem's creator by a second individual, that spell must contain special alterations to make it sympathetic to the creature's would-be master. There is no additional cost for these alterations.

Bone Golem: Only powerful wizards (of at least 18th level) can create these evil creatures. The body of a bone golem is assembled wholly from the bones of animated skeletons who have been defeated in combat. Any type of skeletal undead will do, from traditional skeletons to Strahd skeletons, but all must have been created and slain in Ravenloft. Only 10% of the bones from any given skeleton can be used, so the final product is a compilation of bones from many creatures. Often, there are animal, monster, and human bones in the same golem, giving the creature a nightmarish appearance. Various spell components, costing a total of roughly 25,000 gp, must be acquired and are consumed by the assembly process. The following spells are woven over the body: *animate dead*, *symbol of fear*, *binding*, and *wish*.

Glass Golem: Fashioned by either priests or wizards of at least 14th level, the glass golem is composed entirely of stained glass. Perhaps the most artistic of all known Ravenloft golems, its creation takes three months and requires an outlay of 100,000 gp. In addition to the materials required, the follow-

ing spells must be used: *glassteel*, *animate object*, *prismatic spray*, *rainbow*, and *wish*. Because of the mixture of spells, this type of golem is usually built by multi- or dual-classed characters or with the aid of a powerful assistant. While the origins of some types of Ravenloft golems are firmly established, the first appearance of glass golems is not recorded with certainty in any known record. It is believed that they were created by a spell caster who fancied himself an artist (hence their eerie beauty), but the identity of that sorry individual cannot be guessed. Some say it was the lord of a small domain (one of the so-called Islands of Terror) who died at the hands of a brave band of adventurers.

Mechanical Golem: A nightmare of technology and magic, the mechanical golem is an intricate device that depends on both magic and machinery to operate. It is the only known manner of golem that can be built by any class of character, even those without spellcasting abilities, if they meet the requirements listed below. Construction of the body requires a full year of work (with no more than two interruptions, each no longer than 30 days, peffnitted) and an outlay of 125,000 gp. Almost half of that money (60,000 gp) is spent on the creation of a properly equipped laboratory, and additional golems may be built for only 65,000 gp using this existing equipment. The person building the body must have an Intelligence score of not less than 16 and either experience with fine craftsmanship (trained as a watchmaker) or a Dexterity score of not less than 17. The animation of the golem requires the following spells: *animate object*, *fabricate*, *grease*, *chain lightning*, and either *major creation* or *wish*. The first of these horrors was created at the order of Easan the Mad, Lord of Vechor. A twisted man who has always been fascinated by technological devices, Easan is said to have foreseen the elements of this creature in a study of a falling star. While most doubt that this is anything but more proof of Easan's dementia, few can challenge the obvious conclusion that these evil creatures are a mix of magic and technology that must surely have come from the mind of a lunatic.

Zombie Golem: One of Azalin's two original Ravenloft zombies, these dark creatures can be created only by wizards of at least 16th level. They are fashioned from the body parts of animated corpses (zombies, animal zombies, Strahd zombies, and the like) that have fallen in combat. They are quite similar to bone golems. Like them, only 10% of any individual zombie's body is suitable for reanimation, so a zombie golem is often composed of parts



from many types of zombies, making the construction look awkward and alien. Sewing together the parts of the body requires a full month and an outlay of 50,000 gp (all of which is spent on items that are consumed in the animation process). The spells needed are *wish*, *polymorph any object*, *strength*, *control undead*, and *stinking cloud*.

of Recording

XP Value: 5,000 **GP Value:** 25,000

Vale of the Mage

A book such as this can be any size, although most are usually thick, bound with leather, and decorated with gold or silver embossing. When a command word is spoken, the book records—in one of several languages of the user's choice—anything spoken within a 20-foot radius of the book. A second command word causes the book to stop recording. A third command erases the writing on any indicated page.

Books such as these are prized by scholars and wizards who use them to record idle thoughts that can be crucial to their research. The books are also prized as spying objects, as carefully-placed books can record the conversations of alleged conspirators, rival wizards, or any others. Each book can record in 1d6 languages.

of Silver Magic

XP Value: 8,000 **GP Value:** 40,000

DUNGEON MASTER Guide

This mystic text is the reverse of the *Libram of Ineffable Damnation*. It is greatly beneficial to good wizards, most baneful to nongood ones. Like all magical works of this sort, it vanishes after one week of study, and the character having benefited from it can never be so aided again.

of Study

XP Value	GP Value
Charisma: 2,000	18,000
Constitution: 2,000	18,000
Dexterity: 2,000	18,000
Intelligence: 2,000	18,000
Strength: 2,000	18,000
Wisdom: 2,000	18,000

The Book of Marvelous Magic

There are six versions of the *Libram of Study*, one for each ability score. If the user spends one full month studying the libram and following the exercises, lessons, or other information therein, the ability score affected can be raised by 1 point (to a maxi-

mum score of 18). The study must be continuous, with no breaks for adventure; meals must be delivered, and six hours of sleep per day is the only relief permitted. The libram vanishes when the month of study is complete or if any interruption occurs.

of Tedium

XP Value: — **GP Value:** 9,000

The Book of Marvelous Magic

This item appears identical to a *Tome of Translation* but is quite dangerous. It functions as a normal tome until the language transcribed is that of a monster of 6 or more Hit Dice. At that time, the reader of the treatise stares at the pages, sighs, and falls asleep. The book then crumbles to dust and is unrecoverable. The sleep can be dispelled only by a dispel evil from a caster of at least 26th level.

Teleportation Arches

XP Value: 7,500 **GP Value:** 35,000

DRAGON Magazine 145

Similar to a *Manual of Golems*, a *Libram of Teleportation Arches* is a treatise on the construction of a pair of magical arches connected by *teleportation*. The archways are 10 feet tall, 3 feet wide at the base, and each takes 1d4+4 weeks to build. The cost in fine stone and craftsmanship comes to 40,000 gp. Any creature stepping through one arch is instantaneously *teleported* to the other. The distance between the arches is not a factor, but both arches must be constructed on the same plane. During the time required to build an archway, the wizard must not be away from the construction site for any appreciable amount of time except to eat or sleep.

When the archways are completed, the libram must be burned and its ashes must be sprinkled over both constructions. *Teleportation* through these devices is without error, though if one archway is severely damaged, both cease functioning forever.

of Thoth

XP Value: 3,000 **GP Value:** 25,000

Old Empires

This is not one of the three famed tomes of the god Thoth, but rather a tome written by his incarnation. It is a large and worn, leather-bound, brown volume without a title, fixed with a lock in the shape of a baboon's head. Once per day, it can perform a *legend lore* spell on any item that is placed on its cover; when this occurs, the book opens and turns to a page where the legend of the item is described. The book closes once the entry

is read and locks itself. Should the book be forced open, the caster finds that all pages are blank, and the book is never useful again.

of Translation

XP Value: 7,000 **GP Value:** 42,000

The Book of Marvelous Magic

This valuable book will, on **command**, listen to any one language spoken within 60 feet of it, regardless of intervening walls, or doors. A translation of the spoken words appears on its pages along with the name of the language spoken. The user, however, must be able to hear the spoken words (possibly by *Clairaudience*) before the tome will function. The tome translates only one language per day but can translate that language as often as desired and for any length of time. If more than one creature speaks at the same time, however, the words appearing in the book are hopelessly garbled.

of Twelve Seals

XP Value: 2,200 **GP Value:** 22,000

The Savage Frontier

This thick book, its cover made of red dragon underbelly hide, contains 12 pages of thick, black leather. Each page contains a single rune-inscribed metal disk, like a seal of some kind. Seven of the seals are shiny **gold**, five are of dull, **charred**, tarnished lead.

The **runes** on the seals are command words that activate the magic of the seal. When **activated**, the scroll summons a magical entity that the wielder can command for **3d6** turns. Each of the seven (gold) remaining seals summons a different being (the proper element need not be available for elemental beings).

Page one: **16-HD** air elemental.

Page two: **8-HD** fire elemental.

Page four: **12-HD** earth elemental.

Page five: Dragon horse.

Page eight: Gibbering moulder.

Page nine: Fann.

Page ten: Marid.

Activating a seal causes it to become lead in a blinding flash.

of Zargos

XP Value: — **GP Value:** —

The Milenian Empire

As a greater artifact, the *Book of Zargos* has 320 Power Points and recharges at the rate of 20 points per turn.

This powerful artifact was created a century ago by the Entropic Immortal named Nyx while in her mortal form as a Milenian wizard named Zargos. With the "death" of Zargos, the book was left to his followers, the Zargosians, who have yet to unlock all of its powers. Nyx created the book in the hope that mortals would one day use it to destroy the sun, and plunge the Hollow World into eternal darkness.

The *Book of Zargos* is currently in the hands of the Zargosians, and is kept upon an altar in the Tower of Night. The Zargosians use it to control the weather around the tower, to create undead creatures and other monsters, and to develop new magical spells.

The covers of the book are made of a black, leathery substance, rather like the skin of a bat's wings. Fixed to the front cover is the horned skull of some diabolical creature. Its eye sockets are filled with obsidian, and glow with ebony fire. The pages of the book appear to be made of thin sheets of bone. A coded language of strange glyphs and Sigils covers the pages, and seems to have been etched with a claw or sharp instrument.

Weapon Characteristics: None.

Armor Characteristics: None.

Constant Powers: The following two powers are permanent effects and cannot be used for any purpose other than that described:

- *Phantasmal force* (50 PP), makes the Tower of Night appear as a huge, gnarled tree. Anyone touching the "tree" sees it as it really is—a strange, obsidian tower.
- *Weather control* (80 PP), keeps thick clouds and fog around the Tower of Night, bathing it and 240 yards of terrain in all directions in deep shadow.

Other Powers: Through a secret ritual, priests and wizards of Zargos become "attuned" to the book. This allows them to draw upon any of the following powers, but only while they are within **420 feet** of the artifact:

- *Animate dead* (50 PP).
- *Cause fear* (10 PP).
- *Create poison*, reverse of *neutralize poison* (30 PP).
- *Infravision* (20 PP).
- *Speak with monsters* (60 PP).

The following powers are actually spells written in the book. Because of the coded language in which these spells were written, not all of them have been deciphered by the Zargosians. Those

marked by an * may be used by Zargosian wizards, and may be found in their individual spell books. The others have not been **deciphered**, and cannot be used . . . yet.

- *Animate dead**
- *Close gate*. This is a special version of the reverse of the *gate* spell, in that range is extended to line-of-sight. Thus, it could be cast upon the Hollow World sun. The sun is actually the energy released from a permanent gate to the Sphere of Energy. If the "sungate" is **closed**, the Hollow World will be plunged into absolute darkness.
- *Cloudkill*
- *Lightning bolt**
- *Power word blind*
- *Shield**
- *Weather control**

Everyone attuned to the book becomes susceptible to the sun's rays, suffering 1 point of damage per round of exposure. The damage can be healed by spells and rest as normal. Those attuned to the *Book of Zargos* slowly change over time; their skin pales from lack of sunlight, their eyes become sunken, and their lips pull back from their teeth. The overall effect makes them look like undead creatures, though they do not truly become the undead. Affected characters lose Charisma at the rate of 1 point per month, until a minimum Charisma of 4 is reached.

Each use of the book's powers (but not spells learned from it) drains 1 hit point from the user. The damage cannot be healed by the use of spells; only by rest, and at the rate of 1 hit point per day. If a character's hit points drop to 0 as the result of using a power, death follows.

When using the *artifact's animate dead* power, there is a 40% chance the character's alignment changes to Chaotic, if he or she is not already Chaotic.

Users of the book become obsessed with protecting it from harm.

Notes: A *detect evil* spell will reveal the book's evil nature. It can be utterly destroyed only by being burned in the fiery heart of the Hollow World's sun.

Lighthouse

XP Value: 300 **GP Value:** 3,000

War Captain's Companion

Magical *lighthouses* are small, spherical objects that are normally placed on small asteroids and ships.

They magically broadcast their location (via *telepathy*) to a particular imprinted owner. This allows the owner to know in which direction the lighthouse lies.

It takes three weeks of constant close contact for an item to imprint upon its owner. After this **21-day period**, the *lighthouse* loses any previous imprint, and melds with the new owner (until it is owned by another for the same period).

Liquid Iron

XP Value: 2,000 **GP Value:** 10,000

The Complete Wizard's Handbook

When kept inside a container, this substance remains liquid. When poured from the container, the liquid turns into iron. Before the iron hardens, it can be formed into any number of useful items.

Liquid Road

XP Value: 500 **GP Value:** 900

Tome of Magic

When sprinkled on water, **swampland**, **quicksand**, or a similar surface, *liquid road* causes the terrain to harden to the density of granite, enabling easy passage. *Liquid road* is also effective in negating the effects of spells such as *transmute rock to mud*. The *liquid road* stays hard for one hour, after which the terrain returns to its original state. One flask of *liquid road* can harden a 5- by 5-foot surface (for example, a path 25 feet long and 1 foot wide).

Lithocentric Pendulum

XP Value: 2,000 **GP Value:** 10,000

Secrets of the Lamp

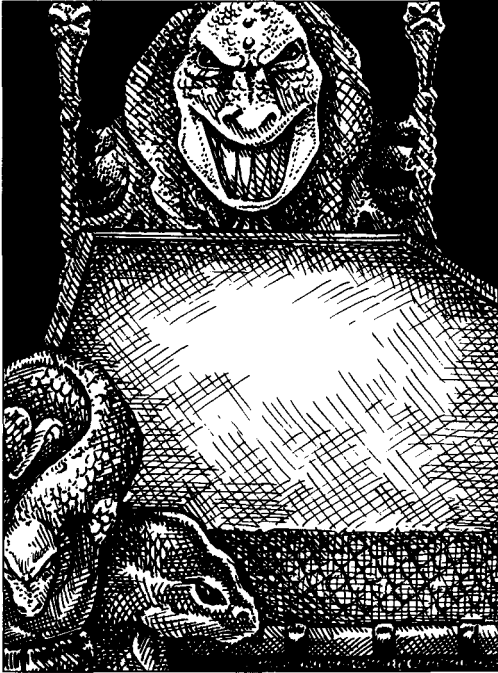
This simple device is a plain stone on the end of a string. When held up and set in motion anywhere on the Plane of Elemental Earth, the stone circles briefly and then points to the Sevenfold Maze-work. It allows the user to dispense with the need for a native guide. Once within the Sevenfold Mazework, it ceases to function.

Lizardskin Bed

XP Value: — **GP Value:** —

The Emirates of Ylaruam

This bed is made from sewn lizardskin stretched over an ancient wooden frame and inscribed with curious runic engravings and glyphs. Crafted by a lizardman priest of an ancient lizardman tribe, this item is buried in the sacred tomb beneath the waters of the Well of the Faithful Prophet in Kirkuk.



Through this device, the lizardman priesthood displayed its alliance against the assaults of Death, establishing its divine prerogatives while maintaining control over the rulers of the lizardman empire.

This device is considered a minor artifact with the following abilities: *cure disease*, *cure serious wounds*, *raise dead*, and *charm person*.

Activation: To activate, the blood of a reptile must be poured on the bed.

Use of Powers: Once activated, the bed will automatically *cure* a diseased being, heal the *injured*, or raise the dead. The being is also automatically *charmed* and subjected to the will of the owner of the bed.

Handicaps:

- Those cured, healed, or raised by the bed begin a transformation into lizardman, which lasts three months. The process is gradual, and can be arrested by *remove curse*, and removed by *dispel magic* (cast at 20th level).
- The owner of the bed begins to become a lizardman when the bed is first used. Memory of the present begins to fade and the character begins to assume the identity of the lizardman wizard who originally created the artifact. This process may be arrested or removed as above, but the owner saves vs. the *remove curse* and *dispel magic* as a 20th-level wizard.

The owner does not want the transformation halted or removed, and resists any such attempts with all his abilities.

Penalties: The owner cannot recall human speech or use spellcasting or combat abilities during trances. Trances last 1d6 turns and are triggered by any hit point loss. To resist the trance, the owner may save vs. spell in the first month of transformation, with a -4 penalty in the second month, and a -8 penalty in the third month.

Locator

Locators are devices created by the arcane, a rare species of blue-skinned giants that have almost exclusive control of the market for spelljamming equipment and ships. Often, one of these items is included free of charge when the arcane sell a ship to a groundling. The locators can be of any size and shape, though many look like *crystal balls*.

Portal

XP Value: 1,000

GP Value: 5,000

SPELLJAMMER Campaign Set

Another device of the arcane, this one mimics the wizard spell *locate portal*. The device is fairly reliable (90% accurate in pointing a direction to the portal) and is often "thrown in" by arcane sales agents as a giveaway.

Planetary

XP Value: 400

GP Value: 2,000

SPELLJAMMER Campaign Set

An arcane device often tossed in as a bonus to purchasers of an arcane hull, this desk-sized device contains a map similar to a System Display. When a ship carrying a locator enters a crystal shell, the device immediately tracks the major celestial bodies in that sphere and displays them.

The *planetary locator* does not track planets or celestial bodies smaller than size B, but should these be encountered the information can be entered manually and then displayed.

A *planetary locator* also shows asteroid bases that choose to be located (in other words, those who bought a device from the arcane that causes them to appear on locators). Some of these devices have been stolen and are used by neogi, pirates, and other marauders to trap unwary travelers.

Finally, *planetary locators* cannot show with accuracy those planetary systems that do not follow the common pattern of planetary bodies orbiting a larger **body**—normally a star. Chaotic, strange, or other types of systems cause the locator board to turn a single solid color, or fade to black.

The *planetary locator* does not operate in the phlogiston. The recommended use of *planetary locators* (according to *Volo's Big Book of Space*) is to find landmarks in a system that can be used to guide a traveler to a civilized area where reliable star charts may be purchased.

Lock

Locks are designed for one purpose and one purpose only: to keep belongings safe from outside forces.

Nolte's Locks and Bolts

XP Value: 1,500 **GP Value:** 7,500

1992 Fantasy Collector Card 395

Like *Skie's locks and bolts*, this device looks like a small, ornate lock with a tiny silver key. Like the original, when the key on this device is turned clockwise, all portals within 50 feet slam shut and become *wizard locked* (12th level). When the key is twisted counterclockwise, the effect is reversed. **Nolte** added another feature, **though**—when the device is twisted counterclockwise within 6 inches of a nonmagical lock, there is a 70% possibility that the lock just pops open. Nonmagical traps can be similarly bypassed.

Skie's Locks and Bolts

XP Value: 1,000 **GP Value:** 5,000

Tome of Magic

This device looks like a small, ornate lock with a tiny silver key. When the key is turned clockwise, all doors, windows and other portals within 50 feet of the item slam shut and become *wizard locked*. For purposes of opening them, the *wizard locks* are the equivalent of those cast by a Nth-level wizard. The effect lasts until the key is twisted counterclockwise or the device is transported more than 50 feet away.

Skie's locks and bolts are sometimes found in the homes of wealthy merchants and secretive wizards.

Locket

A locket is a small piece of jewelry, hollow in the center with a hinged cover and commonly hung from a chain. Locket opens to reveal a **keepsake**—a picture, a lock of hair, or other memento.

of the Great Kingdom

XP Value: 3,500 **GP Value:** 25,000

GREYHAWK Adventures

This item was created by a wizard who greatly feared death. It has since been used by two or three other Spellcasters, though usually at the expense of another living creature. Under stress the locket makes saving throws as a hard metal.

When the command word is spoken, the locket draws in the wizard's life-force (psyche) and holds it safe. If the character later dies, his or her life force travels to the locket (as the *magic jar spell*). If the owner is on a different plane than the locket, his life force has seven days to return to the locket or the psyche departs to the outer plane of the character's alignment. Once the life force is in the locket, it is aware of events that occur in a 50-foot radius, though it cannot communicate with creatures that are not telepathic or have appropriate spell abilities. If the locket is destroyed while containing a psyche but no life force, the psyche is utterly and irrevocably annihilated; but if it is destroyed while containing the life force, the psyche travels to the outer plane of the character's alignment, allowing resurrection.

The locket allows the life force three magical abilities, each usable once per day: *animate dead* (a single skeleton or body only), *magic jar* (as the wizard's spell), *anceblemind*, at the user's own level. Note that an animated body (zombie) or skeleton has all the characteristics of the monster, but has the user's Intelligence. Also, a zombie that is animated for more than 60 days must save vs. death magic each additional day or turn into a skeleton.

of Love

XP Value: 1,000 **GP Value:** 5,000

DRAGON Magazine 5

Any male humanoid coming within 15 feet of a female wearing a *locket of love* immediately falls under a spell of love (saving throw vs. spell applicable). The victim will do anything to please the wearer, even to the extent of offering her all his possessions and risking his life. The male *love locket* functions identically to that for females.

of Natasha**XP Value:** 3,200 **GP Value:** 18,000

DRAGON Magazine Issue 5

Found only in the possession of evil witches, the *locket of Natasha* is usable by any humanoids except those of good alignments. The wearer may command any three evilly-aligned creatures within its 7-foot range, regardless of intervening substances. No saving throws against it are allowed. If the wearer concentrates the power against a character of good alignment for two turns, there is a 15% chance that character will become corrupted and turn permanently evil. The locket has no effect upon clerics, priests, rangers, or paladins.

Log

Magical logs appear identical to ordinary ones and are usually 24 feet long and 3d4 inches in diameter.

of Burning**XP Value:** 600 **GP Value:** 3,000

The Book of Marvelous Magic

This log can be set ablaze with a spark and does not require the usual tinder. It burns as would a normal log but is not consumed by the flames. The *log of burning* may be used as often as desired and burns forever unless doused by water. Any magical cold destroys its powers.

Combination**XP Value:** 800 **GP Value:** 4,000

The Book of Marvelous Magic

This log combines the effects of any two other magical logs. The *combination log* operates in an identical manner to each type in all respects.

of Floating**XP Value:** 500 **GP Value:** 2,500

The Book of Marvelous Magic

This log floats in any liquid and cannot be harmed by acid. It can support one human-sized creature plus 500 pounds of additional weight without sinking. The log provides a steady footing, even in rough waters. If the proper command words are known, the log can be ordered about by its rider, moving at 30 feet per round in smooth water and 10 feet per round amidst the roughest of waves. The direction of travel is set or changed simply by concentrating for one round. A *log of floating* can be used as often as desired and for any length of time.

of Ramming**XP Value:** 600 **GP Value:** 3,000

The Book of Marvelous Magic

This log can be used to break open any nonmagical door, even if **locked**, and succeeds on a roll of 3-6 (on 1d6, adding Strength-related THACO adjustments normally). It does not affect *wizard locked* or otherwise enchanted portals. A *log of ramming*, however, creates a loud noise when **used**, easily heard by all within 120 feet.

of Repetitive Burning**XP Value:** 800 **GP Value:** 4,000

DRAGON Magazine 73

A wooden log about 8 inches in diameter and 2 feet long. Regardless of how often the log is **burned**, it remains whole and ready to bum again the next day.

It does burn out as a normal log would, but leaves a large husk rather than a pile of ashes. It then regenerates over the course of the following 18 hours. As a bonus, it is very easy to ignite.

of Rolling**XP Value:** 500 **GP Value:** 2,500

The Book of Marvelous Magic

This log appears and functions as a *log offloating* in all respects. However, when any aquatic creature larger than a normal fish comes within 30 feet of it, there is a 50% chance per creature it will start to roll, dumping its rider into the water.

of Snoring**XP Value:** 250 **GP Value:** 750

The Book of Marvelous Magic

This log will, on **command**, snore as loudly as a sleeping giant. It may cause those unaware of its powers to believe that a giant is indeed nearby. It stops snoring on command. The *log of snoring* functions as often as desired and for any length of time.

Loupe of Cormac**XP Value:** 2,000 **GP Value:** 25,000

POLYHEDRON Newszine 61

The *loupe of Cormac* is a jeweler's eyeglass that acts like a *gem of true seeing*, but only for gem stones. Using it, a person with an appraising skill can learn the exact quality and value of a gem, plus the nature of any inherent magic—including curses.





Mace

The mace is a direct descendant of the basic club, being nothing more than a wooden shaft fitted with a stone or metal head. Some armorers also build all-metal, one-piece maces. The head design varies—some are smooth, others are flanged, and still others are knobbed or spiked. The first maces were made to give a club-wielder more striking power. Many nonwarriors favor maces because they are compact and simple to use. Roll on the following table to find the type of item found.

Roll	Mace Type
01-13	Flange Mace
14-25	Footman's Mace
26-38	Great Mace
39-50	Horsemen's Mace
51-63	Mace
64-75	Mace-Axe
76-88	Morning Star
89-00	Warstar

Astral Deva

XP Value: 2,500 **GP Value:** 24,000

Outer Planes MC Appendix

The Astral Deva carries a macelike weapon that has a +3 magical bonus on all attack and damage rolls. It causes a devastating 3d6 points of damage per successful attack. Any creatures struck twice in the same round by the weapon must make a saving throw vs. spell or be knocked senseless for 1d12 melee rounds. The weapon also has all the special abilities of a *mace of disruption*.

Bael's Morning Star

XP Value: 2,000 **GP Value:** 20,000

Monster Manual II

This horrid weapon is a *morning star* +2 with a long bronze handle that telescopes magically from 4 to 8 feet in length as Bael desires. Twice a day, he can automatically strike any opponent, regardless of its location.

Berronar Truesilver's

XP Value: 4,000 **GP Value:** 40,000

Monster Mythology

The avatar employs a *mace* +4 that kills all evil thieves and those engaged in killing for a living (assassins, mercenaries, and the like) unless they save vs. death magic at -4.

Black

XP Value: 2,500 **GP Value:** 20,000

Black Courser

This *mace* +5 renders the wielder *invisible* to undead and spirits. The wielder does not become visible to undead upon attacking. In addition, a successful hit is treated as a *turn undead* attempt as if by a 10th-level priest.

of Crushing

XP Value: 1,500 **GP Value:** 15,000

POLYHEDRON Newszine 47

Forged of heavy, black steel and mithral, this mace strikes for 1d12+3 points of damage, plus the wielder's strength bonus. The mace can crush inanimate objects weighing less than 60 pounds (save vs. crushing blow negates). If the weapon hits with a natural 20, the saving throw is made at -5.

of Darkness

XP Value: 1,000 **GP Value:** 9,000

Halls of the High King

These weapons are used by many evil priests and warriors in the Realms. Always aligned (a priest of Bane, for example, would wield a lawful evil mace), these all-metal, fearsomely spiked +2 weapons deal 1d8 points of damage to creatures of all sizes.

The bearer of a *mace of darkness* can cause it, when grasped and so ordered, to create *darkness 15' radius* for one or two rounds, as desired. This darkness is centered on, and moves with, the mace head. Once ended, it cannot be re-invoked until two rounds have passed.

A *mace of darkness* will emit a snarling noise whenever it strikes a good-aligned creature (it cannot be magically confused as to the alignment). If beings of any alignment other than the mace's own attempt to wield it or grasp it, they suffer 2d4 points of electrical damage per contact or round of contact.

Diamond

XP Value: 2,000 **GP Value:** 10,000

Oriental Adventures

This magical item is a small iron rod topped with a large diamond—it is too small to be used effectively as a weapon. Upon uttering the command word, a 12d6 *lightning bolt* discharges from the gem. Each use requires one charge and the diamond mace has 3d10 charges. When all charges are spent, the diamond can be sold. It is worth 1,000 ch'ien.

of Disruption

XP Value: 1,750 **GP Value:** 17,500

DUNGEON MASTER Guide

This appears to be a *mace +1*, but it has a neutral good alignment, and any evil character touching it receives 5d4 points of damage due to the powerful enchantments laid upon the weapon. If a *mace of disruption* strikes any undead creature or an evil creature from one of the lower planes, it may utterly destroy the creature. Skeletons, zombies, ghouls, shadows, wights, and ghosts, if hit, are instantly blasted out of existence. Other creatures roll saving throws as follows.

Creatures

Wraith	5%
Mummies	20%
Spectre	35%
Vampires	50%
Ghosts	65%
Liches	80%
Other affected evil creatures	95%

Save

Even if their saving throws are effective, the *mace of disruption* scores double damage on opponents of this sort, and twice the damage bonus.

Driver

XP Value: 2,000 **GP Value:** 20,000

DRAGON Magazine 16

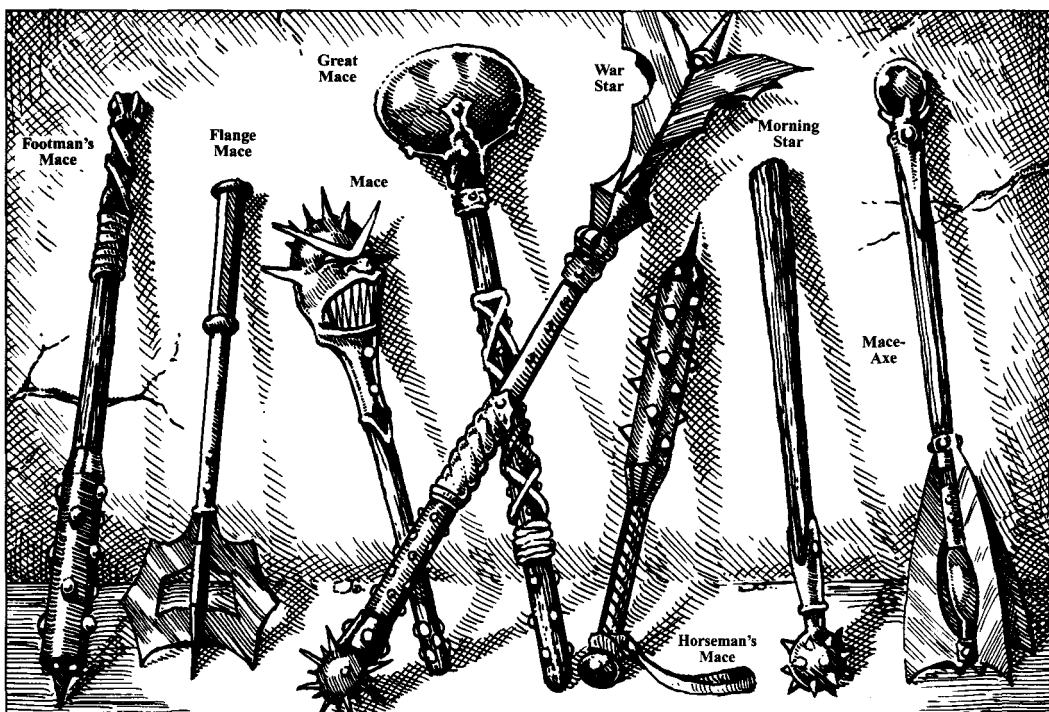
This mace has a +3 attack bonus when used and does 3d6 points of damage.

Expeller

XP Value: 2,000 **GP Value:** 20,000

DRAGON Magazine 16

The *expeller* has a +3 attack bonus when used and causes 3d6 points of damage.



Great Golden Mace of the North

XP Value: 1,500 GP Value: 15,000

Adventures in BLACKMOOR

The *great golden mace of the north* is a *mace* +2 that increases the bearer's Strength and Intelligence by 6 and 7, respectively. It also has the ability to *detect magic*, *detect gems*, *see invisible*, *find secret doors*, and *find traps* in the same manner as a magic sword. Since it is as well known in the North as its reputed twin, the *great holy mace icon*, its reputation also tends to benefit the bearer, causing all enemies within 50 feet to check morale.

Great Holy Mace Icon

XP Value: 1,200 GP Value: 12,000

City of the Gods

Brother Richard, the Flying Monk, carries a *mace* +2, known far and wide as the *great holy mace icon*, a weapon that has the ability to *detect evil* and *see invisible* in the same manner as a magic sword. Since this mace is well known by both appearance and reputation throughout the Northlands, it has a pronounced effect on friend and foe, alike. Any enemies within 100 feet must make an immediate morale check at -1 whenever it is first drawn. In addition, friendly troops making a morale check while within 100 feet of the weapon add +1 to their morale. The mace has the curious property of increasing the bearer's Strength and Intelligence by 4 and 2, respectively.

Hruggek's Morning Star

XP Value: 2,000 GP Value: 20,000

Monster Mythology

Hruggek's avatar's huge *morning star* +4 is fully 7 feet long and is used two-handed.

Ironstar Mace

XP Value: 800 GP Value: 8,000

Dwarves Deep

These all-metal weapons are fashioned by the fabled Ironstar dwarven clan, and are both rare and costly. Always of the "footman's" variety, and always made of a single piece of darksteel, *ironstar maces* are said to be able to shatter armor at a blow.

What they actually do is deal double damage (2d6+2 vs. small and human-sized, 2d6 vs. large), seem almost weightless (weighing less than one pound) and unbreakable, and have a special

power: the shattering strike.

A shattering strike can only be called upon successfully once in every two-turn period. If an intended strike misses, the power is not **wasted**, and can be used on a subsequent attack. A shattering strike causes a dull, rolling booming, like distant thunder.

A struck target suffers 2d12 points of damage and must save vs. spell or be stunned (unable to make any voluntary action) for 2d8 rounds. Even if the save is successful, the struck being is stunned for the round following the strike.

If a target is wearing field or full plate (rigid) armor, the damage taken by the target is **halved**, but the armor must save (metal vs. crushing blow with a -4 penalty) or shatter and fall off. If armor has resisted an earlier shattering strike successfully, its penalty is -5. If multiple strikes have been saved against (note that this requires a passage of considerable time), the armor's saving throw penalty is cumulative.

Mace-Wand

XP Value: 4,000 GP Value: 40,000

Egg of the Phoenix

This is a special combination weapon. The wand (handle) can be recharged. Once the wand uses its last charge, the whole weapon loses its magical +4 abilities. The DM should roll on the wand table to determine the type of wand this mace is, adding the GP and XP values to the above numbers.

Memnor's Morning Star

XP Value: 1,500 GP Value: 15,000

Monster Mythology

The avatar's *morning star* +3 strikes with a *feeblemind* effect three times day, as the avatar chooses.

Muamman Duathal's

XP Value: 1,700 GP Value: 17,000

Monster Mythology

Muamman carries a *mace* +4 that casts *light* as he wishes, from a soft glow to a 20-foot-radius.

Nebelun's

XP Value: 1,200 GP Value: 12,000

Monster Mythology

Nebelun's avatar owns a *mace* +3 that stuns anyone struck for 1d4 rounds (save vs. spell to negate), and it also doubles as a *wand of wonder*.

Nightbringer**XP Value:** 6,500 **GP Value:** 65,000

Tales of the Lance

Nightbringer was forged in the Tower of Ergoth. It was there that the power of the Black Robe wizards forged many evil weapons in the days when their kind was hunted by the corrupt Church of Istar. After the Cataclysm; nightbringer fell into the possession of Verminaard, who received it from the evil priests.

Nightbringer is a *footman's mace* +3. It is a powerful tool of evil. When the mace strikes a victim and the command word is uttered, the victim must make a saving throw vs. spell or become blind for 2d6 turns. The mace also inflicts its normal damage. If a character of Good alignment tries to pick up *nightbringer*, that character must roll a successful saving throw vs. spell with a -2 penalty to the roll. Failure means that the character is blinded until a *cure blindness* spell is cast on him or her.

of Pain**XP Value:** 1,000 **GP Value:** 7,000

DRAGON Magazine 54

This is a *mace* +2 that has a 5% chance per attack (cumulative over consecutive rounds) of causing an opponent to fight at -4 to attack rolls due to the extreme pain caused by the blows of the mace. The 5% chance accumulates in each round the mace is used, as long as at least one attack is made in each round and all consecutive attacks are made against the same adversary. Thus, a *mace of pain* that is being used in the fifth consecutive round against the same opponent has a 25% chance of bringing its "pain power" to bear upon the foe if a successful hit is scored in that round. The "pain percentage" accumulates whether or not a hit is actually scored, as long as an attack is attempted by the wielder.

Damage done by the mace heals at half the normal rate. If used to subdue, the mace causes 90% subduing damage and 10% actual damage. Creatures that do not feel pain cause the mace to be treated as a normal *mace* +2.

Raiden's**XP Value:** 3,500 **GP Value:** 35,000

Legends & Lore

Any being hit by the avatar's mace suffers 3d10 points of lightning damage (save for half).

Shadowcaster**XP Value:** 2,500 **GP Value:** 25,000

Dragon's Rest

This *mace* +2 is engraved with a symbol of Hith. It can *create darkness* in a 15-foot radius once per day, affecting everyone in the area except the wielder.

Skull**XP Value:** 1,450 **GP Value:** 14,500

DRAGON Magazine 54

The *skull mace* is a magical weapon, initially indistinguishable from any other magical mace. It can only be fully used by an evil priest. In the hands of any other character, it performs as a *mace* +2. A paladin or good-aligned priest who grasps the *mace* receives 2d6 points of damage each round it is held. Neutral priests take 1d6 points of damage per round spent holding it. Any character can carry and transport the mace if **desired**, and is not damaged as long as the mace is not held or touched with the hands. The *skull mace* radiates an aura of evil if detection is used.

When held by an evil priest, the enchantments concealing its true appearance are dispelled. The mace head is transformed into a caricature of a human skull, which remains until the evil priest releases the mace, whereupon it returns to its normal appearance.

A *skull mace* may cast *continual darkness* twice per day as the owner of the mace wills. When it is used in combat against a human, humanoid, or demihuman opponent and the wielder scores a natural (unmodified) 20, the opponent takes double damage from the blow and must also make a saving throw vs. death magic at -2 or be slain immediately.

The wielder may also cast an *animate dead* spell once per day on any human, demihuman, or humanoid body or skeleton. Zombies and skeletons so *animated* follow the directions of the bearer of the mace, but remain in undead form for only one week. Thus, an evil priest cannot control more than seven undead with this device at any one time.

of Spellwarding**XP Value:** 2,000 **GP Value:** 20,000

Tantras

This +1 magical weapon is a finely made mace wrought of one piece of **blued**, oiled steel. In battle, it functions normally. If it touches any item or

solid, nonliving surface that bears a dweomer, the mace will glow with a magenta-hued radiance, the intensity of the light increasing with the strength of dweomers contacted.

The force of any spell, magical item, or artifact discharge directed at the bearer of a *mace of spellwarding*, or activated so that its area of effect includes the mace or its bearer, will be sucked into the mace, instantly and harmlessly. This effect is audible and visible, and entirely protects the bearer (even from such specifically aimed magic as magic missile, charm magic, and the like). Absorption is involuntary, not selectively controllable.

For each level of spell absorbed (treat item functions as the level of the lowest equivalent spell), a *mace of spellwarding* gains an additional +1 bonus, lasting six turns. Bonuses apply to both damage and attack rolls, and are cumulative.

Upon exceeding a maximum of bonuses (which varies from mace to mace; most were designed to handle no more than 12 spell levels), a *mace of spellwarding* expends its excess energy in a random *teleport*. It always travels to a safe place (one neither high nor low for M-sized wielders) somewhere on the same plane, but its destination cannot be foreseen or influenced in any way.

If no one is holding or carrying the mace when it overloads, it will simply vanish in a burst of magenta-and-white radiance. Anyone holding (or touching a holder of) a *mace of spellwarding* is taken along on the *teleport* (to a maximum of one creature per "plus" held by the mace at the time of overload, including the "extra" pluses the weapon could not handle).

A *mace of spellwarding* functions as a normal weapon only (exhibiting no magical powers at all) for one day after *teleporting*, and after that regains its +1 status and ability to *spellward* again.

of St. Cuthbert

XP Value: 3,750 **GP Value:** 37,500

Eldritch Wizardry

The *mace of St. Cuthbert* is a very holy relic of the times of St. Cuthbert. Usable only by good priests, its power is largely unknown (+5 on attack and damage rolls) and it is hard to use. It also has the following abilities and penalties:

- *Levitation*
- *Fire resistance*
- *Dispel magic* four times per day
- *Death* spell twice per day

This artifact (which appears as some type of weapon) has no power whatever until it is used to kill a certain, predetermined type of monster (example: a vampire). Once the specified creature is killed with the relic, it immediately gains all of its powers. However, whenever another certain, predetermined type of monster is sighted (example: a troll), the artifact compels the user to attack and slay the monster, and when this is **completed**, the artifact loses all of its powers until another monster of the same type as **first mentioned** (the vampire) is killed.

of St. Cuthbert II

XP Value: 4,750 **GP Value:** 47,500

The Temple of Elemental Evil

This is a *mace of disruption* +5 with other powers. If the attack roll is a natural 20, the victim loses 1 point of Intelligence (no saving throw, no magic resistance). The *mace of St. Cuthbert* has the following additional powers: *bless* (by tapping touch), *know alignment* (once per day), *tongues*, *exorcise* (once per month), and *remove curse* (seven per week).

of St. Cuthbert III

XP Value: 4,200 **GP Value:** 42,000

DRAGON Magazine 100

The *mace of Saint Cuthbert*, like all of the artifacts and relics in the AD&D game system, is a customizable magic item with powers and side effects chosen by the individual DM.

The *mace of St. Cuthbert* is a lawful good relic, being a mace that is + 5 on attack and damage, with the *disruption* effects of a *mace of disruption*. Only a lawful good priest with a strength of 18 can use the additional powers inherent in the mace.

The mace has three minor benevolent powers. It *detects evil* continuously when **held**, casts *light*, as the priest spell, seven times a week, and renders the possessor of the mace immune to all forms of **magical fear** when kept on one's person. The mace has two major benevolent powers, allowing the user to *heal*, once per day, by touching the mace to the injured person, and the possessor can *cause fear* with his or her gaze, at will. However, if the user is not lawful good in alignment, alignment immediately changes to lawful good upon touching the mace. This change cannot be reversed by any means.



of St. Cuthbert IV

XP Value: —

GP Value: —

Book of Artifacts

The *mace of St. Cuthbert* is a short, gnarled piece of bronzewood in the shape of a club.

Saint Cuthbert is a lesser god bent on maintaining law and order, but his greatest passion comes from testing the faith of his flock. Followers of Saint Cuthbert believe he travels regularly through the countryside in human form. Those who were lacking in faith tell how their faith was miraculously restored after a stranger hit them on the head with a club.

In dire instances, Cuthbert has been known to grant the use of his sacred club to a follower of the purest faith, that it may be used to spread the faith against all opposition. Followers of Saint Cuthbert consider it a relic.

The *mace of St. Cuthbert* is the actual weapon of Saint Cuthbert of the Cudgel. As such, the likelihood of any PC obtaining or using it while Saint Cuthbert is alive and well is rare. Should this happen, it is a formidable weapon—even if there are no priests of Saint Cuthbert within the party. The cudgel can act as a balance of power, allowing lower-level characters to do battle beyond their abilities.

A possible adventure might begin with the

priests of Saint Cuthbert losing their spells. Worried that something may be seriously wrong with their deity's welfare, they seek to discover the cause and restore their god and their spells. The PCs are hired or volunteer to aid in this quest, with any of a number of leads to be tracked down. In the end, the club has fallen into the wrong hands and must be restored to Cuthbert. Perhaps a particularly strong priest of Cuthbert has acquired it, but has grown insubordinate with the new-found power. Rather than retaking the club himself, Cuthbert waits to see if his followers can restore it to him themselves, thus restoring his faith in them.

Constant Powers: Any intelligent mortal struck on the head instantly becomes an enthusiastic follower of Saint Cuthbert for a period of 1 day. The cudgel functions as a *mace of disruption* with +5 bonuses to attack and damage rolls. Victims attacked with a natural 20 lose 1 point of Intelligence with no magic resistance or saving throw allowed.

Invoked Powers: Any priest of Saint Cuthbert can cast *call upon faith* (3/day) and *detect undead* (at will). *Cloak of bravery* can also be cast (1/day), with the following modifications; a +3 saving throw bonus for *all* types of saves is granted to up to four creatures for an 8-hour period, regardless of the number of rolls.

Curse: The wielder of the cudgel becomes a lawful good follower of Saint Cuthbert and an extreme zealot, trying to convert everyone. No one is faithful enough. As a result, the zealot's Charisma is reduced to 4 due to obnoxious behavior for as long as the mace is possessed.

Suggested Means of Destruction:

- The Old must be *polymorphed* into a giant beaver and the mace fed to him.
- It must be covered by the natural formation of a stalagmite, which then receives a *transmute rock to mud* spell.
- The bronzewood tree that the club came from must be prevented from ever growing.

Staff-Mace

XP Value	GP Value
Great Mace: 1,500	7,500
Mace: 1,500	7,500
Quarterstaff: 1,500	7,500

The Land Beyond the Magic Mirror

This priestly weapon appears as nothing more than a normal wooden staff one might use while trekking in the wilderness. It gives off a very faint dweomer of alteration magic. Upon command it will take one of the following three forms:

Roll	Type	Effect
01-33	Quarterstaff	+3 iron shod quarterstaff
34-67	Great Mace	+1 iron footman's mace
68-00	Mace	+2 iron horseman's mace

The weapon is made typically of bronzewood and is banded and tipped with iron.

Storm Star

XP Value: 1,000	GP Value: 1,500
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Volo's Guide to the North

This magical weapon is a morning star of ancient design, thought to have been devised in Netheril. Various specimens exist in the North; most of them are electrum-plated steel. They tend to be as long and heavy as the biggest morning stars. They are +1, +2, or +3 weapons, and they crackle with spectacular, though harmless, arcs of lightning when they are wielded.

Once per turn, the wielder of a *storm star* can unleash a *battle bolt of lightning*. This is *chain lightning* that strikes for 8d6 points of damage in addition to the purely physical weapon damage. Of course, a successful attack roll is required for the physical weapon damage to be inflicted. After the *chain lightning* strikes the first target, it then arcs up to 70 feet away in a direction chosen by the weapon wielder. It can even arc toward a moving target. Beings endangered by this first "hop" must save vs. spell or take 6d6 points of damage. Success means they take no damage at all; the bolt missed them. After the first hop, the bolt hops three more times, arcing up to 20 feet at a time toward the nearest concentration of metal. If no metal is present, it seeks the largest concentration of life and movement. The bolt does 4d6 points of damage on the first of these three hops, 3d6 on the next, and 2d6 on the last. In all cases, there is no damage if a save is made. If the

weapon misses striking its first intended target, the target takes no physical damage but must still save vs. spell or suffer the full 8d6 points of lightning damage. The magic of this weapon can never harm its wielder, though the bolt can hop back to that person and then away again. A *storm star* does 2d4+1 to 2d4+3 physical damage per strike, depending on the strength of its enchantment.

Tadron'd's

XP Value: 2,500	GP Value: 25,000
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POLYHEDRON Newszine 43

Tadron'd, a follower of Solarus the sun-god, crafted this mace to help him in his personal quest to rid the world of undead. The mace is large, heavy, and cast of purest silver. It has strong magical connections to the Positive Material Plane.

In the hands of any lawful good creature, it functions as a +3 mace, +4 against all evil-aligned beings, doing double damage to undead creatures and creatures of the Negative Material Planes. Three times per day, the mace can glow with a shimmering light, destroying all undead of less than mummy class within a 30-foot radius, and doing 4d6 points of damage to mummies, 2d6 to vampires, and 1d6 to lichs.

Evil characters touching the mace are automatically put under a quest to give the mace to the very next lawful good person they find. Part of the quest enchantment is the ability to recognize the truly pure-hearted person the wielder encounters.

Undeadbane

XP Value: 400	GP Value: 2,000
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DRAGON Magazine 179

These weapons may be used against all forms of *undead*, whether conjured or occurring naturally, including creatures such as the great ghuls. The weapon gains an additional +1 vs. all *undead* creatures.

Undeadbane II

XP Value: 600	GP Value: 3,000
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DRAGON Magazine 179

These weapons may be used against all forms of *undead*, whether conjured or occurring naturally, including creatures such as the great ghuls. The weapon gains an additional +2 vs. all *undead* creatures.

Varuna's**XP Value:** 1,100 **GP Value:** 11,000

Legends & Lore

Any being struck by this avatar's mace loses 1 d4 points of karma (if that optional rule is being used).

Warstar of the Manticore**XP Value:** 1,500 **GP Value:** 15,000

POLYHEDRON Newszine 58

Several of these *morning stars* +1 are believed to exist. However, scholars believe most owners of these weapons do not realize that they have more than a melee weapon. Upon **command**, a *warstar of the manticore* releases 1d6 spikes at any one target. The spikes have the range of a light crossbow and instantly replace themselves. The wielder must make one attack roll, adjusted for range, for the volley of spikes. The wielder gains the *warstar's* +1 attack bonus and any normal bonus for high Dexterity (the *warstar's* enchantment negates Dexterity penalties). The spikes can be released up to four times a day.

Machine of Lum the Mad**XP Value:** 7,250 **GP Value:** 72,500

Eldritch Wizardry

This gigantic piece of intricate machinery is far too heavy and bulky to move by hand. It may be *teleported* or *dimension doored*, but other means of transportation probably just results in the destruction of the machine's delicate works. If the machine is dropped after a *teleport*, or suffers a similar mishap, it loses at least one function **and**, if it falls far enough, it is destroyed. It is much too complex to be **repaired**—the machine has 70 levers and 30 dials. It also has a type of booth large enough for four people to stand inside. If a person or item is inside the booth and a lever is pulled or a dial **turned**, there may be an effect on the person or object inside. Of the 70 levers and 30 dials, 20 are no longer functioning due to the extreme age of the machine. Since the item is so complex and has a large number of magical properties available, a random chart has been devised to make the DM's job a bit easier.

d1**Roll Magical Effect**

- 01 *Levitation*
- 02 *ESP*
- 03 *Speak with dead*

- 04 User immune to disease
- 05 User has no need to eat or drink
- 06 *Detect magic*
- 07 *Read magic*
- 08 *Light*
- 09 *Detect invisible objects*
- 10 *Invisibility*
- 11 *Detect evil* (or good if evil, or both if neutral)
- 12 *Fly*
- 13 *Clairvoyance*
- 14 *Clairaudience*
- 15 **Infravision**
- 16 Move at double speed
- 17 User protected against attacks as if wearing +1 armor
- 18 *Water breathing*
- 19 *Wizard eye*
- 20 *Telekinesis*
- 21 Cure light wounds once per day
- 22 *Detect traps and secret doors*
- 23 *Speak with animals*
- 24 *Fire resistance*
- 25 Adds 1d3 points to one ability while using artifact
- 26 *Charm monster* with -3 on saving throw twice a day
- 27 *Sleep* (also affects up to one creature of any level), 3 times per day
- 28 Generate a **20-Hit-Die fireball** once per day
- 29 Generate a double effect *slow* spell twice a day
- 30 *Polymorph* any object with -2 on saving throw
- 31 *Fear* with -2 on saving throw twice per day
- 32 *Serious wound* of double effect twice a day
- 33 *Shape change* once per day
- 34 *Cold ray* of 10 dice effect three times a day
- 35 *Finger of death* with -4 on saving throw once per day
- 36 Regenerate up to one half of all points lost in combat
- 37 *Paralyzation* with -3 on saving throw three times a day
- 38 *Dispel magic* four times per day
- 39 Generate a **20-Hit-Die lightning bolt** once per day
- 40 *Teleport* twice per day

- 41 Conjure one elemental, djinn, efreet, or invisible stalker once per day
- 42 *Stone-flesh* twice per day
- 43 *Monster summoning* once per day
- 44 User may become ethereal twice per day
- 45 *X-ray vision*
- 46 *Spell turning*
- 47 *Death* spell twice per day
- 48 *Power wordstun* once per day
- 49 Touch turns opponent's bones to jelly, usable once per day
- 50 Has the power of a *gem ofseeing* when held by the owner
- 51 Each time an artifact or relic is used, user loses 1 point on one ability *permanently*, and the affected ability may never be increased.
- 52 Relic gives off a gas that renders all within 30 feet unconscious for two hours (use saving throw for poison).
- 53 This artifact contains the spirit of another person. After a set number of uses, the spirit is released, and the spirit of the user is drawn into the artifact until another person is thus drawn in.
- 54 After a set number of uses, the user of this relic is transformed into either a very minor fiend or a very minor godling. Thenceforth, the character is at the complete beck and call of a certain major fiend or godling, and might as well roll up a new character.
- 55 This artifact compels the user to go on a holy quest. As soon as the user fulfills the quest, he or she is immediately sent on yet another quest.
- 56 Each time this artifact is used, there is a 10% chance that a part of the user's body will rot away and fall off. This effect is *permanent*, and may not be reversed or restored. Start with each of the user's toes in turn, then the fingers, ears, nose, hands, feet, arms, legs and finally the head, in that order.
- 57 As long as the user possesses this item, Charisma is reduced to -10. The character is totally repulsive in appearance, and all followers, hirelings and associates now have the lowest loyalty rating when with the possessor.
- 58 There is an increasing chance that the power confined in the object breaks free,



- takes over the wielder of the item by destroying this individual's life-force, and then (masquerading as the person) kills all of the hirelings and associates of the person. The chance should range from 1% to 4%, cumulative, per use of the item.
- 59 The item causes greed and desire in any person viewing it. There is a 10% cumulative chance that each time any person sees the item the character attacks and slays the owner, and takes it.
- 60 User loses one level of experience.
- 61 As long as user has artifact on his or her person, the user acts as a magic drainer. Any magic directed at the user has no effect, nor can the user use any magic, and any magic item that touches any part of the character's body permanently loses its magical ability.
- 62 User becomes permanently lawful.
- 63 User becomes permanently chaotic.
- 64 User becomes permanently good.
- 65 User becomes permanently evil.
- 66 User becomes fantastically strong but clumsy. Treat as a 18/00 Strength, except that instead of receiving a +4 to attack rolls, the user receives a -5 and is equally clumsy in casting spells, is prone to drop items, damaging breakable ones with his or her incredible strength.
- 67 User has a poison touch. Anyone touching the user must make a saving throw against poison.
- 68 User cannot touch or be touched by any type of metal; it simply passes through the body with no effect.
- 69 This artifact (which appears to be some type of weapon) has no power whatever until it is used to kill a certain, predetermined type of monster (example: a vampire). Once this specified monster is killed with the relic, the relic immediately regains all of its powers. However, whenever another certain, predetermined type of monster is sighted (example: a troll), the artifact compels the user to attack and slay that monster. When this is **completed**, the artifact loses all of its powers until another monster of the same type as first mentioned (another vampire) is killed.
- 70 Use of this artifact causes the user to eventually become ethereal every time he or she is under stress. Each time it is used, the user has a 2% chance (cumulative) of going ethereal when under stress—after 10 uses there is a 20% chance of becoming ethereal while under stress. Being under stress is defined as any situation where the user faces any monster, trap, place, or person that the user is uncertain of conquering. After 50 uses, the user always becomes ethereal every time that he or she is under stress. The ethereal state lasts until the stress is removed.
- 71 User may summon a fiend once per day. The fiend serves the user for 2d12 turns.
- 72 *Time stop* once per day.
- 73 User granted one *wish* per week.
- 74 User has limited omniscience. The character may ask the DM any question once per day. and if the judge actually knows the answer he or she may answer all or part of the **question**—at the DM's discretion, of course.
- 75 *Power word kill* once per day.
- 76 User may *raise dead* fully once per day.
- 77 User becomes super charismatic. Any creature of same alignment who can communicate with user willingly serves user (without compensation) for 1d6 turns. After that time the enchantment wears off and they no longer serve in any case and may become hostile.
- 78 *Finger of death* with no saving throw twice per day.
- 79 *Disintegrate* three times per day.
- 80 All of user's abilities are raised to scores of 18 (18/00 for Strength), as long as user owns the relic.
- 81–00 No effect (broken lever or dial).

Machine of Lum the Mad II

XP Value: —

GP Value: —

Book of Artifacts

Those few who have seen the *machine of Lum the Mad* describe it as a black metal horseshoe-shaped nightmarish contraption of immense size. The control surfaces of the machine are sloped and adorned with no fewer than 60 levers, 40 dials, and a switchboard of sockets, plugs, and wires. The controls are of assorted colors and sizes, most obviously broken.

In the center of the Machine is a crystal box 4 feet wide by 5 feet deep and 7 feet tall. As many



as four human-sized creatures can stand in this enclosure fairly comfortably.

The entire assembly weighs roughly $2\frac{1}{2}$ tons (4,500 pounds) and fills a good-sized chamber. While appearing quite solid, the many broken bits testify that it is really very delicate. Indeed, past owners of the machine have damaged it such that no more than half of its original powers still function.

The *machine of Lum the Mad* dates back to an age before recorded history. Its design and workmanship are quite singular, making it impossible to guess at its origins. There is strong evidence connecting the origins of this device with the *mighty servant of Leuk-o*, but this may be apocryphal.

The recorded history of the device begins long ago with the infamous tyrant from whom it takes its name, Baron Lum. Lum was a power-hungry general who happened upon the device during one of his conquests. Prior to his acquisition of the thing, Lum was a petty warlord whose legacy would certainly have been lost. With the aid of the machine, however, he wrote himself a bloody chapter of wars and brutality into mankind's history.

By all accounts, Lum was something of an artificer himself. While the creation of the machine was certainly beyond his skills, he was apparently able to learn more about its functioning than even the wisest sage might hope to. It may be that the study of the basic workings of the machine drove Lum to madness; the machine combines magic and technology in ways the two were never meant to be merged, by techniques and secrets long (and best) forgotten. It is said that Lum unleashed no fewer than 50 new species of monsters on the world in his quest to master the machine. At one point, it is said, Lum used the settings of the machine to call down a barrage of fire that decimated an army besieging his stronghold. In so doing, of course, he annihilated a large number of his own troops. However, he carried the day and, as such, he judged the event a great victory.

Lum's chapter in the history of the machine ends with both the warlord and his device being consumed in a cloud of vapor that billowed forth from nothing and left nothing when it faded. It would be easy to assume that the machine was forever destroyed, were it not for persistent (though garbled) reports of its existence in a distant and dreadful land.

The *machine of Lum the Mad* is a complex device whose inner workings are impossible to discern. The nearly infinite combination of settings

possible with the levers, dials, and switches set into the machine makes the analysis of its operations an insurmountable task. Indeed, the creative DM might make an entire adventure out of an attempt to learn what one particular setting might do.

Unlike many other artifacts, the machine is neither good nor evil. It is utterly neutral and the morality of its use is based wholly upon the actions of its current owner.

Players who come into possession of the machine must be very careful with it. While the thing is not evil, it has an unfortunate side-effect—it drives its users insane. If the PCs encounter the device in the hands of another, that person will almost certainly be well beyond reason. An encounter with such people might be very dangerous, indeed.

Operating the machine is a risky proposition at best. Whenever a dial is **turned**, a lever is **pulled**, or a switch is thrown, it is possible that a magical effect will be triggered. When the machine was new and in good repair, each and every setting produced such a result. Now the majority of the controls are broken, leaving only a few powers that can still be triggered.

The machine itself has two types of powers; *internal* and *external*. The former affect those within the crystal chamber, leaving those outside of the machine utterly safe, while the latter alter the world around the machine and leave those within the crystal box safe. Anyone standing within the crystal chamber at the heart of the machine is protected from all outside forces of a physical, gaseous, magical, or psionic nature. However, those individuals are utterly vulnerable to all powers of the machine, forfeiting any saving throws that they might normally be entitled to.

Twenty of the internal functions remain operational. All of these have the effect of changing the occupants of the crystal box in some way. Of the external powers, only 15 remain functional. When **triggered**, these great powers cause terrible devastation and make drastic changes in the world around the machine. Of course, anyone inside the crystal chamber is unharmed.

With all its levers, dials, and plugs, the *machine of Lum the Mad* is a complicated piece of machinery. Each effect should require a unique **setting**, thereby making all the controls potentially meaningful.

The DM could, of course, draw a diagram for each result. Easier and more convenient, however,

is for the DM to create a unique, written combination for each power, using the method below.

The machine has three different types of controls—levers, which are either on or off, dials that must be set to the correct position, and a switchboard that relies on correct pairs. Each control has a different code in the combination. By noting the needed codes for each control panel, the combination is created.

Levers. Of the machine's 60 levers, only 10 still work, all others are obviously broken. These 10 levers are labeled in order, 0-9. When a lever is in the *on* position, its number is part of the combination; when it is in the *off* position, the lever and its number are ignored. Thus, if a setting required levers 0, 6, and 7 to be on, this part of the combination would be noted as 067.

Dials. Of the 40 dials on the machine, only 20 still work, and the rest are clearly broken. Each dial (labeled A through T) has settings from 0 (off) to 6. Dials set to the off (0) position are **ignored**, while other dials are noted as letter/number pairs. If dial G is set to 1, dial M to 4, and dial R to 3, the combination for this control panel would read **G1/M4/R3**.

Switchboard. This part of the control panel is similar to an old telephone switchboard, with plugs on wires and sockets for each. There are 26 plugs and 26 sockets, and both sets are labeled A through Z. Here, the combination is formed by matching the correct plug to the correct socket. If plug A is connected to socket W, this is noted as AW (plug/socket). Again, only those plugs and sockets actually used need to be noted for the combination. If the setting requires plugs C, F, O, S, and W to be connected to sockets B, H, M, T, and Q the combination would read **CB/FH/OM/ST/WQ**.

Using these combination methods, the DM can easily create a unique setting for each **power**—and have ample combinations left for explosions, useless noises, and bad things. After all, there are over 8,500,000 (8.5×10⁴⁸) possible settings!

Clearly, with this many combinations the chance of any character randomly choosing a working combination is a little less than slim and barely better than nonexistent. This means that any adventure involving the machine is about more than just **finding** and using it. It should also include smaller adventures to gather the pieces of

one or more useful combinations. For example, on one scroll the characters find a combination for the levers, in another those for the dials, and in a third (and separate adventure) the settings for the switchboard. They now have a complete combination—if all three parts are for the same power!

After each use of the machine, there is a 70% chance that some reaction within the mechanism alters the settings required to duplicate a given effect. If this happens, the combination of settings scrambles itself, seemingly at random. Users of the machine receive no indication that this has occurred. Since incorrect settings could trigger side effects or cause explosions, duplicating a previously achieved effect is a risky business.

Because of the random nature of the machine and the large number of powers, there is no absolute list of what Lum's machine can or should do. The DM is encouraged, therefore, to tailor the possible powers to suit the campaign.

Curse: There are several risks inherent in using the machine. The first of these is the need for accuracy. Any time the machine is started without a correct combination entered on the control panels, the DM should roll for a result on the Machine Failure Table, below, and apply the result.

Machine Failure Table

Roll	Results
01–50	Nothing happens
51–65	Sparks and noise, nothing happens
66–70	One control breaks
71–75	Internal explosion, 1d4 + 1 controls break
76–80	Random power triggered in crystal chamber
81–85	Random power triggered in room
86–90	Random result from Artifact Table 1-04: Curse
91–95	Large explosion, all within 20 feet of machine suffer 2d10 points of damage
96–00	Machine vanishes >

Second, every time an effect is triggered, the operator of the machine must roll a saving throw vs. spell. If it fails, the character's Intelligence score increases 1 point, but Wisdom drops by 1 point at the same time. With each transfer, the character's cranium increases in diameter by 10%.

Suggested Means of Destruction:

- The machine is quite delicate and can be destroyed with repeated blows, each ruining 1d4 controls. Each blow has an 80% chance of causing an explosion, inflicting 2d12 points of damage on the attacker.
- Every 100 years, the machine loses 1d4 of its powers through natural entropy.

Magestar

XP Value: 4,000

GP Value: 20,000

Haunted Halls of Eveningstar

These devices appear as many-spined, silvery metal globes. When touched, they glow and levitate, floating beside the creature touching them, looking very much like will o' wisps. Spells cast at a *magestar* are absorbed and give the device 1 hp per spell level (a *fireball* sucked into a *magestar* gives it 3 hp and negates the effect of the *fireball*). All known spells cast at a *magestar* (including area effect spells) are absorbed, but active magic is not canceled if a *magestar* enters the area.

At the owner's mental bidding (or automatically if he or she collapses or falls unconscious), the device moves to touch the user and passes absorbed hit points to the character as healing energy. If not "charged" with spells, it gives only 1 d4 hp. If any creature able to cast spells or possessing natural magical powers touches a *magestar*, "ownership" of the device passes to that creature. Only creatures with such powers can use a *magestar*. Ownership can change once per round if a *magestar* is touched repeatedly. A creature can "own" only one *magestar* at a time.

Magestars have energy limits that vary unpredictably from one to another. A starved one shrinks, grows dim, then vanishes; an overloaded one explodes (4d6 points of blast damage to all within 20 feet; save for half damage).

Magic Missile Device

XP Value: 4,000

GP Value: 20,000

Crystal Spheres

The *Hummingbird* is a unique ship built by the engineers of Thesalys in Greatspace. It is used as a court ship, typically used for carrying visiting dignitaries. It is also used quite often by Bruin Shambrath to visit his secret safe-house on the moon of Thesalys.

The ship's primary weapon is equally as amazing as its propulsion. The long beak of the *Hummingbird*, as well as serving as a piercing ram,

houses a magical, ship-to-ship combat weapon. In the forward part of the ship is a *magic missile* device. A wizard with the *magic missile* spell memorized more than once is necessary to make use of the weapon. The wizard simply casts the spell at a large crystal mounted on a pedestal. The crystal absorbs the energy of the *magic missile* spell, amplifies it, and launches a greater form of the spell out the end of the beak. The crystal will launch only a single missile dealing 1 hull point of damage plus one hull point per *missile* that is stored in it. For example, if a 7th-level wizard casts *magic missile* into the crystal, this missile would inflict 5 hull points of damage on a successful hit.

Since *magic missiles* do not involve heat, this weapon does not cause fire on ships or explosions in the phlogiston. The crystal will not accept energy from more than one spell at one time. Therefore, if more than one wizard casts a magic missile spell into the crystal, only the highest level caster's spell will be **accepted**, the others are simply wasted. The crystal will not accept any spells other than *magic missile*.

Manual

Books, Librams, Manuals, Spellbooks, and Tomes.

In the AD&D game system, each of these terms has a unique definition:

Books may be used only by *priests* and sometimes raise a specific character statistic.

Librams are books used only by *wizards*, and occasionally boost stats.

Manuals may be used by *bothfighters* and *thieves*, and some include boosts to stats.

Spellbooks contain spells and surprises. Most are restricted to priests and wizards, but a few may be used by any class.

Tomes may be used by *all classes* and some grant boosts to stats.

All magical books, librams, manuals, and tomes appear to be normal works of arcane lore. Each is indistinguishable from others by visual examination or by magical detection.

A *wish* spell can identify or classify a magical work. Other spells, notably *alter reality*, *commune*, *contact higher planes*, *limited wish*, and *true seeing* are useless. A *wish* reveals the general contents of a book, telling what classes or characteristics are most affected (not necessarily benefited) by the work. A second *wish* is required to

find the book's exact contents.

After being studied by a character, most magical works vanish forever. However, one that is not beneficial to the reader may become attached to the character, and he or she is unable to get rid of it. If the work benefits another character alignment, the owner is geased to conceal and guard it. As DM, you should use your judgment and imagination as to exactly how these items are to be **treated**, use the rules in this section as parameters.

Grim Grimoire

XP Value: 7,000

GP Value: 35,000

Shrine of the Kuo-Toa

The *grim grimoire* is a nonesuch work that causes the loss of 20,000 experience points for any reader except a rogue or assassin. A thief gains or loses nothing, but an assassin will gain one level of experience from reading and pondering its contents for one month.

of Puissant Skill at Arms

XP Value: 8,000

GP Value: 40,000

DUNGEON MASTER Guide

This scholarly study contains expert advice and instruction regarding weapon use and various attack and defense modes. Any single bard or fighter (but not a paladin or ranger) who reads the manual and practices the skills described therein for one month goes up to the midpoint of the next higher level. The book disappears after it is **read**, and the knowledge therein will be forgotten within three months, so it must be acted upon reasonably quickly.

The fighter cannot articulate what he or she has **read**, nor can it be recorded in any fashion. Paladins and rangers will understand the work but cannot benefit from reading it. Priests and thieves cannot understand the *Manual of Puissant Skill at Arms*. If a wizard so much as scans a few of its letters, he or she is stunned for 1d6 turns and loses 1d6(×10,000) experience points. A character can benefit from reading a *Manual of Puissant Skill at Arms* only one time.

of Stealthy Pilfering

XP Value: 8,000

GP Value: 40,000

DUNGEON MASTER Guide

This is a guide to expertise at thievery. It is so effective that any thief or bard who reads it and then spends one month practicing the skills therein will gain enough experience points to move to the

midpoint of the next higher level. The text disappears after reading, but knowledge is retained for three months. As with other magical texts of this sort, however, the knowledge cannot be recorded or repeated to others. Any additional reading of a similar manual is of no benefit to the character.

Fighters and wizards are unable to comprehend the work. Priests, rangers, and paladins who read even a word of the book suffer 5d4 points of damage, are stunned for a like number of rounds, and, if a saving throw vs. spell is failed, they lose 5d4(x1,000) experience points as well. In addition, such characters must atone within one day or lose 1 point of Wisdom.

of Stratagems

XP Value: 6,500 **GP Value:** 59,500

DRAGON Magazine 178

This is a medium-sized book, bound in seasoned leather for durability. A fighter, ranger, or paladin may consult it at any time to try to find a cunning ploy in any situation, with a chance of success equal to 80% minus 1d10% per use. Once the chance of success reaches zero, the book is useless to that reader. The book covers purely military tactics, not limited-scope adventurers' methods. It is meant for generals and captains and will only be of relevance in situations with at least 20 combatants on each side. Its effects can be simulated by allowing the commander to change one set of orders, or movements, retroactively during a **battle**—he or she knows what will happen within one turn (10 minutes) after making a certain move, and can make the move over again to correct for any mistake or to take advantage of any opportunity. Therefore, a commander could thwart an ambush by retracting orders to move into a trap, but not to decide that an order for an unsuccessful attack wasn't given, several hours into the battle. If a character of any class other than a fighter uses this book, the character gains nothing but must save vs. spell at -2 or else become deluded for 1d4 hours into thinking he is a fighter, acting in all ways as a front-line combatant and refusing to use any spells.

Map

All maps appear to be similar at first glance, but careful examination reveals that the inscriptions, designs, and handwriting are unique in each of them. Each of the original maps is made from ancient parchment that remains in superb condi-

tion. The left side of each parchment is attached to an **old**, ornately **carved**, round wooden stick. Each end of the stick is embedded with one gem of roughly 1,000 gp in value. Replicas are similarly decorated; they have become a tradition in the creation of these maps.

The symbol of Madd is imprinted on the original maps, and some of the originals have been destroyed. Most of the first-generation replicas bear Dane's symbol, and other replicas made by Dane's disciples either bear other symbols or have no symbols.

The *maps* have several common properties, other than their individual functions (including the duplicates made by Dane). The first common aspect is that the maps cannot be cut, burnt by normal fires, or destroyed by any common method. A *rod of cancellation*, *Mordenkainen's disjunction*, magical fires (of any sort), powerful magical items like artifacts, *wishes*, and the special methods noted below are the only means of their destruction. A saving throw as parchment +6 vs. magical fire is applicable if a map is subjected to magical flame. If this saving throw fails, the whole map is burnt to ashes. The ashes have no special properties.

The second common attribute of the maps is that no runes, words, or inscriptions (magical or not) can be written on a map. If a *wish* spell or any other powerful magic, such as from an artifact, is used to write upon a map, a magical fire springs into existence, destroying the map. No saving throws are allowed. Other spells cannot harm the **map**.

Most of these maps have a limited number of magical charges placed into them during their creation. In order to use such a map, the map reader (any class or race) holds the *map*, looks at the surroundings, and utters a command word expending one charge. Each time a charge is **used**, a new diagram is created on the map's surface, erasing any previous map diagram. None of the charges can be replaced. When all the charges of a map are spent, the map disintegrates into powder. Every two days, the map erases itself. Erasure can also be voluntarily performed by the user before the two-day limit, using the command word.

The **final** property of the maps is that, whenever one a map is **activated**, the user (and only the user) must make a saving throw vs. death magic or be stunned for 1d10 rounds. During this **period**, the user stares vacantly at the map, unable

to perform any other actions. Only *remove curse*, *dispel magic*, *negation*, *limited wish*, or *wish* can bring the user's state of mind back to normal during that time. A charge is used, however, and the map functions normally. (Optionally, the DM may have a charge spent but no map diagram appear in order to control the use of the maps.)

Magical maps are special enough to require careful preparation and use by the DM. Maps should rarely be given out randomly—the DM must have a suitable map prepared in advance. There is no table to govern the nature of maps—all hint at or imply the existence of great treasures to be found while giving only a vague idea of the risks to be overcome. Some may be genuine, others fake, and still others cursed. Because of the wide range of possibilities, the DM should use magical maps as the springboard for new and exciting adventures.

Dane's Version

XP Value: 9,500

GP Value: 57,000

DRAGON Magazine 125

This map was created by Dane through the use of the various techniques taught to him by Madd. The map has 20d6 charges. For the most part, the map works as a *map of magic* and *illusions*, as noted above. Additionally, *Dane's version* has the ability to cast one *permanent illusion* or one *programmed illusion* per day, and one *veil* per week, as a 16th-level illusionist. Each spell drains one charge from the map. The illusions last until dispelled or until the time limit expires, as given for the spells. Any attempts to disbelieve illusions created by the map are made at -2. The map is one of the rarest, as the services of an extremely powerful illusionist are required by the wizard creating it (Dane, himself, was both). When all charges have been used, the map bursts into flame like a *fireball* from a 12th-level wizard. Saving throws vs. spell are allowed for all within 20 feet for half damage, except for the user, who takes maximum damage without a saving throw. All items carried by the user take a -6 on their saving throws vs. spell if this occurs.

of Distortion

XP Value: —

GP Value: 500

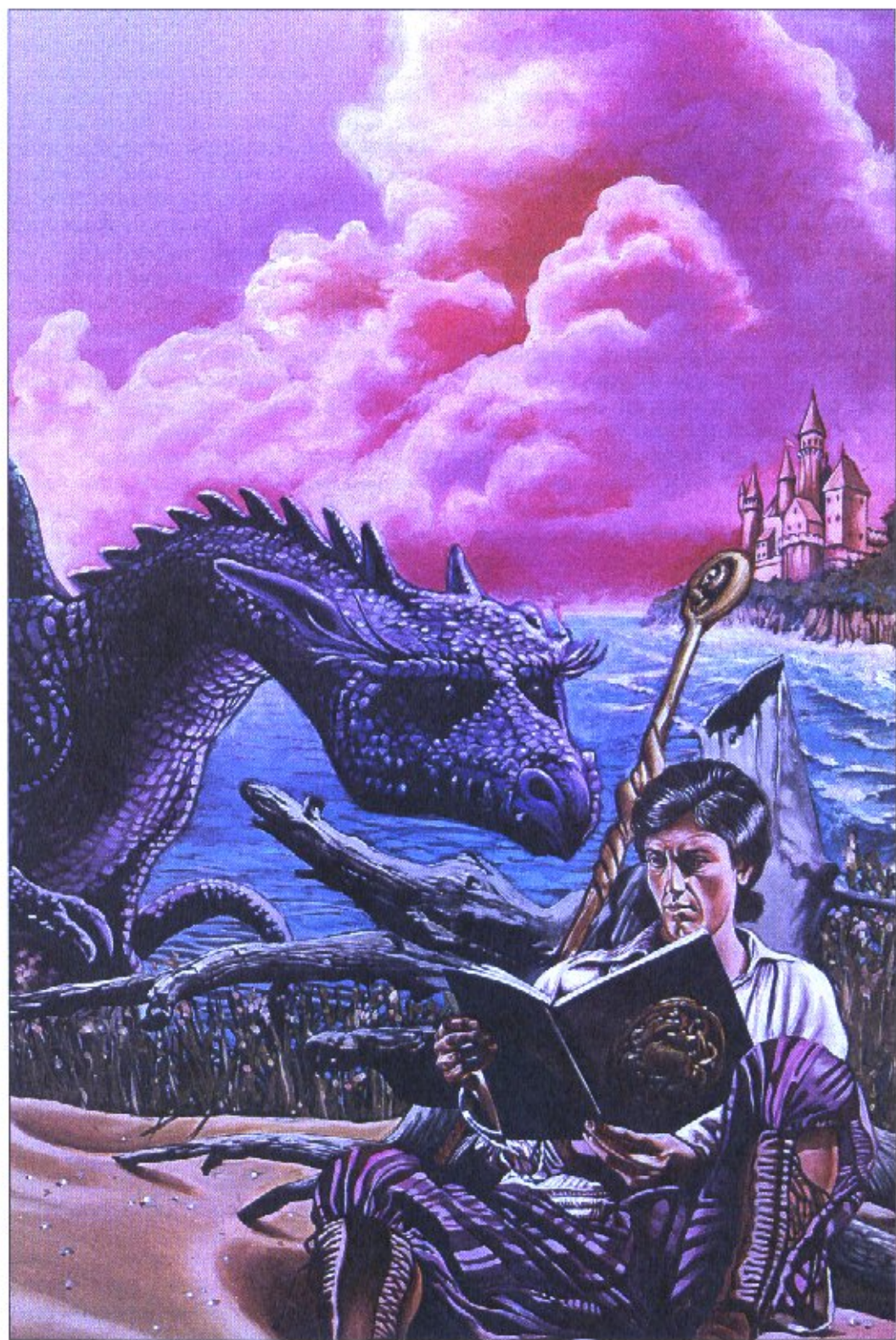
DRAGON Magazine 125

This map exhibits all the properties of a *map of mapping* when examined. There is a 1% chance per level of the wizard *identifying* the map to dis-

cover its true nature. The map's ill effects are not noticed by the user or any other person under its spell. Anyone looking at the map or so much as catching a glimpse of the diagram it displays, must make a saving throw vs. spell or fall under the map's power. No saving throw is allowed to the user. This map has no charges as such. As with the *map of misleading*, it is thought that errors in the creation of a *map of mapping* results in a *map of distortion*.

The distances shown on the map differ from the actual distances to landmarks by 10–80% (1d8×10) in any direction. All those under the spell of the map see the actual distance as being the distance shown on the map, even if they previously knew the true distances to mapped landmarks. The user and all others who are affected perceive no inconsistencies between what the map shows and what the world shows them; if the user walks eight miles to get to a hill the map shows as four miles away, the user believes he has walked four miles. The effects from a single use of this map last for two days, at which time the map erases itself (unless it has already been erased). Erasing the map before two days are up has no effect on the duration of the user's or onlooker's *confusion*. However, if the user activates this map more than once, he must make a saving throw vs. death magic (as is normally done for each use of one of these maps) or else *befeebleminded* as per the spell. No onlookers are affected in any way by this second activation. If the person using this map has activated it only once, that person (and all others affected by the map) suffer other visual distortions as well during the two days that the map's effects occur, even if the mapped area is left behind. If attacking, those affected by this map roll attacks at -4 and can be hit at +4. The players should not know of this adjustment.

To get rid of the ill effects, each person must be cured individually. A *remove curse* followed by a *dispel magic* spell, both being cast on only one person at a time, must be employed. Anyone under *a feeblemind* can be cured by a *heal* or *wish* spell. Throwing these spells on the map itself has no effect at all. Only after all these steps are taken will the map lose its control over the minds of those affected. Destroying the map is of utmost importance, as failing to do so causes anyone who was *once feebleminded* by the map to *become feebleminded* again within 2d4 days. If the map is *destroyed*, all of its victims are cured of whatever afflictions the map gave them.



of Illusions**XP Value:** 6,000 **GP Value:** 36,000

DRAGON Magazine 125

This map also functions as a *map of mapping*, although it can also detect any form of illusion or phantasm spell within range. The map contains 20d4 charges; the expenditure per usage (which includes the *mapping* and detection functions simultaneously) is one charge. Magical (but not psionic) *invisibility* can be detected by this type of map, but only one function of the map may be used at any one time, either detecting for illusions or *invisibility*. It is possible to dispel *invisibility* on a certain object or being by using an additional charge. A saving throw vs. spell is allowed if the target is a living being and is unwilling to have its *invisibility* dispelled. This latter use does not erase the existing diagram on the map, but it cannot be used unless the map itself has detected the *invisible* target. The range of this device is 120 feet indoors or underground, and 120 yards outdoors, for purposes of detecting illusions; the map still diagrams areas to the limits of a *map of mapping*.

of Illusions and Secret Doors**XP Value:** 8,750 **GP Value:** 52,500

DRAGON Magazine 125

This map functions as a combination of a *map of illusions* and a *map of secret doors*, with a single charge either detecting illusions, *invisibility*, or secret doors, or dispelling *invisibility* on an object or being. This particular map has 10d4+10 charges. When all the charges have been expended, the map explodes, causing 1d12+10 points of damage to each person within a 10-foot radius (save vs. spell for half damage, except for the user who takes full damage with no saving throw).

of Illusions and Traps**XP Value:** 8,750 **GP Value:** 52,500

DRAGON Magazine 125

This map has 10d4+10 charges and functions as both of the map types named. A single charge will either detect illusions, traps, or *invisible* objects, and charges can be used to dispel *invisibility* on objects or persons. When all charges have been used, the map explodes, doing 2d6+4 points of damage to all within 15 feet, with a saving throw vs. spell for half damage. The user, of course, gains no saving throw and always takes maximum damage.

of Magic**XP Value:** 5,000 **GP Value:** 30,000

DRAGON Magazine 125

This map functions as a *map of mapping* in every way except that it can also detect magical dweomers and auras (which are highlighted on the map in pulsating red). The exact sort of dweomer is not shown on the map or made known to its user. The *map of magic* contains 20d4 charges; each use for *mapping* (which includes the detection and location of magic) drains one charge. Magical items carried on living beings can be detected and located; *invisible* objects can be detected as well. Area-effect spells like *mass invisibility*, certain illusions, or *stinking cloud* that are still in effect can be seen on the map as zones of red. Only areas that can be seen within 120 feet indoors (or 120 yards outdoors) can be examined for such dweomers and auras, though the map will faithfully record areas much larger, out to the limits of a *map of mapping*.

Magic that is a permanent characteristic of a living creature (such as the magical resistance of a dragon or a wizard's ability to cast spells) cannot be detected. Magical items or areas hidden from view cannot be mapped.

of Magic and Illusions**XP Value:** 7,500 **GP Value:** 45,000

DRAGON Magazine 125

This map functions as a combination of the two types of both named maps. Contained within the map are 10d4+10 charges. Each charge can be used to detect either magic, illusions, or *invisible* objects, with all of the range penalties and abilities noted for the two map types of which this map is composed. Additionally, charges may be used to render *invisible* objects visible as per the *map of illusions*. The map explodes when all of the charges are used up, causing 1d10+10 points of damage per person in a 10-foot radius. A save vs. spell applies for half damage; however, the user gains no save and always takes maximum damage.

of Magic and Secret Doors**XP Value:** 8,000 **GP Value:** 48,000

DRAGON Magazine 125

This map has all of the functions of *map of magic* and a *map of secret doors*. A single charge may be used to either detect magic or secret doors, but not both at once. Like the *map of*

magic and illusions, this map has 10d4+10 charges. Upon expiration of the charges, the map explodes, causing 1d12+8 points of damage to every person within a 10-foot radius. A saving throw vs. spell is **allowed**, though the user gains no save and takes maximum damage.

of Magic and Traps

XP Value: 8,000 **GP Value:** 48,000

DRAGON Magazine 125

This map is also similar in description to the *map of magic*—the added advantage being all of the abilities listed in the *map of traps*. This map also has 10d4+10 charges, each of which may be used to detect either magic or traps and to negate them. When the charges are expended, the map explodes, causing 2d4+4 points of damage to all within 15 feet. A saving throw vs. spell is applicable for half damage, though the user takes maximum damage with no saving throw.

of Mapping

XP Value: 3,500 **GP Value:** 21,000

DRAGON Magazine 125

In a dungeon, this map records whatever the user is able to see, given normal illumination and no upper sighting limit. Upon **command**, the map changes its scale to a suitable size and is therefore able to map features over a large area. Everything is mapped the way the user sees it. For example, the illusion of a door is mapped as a door. If the illusion is discovered as such or *dispelled*, the *map of mapping* will not record it again for that user. Traps, hidden or *invisible* items, and living beings do not appear on the map. A concealed or secret door appears on the map only if located. To simulate this item's effect, the DM should sketch out an accurate (but limited) map for the players as they progress through an underground or interior environment, creating a new map with each charge expended (see below). Some maps of this sort may have more limited indoor mapping ranges (generally 120 feet or so). Given the limited sighting ranges of most underground environments, this map is usually of limited use in dungeons and caves.

In the wilderness, the *map of mapping* records the area in a 10-mile radius, taking the spot the user is standing on as the center. Again, illusions and concealed elements, such as *hallucinatory terrain*, are mapped as they appear. These "errors" disappear once the illusion is *dispelled* or discov-

ered. The map only shows terrain features like forests, deserts, roads, tracks, cities, towns or villages, not living beings, vehicles, snares, or traps are mapped out. Additionally, only features that are immediately visible to the user are mapped (thus, the map is of limited use in a valley). This item has 30d4 charges.

of Mapping and Illusions

XP Value: 6,500 **GP Value:** 39,000

DRAGON Magazine 125

This map functions at first as a *map of illusions*. After 20d4 charges have been used, the map has an 80% chance to change into a *map of mapping* (with 10d4 charges) and a 20% chance that it explodes, causing 2d8+2 points of damage to everyone within a 10' radius of the blast (save vs. spell for half damage).

Roll Effect

- | | |
|-------|---|
| 01-80 | Reverts to a <i>map of mapping</i> with 10d4 charges. |
| 81-00 | Explodes for 2d8+2 points of damage. |

of Mapping and Magic

XP Value: 6,000 **GP Value:** 36,000

DRAGON Magazine 125

This map initially functions in all ways as a *map of magic*. After 20d4 charges have been used, however, the map has an 85% chance of becoming a *map of mapping* (with 10d4 charges) and a 15% chance of exploding in magical flame, causing everyone within 10 feet of the explosion to take 2d4+2 points of damage (save vs. spell for half damage).

Roll Effect

- | | |
|-------|---|
| 01-85 | Reverts to a <i>map of mapping</i> with 20d4 charges. |
| 86-00 | Explodes for 2d4+2 points of damage. |

of Mapping and Secret Doors

XP Value: 6,250 **GP Value:** 37,500

DRAGON Magazine 125

This map works like a *map of secret doors* with 20d4 charges. When the charges are gone, there is an 85% chance that the map becomes a *map of mapping* (10d4 charges) and a 15% chance that the map explodes, inflicting 2d4+2 points damage to each person within a 10-foot radius (save vs. spell for half damage).

Roll Effect

- 01-85 Reverts to a *map of mapping* with 20d4 charges.
- 86-00 Explodes for 2d4+2 points of damage.

of Mapping and Traps

XP Value: 6,250 **GP Value: 37,500**

DRAGON Magazine 125

At first, this map functions as a *map of traps* with 20d4 charges. With the expiration of the charges, this map has a 70% chance of becoming a *map of mapping* (10d4 charges) and a 30% chance of being destroyed, inflicting 2d4+8 points of damage to every person within a 10-foot radius (save vs. spell for half damage).

Roll Effect

- 01-70 Reverts to a *map of mapping* with 20d4 charges.
- 71-00 Explodes for 2d4+8 points of damage.

Master Plan

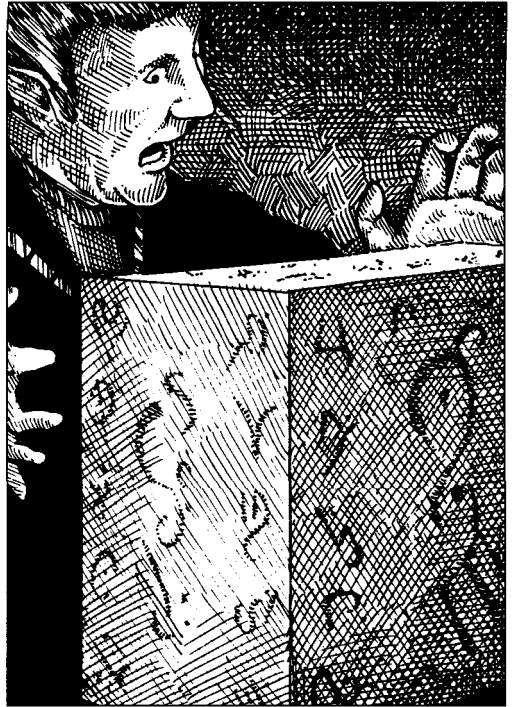
XP Value: — **GP Value: —**

Kingdom of Nithia

The *Master Plan* is an ancient set of magical maps written on papyrus scrolls. Strangely, they do not age, and the papyrus remains pliable and resilient, not drying into brittle sheets or yellowing as one would expect. Each map can be unrolled so that it is half a pace high and five paces long. There are reported to be six in all and when unrolled together they cover the entire Hollow World.

On certain nights of the circle (year), when the floating continents align properly, the maps can be assembled to form an indestructible, glyph-covered cube. If the glyphs are read properly (2% chance per reader's level), the cube turns inside-out and expands to form a four-dimensional map of the Hollow World showing everything as it is at that moment. A number of small points of light shine on various areas of the map, showing points of power.

The *Master Plan* is actually an artifact of chaos built by Thanatos and Ranivorus to bring about the ultimate destruction of the Hollow World. Those who activate the *Master Plan* are immediately subject to the complete mental control of both Sekhaba's and Soth's "towers." The victim becomes a hollow shell, a conduit for contact between the evil agents of Entropy and the sleeping burrowers. In game terms, those who



puzzle out this artifact must make a saving throw vs. spell at -4. If the saving throw fails, the victim is "burnt out" and becomes a pawn of the DM. The *Master Plan* shows the positions of all burrowers paralyzed by the *spell of preservation*. Touching the points of light brings each individual burrower into mental contact with Sekhaba and Soth and synchronizes their dreams with those of the Towers.

The theory behind the *Master Plan* goes like this: If all burrowers dream of escape in synchronization, the resultant magical energy may be enough to break the *spell of preservation*, allowing the forces of Entropy to once again run rampant throughout the Known World, bringing an age of fear and suffering unlike any experienced by its civilizations.

of Misleading

XP Value: — **GP Value: 500**

DRAGON Magazine 125

This map appears to be exactly the same as a *map of mapping* until it is used, but the map records many terrain features falsely. There is a 1% chance per level of any wizard using an *identify* spell for the true nature of the map to be detected. Unless the user makes a saving throw vs. spell upon using a charge, he believes the map is entirely accurate,

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despite whatever sort of terrain he actually sees (the user believes the actual terrain to be an illusion or hallucination). Anyone besides the user who looks at the map is required to make a saving throw as above at +2 or fall under the map's spell. The map's user, of course, believes nothing contrary to his own delusions. Though the user does not resist having the map taken from him, the loss or destruction of the map does not cure delusions, seeing doors that don't exist, walls in open spaces, and similar fancies. After a week, the user will not be able to function. Onlookers are similarly affected.

A *remove curse* followed by a *dispel magic* are required to ward off these ill effects. The *remove curse* should be cast on the person currently using the map. It affects everyone else under the map's spell if this is done; otherwise, only one onlooker is freed from the map's power. The *dispel magic* spell then entirely removes the *map* spell effects from any one victim (or from all at once if cast upon the map's user). If only the *remove curse* spell is cast on the victim, the former delusions return unless *dispel magic* is cast within a day. *Dispel magic* alone is useless. It is believed that the improper creation of a *map of mapping* results in the production of a *map of misleading*. These *maps* have no charges as such.

of Navigation

XP Value: 5,000 **GP Value: 30,000**

DRAGON Magazine 125

This map can be used to record nearby areas on land or at sea. On **land**, the map shows a 20-mile radius around the user, recording only normal terrain features (forests, cities, villages, roads, trails, etc.) as per a *map of mapping*. However, this map was actually designed by Madd and Ztxar to work only on bodies of water. Somehow, the two made a mistake in the enchantment of this map, which led to the map's ability to work on land as well. The map is more potent when used from a waterborne ship. Usually, it has 30d4 charges.

The *map of navigation* has a 30-mile radius of effect when used from a ship. In this event, however, it will map no land features beyond a 20-mile radius. Thus, an island 22 miles away would be **messed**, as would features on a shoreline 27 miles away. A lake only two miles beyond the shoreline mentioned above would not appear, either.

Other information, like sea currents, ocean depths, ice floes, and so forth, may be gained from casting *legend lore* while using the *map of*

navigation. The DM may add other useful or interesting navigational information as desired in this event. Additionally, ships within a 30-mile range are displayed on the map when *legend lore* is cast, and sea creatures over 20 feet in length and avian creatures over 25 feet long are shown as well. Each major feature appears in pictorial form with its own distinctive shape and coloration. The user automatically understands how to read the map and knows what each symbol means, though onlookers cannot see them.

of Secret Doors

XP Value: 5,500 **GP Value: 33,000**

DRAGON Magazine 125

The functions of a *map of mapping* are also found in a *map of secret doors*. As its name implies, this map has the ability to locate secret doors, which are shown as bright yellow dots on the map. The map contains a total of 20d4 charges. Each use to map an area and locate secret doors uses one charge. Traps of any sort cannot be **detected**, but concealed doors are revealed. The ranges of the detection functions of this map are 60 feet indoors and 60 yards outdoors; other mapping limits are as per a *map of mapping*.

of Secret Doors and Traps

XP Value: 8,250 **GP Value: 49,500**

DRAGON Magazine 125

This map works as both a *map of secret doors* and a *map of traps* and has 10d4+10 charges. One charge may be used to detect either secret doors or traps, or charges may be used to disarm traps like the *map of traps*. When all charges have been **used**, the resulting explosion does 3d4+4 points of damage to all within 10 feet, with a saving throw for half damage. The user takes maximum damage and gains no save against it.

of Traps

XP Value: 5,500 **GP Value: 33,000**

DRAGON Magazine 125

The *map of traps* has the ability to detect traps within the range of sight, 60 feet indoors or 60 yards outdoors. This map contains a total of 20d4 charges. One use to detect traps drains a charge. Traps that have already been detected by the use of the map can be disarmed by draining one or two charges from the map. The person using the map must make a saving throw vs. death magic to disarm or deactivate a trap. The saving throw is at

-2 if the trap is of a magical nature.

Nonmagical traps are permanently deactivated or disarmed using one charge of this map (crossbow traps jam, poison is neutralized, pits are covered over by a wooden lid). Magical traps like *explosive runes* can be detected, but two charges are required to deactivate them permanently. If only one charge is available or used on a magical trap, then the trap is only deactivated for 2d4 turns. Only one trap of the user's choice may be deactivated per charge.

Marble

Marbles are small spheres made from colored glass, clay, metal, or stone. Enchanted marbles usually are no larger than a human eye—big enough to handle but small enough to easily be hidden in a pocket or sleeve. Using an enchanted marble without attracting unwanted attention generally is not difficult.

Cat's Eye

XP Value: 400 **GP Value:** 2,000

The Book of Marvelous Magic

This small sphere is made of colored glass in the pattern of a feline eye. When carried and commanded to function, the marble gives *infravision* to 60 feet that lasts for eight hours. The cat's eye marble functions once per day.

Cleanliness

XP Value: 500 **GP Value:** 2,500

DRAGON Magazine 73

A white stone of a material resembling marble. It is about the size and appearance of a stone in the game of "Go." When it is thrown against a hard object inside a room, it "explodes," and all dirt and dust in the room (nonliving matter only) disappear. The command word "clean" must be spoken as the stone is thrown. Found in lots of 10d10, packed 12 to a box in wooden boxes similar to large match boxes.

Granite

XP Value: 600 **GP Value:** 3,000

The Book of Marvelous Magic

This marble appears and functions as a *cat's eye marble*. However, if the user sees a feline of any kind while using the *infravision*, a saving throw vs. petrification must be made. If it fails, the user and all items turn into a granite statue. The *granite marble* becomes nonmagical if turned to stone.

of Quarry

XP Value: 1,000 **GP Value:** 5,000

The Book of Marvelous Magic

This appears to be a *cat's eye marble* but gives no apparent benefit. When carried in a pouch or some other container, the marble becomes ethereal but remains attached to the character carrying it. The marble then leaves a trace scent, easily detected by any feline. To felines, even house cats, the person carrying the marble smells like a tasty bird, and they attack. When the victim looks for it, the marble cannot be found except on the Ethereal Plane; the victim may become ethereal and then search all possessions for the item or someone else on the Ethereal Plane can easily pluck the marble loose while the victim remains on the Prime Material Plane. If *remove curse* is applied by a caster of 26th or higher level, the ethereal marble is destroyed.

Warp

XP Value: 5,000 **GP Value:** 25,000

Tome of Magic

This item is a small (½-inch-diameter) sphere of fine crystal, often appearing with a rich blue or aquamarine tint. Each marble has three words of command associated with it.

The first command triggers the marble to create an extradimensional space large enough to contain a single large-sized creature. When this word is spoken, the closest creature to the marble is instantly transported to and imprisoned within this space. Similar to the *seclusion* spell, the inhabitant of this space can see and hear events in the "real world" but can do nothing to affect anything outside the prison. Spellcasting and the use of psionics are impossible inside the prison. If the prison is already occupied, this first word of command has no effect.

The second command word releases the occupant of the extradimensional space. The occupant is immediately returned to the "real world," appearing within 3 feet of the marble (wherever it might be). Note that this word of release can be spoken and is effective from within the prison. Thus, the possessor of the marble can use it as a sanctuary to escape from harm.

The third word of command sets the marble as a trap. After this word is spoken, the first creature of large size or smaller to touch the marble is immediately imprisoned within the extradimensional space. If the first creature to touch the mar-

ble is larger than size L, the magic is not triggered; if a size L or smaller creature subsequently touches the item; the magic takes effect.

Once one creature has been imprisoned, other creatures can touch the marble with no adverse effects. A creature trapped in this method can be freed only through the use of the word of release from outside the marble.

A marble trapped in this manner can be thrown at another creature in an attempt to trap the creature. If an attack roll is successful, the target creature is allowed a saving throw vs. spell. Success indicates that the creature suffers no effect. Failure says that the creature is trapped in the warp marble.

If a marble is taken into an extradimensional space (such as within a *portable hole*), if it is *teleported*, *gated*, or transported via *dimensional folding* or any analogous method, or if it is shifted to another plane of existence, any occupant of the extradimensional space is immediately expelled into the Astral Plane.

Mask

A mask is a covering for the face. It may be a simple piece of cloth with holes open only for the eyes, or an elaborate wooden or metal construction that covers most of the head (similar to an ornamental helm). Magical masks may be of any size and shape.

Air

XP Value: 500

GP Value: 2,500

Champions of MYSTARA

This is a helmet or mask enchanted with a *create air* spell. It allows the wearer to breathe normally underwater, in thin atmosphere, or in an airless void. When airtight, fitted tightly around the wearer's head, it protects against poison gas as well. Flying monsters must have *air masks* made for their head shapes—a human's *air mask* does not fit a griffon. *Air masks* enchanted with charges provide 12 hours of fresh air for one creature per charge.

of Attractiveness

XP Value: 1,000

GP Value: 10,000

POLYHEDRON Newszine 72

These are half-masks, covering only the eyes and nose of the wearer. They are usually found in bright colors, and are often edged with pearls or rhinestones. When the command word is spoken, a character who wears a *mask of attractiveness*

gains a +3 to his or her Charisma score with respect to the opposite sex. The mask functions once per day, granting the increased Charisma score for 1d12 hours.



of Bachraeus

XP Value: 13,000

GP Value: 65,000

DUNGEONS & DRAGONS Rules Cyclopedia

This mask was made by Bachraeus, an Immortal who became the patron of the medusae. The mask was to be worn by the high priest of a secret cult that grew within the Milenian Empire and formed a dangerous alliance with the medusae. With the fall of that empire and the destruction of the cult, the mask was lost.

This is a smooth, blue mask of a strange ceramic material; the features are stylized, possibly those of a female or of an elf. A wig of long, dark leathery strips is attached at the top and back. The *mask of Bachraeus* possesses the following powers:

- *Flesh to stone*, 120 feet range, one creature (gaze attack).
- *Charm person*, 120 feet range, one creature (gaze attack).
- *Detect magic*, 60 feet range.
- *Passwall*, 60 feet range, six-turn duration, 5 feet opening up to 10 feet deep.

- Wearer is immune to *turn to stone* and *charm* attacks, except the user's own reflected gaze.
- Wearer is immune to poisons from living creatures.

When the mask is put on, the wearer's Charisma is reduced to 4. The mask cannot be removed or disguised while the wearer lives.

Successful use of *detect magic* or *stone to flesh* reduces the wearer's own Strength by 1 point for one hour. The successful use of any other power reduces the wearer's own Strength by 2 points. If the wearer's own Strength is reduced to 0, the wearer dies.

This artifact is evilly enchanted and can be detected as such. The wearer loses 1 point of Charisma immediately when the mask is put on, then more at the rate of 1 point per week until a Charisma of 4 is reached. The mask, meanwhile, becomes progressively uglier and more evil looking. The use of any power by the wearer is voluntary. If the wearer dies, both the wearer and any equipment *turn to stone*, with the exception of the artifact itself. The artifact shatters irrevocably if its gaze is ever reflected in the *golden mirror of Ka*. The wearer of the mask who encounters the mirror artifact is stunned for a full turn and remembers nothing that happened while wearing the mask, but is otherwise unharmed.

of Combat

XP Value: 3,000 **GP Value:** 33,000

POLYHEDRON Newszine 72

These masks carry the images of warriors. The faces are scarred and weathered. Fighters donning a *mask of combat* receive a +2 bonus to their THACOs and saving throws. They do not gain increased hit points or proficiencies. Characters of other classes wearing such a mask gain the THACO of a fighter of their level instead of the THACO of their class. Each day the mask functions once for as many turns as the character has levels. For example, a 6th-level character can use the mask for six turns.

of Comedy

XP Value: 200 **GP Value:** 1,000

The Book of Marvelous Magic

This mask bears the likeness of a smiling face. The wearer may, by uttering a command word, cast an unusual *laughter* spell effect on any one creature within 60 feet. The spell can even affect creatures immune to some or all spells, and can

be used against undead. The victim must make a saving throw vs. spell with a -2 penalty to the roll or stop and laugh heartily. A laughing victim cannot attack or cast spells. A new saving throw must be made each round (though without penalty), and the victim continues to laugh until successful. If an undead is forced to laugh, it automatically flees (as if turned) when it stops laughing. This spell effect may be used only once per day, regardless of success.

Death

XP Value: — **GP Value:** 1,000

The Book of Marvelous Magic

This mask appears to be and functions as a *mask of protection* in all respects. However, when first worn, it starts to radiate its terrible power. The user is not **affected**, but all others within 30 feet of the mask from then on (whether worn or not) must make a saving throw vs. poison or become diseased. This saving throw must be made for each turn or part of a turn of exposure, although the victims notice nothing odd at first. A diseased victim gains no **benefits** from *cure wounds* spells and loses 1 point of Constitution per day. A *cure disease* spell or effect stops the disease only if cast by a priest of at least 15th level. Points of Constitution lost can be regained at the rate of 1 point per week only by complete rest and only after the disease is cured. If Constitution is reduced to 0, death occurs, and the victim cannot even be raised unless a *wish* is used. The mask must be burned to stop the spread of the disease.

Death Mask of Ptah

XP Value: 2,000 **GP Value:** 10,000

Treasure Maps

This mask is used to whisk the life essence of a dead individual to the plane of the deceased's preferred alignment. If a living character puts the mask on, he or she must roll a saving throw vs. death magic or have his or her essence transferred to an Outer Plane—that is, the character dies and his or her spirit passes on to its final resting place.

of Disguise

XP Value: 3,500 **GP Value:** 15,000

POLYHEDRON Newszine 72

This mask is prized by thieves and spies. When the command word is spoken, the wearer can change his appearance. However, height and

weight cannot be altered. A change can be as minute as switching the color of the eyes or lengthening the nose. Or, it can encompass a change in hair color, voice quality, facial structure, and even makes the wearer appear as someone of the opposite sex.

A *mask of disguise* usually is found with 10d4 charges. Each change, no matter how simple or complex, expends one charge. The new visage lasts until another charge is expended to return the wearer to his original appearance. These masks can be recharged. (The wearer must return to his or her original appearance before assuming a new one.)

of Disguise II

XP Value: 1,000 **GP Value:** 7,500

The Book of Marvelous Magic

On command, this mask changes the wearer's face into any likeness desired. In addition, the user's voice sounds identical to the creature imitated. Any race may be imitated, and a specific individual can be successfully imitated if the user is very familiar with that individual's appearance and mannerisms. The mask does not increase the size of the face or head by more than a small amount (creating a snout or beard, for example), and no special abilities are bestowed other than disguise.

Faceless

XP Value: 500 **GP Value:** 2,500

The Book of Marvelous Magic

This mask appears to be a *mask of protection*, but when worn, it disappears, causing the wearer's face to disappear as well. Only the nose remains; the eyes, mouth, facial hair, and all distinctive features vanish, leaving a smooth skin surface. The victim is blind and cannot speak. The mask and all its effects can be removed by a *remove curse* spell applied by a caster of at least 15th level. Once removed, the mask becomes nonmagical.

Fanged

XP Value: 700 **GP Value:** 3,000

DRAGON Magazine 117

The bottom of this mask is cut in the shape of downward pointing fangs, like those of some great cat. When worn, the wearer can bite in combat for 1d4 points of damage. If the wearer's bite already does appreciable damage (if the wearer is a creature like a norker), the normal damage is

increased by 1d4 points. The bite affects even targets that are Astral, Ethereal, or from the Lower Planes (those that can normally be hit only by magical weapons). The bite *stuns* a victim for the round following its striking home if a save vs. spell fails, but it does not augment any blood draining abilities the wearer may already possess. Such attacks must be delivered normally; the wearer must come into close contact with opponents and is not protected from their attacks or abilities by the mask.

Greenmask

XP Value	GP Value
+1 Protection: 1,500	7,500
+2 Protection: 2,500	12,500
+3 Protection: 3,500	17,500
<i>Eyes of Charming:</i> 4,500	26,500
<i>Eyes of the Eagle:</i> 4,000	20,500
<i>Gaze Reflection:</i> 4,200	28,500
Normal: 500	2,500

Tree Lords

Since the lands of the Silvanesti have been warped and befouled as well as overrun by noxious green dragons, the kirath are required to take extra precautions in securing an untainted air supply. *Greenmasks* are a tool which, while they do not solve the entire problem, at least give the scouts a fighting chance.

Greenmasks are made of wood cut from living trees, therefore their name—the trees are still alive and bearing green leaves. The masks cover the entire face, and are secured with a strong cord. The eyeholes are covered with fine crystal lenses. *Greenmasks* are treated with the elathas extract, heatbane. This renders the face (including the eyes) invisible to *infravision*. The mask is often worn with *afirebane cloak* and applications of *heatbane*.

The exterior features on the greenmask resemble normal, elven facial characteristics. Even the ears have little points on their tips, mimicking elven ears.

The eyepieces are bifocal in nature, with the upper halves of the lenses increasing vision distance by 50%. The lower halves give normal vision. The lenses are ground in such a way that the eyes of the scout cannot be seen unless the viewer is practically eye-to-eye with the elf.

These masks have no nose or mouth holes, and the ears are partially covered. As a result, masked scouts conduct listening checks at a -10%



penalty. In addition, the field of vision is restricted, as if the scout wore an open-faced helmet (-1 penalty on vision checks—see page 108 of the *Complete Fighter's Handbook*).

The most important feature of a *greenmask* is the small batch of exotic herbs placed in the mask's interior, under the wearer's nose, and at both sides of the mouth. These herbs offer protection against the chlorine gas weapon of green dragons, "ordinary" poison gases, nausea-inducing gases, and odors such as swamp gas or putrescent stench.

When wearing a *greenmask*, a PC gains a +4 to saving throws against those gas attacks. Additionally, gases that cause physical harm do so at -1 hit point per die of damage. It must be stressed that this defense does not confer a fresh air supply to the wearer. The herbs merely cleanse the tainted air somewhat. A scout in a vacuum or underwater would suffocate or drown in the same way as an unmasked victim. The herbs last for a total of 10 hours.

The herbs used are relatively common, but the combination required is a closely guarded secret among the Silvanesti kirath herbalists. It is not unusual for kirath in the field to carry up to four "refills" in their pouches, each individually wrapped. Only a kirath with the herbalism profi-

ciency may attempt to collect and prepare the mixture, a process that takes a total of four hours followed by a successful proficiency check. Truly nasty DMs may elect to secretly roll the check and not announce the results, forcing the PCs to find out the results by testing the mask in actual conditions. Failing the proficiency check means that mixture was either not made properly, or the plants were not fresh enough.

Carving a *greenmask* takes 15 days, and no proficiency is needed, since there is no "right" way to make one.

Greenmasks are not assigned indiscriminately. The masks are always given to patrols that will be operating in areas known for having corrupted air or harboring large numbers of green dragons. Experienced kirath (above 3rd level) who have the herbalism proficiency and a woodcraft skill of 10 make their own masks. Though such masks are often decorated to reflect the unique tastes of the owner, the scout is not as attached to his *greenmask* as to his or her soris. Masks are not used to identify a kirath as much as a soris. Nevertheless, ownership of someone else's personalized *greenmask* is a good way of attracting the wrong sort of attention ("Why are you wearing Tulah the Brave's personal mask, stranger, and how did you manage to get it from her?").

Still, elaborate adornments are not uncommon *greenmask* features. Some scouts choose a mask expression that reflects their most common mood. A short-tempered Silvanesti may have a mask face pinched in a deep frown, while a very jovial scout may have a laughing-face mask. Other adornments include small gemstones, precious metal filigree, and dabs of paint. A few very high level and very dangerous kirath are reputed to have placed a solid steel sheath on their mask's face.

Placing or removing a mask takes but a few seconds, and gives the scout ample time to do another action. The mask saves as wood, thick. Some rare individuals have been known to customize their *greenmasks* by adding certain enchantments. The most common are: +1 or +2 protection/AC bonus, *gaze reflection* on the eye lenses, or fitting *eyes of the eagle* or *eyes of charming* in place of the normal lenses.

Some kirath have observed that the masks give them a psychological edge when facing intelligent opponents. It is unnerving to some folk not to see the face of the one who confronts them. To

reflect this in game terms, the DM should feel free to assign a +2 reaction bonus when a masked PC or NPC confronts someone and adopts either threatening or hostile behavior.

This masking of emotions suits the Silvanesti fine, who dislike being open with other races, and value their privacy. Even so, the masks are not worn in normal social **settings**—they are scouting tools, nothing more.

It is also considered improper behavior to use someone's *greenmask* to pass oneself off as the mask's owner. Furthermore, the mask makers never use any other features other than **elven** ones for their masks. The masks are not meant for deception.

Since *greenmasks* have no mouth holes, verbal communication is difficult. Speech is considered unintelligible farther than 20 feet from the masked speaker.

Kirath have overcome the speech disadvantage by adopting a sign language. The loss of speech is not a big concern to the scouts, who value silence as a tool just as necessary as any of the weapons or equipment they carry. *Greenmasks* are never sold to **non-Silvanesti**.

Horned

XP Value: 1,000 **GP Value:** 10,000
DRAGON Magazine 117

So-called because it sports two horns curving up from its upper edges, this mask allows the wearer augmented vision: 90-foot *infravision*, the ability to clearly see ethereal creatures, shadows (see the MONSTROUS MANUAL accessory), and all creatures that can hide in shadows (including thieves). The mask also gives its wearer the ability to see through flames, mist, fog, smoke, and other opaque vapors or conflagrations (these obstructions appear only as faint outlines or disturbances). The wearer is protected against *blindness*, however caused, while wearing the mask, and cannot be **dazzled**, *charmed*, *hypnotized*, or *stunned* by light displays, even if these are very intense or magical. The wearer of the mask cannot confer any of the mask's powers on anyone else, and the mask does not enable its wearer to detect illusions or disguises, nor to see invisible creatures. The wearer can track as a 1st-level ranger (unless such tracking abilities are already possessed, in which case the mask increases them by one level of ranger-tracking ability while worn).

of Jealousy

XP Value: 500 **GP Value:** 10,000
POLYHEDRON Newszine 72

When the command word is spoken, this mask also gives the wearer a +3 Charisma score bonus with respect to characters of the opposite sex. However, the wearer's Charisma score is lowered by 4 to characters of the same sex. The mask functions once per day, granting the altered Charisma scores for 1d6 hours.

Johydee's

XP Value: 8,000 **GP Value:** 40,000
DUNGEON MASTER Guide, 1st Edition

The high priestess Johydee supposedly tricked the powers of evil into making this strange artifact and then wisely used it to overthrow their hold upon her nation. The mask completely covers the wearer's face and enables him or her to assume the likeness of any human or humanlike creature. It also prevents all forms of mind contact detection, or attack. *Johydee's mask* is rumored to give the wearer total immunity to all gaze attacks (basilisk, catoblepas, medusa, and any others).

Johydee's II

XP Value: — **GP Value:** —
Book of Artifacts

Johydee's mask is a full-face mask made of an unknown opaque material shaded gray.

In a frontier region on the border of the Seven Kingdoms, a well-organized band of thieves took up residence to plunder the trade routes to the east. To prevent word from reaching the viscount, the thieves threatened the local villagers. Anyone defying the guild was found dead or disappeared altogether.

All seemed hopeless until Johydee, a high priestess, came to tend the spiritual needs of the village. Serving a goddess of truth and justice, she was horrified by the great injustices the villagers had been forced to endure, and set about freeing them from this tyranny. Johydee heard of an old hermit, said to have once been a great illusionist, living in the hills nearby. She went to him and convinced the hermit to help save the villagers. For a full month he **labored**, finally delivering a mask to the high priestess.

After much prayer, Johydee put on the mask, assuming the guise of the leader of the band of thieves. She infiltrated them and discovered that



two rival factions existed. Playing upon their innate suspicions, Johydee rekindled the old hatreds. Soon the thieves were fighting among themselves and disbanded, leaving the village in peace. Johydee and the mask disappeared.

Johydee's mask is another nice artifact for low-level campaigns. While of particular interest to thieves, it can be used by any character class. One possible alternative to simply allowing the PCs to use the mask might have the party hired to locate a group responsible for a rash of recent thefts. In reality, the thefts have been perpetrated by a singular, very powerful master thief using the mask. At the end of the adventure the mask can allow the thief to elude the party and finally disappear without trace.

Constant Powers: The wearer of the mask is totally immune to all forms of gaze attacks (from basilisk to catoblepas and medusae).

Invoked Powers: The PC can assume the guise of a humanoid being, from gnome to hill giant in size, by concentrating for one full round. If the PC has seen or heard the subject, the disguise is complete, including voice, mannerisms, clothing, and equipment. It is 100% accurate to casual acquaintances, but there is a 5% chance per hour that close friends and family will detect discrepancies. This power can be used once per day but

the disguise itself can be held for no longer than 12 hours, after which it fails and the wearer's visage returns.

Random Powers: One from **Artifact Table 1-17: Movement**, one from **Table 1-11: Enchantment/Charm**.

Curse: There is a 2% cumulative chance per hour spent in impersonation that the wearer comes to believe that the identity of the subject is actually the wearer's own. Only a *wish* spell can restore the wearer to normal.

Suggested Means of Destruction:

- The mask must be eaten by a mimic.
- It must be worn by one with no mind.
- It must be merged with its reflection.

of Knowledge

XP Value: 5,000

GP Value: 50,000

POLYHEDRON Newszine 72

Similar to a *mask of trickery*, a *mask of knowledge* bestows spells from a particular magical school—other than the school of illusion. Because of this, a character might seek to have several *masks of knowledge*. The masks grant a number of spells a day equal to the level of the character wearing the mask. The spells available are determined by the DM, and all spells are cast as if the character were a 6th-level wizard.

Kyrie's Mask of Disguise

XP Value: 750

GP Value: 3,750

1992 Fantasy Collector Card 246

Kyrie's magical mask functions much like a *hat of disguises*, except that it becomes a piece of facial jewelry as part of the disguise (an ear or nose ring or a monocle). When worn, the mask allows Kyrie to alter her height and weight by up to 50%, and her eyes, hair, and complexion completely. There is a 5% chance each time it is used that the mask will create a horribly deformed visage that cannot be undone for one day. The face has loathsome and misproportioned features, snagged teeth, scars, and so forth.

of Light

XP Value: 1,500

GP Value: 3,600

POLYHEDRON Newszine 72

This priestly mask is carved in the likeness of a man or woman with very fine features and a contented expression. When the correct command is given, the mask's eyes shoot 20-foot-long beams of bright light that inflict 3d4 points of damage to

creatures of neutral alignment. The beams, which are 1 inch in diameter, cause 6d4 points of damage to evil creatures, and cause no damage to good creatures. The beams can be used five times a day, once a round; they automatically hit any single creature. In addition to its destructive power, the mask bestows *infravision* of 60 feet and acts as a gem of seeing fivetimes a day, each use lasting three rounds.

The mask is lawful good, and any character donning it must save vs. spell or immediately convert to the mask's alignment. The mask functions best when worn by priests. Nonpriests using the mask only gain the *infravision* ability.

of Lycanthus

XP Value: 3,500 **GP Value:** 15,000

POLYHEDRON Newszine 72

Although multiple masks of the other various types are known to exist. There is only one *mask of Lycanthus*. When worn, the mask becomes *invisible*, so the wearer's true face is seen. The mask turns the wearer into a werebear, and fully able to control the changes between the natural and bear forms.

The *mask of Lycanthus* permits the wearer to change shape six times per day. Returning to the wearer's original form counts as a change. The mask can be removed by speaking a second command word.

Magemask

XP Value: 700 **GP Value:** 3,500

The Magister

A *magemask* is a halfmask of leather with crystal lenses; through these, a wearer views surroundings as if using *detect magic*, and can see concealed glyphs, runes, and inscriptions. If these are magically concealed or not yet **activated**, the mask wearer sees only the outlines of the areas covered. The mask's lenses also confer *infravision* upon the wearer, enable anyone who wears them to read magic (although a nonspell-caster will not understand anything more than the general nature and intent of a spell), and allows clear and easy reading (of Spellbooks, scrolls, maps, inscriptions, and nonmagical writing) in near darkness. Such a mask cannot be used in conjunction with other magical lenses or spectacles.

of Magic

XP Value: 200

GP Value: 400

The Ruins of Myth Drannor

This sort of mask is always perfectly circular. While it is worn, the wearer has continual, involuntary magical sight—magical dweomers and auras emit a clear glow.

The intensity of the radiance gives clues as to how recent or powerful the magic is, but the mask's sight otherwise only reveals the location and precise outline of magical objects (even surfaces or areas bearing symbols, glyphs, and the like). The mask does not allow its wearer to *read magic*.

Magical

XP Value:

GP Value:

DRAGON Magazine 117

This mask always appears perfectly circular. The wearer can see magical dweomers and auras (including those of surfaces or areas bearing *symbols, glyphs, inscriptions, and the like*), although such things cannot be read or closely examined. Only the location, outline, and relative intensity of magical power can be discerned. This magical sight is continuous and involuntary while the mask is worn.

of Memory

XP Value: 3,500

GP Value: 35,000

The Astromundi Cluster

There are a wide variety of *masks of memory* in existence. All of them share some similar characteristics, but they all have some unique powers as well. A *mask of memory* is always **golden-red**, as a reflection of the flames of Firefall. It has no visible eye holes, though there are always two fire opals located where the eye holes are normally found. The mask has no house or ranking markings, leaving the wearer's identity a mystery.

The mask wearer incurs no penalties for the lack of eye holes; the mask allows normal vision and even grants its wearer magical *infravision* (60-foot range). The mask also provides protection against intense bursts of light that would otherwise blind the character. Twenty percent of all *masks of memory* also provide the ability to see through magical *illusions* created by 1st- through 3rd-level spells.

Each mask has a variable number of gems present on its face, usually a mixture of fire opals, diamonds, and other various precious gems.

3090

Masks may have up to 25 large gems or 100 smaller gems on them; the fire opals are always configured to be the most prominent gems in the design of the mask.

The number of fire opals is equal to the number of extra spells the wearer may memorize each day. These extra spells are of 1st to 5th level; the contained magic does not allow extra access to higher level spells. *Masks of memory* always have from two to twelve fire opals in them, their rarity increases with the number of opals. They never have more than 12 fire opals per mask, as the magics involved are too powerful to contain more than that number.

In recent memory, *masks of memory* have been used only by the Sun Mages, though they can be used by any wizard (the Sun Mages do not wish this to become common knowledge). Possession of one of these masks by lower class Antilans is a crime punishable by death. If a mask is found in the hands of non-Antilans, the Sun Mages do whatever is necessary to retrieve it, offering as much as 100,000 gold bars for its return (though they are more likely to destroy offenders for their presumption).

Mirror

XP Value: 300 GP Value: 800

DRAGON Magazine 117

This mask appears as a circle with dark lines radiating outward from a central focus around the wearer's nose. Anyone gazing at the wearer does not see the mask, but sees instead the viewer's own head, perfectly depicted. Creatures not looking directly at the mask see the mask. The mask reflects all gaze attacks back upon the gazer, and the wearer can meet the gaze of any being without being affected by *awe*, *fear*, *horror*, *hypnotic gaze* effects, *petrification*, *charms*, *suggestions*, etc.

Monster

XP Value: 2,000 GP Value: 12,500

POLYHEDRON Newszine 72

These masks are carved to represent the faces of humanoid monsters. For example, some masks bear the visages of gnolls, orcs, hobgoblins, lizardmen, and the like. By wearing the mask and speaking the command word, a character is transformed into that monster—gaining the monster's Armor Class, Hit Dice, hit points, and other abilities. The character cannot access his

or her own abilities or proficiencies, but does retain a personal identity. A monster mask can be used by any class. It functions once a day for 1d4 turns.

of Night

XP Value: 1,500 GP Value: 36,000

POLYHEDRON Newszine 72

This priest's mask has the visage of a beautiful person whose features are marred with a baleful expression. When commanded, the eyes emit beams of purest ebony that are 20 feet long and 1 inch in diameter. The beams inflict 3d4 points of damage to neutral and evil creatures, and 6d4 points of damage to good creatures. The beams can be used five times a day, once per round. They automatically hit any single target. The mask is lawful evil, and any character donning it must save vs. spell or convert to the mask's alignment. The mask also grants its wearer *infravision* to 60 feet and acts as a *gem of seeing* five times a day, each use lasts three rounds. Nonpriests wearing the mask gain only the *infravision* ability.

of Protection

XP Value: 2,500 GP Value: 12,500

The Book of Marvelous Magic

Upon **command**, this mask gives the wearer a +2 bonus to saving throws against gaze attacks of all sorts. It functions three times per day for one turn per use.

of Scowling

XP Value: 500 GP Value: 5,000

The Book of Marvelous Magic

This mask appears to be and functions as a *mask of disguise*, but the wearer always seems to be frowning. All those spoken to by the wearer of the mask are inclined to respond in a hostile manner (-2 penalty to reaction rolls). The wearer, however, remains unaware of the effect, believing the mask to work normally.

of Silence

XP Value: 300 GP Value: 1,000

The Ruins of Myth Drannor

This mask has a trailing veil that flows down to cover a wearer's mouth, moving by itself to always cover the lips (thus, it must be removed for the wearer to eat or drink).

At will, every fourth round of continuous wear,

the wearer can magically *silence* one being within 50 yards per round. This silence lasts one round, and the target gets a save vs. breath weapon to escape the effect.

If the save is successful, the target is unaffected, but the mask's power has still been used, and the wearer can't try to use the *silence* power again until three rounds of wearing the mask have elapsed.

If the save fails, the *silence* prevents all noise from the victim (movements and sounds caused by body weight or actions, not just speech, shouts, and spellcasting). The mask wearer can use *silence* on him or herself, but must make a saving throw against the mask's magic regardless of personal wishes.

of Silence II

XP Value: 1,000 GP Value: 5,000

DRAGON Magazine 117

This mask covers the area around the eyes of the wearer, and has a trailing veil that flows down to cover the wearer's mouth, moving always to cover the lips (the mask must be removed to eat or drink). At will, the wearer can magically *silence* one creature within its 45-foot range per round. The victim gets a save vs. breath weapon to avoid these effects. The *silence* lasts one round and is usable every fourth round. If a target successfully saves against a *silence* attempt, the mask's power has still been used, and the wearer cannot attempt to affect another target until three intervening rounds have elapsed. If successful, the *silence* prevents all noise from the victim, not just vocal sounds, and can be used by the mask wearer on himself (although the wearer gets a saving throw to avoid the mask's effects, too, regardless of his or her own wishes). The *silence* prevents spellcasting (with vocal components), shouted warnings, deathcries, and the like.

Skull

XP Value: 500 GP Value: 2,000

The Ruins of Myth Drannor

This mask covers the entire face, and transforms it while worn to resemble a skull: the teeth and gums are bared, and dark sockets appear around the eyes and nose. The wearer of the mask is immune to *fear*, all diseases, and *paralysis*, and can instantly recognize any beings seen as **dead**, **undead**, alive (including **petrified** or in suspended



animation), or never living (even the most lifelike stone statue can be distinguished from someone using magic to appear as a stone statue).

Undead are drawn to such a mask, attacking its wearer in preference to all other creatures. The mask gives its wearer immunity to undead chilling, life energy draining, aging, and strength draining **undead attacks**—but not to poisonous or purely physical attacks. It does not give the wearer any control or influence over undead.

Skull II

XP Value: 700 GP Value: 2,800

DRAGON Magazine 117

This mask always gives the wearer's face the appearance of a skull, with dark sockets about the eyes and nose, and bared teeth. While worn, it confers immunity to *fear* of any sort and to the life level draining, strength draining, or aging attacks of all undead or other creatures. Diseases and *paralysis* of all sorts are also **prevented**, as is chilling damage from **undead attacks**—but the mask gives the wearer no control or influence over **undead**, and no protection against the physical attacks of undead (or any poisonous aspects of such **attacks**).

Undead are drawn toward the mask wearer, attacking him or her in preference to other crea-

tures. The wearer of this mask can instantly recognize any beings seen as **dead**, living (including beings *petrified* or in *suspended animation*), **undead**, or never living (a stone statue).

of Smiling

XP Value: 800

GP Value: 8,000

The Book of Marvelous Magic

This mask appears to be and functions as a *mask of disguise*, but the user always appears to be smiling. This is not apparent to the user, however; the mask seems to be working perfectly. The mask also affects reaction rolls—lawfully-aligned creatures seeing the smile are inclined to be friendly (+1 bonus); those of chaotic alignments are slightly irritated (-1 penalty) by the smile. Neutral creatures may be affected either way (determined randomly).

Spirit

XP Value: 1,000

GP Value: 5,000

DRAGON Magazine 189

Many tribal sacred ceremonies involve the wearing of wooden masks that depict stylized men or animals. The masks serve to focus power, and enchanted masks actually focus magical energy into the priests wearing them. With the mask, a priest achieves the maximum result in spellcasting. Thus, *healing* spells always *heal* the maximum amount, and other spells will last for the maximum possible duration. *Spirit masks* will function only for a priest of the deity who enchanted it, and work only within the boundaries of a single village.

of Stealth

XP Value: 3,000

GP Value: 33,000

POLYHEDRON Newszine 72

These masks bear the features of shifty individuals. They are often missing an eye, have an eye patch, or have broken teeth. Thieves who wear a mask of stealth raise their abilities by 10% (maximum 99%). Characters of other classes gain the average abilities (see the *DMG*) of a thief of their own level. For example, a 4th-level priest who uses the mask also is treated as a 4th-level thief. A *mask of stealth* operates for as many hours per week as the character has levels.

of Stealth II

XP Value: 2,000

GP Value: 22,000

DRAGON Magazine 189

This carved wooden mask is employed by savage priests when they are trying to free their fellows from captivity. When **activated**, the mask gives the wearer 70% success in lock-picking abilities. In addition, anyone seeing the wearer must make a saving throw vs. spell or else feel that the priest belongs in the area somehow, and not feel the need to bother the priest or to raise an alarm. The mask does not benefit anyone accompanying the priest. If the priest attempts to use the mask for thievery, the mask will *curse* him. The mask itself disappears, and the priest is transformed into a 1st-level thief.

of Tragedy

XP Value: 400

GP Value: 4,000

The Book of Marvelous Magic

This mask looks something like a *mask of comedy* but displays a sad frown. The wearer may cast an unusual scrying spell effect at any one creature with 60 feet. This can even affect creatures immune to some or all spells, including undead. The victim must make a saving throw vs. spell with a -2 penalty to the roll or stop and cry. A crying victim cannot attack or cast spells. A new saving throw must be made each round (though without penalty), and the victim continues to cry until successful. If an undead is forced to cry, it gains a +2 bonus to all attack rolls once it stops crying. This spell effect may be used only once per day, regardless of success.

of Trickery

XP Value: 5,000

GP Value: 50,000

POLYHEDRON Newszine 72

These masks are carved to resemble studious scholars. When a command word is **uttered**, they allow a character of any class to cast spells from the School of Illusion. The number of spells that can be cast each day is equal to the level of the character wearing the mask. Illusionists who don the mask are given no special abilities; however, they gain the additional spells. The spells available are determined by the DM, and all spells are cast as if the character were a 6th-level illusionist.

of Twilight

XP Value: 1,500 **GP Value:** 36,000

POLYHEDRON Newszine 72

The face represented on this priestly mask appears stoic and aloof. When **commanded**, the eyes send forth gray beams of that are 24 feet long and 1 inch in diameter. The beams can strike only one creature of any alignment each **round**, inflicting 3d4+2 points of damage; they hit automatically. The beams can be used five times a day.

The mask is lawful neutral, and any character wearing it must save vs. spell or convert to the mask's alignment. The mask also grants *infravision* to 60 feet. It can function as a *gem of seeing* up to 10 times a day; each use lasts three rounds. Nonpriests wearing the mask gain only the *infravision* ability.

Veil

XP Value: 500 **GP Value:** 5,000

DRAGON Magazine 117

Named for both its appearance and its function, this mask completely covers all of the wearer's face in an impassive expanse; only the wearer's eyes can communicate any expression. While worn, it completely hides and protects the wearer from any mind-reading or mind-influencing spells (like *charm*, *sleep*, and *ESP*) and any divination or similar spells involving the wearer (including *detect lie*, *alignment-aura reading*, and the like). It also causes offensive attacks of these sorts (psionics, enchantment, and charm spells) to be *reflected* back upon the caster. If *reflection* is impossible due to the nature of the attack, the spell is merely negated. The mask does not confer actual or psionic *invisibility* upon the wearer.

of Winds

XP Value: 350 **GP Value:** 700

The Ruins of Myth Drannor

This mask is shaped like a bellows, point-downward. It allows the wearer to influence the movements of gases and vapors within 60 feet, by silent act of will. Once every six rounds, wind can be woven strongly enough to create the equivalent of a gust of wind or *wall of wind* spell. The mask's power is strong enough to break up such spells, when used against the mask wearer, and the mask can also turn aside gale-force winds, smoke, convection currents,

poisonous gas, beings in gaseous form, and scent-laden breezes. Temperature effects that are due to air movement (for example, hypothermia caused by winter winds) can be lessened or **avoided**, and fires can be dampened (but only small ones put out) by use of the mask: it cannot steal enough oxygen to asphyxiate beings or cause a vacuum.

of Winds II

XP Value: 1,000 **GP Value:** 5,000

DRAGON Magazine 117

Appearing as a bellows, point downwards, this mask allows the wearer to influence the movements of gases and vapors within a 60-foot sphere at will. Thus, the wearer can negate or turn aside gale force winds (including magical *gusts of wind*), turn back convection currents, smoke, *gaseous-form* creatures, poison gas, and even scent carrying breezes. The wearer can rob fires of fresh oxygen by stilling air movements (large fires, such as those of burning structures, are not easily extinguished solely by use of such a *mask*), but cannot cause a vacuum nor asphyxiate opponents. The wearer can create *gusts of wind* or *wind walls*, as the spells, once each every six rounds. Heat or cold effects from air movements (for example, hypothermia from arctic winds) can be reduced or negated.

Winged

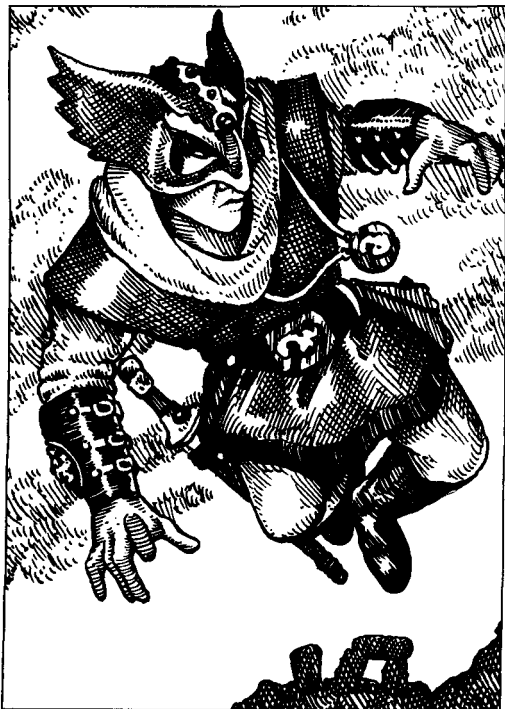
XP Value: 750 **GP Value:** 7,500

The Ruins of Myth Drannor

The edges of this mask are cut to resemble rows of feathers. The wearer **can fly** at will, without tiring, as often and as far as **desired**, at MV Fl 24 (A). The mask wearer can cast spells in flight (and write or perform other intricate **tasks**), *fly* upright, hover or stop in midair, or back up without **turning**—but always glows with a soft white *faerie fire* while in flight (regardless of the user's desires).

Up to 50 pounds of nonliving material can be carried (the weight of the mask itself is not considered, but all other clothing and items on the wearer's person are, and if the weight limit is **exceeded**, random items in excess of the limit are left behind in flight, regardless of physical ties, packaging, or connections).

The mask's magic never carries more than one living being in flight, no matter how small or light the entities involved. If another creature



touches, grapples with, or is carried by *the flying* wearer of a *winged mask*, the wearer falls (30 feet per round: the mask protects its wearer with *featherfall*, but a second being won't be protected, even if clinging to the mask wearer's back).

Winged II

XP Value: 1,200

GP Value: 12,000

DRAGON Magazine 117

The edges of this mask are cut so as to resemble rows of feathers. The wearer *can fly* at will, without tiring, as often as desired and for as long as **desired**, but cannot carry any other living creature while doing so. Nonliving material (such as the wearer's clothing, not including the weight of the mask itself) up to a weight limit of 50 pounds may also be carried. This is not much, and any material in excess of the weight limit negates the mask's *flying* abilities.

While *flying*, the wearer of a *winged mask* has a Maneuverability Class rating of A, can remain upright if **desired**, and has great stability, allowing the user to cast spells, write, and perform other intricate tasks. Movement is at any speed up to 260 feet per round as **desired**, and the wearer can hover or fly backwards without turning. While the mask's powers *offlight* are activated,

the wearer glows with a soft, **white, faerie fire** radiance, regardless of the wearer's wishes. If another living creature touches, grapples with, or is carried by the wearer of a *winged mask* while the latter is *flying*, the wearer falls; the mask confers the protection of a *featherfall* spell on the *mask* wearer, only.

of the Wraith

XP Value: 2,000

GP Value: 12,500

POLYHEDRON Newszine 72

This particularly horrible monster mask grants the wearer the abilities of a wraith. This includes Armor Class and *chilling touch* that inflicts 1d6 points of damage and drains one level. Wearers retain their original hit points and only can be hit by silver or magical weapons. A *mask of the wraith* typically has 10d4 charges, with each charge giving the wearer the abilities of a wraith for 4d4 rounds. These masks cannot be recharged.

Mast

Masts are thick, straight poles that carry the weight of the rigging and sails on a ship or spell-jamming vessel. The number and height of a ship's masts depend upon the ship's length. The longer the ship, the more masts it holds, the more masts a ship has, the more sail it carries; the more sail it carries, the faster it travels. Masts are named according to their placement. On a three-masted ship (from fore to aft), they are commonly called the foremast, the mainmast, and the mizzenmast.

Half

XP Value: 1,200

GP Value: 6,000

The Book of Marvelous Magic

This mast appears to be and functions as a *portable mast* in all respects. However, in any moderate breeze or stronger **wind**, the device may malfunction (50% chance; checked hourly). If so, the lines disappear, and the mast and boom shorten to half their current length; furthermore, they jam in that position, refusing to obey any command words at all for one hour. The sails remain full **size**, and are virtually useless. After an hour's delay, the mast and boom return to normal height, and the lines reappear but must be rerigged for proper use. If the wind is still blowing, the chance of malfunction must be checked after another turn.

Portable

XP Value: 1,600

GP Value: 16,000

The Book of Marvelous Magic

This mast appears identical to a magical 10-foot pole. It has eight command words and is not very useful unless the owner knows how to sail.

- If the mast is held vertically upon any wooden surface and the first command word is spoken, the mast becomes firmly attached. No other commands work until the mast is first set in this way.
- A second command causes it to grow longer, adding 10 feet per round, to a maximum of 40 feet total length; its growth may be stopped at any time with a third command word.
- A fourth command causes a boom to grow from the mast; the boom is a pole of the same size, ½ the length, that grows out 3 feet above the base of the mast and perpendicular to it.
- A fifth command causes a triangular mainsail, complete with rigging lines, to grow out between the mast and the boom.
- A sixth command causes a jib sail and rigging to grow from the other side of the mast opposite the mainsail.
- A seventh command word, if the wood upon which the mast rests is 6 inches thick or less, causes a keel to grow from the bottom, directly below the mast.
- The eighth command causes all the sails, lines, and extra length to disappear, leaving the 10-footpole in its original form, and releases it from the wooden base.

The lines created by the mast cannot be cut, and the whole device is immune to all attacks except normal or magical fire. Any fire damage at all destroys the magic, causing all the sails and lines to appear (if applicable), and causing the mast to expand to its full 40-foot length (with boom).

Masthead of Durability

XP Value: 1,800

GP Value: 18,000

Realspace

This item is actually nothing more than the lower support for a mast. It physically bolts the mast to the deck, rendering the mast completely indestructible from all damage except fire. If a ship attempts to shear the mast off by flying over it, the mast actually tears into the attacking ship, causing 1d2 hull points per 10 tons of

ship. In other words, if a 40-ton ship were trying to shear off a mast bolted to a *masthead of durability*, the attacking ship would merely cause itself 4d2 points of hull damage. If the mast is subjected to fire damage, it is allowed the appropriate saving throw. If this fails, the mast burns as normal wood. The masthead still functions, but is useless until the burned mast is replaced with a new one.

Match

Matches are small wooden sticks tipped with a sulfurous mixture that burns when struck against flint. If a match is doused with water or exposed to high humidity, it will not work. Matches are rare items and are not available in every campaign.

Magical

XP Value: 600

GP Value: 3,000

POLYHEDRON Newszine 58

A *magic match* appears to be a simple copper rod 3 inches long. Upon uttering a command word, a small flame erupts on one end of the rod. If used as a weapon, the flame causes only 1 point of damage. The flame lasts for one minute and cannot be extinguished by any normal means. Even strong winds and immersion in water will not put it out. The match is handy for setting fire to flammable materials. Each *magical match* is good for only one use, but they are usually found in lots of 2d20 contained in small, engraved wooden boxes.

of Many Lights

XP Value: 500

GP Value: 2,500

DRAGON Magazine 30

The *match of many lights* was created to save Orlow, a wizard, from having to search for a match to light his pipe. It has a maximum of 100 lights. If used as a weapon, the match causes 1 point of damage every other round.

Mattock

A mattock is a large digging tool with the blade set at a right angle from the handle.

Dumathoin's

XP Value: 3,500

GP Value: 27,500

Monster Mythology

Dumathoin's avatar uses a huge *mattock* +5 made of solidified magma.

of the Titans

XP Value: 3,500 GP Value: 14,000

DUNGEON MASTER Guide

This huge digging tool is 10 feet long and weighs over 100 pounds. Any giant-sized creature with a Strength of 20 or more can use it to loosen earth and earthen ramparts in a 100-cubic-foot area in one turn. It smashes rock in a 20-cubic-foot area in the same amount of time. If used as a weapon, it has a +3 bonus to attack rolls and inflicts 5d6 points of damage, exclusive of Strength bonuses (see *Girdle, of giant strength*).

If used against ships made of wood, ceramic, or stone, this item inflicts 1 point of hull damage for every 10 points of damage.

Medallion

A medallion is a piece of ornamental Jewelry, usually circular or oval, most often found suspended from a chain as neckwear.

of the Arctic

XP Value: 400 GP Value: 2,000

Wonders of LANKHMAR

The medallion awards all creatures and characters in alliance with the owner a +1 on all saving throws. It also protects the wearer against all cold-based attacks 35% of the time. In other words, if the character is attacked by a cold-based spell, there is a 35% chance that there is no effect. If the percentile fails, the character still receives a normal saving throw. The medallion gives off a faint magical glow.

It is designed to be worn around the neck. The chain is usually made of roughly twisted links, often fashioned of discarded chain mail. The medallion is decorated with an engraving of a beautiful woman with her arms outstretched at her sides, and snow piled in each hand. A large bear stands in profile behind her.

of Defense

XP Value: 1,000 GP Value: 5,000

The Book of Marvelous Magic

This item has two command words: to grow, and to shrink. Upon **command**, it turns into a normalized *shield* +1. The second command returns it to medallion form.

of Empathy

XP Value: 1,500 GP Value: 15,000

The Book of Marvelous Magic

This item allows the user to sense the basic emotions (hostility, rage, hunger, **greed**, concern, or fear) of creatures within 30 feet. It is used similarly to a *medallion of ESP* but functions even if the creatures have little or no surface thoughts; it senses their inner desires.

Equus

XP Value: 2,000 GP Value: 8,000

DUNGEON Magazine 22

An *equus* is a magical piece of jewelry that, upon **command**, *polymorphs* into some form of a beast of burden. The word "equus" (plural "equi") comes from an ancient language and has no literal translation in the common tongue. The closest translation is "beast of burden" or "horse," but the word can be applied to anything that is used like a horse. Thus, an actual horse, mule, worg, camel, dog-sled team, nightmare, or any other creature that can be ridden, used to pull a **load**, or carry goods can be termed an *equus*. *Equi* come in many different varieties, with the most common listed below. While 80% of *equi* are either good or neutrally **aligned**, 20% *polymorph* into evil creatures such as nightmares, worgs, and giant spiders. It is said Shan Nikkolet, a death knight, once possessed an *equus* that *polymorphed* into gorgon form.

The medallions are invariably made of silver, one side engraved with the image of the creature it will become and the reverse etched with the command word.

Creature List

The DM may choose form of the creature into which the *equus polymorphs* from the following table. The jewelry *form polymorphs* into one type of creature only. A DM who prefers to roll randomly should add the roll of 1d8 to that of 1d12 and consult the table below. The DM should use only those creatures he or she feels comfortable with and is sure will not give the PCs an unfair advantage in the campaign. Types of creatures can be added to or deleted from the list as the DM sees fit. Any of the following creatures that do not appear on Table 49 in the *PHB* should be considered equal to a heavy horse in movement rate and encumbrance.

If the *equus* is slain (reduced to 0 hit points or

less) in creature form, the creature immediately reverts to jewelry form and cannot change into creature form again. Damage to the creature form of the *equus* can be healed magically by *cure wounds* spells. If the creature is allowed food and rest, it heals naturally at the rate of 1 hit point per day. **However**, the *equus* can neither heal itself nor be healed while in jewelry form.

Roll Animal Type/Information:

- 02 **Unicorn:** AC 2; MV 24; HD 4+4; hp 28; THACO 15; #AT 3 (hooves and horn); Dmg 1d6/1d6/1d12; SA charge, +2 to attack when attacking with horn, -6 penalty to opponents' surprise rolls; SD teleport, immune to poison, *charm*, *hold*, and death spells; can sense approach of enemy at 240 yards distance; makes all saving throws as 1 Ith-level wizard; ML 14; AL CG. The unicorn's Intelligence is 8-10 (1d4+8). It can be ridden only by female characters; if a male character rolls the unicorn, use the ultraheavy war horse (#20) instead.
- 03 **Giant stag:** AC 7; MV 21; HD 5; hp 30; THACO 15; #AT 1 (antlers) or 2 (hooves); Dmg 4d4 or 1d4/1d4; ML 14; AL N. This creature's Intelligence is 4-7 (1d4+3).
- 04-05 **Bull:** AC 7; MV 15; HD 4; hp 24; THACO 15; #AT 2 (horns); Dmg 1d6/1d6; SA charge; ML 15; AL N. The bull has an Intelligence of 4-7 (1d4+3).
- 06-08 **Superheavy war horse:** AC 6; MV 15; HD 4+4; hp 28; THACO 15; #AT 3 (hooves and bite); Dmg 1d8/1d8/1d4; SD 30' *infravision*, immunity to all *hold* and *charm* spells; ML 16; AL NG. This horse has an Intelligence of 7-12 (1d6+6).
- 09-13 **Heavy war horse:** AC 7; MV 15; HD 4+4; hp 21; THACO 17; #AT 3 (hooves and bite); Dmg 1d8/1d8/1d4; ML 15; AL N. This horse has an Intelligence of 5-8 (1d4+4).
- 14-16 **Superheavy war horse (special):** Same as above (roll of 6-8), though it has MV 18, a 40-lb. bonus on its carrying capacity load limits, and no *infravision*.
- 17-18 **Camel:** AC 7 MV 21; HD 3; hp 18; THACO 17; #AT 1 (bite); Dmg 1d4; SA spitting; ML 14; AL N. This camel is of

a more mellow disposition than its meaner cousins and has an Intelligence of 4-7 (1d4+3).

- 19 **Water buffalo:** AC 7; MV 15; HD 5; hp 30; THACO 15; #AT 2 (horns); Dmg 1d8/1d8; ML 16; AL N. This water buffalo has an Intelligence of 4-7 (1d4+3).
- 20 **Ultraheavy war horse:** AC 5; MV 24; HD 5+5; hp 35; THACO 15; #AT 3 (hooves and bite); Dmg 1d8/1d8/1d4; SD 60' *infravision*, immunity to poison and all *hold* and *charm* spells; ML 18; AL LG. This special horse can understand but not speak the common tongue and is able to use *animalfriendship* and *pass without trace* spells three times per day each, *locate animals or plants* once per day, and *water walk* once per week. This horse has an Intelligence of 9-16 (1d8+8).

of ESP

XP Value	GP Value
30' range: 1,000	10,000
30' w/Empathy: 1,500	15,000
60' range: 2,000	20,000
90' range: 3,000	30,000

DUNGEON MASTER Guide

This is a normal appearing pendant disk, hung from a neck chain. It is usually fashioned from bronze, copper, or nickel-silver. The device enables the wearer to concentrate and pick up thought in a path 1 foot wide at the medallion and broadening 2 feet for every 10 feet of distance from the device the magic reaches, up to an 11-foot maximum width at 50 feet. Note that the wearer cannot send thought through a *medallion of ESP*.

Use of the medallion requires a full round. It is prevented from functioning by stone over 3 feet thick, metals over 1/6 inch thick, or any continuous sheet of **lead**, **gold**, or platinum of any thickness greater than a layer of paint. The medallion malfunctions (with no result) on a roll of 6 on a 1d6, and the device must be checked every time it is used.

The character using the medallion can pick up only the surface thoughts of creatures in the ESP path. The general distance can be **determined**, but any thoughts are understandable only if the user knows the language of the thinkers. If the target creatures use no language, only their prevailing

emotions can be read. Note that undead and golems have neither thoughts nor emotions. The type of medallion found is found by consulting the following chart:

Roll	Medallion
01-15	30' range
16-18	30' range with empathy
19	60' range
20	90' range

of EST

XP Value: 400 **GP Value: 2,000**

DRAGON Magazine 156

Wearing this silver-plated medallion enables a character to fully experience inner oneness, take responsibility for personal space, and pontificate at length to fellow party members about how they must recontextualize adverse life events (such as an arrow in the eye), so as to remove their negative energy. Coincidentally, it also lowers the wearer's Charisma by 6 points.

of Faith

XP Value: 1,000 **GP Value: 10,000**

Tales of the Lance

The *medallion offaith* is a good priest's holy symbol. This relic is essential to invoking the

miracles of one's god and to mark the devout. Without a medallion, a priest is cut off from his god, and at best can only evoke spells from the 1st through 3rd levels of discipline. These silver medallions bear the symbol and mystic signs of one's god. (See also **Holy Symbol**.)

A priest of 5th level and above, the medallion can create other medallions for converts to the true gods.

In addition, a medallion in the hand of a priest of 9th level or higher allows the priest to *detect evil*—the medallion glows a pale blue and chimes when touched by an evil thing. Once per day, the following powers may also be used:

- **Bless:** Add +1 to attack and morale rolls of all allies within 60 yards for six rounds.
- **Protection vs. Evil, 10' radius:** All allies within 10 feet of priest cannot be touched by an evil or enchanted creature as long as the priest does not attack. This effect improves the priest's AC by -2, and gives a +2 bonus to all saving throws for as long as the caster concentrates.
- **Slow poison:** As long as a poison victim wears the medallion, there are no ill effects from the poison for up to one day.



Holy Medallion of Almor

XP Value: 1,200

GP Value: 9,000

GREYHAWK Adventures

This golden medallion was created while Almor was under the Great Kingdom's rule. The priests of Almor foresaw great evil coming to Flanaess, so they enchanted this item to help keep peace. Once per day the medallion's powers can be used on one human, demihuman, or humanoid within a 30-yard range. The affected creature must save vs. spell or become extremely nauseated by violence. The mere sight of violence causes the affected creature to save vs. poison or become helpless and unable to take action for 1d4+1 rounds. If the creature attempts to physically harm another living creature, it must save vs. poison at -5 or suffer the same effect as above. Also, the creature suffers the penalties of -3 attack and damage, and an affected PC or NPC has Strength, Wisdom, and Dexterity scores halved while he or she continues to act violently. Certain spells (such as strength) can help the victim, but only *remove curse* completely frees a creature. The medallion's effects last for 24 hours.

Locke's Medallion of Thought Projection

XP Value: 1,000

GP Value: 5,000

1992 Fantasy Collector Card 154

Locke can't help broadcasting his thoughts 90 feet straight in front of him because of this medal. Happily, he has learned to control exactly who picks up his thoughts—everyone else in range only receives vague impressions. Now he makes a living as an entertainer and confidence artist, making people believe that they are psychic. To bolster this act, he has paid a wizard to cast *permanent suggestion* on the medallion. Now he can cast the spell mentally and put it into the mind of his choice. Even though Locke is not very good looking, his success with ladies is legendary.

of Malog

XP Value: 1,500

GP Value: 7,500

GREYHAWK Adventures

Hung on a golden necklace, this medallion was created in the evil temples of the capital of the Horned Society. It allows any wizard with a minimum of 12 Intelligence and a 10 Wisdom score to perform a *monster summoning V* spell once per week.

of the Mirror

XP Value: 400

GP Value: 4,000

The Revenge of Rusak

This magical medallion appears to be a small, silver mirror set in a frame of cheap gemstones. When worn, it reverses the result of any detection spell cast upon the wearer or itself. Thus, if worn by an evil creature, a *detect evil* shows the creature to be good; when worn by an invisible character, that character is undetectable to a *detect invisible* spell. The medallion uses a charge each time a detection spell is cast against it. When found it has 1d6+1 charges. When all the charges are spent and another detection spell is cast against it or the wearer, the medallion shatters. This medallion is an extremely rare item since it is almost impossible to identify as a magical item; if *detect magic* is cast upon it, it reads as a nonmagical item.

of Missile Attraction

XP Value: —

GP Value: 1,000

The Book of Marvelous Magic

This item appears and functions as a *medallion of ESP* (30-foot range). However, all missiles fired at the wearer gain a +2 bonus to attack rolls and always inflict at least 2 points of damage each (treat a damage roll of 1 as 2).

Pax's Medallion of Spell Exchange

XP Value: 3,000

GP Value: 15,000

1992 Fantasy Collector Card 623

Pax is a scholarly wizard who studied under Mordenkainen and couldn't resist tampering with every spell he learned. His medallion is one of his triumphs. Pax manipulated *Mordenkainen's lucubration* until he got it to allow an even spell-for-spell trade and then he imbued a medallion with the unique ability. For instance, if Pax is carrying a *fireball* spell and he decides that he'd rather have a *lightning bolt*, then he activates his medallion and makes the exchange. He can do so once per day, with spells of 1st, 2nd, or 3rd level.

of Projection

XP Value: 500

GP Value: 5,000

The Book of Marvelous Magic

This item appears to be and functions as a *medallion of ESP* (30-foot range). However, the user's true thoughts are broadcast with every use.

Soulsearcher

XP Value: 2,000

GP Value: 20,000

The House of Gryphon Hill

The *Soulsearcher* is a small crystal orb mounted in a pendant on a plain silver chain that enables the bearer to look into the true soul of a creature. When the medallion is held and concentrated on, the crystal grows to a size about 2 feet in diameter. Its weight and size after becoming so enlarged are such that anyone with less than a Strength of 16 is required to use both hands to hold the globe aloft. Note that the user is not be able to wield any weapons or cast any spells requiring somatics while holding the globe. When concentration is broken, the orb immediately reverts to its normal 1 inch size and weighs about three ounces.

When gazed into, the globe swirls with motes of light swirl for 1d4 -1 rounds. After this time the globe clears. If less than one round is indicated, then the globe clears instantly. The PC must designate the creature he or she is examining through the device. Once clear, the device shows the user an image of the true soul inhabiting the creature. In the case of those who have been transpossessed, it shows the image of the spirit trapped inside the new form. The converted would therefore appear as monsters, while the transpossessed would appear as **frightened** townsfolk.

Additionally, it shows the true self of *any polymorphed* or *massmorphed* creatures that it is used on. The crystal itself is very delicate and can easily break. Anytime the person carrying the object rolls a natural 1 on any attack roll or a natural 20 on any Dexterity check, falls or suffers a crushing blow, the item must make a save vs. crushing blow at +4 or shatter and become useless. If the person carrying the object safeguards it by wrapping it securely in layers of cushioning cloth this check can be **ignored**—however, this does make it impossible for the carrier to pull it out of such containment without taking 1d3 rounds to minimize the risk of breakage.

Soulsearcher II

XP Value: 2,000

GP Value: 20,000

RAVENLOFT Campaign Set

The medallion is actually a small crystal orb, that hangs from a plain silver chain like a pendant. The crystal enables the bearer to perceive the true psyche of a creature. When the bearer holds the medallion, and steadily concentrates upon it, the

crystal expands until it is 2 feet in diameter. A character whose Strength is less than 16 must use both hands to hold the enlarged crystal aloft. The bearer can take no other actions while using the orb. If concentration is broken, the orb returns to its original size and weight.

When the bearer gazes into the orb, motes of light swirl within it for 1d4 rounds. Then the orb clears. At this point, the bearer concentrates on examining any single individual within 60 feet. The device shows the user an image of the true nature of that creature. The orb acts as a *true seeing* spell, unhindered by the effects of the Demiplane of Ravenloft. It reveals the true alignment, as well as any charms or curses, possessions, polymorphs, or illusions. The bearer learns the complete truth. This does not mean that he or she discovers the target's combat numbers or forms of attack. Rather, the medallion strips away all lies or misinformation the creature projects.

The pendant is very fragile. Any fall requires a save as if against a crushing blow. If the bearer wears it in combat, it might be damaged. If his opponent rolls a natural 20 against him, the soul searcher medallion must make a save vs. crushing blow. If it is put into a protective container, it is not subject to these dangers.

Species Enemy

XP Value: 750

GP Value: 7,500

The Complete Ranger's Handbook

A character wears this copper disk on a chain around the neck and under his or her clothing so that the metal touches the chest. When the character comes within 100 yards of his or her species enemy, the medallion becomes warm, alerting the wearer to the enemy's presence. The intensity of the warmth varies according to the number and proximity of the enemy. The medallion doesn't get hot enough to cause damage, nor does it reveal the exact location or number of enemies in the vicinity.

of Spell Exchange

XP Value: 3,000

GP Value: 15,000

Tome of Magic

This medallion allows the Spellcaster to exchange one memorized spell of up to 6th level for others of lower levels, rather in the manner of *Mordenkainen's lucubration*. The wizard loses the sacrificed spell and recalls one or more spells from those memorized and cast within the past 24

hours. The total level of spells must be one less in sum than the spell sacrificed. For example, by sacrificing a 5th-level spell, a wizard could recall one 1st- and one 3rd-level spell, two 2nd-level spells, four **st-level** spells, and so on. The medallion can function only once per day. The wizard must have available any spell components required for exchanged spells.

Star of Celene

XP Value: 500 **GP Value:** 2,000

GREYHAWK Adventures

Set on a silver necklace, this golden medallion was given as a gift to a halfling thief who performed great services for high elves in Celene. The item was intended for use by the halfling and his family and **friends**, though no one knows who has it now.

The star gives a good-aligned wearer a +20% reaction bonus from NPC elves. This bonus is halved for elves above 4th level, and negated for elves above 8th level. The star causes an evil-aligned wearer 1 point of electrical damage per touch and will not function.

of Steadiness

XP Value: 1,000 **GP Value:** 10,000

The Complete Wizard's Handbook

This is a silver medallion of a horse's head. While wearing it, a character can never be thrown from a mount, whether a horse, a dragon, or any other creature suitable for riding.

of Thought Projection

XP Value: — **GP Value:** 1,000

DUNGEON MASTER Guide

This device is like a *medallion of ESP* in every respect, even as to the range at which it functions. However, in addition to picking up the thoughts of creatures, it broadcasts the thoughts of the user to the creatures in the path of the beam, thus alerting them. To prevent projecting thoughts, the user rolls 1d6. On a roll of 6, the thoughts remain secret.

In Ravenloft: Undead with a low Intelligence or better can deliberately project thoughts, that a mind reading character can detect. Usually, the creatures send false, reassuring messages. Undead cannot project thoughts when surprised or caught unaware.



of Time

XP Value: 500 **GP Value:** 5,000

Lost Tomb of Martek

This medallion gives the person who wears it the power to change the timeframe of anything to his or her own timeframe. This means that the person wearing this medallion can release anything that is *timetrapped*—even people. The medallion can only release one thing at a time and only works three times each week. Everything that is released by the medallion is released forever.

Tusmit's Battle Crescent

XP Value: 1,000 **GP Value:** 18,000

GREYHAWK Adventures

Set in a golden necklace studded with gems, this medallion is a prized possession among the rulers of the northwest. Warlords gladly pay full price for it, though a treacherous lord might send thieves and assassins to retrieve the payment.

Once in every 24-hour period, the character can receive a +2 (or 10%) bonus on any single combat-related die roll. The decision to take the bonus must be made before the die is rolled.

The crescent also protects the wearer from all normal missiles, and all weapons striking the wearer are at -1 to attack and damage.



Medicine Bundle

XP Value: 1,000

GP Value: 2,500

The Atruaghin Clans

The Children of the Horse believe that all creatures, good and evil, great and small, are imbued by the Immortals with magical power. In some this power is weak, leaving the individual unable to harness the supernatural powers of the universe. In others it is great, and the spiritual forces of the world obey their commands. The former type of person follows a career that requires little or no contact with the supernatural, becoming a fighter or thief. The latter class of person seeks out the unknown and embraces it by becoming a wizard, priest, druid, or even shamani.

Those without great access to supernatural power do not forsake that which they cannot wield, however. To do so would be folly. Rather, they seek the guidance of the tribe's shamani and ask his help in the crafting of a *makaki* or *medicine bundle*.

The making of a *makaki* begins with a hunt in which the character must seek out his or her own totem animal without the aid of a shamani's magical power. Once the animal is found, it is killed and the heart cut from the body. The heart is

cured in such a way that it can be fashioned into a tough, leathery pouch. The rest of the carcass is burned in a special fire built by the shamani, and a handful of the ashes are placed in the *makaki*. They lay the spiritual foundation for the coming enchantments.

Once the *makaki* is fashioned and the ashes have been gathered in it, the character begins to gather items associated with his totem spirit. For example, if the character's totem animal is an elk, the character might gather a number of wild flowers that are known to be a popular food for the animal, or some of its dung from a game trail that it frequents. As soon as six of these items have been gathered, the character takes them and the bundle back to the shamani.

In a ritual that must be held under the light of a full moon, the shamani calls upon the Immortals to bless the *makaki*. Each ceremony allows the shamani to enchant one bundle per level of experience, on each of the three nights of the full moon. Thus, a 5th-level shamani could enchant as many as 15 *makaki* per month, although he would seldom be called upon to undertake such a massive ceremony.

The ritual ends with the coming of the dawn as the character holds out his left arm to the shamani. With a slender bone knife, the shamani cuts the supplicant's flesh and allows the blood to drip onto the ingredients assembled in the bundle. Enough blood is drained to deprive the character of 1d4 hit points before the enchantment is complete.

With the *makaki* now fully empowered, the character lashes it to his waist in the same way that citizens of other lands might carry a coin purse. Whenever a character with a *makaki* is called upon to make a saving throw or ability check while wearing his *makaki*, he gains a +1 bonus.

Further, the character can call upon his totem spirit for protection in the event that the save or check fails. If he or she chooses to do this, the die roll for the saving throw or ability check is ignored and the character is assumed to have successfully overcome the hazard. Whatever caused the character to attempt the saving throw or ability check will destroy the *makaki*, however, forcing the character to fashion a new one in order to regain the +1 saving throw and ability check bonus.

Merty's Marvelous Marketplace

Merty the mad mummer made many marvelous magical masterpieces. We magnificently massed Merty's myriad, manifold manufactures with alphabetical methodological meticulousness. Make merry with Merty's marvelous magical madcap merchandise.

Magical Markers

XP Value: 150 **GP Value:** 1,500

DRAGON Magazine 168

Do you constantly get lost in endless dungeon corridors? Do you hate trying to read maps by flickering torchlight? If so, then *Merty's magical markers* are for you! These colorful metal chips will save time and effort fruitlessly spent on trying to read a faintly inscribed map in the dark. The chips stick to any solid surface, and can be seen only with the use of *Merty's magical membrane*, which we provide with every set. (The markers glow up to 120 feet away when seen through the **membrane**—no illumination necessary!) A perfect gift for the illiterate barbarian in your group!

Magnificent Mattress

XP Value: 350 **GP Value:** 3,500

DRAGON Magazine 168

Do you have trouble falling asleep in musty, roach-infested inns frequented by thieves and murderers? Does the fear of wandering monsters keep you awake on long dungeon expeditions? Well, no more! Just sit or lie on this comfortable 3- by 7-foot mattress with new COMFY-FILL padding, and you will gently enter the land of Nod through the effects of a *sleep* spell (saving throws are applicable; roll once every round). When someone rolls you off the mat, you get up, roll it up, and carry it **off**—it weighs only 10 pounds. Pleasant dreams! (Caution: All restrictions of the *sleep* spell apply.)

Marvelous Marble

XP Value: 300 **GP Value:** 3,000

DRAGON Magazine 168

These colorful spheres of polished stone come in their own leather bag, with an advanced STRING-TECH closure system at the top. Just dump the marbles onto any dungeon floor over a 100-square-foot area, and watch as your enemies slip

and slide into helplessness. Anyone who tries to walk across the marbles must make a successful Dexterity check against 4d6 or stumble and fall. Anyone running must save at -2, and anyone trying to attack must save at -4. And with your very own Personalized Recall **Word**, all the marbles will instantly return to the bag. No more will party members have to wait around while you pick up 1,000 marbles. The bag magically weighs only one pound. A must for any adventurer who is often pursued.

(Manufacturers' note: There is a 5% chance per day that the marbles will spring free of the bag and roll about under the feet of the user. Use all appropriate caution with this item.)

Masculine Macho-Musk

XP Value: 120 **GP Value:** 1,200

DRAGON Magazine 168

A healthy application of this **rugged**, manly scent will turn any weakling adventurer into a hulking monstrosity with 18/00 strength. Furthermore, the scent acts as a *friends* spell on anyone within 20 feet. Not a scent to be used lightly! Twelve applications per vial.

(Manufacturers' note: For some reason, female beings are repelled by this odor and will attack the wearer with intent to kill him if they fail saving throws vs. spell. The Strength-enhancement effect lasts 1d4+1 rounds; the enagement effect lasts 5d4 rounds.)

Masterful Muffler

XP Value: 200 **GP Value:** 2,000

DRAGON Magazine 168

These color-safe, wash & wear earmuffs are guaranteed to protect you from the sounds of sirens, harpies, annoying bards, and even the pestering of a spouse or loved one. Simply put them on, and no sound can reach your ears until you take them off. (They come in stylish four stylish **colors**—red, blue, brown, or black. Please specify color when ordering.)

Miraculous Mistmaker

XP Value: 180 **GP Value:** 1,800

DRAGON Magazine 168

This item appears to be a hand **held**, crystal vial with a decorative triple "M" design on the front. When the crystal stopper is **removed**, the vial produces a 30-foot radius cloud of thick mist that no sight or infravision can penetrate. The effect lasts

for **3d6** rounds but can be dispelled instantly with a *gust of wind* spell. To recharge the **item**, simply fill the vial with normal drinking water and allow it to sit for 24 hours. (Warning: Do not allow the crystal vial to break, or the bearer will be immersed in his or her own cloud. The vial makes all saving throws as glass.)

Mud Masque

XP Value: 80 **GP Value: 800**

DRAGON Magazine 168

One jar of this pasty cosmetic has you looking just the way you want to in no time. Simply cover your face with the contents of the jar, and in five rounds your face takes on the shape of any visage you desire, straight from your own mind. Imitate ruling lords, famous wizards, or even your own friends. *Merty's mud masque* even alters hair color and ear shape, for those occasions when you need to look like an elf. A perfect gift for that special thief in your life.

(Warning: The effects last for only 20 rounds and do not affect voice, body shape, or clothing.) One application per bottle.

Multiplanar Mushrooms

XP Value: 1,125 **GP Value: 11,250**

DRAGON Magazine 168

After dining on one of these fresh and tasty treats, you will find yourself instantly transported to the Ethereal Plane. You can stay as long as you like; you need only pop another mushroom in your mouth to return safely to the Prime Material Plane. *Merty's mushrooms* come in sets of three, packaged in their own PAISLEY-TECH decorated jade box. It's a great conversation starter at parties! (Warning: Encounters in the Ethereal Plane are doubled when these mushrooms are used.)

Munificent Match

XP Value: 250 **GP Value: 2,500**

DRAGON Magazine 168

These items appear to be nothing more than small wooden sticks. When they are struck against the Flame-O-Matic strip on the side, they begin to burn. Quickly throw one at an attacking opponent within 20 feet (a Dexterity check on 3d6 is required to hit the ground at the feet of the target; otherwise, the thrower drops the match at his or her own feet). On impact, the stick produces a 10-foot diameter cloud of flame and smoke. Anyone caught in the cloud takes 1d6 points of damage

and begins to choke and cough for the remainder of the **round**, attacking and defending at -2 on all rolls (save vs. spell negates damage and choking). This device also makes a great practical joke to pull on your henchmen.

Musical Menagerie

XP Value: 200

GP Value: 2,000

DRAGON Magazine 168

Buried inside this magical, **five** pound leather bag are all the instruments that any bard could ever want! By simply reaching inside, you can produce any of the following (roll 1d10):

Roll	Result
1	a lute
2	a harp
3	a mandolin
4	a harmonica
5	a horn
6	a drum
7	a tuba
8	bagpipes
9	a fiddle
0	an angry giant rat (4 hp)

While none of the instruments are specially **powered**, the *musical menagerie* allows the minstrel to have the proper sound for every occasion.

Mysterious Mug

XP Value: 80

GP Value: 800

DRAGON Magazine 168

A great practical joke for all occasions! This item appears to be an ordinary tankard. However, when the mug is **filled**, given to a friend or foe, and the magic word (that only you know) spoken, one of the following things happen (roll 1d4):

- 1 The liquid inside turns into a vapor that will choke the drinker for two rounds (a save vs. spell negates).
- 2 The liquid becomes intoxicating, causing all the effects of a *confusion* spell for **3d12** hours (no saving throw).
- 3 The liquid turns so sour that the drinker can neither speak nor cast spells with verbal components for **2d12** hours (a save vs. spell is allowed).
- 4 The liquid secretly dyes the mouth and tongue of the drinker black. A guaranteed party starter!



Mystic Mustard

XP Value: 300

GP Value: 3,000

DRAGON Magazine 168

Besides being a spicy zest for any meal, one serving of this condiment enables you to actually **BREATHE FLAME**. Yes, once per round for three rounds after partaking of this **mustard**, you are able to breathe a 40-foot long jet of flame that does 3d6 points of damage to anything it hits (save vs. breath weapon for half damage). Each clay jar contains enough for eight servings and comes in one of two **flavors**—**Regular** or **Extra Tangy**. (Warning: You must be careful to inhale slowly during this time, requiring a Constitution check at the start of each round, or else you will toast yourself for 18 points of damage with no saving throw.)

Mythic Muskmelon

XP Value

GP Value

Cursed: —

500

Normal: 50

500

DRAGON Magazine 168

Each of these large fruits provides a nutritious meal for one person. Each is also imbued with special magic that allows them to stay fresh and delicious indefinitely. Furthermore, if you plant the seeds of one melon and give them sufficient water, each sprouts into a new melon plant in just six hours (no sunlight needed). Each plant sprouts 1d2 melons just like the original (75% chance for one, 25% chance for two). Up to six generations can be grown, not including the original melon. These beige melons come in cantaloupe, watermelon, and banana flavors; specify when ordering, please. (Warning: There is a 5% chance that any one melon could unfortunately cause some internal discomfort for 1d4 hours with no saving throw, during which time the eater's Constitution drops to 1.)

Mice

Magical mice come in several colors, however, none of them are very nice mice.

Amazing

XP Value: 3,000

GP Value: 18,000

POLYHEDRON Newszine 82

This wondrous item appears as a small sealed wooden box that rattles when shaken. If the lid is pried off, four brightly colored, stone mice spill out. However, opening the box destroys the magic item.

If the command word is spoken while the box has its original seal, it enlarges to become a 2-foot square maze with a transparent top, containing four brightly colored mice: yellow, blue, green and red. The mice race for the exit, taking 1d4 rounds. The first mouse to exit the maze will become available for use (see below). The maze and the other three mice will revert to their original form. Roll 1d20 to see which mouse wins the race. Each mouse has a different magical ability:

Roll	Mouse
01-10	<i>Yellow:</i> Immediately casts a <i>light</i> spell on itself that will last for one turn.
11-14	<i>Blue:</i> Immediately casts a <i>magic missile</i> spell (three missiles) at a target indicated by the user's pointing finger.
17-18	<i>Green:</i> This mouse casts a <i>cure light wounds</i> spell when placed upon a wounded being.
19-20	<i>Red:</i> Casts a <i>4-Hit-Die fireball</i> spell when the user points at the location and speaks the desired range.

After a mouse's magical ability has been used, it is *teleported* back inside the box for later use. The maze can be used once a day.

Magic

XP Value: 1,000 **GP Value:** 8,000

POLYHEDRON Newszine 82

Magic mice are half-inch figurines of mice carved from brightly colored stone. They are usually found in sets of 2-8, contained in a small leather pouch. When the command word is spoken, the figurines become real mice, retaining their bright colors. *Magic mice* can burrow through earth at a movement rate of 10, or burrow/chew through wood or a similar material at a movement rate of 5. They can climb almost any surface at a movement rate of 10 (very smooth, slippery, or very smooth, slightly slippery surfaces at a rate of 5). The mice also can follow simple instructions and answer "yes" and "no" questions with a shake of their heads. This enables the mice's owner to learn about things the mice have seen or heard.

The mice remain animate for up to three turns, or until they are slain or ordered back inside their pouch. Magic mice can be used once a day.

Mighty Servant of Leuk-o

XP Value: 37,000

GP Value: 185,000

Eldritch Wizardry

This relic of a visiting race of space travelers is a towering automaton of metal, crystal and some fibrous material of unknown origins. Given the proper commands it can perform as a fighting machine, mode of transportation or method of magical attack. It is 9 feet tall, 6 feet wide and 4 feet thick, making it readily apparent to any viewer and causing intelligent creatures to make a saving throw vs. spell for fear (the viewer gets a +2 on his die roll however). It is reportedly Armor Class -5 and can repair itself at 2 points per turn even while otherwise occupied.

It can withstand up to 50 points of damage and is totally magic resistant. Heat, cold, acid and various other conditions have no effect on it, but lightning does one point of damage per die that the bolt is worth. Weapons (even of magical nature) do only half of their normal damage to the servant. It is very slow and moves at MV 3 and strikes but once per turn. It has only a 15% chance to hit an opponent (only 5% if the opponent has a Dexterity of 15 or more), but if it hits, the opponent suffers 10d10 points of damage. It only obeys those who find the secret method to automate it, and it can only function for 24 hours before it must spend two hours recharging. The Servant also has the following abilities and penalties:

- *Levitation.*
- *Light.*
- *Sleep* (also affects up to one creature of any level), 3 times per day.
- This artifact compels the user to go on a holy quest. As soon as the user fulfills the quest, he or she is immediately sent on another quest.
- User becomes permanently chaotic.

Mighty Servant of Leuk-o II

XP Value: —

GP Value: —

Book of Artifacts

The *mighty servant of Leuk-o* is a towering automaton of jet black metal, shadowy crystal, and several mysterious, fibrous materials. The device stands over 9 feet tall, nearly 5 feet wide, and some 6 feet deep. It is rounded, reminding one of a cross between an overly stout (if gigantic) dwarf and a lumbering beetle. The servant has two stocky legs, on which it walks with a curious swaying motion, and a pair of dangling arms.

An internal compartment is configured to seat two human-sized creatures comfortably. Externally, as many as five others might perch safely upon the servant when it is in motion. As might be expected, this dreadful thing is quite heavy, weighing nearly two tons, and is hideously noisy when in operation.

The *mighty servant of Leuk-o* is believed to be a construct of the same ancient and mysterious race that built the dreaded *machine of Lum the Mad*. The workmanship and materials shown in the *mighty servant* are unlike any found in the recorded histories of men, making it impossible to state just what their nature might have been. Some sages, citing the technical virtuosity and appearance of the thing, speculate that it is the handiwork of a now-extinct branch of the dwarves. Dwarf sages note (with some reluctance, it must be said) that never in their race's extensive histories has anyone ever found a reference to this machine.

All accounts of the *mighty servant* begin with its discovery by the infamous General Leuk-o. Leuk-o was a follower of the warlord Lum, but turned against his master when he came into possession of this instrument of destruction.

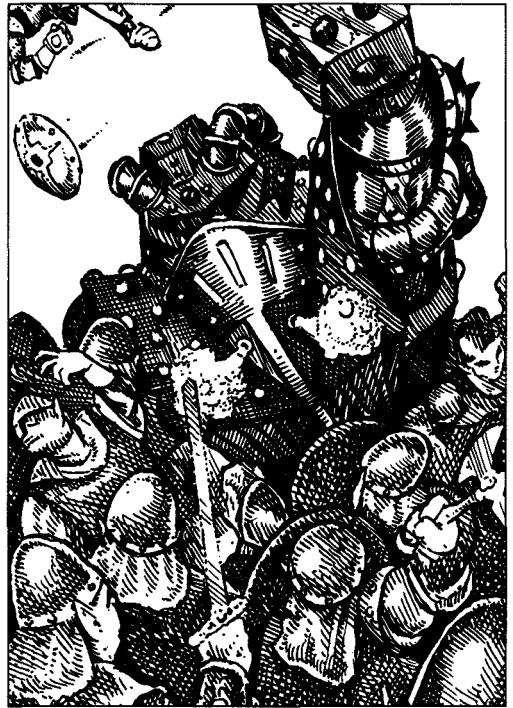
With the power of the *mighty servant* to back him, Leuk-o forged an army that rivaled even Lum's. The two forces clashed many times, always ending in stalemate. At last, the two forces met in a final battle. Lum and Leuk-o faced each other, their mighty artifacts unleashing powers greater than any since harnessed. It is said that their battle laid waste to a great kingdom and left a scorched desert in its wake.

The *mighty servant* is believed by many to have been destroyed in this final battle, although others believe it plunged through a dimensional rift opened in that great conflict.

The *mighty servant of Leuk-o* is a great weapon. With this automaton at its head, any army might be almost invincible. Player characters who encounter the device may find themselves facing an enemy who is using it to destroy the forces of good. Raising an army strong enough to battle the *mighty servant* and its followers would be a task worthy of any adventurer.

Because any person using the weapon must eventually become a chaotic warlord, it should not be allowed to remain in the hands of player characters.

Because operation of the *mighty servant*



requires knowledge of numerous magical command phrases, adventurers may find themselves exploring the most ancient and deadly of ruins in search of lore that might reveal one or more of the machine's secrets.

Constant Powers: The *mighty servant* has an Armor Class of -6 and 60 hit points. It can only be struck by +2 weapons or better. Bludgeoning weapons inflict only 1 point of damage, while edged weapons cause half their normal damage (rounded down). It has a 90% magic resistance and is utterly immune to acid, cold, heat, normal fire, vacuum, and water. Lightning, electricity, and magical fire will inflict only 20% of their normal damage (rounded down)—but only if its magic resistance fails. Even if it is damaged, the *mighty servant* regenerates 2 hit points per round. Anyone riding within the servant is fully protected by its shell.

Invoked Powers: The *mighty servant* is inert until someone controls the device from its interior control compartment. If the proper command words are known, the *mighty servant* can be commanded to open the hatch in its backside. Once inside, the characters are faced with a daunting array of pedals, switches, levers, and wheels, and things that control the beast's operation. Controlling the *mighty servant* can be learned by trial

and error (with appropriate random destruction) or through information gleaned from libraries and sages. The DM is encouraged to make the process difficult and dangerous to bystanders.

The automaton has a movement rate of 3, making it a slow and clumsy thing. Furthermore, after 12 hours of operation it must cease all activity for 1 hour while it gathers anew the magical energy that powers it.

In combat, the *mighty servant* can strike with its great arms once per round. It strikes as a 10-Hit-Die creature. Each blow landed by the automaton inflicts 10-60 (1d6x10) points of damage.

The power of this weapon is so great that it can be used to destroy castles and shatter fortifications—see **Combat** (*Unusual Combat Situations*) in the *DMG*. If used as a siege weapon, a blow from the *mighty servant* does the same damage as a screw or ram. If used in a BATTLESYSTEM game, the *mighty servant* can be assumed to have the following statistics: AD 1d12+1d8, AR 4, HD 10, Hits 5, MV 3. In addition, many of its powerful special abilities can be employed with great effectiveness in battle.

Random Powers: As one of the greatest weapons ever to appear in the world, the *mighty servant* has six abilities from **Artifact Table 1-18: Offensive Powers** and 6 additional from **Table 1-15: Major Powers**. The *mighty servant* also has two abilities from **Artifact Table 1-13: Healing** that apply to any one creature in the interior control compartment. Again, the operation of any given ability requires knowledge of which controls must be pulled, switched, pushed, or cranked. Each of these abilities drains magical energy from the *mighty servant* equal to 1 hour's worth of continuous operation.

Curse: The *mighty servant* hungers endlessly for combat and bloodshed. With each use of the servant's powers, the operator must roll a successful saving throw vs. spell or become filled with battle fury for 24 hours. During that time, the artifact is used in a rampage of destruction to any and all within reach.

In addition, the *mighty servant* places the character at risk of *artifact transformation*. Those affected by this power gradually have their alignment shifted to chaotic neutral.

Suggested Means of Destruction:

- It is possible to destroy the *mighty servant* by simple physical attack, assuming that enough damage can be inflicted.

- There might be a command phrase that even Leuk-o never knew, which causes the *mighty servant* to explode. The radius of this fireball and the damage that it might inflict is unknown, but it must certainly be terrible since it involves the release of all of the magical energies of the servant in one single surge.
- Ancient writings speak of a means of destroying the *mighty servant* with the dreadful *machine of Lum the Mad*. Lum himself is said to have believed that there was a setting on his *machine* that would utterly destroy the automaton, but if he found such a setting he never used it.

Mill of Sampo

XP Value: 20,000

GP Value: 100,000

DUNGEONS & DRAGONS Master Set

A magic mill in the Finnish "Kalevala" called the *Sampo* could grind out meal, salt, or gold from straw on command. In game terms, up to 100 gp per day can be ground from this mill.

Minyan

XP Value: 1,000

GP Value: 6,500

Oriental Adventures

This large item (10 to 20 feet in length), is a portable shrine devoted to a particular deity. It is carried like a palanquin, (by poles supported by bearers), and requires 20 men to move it about. Many monasteries and temples have a *minyan* and they are often carried into battle by a squad of sohei. A *minyan* has the following powers:

- **Cause fear:** The *minyan* forces any being of a different ethos from that represented by the *minyan* to make a successful saving throw vs. spell or flee in panic for one turn. This power has a radius of 30 feet and is constantly in effect.
- **Remove curse:** Three times per day the *minyan* can be used to cast *remove curse* as if cast by a 20th-level Spellcaster.
- **Presence:** When used on the battlefield, the sight of the *minyan* improves the morale of friendly sohei by +2.
- **Ancient curse:** Once per month the *minyan* can be used to cast an *ancient curse*.
- **Heal:** Once per week the *minyan* can be used to cast a *heal* spell.

As noted above, *minyan* are most commonly

held by monasteries or temples and are placed in the charge of the abbot or a person designated by the abbot. Since the power of a *minyán* is derived from the deity it represents, it must be properly cared for to be effective. Appropriate offerings to the deity and incense must be placed daily before the *minyán* and services must be said by a *shukenja* of the same religion. Those charged with the care of the *minyán* and those who seek its aid must be of the proper ethos or alignment. On holy days of the deity, the *minyán* must be paraded through the streets and shown to the population, so that they may see and respect the deity represented. Should any of these duties be neglected, the *minyán* permanently loses all its power.

Mirror

A magical mirror may be of any size and shape but is usually large (some are 10-foot-square), framed, and hung on a wall or other support. Some are ornate, and some are quite plain. All are expensive to construct, requiring a *wish*, a powdered gem of 25,000 gp value or more, and one or more additional spells. Most mirrors either cannot be moved or lose their enchantment when movement is forced.

Baltron's Hand

XP Value: 500 **GP Value: 2,500**

Baltron's Beacon

This hand mirror radiates magic. The mirror shows any cerebral parasites infesting the person who uses it.

Barlithian's Mystical

XP Value: — **GP Value: 120,000**

DRAGON Magazine 50

There have been but few who could excel in each of the seven deadly sins as well as the "great" illusionist Barlithian. Although he was an excellent craftsman, no illusionist alone could create such a magical mirror, no matter what his level. Upon completion of the so-far unmagical mirror, pride typically swelled within Barlithian's head. He bragged that not even the powers themselves could meet his mirror's perfection. At first the deities ignored the obnoxious Barlithian, but when he was still spouting his glories for a year after the mirror's creation, two deities joined forces to teach him a lesson. One evening the beautiful Egyptian goddess Isis and the hand-

some Greek god Hermes came before Barlithian and told him that they would turn his wondrous mirror into a great magical item. Barlithian was overjoyed and the mirror was rendered magical. Later, Barlithian realized the problems and frustrations of owning such an artifact. (In roughly translated Greek, the mischievous Hermes' final words were, "He wanted it, now he can choke on it!") Because of his lusty love for femmes fatale, Barlithian had three wives—each oblivious to the others' existence. He wasted the magnificent magic mirror by using it to keep tabs on his wives' faithfulness.

His trigamy ultimately led to Barlithian's demise. Upon discovering his indiscretions and each others' identities, the three wives joined forces and, after binding and gagging him, had him dropped into an active volcano. Since then the mirror has had several owners.

Physically, the mirror and its frame stand 7 feet tall, 5 feet wide and 8 inches thick; it weighs 1,000 pounds. The mirror's 3- by 5-foot glass center surface is surrounded by a massive, ornately carved, 1-foot-wide mahogany frame. In each of the four corners of the frame there is a fist-sized 250 gp tigereye stone. On the front and sides of the frame there is also decorative gold leaf worth 80 gp. The mirror's nondetachable back is one unadorned, flat piece of mahogany. Finally, on the upper front portion of the frame there is an inscription, boldly carved in the common tongue "BARLITHIAN," evidence of its creator's ego.

Barlithian's mirror has three permanent magical powers, but only the first two are generally known. The first two powers are known to 50% of all illusionists, 25% of all wizards and 10% of all members of other classes, while the third power is known to only 5% of all illusionists, 2% of all wizards and 1% of all other classes. Any character who happens to know of the third power will also automatically know the first two powers. When seeing the word "Barlithian" at the top of the *mirror*, any character who knows about any or all of *Barlithian's mirror* powers will immediately recognize the artifact and remember the legend of Barlithian. (Of course, a character does not have to tell the others what he or she knows.) *Barlithian's mirror* is of true neutral alignment, so *detect evil* or *detect good* show nothing—but if a *detect magic* spell is used, *Barlithian's mirror* glass glows with a rainbow of colors that blinds



all beings within 30feet of the mirror for 1d4 turns if they fail their saving throws vs. spell, and blinds those within 10 feet for 1d6 turns with no saving throw. Characters behind the mirror (on its flat, unadorned side) will not be affected. This *detect magic* idiosyncrasy has never been mentioned in any legend, so characters will not know about it before it happens to them.

The first "known" magical power is always in operation except when the second power is being used. The first power is that the mirror will reflect images as a spell of *true seeing*, with some additional abilities: Characters cursed with lycanthropy will see their alter-egos; a medusa can view her reflection without turning into stone; those that normally fear mirrors (such as vampires) can see themselves with no ill effects. The greatest added ability of this nature is that any character that is not a deity and has any form of *charm* ability inadvertently *charms* himself or herself (no saving throw) and acts as if under a *friends* spell for 24 hours toward the mirror's owner or, if the owner is not present, the first seen member of the owner's family. If neither the owner nor his or her family is present, or if the mirror has no owner, the *charmed* character returns or tries to return to its home or lair and sleep for the duration of the spell. While *charmed*,

characters never jeopardize their alignments nor, upon the spell's end, remember anything that happened while *charmed*. All *charmed* characters, once recovered, are ever afterward immune to this effect of the *mirror*.

Once the location of *Barlithian's mirror* is known publicly, there is a 1 in 20 chance per day that 1d4 monsters of average Intelligence or higher will stop by for a good look at themselves. The DM decides which unwelcome visitors will appear. Thankfully, Isis cajoled Hermes into softening the mirror's monster-attracting practical joke so that when a monster is viewing its reflection, the monster does not attack unless an attack is attempted on it. The monster will be at its friendliest (or as friendly as it can become). This feeling of good will lasts 1d20 rounds, after which the monster becomes immune to the *mirror's* "taming" effect for a year.

There is a legend that Alkee Frinde, an undernourished sage of mosses and ferns, was awakened in his bedchamber one night by some noises coming from his front room. Upon investigating, he discovered a wraith, a titan, and a night hag, each vainly admiring his/her/its own reflection. Being a man of action, Frinde took action. He fainted on the spot. The next morning when he awoke on the floor, he was surprised to find himself alive and in one piece. He didn't find out why the three visitors of different alignments had not tried to kill each other—or him. What Frinde did find was 10 gp, 15 ep and a small *carpet of flying*, apparently the way the "customers" showed their appreciation for the mirror. That day Alkee Frinde sold the mirror and moved.

The second power of *Barlithian's mirror* is its ability to give a 100% accurate *viewing* of a particular person or creature. Any character class can operate it and get a visual response, but only an illusionist or wizard can get an audio response as well (a 50% chance for illusionists, 25% for wizards). To operate the power, the user must mix even amounts of any type of oil with any type of ash, add a drop of his or her blood and write with this fluid at the bottom of the glass the name of the subject to be seen. The name must be written in Common. For one minute, a vision of the requested subject will appear on the glass. When the power's duration is over, the image and the written name vanishes.

There are stringent limitations to this second power:

- It can be used only once a week.
- If this second power is called upon more often, nothing will happen.
- The viewer must use the subject's full name. Although middle names and family names are not always needed, pet names, nicknames, aliases, first or last names alone, will not work. If the user does not know the subject's full name, the power cannot be employed.
- The subject must be at least partially in the same plane of existence as the mirror, and only that part of the subject in the plane can be seen. The subject is seen in the light or lack of light of his or her surroundings.

The viewer cannot cause light to be created in any way near the subject. *Infravision* cannot be used to enhance what is shown in the mirror. If the subject is in complete darkness, the mirror will be black. If audio is possible, the viewer hears only what the subject can hear and nothing more. If the words are garbled or faint, there is nothing the listener can do.

There is almost no way to determine precisely where the subject is in relation to the viewer. The vision will be just as clear if the subject is in the next room or on another planet. The vision is focused on a close picture of the subject only, not a full picture of the setting. Unless objects or other characters are very near or touching the subject, they will not be seen. As for background, such as the scenery over the subject's shoulders, the farther away it is the blurrier it becomes.

The subject never becomes aware of the viewing, even if a *detect magic* spell is being used. Conversely, the viewer cannot communicate with the subject. This includes magical communication and nonphysical contact. Spells cannot be stored in the mirror, nor transmitted through it. Psionic abilities will not function through the mirror.

Only beings can be the prime focal point of the vision, never objects. (Example: The *Sword of Jusiana* cannot be seen; it is a magic weapon with a full name, but it is still only an object.)

Beings are seen as they are at the moment of viewing, no matter what condition they are in or what they are doing. The vision seen and perhaps heard is always happening in the immediate present, never in the past or future.

The third power of the mirror is not widely known—because the knowledge of it can often cost the discoverer his or her life. *Barlithian's*

mirror can differentiate between normal usage and vandalism. Under normal usage, the *mirror* will allow pegs, nails, screws, spikes, drill bits or whatever to be used in order to hang it on a wall, hinge it on one side to become a secret door, put it on a floor base, etc. An observant character will be amazed to discover that the mirror is always in mint condition, because old screw holes and nail holes heal and tiny chips and cracks *mend* themselves. When the glass is cleaned or the frame is polished, a contented "thrum" will emanate from the mirror as if it has a life of its own.

Any being that harms *Barlithian's mirror* deliberately or accidentally reaps the terrible vengeance of the third magical power. At first, the mirror absorbs the actual damage, but once the damage has been done, within 1d6+3 turns the mirror magically *heals* itself and causes certain types of damage to whoever harmed it. (If 2% or less damage is accidentally done to the mirror during a 24-hour period, the mirror considers it normal daily wear and *heals* itself and takes no retribution.) If more than one character causes damage to the mirror, each one receives an equal share of damage regardless of the degree of participation. An exception to the equal-injury rule occurs when an unwilling character is forced by another to damage the mirror. In this case the innocents are spared and the guilty party receives all damage. Any removed parts, such as the tiger-eye stones or the gold leaf, *teleport* back to their settings on the *mirror*. There is no saving throw against magic allowed for characters or creatures who are damaged after harming the mirror.

If the damage is quickly repaired before *Barlithian's mirror* has time to retaliate (within 1d6+3 turns), nothing happens to those who harmed it. Depending on the amount of damage, any spell that repairs nonmagical items or cures beings will help repair the *mirror*—because it wants to be repaired. Any spell so employed will be effective up to the limits of its power. For example: A *mending* spell is powerful enough to reset a tigereye stone but not strong enough to repair the shattered glass.

Barlithian's mirror always takes the same actions against those who would cause it injury: Anyone removing the tigereye stones loses one eye for the first stone, two eyes for the second, two eyes and one ear if three are taken, and two eyes and two ears for the theft of all four stones.

Carving out hunks of the wood results in the

carver losing an equal volume amount of fingers, toes, nose, hands, feet.

Anyone who carves names, initials, words, numbers, symbols, pictures, or marks on *Barlithian's mirror* will find them magically appearing on the cutter's chest in the same size and depth of cut as they were inscribed.

Removing the gold leaf will result in an equal percentage of the taker's hide painfully removed. If 15% or more of a character's skin is removed, a saving throw vs. death magic must be made or the victim dies. If uncared for, a character bleeding to death loses 5% of his or her hit points per round until, after 20 rounds, no hit points are left and the character is dead. If a character loses 30% or less of his or her hide, a *cure serious wounds* spell will heal him or her, but if 31% or more skin/hide is lost, a *cure critical wounds* spell (or better) must be used. All skin lost and left untreated permanently scars. For every 20% a character's hide that becomes scarred, the character loses one Charisma point.

Burning *Barlithian's mirror* will cause the arsonist to suffer equal damage from fire: flaming torch for flaming *torch*, *fireball* for *fireball*. Heat, electricity, or *warp wood* spells are treated similarly, with the latter causing the caster's bones to become misshapen and the loss of 1 point of Dexterity.

Barlithian's mirror is immune to all forms of gas, water, ice, cold, acid, or *dispelling* of its magic. Nothing happens to a character who attempts such an attack on the mirror, because nothing happens to the mirror.

If the mirror's glass is shattered by a character, the punishment is death, countered by a save vs. death magic at a -6. (Note: If more than one character shatters it, each will suffer this fate.)

Black

XP Value: 2,000 **GP Value:** 10,000

The Hidden Shrine of Tamoachan

When a character looks into this mirror, his or her image will blur and then appear in ancient Olman garb as if reflecting a previous incarnation. The image will say in Olman, "Command me and I shall answer." Actually this is the image of a long dead native superimposed on the character's reflection. Priests may use a *command* spell to cause the spirit to answer three yes/no questions. The command is "Answer!") The spirit will answer only questions it understands, those spoken in Olman,

and nods or shakes its head. If anyone touches this mirror, the character must save vs. petrification or else all valuable metals and gems on his or her person will be turned into lead and glass.

Blue

XP Value: 3,000 **GP Value:** 15,000

The Hidden Shrine of Tamoachan

This mirror opens onto a pool of water. The water is held back by a magical *wall of force*. If any character touches the surface of the mirror, he or she must save vs. rods or be drawn into the pool of water. A character in the water begins to drown and takes 1d4 points of damage for each round he or she is in the water. Weapons may be used to break the *wall of force* (AC 4; hp19). If the wall is destroyed, both the waters in the pool and the character spill out into the room. The pool of water leads nowhere.

Crystal

XP Value: 5,000 **GP Value:** 25,000

DRAGON Magazine 5

Usable by all characters, this beautiful silvery gem serves as protection against several spells. When held, put in clothing, or mounted on shields, swords, rings, wands, necklaces, helms, etc. it provides the user with the saving throws of a 12th-level wizard against *charm monster*, *charm person*, *curses*, *hold monster*, *hold person*, *paralyzation*, *sleep*, and all control agents (potions, rings, staves, and spells). This is a magical item designed to be outgrown (and traded or sold) by characters lucky enough to live long and fruitful lives.

of Curing

XP Value: 2,000 **GP Value:** 20,000

Oriental Adventures

Looking like a normal mirror, this item has special therapeutic properties. When the command word is spoken, any creature viewing the mirror receives the benefit of a *heal* spell. This requires the use of one charge and the mirror has 2d4 charges. When all charges are spent, the mirror shatters.

of Duplication

XP Value: — **GP Value:** 700

The Book of Marvelous Magic

This mirror creates a physical duplicate of any creature looking into it; the duplicate is of neutral

alignment and quite dangerous—being immune to *charm, fear, hold*, paralysis, poison, and normal weapons. All spells known by the original character are also known and usable by the duplicate, as are all items both normal and magical. The duplicate steps out of the mirror and attacks the original immediately; the victim's surprise roll is penalized by -2. When either the duplicate or the victim dies, the duplicate disappears, along with all items created by the mirror. The mirror can create duplicates of up to three creatures per hour.

Emperor's

XP Value: 3,500

GP Value: 12,000

Legends & Lore

The holder of this golden mirror can hear and see into any room he or she has ever been in. It allows the character to examine the entire room at once, or to inspect even the smallest items in close detail. If the holder wishes, speech with the occupants of the room is even possible, or the eavesdropping may remain secret. All of these powers function at will. Once per week, the holder may *teleport* any living being visible in the mirror to his or her own location. The victim is allowed a saving throw to negate this effect, but it may be done against the person's will. When anyone but a legitimate member of the Imperial family uses the mirror, there is a 5% chance that Amaterasu sends her avatar through the mirror to punish the individual.

of Enlightenment

XP Value: 1,000

GP Value: 6,000

Oriental Adventures

This looks like a normal, round mirror. However, when the command word is spoken the reflection of any creature in front of the mirror is surrounded by a colored aura only visible to the person who speaks the command word. This aura reveals the nature of the person reflected, acting as a *detect evil or good, detect motivation*, and *know alignment* spell. Only one person can be reflected and studied per round.

Evem's Mirror of Enviaible Image

XP Value: 4,000

GP Value: 24,000

The Book of Wondrous Inventions

Event's mirror was the accidental development of Cragwig Evem, Assistant Artificer for the reputable firm of Carruthers and Three-Toe. Intending to invent a *mirror of glimmering truth*, Evem's

enthusiasm for making things really shiny created an entirely new type of mirror. Originally thought a disaster, Evem was demoted to pedicurist to Three-Toe. When wealthy clients liked what they saw and wished to buy the mirrors, Carruthers promoted Evem to Chief Assistant Artificer.

The mirrors come in many sizes, the most popular being the full length model. The mirrors are dazzling, reflecting images in sharp detail and brilliant color. The frames are intricately shaped from strips of different woods.

Construction: 24,000 gp; 31 days. The enchantment requires *ESP and phantasmal force* spells. In addition, the mirror must be backed with three layers of purest silver. The silver must be polished with seven kinds of cloth; of each kind there must be seven, one for each color of the rainbow.

Statistics: Size: 2 feet wide, 6 feet long. Weight: 40 pounds. Permanently enchanted.

The mirror bears a specially tailored *ESP* spell that probes up to three people at once. The spell looks for "problem spots," parts of the viewer's appearance that worry the viewer. The mirror then touches up the image with its illusionary ability. Viewers see themselves a bit trimmer, having a chin of slightly greater character, or having immaculately arranged hair—in short, an image that supports life's vanities and eases insecurities about their appearance. Since the illusion is cast on the silver, which is protected by glass, the illusion is not dispelled if the mirror is touched.

If the viewing character fails a save vs. spell, roll 1d20.

Roll	Effect
01-09	The mirror functions normally.
10-11	The mirror overdoes it. The viewing character appears to have become much more handsome, dashing, and charismatic than all but the most foolish or vainglorious character could ever believe.
12-13	The mirror exaggerates the very traits the viewer fears most: extra weight, gray hairs, increased wrinkles, whatever bothers the character most about his or her appearance.
14-15	Some other image is projected by the mirror: how the viewer really sees other characters.

- | Roll | Effect |
|-------------|--|
| 16-17 | The mirror does not reflect the viewer at all, just as if the character were invisible—or a vampire. |
| 18-19 | The viewer has tapped into the power of the mirror. For 3d6 rounds he or she may change the mirror image of other characters in any way. A viewer also taps into the mirror on a 20. In addition to the change image ability, the viewer may use the mirror's <i>ESP</i> spell to probe the minds of other viewers of the mirror, even if not normally able to use spells. |

of Fear

XP Value: 1,200 **GP Value: 12,000**

Oriental Adventures

This is identical to the *mirror of enlightenment*. Any creature looking into the mirror sees a hideous and distorted reflection of his or her own image. The viewer must make a saving throw vs. spell or run in panic for 1d6 rounds. If the character is unable to flee, he or she collapses in a quivering heap for the duration of the effect.

Flaming Mirror of Tenh

XP Value: 2,000 **GP Value: 8,000**

GREYHAWK Adventures

This mirror is a silver oval, 6 feet tall and 3 feet wide, set in an oak stand. It was enchanted by a plane-traveling wizard who sought easy access to her favorite plane, that of Elemental Fire. Few other wizards have shared her enthusiasm for that dangerous place, though some have found uses for the mirror. The command word causes the mirror to open a *gate* to the Elemental Plane of Fire. The plane can be observed, entered, or exited through the mirror. Each round the *gate* remains open, there is a 10% chance that a fire elemental leaps through the mirror and into the Prime Material Plane, seeking to kill and burn everything in sight. The mirror has a maximum of 30 charges, though it can be recharged. One charge is spent for each round that the *gate* is open. When all charges are drained, the mirror shatters.

of Flattery

XP Value: 20 **GP Value: 100**

Black Courser

This is a small, hand held mirror that shows the holder any scene desired. Unfortunately, it always

attempts to please its holder by showing things in the best possible light. For example, if the PCs were looking for Ambuchar Devayam, it might show him snoozing in a throne when he is actually preparing an ambush.

Hssthak's Mirror of Sight and Sound

XP Value: 2,000 **GP Value: 10,000**

Lords of Darkness

This mirror acts exactly like a *crystal ball* with *Clairaudience*.

of Images

XP Value: 200 **GP Value: 2,000**

The Book of Marvelous Magic

This mirror can trap victims as mere images. Any creature looking into the mirror must make a saving throw vs. spell. If successful, the mirror cannot affect the creature for 24 hours. If it fails, however, the victim and all items carried vanish—but the reflection remains and may converse with those in the "normal world." If the mirror is broken, the victim dies, reappearing in normal form. Sadly, this causes all magical items carried to disappear. The mirror can entrap any number of images. One victim may be removed safely, with all items, if a *remove curse* is applied by a caster of at least 26th level. When found, the mirror might (25% chance) already contain 1d4 other creatures' images (of any type, NPC or monster). The images cannot affect each other at all.

of Improved Travel

XP Value: 8,000 **GP Value: 50,000**

DRAGON Magazine 145

Although indistinguishable from a *mirror of travel*, an *improved mirror of travel* is a vastly superior magical item that requires an Intelligence score of at least 18 to operate. *Teleportation* through this device is without error, and the mirror's activator may take any number of characters along, as long as their hands are linked at the time of departure. The destination's image in the mirror disappears instantly after *teleportation*. This mirror is just as fragile as its lesser cousin and is activated in the same way.

Additionally, an *improved mirror of travel* can function as a *crystal ball* with twice the usual viewing time and frequency, and it accrues no penalty when viewing into planes that are one removed from that which contains the mirror. It

allows travel to once-removed planes as well, provided the mirror's activator has previously "seen casually" the place to which he or she wishes to *teleport*. This item must be set into a sturdy wall, or it cannot function. It may only be used by wizards.

of Lakes

XP Value:

GP Value:

POLYHEDRON Newszine 43

Usually found in groups of three to eight (1d6+2), these first appear as ordinary round or oval, 5-inch silver mirrors, suitable for vanity or cosmetic purposes. However, upon speaking the command word and flinging a mirror away, a small puddle of water appears where the mirror lands and expands until it fills a 20-foot-diameter area with a pool of water 20 feet deep. (If the available space will not hold this volume of water, no pond forms.) The water is fit for drinking, bathing, drowning, retaining an aquatic captive—anything that would be done in normal water. The mirrors may be used singly or as a connected chain to form a waterway. To end the enchantment, one must dive into the pond's center and pick up the mirror. Within one round the water will then dry up. If the mirror is left alone, the water will remain for up to seven years before the magic in the mirror fades and the pond dries up on its own. If this happens, the mirror never can be used again.

of Life Saving

XP Value: 3,000

GP Value: 30,000

Death's Ride

This massive (but fragile) mirror is capable of storing the life energy of its owner. Its dimensions are 5 by 4 feet.

If the mirror's owner is killed within 60 feet of the mirror, the character can choose to place his or her life force in it. While a life force is in the mirror, a *detect magic* spell reveals the owner's image in the mirror.

If any fragment of the owner's body is brought within range and a *dispel magic* spell (effective against 20th-level magic) is cast on the mirror, the owner's body is completely restored and its life force returns. A life force in the mirror can also be released by smashing the mirror (as long as a fragment of the owner's body is nearby).

of Life Trapping

XP Value: 2,500

GP Value: 25,000

DUNGEONMASTER Guide

This crystal device is usually about 4 square feet in area, framed in metal and wood. It is usable only by wizards, although it can be affixed to a surface to operate alone by giving a command word. A mirror has from 13 to 18 nonspatial, extradimensional compartments within it. Any creature coming within 30 feet of the device and looking at its reflection must successfully save vs. spell or be trapped within the mirror in one of the cells. A creature not aware of the nature of the device always sees its reflection, the probability dropping to 50% if the creature actively avoids doing so, and to 20% if the creature is aware that the mirror traps life.

When a creature is trapped, it is taken bodily into the mirror. Size is not a factor, but automatons and nonliving matter (including golems but excluding intelligent undead) are not trapped. The possessor of the mirror can call the reflection of any creature that is trapped within to the surface of the mirror, and the powerless creature can be engaged in conversation. If mirror capacity is exceeded, one victim (determined randomly) is set free in order to accommodate the latest addition.

If the mirror is broken, all victims are freed (usually to then attack the possessor of the device). Note that the possessor of a *mirror of life trapping* can speak a command word to free a trapped creature, but the creature's cell must be known. Example: "In the name of Zagig the Great, I command the occupant of the third cell to come forth."

In Ravenloft: The use of this item to trap a life requires a Ravenloft powers check. Freeing a trapped individual does not require a check.

Malto's Mirror of Retention

XP Value: 1,700

GP Value: 8,500

1992 Fantasy Collector Card 502

Malto inherited this magical mirror from his father. The mirror records all events of the past 24 hours that occurred in the room where it hangs, after its command word is spoken. By rotating the mirror clockwise, Malto can "fast-forward" the recording, a counter-clockwise twist "rewinds" it, and a horizontal tip "pauses" the recording. Furthermore, by placing a piece of parchment over a still-shot of the recording and initiating the Clairsentient Science, Object Reading, Malto can transfer a copy of the image in the mirror onto the parchment.

of Mental Prowess

XP Value: 5,000

GP Value: 50,000

DUNGEON MASTER Guide

This magical mirror resembles an ordinary one, it is 5 feet long and 2 feet wide. The possessor who knows the proper commands can cause it to perform as follows:

- Read the thoughts of any creature reflected therein, even though these thoughts are in an unknown language.
- Scry with it as if it were a *crystal ball with Clairaudience*, even being able to view into other planes if the viewer is sufficiently familiar with them.
- Use it as a *portal* to visit other places (possibly other planes, as well, at the DM's option) by first scrying them and then stepping through to the place imaged—an invisible area remains on the "other side," and those using the *portal* can return if the correct spot can be found. (Note that creatures being *scryed* can step through if the place is found by them.)
- Once per week can answer one short question regarding a creature whose image is shown upon its surface.

Murky

XP Value: 4,000

GP Value: 40,000

Legends & Lore

The *murky mirror* is small disc of polished silver that can be used in three different ways. When a normal man or woman holds it, he or she makes a Charisma check. If the check fails, the *murky mirror functions as a normal mirror*. If the check is successful, the image in the mirror reflects the individual as others see them. A beautiful woman who considers herself ugly, for example, would see a ravishing image of herself. A bullying fighter would see in his face the image of a feared and hated ogre.

When a military leader of any rank looks into the mirror, the most threatening enemy he or she has ever faced stares back. The image always shows the size and nature of the enemy's forces. Leaders making a successful Intelligence check can often interpret the enemy's location from landscape appearing in the image. No sound accompanies the image, and it cannot be controlled to focus in upon a desired area.

When a priest looks into the mirror, it issues a silverish smoke that engulfs the priest's head and

hides what he or she sees from the view of anyone nearby. If the priest does not withdraw a vision of the future is seen by the priest. How far in the future depends upon level, as does the scope of the vision:

Level	Distance	Scope of Vision
1-3	1 day/level	Self
4-6	1 week/level	Self
7-9	1 month/level	Party
10	1 year	Party
11	2 years	Party
12	3 years	Party
13-15	1 year/level	Country
16-20	5 years/level	Country
21+	10 years/level	World

The vision always shows the future at the precise time listed for a priest of that level and cannot be changed. The scene it shows is what will come to pass if events continue along their current courses and the priest does nothing to change them. At the lowest levels, the priest sees only a personal future. At the middle levels, the priest sees the future of one to ten of his or her closest friends (the adventuring party, in the case of PCs), as well as a personal future. When the priest reaches 13th level or above, the future of the political unit to which he or she owes allegiance, such as a kingdom or city-state, is seen. At the highest levels, the vision extends to all humans.

After being used, the *murky mirror* leaps out of the holder's hands and flies into the sky, where it becomes a brightly shining star. Characters attempting to hold onto the mirror have a 5% chance per level (maximum 95%) of doing so, but the mirror attempts to fly into the sky after each use.

Not-So-Funny Funhouse

XP Value: —

GP Value: 4,000

Castle GREYHAWK

This is just another one of those nasty *mirrors of opposition* characters love so dearly, except that it was made some time ago by a rather chaotic old soul who put a little twist in it.

Characters will meet their doubles as usual, except that they will be randomly distorted some way. They might be twice as tall and skinny, or short and fat. A long neck or legs are also humorous. In addition, the party member is equally



mutated for the duration of the battle. In any case, there is no change on the effects of combat on the participants.

When the character wins against the double, award full experience and return him or her to normal. If the mirror is inspected, an inscription that reads "Always Be Yourself" is engraved along the top.

Nura D'Agor's Mirror of Life Trapping

XP Value: 3,500 GP Value: 17,500

1992 Fantasy Collector Card 142

Nura keeps this device in her home in Calimport. It is hidden behind a tapestry that can be tied off to the side with a cord. Nura keeps it hidden because she is selective about who she traps within the mirror's 16 extradimensional prison cells. When a seduced, rival wizard comes to call, she uncovers it and lures him within 30 feet of it, whereupon he is trapped (90% chance). Nura can look into the mirror without being trapped. Furthermore, she can permanently banish any prisoner to extradimensional limbo with a word. She uses this threat to extract spells and other information from her victims.

of Opposition

XP Value: — GP Value: 2,000

DUNGEON MASTER Guide

This item exactly resembles a normal mirror. If a creature is reflected in its surface, an exact duplicate of the creature comes into being, and the opposite creature immediately attacks the creature reflected. Note that the duplicate has all items and powers of the original (including magic), but upon the defeat or destruction of either, the duplicate and the items disappear completely.

of the Past

XP Value: 1,000 GP Value: 5,000

The Hidden Shrine of Tamoachan

This is a mirror of platinum. It allows the user to concentrate on a specific item or person and then be shown something of its past for three rounds. The mirror may show details of the past out of order and events both recent or long ago, randomly. The viewer has no way of knowing when an event took place. This device is only usable once a week and the vision is usually somewhat cryptic.



of Portals

XP Value: 1,000 GP Value: 10,000

Mists of Krynn

The origin of these mirrors remains lost in the distant past. Some savants believe a single wizard with a passion for interdimensional travel constructed a number of these devices as gates to those worlds that were of interest to him. Still, others assert independent creation of the mirrors on various planes, believing it unintentional that each appears linked to others of like kind. Whatever the case, it is a fact that there has been no report of two similar mirrors on the same plane.

All *mirrors of portals* stand about 7 feet tall and 5 feet wide. The frames holding the glass are always decorated with reliefs of various creatures (*dragons, ki-rin, others*). The frames are usually constructed of ebony or teak.

Each mirror has a carving of a horned creature with a missing horn. If a crystal horn with a *phase door* spell is placed in the empty socket, the mirror becomes active. A wizard familiar with the mirror's operations may then manipulate the reliefs on the frame, tuning the mirror in on various others of its sort, and getting a picture in the glass of the other mirror's surroundings as viewed out its face.

When the mirror is activated (to a maximum duration of three rounds), up to 10 human-sized

characters may then step through, exiting from the receiving mirror (although doing so completely drain the sending mirror's crystal of power). This is possible even if the receiving mirror is not activated.

The mirror may also be used as a means to open a gate to a known place on its home plane. A wizard not in possession of instructions on the mirror's use, however, has but a 15% chance of doing this successfully. (It is possible to research the mirror's mode of operation at a cost of $2d4 \times 1,000$ gp and $2d6$ months of time.) This does not drain the crystal of its power, although the mirror may be used in this manner but once per week. (Note that should the wizard choose not to step through the mirror, it thus could be used as a *scrying* device, but only of places known to the user.)

Reading

XP Value: 500 **GP Value:** 5,000

The Book of Marvelous Magic

This mirror may be used to read otherwise unintelligible writings. When any written message or spell is held before the mirror and the command word spoken, a clear, nondangerous translation of the text appears as its reflection. This mirror functions only three times a day at most.

of Recall

XP Value: 5,000 **GP Value:** 50,000

The Complete Wizard's Handbook

Staring into this device enables the user to recall with precise detail any book read, sight seen, or conversation he or she has ever experienced.

Red

XP Value: — **GP Value:** 1,000

The Hidden Shrine of Tamoachan

If a character looks into this mirror, he or she sees a ghostly white form next to his or her reflection. The mirror falsely predicts the death of the character and what will kill him or her. The ghostly image takes the form of a monster or some trap that will strike and kill the character's reflection. The DM should choose what shape the image takes from possible monsters within 20 miles of the character's current location. After the character sees this vision, the mirror blurs and only his or her normal reflection remains. The mirror only functions once per character. If anyone touches the mirror he or she takes $1d2$ points of damage from burns.

of Reflecting

XP Value: 1,000 **GP Value:** 5,000

Forbidden Lore

This magical mirror shows the true appearance of anything reflected in it. It parts the veils of illusion and invisibility, but it does not otherwise reveal magical effects. It radiates an aura of alteration. The mirror can be of any size, but is usually about 3 feet by 5 feet. Strahd is particularly fond of this magical item because it shows his reflection, even though he is a vampire. It does not reveal his undead nature and would not reveal the existence of any magical spells that might be affecting him.

of Retention

XP Value: 1,200 **GP Value:** 6,000

Tome of Magic

This appears to be an ordinary round silver mirror, about 12 inches in diameter. When the *mirror of retention* is hung in a 50- by 50-foot or smaller room and the command word is spoken, the mirror records all events occurring in the room for 24 hours. During this time, the *mirror of retention* appears normal.

When the command word is spoken again, the mirror replays all the events it recorded. The events appear as a series of silent images in the surface of the mirror. By rotating the mirror clockwise, the images can be accelerated, appearing as much as 10 times as fast as they occurred. Rotating the mirror counterclockwise causes the images to appear in reverse. If the mirror is held parallel to the floor, the image freezes. Thus, by rotating the mirror and freezing the images, the user can scan for events, review previously viewed images, or freeze selected images for closer study.

When the command word is spoken a third time, the *mirror of retention* is cleared of all images and is ready to record new images for another 24 hours.

of Reversal

XP Value: 1,200 **GP Value:** 12,000

The Book of Marvelous Magic

This mirror is a portal. Any living creature that crawls through its spongy surface arrives in a "reversed" world, where inanimate objects can speak, monsters give away treasure, and many strange reversals abound. Only the room in which the mirror is found is duplicated in reverse; all other areas are far different from the normal world. (This item should be used only after designing a bizarre "reversed" area.)

of Seeing

XP Value: 1,000

GP Value: 10,000

The Book of Marvelous Magic

This mirror allows the viewer, on command, to see the reflected area truly, as if using a *true seeing* spell. No distant areas can be examined, only those reflected in the mirror. It functions three times per day.

of Sending

XP Value: 3,000

GP Value: 30,000

Master of the Desert Nomads

The *mirror of sending* shows any scene known to the user. Objects, but not living creatures, may be passed through it; spells, however, cannot pass through. Each turn in which the mirror operates exhausts one of its charges, and has 5d20 charges.

of Simple Order

XP Value: —

GP Value: 3,000

Tome of Magic

When a character steps in front of this mirror, a strangely distorted image of the person is reflected back. The reflection moves as the character does, but the face reflected in the mirror is the image of an ordinary face. There are eyes, a mouth, and a nose, but all lack personality. Although the figure moves as the character does, it is shorter or taller, adjusted in whatever direction approaches the average height of the character's race. Clothing is altered as well, bright colors are muted, appearing as shades of grey. Any ornamental work on armor, weapons, or clothing is gone.

If the character stands in front of the mirror for more than two rounds, he or she is instantly *polymorphed* into the image in the mirror. The *polymorphed* character must succeed on a system shock roll to survive the change.

Like the *polymorph other* spell, there is a chance that the subject's personality and mental outlook change into that of the new form. In this case, each of the ability scores becomes 11 and hit points are now average for the character's Hit Dice at the old level—level and class are retained, but exceptionality is lost. The character is bland and boring, alignment changes to lawful neutral, and now has little interest in anything else other than setting order to the world and wiping out chaos wherever it may be found.

All effects of the mirror can be removed

through a *dispel magic* spell. Until the effects are removed, however, the character is unaware that any change has occurred.

of Sophistication

XP Value: 50

GP Value: 500

DRAGON Magazine 168

This wall mirror was the product of years of effort on the part of the archmage Hoovilian. He created it as a gift for his lover, Earthcul, and placed the following message on the back in the Common tongue. "Any woman who views herself in this mirror shall have her hair arranged for her best appearance." What is no longer widely known is that Earthcul was a dwarven princess. Any female human, demi-human, or humanoid who looks directly into the mirror will, in a single round, grow a thick luxurious dwarven beard, ready to be braided and decorated. After this first spurt of growth, the beard will grow at a rate normal for a female dwarf. If the woman chooses to shave, as an elven or human woman almost certainly will, the beard will grow back normally. The effects of the mirror will wear off in 1d6x100 days. It may be removed by a *dispel magic* spell as if the mirror's effect were a spell cast by a 7th-level wizard. The *mirror of sophistication* is considered an almost priceless treasure among dwarven women who are unhappy with their beards' growth; they might pay up to 2,000 gp for it.

Spell

XP Value: 5,000

GP Value: 18,000

DRAGON Magazine 196

This hand-sized oval of polished glass is attuned to a specific spell when made. While carried anywhere on the person (living, dead, or undead), it deflects that one specific type of attack away from the being in a random direction (from 45° to the left of the attack arrival path, to 45° right of it; roll 2d4 to determine which angle occurs, with the attack's arrival path being skipped over), and to the same distance that it traveled to reach the mirror bearer, unless it encounters obstacles.

Roll Angle of Deflection

2	45° to the left
3	30° to the left
4	15° to the left
5	Straight ahead
6	10° to the right
7	30° to the right
8	45° to the right

This item only guards against a specific magical effect, which can never be changed once set. For example, a *spell mirror* might protect against a *lightning bolt* coming from both spells and magical items, but not *chain lightning* or other electrical discharge effects; or against *fireball* hurled by spell or an item, but not any other fiery magic.

Functioning even at the bottom of a backpack or strapped inside armor, a *spell mirror* protects its bearer from all effects of the specific magic it is attuned to, even if the bearer wasn't the primary target of such attacks (a *chain lightning* spell that struck another being first, then arced to strike others, would bypass a mirror bearer, if that were the magic against which the mirror defended).

This item's protection against the chosen magic is automatic and can never be turned off, regardless of the bearer's wishes, but other magic, even if similar to the attack protected against, doesn't make the mirror function. Each time the mirror's use is triggered, there is a 1 in 12 chance of breakage. Magical attacks never affect a *spell mirror* directly; *even fireball* blasts or blows from a *ring of the ram* won't force item saving throws on a *spell mirror*. However, it is fragile and can be shattered if dropped, if its bearer falls, or the *mirror* is struck by a solid object.

Breaking a *spell mirror* ends its magic, does 1d4+1 points of damage to all within 3 feet of it (the mirror turns to dust, not shards), and releases the entrapped creature that empowered the item's magic. The creature is violently expelled from an interdimensional space, appearing within 10 feet of where the mirror was when it broke, and will be hostile to all nearby beings. It is always a creature that uses or manipulates energy, such as a firestar, will o' wisp, volt, or similar creature.

of Spirit Seeing

XP Value: 1,500 **GP Value:** 15,000

Oriental Adventures

This round mirror (approximately 1 foot in diameter) looks like all other mirrors. However, all spirit creatures passing in front of it are revealed. The mirror penetrates invisibility, disguise, illusions, polymorphs, and shapechanges, revealing the true form of the creature. The power of the mirror is constantly in effect. It is

avored by prudent homeowners who often place it in a prominent position to observe a door or entry, hopeful of protection from the arrival of evil spirits.

of Travel

XP Value: 4,000

GP Value: 15,000

DRAGON Magazine 145

All *mirrors of travel* are large, obviously valuable, highly reflective silver mirrors bordered in gem-encrusted gold. These magical items each function only when set into a sturdy wall.

Any character knowing the proper command word need only place his hand upon such a mirror, speak the word, and envision any place previously "seen casually" (as per the *spell teleport*). An image of that place appears in the mirror, and the character is *teleported* there, arriving as if the place had been "studied carefully" (again, as per the *teleport* spell). The image stays in the mirror for three rounds after the character departs, and during this time anyone touching the mirror similarly *teleports* to the area it presents. This device is quite fragile and breaks (becoming useless) if it fails a saving throw against any attack form. A *mirror of travel* can reveal and send its viewer to places only within its own plane of existence.

of Truth

XP Value: 900

GP Value: 9,000

The Book of Marvelous Magic

This mirror, on command, causes a ghostly face to appear within it. The face answers any one question truthfully, as long as the correct answer may be read in the mind of some living creature within 1,000 miles. The mirror functions once per week.

of Vanity

XP Value: 100

GP Value: 1,000

The Book of Marvelous Magic

This mirror causes each creature looking into it to make a saving throw vs. spell or pause, admiring the reflection, for one hour. A *remove curse* breaks the enchantment, but the mirror can be broken only by a *wish*.

Yefar's Magic

XP Value

Allseeing: 900
 Confusion: 450
 Great: 1,700
 Memory: 800
 Speed: 300

GP Value

3,800
 1,900
 4,600
 3,200
 800

DRAGON Magazine 37

Yefar, a wizard of some renown a few ages past, had a small problem with burglars and thieves. He didn't mind them that much, since his treasure was well guarded, but since he was of the chaotic persuasion he liked to point out the error of the thieves' ways by creating petty inconveniences at the most inopportune times. In order for Yefar to do this, he had to know the identity of the footpads, so he created an innocent looking *mirror* that recorded anything that passed before it.

To replay what has been recorded, the mirror must be physically held in both hands. It erases anything it replays, and begins to record again when released, erasing anything that was not replayed. A *forget* spell will cancel the last 24 hours of memory, making the field blank. All mirrors except the *great mirror* need some light to function properly, and replay with the same illumination in which the subject was recorded.

The mirror does not record when something took place, merely what took place, and replays events in the order things were recorded. So, unless the user knows when the mirror was put down, he or she does not know when the images took place. *Haste* and *slow* spells allow the user to speed up or slow what is shown, but all images will be shown in the order they were recorded (unless otherwise specified).

It is said that Yefar died before creating the perfect *mirror of memory*, and that he discarded many of the imperfect ones. But a legend tells that the last mirror he made caused his death, for the mirror needed a very great mnemonic capability, and Yefar, being quite senile in his old age, contributed his own memory.

To determine the type of mirror found, use the following table (all mirrors appear identical):

Roll Mirror Type

01^1-0 *Mirror of speed*: This mirror has a 60° field of vision, and plays back all that passes before it at ten times normal speed. The picture is blurred and hard to interpret.

41-75 *Mirror of confusion*: This mirror has a 60° field of vision, and plays back all that passes before it at two times normal speed, but plays it backwards, starting from the most recent event and going back in time.

76-90 *Mirror of memory*: This mirror has a 60° field of vision, and plays back all that passes before it at two times normal speed.

91-99 *Mirror of allseeing*: This mirror has the powers of a Type III mirror with a 120° field of vision.

00 *Yefar's great mirror*: This mirror has all the powers of a Type IV mirror, but also records in total darkness and can record *invisible* objects.

Yin-Yang

XP Value: 3,500

GP Value: 35,000

Gods, Demigods, & Heroes

This mirror paralyzes all beings of lawful or evil alignment that look into it for even a moment. Duration of paralysis is one year.

Mist of Rapture

XP Value: 200

GP Value: 9,000

DRAGON Magazine 39

The art of making this rose-colored gas is lost in antiquity. Usually found in fragile glass globes or small metal vials, the mist wafts out when released to form a spherical cloud. The diameter of the cloud varies from 15 to 45 feet depending upon the amount of gas. The vapors are heavy, and remain in this volume for 1d4 days in dead air; they will drift very slowly with any air currents (typically 5 feet per round). The vapors are damp and cling to clothing and skin.

Any human breathing the mist writhes in pleasure for 1d6 rounds (1d3 rounds if saving throw vs. breath weapon is made), oblivious to all surroundings. Affected persons blissfully ignore danger, and even physical attack does not rouse them. The mist closes minds to all other stimuli, and thus *rapture* confers a temporary immunity to magical attacks involving force of will (such as *charm*, *magic jar*, *suggestion*, etc.). Unless restrained, those affected drop everything they carry and sink to the floor, twisting and shuddering. Anyone in *telepathic* contact (or even psionic combat) with a person breathing the mist also becomes affected for the same duration. How-

3206

ever, nonhumans are immune to the vapors. During the round after *rapture* has ended, movement is slow (half speed) and clumsy (no Dexterity bonuses apply); such characters never win initiative over more alert creatures, and are easily (8 or less, 1d10) surprised.

Mobile

A mobile is a sculpture consisting of freely moving parts that gently swing and sway in response to wind, machinery, or magical forces.

Diamond and Silver

XP Value: 1,000 **GP Value: 5,000**

Dragon Magic

Anyone who stands within 10 feet of the mobile feels a tingle ripple through his or her body. If the character remains for two minutes, a Constitution Check must be made. If it fails, the character takes 1d4 points of damage. Remaining for an additional two minutes is cause to make a second Constitution Check, losing another 1d4 points if it fails. If the character remains for four minutes, an Intelligence Check is made. If successful, the Intelligence and Wisdom Check penalty for comprehending draconian art is -6 (rather than -12) for the next 1d6 hours.

Onyx and Steel

XP Value: 1,000 **GP Value: 6,000**

Dragon Magic

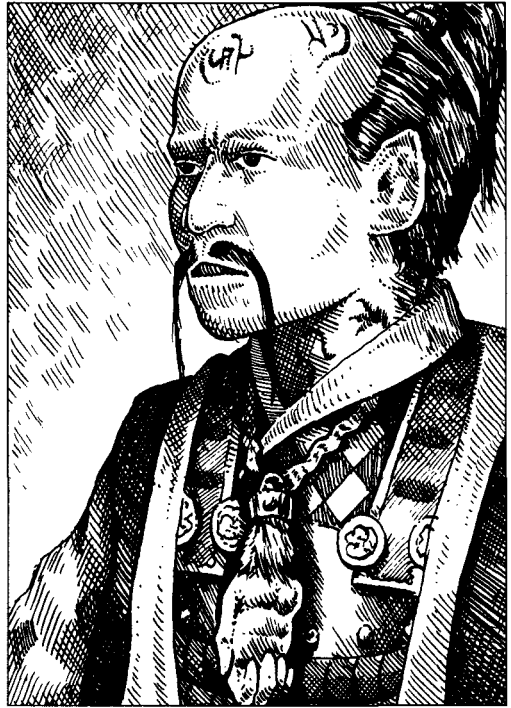
The main components of this huge mobile are onyx clusters and steel webs. Anyone who studies the mobile for 1d6 minutes must save vs. spell or *sufferfear* for the next 2d6 minutes.

Ruby, Turquoise, and Emerald

XP Value: 1,000 **GP Value: 4,000**

Dragon Magic

The huge mobile is primarily made up of clustered patterns of rubies, turquoise, and emeralds. The slightest touch causes the mobile to sway for 2d6 rounds, and that displaces light waves. All those within 20 feet see everyone else as appearing to be 1d2 feet from their actual position. All attacks are made at -2 while the mobile sways. The displacement effect cannot be countered by a saving throw.



Monkey Fist of Ha'chao

XP Value: 1,350 **GP Value: 12,500**

Kara-Tur

Dark and ratty, this relic appears to be a tightly clenched monkey fist severed at the wrist. It is dried and a silver cuff attaches it to a long silver chain. Its hairs are black and wiry, and it seems to be holding something, but the fingers cannot be forced open. It has no odor, but if *detect magic* is cast on it, the object shines with a bright white light.

Long before humanity was visited by the Nine, Fa Kuan, the god of justice, was directing the Lords of Karma in the ways of the Eternal Change when one of these spirits was distracted by a passing Jade Lady. As a punishment for wandering attention, Fa Kuan turned the spirit creature into a monkey to illustrate change, and the embarrassed spirit hid his face among his peers.

After a few years of sulking, the spirit returned to Fa Kuan and, once again, began his studies. A century passed and the monkey-spirit became restless. When would his master return him to his true form? After a few more years, he approached Fa Kuan and begged mercy. The god told the spirit creature that it must approach the Celestial Emperor.

The Emperor knew the monkey-spirit would come to him as he knew the outcome of their meeting. When the silly creature appeared to beg forgiveness in all humility, the Celestial Emperor placed a grape in his mouth and then took it out and held it up for the monkey-spirit to see. The grape sparkled with saliva. "This will return you to your former shape," the god began, "but, once you eat it, you will lose your immortality and soon fade from our existence. It is yours to decide." And the Celestial Emperor handed the grape to the spirit creature.

The monkey looked at the pale green grape, and rolled it in his hand. "And what happens if I crush this fruit?" the spirit asked and squeezed the grape until it popped! A great fire of incredible light engulfed the foolish monkey, and it stumbled about the court for a moment. The little ape quickly leaped to Chan Ching, the god of heroes, and grabbed his long dagger. Grasping the blade with his left hand, the spirit chopped off his hand with a swift stroke. The monkey's paw fell out of heaven, still flaming with white fire, and the spirit was restored to his true form, less his lost hand.

The paw fell into the Fenghsintzu River where its flames were cooled and it washed on the banks where the city of Kichai now stands. The first to find the magic paw started its cult of worshipers, who were dispersed by the Shou invasion of about 415. The *monkey's fist* then passed into the hands of the great wu jen, Ha'chao.

Ha'chao learned its many powers and wielded them in many parts of the Empire, spreading his fame and gathering wealth. The wu jen retired to his secret fortress in Canung Marsh and that was the last the magical paw was seen for 1,200 years. In 1689, Wang Di Uno, the hero of Rochung, located the lost fortress and recovered the *monkeyfist*. His son used the magic in the battle of Kao 2, 1723, when southern jungle barbarians were routed along the border near Hodo'ung Cha garrison. For five generations, this relic increased the power and honor of the Wang clan, but it was finally stolen by a daring thief, and has been lost since 1974. Nothing more is known about the relic, but legends and myths abound, and many adventurers have searched for it in vain.

The fist is useless to all except a wu jen of 8th level or higher. To these it bestows the following spells and abilities:

- Allows the wielder to *shapechange* into a monkey at will.
- Increases the wielder's ability to climb walls by 50%.
- The following spells can be cast at will: *accuracy*, *hypnotism*, *read magic*, *shield*, *wizard mark*, *invisibility*, *hypnotic pattern*, and *haste*.
- *Animal growth* once/day, *permanent illusion* once per week, *elemental servant* once a month, *permanency* once every year, and *planar call*.
- The user can *summon spirit* only once, but there is a 45% chance that the Lord of Karma, without a hand, is summoned. (The Lord of Karma is the original owner of the fist.)

Monocle

A monocle is a single lens that is worn in front of one eye, held in place by forcing the eyebrow down or by raising the cheek. A delicate chain generally extends from the monocle that can be connected to a pocket or a necklace to keep the lens from dropping to the ground.

of Bagthalos

XP Value: —

Book of Artifacts

GP Value: —

This circular clear crystal lens has an adamantine frame studded with six small loops on the outer rim. Colorful ribbons run through these loops to hold the monocle over one's eye quite securely, so that even mighty blows or jarring won't shift it free. This item originated on Toril in the FORGOTTENREALMS setting.

This unusual item was crafted in Zazesspur over two centuries ago by Bagthalos Deszhummer, who was then the Archpriest of Helm, the guardian god. His temple was plagued by many thefts that he suspected were the work of local thieves employing magical invisibility. To counter them, Bagthalos set to work creating a detection aid for the temple guards.

Alas for Bagthalos, Divine Helm, his lord, disapproved of any attempt to substitute magical aid for vigilance, and warned Bagthalos of the price such vain research would demand—the life of a being dedicated to the worship of Helm. Helm never expressly forbade Bagthalos from continuing his research, he only set the cost of such an effort. In this the deity was implacable. Perhaps it was Bagthalos's years of faithful service that prevented the deity from stripping his Archpriest of



all powers for even presuming to undertake the task. Perhaps it was Helm's way of testing his faithful servant—who can say the way of the gods?

The archpriest was a good man, but obsessed. By day and night he dreamed of completing his creation. With every step he took forward in his researches, though, he remembered Helm's price and found himself unable to progress at the cost of another. Days passed into weeks and then months of agonized torment. The archpriest's sermons fell off and his duties lay forgotten as Bagthalos let himself waste away and die.

Little did the archpriest realize that it was his own death Helm had predicted, for in the final puffs of his failing breath, Bagthalos uttered the last prayers needed for his grand creation. Some say Helm mercifully fulfilled his faithful priest's desire; others tell how Bagthalos's spirit passed into the monocle, the final key to its making. However it came to be, the *monocle of Bagthalos* was complete.

Unfortunately, Bagthalos also carried the secret of his monocle to the grave with him. As was customary, his quarters were cleaned and fumigated and his goods placed in the temple treasury. Fate being what it is, thieves struck once more sometime later and one of the treasures they

carried off was the *monocle of Bagthalos*. Did they know what they had taken? Probably not, for nothing was heard of it for a decade or more.

Then, for a brief span of several years, the monocle circulated in the whisper markets of Athkatla (in Amn) and Ithmong (in Tethyr). There the sinister merchants offered it for sale at the paltry sum of 45,000 gp. Apparently these black marketeers did not grasp the scope of its powers. Still, no buyer was willing to pay that price for a little-known object of no repute, and the shadowy brotherhood of thieves who were thought to be selling the item, the Skeletal Finger, was destroyed by the venerable blue dragon, Iryklathagra (Sharpfangs). The dragon slaughtered the thieves in their mountain stronghold, hidden somewhere in the peaks of The Small Teeth (which mark the border between Tethyr and Amn). Their hideout cleared, the dragon took up residence there. The monocle may still lie somewhere in the stronghold or may be somewhere else.

Because of its relatively low power and potentially harmful side effects, the monocle is not a tremendously unbalancing artifact to have fall into the player characters' hands. The DM should still be cautious of giving it out, however, since its broadly useful *true seeing* power could unhinge the key secret of an adventure.

Most likely, the monocle could be introduced as an aid and asset to another adventure involving a different artifact, such as *Johydee's mask* or *Queen Ehlissa's marvelous nightingale*. In general, the adventure should involve a large amount of polymorphed, shapechanged, charmed, or otherwise enchanted encounters, as befits the power of the monocle. To this end, Sharpfangs is a ready-made adventure hook to get things started. Any dragon powerful enough to eradicate an entire den of high-level thieves is not one to be taken lightly. The characters may be hired to eliminate the beast and then discover the monocle without realizing the DM's special purpose.

This is a good artifact for the trial-and-error process of learning. Its powers are not overwhelming (if one is prepared), nor is its curse devastating. In fact, the curse gives clever DMs a wonderful opportunity to create amusing adventures. Imagine sending the PC off to track down and apologize to a long-lost childhood sweetheart for some petty slight as a youth. What injustices

has the PC done to kobolds in the name of adventuring? The potentials are nearly endless.

Of course, few DMs will want the group to have a permanent (though risky) source of *true seeing*, so it is best to eventually remove the item from the campaign. With luck, a few rounds of atonement may be enough to convince the character to give it up, but if that fails, some surviving members of the Skeletal Finger might want their property back.

Constant Powers. Looking through the monocle gives the wearer the power of a *true seeing* spell. Furthermore, the wearer is immune to all gaze attacks and to effects or menaces, magical or psionic, that employ hypnotism, bright lights, shimmering colors, mesmerizing patterns or eye contact.

Invoked Powers: Three times per day, the monocle can fire a bright orange ray (range 60 yards, duration instantaneous) that immediately drains 1d8 hp from the wearer but deals 4d8 points of damage to everything in its path. The beam penetrates all materials but lead. Targets the wearer can see are automatically hit, while those in the path but concealed by solid objects are allowed to roll a saving throw vs. death magic (+4 bonus) to avoid the beam.

Random Powers: Two from **Artifact Table 1-05: Detection**.

Curse: Part of Bagthalos's spirit is indeed trapped within the monocle—all the sorrows and regrets of his being. When worn, the artifact whispers these feelings into the mind's eye of its owner. Each hour (or fraction of it) spent wearing the monocle, the user must roll a saving throw vs. spell. If failed, the character remembers intensely every error, misstep, and fault and feels compelled to make amends as best as possible. The DM should choose an incident from the character's past adventures that must be corrected. The character becomes obsessed with this quest (as per a *geas* spell, only the effect cannot be dispelled) and the monocle ceases to function until things have been set right.

Suggested Means of Destruction:

- All of the pieces of Bagthalos's spirit must be found on the outer planes and reunited.
- It must be frozen at the heart of the Abyss.

Fire-Eye

XP Value: 7,500

GP Value: 75,000

DRAGON Magazine 123

Avissar Fire-Eye derived his name from a powerful and unique magical item of his own devising. The *fire-eye* is a monocle fabricated by the archmage and endowed with unique powers. Its lens is smooth and transparent, and measures one inch in diameter; it is reputed to be a gemstone of unearthly origin, dug from the crater of a meteorite. This lens is enclosed in a circle of mithral and the whole is hung on a mithral chain of the finest craftsmanship. The gem and chain alone are worth 7,500 gp if sold, but if the monocle's magical properties are known it can be sold for up to 75,000 gp.

The eight magical functions of the *fire-eye* are detailed below. Unless otherwise noted, all spell powers are performed at the 18th level of ability.

- Mere possession of the monocle confers immunity to the harmful effects of normal fire and gives the possessor a +3 bonus to all saving throws vs. magical fire attacks.
- When the monocle is worn over the right eye, the wearer gains the use of *infravision* and *detect invisibility*, as per the wizard spells of the same names at the 18th level of ability.

The next three powers may be used at will, one at a time, but only when the monocle is worn over the left eye.

- Twice per day, the *fire-eye* can emit a 9-HD *fireball* with a 45-foot range.
- Five times per day, the *monocle* can emit a *ray of fire* which ignites any nonliving, combustible material it contacts (save vs. magical fire applicable). The range of a *ray of fire* is 60 feet; duration is instantaneous.
- Three times per day, the *fire-eye* can emit a *ray of melting*. The range of the *ray* is 45 feet, and it persists for one-half round. It can melt four cubic feet of normal ice, or two cubic feet of magical ice during that time.

If the *fire-eye* is held by the end of its chain and slowly rocked back and forth, it hums softly and glows. If it is then held before the eyes of any single creature, that creature must save vs. spell at -4 or become *hypnotized*, remaining motionless and staring at the monocle for one full turn. During this time, the victim is subject to a single *suggestion* (as per the spell *hypnosis*) from the monocle's wielder, with no saving throw applica-

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ble for the *suggestion* itself. This enchantment is so powerful, however, that it is possible for the *fire-eye's* wielder to become entranced as well. Whenever this power is used, the possessor must save vs. spell at +3. If it fails, the owner is entranced for one turn and is therefore unable to make any *suggestion* to the victim; if the save is successful, the user is unaffected.

When clutched and the command word is uttered, the monocle can *teleport* its possessor once per week as per the wizard spell of the same name. There is no chance of error, and up to 1,000 pounds of weight may be *teleported* along with the possessor of the monocle.

The monocle generates a magical field which nullifies the power of all other magical items held by its possessor. Such items regain their former powers after being outside the monocle's field of influence for one full day. This last function seems to be an innate power of the alien gemstone which forms the lens of the *fire-eye*, as Avissar would certainly not have desired such a baneful power himself.

of Magic

XP Value: 5000

GP Value: 6,000

POLYHEDRONNewszine 82

This single glass lens only reveals its magical property if it is used by a wizard or by a thief of at least 10th level. When worn, the monocle gives these characters the ability to *read magic* any time they desire, up to three hours a day. After three hours, the monocle blackens to recharge itself. A character can perform no other action while he is reading magic.

Mortar and Pestle

Mortar and pestles are tools used to grind coarse materials into powders. Generally they are used to grind substances like grain, spices, spell components and other soft materials. Magical versions allow the user to grind harder materials such as rock, granite, metals, gemstones, and magical items (although magical items receive a saving throw vs. disintegration). Magical mortars and pestles must be used together.

Everproducing Rice

XP Value

GP Value

Common: 600

6,000

Extraordinary: 700

7,000

Oriental Adventures

This magical item appears to be a normal rice mortar and pestle. There is an 80% chance the rice mortar is of the common type and a 20% chance that it is extraordinary. In either case, the magic of the *everproducing rice mortar and pestle* is activated by turning the pestle in the mortar one direction and deactivated by turning it in the other direction.

Once per day the common rice mortar can be activated to produce any type of food or drink for 1d100 people, as desired. The food spews from the mortar hot and fresh—rice, buns, sake, candies, tea, salt, etc. The food is normal in all respects. The *everproducing rice mortar and pestle* have all the powers of the common rice mortar and pestle. In addition, it can also be used to grant 1d4 *wishes*. Once all the *wishes* have been granted, the *everproducing rice mortar* becomes a common version.

Lorloveim's Obsidian

XP Value: 600

GP Value: 6,000

Tome of Magic

This magical tool allows the wielder to grind even the hardest materials into a fine powder. Rocks, metals, and even gemstones of all types may be ground to dust in as little as 1d4 rounds.

Magical items pounded beneath the pestle are allowed a saving throw vs. disintegration. If the save is successful, the enchanted item cannot be destroyed in this fashion. If the saving throw fails, the item is reduced to nonmagical powder.

The *obsidian mortar and pestle* are commonly used by wizards in the preparation of spell components and ingredients for magical items. Neither the mortar nor the pestle is effective without the other.

Moto Moto Rod

These magical rods are a specialty of Karimari enchanters. They can be used by any character class, but are tailored to their wielders and do not work for anyone else. A *moto moto rod* is 3 feet long and usually looks like a straight wooden stick with the bark peeled off. *Moto moto rods* are permanent items and do not require charges when used.

Some *moto moto rods* are enchanted along the lines of normal rods such as *rods of parrying*, *rods of weaponry*, or *rods of the wyrm*. Others are unique to Karimari. Nearly every Karimari warrior has a *moto moto rod*.

of Beguiling

XP Value: 900 **GP Value:** 4,500

Champions of MYSTARA

This rod enables the wielder to befriend any creature with Intelligence 2 or greater. With the appropriate command words, the rod can produce each of the following spell effects once per day: *charm person*, *charm monster*, and *charm plant*.

of Concealment

XP Value: 1,700 **GP Value:** 8,500

Champions of MYSTARA

This rod allows its Karimari wielder to disappear into the surrounding jungle without a trace. With the appropriate command words, the rod can produce each of the following magical effects once per day.

Vanish: The wielder vanishes and instantly reappears in another place up to 120 feet from the spot where he vanished. Control is precise, with no chance of appearing in midair or inside solid objects.

Camouflage: The wielder and all equipment take on camouflage coloring (mottled greens and browns in the jungle). Whenever the wielder remains motionless, he or she is nearly invisible (roll 1d6; seen only on a 1). The effect lasts for six turns.

Softfoot: The wielder may move with nearly complete silence (roll 1d10; heard only on a 1). The effect lasts for 6 turns.

Hide Trail: All signs of the wielder's passage through the jungle (footprints, broken plants, scents, etc.) disappear without a trace within 100 yards.

Plant Path: As the druid spell *plant door*, this opens a path through growth, no matter how dense. The path closes behind the wielder.

of Strength

XP Value: 2,000 **GP Value:** 10,000

Champions of MYSTARA

When activated with a command word, this *rod* +2 adds +2 to the wielder's Strength bonus. The effect lasts for one turn, and may be activated three times per day. During this time, the rod may be used as a

melee weapon, inflicting 1d8+2, plus or minus any adjusted Strength bonuses or penalties. Whenever the Strength effect is not activated, the rod may be used as a simple *club* +2. Although Karimari of any character class may wield a *moto moto of strength*, Karimari fighters most often use them.

of Thundering Compliance

XP Value: 3,000 **GP Value:** 15,000

Champions of MYSTARA

Once per day, the wielder of this rod may summon all elephants and triceratops within three miles. The summoned animals run at their top speed to reach the summoner. The sound of these enormous beasts crashing through the jungle should be enough to send all but the bravest opponents running. Once the animals arrive, they understand and obey the rod's wielder. Each animal remains under the wielder's control for 4d6 turns, or until it fails a Morale check. In the jungle, the rod will summon 2d6 elephants and 1d4 triceratops which arrive in 1d6x10 rounds.

Mug

Mugs are large cups fashioned from ceramics, metal, bone, shell, or glass. Most have handles. Mugs tend to be thick and heavy; they are often used to drink hot or warm beverages such as soup or tea. Tall mugs, often called flagons or steins, are used to hold ale for drinking.

Leomund's

XP Value: 1,000 **GP Value:** 5,000

DRAGON Magazine 28

These devices appear in many forms. Sometimes they are platters, sometimes plates, sometimes mugs, sometimes goblets; but in any case they are made of silver, gold or platinum and are engraved. The value of their metal and the engraving is not visible until the mug is commanded to function. When told to fill, the item produces an excellent wine or beer. The mug can function five times per day. The item must be cleaned with *sweet water* or *holy water* at least once per week or it will never function again. The cleaning is not necessary if it has not been used during a given week.

of Plenty

XP Value: 1,000 **GP Value:** 5,000

Moonshae

This device is a large, clay beer mug. When a command word is spoken, it immediately fills

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with light or dark ale or thick mead, as the user wishes. When drained, the command word causes it to fill again. While not particularly useful on adventures (although you never know) this is perhaps the most popular magical item among the isles.

of Warming

XP Value: 400 **GP Value: 2,000**

DRAGON Magazine 30

The *mug of warming* was originally designed for Orlov's favorite drink, mulled wine. It keeps up to one pint of any liquid warm indefinitely. Cold liquids poured into it are heated in 1d6+1 rounds.

Music Box

XP Value: 1,000 **GP Value: 4,500**

DRAGON Magazine 73

This 9- by 5- by 3-inch box contains several miniature metal figures playing instruments. When the command word is spoken, the figures emerge from the box and play simple popular tunes for five minutes, then return unless the magical word is spoken again. The music is about as loud as a person speaking normally.

Muzzle

This item is made from leather straps and metal buckles. A muzzle can be fastened over the mouth of any animal or monster to keep it from biting. Magical muzzles automatically expand or contract to fit any creature. The muzzled creature can breathe, but it cannot open its mouth to bite, eat, pant, or release a breath weapon.

of Lycanthrope Control

XP Value: 1,000 **GP Value: 5,000**

Night Howlers

This item, like a *muzzle of training*, has leather straps with metal buckles and may be fastened over the mouth of any lycanthrope in wereform. It locks in place with a command word (treat as a *wizard lock* by a 15th-level caster) and it unlocks and falls off with a second command. While wearing the muzzle, a werecreature cannot bite, talk, or transform.

of Mauling

XP Value: — **GP Value: 800**

The Book of Marvelous Magic

This item appears as a *muzzle of training*. However, when placed on a creature, the creature is



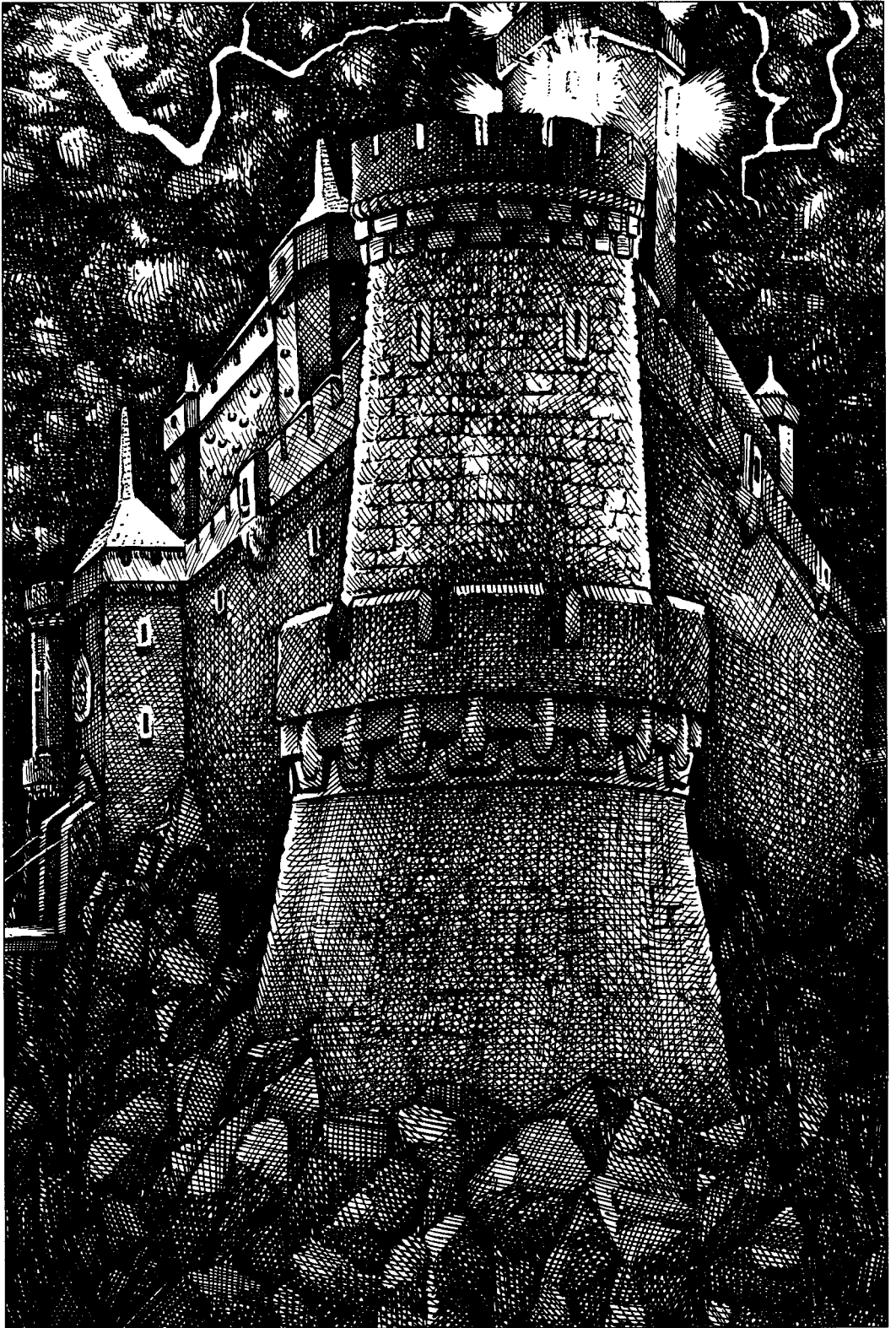
enraged. The beast can easily shake off the muzzle and attacks the user immediately, gaining a +4 bonus to all attack rolls for one turn. The creature's mood settles down after that time. The muzzle is not destroyed by this tussle, and may be recovered and reused if desired.

of Training

XP Value: 800 **GP Value: 4,000**

DUNGEONS & DRAGONS Rules Cyclopedia

This item is a device of leather straps with metal buckles and may be fastened over the mouth of any animal or monster that has a bite attack. It magically expands or contracts to fit the creature, and the beast can breathe but cannot bite (or talk) while wearing the muzzle. The muzzle locks in place with a command word (treat as a *wizard lock* by a 15th-level caster) and unlocks and falls off with a second command. The muzzle can be commanded as often as desired.





Nail

The common iron nail of medieval carpentry is from 1 to 4 inches long and very crudely made. Magical nails are nearly identical, although a bit higher in quality and they are often painted. They may be overlooked if found with other construction materials.

Roll	Nail Type
01-50	Nail
51-00	Spike

Blast Spike

XP Value: 1,000 **GP Value:** 10,000

Dwarves Deep

These dwarven mining tools are used to split or shatter rock in specific, dangerous situations, such as removing blockages from underground cascades or rivers. They can also serve as weapons. *Blast spikes* are simple metal spikes, about as long as an adult human's hand. They are three-sided, pointed wedges of fine steel, with wide, circular heads for hammering, like giant tacks.

They can be dropped any distance, used as weapons (1d4 damage), or hammered into rocks, stone walls, or even trees or wooden walls without incident. Many have served as climbing holds in deep dwarven caverns for years. A *blast spike* can only be activated by striking it with another *blast spike*. Upon contact, both spikes explode violently, causing a total of 5d4 shrapnel damage to all within 30 feet (save vs. spell allowed for half damage, except for any creatures touching either spike at the time of explosion). Obviously, if one wishes to avoid damage, the second spike must be thrown or rammed with a very long pole; a successful attack roll (with nonproficiency penalties) is required.

Anyone holding onto a spike when it is struck, or attached to it via a line or other means, must make a successful Dexterity check and a successful Strength check to avoid falling (with attendant damage). If both checks fail, the unfortunate being does not merely fall: he or she is flung violently away from the location of the two spikes, possibly striking other beings or obstacles, and in any case incurring an extra 1d8 impact damage in the process.

of Building

XP Value: 1,500 **GP Value:** 15,000

The Book of Marvelous Magic

If this nail is the first nail used in building a wooden structure made entirely of ordinary wood and nails, the magic nail may be removed after the structure is complete. The removal causes the entire structure to disappear. The nail can then be easily carried about, and when the user wishes to recreate the structure at any given location, one command word causes it to reappear. The nail then becomes nonmagical.

Death

XP Value: 400 **GP Value:** 4,000

The Book of Marvelous Magic

This nail appears and functions as a *nail of pointing* in all respects. However, if commanded to function while within 120 feet of any undead creature, *the finger of bones* created turns into an undead spirit, a druj (hand), which immediately splits and attacks (see the D&D Companion Set for more details on the spirit druj).

Finger

XP Value: 100 **GP Value:** 1,000

DUNGEONS & DRAGONS Rules Cyclopedia

This item appears identical to the common iron nail of medieval carpentry, 1 to 4 inches long and crudely made. It may easily be overlooked if found with other construction materials unless a *detect magic* spell is used.

If mistaken for a *nail of pointing* and commanded to function, the nail disappears. When the user next tries to avoid the attention of an enemy (by hiding, invisibility, or other means), the nail reappears as a large glowing finger, pointing at the character for 1d6 rounds. The finger nail may reappear during each similar attempt after that (25% chance for each), but a *remove curse* causes it to vanish forever.

of Pointing

XP Value: 700 **GP Value:** 7,000

The Book of Marvelous Magic

The user may command this nail to point at anything nonmagical (a door, stairway, gold piece, etc.); the nail then turns into *&finger of bones* and points toward the closest item of the type named. It continues to point at the item for one turn and then returns to nail form. There is no limit to the range of the nail's detection, but it cannot detect

living or undead creatures of any type or any magical item or spell effect. The nail can function once per day.

of Securing

XP Value: 400 **GP Value:** 4,000

The Book of Marvelous Magic

When this nail is touched to any portal, chest, or other solid item capable of being opened and the command word uttered, it creates a *wizard lock* spell effect as if cast by a 15th-level wizard. The nail sticks to the locked item; the nail and the enchantment may be removed only by the touch of the person who locked it. The nail functions up to three times per day.

of Silence

XP Value: 100 **GP Value:** 500

DRAGON Magazine 181

Thieves everywhere consider these items to be lifesavers. Unlike the usual hammers and spikes that make Thor's own racket when used on a wall, these items operate in absolute silence. The spikes (found in lots of 1d8) make no noise no matter what is being used to pound them in.

Ten-Penny

XP Value: — **GP Value:** 300

The Book of Marvelous Magic

This nail appears identical to a *nail of securing*. However, when commanded to function, it turns upon the user, changing 10 valuables carried into copper pieces. Jewelry and gems are changed first and then platinum, gold, electrum, and silver pieces. If the total of 10 is not met after all such items carried have been changed, potions and other temporary items are affected, and then permanent magical items. Ordinary items are affected last. If, by any chance, the user is carrying less than 10 items altogether, other items owned but not carried are then affected. After changing 10 items into copper pieces, the nail vanishes.

Necklace

A necklace is a piece of ornamental metal jewelry usually made of silver, gold, platinum, or other precious metal, and adorned with gems. A necklace is always worn on the neck and can be of any length.

Roll Necklace Type

01-14	Agal (Securing cord for Agal [turban])
15-29	Anklet
30-43	Chain
44-57	Ferrieriere (Headlace)
58-71	Gorget (Cloth Necklace)
72-86	Necklace
87-00	Ruff

of Adaptation

XP Value: 1,000 **GP Value:** 10,000

DUNGEONMASTER Guide

This chain necklace resembles a medallion. The wearer can ignore all sorts of gases that affect creatures through respiration, and can also breathe underwater or even exist in airless space for up to seven days.

of Air Breathing

XP Value: — **GP Value:** 500

DRAGON Magazine 48

Useless or dangerous to most types of creatures, this device is sometimes seen employed by Locathah and other creatures of the deep who cannot normally breathe air. Creatures that normally breathe air, upon donning the necklace, find their lungs immediately filling up with water. If a *save vs. spell* is not made, the victim fights at -1 to attack rolls in the first round following the donning of the necklace, and at an additional -1 in each round after that, to a maximum penalty of -4 in the fourth round. After four rounds, the victim becomes unconscious and dies of drowning two rounds later unless preventive measures are applied to the victim. There is an 80% chance of saving the victim's life. If the victim is unconscious before the necklace is removed, the chance for survival (after lifesaving measures are taken) drops to 50%.

of Almor

XP Value: — **GP Value:** 2,000

GREYHAWK Adventures

Appearing as a rusted, worthless piece of jewelry, this item was enchanted by a spiteful wizard who wore it all of his life. Ironically, his peaceful death did not activate its vengeful powers. Other wearers have since used it.

The item is cursed; it cannot be removed once it is put on except with the aid of a *remove curse* spell. Its magic takes effect only if an intelligent creature causes the wearer's violent death. Nine

days after death, the wearer rises as a walking corpse, whose single goal is to destroy those responsible for its death. It ignores all except those who interfere with it, and then only until the interference ends.

The power of the item animates the body, allowing it to regenerate damage as a troll (3 points per round), or to animate a fresh body nearby if the original body was destroyed. The animated corpse is immune to priestly turns, holy water and other holy items; the only sure way to destroy the body is to burn it to ashes.

For purposes of combat, the animated corpse has 8 Hit Dice, and attack by strangling for 2d8 points of damage, which is continuous once the initial attack succeeds. It single mindedly attacks the creature responsible for its death. Although all damage is eventually regenerated (or another body taken), the corpse shows an irreversible process of decay. After 15 days, during which the wearer tries to take revenge, the character's psyche can no longer remain and departs forever from the Prime Material Plane; neither *reincarnation* nor *resurrection* is possible once this occurs.

There is a 50% chance that the wearer transfers his or her vengeance to someone other than the creature responsible for its death, under the following conditions:

- The others were with the primary subject when the wearer was killed,
- aided the primary subject and were present when the primary subject was slain, and
- slew the primary subject, frustrating the wearer's desire for revenge. Otherwise, the wearer departs when the vengeance quest is completed or time runs out.

of Alteration

XP Value: 1,000

GP Value: 5,000

DRAGON Magazine 86

This mystical item appears to be a cheap necklace, like any other sort of magical necklace, until it is worn. It then turns into a chain of silver with 12 small globes of unidentifiable material suspended from it. Each globe appears to be identical to the others, but if a globe is pulled free of the necklace (which may be done in one round), it turns into a particular type of material and the wearer's body takes on the appearance and Armor Class of that substance. Though an *identify* spell, *wish*, or similar magical effect will reveal some-



thing of the nature of the necklace, no magic is able to divine which *globe of the necklace* has what effect.

Each of the 12 globes has a different effect. Once removed, a globe cannot be replaced on the necklace; its effects last for 2d4 turns and cannot be dispelled. Only after one globe's effect is ended can another globe be removed from the necklace. The necklace cannot be removed while its wearer is under the effect of one of the globes, except by casting *remove curse* or *wish*, in which case the entire necklace vanishes—but the effect currently taking place still runs its course. The necklace can be taken off, exchanged, and put on at will as long as one of the globes is not activated at the time. Anything being worn or carried by the user of the necklace, which normally affects Armor Class, is overridden by the effect of a globe for as long as that effect lasts.

When a globe is pulled from the necklace, the DM should roll 1d12 and consult the following table to learn the composition of the globe and the Armor Class bestowed on the wearer of the necklace, as well as the wearer's temporary skin and hair color. Reroll to prevent duplicate results, perhaps using a smaller die (1d8 or 1d6) when several of the *globes* become used up.

Roll	Material & Color	AC
1	Sandstone; light brown	8
2	Mithral; blue-silver	0
3	Gold; gold	6
4	Iron; dull grey	3
5	Platinum; silver	4
6	Granite; dull gray & red	3
7	Coal; dull black	9
8	Salt; dull white	10
9	Bronze; bronze	2
10	Adamantite; green-silver	-1
11	Lead; dark gray	5
12	Wood; brown	7

The *necklace of alteration* can be worn and used by a member of any character class or any humanoid of S- or M-size. Once used, the globes are worthless, except as curios. The globes of gold, platinum, mithral, and adamantite have values of 1, 5, 20, and 50 gp respectively.

of Bad Taste

XP Value	GP Value
Cursed: —	1,000
Normal: 500	1,000

DRAGON Magazine 91

Though sages argue that this item is more correctly called a *necklace of tasting bad*, the common name has stuck. This appears to be a magical necklace of unspecified nature until it is fastened around someone's neck. Immediately, the necklace causes a terrible odor to issue from the wearer's skin. All characters and most monsters within a 10-foot radius of the wearer become so uncomfortable with the smell that they must save vs. poison at -2 or become nauseated and unable to attack or defend themselves for 1d4 rounds. Even if the save is made, those within the 10-foot radius will suffer a -2 penalty on all attack rolls for as long as they remain in the area.

The real value of owning such a necklace becomes apparent when one is attacked by a monster that bites its prey. The necklace affects any living creature that is native to the Prime Material Plane. If a monster meeting that description bites the wearer of a *necklace of bad taste*, the monster immediately suffers an attack of nausea (no saving throw) and is unable to attack again for 1d4+1 rounds (though the creature can flee at half normal speed). That monster will not again bite the person wearing the necklace, but claw, tail, or missile attacks may be used if the

creature is able to use them. One out of every four of these necklaces is cursed so that they cannot be unlocked from the wearer's neck once fastened in place. Only a *wish* will remove a *cursed necklace of bad taste*.

Cosette's

XP Value: 1,000 **GP Value: 25,000**
DUNGEON Magazine 45

Cosette's necklace is, in reality, a talisman of extraordinary power and breathtaking beauty—platinum, web-like strands weave together 21 tiny orbs. The filaments are each composed of tiny, individual links, barely visible to the eye. For its excellence alone, the original necklace is worth over 25,000 gp. It radiates very strong alteration magic. The necklace has all the powers of a *talisman of the spheres*.

To grasp its significance, one must first understand that the main mode of transport for reigar is a large, plant-like living being called an esthetic. Esthetics are capable of spelljamming, and one such creature can comfortably house a reigar and a complement of 10-20 lakshu and helots as bodyguards (see the MONSTROUS COMPENDIUM, SPELLJAMMER* Appendix for more details about esthetics).

The esthetics' main disadvantage is that they cannot travel in the phlogiston. The ether causes esthetics to enter a deep hibernation cycle, from which they emerge only in wildspace. As a result, all reigar are effectively trapped within crystal spheres.

Over the centuries, many reigar have devised ingenious ways for circumventing their dilemma. One way a reigar can travel between the spheres is to secure a powerful spelljamming vessel to tow the esthetic from sphere to sphere. Since this is a rather undignified way to travel (reigar are all violently independent), one reigar invented the *talisman of the spheres*.

Inside each of the 21 hollow platinum spheres of the necklace, the reigar creator inscribed a *transport* rune. When the runes are pronounced with proper inflection and in the correct sequence, they open a large magical portal to any crystal sphere visualized by the talisman's user. The gate is large enough to navigate an esthetic through, without the need to travel through the Flow. For a reigar, the invocation takes about half an hour to complete; the gate to the desired destination opens a few hours later. The talisman must be within 10,000,000 miles of the inside of a crystal sphere to function. It can be used once per week.

Use of the talisman is very difficult for non-reigar and can be performed only by a wizard of greater than 7th level. First, the wizard must discover the name of each rune hidden within the tiny hollow platinum spheres. Typically, it takes 60 successful questions of an *identify* spell (minus one question per point of the wizard's Intelligence) to discover the names of the runes and their proper order in the portal incantation. Even then, nonreigar need four hours to pronounce the runes that open the gate, as naming each rune without the reigar's perfect inflection results in a considerable delay.

The *gate* first appears as a tiny whirlpool of blue light in wildspace; its diameter grows at a rate of 1d4 feet per hour. It would take several days to open a *gate* large enough to admit a ship of considerable size (like an elven man-o-war, for instance). For a nonreigar, & *portal* can be opened only within 100 miles of the inside of a crystal sphere, once a month.

Like almost all reigar magical items, the power of the talisman is sublime and does not detract from the awesome beauty of the necklace.

Elegance

XP Value: 600 **GP Value:** 3,000

DRAGON Magazine 73

Any woman wearing this necklace of polished, nonprecious stones appears to be attired in elegant, expensive clothes appropriate to the place and time of day.

Frigga's Black Opal

XP Value: 2,000 **GP Value:** 10,000

Legends & Lore

Frigga's avatar wears a necklace of black opals that *charms* all within sight of it (save vs. spell to negate).

Glittering

XP Value: 500 **GP Value:** 2,500

The Book of Marvelous Magic

This necklace, on command, emits a ray of brilliant light. The ray may be aimed at one creature within 30 feet; the victim must make a saving throw vs. spell or be partially blinded, suffering a —4 penalty on all attack rolls. The effect lasts for six rounds. The *glittering necklace* has no effect on undead, however, or upon any creature without eyes (such as a gelatinous cube). If used against a creature with a gaze attack, such as a basilisk, the

victim cannot use the gaze for one round even if the saving throw is successful. If used underwater, the necklace has a 10-foot range. It may be used once per turn.

of Greed

XP Value: — **GP Value:** 1,200

The Book of Marvelous Magic

This necklace appears to be and functions as a *necklace of protection +7* in all respects. However, any thief seeing the item covets it and attempts to steal it (no saving throw) within 24 hours. Check as if for Pick Pockets, but with a -30% penalty to the roll in addition to the standard 5% modifier for each level difference between the thief and the victim (added to chances of success if the thief is of a higher level, subtracted otherwise). The item is quite troublesome if worn in a town.

of Harmonia

XP Value: 1,000 **GP Value:** 5,500

DUNGEONS & DRAGONS Master Set

Harmonia, daughter of the Greek gods Ares and Aphrodite, was given a magical necklace when she married Cadmus. Though relatively unremarkable at the time, the necklace brought disaster to all subsequent owners. In game terms, the DM should roll on **Artifact Table 1-01: Cataclysm** every five days. The necklace cannot be removed short of a carefully worded *wish*.

of Lilith

XP Value: 9,000 **GP Value:** 82,500

IMAGINE Magazine 20

The *necklace of Lilith* is made of engraved gold, and set with many glittering gems. A gold and silver amulet is suspended from the center and set in it is a dazzling sapphire. Anyone staring into the sapphire sees the image of a white falcon deep within. Those of evil alignments take 3d10 points of damage from touching the stone.

There are three other magical stones on the necklace: a diamond, a ruby, and an emerald.

- The diamond, a *gem of atonement*, allows the bearer to cast this 5th-level priest spell once per day.
- The ruby, a *gem of curing*, allows the bearer to either *cure blindness*, *cure disease*, or *cure serious wounds* once per day.
- The emerald, a *gem of karma*, allows the bearer to cast one spell as if four levels higher (with respect to range, duration, etc.) once per day.

Marv's Necklace of Memory Displacement

XP Value: — **GP Value:** 1,200

1992 Fantasy Collector Card 622

If magically identified, this brass necklace will appear to be a *necklace of memory enhancement*. In fact, it is a cursed object. When *Marv's necklace* is worn, all events of the last seven days apparently come back to the wearer with remarkable clarity, but they are colored by the wearer's subconscious desires. The memory of an event that took place on the previous day will be altered only slightly, but by the seventh day, the memory is radically inaccurate. The wearer, however, recalls the event as if it had just happened, and remains absolutely certain that the memory's accurate.

of Memory Enhancement

XP Value: 1,000 **GP Value:** 5,000

Tome of Magic

The wearer of this brass necklace is immune to all memory loss, from both natural and magical causes (such as *a. forget* spell). The necklace has no effect on a wizard's spell memorization.

In addition, the wearer can recall with absolute clarity any sight or conversation experienced or any book read within the previous seven days. Memories prior to seven days ago are recalled with only normal clarity. The necklace affects only events that occurred while the necklace was worn by the user.

In Ravenloft: There is a vicious effect on anyone who rolls a horror check while wearing the necklace. The owner gets no bonuses to horror checks for the passage of time. The effects of any failed horror checks never leave. Prolonged use of the necklace (more than a week) under the weight of a failed horror check forces the wearer to roll a madness check. In Ravenloft, many things are best forgotten.

of Missiles

XP Value	GP Value
Type I: 550	2,200
Type II: 800	3,200
Type III: 1,150	4,600
Type IV: 1,800	7,200
Type V: 1,950	7,800
Type VI: 2,300	9,200
Type VII: 2,950	11,800

DUNGEON MASTER Guide

This device appears to be nothing but a cheap medallion or piece of valueless jewelry. If a character places it about his or her neck, however, the

necklace appears as it really is—it is actually a golden chain from which depend a number of *golden missile globes*. The spheres are detachable only by the wearer, who can easily hurl them up to 70 feet distance. When they arrive at the end of their trajectory, they burst as a magical *fireball*. The number of missiles, and their respective Hit Dice of *fireball* damage, are found by rolling 1d20 and consulting the table below.

Number of Missiles and Power

Roll	11	10	9	8	7	6	5	4	3	2
01-04	—	—	—	—	—	—	1	—	2	—
05-08	—	—	—	—	—	1	—	2	—	2
09-12	—	—	—	—	1	—	2	—	4	—
13-16	—	—	—	1	—	2	—	2	—	4
17-18	—	—	1	—	2	—	2	—	2	—
19	—	1	—	2	—	2	—	4	—	—
20	1	—	2	—	2	—	2	—	2	—

For example, on a roll of 9-12, the necklace possesses seven missiles: one 7-HD, two 5-HD, and four 3-HD *fireballs*. The size shows that there is a difference in power between globes, but the number of dice and damage each causes cannot generally be known.

If the necklace is being worn or carried by a character who fails his saving throw vs. a magical *fire* attack, the item must undergo a saving throw as well. If it fails to save, all remaining missiles detonate simultaneously.

of Mystic Eidolons

XP Value: 4,000 **GP Value:** 15,000

Haunted Halls of Eveningstar

These necklaces vary in appearance, but to the wearer, they always appear as plain metal chains adorned with 1d8+1 pyramid-shaped, points-down rock pendants. If one pendant is twisted off and touched with a drop of the user's blood, a projected image of the user is created, and 1 hit point is instantly lost. The loss is permanent.

The user can see through the eyes of the image and move it at will. It moves in the same manner and rate as the user (if a user can't fly, neither can his image).

A wizard can cast one spell through the image (it becomes the spell's source). The image then vanishes as the spell takes effect. The link between user and image penetrates all known physical and magical barriers (an imprisoned wizard can attack or *charm* a jailor on the other side of a barrier).

If no blood touches a detached pendant within

one turn, it dwindles away and is lost. Pendants vanish when used, and can never be recharged.

of Night Seeing

XP Value: 400 **GP Value:** 2,000

POLYHEDRON Newszine 43

This lovely artifact of elven manufacture is worthwhile as an ornament due to its beauty and intricate workmanship, but when worn it bestows elven night seeing ability (infravision) on those not normally able to see in the dark. Even a blind person could detect heat while wearing this necklace.

Noj's Necklace of Not-so-Smart Missiles

XP Value: — **GP Value:** 1,000

1992 Fantasy Collector Card 153

Noj cannot remove this necklace until all six missiles (10d6 points of damage, each) have been expended. The missiles are cursed with a boomerang effect, so they return to the thrower and explode. Prone to trouble, Noj sometimes finds himself a captured prisoner, and that's where he makes this item pay off: he taunts his captors, saying "If I could get a hand free, I'd blast you with this necklace" When his captors find that they cannot remove the necklace, they usually resort to detaching a globe and casting it at Noj ...

of Petrification

XP Value: — **GP Value:** 2,000

The Book of Marvelous Magic

This necklace appears and functions as a *necklace of glittering* in most respects. However, if used against any creature with a petrifying gaze attack, the ray does not affect the monster at all and reflects back at the wearer instead. The victim must make a saving throw vs. petrification with a —4 penalty to the roll or suffer the effect of the gaze. The necklace becomes nonmagical if the wearer fails such a saving throw and is petrified.

of Prayer Beads

XP Value	GP Value
Atonement: 500	3,000
Blessing: 500	3,000
Curing: 500	3,000
Karma: 500	3,000
Summons: 500	3,000
Wind Walking: 500	3,000

DUNGEONMASTER Guide

A magical necklace of this sort appears to be a normal piece of nonvaluable jewelry until it is

placed about a character's neck. Even then, the true nature of the item is revealed only if the wearer is a priest (excluding druids and characters otherwise able to use spells of a priestly or druidic nature such as paladins and rangers). The *necklace of prayer beads* consists of 1d6+24 semiprecious (60%) and fancy (40%) stones. The wearer will be 25% more likely to successfully petition his or her deity to grant desired spells. There are also 1d4+2 special beads (precious stones, gems of 1,000 gp base value) of the following sort (roll 1d20 for each bead):

Roll	Results
I-05	Bead of atonement: as the 5th-level spell of the same name.
06-10	Bead of blessing: as the 1st-level spell of the same name
II-15	Bead of curing: cures blindness, disease, or serious wounds (as the appropriate spells).
16*17	Bead of karma: allows the priest to cast spells as if he or she were four levels higher (with respect to range, duration, etc.).
18	Bead of summons: calls the priest's deity (90% probability) to come in material form (but it had better be for a good reason). The <i>bead of summons</i> brings the priest's deity in avatar form on Ansalon.
19-20	Bead of wind walking: as the 7th-level spell of the same name.

Each special bead can be used once per day. If the priest summons a deity frivolously, the deity, at the very least, takes the necklace as punishment. The function of each bead is known only when the bead is grasped and a *commune* spell used. All powers of the special beads are lost if they are removed from the necklace.

of Protection

XP Value	GP Value
+1:1,000	5,000
+2:2,000	10,000

The Book of Marvelous Magic

When worn about the neck, this necklace adds a +1 bonus to the wearer's saving throws and Armor Class in a way similar to other protective devices. Its effect may be added to other bonuses gained through magical armor, shield, cloak, ring,

3255

buckle, or earring. A necklace may not normally be enchanted further, although 50,000 gp worth of added gems might make it suitable for one additional enchantment, to a total of +2.

of Protection Against Charm

XP Value: 2,000 **GP Value:** 10,000

Old Empires

This beautiful item is worn by the Precepts of Mulhorand. It is a golden collar that hangs down to the chest, studded with gems. It provides a +4 bonus to all saving throws against charm/enchantment magic. Furthermore, by looking into the gems of this necklace, the wearer is aware of the identity and location of the Spellcaster. Protections against scrying prevent this effect.

Snake

XP Value: 1,000 **GP Value:** 5,600

DRAGON Magazine 40

Made of golden snakes twisted together, this necklace makes the user immune to attack from serpents of any size (meaning snakes only, not dragons, crocodiles, or other relatives). However, there is a 10% chance that each apparent *snake necklace* is in fact a *necklace of strangulation* fashioned to look like the real thing.

of Strangling

XP Value: — **GP Value:** 1,000

The Book of Marvelous Magic

This necklace appears to be a *necklace of protection* but, when worn, it starts to strangle its victim. The wearer dies in one turn unless a *remove curse* is applied within that time; this remedy causes the necklace to disintegrate. Any victim strangled for three rounds or more is unable talk for 1d4 days or until a *heal* spell is applied.

of Strangulation

XP Value: — **GP Value:** 1,000

DUNGEON MASTER Guide

A *necklace of strangulation* can be identified only when placed around a character's neck. The necklace immediately constricts and cannot be removed by any means short of an *alter reality*, *limited wish*, or *wish* spell. The wearer suffers 6 points of strangulation damage per round until dead. The necklace remains clasped around the character's throat until he or she is a dry skeleton. It can be reused.

Syranita's Opal

XP Value: 2,400 **GP Value:** 12,000

Monster Mythology

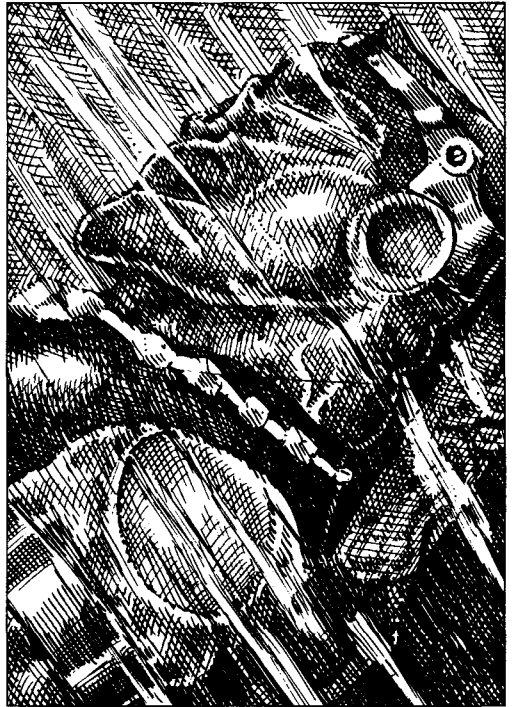
Syranita's avatar wears a magical opal necklace that acts as a *ring of protection +4* with all functions of a *ring of shooting stars*, and it radiates *protection from evil*, 20-foot-radius when she wishes it.

of Ugliness

XP Value: — **GP Value:** 1,200

The Book of Marvelous Magic

This necklace appears to be and functions as a *necklace of protection* in all respects. However, the wearer's Charisma suffers a -4 penalty, to a minimum score of 3, with the corresponding loss of retainer morale and possible penalties to the reactions of others as applicable. The necklace may not be removed until a *remove curse* is applied, but this does not harm it.



of Ulutiu

XP Value: 4,000 **GP Value:** 40,000

The Great Glacier

In the beginning, there was the ocean. A millennium ago, when the Realms were barren, a vast ocean filled the area now known as the Great Glacier, spilling south to the lands that would eventually become Vaasa, Damara, and Narfell.

The ocean was still and uninviting; even if seafaring vessels had existed then, explorers would have found little of interest in its icy waters.

Ulutiu, however, found the ocean irresistible. It isn't known if it was the solitude that attracted him, or if its bitter temperatures invigorated him. Perhaps he felt an affinity with the aquatic creatures that thrived in its depths. Whatever the reason, once Ulutiu discovered the ocean, he never left it.

As for Ulutiu himself, he remains a mystery. From the writings he left behind, it's clear that he wasn't human, at least not in the accepted sense. He may have been an avatar of the gods, or an entity from another world seeking refuge in the Realms for reasons unknown. In any case, he wielded powerful magic—stronger, perhaps, than any magic wielded by the most skilled wizards of the realm before or since.

By all accounts, Ulutiu enjoyed a life of peaceful reflection, avoiding involvement in the affairs of men or gods. He spent his days in a magically constructed *barge of ice*, endlessly drifting in the waters he adored.

When the end of his life approached, it was no surprise that Ulutiu chose the ocean as his final resting place. To prepare for his death, he fashioned a *necklace of enchanted ice*, a delicate chain of glistening blue crystals that would ensure a peaceful afterlife on the ocean floor.

On his last day, Ulutiu lay down on his barge and donned the necklace, activating its magic. As life ebbed from his body, the necklace began to glow, covering Ulutiu in a frosty glaze that expanded and grew, encasing the entire barge in a tomb of magical ice. The barge sank under the weight of the ice, coming to rest on the ocean floor thousands of feet below.

Unfortunately, the magic of the necklace worked too well. The ice tomb continued to grow, chilling the waters around it, creating huge mountains of ice that towered above the hardening surface to pierce the clouds. Many years later, when the magic had reached its limit, the vast ocean was no more. In its place was a sprawling arctic wasteland. The Great Glacier was born.

Beneath it all, buried below tons of ice and snow, lay the corpse of Ulutiu, the glowing necklace still draped around his neck. He lies there today, undisturbed, forgotten. For the sake of the peoples of the Great Glacier, as well as those in the lands to the south, it is hoped that his rest continues. If the *necklace of Ulutiu* were removed,

the enchantment would be broken, and the Great Glacier would surely begin to melt.

Vergadain's

XP Value: 2,000

GP Value: 10,000

Monster Mythology

The avatar's magical necklace allows him to vary his size between 1-foot and 15 feet in height (with his possessions changing accordingly).

of Water Breathing

XP Value: 800

GP Value: 8,000

BLACKMOOR

Allows one to *breathe water* for 2/4 days (then requires a half-day rest after the 2!4 days constant use).

Needle

Common needles are mainly used in garment work and come in several shapes and sizes for sewing, darning, knitting, and crocheting. Although hardly an effective weapon, adventurers (ninjas in particular) occasionally carry needles to help surprise or create diversions. These tend to be longer than common needles and often are coated with poison.

of Death

XP Value: 400

GP Value: 2,000

The Book of Marvelous Magic

This needle appears to be a *needle of repair* but, when commanded to function, burrows into the user instead. The needle inflicts 2 points of damage per round and cannot be removed by any means. It can be destroyed if a *remove curse* spell is cast upon the victim.

of Lively Tattoos

XP Value: 1,000

GP Value: 5,000

Inside RAVEN'S BLUFF, The Living City

This long, thin adamantite needle has an ivory handle and finger grips. It allows any PC with an artistic proficiency to inscribe beautiful tattoos on living creatures with a successful proficiency check. If the check fails, the tattoo still is inscribed, but is obviously flawed in some way.

If the user has a tattooing proficiency, tattoos are inscribed with a +2 bonus to the proficiency number, and any roll of 5 or more less than the base number for success results in a true work of art.

A skilled tattooist also can attempt a magical, *living tattoo* once a day. If the proficiency check



fails, the tattoo looks fine, but has no special properties. Successful magical tattoos become animated, generally behaving just like small, permanent *programmed illusions*. Although a magical tattoo cannot leave the area of the body it was inscribed on, it can move around or perform various preordained functions on that area. Changing designs are done by overlaying a series of animated tattoos and require a separate proficiency roll for each layer. If one layer fails, the entire tattoo becomes nonmagical. If the wielder also has an artistic ability proficiency, +1 may be added to the proficiency number, and if the inks used in the tattoo are magical or especially fine (costing at least 100 gp an ounce), the tattooist can add +2 to the proficiency number. Both bonuses are cumulative.

Magical Darning

XP Value: 200 **GP Value:** 1,000

DRAGON Magazine 73

A pair of wooden knitting needles that enable the user to knit at double normal speed.

of Repair

XP Value: 500 **GP Value:** 2,500

The Book of Marvelous Magic

Upon command, this needle magically repairs any normal clothing, sack, armor, or other torn or damaged cloth, leather, or metal item in one turn. It cannot affect magical items.

of Sewing

XP Value: 300 **GP Value:** 1,500

DRAGON Magazine 30

The *needle of sewing* allows its user to effortlessly sew through up to one half-inch of leather. It cannot penetrate the skin of any living creature, so the user can never be injured by it, nor use it as a weapon.

of Sewing II

XP Value: 200 **GP Value:** 1,000

DRAGON Magazine 73

This appears to be an ordinary needle. To use the needle magically, a person says "sew," and it continues to sew a stitch on a straight line until ordered to "stop."

Nefracilia's Identifier

XP Value: 1,000 **GP Value:** 5,000

Tome of Magic

This highly valued item is a magical test kit used to identify potions, powders, and other alchemical substances. It consists of a wooden box (typically measuring 1 by 1 by 3 feet) containing an assortment of vials, flasks, and beakers in small, padded compartments. Also, in the box is a copy of a text called *Nefradina's Codex*. This book instructs the owner on how to use the test kit.

When the owner wishes to identify a potion, powder, oil, perfume, or similar liquid or powdered magical item, he or she looks up the substance's characteristics (odor, color, consistency, and so on) in the codex and follows the directions given to create a test mixture by combining a number of ingredients found in the kit. A drop of the test mixture is then added to the substance being investigated. The resulting effects (changes in color, sparks, smoke, bizarre odors, small explosions, and so forth) are researched in the codex and the substance is identified through a process of elimination.

The DM secretly rolls 1d100 to find the actual results:

Roll	Results
01-20	The test kit is missing a vital chemical and can never identify that particular substance.
21-50	The user comes to a false conclusion and believes the substance to be something it is not (DM's choice).
51-00	The user successfully identifies the substance.

The DM should modify the roll by +2% per level of experience of the character using the test kit. The time required to perform a single test is 1d4+1 turns. A typical kit may be used 1d10+40 times before it becomes useless.

Nefradina's Improved Identifier

XP Value: 2,000 **GP Value:** 10,000
1992 Fantasy Collector Card 509

This magic identification kit has been upgraded to eliminate some of the inaccuracy of the original. There is no longer a chance that the substance to be identified is mistaken for something it is not: the magical component either is or is not perceived. The drawback is that the kit is able to successfully identify less often. Rolling 1d100, a result of 01-70 indicates that a vital chemical needed to make the identification is missing from the kit. The DM should modify the roll by +2% per level of experience of the character using the kit. A typical kit can be used 1d10+40 times. A single test requires 1d4+1 turns.

Nemean Lion Skin

XP Value: 4,000 **GP Value:** 20,000
Legends & Lore

Heracles wears the Nemean lion skin which cannot be pierced by anything. Thus, piercing weapons do only 1 point of damage and slashing weapons do only half damage.

Nest

A nest, also known as a crow's nest, is a small basket-shaped loft that is built onto the top of the mainmast. It is used mainly as a guardpost to watch for approaching land or ships.

of Eyes

XP Value: 2,500 **GP Value:** 8,000
Krynnspace

The creator of this device is unknown. However, other powerful wizards have discovered ways to duplicate the object. Like the other nests, a nest of eyes must be placed on the mast of a spelljamming or seagoing ship to function. The occupant of the nest speaks the command word and is given the ability to see up to 500 miles away. The viewer decides, in increments of 10 miles, how far he or she wants to view. Each vision lasts 4d4 turns, and each nest begins with 30 charges. These nests are rechargeable.

of Invulnerability

XP Value: 4,000 **GP Value:** 10,000
Krynnspace

Also a creation of the Stellar Islands gnomes, these crows' nests protect the individual or individuals inside them as if a *globe of invulnerability* were cast upon them. When found, a nest has 4d10 charges. Each charge protects the nest's occupants for 12 rounds.

of Life

XP Value: 15,000 **GP Value:** 75,000
Krynnspace

These magical crows' nests were created by the gnomish priests and wizards of the Stellar Islands. To function, they must be affixed to the mast of a spelljammer and attuned to that ship. This attuning process takes 1d4 days. After that time, if a crew member is injured or killed on the ship and is placed in the nest of life, he is restored to full hit points. This process takes 1d4 hours and ages the crew member 1d4 years. The nest does not function on someone who was killed or injured while off the ship. Each nest works 12 times before being rendered nonmagical.

Net

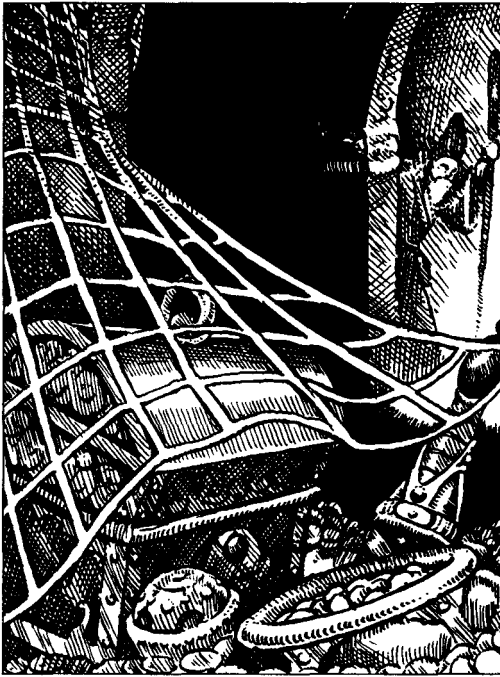
Ordinary nets, commonly used by fishers, are large, open mesh affairs made of rope or cord. Magical nets are much smaller, square or rectangular (1 to 12 inches long on each side), and usually made of fine metal threads that are intricately woven and often adorned by gems.

Roll	Net Type
01-25	Iaculum
26-50	Net
51-75	Throwing net, hooked
76-00	Throwing net, weighted

Ashley's Net of Entrapment

XP Value: 1,500 **GP Value:** 10,000
1992 Fantasy Collector Card 186

Ashley's net is the same in most respects as a common *net of entrapment*. However, her net is slightly stronger (resisting a Strength of 24), and also acts as a *web* spell while it ensnares a victim. Anyone else touching the net without uttering Ashley's command word immediately becomes stuck to the net as well, unable to break free with less than a 24 Strength. Unlike normal *webs*, the net is not flammable.



Drag

XP Value: 1,000 GP Value: 5,000

The Book of Marvelous Magic

This net can be commanded to search an area for a specifically named object. The user must name the object (such as treasure or traps) and place or throw the net over some part of the area to be searched, while speaking the proper command word. The net then drags itself around the area; if it encounters the object of its search, it stops at that point. A second command word, if spoken within 60 feet of the net, causes it to fly back to the user. The net cannot find creatures or magical effects of any kind and functions only on relatively smooth surfaces. It searches 100 square feet (a 10x10-foot area) in one turn but does not venture more than 60 feet from the person commanding it. The net may be used three times a day, searching up to 1,000 square feet per use.

of Entrapment

XP Value: 1,000 GP Value: 7,500

DUNGEON MASTER Guide

This magical rope net is strong enough to defy Strength under 20 and is equal to AC -10 with respect to blows aimed at cutting it. (Normal sawing attempts to cut it with dagger or sword will not succeed; to sever a strand of the mesh, a character must hack at it until he does five points of

damage on a strand.)

Each net is 10 feet square and has three-inch square mesh. It can be thrown 20 feet so as to cover and close upon opponents; each creature in range must roll a successful saving throw vs. dragon breath to avoid being entrapped. It can be suspended from a ceiling (or generally overhead) and drop upon a command word. It can be laid upon the floor and close upward upon command. The net stretches so as to close over an area up to 5 cubic feet. It can be loosened by its possessor on command.

of Fishing

XP Value: 800

GP Value: 4,000

War Captain's Companion

This net is used to fish in the wide-open seas on several worlds. It can operate in the phlogiston, an almost unheard of practice, in a manner similar to that of standard ocean fishing. The minimum size fish that a *net offishing* can catch is 24 inches long, and the maximum size is 100 feet long. If the net is used to capture anything larger than 100 feet long, the net must save vs. acid or break from the strain (treat the net as a rope). A total of 1,000 pounds of fish can be scooped and brought aboard without any difficulty. Whether there are fish to be caught is up to the DM.

When the *net offishing* has captured a school of fish, the weight of the catch for purposes of drawing in the net is 1/100th of its actual weight. The net measures 120 by 160 feet; a total of 19,200 square feet of surface area.

Hare

XP Value: 150

GP Value: 1,500

The Book of Marvelous Magic

This net appears and functions as a *net of worth* in all respects. However, when used on any gem of 1,000 gp value or more, it has a 50% chance of malfunctioning. If so, the gem is turned into a small, ordinary rabbit of no value. The change is permanent. The net may be used once a day at most.

Hiatea's

XP Value

GP Value

Weakness: 1,500

7,500

Feeblemind: 1,000

5,000

Petrification: 2,000

10,000

Monster Mythology

The avatar carries magical nets that can be thrown up to 120 feet. Victims caught within a net must make a successful saving throw vs. spell

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at -4 or be affected by the magic of the net (typically, she has *nets of feeblemind*, *weakness* (reverse of *strength*), and *petrification*).

of Landing

XP Value: 1,000 **GP Value: 4,000**

The Book of Marvelous Magic

This net protects the user from damage from falling. No special changes occur as the victim falls; the impact is apparently the same as if unprotected. However, the net absorbs some or all of the damage inflicted by the fall. The net can absorb a total of 200 points of damage when first made (1d100+100 when found). Damage is simply applied to the net instead of the victim. The net functions automatically and has no command word. It becomes nonmagical once its charges are used up, and it cannot be recharged.

Loyal Net of Restraint

XP Value: 1,000 **GP Value: 6,000**

Otherlands

The Dargonesti do not enjoy violence, which is why this net was created. When a command word is uttered, the net unravels and hurls itself at the first target it encounters within its 30-foot range. The net leaps in the direction the owner points to when uttering the command word.

When unfurled, the net covers a circle 20 feet in diameter. It is ineffective against any creature of large or greater size. All who are trapped in the net must roll saving throws vs. spell, with a -2 penalty. Any who fail the saving throw become placid and motionless, unable and unwilling to take any action. Furthermore, each victim who fails the saving throw can be asked three questions, which must be answered truthfully. Those who succeed with their saving throws are merely entangled until they can escape.

The net has an effective Armor Class of -3, 50 hit points, and a Strength of 18/00. It has a Speed Factor of 1. Any Dargonesti wizard with a weaving nonweapon proficiency can repair a damaged net.

Another command word causes the net to release its captives and curl back into its compact shape, hooking itself back onto its owner's belt. Some Dargonesti give their nets names, as one would do for a pet.

The net responds only to its owner's commands. The would-be owner must keep the net in his or her dwelling for nine days, giving the net the chance to attune itself to its owner.

of Plenty

XP Value: 750 **GP Value: 7,500**

Secrets of the Lamp

This net always catches enough fish to feed the user and 1 to 3 others when cast into fresh or salt water. In addition, the net can be used as a defensive weapon—once per week, if the owner opens and shakes the net, it can release a rush of cold water equal to 500 gallons. This water causes 3d6 points of damage to fire-dwelling creatures and can douse even large or magical bonfires.

of Profit

XP Value: 1,000 **GP Value: 10,000**

The Book of Marvelous Magic

If any nonmagical object is placed in this net, the command word spoken, and the object then carried in the net to a place where it can be sold, the user can sell the item for 1 to 20% (1d20) more than its original value (no saving throw for the buyer). The net can be used once per day at most.

Safety

XP Value: 1,000 **GP Value: 5,000**

Inside RAVEN'S BLUFF, The Living City

These magical ropes are woven from giant spider or ettercap silk. Safety nets are usually found in lengths of 50, 100, or 200 feet. When tied into loops, they create semi-permanent *featherfall* effects. These can be placed over openings or suspended in the air.

A *safety net* can operate vertically, horizontally, or at an angle, eliminating inertia directed perpendicular to it. Thus, a vertical net would eliminate the horizontal (forward) inertia of an oncoming missile, but the missile would still fall downward at the normal rate.

An object's inertia is eliminated when any part of the object touches the area of effect of the net as long as the object's weight does not exceed 200 pounds plus a number of pounds equal to twice the rope's length in feet. For example, a 100-foot *safety net* can stop objects weighing up to 400 pounds. The net's area of effect is as long and wide as the loop. The area is centered within the loop and is as deep as the loop's shortest dimension. For example, a 100-foot net could be formed into a 20- by 30-foot rectangle which would have an area of effect 20 by 30 by 20 feet. The same net could form a cylindrical area about 30 feet wide and 30 feet deep. Loops with total circumferences less than the net's length can be formed with no ill effects. Two or more nets can be tied

together to form larger loops with no ill effects, but such combination nets have weight limits based on the shortest net in use.

of Snaring

XP Value: 1,000 **GP Value:** 7,000

The Book of Marvelous Magic

This net may be thrown at any one creature within 120 feet. The victim must make a saving throw vs. spell or be ensnared by the net, suffering a -2 penalty to all attack and damage rolls and able to move at only 1/4 normal rate. (Minimum damage is one point per die rolled.) If the victim has wings, the net entangles them, reducing flying speed to 1/4 normal, although other methods of flying (such as magic) are not affected. Any creature of dragon size or larger may destroy the net by force in only one round. The snaring effect lasts for one turn at most or until the user commands the net to release its victim. The net of snaring can be used three times a day.

of Snaring II

XP Value: 1,000 **GP Value:** 6,000

DUNGEON MASTER Guide

This net looks just like a *net of entrapment*, but it functions only underwater. There, it can be commanded to shoot forth up to 30 feet to trap a creature. It is otherwise the same as the *net of entrapment*.

of Sneering

XP Value: 40 **GP Value:** 400

DRAGON Magazine 156

This sturdy rope net is imbued with the power of speech. Wizards have searched in vain for a way to imbue it with the power to shut up. As it is, it is impossible to get rid of the net once it is claimed, so it remains with its owner and provides a running sarcastic commentary on all his actions. ("Planning to open that door? Good idea—let me know where to send the flowers. Say, that was a pretty impressive sword thrust, but I think you'd have done more damage with a giant Q-tip.") No known form of attack can damage this net; all have been tried, and all have failed.

of Spirit Snaring

XP Value: 2,000 **GP Value:** 10,000

Oriental Adventures

This magical net looks like a common fishing net. When used on normal creatures, the net has no more effect than a normal net would. However, when cast upon a spirit creature, the net freezes the

creature in place and prevents the use of any of its attacks or magical abilities. Furthermore, the spirit cannot remove the net itself. The creature is still able to converse and may bargain for its release.

Webnet

XP Value: 3,000 **GP Value:** 15,000

Dragons of Triumph

This item is only useful to a wizard, though any character can wear it as an attractive hair ornament.

When worn by a wizard who knows the command word, the *webnet* can be cast to the ground before a foe, or directly at a foe. It instantly grows to a 10-foot-diameter size and acts as a *net of entrapment*.

Alternately, the net may be spun in a glittering circle, affecting up to 12-Hit Die of creatures as if a *hypnotize* spell had been cast upon them, although the targeted creatures have the opportunity to save vs. spell.

Webnet II

XP Value: 3,000 **GP Value:** 15,000

Tales of the Lance

These delicate and beautiful hair ornaments are spun by Dimernesti sea wizards and are treasured by wealthy ladies of the land. In the hands of a wizard who knows the command word, *webnets* are clever weapons. When spun before the eyes of up to 12 Hit Dice of intelligent creatures, *webnets* cause the creatures to save vs. spell or be *hypnotized*. A *hypnotized* subject obeys reasonable, verbal suggestions only, either responding immediately or according to a trigger ("When you hear a clap, stab Arnos"). If the subject is hostile or wary, the DM should add +1 to +3 to the subject's saving throw. This power may be used three times per day.

With a second command word, the user may throw the *webnet* at a foe. It grows into a 10-foot-round *net of entrapment* (treat as AC -10; 5 points of damage are needed to cut a single strand). The net can only be ripped by a person with a Strength of 20. Upon command the net shrinks again. This power may be used 6 times per day.

of Worth

XP Value: 1,000 **GP Value:** 5,000

The Book of Marvelous Magic

This net can be used to alter the value of gems. When wrapped around any one nonmagical gem and the command word spoken, it may change the gem into some other type. Roll 1d4 to find the result:

Roll Result

- | | |
|-----|-------------------|
| 1 | Next lower value |
| 2 | Same value |
| 3-4 | Next higher value |

The *net of worth* can be used once per day at most and becomes nonmagical if used on a magical gem of any kind.



Nithian Monolith

XP Value: 24,000

GP Value: 120,000

Kingdom of Nithia

Scattered among the great deserts of Nithia are monoliths and obelisks. These towering stone structures are enigmas to those not initiated into their mysteries. However, everyone senses a powerful purpose about them.

Most Nithians know the monoliths are magical in nature, but few know their actual purpose. Their true purpose is to relay and enhance the tremendous pyramid energy network that crisscrosses Nithia. Because of this, the stone edifices radiate unnatural energy if a *detect magic* spell is used.

Nearly all monoliths are built under the carefully guided instruction of a montoth (a specialty wizard). This society of adepts predates Nithian history. As each member is inducted into the

organization, they are sworn to secrecy, carrying their arcane knowledge with them to the grave and beyond. "Be as silent as the stones," reads a famous montoth motto.

To create the monoliths and obelisks of the pyramid energy network, each structure is empowered with a secret magical function. Although this power is secret, the concentration of magic is so great within them that odd side effects or "magical eddies" occur nearby.

A few of the monolithic powers (or side effects) are listed below. These are only suggestions and others may be created at the DM's option.

Roll Monolith Powers

- 1 No plants grow within 10 miles.
- 2 All spells within one mile have a 50% chance of backfiring.
- 3 A fresh water spring always flows near the base.
- 4 All sound is silenced within 300 paces.
- 5 Gold brought within two miles turns to lead.
- 6 Touching it gives a +1 bonus to attack dice for one day.
- 7 Anyone looking at it must save vs. poison or fall asleep.
- 8 Those touching it strike the nearest person once (no saving throw).
- 9 Drinking water in sight of it quenches thirst for 30 days.
- 10 Experience gained in the last week is doubled once.
- 11 Pyramid power is doubled within one mile.
- 12 Anyone resting within one mile does not wake for 24 hours unless they save vs. spell.

One interesting aspect of monoliths is that they can't be abused. Those that produce beneficial effects are so remote that only the bravest of heroes can reach them.

Occasionally, the monoliths' powers change (at the DM's option), especially if it is likely that they will be abused. And, as with all montoth magic, their powers are concealed from the populace at large. Rumors abound in the knowledgeable citizenry that some of the monoliths are hollow and can be entered through magically guarded secret doors. It is believed that within the monoliths, secret montoth chambers control the monoliths' powers and perform other fantastic feats.

As always, the montoth society is secretive about this and does not speak about it. However,

the society does build some of them hollow, stocking them with food and water to serve as secret oases for other montoths. There is a 1 in 10 chance that any monolith is an oasis. The montoth do not tell others of this, as the store of supplies would be depleted instantly by desert travelers.

One thing all monoliths have in common is their durability. They weather the blasting of sand, the constant heat, and the passage of time as if these forces did not exist. Foreigners occasionally try to chip off a piece of statue or monolith as a souvenir of their travels. Unfortunately, all they receive for their troubles is a blunt tool or weapon.

Nithian Standard

XP Value	GP Value
Camel: 1,500	7,500
Fox: 1,500	7,500
Hawk: 1,500	7,500
Hyena: 1,500	7,500
Ibis: 1,500	7,500
Ostrich: 1,500	7,500
Panther: 1,500	7,500
Phoenix: 1,500	7,500
Viper: 1,500	7,500

Kingdom of Nithia

Magical Nithian standards are elaborately carved representations of animals used for troop identification in battle. Nithian standards usually resemble native animals or monsters. They are mounted atop long, lance-like staves and carried into battle.

Each standard has its own special power that is indicated by its form. Standards are extremely powerful, rare magical items that convey their power to all within view of the standard who wear a corresponding charm. For example, in battle, an *ibis standard* affects all within easy view who wear an *ibis symbol* or have an ibis statue upon their persons. Effective range is limited to those who could identify the standard's form if they looked in its direction (being able to distinguish an ibis from an owl). Thus, the standard's size indicates its range of influence. A few standard examples follow.

Roll	Standard	Effects
01-02	Camel	Half normal water intake required.
03-05	Fox	Troops move as silently as a 1st-level thief.
06-07	Hawk	Javelins gain +1 attack and damage bonuses.
08-10	Hyena	War cries cause enemies to save vs. spell or run in fear.

11-12	Ibis	Death isn't reached until hit points are at -10.
13-14	Ostrich	Prevents heat exhaustion due to running.
15-16	Panther	+2 morale bonus.
17-18	Phoenix	Fatal blows are avoided on a successful saving throw vs. death magic.
19-20	Viper	Victim must save vs. poison or die automatically on a natural 20 attack roll.

Only one standard can affect an individual at any given time. Those who are affected can switch between eligible standards once per round at will.



Noisesome Spirit Chasers

XP Value: 1,000

GP Value: 5,000

Oriental Adventures

These magical items come in strings of 100 and look like modern day firecrackers. When lit and cast to the ground, they magically explode with a loud bang. Spirits cannot tolerate the noise. Lesser spirits automatically flee for 1d4+1 rounds. Greater spirits must make a saving throw vs. spell to remain in the area, otherwise they flee as described above. The explosions cause no damage nor do they affect any other type of creature.



Oar

Oars are used to propel or steer water craft. An oar consists of a long wooden shaft with a blade at one end and a short tapered grip at the other, a metal or leather bracket or sleeve may be fitted somewhere near the center.

Ether

XP Value: 1,000 **GP Value:** 5,000

The Book of Marvelous Magic

This oar appears to be and functions as an *oar of rowing* in all respects. However, if a vessel is propelled entirely by oars of this kind, a special command word opens a gate into the Ethereal Plane directly ahead of the vessel; the gate appears as a silvery glowing mist. The gate stays open for a maximum of six rounds; it closes after the vessel propelled by the oars has passed through, and the mist disappears. Note that other vessels and creatures may also enter the gate. The oars can continue to propel the vessel in the Ethereal Plane at the normal rate. Another command opens a similar gate back to the Prime Material Plane. An *ether oar* can enter the Ether and return once a day.

of Rowing

XP Value: 600 **GP Value:** 3,000

The Book of Marvelous Magic

This oar is identical to a magical, 10-foot-pole. One command causes it to lengthen by 10 feet per round to a maximum of 40 feet total length; a second command causes one-fifth of its length to flatten and widen, as a normal oar. If properly mounted in a boat's oar-lock, the oar may be commanded to row by itself, having the force of 10 rowers. Note that two such oars are needed if no living rowers are used, because both sides of the vessel must receive equal propulsion or the boat goes around in circles. A third command word causes the oar to return to its original 10-foot form. The *oar of rowing* may be commanded as often as needed and functions for up to 12 hours per day.

Obsidian Man of Urik

XP Value: — **GP Value:** —

Book of Artifacts

Standing fully 12 feet high, the *obsidian man* is a perfectly carved statue of volcanic glass. Its limbs and features show no signs of chiseling; the man's skin is as smooth as human flesh. The statue is perfectly proportioned, with none of the exaggerations that might be expected of a being of its height.

The *obsidian man* wears a nobleman's kilt and baldric. Its clothes are made of the same glossy black stone as its body, and they appear to be one homogeneous piece. However, the kilt has been observed to flex and rustle when the *obsidian man* animates. The *obsidian man* originated in the DARK SUN* setting.

Eighty-five years ago, in the year of Wind's Reverence, obsidian miners in the Smoking Crown made a startling discovery: Entombed in a vein of solid black glass was the titanic figure of a man! The miners chiseled away the surrounding stone, and on orders of the templar leader, the *obsidian man* was laid in a sledge and prepared for transport to Urik.

The next morning, the mining camp was horrified to discover that 13 people had been gruesomely crushed during the night. The templars wanted to investigate, but they realized that Hamanu would brook no delay in the delivery of their find, so the caravan bearing the *obsidian man* set out for Urik.

Each night along the way, more men were murdered. The templars naturally suspected the obsidian statue, but each morning the statue was found reposing lifelessly in its sledge, its guards among the slain. The caravan finally reached Urik, but not before dozens of people were killed.

The *obsidian man* was then brought before the sorcerer-king Hamanu, who examined the figure with intense interest and was angered by his inability to learn anything about it. Soon, he set 20 half-giants to guard it and retired to his library to research the matter.

In the middle of the night, the sorcerer-king was disturbed from his studies by the sounds of battle in his palace. He rushed to the scene, only to find half of his guards dead and others barely clinging to life. The *obsidian man* was gone, leaving a trail of rubble through the fortress as it smashed its way out. Hamanu caught up with it in



the main square of Urik. There, he labored with all the terrible magic at his command to master the creature. At last, bloodied and battered, the warrior-king defeated the *obsidian man* and bound it to his service with a *golden circlet* around its brow.

Hamanu eventually discovered that the man possessed several marvelous powers and strange abilities. He used the titan's strength and prowess for years. The only limitation he could find was that the *obsidian man* could not abide the touch of daylight. When the sun rose, the statue returned to the place it had risen from that night and became inert.

Some seven years ago, a young templar in Hamanu's service made an awful mistake: He removed the *golden circlet* from the titan's brow. No one will ever know why he did so, for he was the first victim of the *obsidian man*. The statue walked out into the desert and vanished from the knowledge of mortal men.

Two years ago, the *golden circlet* that controlled the *obsidian man* was stolen from Hamanu's palace. The thief was never caught and the *circlet* has still not surfaced, despite the towering rage of the sorcerer-king.

The *obsidian man of Urik* can be used as a rampaging, unstoppable force for the heroes to

oppose. As it wanders, the *obsidian man* is capable of destroying whole villages or small armies. If used as a random force of destruction in this manner, a good adventure could be built out of finding the *golden circlet* that will command the colossus, then tracking the man down.

Alternatively, the heroes could find themselves in a situation where they require the legendary strength of the *obsidian man*. Again, finding the statue in its hidden retreat and discovering a way to control the thing are adventures in and of themselves.

If the heroes gain control of the circlet and the *obsidian man*, they find that their prized possession is also sought by Hamanu of Urik. An interesting adventure could also be built around the exploration of the *obsidian man's* origins and purpose.

Heroes who try to retain control of the *obsidian man* will find that the statue has an unnatural tendency to become separated from its controlling *circlet*. When you are ready to remove the *Man* from the campaign, an assassin or thief could steal the *golden circlet*, or an occurrence such as a sandstorm or an ambush may accidentally separate them.

Constant Powers: By day, the statue is completely motionless. It cannot be damaged by any amount of physical force or any kind of magical or psionic abilities. By night, the statue animates. It has 150 hit points and an Armor Class of -5, attacking twice per round with a THACO of 5 for 5d12 damage per hit. The *obsidian man* can move at a rate of 15 and has an effective Strength score of 25 for purposes of throwing, breaking, or carrying things. While active, the statue can be damaged only by metal weapons of +3 or better enchantment. It is completely immune to all psionics except those of the psychokinetic discipline. The *obsidian man* is immune to all magic except the spells *cone of cold*, *stone shape* (which inflict 1 point of damage per level of caster), and *stone to flesh* (which reduces the man's AC to 10 for one round.) It makes all saving throws as a 20th level fighter.

Whenever the *obsidian man* suffers enough damage to destroy it, it returns to its dormant stage. It will animate again the following night, with all its damage repaired.

Invoked Powers: Once per day, the *obsidian man* can fly (as the spell) for up to one hour. It can easily carry several human-sized creatures if

so ordered. It may create a *wall of fire* once per day that lasts up to one hour. By touch, it can *stone shape* or *passwall*.

The *obsidian man* may fire a thin beam of black fire once per turn inflicting 25 points of damage upon targets within a 60-yard range (saving throw for half damage applies). Once per week, it can be ordered to invoke *a finger of death* (as the 7th level priest spell).

Curse: Unless controlled, the *obsidian man* is a mindless force possessing only a desire to slay the living. It can be controlled only through the use of the *golden circlet*, a psionic device that establishes a link between the wearer and the artifact when worn. Even then, the evil force of the artifact demands blood. Each night, it must be allowed to slay a sentient being or it will turn on the owner of the circlet. Further, each time the controller orders it to use an invoked power, the *Obsidian Man* permanently drains 1 hit point.

Suggested Means of Destruction:

- Expose the man to 24 hours of continuous sunlight.
- Cut out its heart with a weapon of +5 enchantment, then throw the heart into the lava of the Smoking Crown.

Oil

Oil is a general term for a large number of substances. Oils include lotions and salves that are rubbed on the body for medicinal purposes. Oils also include lubricants that reduce friction. Many enchanted oils are herbal distillates or infusions. They tend to be nonflammable. Lamp oil is used for lamps and lanterns; it is not particularly explosive although it can be used to feed an existing blaze.

Absinthe

XP Value: 100 **GP Value: 500**

DRAGON Magazine 33

When this oil is applied to another person, that person will take twice the damage given to others for 24 hours or until dispelled.

of Acid Resistance

XP Value: 500 **GP Value: 1,000**

DUNGEON MASTER Guide, 1st Edition

When this oil is applied to skin, cloth, or any other material, it confers virtual invulnerability against acid. The oil wears off, but slowly—each application lasts for a whole day (1,440 rounds). Each time the protected material is exposed to

acid, the duration of the oil is reduced by as many rounds as hit points of damage the acid would have caused to exposed flesh. Thus, if a black dragon breathes for 64 points of acid damage, a person protected by this oil would lose 1 hour and 4 minutes of protection (64 rounds—32 if a saving throw vs. breath weapon was successful). Each flask contains sufficient oil to protect one human-sized creature (and equipment) for 24 hours; to protect 24 human-sized creatures for one hour; or to protect any combination of creatures and duration between these extremes.

African Ju Ju

XP Value: 100 **GP Value: 500**

DRAGON Magazine 33

This oil increases the wearer's Charisma by 2. It also grants a +2 bonus to all saving throws for 24 hours.

of Agelessness

XP Value: 800 **GP Value: 4,000**

Old Empires

This oil is made from the nectar of roses from the gardens of Ishtar in Unther. When one vial of this oil is applied to the body of a human or demihuman, the normal aging process halts for six months. Continued applications, therefore, can keep one young indefinitely. The secret of this oil is known only to the priestesses of Ishtar. It is one of the most eagerly sought secrets of southern magic.

Allspice

XP Value: 150 **GP Value: 750**

DRAGON Magazine 33

This potent oil adds 1 point to Strength for 24 hours when rubbed into the skin on the arms and legs.

Allspice II

XP Value: 250 **GP Value: 650**

DRAGON Magazine 33

The version of *allspice oil* adds a +4 bonus to all saving throws vs. spell for 24 hours.

Anger

XP Value: 300 **GP Value: 900**

DRAGON Magazine 33

When used before combat, any warrior or werecreature can be calmed to the point where they do not enter a berserker rage or enter wereform. One application of *oil of anger* can even

keep a werereature from suffering the alterations of his or her lycanthropic disease during times of full moons or other environmental triggers. The effects of this *oil* last for 24 hours.

Animation

XP Value: 200 **GP Value:** 800

POLYHEDRON Newszine 65

Normally discovered in small, crystal or stone bottles, this rare oil is prized because it can *animate* living or dead vegetable matter. A single vial covers 2 square feet of surface area. When applied, the object becomes subservient to the user's commands—provided those commands consist of five words or less. If the object has legs, it can walk; arms, it can fight or grasp. Harps and lutes can play themselves, etc. The duration is 1d6+6 turns.

Anise

XP Value: 100 **GP Value:** 400

DRAGON Magazine 33

Anise oil doubles the range and effect (enabling the user to see *infrared* and *ultraviolet*) of *clairvoyance* spells for 24 hours.

Aphrodisia

XP Value: 200 **GP Value:** 550

DRAGON Magazine 33

This oil raises the user's Charisma by 3 points (to a maximum of 18) for 24 hours. The oil causes all members of the opposite sex to make a saving throw vs. spell or fall under the effects of a *charm* spell for the duration of the oil.

Arabian Nights

XP Value: 300 **GP Value:** 1,500

DRAGON Magazine 33

This oil raises the user's Charisma by 2 points for 24 hours.

of Aries

XP Value: 150 **GP Value:** 750

DRAGON Magazine 33

Oil of Aries doubles the range and effect of *clairvoyance* spells (enabling the user to see *infrared* and *ultraviolet*) for 24 hours.

of Armor

XP Value: 400 **GP Value:** 2,000

Old Empires

This thin, nearly invisible oil is applied to skin to give it the toughness of armor. Each application

lasts 1d6+6 hours. Its base AC is 4, modified by Dexterity and *rings of protection*. There are no cumulative effects with armor. *Oil of armor* is used in Unther, where certain priesthoods forbid the wearing of armor.

of Armor II

XP Value: 500 **GP Value:** 1,800

POLYHEDRON Newszine 65

Oil of Armor gives a temporary Armor Class bonus of +4 to creatures not wearing armor. A vial typically contains enough oil to cover four human-sized creatures, one dose lasting 1d6 hours.

Attraction

XP Value: 200 **GP Value:** 700

DRAGON Magazine 33

This oil raises the user's Charisma by 3 points for 24 hours.

Attractiveness

XP Value: 500 **GP Value:** 1,500

DRAGON Magazine 179

By means of this slick unguent, the user may coat his or her face and gain 1 point of Charisma, to a maximum of 19. The effect lasts for 24 hours minus the original charisma of the user (for an individual with a Charisma of 18 it would last for but six hours). If the oil is not removed by then, it acts as *oil of horridness* for the next 24 hours.

Bard's Aphrodisiac Inspiration

XP Value: 200 **GP Value:** 600

1992 Fantasy Collector Card 633

This aromatic oil is a derivative of *Starella's aphrodisiac*. Lady Elorelei managed to lure a high-level wizard into engineering this special formula for her, which she wears as a perfume to certain social functions. When creatures of similar race and opposite sex inhale the oil and fail a saving throw vs. spell, they begin to spout love poetry, making up verses if they don't know any by heart. By doing so, they are making a public declaration of love for the wearer, although they are not necessarily affected as if by a *charm* spell. (Elorelei's motives are those of political blackmail.)

Bats' Blood**XP Value:** 250 **GP Value:** 750

DRAGON Magazine 33

This toxic oil causes 2d4 points of damage when sprinkled on characters of good alignment. This cursed oil often is misread as a random beneficial oil.

of Beauty**XP Value:** 400 **GP Value:** 1,200

Old Empires

This oil, a mixture of olive oil, crushed pearl, and ash from the Purple Plains, is used by the priestesses of Ishtar. When rubbed into their bodies, their Charisma increases by 1d4 points for 1d3+1 turns. This does not ensure that those who view them will fall madly in love with them, but it does enable them to make a good impression.

Bendover's**XP Value:** 1,000 **GP Value:** 3,000

DRAGON Magazine 33

This oil grants a bonus of +5 to saving throw vs. death magic for 24 hours.

Bergamot's**XP Value:** 600 **GP Value:** 1,800

DRAGON Magazine 33

Bergamot's oil grants a +3 to saving throw vs. spell for 24 hours.

of the Black Arts**XP Value:** 700 **GP Value:** 2,100

DRAGON Magazine 33

When applied to the forehead and sprinkled in an "X" over where a victim will step, the victim must make a saving throw vs. death magic or instant death results. Only characters of evil alignment can use this oil. The oil's effect lasts for 24 hours or until one victim passes over the "X." Whether the victim dies or not, the oil loses its potency after one use.

Bottom #20**XP Value:** 100 **GP Value:** 300

DRAGON Magazine 33

When applied to the doorknob of the victim's house, the victim must make a saving throw vs. spell at -3 or receive 3d6 points of damage when he or she tries to leave home. The oil maintains its potency for 24 hours.

Bruno's Curse**XP Value:** — **GP Value:** 400

DRAGON Magazine 33

This oil *grunts protection from evil* as the spell. The effect lasts for 24 hours

Buddha**XP Value** **GP Value**

Type I: 300 900

Type II: 600 1,800

Type III: 900 2,700

DRAGON Magazine 33

This oil increases the user's chance to learn priests' spells. There are three different potencies of the oil that currently exist. The oil functions for 24 hours. Usually, priests anoint themselves in this oil when they return to the temple to learn more spells.

Type Learn Spell Bonus

I +5%

II + 10%

III + 15%

of Bug Repellence**XP Value:** 300 **GP Value:** 550

DUNGEONS & DRAGONS Rules Cyclopedia

"Bug" includes any form of arachnid (spider, tick, scorpion), insect (ant, beetle, fly), or chilopod (centipede, millipede). After using this oil, the user cannot be touched by any normal bug, and a giant-sized bug will ignore the user unless the bug makes a saving throw vs. spell. If the saving throw is successful, the oil does not affect the giant bug. The potion adds a +4 bonus to any saving throws allowed against magically summoned or controlled bugs.

Bull's**XP Value:** 100 **GP Value:** 300

DRAGON Magazine 33

This oil increases Strength to 18 for one turn, then subtracts 2 points from the user's original Strength for six turns.

of Buoyancy**XP Value:** 250 **GP Value:** 700

POLYHEDRON Newszine 65

Coating a person or object with this oil prevents sinking in water for 1d4+4 hours. There is enough oil per vial to coat one human-sized creature—about 25 square feet.

Caloric Shield

XP Value: 500 **GP Value: 5,000**

POLYHEDRON Newszine 47

The *caloric shield* is a highly prized oil made from the essence of salamanders. When applied over one's body, it confers *fire resistance* (as the spell) for a period of 1d6+6 turns. One jar contains a single application.

Carnation

XP Value: 150 **GP Value: 450**

DRAGON Magazine 33

This powerful oil cures all nonmagical diseases the user may be suffering from. For the 24-hour duration of the oil, the user is immune to all nonmagical and magical diseases, including lycanthropy.

Chocolate

XP Value: 100 **GP Value: 300**

DRAGON Magazine 33

Chocolate oil makes all wandering monsters friendly for one day if saving throw vs. spell fails. If the monsters make their saving throws, they go into frenzy.

Citronella

XP Value: 125 **GP Value: 625**

DRAGON Magazine 33

Citronella adds +3 to Charisma for 24 hours.

Civit

XP Value: 100 **GP Value: 300**

DRAGON Magazine 33

This oil grants the *user protection from good* (as the reversed priests' *spell protection from evil*) for 24 hours.

Cleo May

XP Value: 100 **GP Value: 300**

DRAGON Magazine 33

Known variously as *Cleopatra's oil*, or *Comet Ome's oil*, this oil raises the user's Charisma by 4 points for 24 hours. If the user's Charisma increases past 18, the oil causes all members of the opposite sex to make a saving throw vs. spell or fall under the effects of a *charm* spell for the duration of the oil.

of Cloaking

XP Value: 750 **GP Value: 2,250**

DRAGON Magazine 179

Oil of cloaking may be smeared over an item to hide its magical nature for up to 24 hours. The item must be no larger than the size of a man and cannot be alive. Applying the oil to one item uses the entire contents of the bottle, regardless of size. Divination spells such as *detect magic* do not work on an item cloaked in this fashion, though spells that do not reveal magical nature (such as *legend lore* or *detect evil*) function normally. At the end of the 24 hours, the oil wears off without ill effect.

of Commanding

XP Value: 300 **GP Value: 900**

DRAGON Magazine 33

This oil acts as a *command* spell when touched to another for 24 hours.

of Concentration

XP Value: 400 **GP Value: 1,200**

DRAGON Magazine 33

Oil of concentration causes *silence* in a 30-foot radius for 24 hours. The oil can be rubbed on an individual or onto an object.

of Confusion

XP Value: 900 **GP Value: 2,700**

DRAGON Magazine 33

This oil causes *confusion*, as the spell, when thrown or applied to another for 24 hours. Saving throw vs. spell are applicable.

of Conquering Glory

XP Value: 500 **GP Value: 1,500**

DRAGON Magazine 33

The *oil of conquering glory* adds +1 to the user's THACO when applied to a weapon (magical or otherwise) for one turn.

Controlling

XP Value: 600 **GP Value: 1,800**

DRAGON Magazine Issue 33

This oil *charms* its victim, as the *charm person* spell, when applied to another or thrown in combat. Can also *charm monster*, adding a +1 bonus to the monster's saving throw for each Hit Die above one for 24 hours.

Crab Apple**XP Value: 100** **GP Value: 300**

DRAGON Magazine 33

When applied to another, the oil causes the individual to be well disposed toward the user for 24 hours. The oil can be applied, thrown onto the victim, or mixed into food or drink. The victim is granted a saving throw vs. spell to counter the effects.

of Crossing**XP Value: 600** **GP Value: 1,800**

DRAGON Magazine 33

When sprinkled in the victim's path, this oil causes the victim to sustain 3d6 points of damage. The victim's Strength and Constitution are lowered by 3 points for the day if a saving throw vs. spell fails. Only evilly-aligned characters can use this oil without alignment difficulties.

Cumin Seed**XP Value: 100** **GP Value: 300**

DRAGON Magazine 33

When sprinkled in the doorway of one's dwelling, the building is protected from evil as the spell *protection from evil 10' radius* for 24 hours

Cypress Seed**XP Value: 100** **GP Value: 300**

DRAGON Magazine 33

Cypress seed oil increases probability of a friendly reaction (granting a +5 Reaction Adjustment bonus) from devotees of chaotic gods for 24 hours unless a saving throw vs. spell is successful. If successful, the followers are more apt to be unfriendly toward the user (suffering a -7 Reaction Adjustment penalty).

of Damnation**XP Value: 300** **GP Value: 900**

DRAGON Magazine 33

When sprinkled on another, the victim must make a saving throw vs. poison or die. If the victim dies, a Wisdom check must be rolled. If the check fails, the victim is trapped in the Prime Material Plane as a ghost or poltergeist (50% chance for either). The apparition will appear 1d4 weeks after death from this oil.

Dendan**XP Value: 400** **GP Value: 900**

The Emirates of Ylaruam

The dendan is a great fish that lives in the sea off the Emirates' coast. Legend says that this fish may be slain by a shout from a human. The legend is false. The oil of this fish is as a *potion of water breathing*, and is a treasure much-valued by those who would emulate Al-Kalim's pilgrimage to the Old Man of the Sea.

Desir Erne's**XP Value: 500** **GP Value: 1,500**

DRAGON Magazine 33

When applied, this oil makes the next being (regardless of the species) of the opposite sex fall madly in love with the user for 24 hours. No saving throw is allowed unless the being has an Intelligence of 5 or greater.

of Dexterity**XP Value: 500** **GP Value: 1,500**

POLYHEDRON Newszine 65

An individual who is coated with this substance increases Dexterity to 19 for 1d4+4 turns. Further, thieves who use this oil increase their pick pockets and open locks scores by 30 percentage points each.

of Disenchantment**XP Value: 750** **GP Value: 1,500**

DUNGEON MASTER Guide, 1st Edition

This oil enables the removal of all enchantments and charms placed upon living things, and the suppression of such effects on objects. If the oil is rubbed on a creature, all enchantments and charms on it are immediately removed. If rubbed onto objects bearing an enchantment, the magic will be lost for 1d10+20 turns. After this time, the oil loses potency and the item regains its enchantment. The oil does not radiate magic once it is applied, and masks the enchantment of whatever it coats, so that an item so coated will not show any enchantment for as long as the oil remains effective.

Doas Isay's**XP Value: 300** **GP Value: 900**

DRAGON Magazine 33

Doas Isay's oil gives the user the power to *detect illusion* and *detect charm* for 24 hours.

Double Cross**XP Value: 600** **GP Value: 1,800**

DRAGON Magazine 33

When sprinkled on an enemy, it *confuses* the victim as the spell of the same name. Also, when applied to oneself, it causes anyone with an Intelligence of 10 or less to believe whatever the wearer says (no saving throw). The oil lasts for one turn.

of Dragon's Blood**XP Value: 500** **GP Value: 1,500**

DRAGON Magazine 33

This potent oil will *remove curse*, *cure disease*, *dispel charm*, and *cure* 3d6 points of damage. For the next 24 hours, the user is immune to all *curses* and *charms*.

of Dream**XP Value: 600** **GP Value: 1,800**

DRAGON Magazine 33

This oil causes *sleep* when sprinkled on a victim. The effect lasts for 24 hours and cannot be removed unless a *dispel magic*, *wish* or similar spell is used.

of the Dryad**XP Value: 250** **GP Value: 750**

POLYHEDRON Newszine 65

When a character is anointed with this pale green oil, he or she is able to pass through vegetation like a druid and enter trees as per *& plant door* spell. Once applied, the oil remains magical for 1d4+4 turns.

of Elasticity**XP Value: 250** **GP Value: 750**

POLYHEDRON Newszine 65

A character who pours this oil over his or her body transforms into a humanoid, gelatin mass. In this form, the character can stretch appendages to immense lengths and minute thinness. For example, one limb could be stretched to 300 percent of its normal length. Once applied, the oil remains magical for 1d4+4 turns.

of Elemental Invulnerability**XP Value: 500** **GP Value: 1,000**

DUNGEON MASTER Guide, 1st Edition

This precious substance gives total invulnerability to one type of normal elemental force on the Prime Material Plane wind storms, fires, earth

slides, floods, and so forth. There is a 10% chance that each such flask will also be effective on the appropriate Elemental Plane—this allows the protected individual to operate freely and without danger from elemental forces. Attacks by elemental creatures are still effective, but with a -1 penalty per die of damage. A flask contains enough oil to coat one human-sized creature for eight days or eight individuals for one day. The element protected against is determined randomly.

Roll Element

1	Air
2	Earth
3	Fire
4	Water

of Enchantment**XP Value: 900** **GP Value: 2,700**

DRAGON Magazine 33

This oil adds a bonus of +2 to the user's Charisma for 24 hours.

of Enchantment II**XP Value: 300** **GP Value: 900**

POLYHEDRON Newszine 65

When poured over a weapon or armor, this liquid infuses the object with a temporary +1 enchantment. It takes one dose to cover each of the following: a shield, a suit of armor, two melee weapons, six daggers, 20 arrows, or 20 bolts. The duration of the oil is 24 hours.

of Eternal Fire**XP Value: 300** **GP Value: 500**

DRAGON Magazine 145

This rather dramatically dubbed oil is typically found in two or four doses. When a bit of this oil is poured over a torch or other small flame, it causes the fire to stay lit for a full 24-hour period. One dose of this oil is enough to treat six torches or keep an oil lamp burning for 72 hours. *Oil of eternalfire* does not explode, nor does it affect large or magical flames.

of Etherealness**XP Value: 600** **GP Value: 1,200**

DUNGEON MASTER Guide, 1st Edition

This is a light oil that is applied externally to clothes and exposed flesh, conferring etherealness. In the ethereal state, the individual can pass

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through solid objects in any direction—sideways, upward, downward, or to different planes. The individual cannot touch nonethereal objects. The oil takes effect three rounds after application, and it lasts for 4+1d4 turns unless removed with a weak acidic solution prior to the expiration of its normal effective duration. It can be applied to objects as well as creatures. One potion is sufficient to anoint a normal human and such gear as he typically carries (two or three weapons, garments, armor, shield, and miscellaneous gear). Ethereal individuals are invisible.

In Ravenloft: This oil makes the wearer insubstantial. In no case, however, can a character just walk into the Ethereal Plane and escape.

of Eucalyptus

XP Value: 200 **GP Value:** 600

DRAGON Magazine 33

When rubbed into wounds, this oil cures 2d6 points of damage.

of Eve

XP Value: 300 **GP Value:** 900

DRAGON Magazine 33

When used by a female, it has the ability to *charm* men for 24 hours.

of the Evil Eye

XP Value: 200 **GP Value:** 600

DRAGON Magazine 33

This oil grants the *user protection from evil* for 24 hours.

Excisement

XP Value: 300 **GP Value:** 750

DRAGON Magazine 33

Excisement oil acts as a *remove curse* spell.

of Exodus

XP Value: 200 **GP Value:** 600

DRAGON Magazine 33

When thrown on another, the victim flees from the thrower for one full turn.

of the Feasts

XP Value: 250 **GP Value:** 500

POLYHEDRON Newszine 65

When poured into a pot, kettle, or other cooking device, this oil becomes very hot. Any food item placed in the oil cooks until it is done, then floats to the top. The oil is valued by adventurers who

do not want to announce their presence by building cooking fires. A flask typically contains enough oil to cook 10 one-person meals.

of Feather Falling

XP Value: 700 **GP Value:** 2,100

DARK SUN Campaign Set

Rubbing this oil on one's feet gives a character all of the abilities of the wizard's *spell feather fall*, but for a duration of exactly 10 hours. The character can carry up to 250 pounds of equipment besides normal clothing and weapons. *Oils of feather falling* are most often used to travel across the Silt Sea—a feather weight person can float easily on the surface of the silt and walk at a normal rate of movement. Multiple applications can last long enough to cross an estuary of the Silt Sea, or even to reach one of its many islands from shore.

of Fiery Burning

XP Value: 500 **GP Value:** 1,000

DUNGEON MASTER Guide, 1st Edition

When this oil is exposed to air, it immediately bursts into flame, inflicting 5d6 points of damage to any creature directly exposed to the substance (save vs. spell for half damage). If hurled, the flask will always break. Any creature within 10 feet of the point of impact (up to a maximum of six creatures) will be affected. The oil can, for instance, be used to consume the bodies of as many as six regenerating creatures, such as trolls. If the flask is opened, the creature holding it immediately suffers 1d4 points of damage, unless a roll equal to or less than the creature's Dexterity is made on 2d10, the flask cannot be restoppered in time to prevent the oil from exploding, with effects as described above.

of Fire Stilling

XP Value: 180 **GP Value:** 540

DRAGON Magazine 159

This magical oil is purchased in five gallon casks, and each cask holds enough oil to treat a galleon's main deck and masts. When applied to wooden planks, the oil's magic permeates the wood, giving it flame resistance. Freshly treated wood gains a +2 vs. fire for 5d10 days. If the wood comes in contact with flame, it contains the flame, not allowing it to spread. However, the oil dries out the wood, reducing its effectiveness to 4d10 days on subsequent applications. This oil

has become quite popular with ship crews sailing the Flow, lessening the dangers of critically damaging a ship while sailing the flammable Sea of Space. The cost given above is for each five gallon cask.

Five Finger Grass

XP Value: 250 **GP Value:** 750

DRAGON Magazine 33

This oil grants the *user protection from good* and increases Dexterity by 2 points (maximum of 18) for 24 hours.

Frangi Pani

XP Value: 200 **GP Value:** 600

DRAGON Magazine 33

When applied, all those around the user will trust him or her and reveal secrets and indiscretions for one turn. A saving throw vs. spell at a -3 penalty is applicable.

of Fumbling

XP Value: — **GP Value:** 650

DUNGEON MASTER Guide, 1st Edition

This oil seems to be of a useful type—acid resistance or slipperiness—until the wearer is under stress in an actual melee situation. At that point, there is a 50% chance each round to fumble and drop whatever is held—weapon, shield, spell components, and so forth. Only a thorough bath of some solvent (such as alcohol) will remove the oil before it wears off.

Galangale's

XP Value: 100 **GP Value:** 400

DRAGON Magazine 33

When *Galangale's oil* is applied before going to court or before the constabulary approach to investigate ill doings, the judge or the constables will always find in favor of the user (unless a saving throw vs. spell is made). This oil lasts for one turn.

Gardenia

XP Value: 200 **GP Value:** 600

DRAGON Magazine 33

When sprinkled on an opponent, the victim suffers the effects of a *hold person* spell for one turn unless a saving throw vs. spell is successful.

Getaway's

XP Value: 300 **GP Value:** 900

DRAGON Magazine 33

This oil protects a dwelling from evil (as the spell) for 24 hours.

Grape

XP Value: 100 **GP Value:** 500

DRAGON Magazine 33

When this oil is poured onto the ground, 100 gold pieces appear. If poured onto any other surface, nothing happens and the magic is wasted.

of Great Devotion

XP Value: 750 **GP Value:** 2,250

DRAGON Magazine 179

This holy unguent is only usable by priests, though of any kit or alignment. The priest's level increases by three levels if 5th level or lower, and by two levels if of 6th to 10th level. It has no effect on priests of 11th level or higher. The priest receiving this boon fights, casts spells, turns undead, and otherwise performs as if that number of levels higher for the next 12 hours. This oil does not allow additional spells to be gained, nor does it allow for the priest to learn spells that could not be learned at the earlier level. Special priestly abilities that are tied to level (such as kahin or hakima abilities, explained in *Arabian Adventures*) may be temporarily added in this fashion.

of Hair Replacement

XP Value: 150 **GP Value:** 450

POLYHEDRON Newszine 65

This magical oil was developed by a self-conscious wizard who was worried about his hair loss. Two hours after the oil is rubbed into the scalp, hair begins to grow at a rate of one-quarter inch a day for 10 days. The hair is always bright orange. Care must be taken when handling this oil; if it is spilled on hands, arms, or other flesh, hair will grow there at the same rate. The hair growth is permanent and only can be banished by a *remove curse* or a razor. (Luckily, it can be dyed.)

of High Conquering

XP Value: 600 **GP Value:** 1,800

DRAGON Magazine 33

This oil adds a +2 bonus to the user's THACO for 24 hours when applied to a weapon.

of High John the Conqueror

XP Value: 500 **GP Value: 1,500**

DRAGON Magazine 33

This oil gives its user a +3 THACO bonus when a weapon is anointed. The effect lasts for 24 hours.

Hindu Grass

XP Value: 250 **GP Value: 750**

DRAGON Magazine 33

This oil adds a +3 to the user's Wisdom for 24 hours.

Honeysuckle

XP Value: 100 **GP Value: 300**

DRAGON Magazine 33

When this oil is rubbed in the eyes, the user's range of sight is doubled and *infravision* is obtained for 24 hours.

of Horridness

XP Value: 200 **GP Value: 600**

DRAGON Magazine 179

By smearing this oil on the face, one's Charisma is immediately reduced to 3 for the next 24 hours. The oil temporarily renders the user's visage so horrid that only ghuls and night hags would be comfortable around him. This oil is never labeled correctly, as it is often the result of spoiled *oil of attractiveness*.

Hypnotic

XP Value: 300 **GP Value: 900**

DRAGON Magazine 33

Hypnotic oil has a relaxing effect on the user that lasts 24 hours. While under the effect, the user is immune to all *charm*, *hold*, and *fear* spells.

Hyssop

XP Value: 200 **GP Value: 600**

DRAGON Magazine 33

This oil, when sprinkled on an opponent, placed in food or drink, or in clothing or bedding, causes 1d6 points of damage if the opponent is of evil alignment. Once placed in food or on an item, the oil will last 24 hours before it loses potency.

of Immovability

XP Value: 350 **GP Value: 1,050**

POLYHEDRON Newszine 65

This highly magical mixture keeps things from moving. When the thick, honey-smelling oil is applied to the hinges of a door, the legs of a chair,

or other moveable object, it locks them into place against whatever they were sitting upon or resting against for 1d4+4 hours. Only *dispel magic* neutralizes the oil earlier. A door could still be opened, a chair picked up, etc., if the item was broken. The hinges would remain affixed to the wall, the chair legs to the floor. Each application covers a 1-foot-square surface area, and there are typically 2d12 applications per flask.

of Impact

XP Value: 750 **GP Value: 1,500**

DUNGEON MASTER Guide, 1st Edition

This oil has beneficial effects on blunt weapons and missiles, both magical and nonmagical. When applied to a blunt weapon such as a club, hammer, or mace, it bestows a +3 bonus to attack rolls and a +6 bonus to damage. The effect lasts 1d4+8 rounds per application. One application will treat one weapon. When applied to a blunt missile, such as a hurled hammer, hurled club, sling stone, or bullet, it bestows a +3 bonus to attack rolls and a +3 bonus to damage. The effect lasts until the missile is used once. One application will treat 1d2+3 sling stones or two larger weapons. A flask of oil of impact holds 1d3+2 applications.

Invisibility

XP Value: 400 **GP Value: 1,200**

DRAGON Magazine 179

This oil is similar in its effects to the potion of the same name. The oil, though, last for 1d6+6 turns or until dispelled. *Oil of invisibility* does have a distinctive scent that dogs or other creatures may track.

of Invulnerability

XP Value: 400 **GP Value: 1,200**

DRAGON Magazine 179

Similar to the potion of the same name, the effects of this oil last for 1d6+6 turns unless dispelled. The oil has an aroma like burnt almonds.

Jamaica

XP Value: 200 **GP Value: 600**

DRAGON Magazine 33

When rubbed onto wounds, this oil heals 2d4 points of damage.

Jannis's Aroma of Nightmares**XP Value: 300** **GP Value: 900**

1992 Fantasy Collector Card 630

All creatures who come within 5 feet of the wearer are put to sleep for 1d4+4 rounds. While sleeping, the victims experience lifelike nightmares about being violently slain by the wearer of the oil. Upon waking, the victims must roll successful saving throws vs. paralyzation or act as if affected by *afear* spell at the sight of the wearer. Even if the saving throw is successful, the victim is still frightened, so he fights with a -2 penalty to attack and a +2 bonus to damage, due to the surging adrenaline in his or her system. One application of the oil lasts for 3d4 rounds.

**Jazper's Oil
of Permanent Etherealness****XP Value: —** **GP Value: 600**

1992 Fantasy Collector Card 274

This oil works exactly the same as *oil of etherealness*, except that its effects are permanent—only the spell *plane shift* or an *oil of materialism* potion (which Jazper is still working on) will return a coated character from the Ethereal Plane. Of course, a *wish* spell can alter the circumstances as well. Those victims of *Jazper's oil of permanent etherealness* who are not properly prepared for a return trip may be forced to take up residence in the Ethereal Plane until they either find help or meet an Ethereal monster who will send them to yet another plane of existence.

Jezebel**XP Value: 300** **GP Value: 900**

DRAGON Magazine 33

When used by a female, it has the ability to *charm* men for 24 hours.

of Jinx Removing**XP Value: 200** **GP Value: 600**

DRAGON Magazine 33

After three days continued use of this oil, it removes any *curse* or *geas* placed on a character.

Jo's Liquid Road**XP Value: 1,000** **GP Value: 3,000**

1992 Fantasy Collector Card 389

When sprinkled on water, swampland, quicksand, or a similar surface, *Jo's liquid road* hardens to the density of granite, enabling easy passage. It

stays hard for one hour. One flask can harden a 5-by 5-foot surface (a path 25 feet long and 1-foot-wide). Jo's fluid has another special quality, though, it has *had permanent invisibility* cast upon it, so no one can see where it is. Jo intersperses his *liquid road* so that he must make a short hop from stepping stone to stepping stone. Those who attempt to follow him are often forced to swim at least part of the way. Of course, this can be troublesome in quicksand.

Kludde**XP Value: 300** **GP Value: 900**

DRAGON Magazine 33

This oil allows its user to *speak with animals* as the priest spell for 24 hours.

Lavender**XP Value: 100** **GP Value: 300**

DRAGON Magazine 33

Oil of lavender increases both Wisdom and Dexterity by 2 (Maximum of 18) for 24 hours.

of Life**XP Value: 250** **GP Value: 750**

DRAGON Magazine 33

When this oil is liberally applied to the skin, the user gains the benefit of a *cure disease*. This oil even has a 25% chance to cure lycanthropy.

of Lighting**XP Value: 250** **GP Value: 750**

POLYHEDRON Newszine 65

This oil is stored in a dark container. When it is unstoppered, the magic is released, and the oil glows like a *beacon* or *light* spell for 6d6 turns. The oil can be poured onto objects, setting them aglow. The oil works under water.

of Lightning Bolts**XP Value: —** **GP Value: 500**

POLYHEDRON Newszine 65

Characters who spread this oil on their bodies attract lightning bolts for 1d4 hours. If there is calm weather, clouds quickly gather, heavy rains begin, and lightning fills the sky—and strikes the character. Each hour 1d12 lightning bolts automatically strike the character, doing 2d10 points of damage. This oil is treasured by farmers who pour it on the ground near their fields so their crops will be watered.

Lily of the Valley**XP Value: 200****GP Value: 600**

DRAGON Magazine 33

This oil must be kept pure, meaning that it can only be contained in gold containers, or containers that are gold-lined. When splashed on a creature not of good alignment, it causes 2d6 points of damage.

of Lorn**XP Value: 250****GP Value: 600**

POLYHEDRON Newszine 65

Sir Lorn, a famed paladin, commissioned a special oil to be created for him. Lorn was always concerned about his appearance and presence, and the oil named after him is a magical men's cologne. It makes the wearer smell so good that his Charisma is raised by 1 for 1d6 hours. A vial typically contains enough cologne for 10 applications. Women using the cologne gain no benefit.

of Luminescence**XP Value: 300****GP Value: 600**

POLYHEDRON Newszine 65

This oil is usually found in a slender flask. If the oil is quaffed, the drinker suffers 1d10 points of damage. If, however, part of the oil is poured over an object, such as a torch, its true power is released. The object glows with the equivalent of a *light* spell for 1d6+6 turns. The object gives off no heat and can be used under water. There are typically eight doses per flask.

Magnolia**XP Value: 150****GP Value: 450**

DRAGON Magazine 33

This rare oil doubles a character's existing PSPs for three turns. If rubbed into the hair of a non-psionic character, the magic in the oil is ineffectual; it does not have the power to instill psionic ability.

Mage's VisionSee *Oil of Scrying***of Manpower****XP Value: 400****GP Value: 1,200**

DRAGON Magazine 33

Oil of manpower increases the user's Strength by 2 (to a maximum of 18) for 24 hours. If a fighter already has 18 Strength, add 20 to his or her exceptional Strength score.

Maybel's Insect Charm**XP Value: 400****GP Value: 1,200**

1992 Fantasy Collector Card 632

Maybel, a druid, mixed honey and a few other natural sugars with *Murdoch's insect ward*, and she came up with an oil that repels and attracts insects at the same time. Insects may not come within 5 feet of the wearer during its 1d3+1 hour duration of effect, but they will seek its wearer out from miles around and then circle, just outside the warding perimeter. This allows Maybel to cast various control spells and it also acts as a combat barrier—the insects attack anyone who attempts to cross it. Insect creatures with Intelligences of 5 (including thri-kreen) or more are allowed a saving throw vs. spell to ignore the effect.

of Mercury**XP Value: 100****GP Value: 300**

DRAGON Magazine 33

When users anoint themselves with this oil, they are able to contact a vassal of one of the deities, ask the being a question that will be truthfully answered with a short phrase or word. If this oil is used more than once in a year's time, it causes the vassal to demand payment of one sort or another. The table below may be used by the DM as a guide.

Alignment**of Contact**

Good

Neutral

Evil

Payment

Geas. The quest forced upon the character cannot be removed short of the use of two *wishes*. The quest will be sacred in nature and important to the deity questioned.

Loss. The user loses either a point from a prime requisite statistic or two levels (DM's choice).

Death (save vs. death magic applicable at a -6 penalty). This forces the user to serve the deity as a vassal for 1,000 years.

of Metal Fatigue**XP Value: 400****GP Value: 1,200**

POLYHEDRON Newszine 65

This oil is usually stored in a glass flask, with four applications per flask. When the oil comes in contact with metal, the mixture causes the metal to rust and fall apart within 1 d4 rounds. Magical

metal receives a saving throw vs. disintegration, oil thrown at iron golems and other metal-based creatures causes 2d10 points of damage. One application covers a 2-foot square, 2-inch deep metal surface.

Mojo

XP Value: 100 **GP Value: 500**

DRAGON Magazine 33

This oil has the power to grant one *wish*.

of Monster Repulsion

XP Value: 250 **GP Value: 750**

DRAGON Magazine 194

Like many other oils, this liquid is meant to be applied to a single person's clothing and skin rather than taken internally. It quickly soaks in and works continuously for 12 hours (unless removed by a strong solvent). Once applied, this oil releases a scent that is odorless to all creatures except the one type of animal or monster (lion, tiger, troll, blue dragon, goblin, at the discretion of the maker) that it was formulated to affect. That type of creature smells an odor so disgusting that it will not willingly approach within 80 feet of the offending person. An intelligent creature can overcome its revulsion and force itself forward, but as it gets closer the odor increases so that each halving of the 80-foot distance gives the affected monster a cumulative -1 on all combat rolls (such as attack, damage, and saving throw rolls); -1 at 40 feet, -2 at 20 feet, -3 at 10 feet, and -4 at 5 feet or closer. This oil can also be painted on inanimate objects such as fence posts to create a large zone of exclusion that no member of the target species can enter. One dose of oil can coat up to 10 objects this way.

Moon

XP Value: 200 **GP Value: 600**

DRAGON Magazine 33

With the use of this oil, the user can *teleport without error* as the spell (only once).

Musk

XP Value: 100 **GP Value: 400**

DRAGON Magazine 33

Musk oil adds 1 point to Strength for 24 hours.

Narcissus

XP Value: 200 **GP Value: 600**

DRAGON Magazine 33

This oil causes *sleep* when thrown on another. The effect lasts for 24 hours.

of Neutral Scent

XP Value: 300 **GP Value: 900**

DRAGON Magazine 194

This magical oil's volume and duration resemble the *oil of monster repulsion*, but unlike that oil it doesn't make the user emit a special scent. Rather, it neutralizes all scents that the wearer and his coated equipment emit, making him effectively odorless. While this could have some bad effects (for instance, the user's pet dog may not recognize him), it is generally helpful, preventing the wearer from being sniffed out by giant ants, carrion crawlers, griffons, minotaurs, rust monsters, wolves, snakes, and other creatures dependant on scent to hunt or track. Even if such a monster blunders upon the wearer accidentally, the lack of a scent is likely to make it hesitate in combat (-2 on initiative rolls). Unless the user can bathe a monster's entire body in oil of neutral scent, this oil is useless against the crippling scent attack of troglodytes and other smell-emitting monsters. When the effects wear off, the wearer is instantly assailed with his or her own normal scent. It takes 1d4 turns before he or she is again so used to his scent as to be unaware of it.

of New life

XP Value: 200 **GP Value: 600**

DRAGON Magazine 33

When splashed on an opponent, a saving throw vs. spell is required. If the save fails, the victim suffers the effects of *forget* spell that lasts for 24 hours.

Nine Mystery

XP Value: 300 **GP Value: 900**

DRAGON Magazine 33

This handy oil, when massaged into the face and neck acts as a *locate object* spell. The effect lasts 24 hours.

Obeah

XP Value: 400 **GP Value: 1,200**

DRAGON Magazine 33

This oil acts as a *remove curse* spell. It cannot cure lycanthropy or magical diseases or afflict-

tions. It does, however, make the user completely immune to the effects of *curses* for 24 hours.

of Obedience

XP Value: 750 **GP Value:** 2,250

DRAGON Magazine 179

This pasty unguent is smeared on the forehead of a sleeping or unconscious creature; upon awaking, the being comes under the control of the individual who placed the oil there. The control is complete, and the obedient one is little more than a zombie. The obedient one does not think independently except in the most basic fashion (breathing, not walking into walls) and cannot use spells (although magical abilities may be used). The one who placed the oil must give orders for the affected individual to move; inability to follow the orders causes the individual to not act at all. This oil's effects last for 24 -1d6 hours. Self-destructive acts may be ordered, but the affected individual gains a saving throw vs. spell to resist. The oil has no effect on someone already awake.

Olibanum

XP Value: 200 **GP Value:** 600

DRAGON Magazine 33

For the 24-hour duration of this oil, all damage inflicted upon the user is halved for 24 hours.

of Permanent Disenchantment

XP Value: 1,000 **GP Value:** 3,000

POLYHEDRON Newszine 65

These very rare unguents work the same way as *oil of disenchantment* as described, except that the effects are permanent when used on an item. If the *potion* is ingested, the drinker suffers 2d12 points of damage.

of Petrification

XP Value: 500 **GP Value:** 1,500

DUNGEON Magazine 40

Hallam invented the formula for this oil after a fortunate (for him) encounter with a basilisk. Seeing the possibility of incapacitating foes without harming them, Hallam devised this recipe.

The oil has the effects of a basilisk gaze on one person. When a full dose touches flesh, a save vs. petrification must be made. If failed, the victim is turned to stone; a successful save results in no adverse effects. The oil is typically sealed in a

breakable ceramic flask and thrown as a grenade, though the bottle must be a direct hit to have any chance of being effective; splashes have no effect.

A successful *dispel magic* spell against 12th-level magic negates the oil's effect. However, a successful system shock roll must be made to survive the transition back to flesh.

A victim affected by this oil radiates magic under a *detect magic* or similar spell.

of Phosphorescence

XP Value: — **GP Value:** 100

DRAGON Magazine 91

A slight application of this oil causes the user to believe that it is some other form of magical oil, generally *oil of slipperiness*. However, when fully applied to a living being's body, the user's skin suddenly starts to glow as if it were aflame. This bioluminescence is permanent, and can only be negated by a *limited wish*, *wish*, or *remove curse* spell cast by a priest of at least 9th level. The glow emitted from the body is usually a yellow-green color, and the affected individual is highly visible at night and against dark surroundings. All attempts to hide, short of covering oneself completely in blankets, hiding in another room, or going *invisible*, are doomed to fail.

of Phosphorus

XP Value: 350 **GP Value:** 800

POLYHEDRON Newszine 65

This potent oil comes in a leather flask with a small hole in the stopper. By squeezing the flask, the oil is forced out through the hole. The oil sets fire to anything combustible—except leather. If squirted on a character's clothing, the resulting fire causes 1 d6 points of damage per round until it is extinguished. Uses include starting fires, igniting arrows, lighting a torch, etc. A typical flask includes enough oil for 20 squirts.

of the Pickpocket

XP Value: 500 **GP Value:** 1,500

DRAGON Magazine 179

This oil, rubbed over the hands, allows a character without the pickpocketing ability to pick pockets as a 1st-level thief. If used by a thief, it raises the percentage chance of picking pockets by +10. The oil lasts for six hours before evaporating.

of Power**XP Value: 750** **GP Value: 2,250**

DRAGON Magazine 33

This oil removes *charm spells* placed upon another or oneself. It also grants full immunity to all *charm* spells and magical abilities for 24 hours.

of Preservation**XP Value: 500** **GP Value: 1,500**

POLYHEDRON Newszine 65

Drow who travel above ground find this oil valuable because it prevents drow armor and weapons from losing their magic in sunlight. One vial contains enough oil to coat a drow suit of armor, or a cloak, set of clothing, or 3-7 weapons depending upon size. One application preserves an item for six months above the tunnels of the Underdark.

Primrose**XP Value: 200** **GP Value: 600**

DRAGON Magazine 33

When added to food or drink, this oil draws the truth from a liar (no saving throw allowed). The victim loses all inhibitions, saying whatever comes to mind, telling the truth and a lot more that may or may not pertain to the question. The effect lasts one turn.

Reptilla's Curdled Death**XP Value: 750** **GP Value: 2,250**

1992 Fantasy Collector Card 631

Reptilla needs live subjects for her experiments, so she magically diluted her *curdled death* so that it would only cause a victim who failed a saving throw vs. spell to fall into a catatonic state for 2d10 rounds, rather than die. The evil wizard also changed the oil's formula so that it can be applied to rock faces along the path near her home. When the sun shines on the stone and warms its surface, the oil's effects are activated (the air temperature must be at least 70°). Because of its less potent form, Reptilla's *curdled death* lasts for 1d3 turns. It affects all creatures who pass within 5 feet.

of Reversibility**XP Value: 500** **GP Value: 1,500**

DRAGON Magazine 33

This oil reverses any spell put on the user or object. In many cases, this property acts as a limited effect *dispel magic*, rendering the object or person immune to all spell and magical abilities for 24 hours.

of Romance**XP Value: 750** **GP Value: 2,250**

DRAGON Magazine 179

This oil smells of rancid fish, yet has a powerful effect when poured on the ground, usually across a doorway or window. At that time, the name of the desired victim is spoken aloud. If the individual called crosses the threshold or patch of oil, he or she suffers the effects of a *charm person* spell at -4 to the saving throw. Failing the saving throw results in the victim becoming devoted to the oil-user, seeking to protect and follow the other's orders (excluding outright self-destructive acts). The enchantment worked by this magic does not wear off over time (unlike the *charm person* spell) and can only be removed by a *dispel magic* or a *limited wish*.

Rosemary**XP Value: 200** **GP Value: 600**

DRAGON Magazine 33

When worn on the temples, wrists, and ankles, this oil has the following attributes: it cures 2d4 points of damage, protects the wearer from evil, and grants a +3 bonus to all saving throws vs. offensive magic

Rue**XP Value: 100** **GP Value: 300**

DRAGON Magazine 33

Rue oil instantly *cures insanity* if used for three consecutive days.

of Rust Proofing**XP Value: 400** **GP Value: 1,200**

POLYHEDRON Newszine 65

This oil protects metal from water, oxidation, rust monsters, and *oil of metal fatigue* attacks. One flask contains enough oil to cover a suit of armor, one large shield, and two weapons. Once applied, the oil remains magical for 1dl2+12 hours.

Sandalwood**XP Value: 300** **GP Value: 900**

DRAGON Magazine 33

Oil of sandalwood cures 2d8 points of damage sustained from blunt weapons. If the character suffers from slashing or puncture wounds, the oil cannot aid the character in any way.

of Scents**XP Value:** — **GP Value:** 250

POLYHEDRON Newszine 65

When the vial is uncorked, this oil, created as a practical joke, smells like the finest perfume. However, when a character applies the oil, he or she takes on the stench of skunk spray. The smell remains for 1d8 hours. It can be removed earlier with a *dispel magic* or by bathing many, many times.

of Scribes**XP Value:** 500 **GP Value:** 1,500

POLYHEDRON Newszine 65

When applied to written text, this mystical oil acts as a *comprehend languages* spell, translating the written word into a language the user can understand. On magical writings it simulates a *read magic* spell. The oil also reveals invisible *wizard mark* script, *secret page* writings, and *illusionary script*. One vial of *oil of scribes* contains enough fluid for 10 sheets of parchment.

of Scrying**XP Value:** 250 **GP Value:** 750

POLYHEDRON Newszine 65

Also known as *mage's vision*, this syrupy oil has no function unless poured into a bowl. By swirling the liquid and concentrating on a place or individual, the user can use the bowl as a *crystal ball* for 1d4+6 turns. The individual or place must be well known. Any class may use this oil.

of Sharpness

XP Value	GP Value
+1: 400	4,000
+2: 800	8,000
+3: 1,200	2,000
+4: 1,600	6,000
+5: 2,000	20,000
+6: 2,400	24,000

Unearthed Arcana

This magical substance resembles the fine oil used to clean and protect metal armor and weapons. If it is carefully rubbed on the blade of any edged or pointed weapon, the oil will have the effect of making it equivalent to a magic weapon. One such application will last for 1d8+4 rounds. A flask of the substance will contain from 1d3+2 applications. The dweomer of the oil of sharpness is determined by die roll:

Roll Dweomer Effect

01—02	+1 to attack and damage
03-05	+2 to attack and damage
06-11	+3 to attack and damage
12-16	+4 to attack and damage
17-19	+5 to attack and damage
20	+6 to attack and damage

of Slipperiness**XP Value:** 400 **GP Value:** 800

DUNGEON MASTER Guide, 1st Edition

Similar to the *oil of ethereality*, this liquid is to be applied externally. This application makes it impossible for the individual to be grabbed, grasped, or hugged by any opponent, or constricted by snakes or tentacles. (Note that a roper could still inflict weakness, but that the monster's tentacles could not entwine the opponent coated with *oil of slipperiness*.)

In addition, such obstructions as webs, magical or otherwise, will not affect an anointed individual. Bonds such as ropes, manacles, and chains can be slipped free. Magical ropes and the like are not effective against this oil. If poured on a floor or on steps, there is a 95% chance/round that creatures standing on the surface will slip and fall. The oil requires eight hours to wear off normally, or it can be wiped off with an alcohol solution.

Snake**XP Value:** 250 **GP Value:** 750

DRAGON Magazine 33

When a green candle is anointed with this oil and burned, it will *cure disease* as the spell. Up to four individuals can be healed with one use. The oil cannot cure magical afflictions (like lycanthropy).

Solomon's**XP Value:** 300 **GP Value:** 900

DRAGON Magazine 33

This oil increases the user's Wisdom score by 3 for 24 hours.

Spikenard**XP Value:** 300 **GP Value:** 900

DRAGON Magazine 33

This oil cures 1d8 points of damage when used on characters of good alignment, but causes 1d8 points of damage to characters of evil alignment.

Spirit**XP Value: 300****GP Value: 900**

DRAGON Magazine 33

This oil allows the user to *speak with dead*, as the spell, for two turns.

of Stillness**XP Value: 600****GP Value: 1,800**

Pirates of the Fallen Stars

When this enchanted oil is poured onto water, it stops violent seas and reduces wave action around one ship to the equivalent of calm water for one hour. This effect applies to normal waves as well as magically agitated water. During this time, the ship need not make seaworthiness checks due to weather (although checks required for other reasons are still required).

of Stone Passage**XP Value: 1,000****GP Value: 4,000**

Menzoberranzan Campaign Set

This oily paste allows passage through stone, much the way that a potion of gaseous form allows a solid being to enter the realm of air. An object coated with this oil can be literally pushed into an area of solid stone, with no more difficulty than it could be pushed into water, for example. A living being coated with the oil can move freely through stone at a speed equal to half its swimming or flying speed (whichever it chooses). On a living creature, the oil will last for 3d6 turns; on an inanimate object it is permanent. An individual who senses the oil beginning to lose its potency (after the 3d6 turns are up) has 3d6 rounds to emerge from the stone. If he cannot, he perishes, and is treated as if slain by a *disintegrate* spell.

of Sulfur**XP Value: 150****GP Value: 350**

Secrets of the Lamp

This magical oil seems to be an enchanted oil like *oil of slipperiness*, *oil of etherealness*, or perhaps an *oil of elemental invulnerability*. However, when put to the test in a dangerous situation, the oil bursts into flame shortly after being applied (1-3 turns). This causes 4d6 points of fire damage. *Oil of sulfur* is a common substitution for valuable oils by genies who seek to get rid of their masters, or a gift from genies who seek revenge for mistreatment. The efreet, however, consider it a delightful massage oil.

of Time**XP Value: 600****GP Value: 1,800**

DRAGON Magazine 33

When this oil is thrown into the air, an effect identical to a *time stop* spell occurs for one round.

of Timelessness**XP Value: 500****GP Value: 1,000**

DUNGEON MASTER Guide, 1st Edition

When this oil is applied to any matter that was once alive (leather, leaves, paper, wood, or dead flesh), it allows that substance to resist the passage of time. Each year of actual time affects the substance as if only a day had passed. The coated object has a +1 bonus on all saving throws. The oil never wears off, although it can be magically removed. One flask contains enough oil to coat eight human-sized objects, or an equivalent area.

Trinity**XP Value: 900****GP Value: 2,700**

DRAGON Magazine 33

This oil raises three statistics of a PC by one point each (no maximum) for 24 hours, depending upon character class. The table below depicts the chances of any particular statistics being temporarily increased, using a 1d10 die roll. Anything marked with an X is automatically increased. To use this chart, find the character class (not the kit), and roll 1d10 dice. The statistic rolled and all those marked with an X are raised by 1 point for 24 hours. Please note that some character classes do not have random rolls.

Class	Str	Dex	Con	Int	Wis	Cha
Fighter	X	X	1-4	—	5-0	—
Paladin	1-5	—	6-0	—	X	X
Ranger	1-5	X	6-0	—	X	—
Wizard	—	1-3	X	X	4-8	9-0
Specialist Wizard:						
Abjurer	—	1-4	5-8	X	X	9-0
Conjurer	1-6	—	X	X	7-0	—
Diviner	—	—	1-2	X	X	3-0
Enchanter	—	—	1-4	X	5-0	X
Illusionist	—	X	1-2	X	3-6	7-0
Invoker	1	2-5	X	X	6-0	—
Necromancer	1-3	—	4-0	X	X	—
Transmuter	1-2	X	3-7	X	8-0	—
Priest	—	—	—	1-4	X	5-0
Druid	—	1-4	5	6-0	X	X
Thief	—	X	—	1-2	3-6	7-0
Bard	—	X	—	X	—	X

of Unlocking**XP Value: 300** **GP Value: 800**

POLYHEDRON Newszine 65

This oil is usually found in a tiny, stoppered vial. The stopper is a dropper for inserting measured doses into locks. One dropper of oil opens any normally-locked door or chest. There is only a 30% chance the oil will open a magical lock. The oil is not effective against magically held doors. One vial usually contains eight doses.

Verbena**XP Value: 400** **GP Value: 1,200**

DRAGON Magazine 33

Verbena oil completely protects the user against *curses* and *geas* for 24 hours.

of Vibration**XP Value: 300** **GP Value: 900**

DRAGON Magazine 33

When this oil is applied to the user and one victim, the victim will be under the user's *charm* for 24 hours. The user must be the first to apply the oil, otherwise, the "victim" becomes the charmer.

Virgin Olive**XP Value: 100** **GP Value: 300**

DRAGON Magazine 33

When applied to a priest's *holy symbol*, it adds +4 to a priest's roll to turn undead. It also causes 2d8 points of damage to undead if a saving throw vs. spell fails. The effect lasts 24 hours.

of Vision**XP Value: 900** **GP Value: 1,800**

DRAGON Magazine 33

This oil, when rubbed onto the face, gives the power to see *invisible* and *ultraviolet* for six turns.

of Voodoo**XP Value: 200** **GP Value: 600**

DRAGON Magazine 33

When thrown at an enemy, this oil reduces the victim's Strength to 3 if a save vs. spell fails.

of Will Power**XP Value: 500** **GP Value: 1,500**

DRAGON Magazine 33

When applied, this oil raises the user's Strength by 3 (to a maximum of 18). In addition, for the next 24 hours, the user gains a +3 to all petrification, polymorph, paralyzation, and poison saving throws.

Wintergreen**XP Value: 100** **GP Value: 300**

DRAGON Magazine 33

This oil cures 1d6 points of damage and adds a bonus of +5 to all saving throws vs. disease and disease-mimicking effects (excluding lycanthropy) for 24 hours.

of Wishing**XP Value: 900** **GP Value: 2,700**

DRAGON Magazine 33

When this oil is put on a candle and burned, one can write a *wish* on a piece of parchment and it will come true.

Witch's**XP Value: 600** **GP Value: 1,800**

DRAGON Magazine 33

When a piece of an enemy's hair is soaked in this oil, the victim must make a saving throw vs. poison or die eight days later. Only evil characters can use this oil without an alignment penalty.

Xyz**XP Value: 300** **GP Value: 900**

DRAGON Magazine 33

This oil makes the user 10 years younger. Unfortunately, a system shock roll is required. If the roll fails, the user dies. If resurrected following death by this oil, the user is 10 years younger than before death.

YlangYlang**XP Value: 300** **GP Value: 900**

DRAGON Magazine 33

Ylang Ylang oil increases the user's Charisma by 2 points for 24 hours.

Zodiac**XP Value: 100** **GP Value: 300**

DRAGON Magazine 33

This oil usually brings a favorable reaction (add +2 to all reaction rolls) when speaking with followers of lawful deities.

Zula Zula**XP Value: 250** **GP Value: 750**

DRAGON Magazine 33

When sprinkled on an enemy, this oil either kills (if saving throw vs. death magic fails) or causes 3d6 points of damage (if the saving throw succeeds).

Ointment

These creamy salves are usually found in small, wooden boxes, normally with cotton applicators. If the entire contents of the box are rubbed on any part of the skin, a magical effect is produced. Most ointments and salves look, smell, and taste the same.

of Blessing

XP Value: 100 **GP Value:** 300

The Book of Marvelous Magic

This salve gives the recipient a -2 bonus to armor class and a +2 bonus to all saving throws for one turn.

Courtesan's Cream

XP Value: 500 **GP Value:** 750

POLYHEDRON Newszine 82

This magical ointment is applied to the wearer's body and has an exotic, pleasant smell. Each application of the cream lasts for 2d6 hours and enhances the wearer's Charisma. The amount of Charisma gained depends on the wearer's normal Charisma, as noted in the chart below. The cream will not work together with magical spells, although it will function simultaneously with items such as a *rod of splendor*. One jar contains enough cream for three applications. Only one dose of cream may be worn at a time.

Natural Charisma	Bonus	Maximum Score
03-11	+2d4	16
12-15	+1d6	19
16-18	+1d4	21

of Far Seeing

XP Value: 1,000 **GP Value:** 5,000

Tome of Magic

These salves allow characters who put a drop of the salve into each eye to see as well as they would on a brightly lit day on the Prime Material Plane. The proper salve also serves as a protection against blindness on planes where protection is necessary. Several types of salves exist for the different Elemental, Paraelemental, and Quasi-elemental Planes. The salves do not affect normal or magical blindness.

The salves are found in small metal containers made of precious metals. A container contains

4d12 drops of salve. One drop in each eye bestows the magical property for one day. A drop must be placed in every usable eye for the magic to work.

A different salve exists for each plane where these salves are required, and each has a distinct look and feel. The following table lists the planes that limit sight and the color and texture of each respective salve. The salves function only on their respective planes.

Plane	Color	Texture
Water	Blue	Smooth
Earth	Black	Grainy, Thick
Positive	White	Opaque Liquid
Negative	Clear	Liquid
Smoke	Ashen	Liquid
Ice	Bluish-White	Thick
Ooze	Gray	Rubbery
Magma	Copper	Thick
Steam	Gray	Liquid
Salt	White	Grainy
Radiance	Golden	Smooth
Ash	Gray	Grainy
Minerals	Silver	Grainy
Dust	Black	Dry

of Flying

XP Value: 300 **GP Value:** 750

DRAGON Magazine 43

This ointment allows an individual *to fly* (like the *fly* spell); the duration is 1d4+5 turns. The ointment must be smeared over the recipient's naked body to work.

of Healing

XP Value: 200 **GP Value:** 400

Gods, Demigods, & Heroes

This salve is very important, for it is one of the methods used to heal wounds. One application treats and heals all wounds.

of Healing II

XP Value: 600 **GP Value:** 1,800

The Book of Marvelous Magic

A *salve of healing* cures 4d4 points of damage.

Keoghtom's

XP Value: 500 **GP Value:** 10,000

DUNGEON MASTER Guide, 1st Edition

This sovereign salve is useful for drawing poison, curing disease, or healing wounds. A jar of the

unguent is small—perhaps 3 inches in diameter and one inch deep—but contains five applications. Placed upon a poisoned wound (or swallowed), it detoxifies any poison or disease. Rubbed on the body, the ointment heals 1d4+8 points of damage. Generally, 1d3 jars will be found.

In a DRAGONLANCE Campaign: Keoghtom's Ointment is called *Mishakal's healing balm* on Ansalon.

of Mage Smelling

XP Value: 250

GP Value: 750

DRAGON Magazine 189

The secret formula for this herbal lotion has never been committed to writing, but passed down orally from master to initiate for generations. When rubbed on the nose of a mage, it bestows the ability to detect the exact number of spells held within another Spellcaster's mind. A nonsavage mage must practice five times with the ointment before being able to use it properly. Only savage mages, because of their years of experience using this ointment, can use it to its fullest potential.

The user senses the magical force stored when a mage has memorized a spell. It doesn't detect devices, spells stored because of a *ring of wizardry* or *spell storing*, items like a *Book of Infinite Spells*, or innate magical abilities. It also cannot distinguish between types of spells, although a savage mage can decide the number of spell levels the smelled character has, within a range of 2d4. For instance, a civilized mage with one 4th-level, two 3rd-level, three 2nd-level, and four 1st-level spells (a total of 20 spell levels) will be sniffed out by a savage mage as having 15+2d4 levels (20 being the center point of the 2d4 range, reached by adding 15 to 5, the mean of a 2d4 roll). If the snuffed out character is a wild mage, the savage mage must guess spell levels within a range of 2d6 instead (note that wild mages, like all specialist wizards, have extra spells per level). A minimum of 1 spell level is always detected.

The ointment detects only current stored spells. A 12th-level mage who has cast all but three 1st-level spells shows up as a weak Spellcaster.

Ointment of mage smelling is found in small gourds. If tasted, it acts as a mild poison (save at +4 or be nauseated and unable to attack or defend

for one round). A savage mage recognizes it at once if allowed to sniff the substance. Enough is usually found (if in a treasure hoard) for 5+1d20 applications. Each application lasts for six turns. It takes one full turn to detect a mage using this method, and the user must get within 5 feet of the mage to smell anything.

Poison

XP Value: —

GP Value: 600

The Book of Marvelous Magic

This salve seems to be *ointment of blessing* but instead forces the recipient to make a saving throw vs. poison (with a -2 penalty to the roll) or die.

of Recovery

XP Value: 300

GP Value: 650

CARDMASTER* Adventure Design Deck

Roll 1d6 and restore that number of hit points.

of Scar Removal

XP Value: 400

GP Value: 1,200

DRAGON Magazine 73

A thick, creamy concoction, oily to the touch, this salve may be found in virtually any type of container. If a quantity is used to cover a scar, within a few days the scar sloughs off and the skin appears to be exactly like the skin around it. This ointment is much sought after by the vain "upper crust," and is fairly common, because it is difficult to avoid getting scars from childhood diseases or from the blades of armed adversaries.

of Scarring

XP Value: —

GP Value: 400

The Book of Marvelous Magic

This salve seems to be *ointment of healing* but instead inflicts 2d6 points of severe burn damage that can only be repaired by *ointment of soothing*, a *heal* spell, or a *wish*.

of Second Sight

XP Value: 900

GP Value: 2,700

Tall Tales of the Wee Folk

Only the powerful and wise of the daoine sidhe know the secret of how to manufacture this precious ointment. If applied to a mortal eye, the eye permanently gains the power of second sight—it is able to perceive *invisible* or *shapechanged* fairiekind in their true form.

Note that fairies do not wish many mortals to gain this precious power; the ointment is generally made only for a specific purpose, such as rewarding a truly exceptional mortal for outstanding service to fairiekind. It is always used on human changelings, of course, for otherwise those persons would be unable to join fairy society.

of Soothing

XP Value: 200

GP Value: 600

The Book of Marvelous Magic

This salve cures the recipient of all burn damage, whatever the amount.

Tanning

XP Value: 100

GP Value: 300

The Book of Marvelous Magic

This salve causes the recipient's skin to turn a bright color determined randomly. The effect cannot be removed but gradually wears off in 1 d4 months.

Roll	Color
1	Blue
2	Brown
3	Green
4	Orange
5	Red
6	Yellow

Omelet of the Planes

XP Value: 1,000

GP Value: 5,000

DRAGON Magazine 156

This white styrofoam carton is embossed with the logo of a prominent airline. When opened, it is always found to contain an old, cold, tough, and unappetizing omelet and a wax-coated bag. If left alone, the omelet will continue to become older, colder, tougher, and less appetizing as time goes by. If a character attempts to eat the omelet, he or she must save vs. putrefaction or discover what the paper bag is used for. If the omelet is successfully eaten, it will be replaced the next day with an identical omelet. As is universal with airline food, no matter how many omelets are eaten, they never get any better.

Onion

Minionions of Set

XP Value: 1,000

GP Value: 5,000

DRAGON Magazine 35

A favorite recurring typo, these small vegetables are utterly and inherently evil, and a good character taking so much as a nibble will sustain 10d4 points of damage and lose 100,000 experience points. Neutral characters must save vs. a spell or instantly convert to evil. It makes no difference what form the onions are in: on pizza, in soup, in a salad, or raw.

Sweet

XP Value: 5

GP Value: 25

DRAGON Magazine 30

Being unable to bear his wife's tears, the Magician Orlow developed *sweet onion* (seed) that grows an onion that tastes normal, but smells like a rose.

Oracle of Greyhawk

XP Value	*	GP Value
Blue: 2,000		12,000
Brown: 2,000		12,000
Green: 2,000		12,000
Orange: 2,000		12,000
Red: 2,000		12,000
Violet: 2,000		12,000
Yellow: 2,000		12,000

GREYHAWK Adventures

Appearing to be *crystal balls* with slight tinges of color, the oracles were created many years ago for the then Lord Mayor. However, no one is sure how many oracles are still in the government's possession, and how many have been lost or stolen. The oracles can be asked one question per day, as if the wizard was consulting a sage. There are seven known oracles:

Color	Area of Knowledge
Red	Horned Society
Orange	Wild Coast
Yellow	Kingdom of Furyondy
Green	Gnarley Forest
Blue	Shield Lands
Violet	City of Greyhawk
Brown	Cairn Hills

Possible questions might include populations of humans and demihumans, numbers and types

of troops, types of monsters, and special knowledge categories (see the *DMG*, 1st Edition) listed under Humankind, Demihumankind, Fauna, and Flora. Each question may be considered to be in the oracle's major field unless the question pertains to a different geographical area or to a field of study not listed above. Due to the alignment of the items' creator, the chance of knowing an answer is also affected by the questioner's alignment (these modifiers are cumulative):

Alignment	Modifier
Chaotic	-10%
Evil	-15%
Good	+10%
Lawful	+10%
Neutral	+25%

Orb

Orbs look much like crystal balls; they are spherical objects that usually are placed in elaborate stands to keep them from rolling or breaking. Many of the most powerful artifacts in existence are orbs.

of Alignment

XP Value: 900 **GP Value: 4,500**

Terrible Trouble at Tragidore

This globe takes on a light-colored glow if touched by good characters and darkens when touched by someone evil. If more than one individual touches the orb, the light (or darkness) aspect of the orb averages the total alignment of the group.

of the Black Swamp

XP Value: 2,000 **GP Value: 15,000**

The Knight of Newts

This orb was created by an unknown wizard in an unknown land for goblins. When it was placed in Castle Kraal, it caused the castle to fall into the Black Swamp, killing most of the castle's inhabitants in the process. The rest were killed by the encroaching newts. When the orb fell to a depth of 12 feet below the water table, it expended all of its magic, and is now inert. The orb cannot be used to bring the castle out of the swamp.



Crystal

XP Value: 10,000 **GP Value: 50,000**

The Shining South

This orb is thought to have been crafted by the great wizard Halruaa himself. The reigning wizard-kings have had this orb for as long as Halruaa has existed. It has the unique power of being able to contact up to 500 beings at once. Zalathorm (or another wizard using it) may contact as many beings as he wants. It takes but one round to activate the orb. In order for the orb to function, however, it must be attuned to those it will be used to contact. This is as simple as having the owner speak a command word while touching the intended recipient. Having used the same command word for each wizard, Zalathorm can contact every Elder wizard by speaking a single command word. Wizards may refuse the contact. If the intended contact is deep in concentration (casting a spell or enchanting a magical item), she does not feel the contact until she relaxes her concentration.

The orb also has the property of highlighting in the orb, and in the minds of all in the group contact, the image of whoever is speaking. It has the additional advantage of only allowing one person to "speak" at a time. It thus acts as a sort of "meeting organizer" for the tumultuous wizards

who form the Elders of Halruaa. Zalathorm can break in at any time by touching the orb, giving the wizard-king complete control of all meetings of the Council of Elders.

The only known orb of this type is stored in a special room in Zalathorm's tower. It is thought to be one of the most heavily guarded magical items in all of the Realms. Among other protections, Zalathorm has cast a variant of a *contingency* spell on the orb, that should it be stolen or taken out of the room by someone who is not attuned to it, it immediately *teleports* to the hands of the high priestess of Mystra, in Mount Talath.

Diamond Orb of Tyche

XP Value: — **GP Value:** —

DUNGEONS & DRAGONS Master Set

This item appears to be a *crystal ball*, but is somewhat larger (about 18 inches across) and glows softly with white light filled with sparkling colors. It was crafted by the powerful Immortal, Tyche, who is said to control chance and the fortunes of mankind. It is a powerful artifact of chaos, but not necessarily evil. It brings good fortune to the user, for a time.

The artifact is active when found. The user gets a feeling of inspiration, gazing into the orb. The artifact grants the knowledge of one power when one consecutive hour is spent gazing (one power per day maximum), given in order of PP cost.

By gazing into the orb and concentrating on a power, the user acquires that power after 1d3 rounds.

Suggested Powers: (All magical abilities are cast at 20th level.)

- *Pickpockets* (100% chance.)
- *X-ray vision* (Range 30'; Duration one turn.)
- *Gaseous form*
- *Container* (4,000 pounds; Duration six hours.)
- *Remove traps* (75% chance.)
- *Confuse alignment*
- *Hide in shadow* (70% chance.)

Suggested Handicaps:

- When first used: *Magical error*. The user has a 10% chance of failure whenever attempting to cast a spell or use any magical item requiring a command word.
- When pick pockets is first used: Alignment changed to chaotic.
- If, as a container, the artifact is ever completely filled—no other powers can be used until emptied.

Suggested Penalties: Totally random adverse effects from **Artifact Table 1-11: Enchantment/Charm** or **1-14: Immunity**.

of Distant Viewing

XP Value: — **GP Value:** 400

DRAGON Magazine 168

This is a small crystal that may be held in one hand. It was created by the mysterious dimensional traveler called Herman. All one has to do is warm the crystal in one's hands (or paws, tentacles, or teeth), and it will (or so Herman bragged) allow you to view his mysterious alien home-world. Many scholars and wizards seek the orb to study it and its fabled view. Herman, however, was homesick for his favorite entertainment when he created the orb. All the orb can actually "tune in" is the dwelling of a Cuban minstrel married to a red-headed woman with a talent for misadventures that some find humorous. Anyone viewing this scene will immediately be struck by *Tasha's uncontrollable hideous laughter* for 10d10 rounds.

of Draconic Influence

XP Value: 3,000 **GP Value:** 15,000

Draconomicon

This is a sphere of deep-green, volcanic glass (obsidian) upon which an intricate geometric pattern has been etched, and then delicately filled with gold. By concentrating on the orb, a dragon can alter the behavior of all dragons within a range of 10 miles.

This alteration is very subtle (as a guideline for DMs, the user should be able to describe the desired alteration in one word "friendly," "angry," "attack"), and is the same for every dragon in range. The DM must adjudicate the use of this item carefully. In general, the orb can shift a dragon's reaction by up to five points in either direction on **Table 59** in the *DMG*.

The orb has other powers as well. Any draconiform that might wish to attack the bearer of the orb must roll a successful saving throw vs. staves to do so. In addition, the bearer cannot be scried upon by any means.

There are a few sages who believe that an *orb of draconic influence* or something similar is responsible for the phenomenon of Dragonflight. (And many more sages there are who ridicule this position.)



Dragon

XP Value: 1,800 GP Value: 9,000

DRAGONLANCEMC Appendix

Magical items known as *dragon orbs* can also induce *mindspin* spells. *Dragon orbs* are etched crystal globes, 20 inches in diameter when in use. When not in use, the orbs shrink to 10 inch spheres. They expand when the command words, carved into the surface, are spoken.

Dragon orbs contain the essences of dragonkind, which serve as the source of the orbs' power. A wizard attempting to use an orb to summon evil dragons (its primary use) must gaze into it and speak the command words. If the character fails a saving throw vs. spell, he or she is charmed by the essence of the orb and succumbs to a *mindspin* spell with the effects described in the DRAGONLANCE Appendix of the MONSTROUS COMPENDIUM. (If the wizard's saving throw succeeds, any dragon within 1d4x10 miles is summoned to the orb and attacks any nonevil creatures it finds nearby.)

Each orb can cast *cure serious wounds* three times per day, and can cast *continual light*, and *detect magic* at will. Any character who gazes into an orb and speaks the command words knows these functions. Whenever any of these abilities are used, the using character must roll a

saving throw to avoid the orb's *charm* effect. If the saving throw is successful, the check must be made to see if any evil dragons arrive. *Detect magic* and *detect evil* spells show a positive result if cast upon an orb or a character charmed by an orb. For purposes of dispelling, treat the *charm* effect as if it had been cast by an 11th-level wizard.

of Dragonkind

XP Value	GP Value
Orb of the Hatchling: 2,000	10,000
Orb of the Dragonette: 6,000	30,000
Orb of the Dragon: 8,000	40,000
Great Firedrake's Orb: 10,000	50,000
Orb of the Eldest Worm: 16,000	80,000

Eldritch Wizardry

These crystalline artifacts are about the size of a human head and have the imprisoned essence of a dragon. The material from which the orb is made has a diamond hardness and any attempts used to discover whether the object has magical properties will always fail. There are five different orbs, as follows:

The Orb of the Hatchling: This orb, as all of the others, has intelligence, but this orb must obey any person who speaks the language of dragons.

- User has no need to eat or drink.
- *Detect evil* (or good if evil, or both if neutral).

The Orb of the Dragonette: This orb, as all of the others, has intelligence, but this orb must obey any person who speaks the language of dragons.

- *Clairvoyance*.
- *Fear* with -2 on saving throw twice per day.
- User cannot touch or be touched by any type of metal, it simply passes through him with no effect.

The Orb of the Dragon: This orb, as all of the others, has intelligence, but this orb must obey any person who speaks the language of dragons.

- *Speak with dead*.
- User protected against attacks as if wearing +1 armor.
- Generate a 20-Hit *Diefireball* once per day.
- *Monster summoning III* once per day.
- This artifact compels the user to go on a *holy quest*. As soon as the user fulfills the quest, he or she is immediately sent on another.

The Great Firedrake's Orb: This orb differs from the first two in that it has an Intelligence

and Ego rating which are used in the same manner as a magic sword's ratings. The owner only controls the orb if the user's Strength and Intelligence ratings combined (as modified for wounds) are greater than the Intelligence and Ego of the orb combined. The orb has an Intelligence of 12 and an Ego of 12. If the orb is able to control its user, it will try to control or destroy those around it (through its user) as it is extremely evil.

- *Levitation*
- User immune to disease
- *Charm monster* with -3 on saving throw twice a day
- After a set number of uses, the user of this relic is transformed into either a very minor fiend or a very minor godling. He or she is thenceforth at the complete beck and call of a certain major fiend or godling, and may as well start a new character.
- User has limited omniscience and may ask the DM any question once per day. If the DM knows the answer, all or part of the question at may be answered (DM's discretion).

The Orb of the Eldest Wyrm: This orb acts as the *fire Drake's orb* except that its Intelligence is 16 and its Ego is 16.

- Adds 1d3 points to one ability while using artifact.
- Move at double speed.
- *Death* spell twice per day.
- Conjure one elemental, djinn, efreet, or invisible stalker once per day.
- The item causes greed and desire in any person viewing it. There is a 10% cumulative chance that each time any person sees the item he or she will attack, kill the user and take it.
- Artifact will *legend lore* and *commune* upon command by the user.

of Dragonkind II

XP Value: —

GP Value: —

Book of Artifacts

The *orbs of dragonkind*, said to be 12 in number, are all similar in appearance. The major difference between them is in the relative size of each. Unless the orbs are compared, it is nearly impossible to know which is which.

Each orb appears as a sphere of the finest crystal, perfectly smooth and lustrous. A close examination of each shows faint lines of writing etched onto the surface. The language is ancient, no longer known by any speaker alive. The writing

on each orb is different.

The orbs are usually found mounted on three-armed stands. Each stand is different for each orb, but since the stands are not part of the artifacts, they are of no help in identification. The stands are normally of precious metal and elaborately done, although at least one looks like crudely wrought steel.

When an orb is used, it glows with an internal fire that matches the color of its dragon type.

The history of the orbs delves deeply into the beginnings of the worlds, so deeply, in fact, that the origin of these great artifacts is a matter of great mystery and confusion. In part, the tale depends on who tells it.

Of the beginning, as with all beginnings, everyone agrees. The age was long ago, barely moments beyond the great creation—although how and who made the world is another story about which all disagree. At that time, all things lived in their truest form, in shapes of strength and power. Man had not yet been sundered into warrior, priest, and wizard. The leader of men was the mightiest in all three of these arts. The elves were the greatest masters of the arts and did not live away from others. Dwarves stood as tall as men and did not hide themselves beneath the earth. Each race was great in its own way.

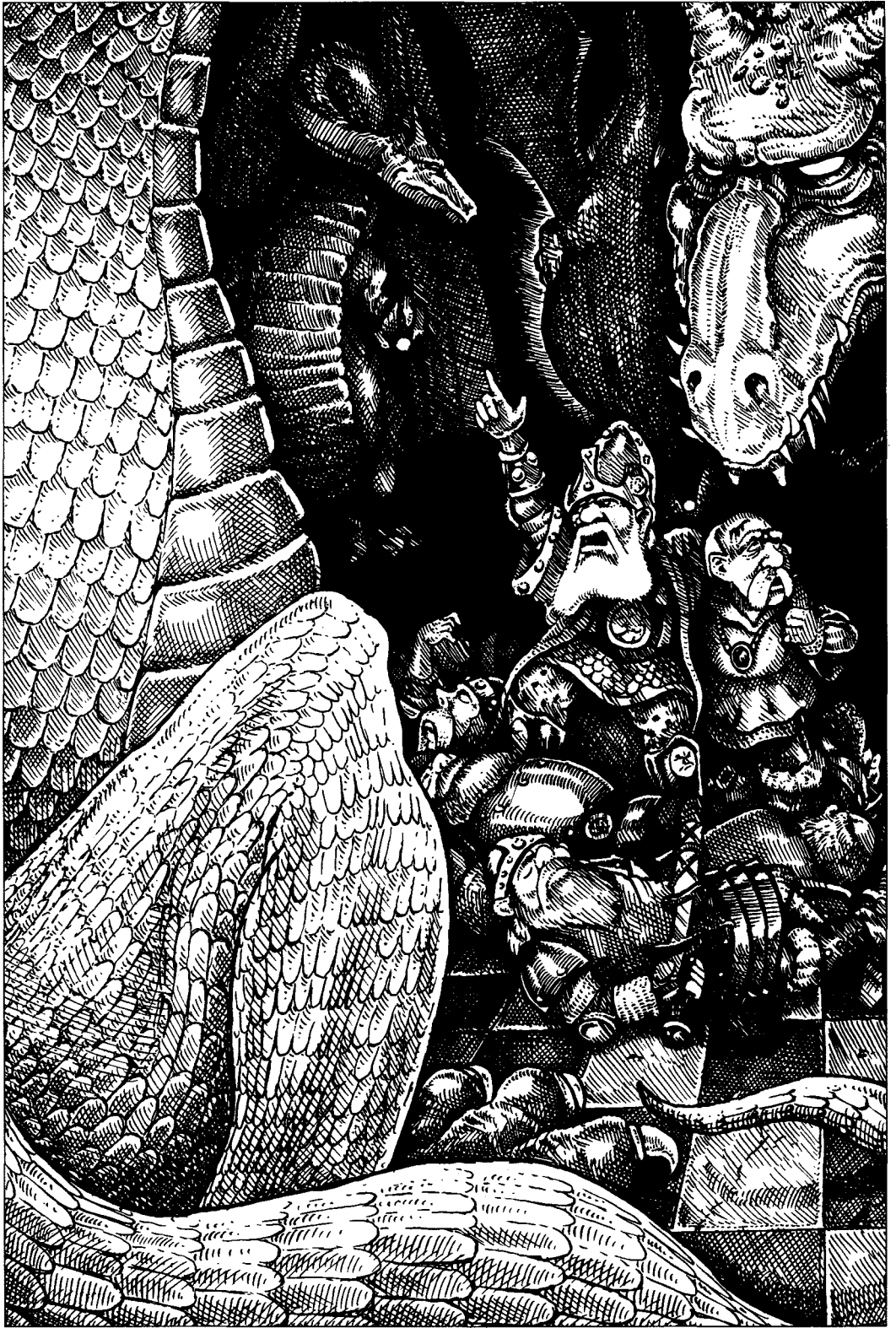
The greatest of them all were the dragons. There, at that moment, at the beginning of all things, the dragons were the majestic rulers of the world. They were all wise and all-knowing. Later that would change, they would forget their speech, forget their mysteries, forget the goodness of their spirits, and, at last, forget their duties to the newly created world. But for now, they had not fallen. The dragons were great and ruled over all other things.

This is all that the tales agree upon, though, here is where each race remembers the greatness of the past differently. Who can say which is right—if any are right?

In the poems of the human bards, the tale continues in treachery and woe, and it goes like this:

Over the misty years, the dragons ruled worlds and as they did, they slowly changed. They grew to care less for the welfare of their subjects and more for themselves. The dragons became proud—some turned evil and the rest grew indifferent to the suffering they caused.

The voices of the people cried for relief, but the



dragons heard them not. So the people turned to their gods and pleaded for deliverance. The gods were not deaf and could not bear the sorrow in the voices of their children. In the way of the gods, they called upon the least of their progeny—a swineherd in a small village at the base of the great mountain where the dragons dwelled. "Go, and teach the dragons to respect the might of their children," they told him in a dream.

Now the swineherd was a good man, but he was afraid. After all, he was but a mud-splattered peasant. The dragons—well, they were dragons. What could he possibly do? Terrified of facing them, he did not go. Six times did the gods call, and six times did he hide himself, trembling in fear. Finally, the seventh time the gods revealed themselves it was in anger, and the swineherd could no longer refuse. Quaking with fear, he began to climb the mountain to confront the dragon lords.

For 12 days and 12 nights he climbed and each night one of the 12 great powers came to him in a dream. Each whispered a secret long hidden from the dragons, a secret that gave the poor swineherd power over his inhuman masters. Perhaps it was the secret of their true name, for in those days true names held power; perhaps it was the secrets of flattery by which he could trick the dragons. Here, even the human bards do not agree. This does not matter to the tale, however.

Needless to say, this unnamed swineherd reached the mountain peak and gained an audience with the dragon lords. There, no one knows what happened. For weeks he was lost to the world of humans and his family began to despair. And then, one day, the swineherd returned at his door, as if by magic. With him he brought 12 crystal orbs.

"The dragons have given me hostages," he told the people who gathered. "Hide these orbs and the dragons will no longer rule us." At first they laughed and the king of the land wanted to take the orbs back to his treasury, until the swineherd commanded the least of the orbs to strike down the greedy king and his knights. Then did the people fear to disobey the swineherd and hid the orbs as he had proclaimed.

After that, the dragons ruled humanity no more. The swineherd prospered and became the king of his land. No rival would challenge him for fear of the orbs, and never did the swineherd-king use them again. Whatever secret they contained passed away with him.

Of course, that's not how the elves tell it. Their story goes like this:

In that time when all creatures lived in peace one with the other, the noblest of the dragon-clans came to the court of the elves and said, "Shining elves, you are the light of all races, spreading grace and beauty throughout the world. Great is the pleasure you bring to all things with your voices. It is bleak and lonely in our mountain fastness, will you make for us a reminder of your joy so that our days will not be so forlorn?"

And the elves, being elves, agreed and asked for nothing in return. After 100 years and a day, enough time for a man's memory to fail in a dusty grave, but little to the elves and less to the dragons, the high folk appeared before the council of the clan and presented their gift—12 orbs of perfect brilliance and beauty. Each sang with a voice of the lightest crystal and the music of the stones tore at the hearts of the great dragon-kin. The orbs sang of gliding in the purest blue sky, of courting flights beneath the burning silver of the moon, of battles fought and lost by the brave, and of those things that would come to pass.

The songs wrenched at the very souls of the nobles and they let their bodies waste as their spirits soared. At last, completely enchanted, each surrendered, spirits were trapped by the orbs, where they have remained to this day.

This is the way of elves and the gifts they bring.

Now the dwarves, of course, know that the elves and the humans have it all wrong. This is their tale:

In that time, the dwarves were the greatest of all crafters, even greater at the forge and the crucible than they are today, for many secrets have long since been lost. All other races knew of our skill, but only the dragons respected our craftsmanship. The humans were too foolish to know the power of iron and stone; the elves were too petty and vain, but the dragons, who dwelt in mountain homes, understood the might in the rock and the magic it could bring.

Thus it was that an embassy of 12 dragons sought out the Great Council of the Dwarves. "O grand and wise shapers of metal," the oldest of the dragons spoke, "our people are scattered over the globe. We cannot call our councils or share news of birth and woe. We come to you for an

answer, for there are not greater artisans to be found on the earth or beneath it. Will you make us a solution?"

"What will you pay us?" demanded the High Clan King of the council.

"All the treasures from beneath the earth that lie in our hoards we will give to you," answered the eldest of the dragons.

And the dwarves knew they could make the thing that the dragons wanted and the price was good, so they set their greatest craftsmen to fashion a set of 12 crystalline orbs for the dragon-kin. After 12 summers and 12 winters, the orbs, 12 in number, were finished, and once more the dragons appeared before the Great Council.

"Here are the treasures you asked for," said the High Clan King. "Give us our payment as you promised."

The dragons smiled and were pleased with the work. Taking the orbs, they said, "Give us a fortnight to prepare a feast. When the time is passed, send your strongest, bravest, and cleverest to our caverns and we will feast them and honor them with our riches."

At that time, dwarves still trusted dragons, who were the rulers of all, and so the High King agreed. In a fortnight, he led the finest of his people to the halls of the dragons. There they found the 12 ambassadors of that scaled race waiting. Looking about, the dwarves saw no tables, no benches, no feast-foods, no ale. The dragons crouched greedily upon their treasures, the orbs clutched between their claws.

"Where is our payment?" demanded the High Clan King.

"Here," the eldest dragon said. At that word, his people set upon the dwarves who, in trust, came with weapons sheathed. All were slain until only the High King of the Clans remained, wounded, dying.

With his fading breath, he called out, "Hear your doom, treacherous beasts! The treasures you have stolen will take my revenge." With that he spoke the words of power, the magic secret the dwarves built into the orbs—for dwarves are ever a cautious lot. "From this day forward, your scaled hides are cursed! Your children will be less than you and all beings will hunt you and call you dangerous. Greed and hatred for your own kind will fill your hearts, all until the price you promised is paid!"

At that curse, the magic of the orbs seized all

things noble from the hearts of the 12 ambassadors and pulled them into the crystal prisons. The body of each beast changed color and they feared each other. Screeching in rage, the now-savage dragons fled.

So dragons have remained ever since, crouched on their hoards, keeping these treasures from their true owners—the dwarves.

Any one of these stories might be true, or perhaps none of them. However they were made, since that time the orbs have surfaced time and again throughout the world. Sometimes they have made kingdoms powerful, sometimes they have brought them down. Always dragons appear wherever the orbs are to be found. The orbs are rumored to grant great powers, but always at a terrible price.

It is unclear just how many orbs were made or remain. The legends say a dozen were fashioned, and there are tales of the destruction of three or more of the orbs—tales of great heroism and danger. Orbs supposedly destroyed appear in later tales, so it is hard to be certain what is right. The researches of Alimead the Sage on this point do nothing to clear up the confusion, although his dry and scholarly work—found only in a few exclusive collections—is the best authority on the orbs themselves.

The *orbs of dragonkind* are among the more unique artifacts of those described here. Therefore, special considerations must be given to these items.

First, there is their number. Twelve orbs are more than just a single item. It is unlikely that most campaigns can survive having all 12 orbs in play at the same time. Certainly, the PCs should never have all 12 (or even half that number!) in their possession at one time.

Second, dragons are (and should be) unique to a campaign. Since the *dragon orbs* contain the trapped personalities of long dead dragons, the DM should take the time to create dragon personalities that fit the campaign. Twelve suggested personalities are given here, but these are not the only possibilities.

Finally, there is the matter of the powers themselves. The orbs are perhaps more variable than any other set of items. In addition to a different personality for each orb (which will affect how the powers manifest themselves), the orbs also differ from each other by age level and color.

There is one orb for every dragon age category, and each age category represents a different color of dragon. The DM must match these three factors—age, color, and personality—to create a mix of powers that best suits the campaign.

When dealing with the number problem, the *orbs of dragonkind* will most commonly be used as individual items. Let the PCs find one, maybe two of the orbs, but no more. This is the easiest solution. The DM builds a major adventure that climaxes in the discovery, use, and/or destruction of an orb. The existence of other orbs may be hinted at, but do not build an adventure around them. For the adventure, the DM should carefully select the orb to be used—both for the powers the orb grants to the character and for the personality of the orb itself.

A number of story lines are useful for a small number of orbs. An orb may be needed to defeat a powerful dragon marauding the land, to give the noble but outnumbered forces of a good kingdom the edge they need to overcome an orc invasion, or to perform a special spell needed to lift the curse that has befallen a PC or NPC.

A more difficult approach is to build a series of adventures that eventually uses all 12 orbs. The PCs might discover one orb, only to have it stolen by an evil foe. In order to overcome this enemy, the PCs must locate an orb of even greater power. They track down and uncover a number of different orbs, starting with the least and rising in power, until the group at last finds the one they need. Of course, the task is never that easy, since their enemy, already in possession of one orb, has a head start on them and additional power, to boot.

The difficulty here is that almost every adventure must be greater than the last. Finding and using each orb becomes more and more difficult and heroic—although allowances can be made to slow the pacing at points. Some orbs may be monstrously guarded, others cleverly hidden, and still others may require the players to use wits and role-playing instead of muscle. Unless the DM creates adventures with a great deal of variety, the players may quickly suffer from *sequel-itis*—“Oh, look; yet another *orb of dragonkind*.”

For DMs willing to go to extremes, all 12 orbs could be introduced by a truly unique method. In this case the DM creates a special campaign world—from the ground up—that centers around eight or so powerful kingdoms of various races. Each kingdom has as its power center one of the

orbs of dragonkind. The logic of the world—the armies, diplomacy, the relative strengths and weaknesses of each land—revolve around the orbs. Kingdoms possessing lesser orbs may constantly have to struggle to hold off their more powerful neighbors or band together into alliances. Those with the most powerful orbs may be empires to which the lesser kingdoms swear obedience. The possessors of the orbs may all be evil or may be a mix of good and evil rulers. The DM will have to define all of this background before beginning the new campaign.

Once these details are decided, the DM can center the action around the remaining orbs. Recovering any of the four that are lost will upset the careful balance of power in the campaign. Naturally, each king or emperor wants to claim the lost orbs while denying the others their goal. Warfare, diplomacy, intrigue, and adventure can all be played out against this background. The PCs may never find an *orb of dragonkind* during the course of the entire campaign, but the items always have an influence over events.

However the DM chooses to use the orbs, PCs should not be allowed to retain these items. Perhaps the best solution is to construct the adventure so that the PCs must recover the orb and place it in the hands of the king, for the protection of all. This gives the characters the satisfaction of success and removes the item from their control at the same time.

Alternatively, dragons will naturally have a great interest in the orbs and may insist that the characters surrender any that they find. The characters may have to destroy an orb for safety's sake. Finally, there are always thieves on whom to rely.

As noted above, the *orbs of dragonkind* consist of three separate elements—color, age, and personality. Color will determine the choice of powers for each orb; age sets the level of strength for those powers; and personality dictates how those powers are revealed and used. Personality also affects the exact nature of each orb's curse.

In addition to the powers that vary by age and color, the orbs all have certain features in common, a natural result of being powerful magical items. Like all artifact powers, these powers can be constant or invoked.

Constant Powers: Anyone within 10 feet of the orb has the THACO, Armor Class, and saving throws of the dragon trapped within. This is calculated according to the age and color of the

trapped dragon. These individuals are also immune to breath weapon attacks by dragons of the same type as the orb.

The personalities of all of the orbs are *telepathic* to any creature within a 60-foot visual range. The trapped personalities also possess full awareness of their surroundings, able even to detect invisible or otherwise concealed creatures as would a normal dragon of their size. Whether or not this information is communicated to the owner depends upon the orb's personality.

Invoked Powers: Each orb functions as a *crystal ball* to any other orb of dragonkind, provided the identity of the other orb's owner is known.

Invoking the correct command while touching the orb allows the owner of the item to invoke any of the following powers, all figured by the dragon's age and color: use the dragon's breath weapon (3 per day), radiate *dragonfear* (3 per day), and cast any spells (including special powers) known by the dragon.

Finally, every orb allows the owner to use a *domination* spell against any dragon of the same color within 100 yards. The target creature is allowed a saving throw vs. spell. However, instead of a -2 penalty and Wisdom adjustments as per the spell, the roll needed is increased or decreased by the age difference between the orb's personality and the target dragon. The older the trapped personality, the greater the chance of success. If the orb contains an old red dragon (age category 8) and the target is a juvenile red dragon (age category 4), the saving throw roll would have a -4 penalty. Were it the other way around, the roll would have a +4 bonus.

The owner of the orb can dominate any number of dragons within range, but can only make one *domination* attempt per round. There is no limit to the number of times per day this power can be used.

Curse: The orbs have only the simplest of curses, but they are woefully dangerous. Since each is possessed of a dragon's spirit, those who touch the *orbs of dragonkind* are immediately exposed to the risks of *artifact possession* and *artifact transformation*. In every case, the orbs seek to remake their masters into dragons of their own color while at the same time gaining possession of the bodies. If successful, the trapped dragon is freed, while the spirit of its master is lost to the void forever.

Color Powers: Trapped within each orb is a dragon of a different color. The choices are: black, blue, brass, bronze, cloud, copper, gold,

green, red, shadow, silver, and white. All color powers must be invoked and are usable according to the limitations in the description.

For convenience, the base Hit Dice of each dragon color is noted in parentheses below.

Black: (12 HD) Upon command, the owner can create an *acid storm* with a radius of 100 feet. The storm lasts a number of rounds equal to the dragon's Hit Dice and inflicts 1d4 points of damage for the first 3 rounds, 1d6 through the 6th round, and 1d8 every round after that. The *acid storm* can only be conjured once per month, however.

Blue: (14 HD) The owner can breathe a bolt that leaps from target to target, striking several creatures in the same manner as a *chain lightning* spell. A number of targets equal to the dragon's Hit Dice can be struck. However, unlike the spell, the number of dice of damage inflicted remains constant throughout. This power can be used once per day.

Brass: (12 HD) Upon uttering the command, the owner triggers a *circle of sunnotes* spell from the orb. The power is usable only once per month.

Bronze: (14 HD) The owner of this orb can use *image interrogation* once per month. However, no matter what being is contacted, this power can never be used to gain more information about the locations or powers of any other artifact.

Cloud: (14 HD) By touching this orb, the owner is able to summon a *storm of vengeance* spell. Unlike the spell, invoking this power only requires 1 round. The power is usable once per month.

Copper: (13 HD) As befits the copper dragon's impish nature, invoking the orb's power triggers a powerful version of the *mass suggestion* spell. The power centers on the orb and has a radius of 30 feet. Anyone other than the owner of the orb within the area of effect, with fewer Hit Dice or levels than the trapped dragon spirit, is automatically subject. No saving throw is allowed. Those of greater level or Hit Dice are unaffected by the power. The suggestion must follow all the normal rules for the spell of that name—it must be understandable and reasonable to those who listen for it to have effect. This power can be used once a week.

Gold: (16 HD) The *orb of the gold dragon* has the power of command over others of its kind, in this case, all dragons. It can only be invoked once per year. Upon uttering the command, the orb summons

a number of dragons equal to its Hit Dice + 1d6 additional dragons. These dragons are the same age as the possessed gold dragon and can be of any type determined by the DM. All must be summoned at the same time. The summoned dragons will serve the owner of the orb faithfully for 3d6 days. They carry out the user's instructions to the best of their ability. However, the creatures will refuse any order that is clearly futile, suicidal, or hostile to dragons of their own color. The dragons could be summoned to fight at the side of an outnumbered army (since the creatures themselves might turn the tide), but will not slay each other upon command (just to reduce the number of dragons in the world). A red dragon cannot be ordered to attack or harm another red dragon, but would have no qualms about tearing into a blue dragon.

At the end of the period of service, the dragons are released from servitude. Unlike other summonings, those creatures called by the orb do not seek revenge upon the owner. To their mind, whoever possesses the orb has the right to place this duty upon them. However, should the being that called them ever fall into their clutches, little mercy will be offered. Evil dragons will most likely kill the offender outright, while good ones will impose some service equal to what was required of them.

Green: (13 HD) The power of this orb is only effective in a forest or wooded area. Upon command, a vile, green ray shoots forth, up to 100 yards, to strike a number of trees equal to the dragon's Hit Dice. The trees touched are instantly *polymorphed* into shambling mounds, uncontrollable by anyone. The shambling mounds remain for 24 hours or until slain. This power is usable only once per month.

Red: (15 HD) The power of the red dragon's orb is the most devastating of all the *orbs of dragonkind* and is only usable once per year. Upon uttering the proper command, the orb lances out a beam of energy, straight down, that penetrates into the very heart of the earth. Within 2d12 hours, the earth heaves and splits with the force of an *earthquake* spell. As the tremors grow, a volcano arises from the point where the magical beam struck. The volcano spews lava and ash, gradually rising into a mountainous cone over a process of weeks. The radius of the destruction is equal to the Hit Dice of the trapped red dragon. All normal constructions within the area, towns, roads, castles—all constructions, should be con-

sidered ruined. Magical structures, should any exist, are allowed a saving throw vs. crushing blow to avoid annihilation. All temples are allowed a saving throw vs. magical fire to avoid ruin. Those buildings that survive become small islands of near-stability. A temple at the heart of the cone, for example, might be raised with the crater's rim and stranded on a pinnacle of rock. Further away, it might avoid destruction if the lava flows part around it naturally.

Shadow: (12 HD) The power of the shadow dragon is to draw upon the very essence of the Plane of Shadow, a sinister Demiplane of the Ethereal. Once per year the owner of the orb can cast a place on the Prime Material Plane into the Plane of Shadow. The area of effect is a diameter equal to the trapped dragon's Hit Dice x 100 yards, with the orb at the center. When the command is given, orb, owner, and the surrounding area are whisked into the Plane of Shadow. The transported area remains there for 1 year and at the end of that time is instantly returned to its proper place. While on the Plane of Shadow, all transported things are subject to the normal risks present on that plane—shadow dragons, slow shadows, shadow mastiffs, and worse. Beings can move from the Prime Material to the Plane of Shadow by all normal means of planar travel—most often by passing through the ethereal.

On the Prime Material Plane, the area transported is replaced by an equal area of the Plane of Shadow—shifting veils of darkness that fill the area of effect. Just as Prime Material inhabitants and creatures are carried away, shadow beings can arrive as part of the transfer, perhaps to maraud surrounding lands.

Silver: (15 HD) The orb of the silver dragon has great healing powers. Once per year it can be used to resurrect 2d10 x 10 bodies within 100 yards. All bodies to be resurrected must be present at the same time. When attempting to resurrect special characters (PCs and the like), make normal resurrection survival rolls; for low-level NPCs and common soldiers, assume that the attempt is automatically successful. Furthermore, the power distinguishes between friend and foe, making this orb particularly useful for restoring fallen battlefield units.

White: (11 HD) Upon invoking the power of this orb, all allies of the owner within 100 yards are seized by a savage war-frenzy. They fight with a blood-lust that causes them to disregard

their own peril and wounds in their savage attempts to slay the enemy. The frenzied gain an additional 2 dice of hit points, and +2 bonuses to THACO, Damage, and all saving throw rolls, and are immune to *fear*, *charms*, and *illusions* of all types. While perhaps not much for PCs, this power can render a battlefield unit into a terrifying force. This is usable once a month.

Age Powers: In addition to color, the powers of the orbs vary according to the age of the dragon spirit trapped in them. Most of the results of age are calculated into the other powers of the orb—amount of damage done by a breath weapon, spells and number known, even area of effect for special color powers. However, age also grants ever-increasing numbers of random powers.

The age listings on the next page give the appropriate power tables to use and the age modifier needed to calculate other effects of the dragon orb.

Orb Personalities: Trapped within each *orb of dragonkind* is a distinct dragon. Over the millennia, each has reacted to its imprisonment differently. While it is best if the DM devises a personality appropriate for the age and color of the trapped dragon, 12 suggested personalities are given here.

The personality of the trapped dragon is important to create. Unlike many artifacts, the orbs do not simply work upon command; instead, it is best if the players discover that their characters must interact with the trapped dragons—cajoling, promising, threatening, and bribing the dragon spirits to obtain their aid. The personalities also affect the nature of the *artifact possession* the owner might undergo.

Naive: This dragon believes in the better nature of beings even against all the things that have happened to it over the centuries. It has never lost hope that someone will rescue it from its prison. Indeed, it naturally assumes that its owner wants to free it, and uses this rationale as a justification for the *artifact possession* it causes.

Sullen: Trapped so long within its orb, this dragon knows better than to believe the lies of its masters. It is stubborn and recalcitrant, refusing to yield its powers whenever possible. No one deserves its aid, since no one ever intends to free it. Threats and trickery offer the best hope of invoking this orb's powers, although it will freely act if it believes the power commanded might actually cause its master woe.

Tricky: The dragon spirit is full of guile, constantly seeking a way to escape its prison. It will freely resort to lies and deceptions in order to obtain its goal of release. It cannot, however, lie if an answer is compelled of it—if the master demands to know if any invisible creatures are at hand, the orb must answer truthfully. It can, and does, invent powers for itself—often claiming to know things it does not in hopes of gaining release.

Patient: This dragon has taken the long view, biding its time for the day it knows will come. Until then, it slumbers and thinks, creating elaborate philosophies and mental theorems. If not actively in use, it sleeps, caring nothing for the world around it. When in use, it cannot be hurried and insists on using its powers at its own pace. It does take a certain delight in rousing a little panic in its masters.

Impatient: This dragon wants out now! It has long since tired of its confinement and will do nothing unless convinced the act will somehow move it closer to freedom. Its impatience surfaces even in areas having nothing to do with its freedom and it constantly urges its master to stop waiting and act.

Curious: This dragon relieves the boredom of imprisonment by seeking knowledge. It will want to know everything, especially when its powers are called upon. Its master must often explain the reason for its use, which may in turn lead to other explanations. Worse still, explanations remind it of other things it has learned, leading it into long digressions.

Bored: Sealed inside its orb, never dying, this dragon feels as though it has seen everything. Little that happens to its master is of interest, and it cares not what happens to those who possess it. The orb does not respond to pleas of urgency or need, cares little for good or evil, and would welcome any grotesque event as a new experience to relieve its boredom. Getting this orb to use its powers requires trickery more than threats.

Hate-filled: The dragon inside rages against those who trapped it, those who have used it over the centuries, and indeed everyone on the outside. It is hostile to all free things, but in particular the master who forces it to act. Whenever possible, the spirit will seek to bring harm to its master by perverting the intention of his words or luring him into danger with bad advice. Like all of the orbs, it cannot directly lie about what it knows, but even so, it can convince the foolish to get themselves killed.

Despairing: This dragon has given up. It knows it can never escape from its prison and there is no point in trying. Promises, rewards, and threats mean nothing to it. All action is pointless and there is even the thought that through inaction it might gain release. Those wishing to use many of its major powers must actually convince the spirit that the outcome will have meaning, either to make the world a better or worse place.

Stoic: This dragon spirit is resigned to its fate, but has not given up. Instead, it tries to make the best of things while searching for an escape. Unable to help itself, it seeks to help its kin by demanding payment for its services or considerations for others of its species.

Mad: Time has taken its toll on this dragon and its out-of-body confinement has driven it insane. There is no predicting how it will react to any given situation. Sometimes it is bright and cooperative, while at other times it raves about nonexistent enemies. It will debate simply to debate and generally makes life difficult for its master.

Desperate: This dragon is in a state of near panic at the hope of ever gaining its freedom. It is willing to attempt anything, no matter how dangerous to itself or its master, if the deed holds out the promise of freedom. It will slip from its master's grasp to fall from great heights, attempt to roll into acid pools, or leave itself exposed to powerful magical blasts, all in the hopes of shattering its orb.

Orb of the Hatchling. (Hatchling, -6 HD)

1 from **Artifact Table 1-02: Combat**

Orb of the Wyrmkin. (Very Young, -4 HD)

1 from **Artifact Table 1-02: Combat**

1 from **Artifact Table 1-07: Elemental Air**

Orb of the Scaled. (Young, -2 HD)

2 from **Artifact Table 1-02: Combat**

1 from **Artifact Table 1-07: Elemental Air**

Orb of the Dragonette. (Juvenile, +0 HD)

2 from **Artifact Table 1-02: Combat**

2 from **Artifact Table 1-00: Abjuration**

Orb of the Drake. (Young Adult, +1)

2 from **Artifact Table 1-05: Detection**

2 from **Artifact Table 1-02: Combat**

1 from **Artifact Table 1-00: Abjuration**

Orb of the Serpent. (Adult, +2)

2 from **Artifact Table 1-02: Combat**

1 from **Artifact Table 1-12: Fate and Fortune**

2 from **Artifact Table 1-00: Abjuration**

Orb of the Dragon. (Mature adult, +3)

2 from **Artifact Table 1-02: Combat**

1 from **Artifact Table 1-08: Elemental Fire**

1 from **Artifact Table 1-12: Fate and Fortune**

1 from **Artifact Table 1-05: Detection**

Orb of the Gold-Hoarder. (Old, +4)

3 from **Artifact Table 1-02: Combat**

1 from **Artifact Table 1-13: Healing**

1 from **Artifact Table 1-14: Immunity**

Orb of the Great Serpent. (Very Old)

3 from **Artifact Table 1-02: Combat**

2 from **Artifact Table 1-00: Abjuration**

1 from **Artifact Table 1-13: Healing**

1 from **Artifact Table 1-17: Movement**

Orb of the Firedrake. (Venerable)

3 from **Artifact Table 1-02: Combat**

2 from **Artifact Table 1—00: Abjuration**

1 from **Artifact Table 1-13: Healing**

1 from **Artifact Table 1-17: Movement**

1 from **Artifact Table 1-14: Immunity**

Orb of the Elder Wyrm. (Wyrm)

3 from **Artifact Table 1-02: Combat**

2 from **Artifact Table 1—14: Immunity**

1 from **Artifact Table 1-17: Movement**

1 from **Artifact Table 1-21: Personal Enhancement**

1 from **Artifact Table 1-08: Elemental Fire**

Orb of the Eternal Dragon. (Great Wyrm)

4 from **Artifact Table 1-02: Combat**

3 from **Artifact Table 1-14: Immunity**

2 from **Artifact Table 1-21: Personal Enhancements**

1 from **Artifact Table 1-17: Movement**

1 from **Artifact Table 1-08: Elemental Fire**

1 from **Artifact Table 1-12: Fate and Fortune.**

Use the table below, rolling twice to determine the color of the dragonorb and the age.

Orb Age	Roll	Orb Color
Hatchling	1	Black
Wyrmkin	2	Blue
Scaled	3	Brass
Dragonette	4	Bronze
Drake	5	Cloud
Serpent	6	Copper
Dragon	7	Gold
Gold-Hoarder	8	Green
Great Serpent	9	Red
Firedrake	10	Shadow
Elder Wyrm	11	Silver
Eternal Dragon	12	White

Suggested Means of Destruction:

- The dragon can be released by sacrificing oneself with a *magic jar* spell, to be trapped within the orb.
- All 12 must be ground simultaneously under the *great millstone of the gods*.
- The original makers of the orbs must be found at the beginning of time, and the secret of the orbs' destruction must be learned from them.

In a DRAGONLANCE Campaign: These *orbs of dragonkind* are not the same as those found on Ansalon. Those orbs are unique to that world.

of Golden Death

XP Value: — **GP Value:** 75,000

The Temple of Elemental Evil

This item (also known as *yellowskull*, *goldenskull*, or the *death orb*) is a powerful magic item created by Zugtmoy and luz. Because of its nature and aura, no paladin will touch it willingly, nor will any good priest; they feel its immense innate evil.

The *death orb* is a gold sphere three inches in diameter, shaped to resemble a human skull sans lower jaw. Atop the crown is a raised diadem with depressions, the latter designed to accept four large gems, one representing each element. The orb has only limited powers without these gems. Its possessor can, at will, detect lie, know alignment, and poison (as the reverse of a neutralize poison spell).

The possessor learns directly from the orb full details of usable powers, but no information about Charisma effects (explained below), potential powers (such as those gained by addition of gems), unfavorable effects, nor the orb's following protection ability. Neither Zugtmoy nor luz can harm the possessor of *goldenskull*, nor can either be the agent employing another to cause the user harm.

If the possessor gazes upon the great throne in the Temple of Elemental Evil he or she immediately knows how to operate it. The Throne can be caused to raise and lower itself, with the user, between the upper Temple works and dungeon level three.

The user's Charisma with respect to Chaotic Evil creatures is raised to 20, or to -3 when angry. The corresponding effects apply:

- **Charisma 20:** +48% reaction adjustment, maximum 25 henchmen (all chaotic evil), 60% loyalty base, awe power affecting up to 2 Hit Dice or Levels.

- **Charisma -3:** -50% reaction adjustment, horror affecting up to 4 Hit Dice or levels (again, only of chaotic evil creatures)

Those affected by awe or horror are stunned into inaction by the mere sight of the possessor (no saving throw), and cannot initiate any action other than physical defense.

III Effects: No good ever results from the employment of the *death orb's* powers, except on a very short-term or temporary basis. Thus, if evil can result from any use of the orb, that occurs along with whatever was actually done. For example, an elemental conjured to fight against some evil creatures will do so, but in such a way as to allow them to harm the conjurer's associates to a maximum extent. Also, each time the *awe* power is brought forth, the user actually loses 1 point of Charisma (but only with respect to those not chaotic evil).

Both Zugtmoy and luz know the identity and exact location of any person in possession of *yellowskull* (their detection ability overpowering any and all protection magical or mundane). The protection of the *death orb* aside, Zugtmoy or luz can attempt to persuade or coerce the possessor to hand over the orb (though they cannot take it by force). However, the possessor is forced to react to these evil beings in a somewhat cooperative manner, the degree corresponding to Charisma loss (from the use of the *awe* power)—a 10% chance of persuasion existing for each point so lost. In play, if the character does not naturally cooperate, roll percentile dice to check the correct current chance, and privately inform the player if persuasion has occurred.

Any character who actually gives the *death orb* to either Zugtmoy or luz becomes the hopeless thrall of the appropriate Evil being ever afterwards. (This permanently removes the character from play.)

Elemental Power Gems: The gems of the orb, and additional powers they bestow, are as shown on the table below. The four gems of the correct size and shape to fit the diadem of the orb are hidden in the Elemental Nodes connected to the Temple of Elemental Evil.

Each gem radiates a strong enchantment. When touched, a loose gem immediately transports all creatures within 50 feet to the corresponding Elemental Node. No saving throw applies, and the victims arrive in the center of the node. The gem travels with the victims. No other

effect occurs, and no powers are bestowed. No effect occurs if a gem is touched while in its corresponding node, but remember that the transport effect occurs elsewhere whenever the loose gem is touched. Repeat trips may thus occur before the possessor realizes that a container (ideally the orb) must be used to prevent involuntary travel.

When one of these gems is placed within its diadem mounting, the possessor gains the following abilities, and immediately realizes (and magically understands the process of) each of the effects.

- The noted spell power, usable once per week.
- Travel to and from the corresponding Elemental Plane at will (as if by using the *teleport without error* spell, but with no chance of error).
- Comfortable existence in the corresponding element or Elemental Plane, taking no environmental damage.
- Conjure elemental once per week, summoning from the appropriate Plane; however, no mental control is needed as long as the orb is held (producing an effect much like the priest spells). The elemental is of small size (8 HD) but maximum hit points (64). (Note, however, that such summoning is NOT possible while on the same Elemental Plane.)
- Summon and control a fiend of the type noted up to three times per day, but never more frequently than once per hour (six turns).

Destroying the Orb: The *death orb* can only be destroyed if all of its gems are properly inset. It must then be subjected to the following effects, in quick succession and in the proper order: a wind of 50 or more mph force; the strike of a maul made from a solid piece of granite; a very hot flame (1,000° F); and immersion in very cold water (32° F). The procedure causes the Orb to shatter, which causes the Elemental Nodes and the Greater Temple to collapse, and the dungeon levels above as well. Zugtmoy takes 111 points of physical damage, is unable to use any powers for four days, and cannot leave her own Abyssal Plane for 40 years. luz, having less invested in the Death Orb, merely loses the services of evil elemental creatures for four years.

Element	Gem	Spell	Fiend
Air	Smoky quartz	Wind walk	Babau
Earth	Carnelian	Earthquake	Vrock
Fire	Garnet	Flame strike	Hezrov
Water	Aquamarine	Wall of ice	Glabrezv

of Holiness

XP Value	GP Value
Evil: 7,500	90,000
Good: 7,500	90,000
Neutral: 7,500	90,000

The Magister

These rare items are usually found at the heart of a temple, grove, or other holy place sacred to the worshipers of a particular deity. Fashioned by powerful divine servants or magically skilled human worshipers of great power, such orbs are carefully guarded by high priests and other powerful devout beings, and are seemingly indestructible. Each orb has an ethical alignment corresponding to that of the deity whose holy symbol is always inscribed on these orbs. Orbs are unbreakable spheres of an unknown glossy white crystalline substance, smooth and spherical, and about 6 inches in diameter. If an Orb is found unguarded, determine its alignment as follows (roll 1d20):

Roll	Alignment
01-06	Evil
07-14	Good
15-20	Neutral

If a character of a particular ethos (lawful and chaotic considerations are ignored) touches an orb of a different ethos, a saving throw vs. magic must be made; if it is failed, the being instantly suffers 4d6 points of damage and is feeble-minded. If the save is made, the being is merely stunned for 1d4 rounds and takes 2d6 points of damage. Any being of the same ethos as an orb can wield without harm the following powers:

- By immersion and command, the orb can *purify water or drink* once per day (24 hours), to a maximum volume of 22 cubic feet.
- By touch and command, the orb can cause *sleep* in any one creature (saving throw negates). If the target creature is a true worshiper of the deity the orb is dedicated to, the saving throw is always made unless the creature is willing to be made to sleep. Any being of the same specific alignment as a particular orb, or who truly worships the deity a particular orb is dedicated to, can wield two additional powers of the orb:
 - *Cure serious wounds* three times per day (24 hours), by touch and command (cured creature may be of any alignment), the orb cannot *cause serious wounds*.

- *Regenerate* once per day; the orb cannot wither.

Such an orb also has constant, involuntary powers that operate continually. All such orbs glow with a white *continual light* (bright light, but not blinding, in a 40-foot radius), which dims in the presence of strong evil (creature or place), and can be temporarily negated up to a maximum of nine rounds by darkness or by casting *dispel magic* on the orb.

No other powers of the orb can be affected by a *dispel magic*. The touch of an orb does 5d6 points of damage to any undead. The orb acts as a constant, 60-foot, radial *prayer* (as the 3rd-level priest spell) with regard to all beings of the same specific alignment as the orb, or who truly worship the deity the orb is dedicated to. The presence of an orb calms all creatures of Intelligence 4 or less within 60 feet in 1d2 rounds, ending fear, anger, and all combat. On creatures with an Intelligence of 5 or more, an orb only removes fear.

of Law

XP Value: 3,000

GP Value: 30,000

DUNGEON Magazine 8

The powers of the *orb of law* are usable only by a lawfully aligned creature with an Intelligence of 9 or higher. Any chaotic creature touching the orb sustains 6d6 points of cold-based damage and is *paralyzed* for 6d6 rounds (no saving throw). Neutral creatures take half damage and half duration *paralysis* from touching the orb (no saving throw, as above).

A lawfully aligned wielder of the orb has an effective Charisma of 18 when dealing with lawful creatures and receives the benefits of a -2 Armor Class bonus and a +2 bonus to all saving throws against attacks from chaotic opponents.

No creatures native to the Outer Planes and of Chaotic alignments (Arborea, Limbo, the Abyss, for example) can approach within 10 feet of the orb's wielder. No saving throw is granted here, but magic resistance does apply.

The orb's user can attempt to dispel any elemental within 60 feet, up to a maximum of four elementals per day. The elemental is permitted a saving throw vs. wands to avoid returning at once to its native plane. Only one such attempt can be made on any one creature. It is this power, magnified and extended by special enchantments placed around the orb that makes it so potently protective.

The following powers are available to the user (once per day each, one per round): *beguiling* and *rulership* (as the rods, effective on nonchaotic creatures only), *fear*, and *paralyzation* (as the wands, effective on chaotic creatures only). All creatures affected by these powers can save vs. rods/staves/wands at a -2 penalty.

The orb can communicate by *empathy* within a 60-foot range, but only with lawfully aligned creatures. The orb also possesses undefined powers that allow it to counteract the forces of Chaos in all its forms. Rather than specify what the powers are, the DM should be prepared to improvise their use and appearance, as appropriate within the campaign. For instance, a PC holding the orb in the direction of a chaotic-evil wizard might suddenly see the wizard struck by a burst of *magic missiles*, or the power of one of the wizard's favorite evil devices neutralized. This "undefined" power is what protects the area surrounding the orb from the chaotic beings that roam the planes.

of Radiance

XP Value: 8,000

GP Value: 32,000

Menzoberranzan Campaign Set

These hand-sized globes of polished white quartz are among the most valued items of drow wizards, who use them to defend themselves against drow attack (or to sufficiently impress other drow, particularly hostile priestesses, so that attacks can be avoided). Any being who knows the command words can use an orb of radiance, as long as some part of their skin is in direct contact with it. While they hold it or carry it on their person, they make all saving throws against any sort of magic at -1. When directed, an orb of radiance can emit a:

- *Sunray* (once every other round, to a maximum of four times per day): as the spell, command words: "Delather myarra heth!"
- *Light* spell (once every other round, remains in globe where cast, not moving with orb, and unless dispelled by other means, lasts exactly one day from casting), command word: "Aum-rae!"
- *Ruby ray* (once per day): effects as the *ruby ray of reversal* with the following effects:
 - Melts away one patch of web or viscid glob
 - Springs all magical and mechanical traps touched (normal effects, if targets in reach).
 - Unties all knots and opens all locks, breaks all bars, chains, straps, manacles, and opens even *wizard locks* and *held portals*.

- Ends the effects of all entangling or imprisoning spells, magical effects, or devices—except walls of force and forcecages, which it opens a one-foot-wide hole.
- Dispers all touched *illusions*.
- Reverses effects of a *magic jar* spell.
- Returns a petrified *or polymorphed* being to original form (system shock rolls, if any, still apply).

Each time the *ruby ray* power is activated, it drains 1d4+1 hit points from the orb-user; such lost hit points can be regained by normal healing means. The command word for this power is: "Raspral"

It is whispered that these rare items were first fashioned with the aid of surface-world priests of other faiths. In Menzoberranzan, such items are carried only by wizards of Sorcere, or perhaps as hidden treasures by nobles of one or more of the most powerful noble Houses.

of Remote Action

XP Value: 3,000

GP Value: 15,000

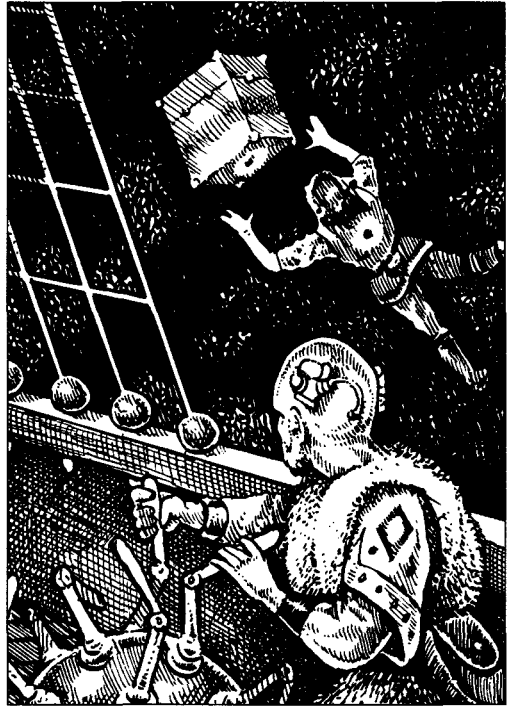
Lost Ships

This rare and useful magical, spacefaring device consists of a metal sphere bristling with telescoping, flexible metal legs mounted on swivel joints so that each can turn freely.

The legs are control arms. Each is magically linked to an oval metal disc, which may be worn, swallowed, or otherwise affixed to any object, living or not. The manner of attachment does not affect the function of the device in any way, but each control arm can have one, and only one, specific disc linked to it when the item is created. If a disc is destroyed, its matching control arm is rendered useless.

An *orb of remote action* has 1d12 arms. Each can manipulate floating objects in wildspace, atmospheres or phlogiston by means of their linkage with the discs affixed to the objects. Pulling a rod out to its greatest extent (about 2 feet) moves a disc away from the control orb; pushing it in flush with the orb brings it within an actual foot of the control sphere. Bending a rod, or moving it in one direction or another, causes a corresponding movement of the distant disc.

Control rods can become entangled all too easily, and there is a limit to the orb's effective range. A disc that drifts or is carried beyond 2,000 feet away from an orb ceases to be controlled until it reenters the orb's range. *Dispel magic* cast on a



disc causes it to drop out of the orb's control for 1d4+1 rounds.

The orb cannot push a disc in opposition to a concerted effort against it, nor can it cause dislinked objects to pass through ship bulkheads, or strike obstacles with enough force to cause damage.

The device is normally used to help free-floating crew members easily repair or manipulate sails and rigging in deep space, or to retrieve lost and drifting objects. A ship can even be painted, or contact-weapons (such as heated metal spheres) brought against flow barnacles or other monsters on or near a ship's hull.

The device is not affected by the presence of magic or spellcasting, but the discs and the objects they move are subject to all physical and magical attacks in the normal way. A disc can move any object, regardless of shape or size, up to a Movement Rate of 26, but whenever the object comes within 2 feet of any other solid object, it slows to a Movement Rate of 12 (akin to the slowing of a spelljammer). This appears to be a natural space phenomenon, and occurs despite the wishes of the orb's operator.

An orb's control links can pass through any known physical or magical barriers, except a crystal sphere. That does not mean an operator is

able to know what is happening to manipulated objects (the user must be able to see the discs), nor does it mean that those objects can freely pass through such barriers.

The device can be used to create sparks or flames (by striking flint and steel, for example) at a distance in phlogiston, the only safe method known.

The control orb saves as metal, with a +4 bonus due its inherent magic. Each disc saves as metal, with a +1 bonus.

To activate it, an intelligent individual (that is, any being with an intelligence of 5 or more who can manipulate the control arms) touches the orb and releases it. The orb then levitates in the position in which it was released. If moved later, its movement affects all of the discs it controls.

An orb may operate for 1d20+5 turns, once every 100 turns (the operation range represents a mysterious variance in the power of the device). When exhausted, its control links simply fail, and the orb slowly sinks, coming to rest on any surface (if within a gravitational field).

The orbs are thought to have been fashioned by an ancient, now vanished, spacefaring race. They are few, and highly prized—not even the arcane can construct or repair them.

An *orb of remote action* can have a great effect on close-quarters melee combat. Take care that its use does not overbalance play, by limiting its functioning or reliability whenever a PC (or NPC) seems to be misusing its powers, or when its use renders opponents helpless under the rules.

of the Silver Dragon

XP Value: 4,000

GP Value: 20,000

Dragons of Ice

This powerful artifact is a fragile, etched crystal globe that is approximately 10 inches in diameter when not in use. When the command words (see below) are spoken, the globe expands to 20 inches in diameter. Imprisoned within the orb is a red dragon; this is the source of the orb's power.

This orb, and two others with similar powers, were employed long before the Cataclysm for the purpose of destroying evil dragons—at least, this is the legend that has trickled down through the centuries. This is all the PCs know about the dragon orbs. They have no idea how the orbs function. The orbs' actual primary function is to summon evil dragons. Powerful magic of old



would summon serpents with the orbs and then destroy them with other magic.

Any character attempting to use the orb must gaze into it and speak the command words (Argentum Commandates) inscribed on the orb's surface. The character must make a saving throw vs. magic or be *charmed* by the dragon in the orb. The DM should secretly roll the saving throw for the character, not informing the players of what is going on.

If the character saves against the *charm*, any evil dragons within 1d4(x10) miles hasten to the orb. These dragons attack any nonevil creatures they find near the orb. If the campaign situation does not specify the location of nearby dragons, there is a 33% (1 or 2 on 1d6) chance that 1d3 dragons show up. Each dragon arrives separately, 1d6 turns after the previous one. Randomly determine the ages, sizes, and colors of the summoned dragons unless campaign considerations dictate a certain result (white dragons while the party is on the glacier, for example).

If the character fails the saving throw, no dragons are summoned, but the character is *charmed* by the evil dragon within the orb. Inform the player (when you can speak alone without being obvious) that the character is *charmed* and will act normally unless told otherwise.

Although the dragon knows nothing about the current state of affairs in Krynn, it will steer the controlled character so as to aid the cause of evil. This is done subtly so that the other PCs suspect nothing, until a critical point is reached (for example, if the PCs are attacked by evil creatures who stand a good chance of killing or capturing the party). Then the *charmed* character will turn against the party if it appears that doing so will swing the battle over to the side of evil.

The orb has the secondary abilities of *cure serious wounds* three times per day, cast *continual light* at will, and *detect magic* at will. Whenever it is used for any of these functions, the character must save vs. spell, and a check is made to see if the orb has attracted any evil dragons.

Any character who gazes into the orb and speaks the command words knows of the orb's secondary functions and will inform the party of them, even if the character is *charmed*. No one who activates the orb knows of its primary function (to summon dragons) or of the *charm* effect. *Detect magic* and *detect evil* spells show positive results if cast on the orb or any *charmed* character.

For purposes of dispelling, treat the *charm* effect as a spell cast by an 11th-level wizard.

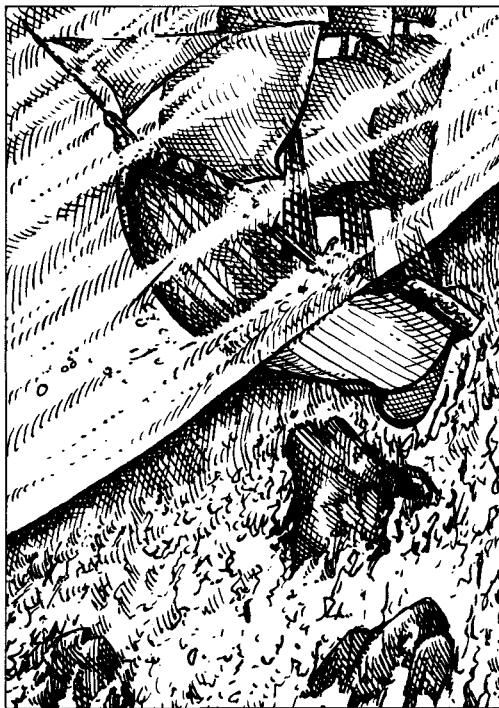
Orrery of the Inner Planes

XP Value: 8,000

GP Value: 40,000

Secrets of the Lamp

This enchanted mechanical device has been incorporated into a clock. It shows the relative position of the planets, moons, the stars, and the junctions of the Inner Planes. It is believed to be a toy of the marid, though others attribute its manufacture to the dao and marid working together (an unlikely event). It allows a competent navigator to guide a vessel so that it can travel between the Inner Planes: the Elemental Planes of Earth, Air, Water, and Fire; the Ethereal Plane; and the Prime Material Plane. The device also empowers the ship it is on to move through the elements: gliding through elemental stone, sailing underneath elemental water, flying the elemental winds, and sailing unscathed through lakes of fire. The orrery wards the ship and passengers against all damage from the elements. It helps a ship catch ethereal winds, and it can levitate a normal ship on the Prime Material Plane, allowing it to fly on normal winds.



This magical item requires a ship on which to mount the orrery and a successful navigation check to use. If the proficiency check fails, the orrery sends the ship and its passengers through the Ethereal Plane to a random location on an Inner Plane of the DM's choice.

Oven of Heating

XP Value:

GP Value:

Defective: —

3,000

Normal: 1,000

5,000

DRAGON Magazine 73

This appears to be an ordinary stone oven. There is no place for feeding the fire, however, the oven is heated via a connection with the Elemental Plane of Fire. A small number (10%) of these ovens are defective, so that a creature from the fire plane may come "through" the connection (5% chance per month, noncumulative, for any defective oven).

Roll Oven Type

01-10 Defective

11-00 Normal



Paddleboard

Paddleboards are fashioned from single pieces of thin wood about a foot long. They have rounded, fan-shaped paddles and a narrow handle. An elastic string is attached to the center of the paddle, and a ball is attached to the other end of the string. A magical paddleboard is quite susceptible to fire damage but nearly immune to impact damage. Paddleboards can be used to batter opponents with the same rate of fire as thrown darts, whether using the paddle or the ball. Each hit causes 1 point of damage plus the magical bonus of the board.

Magical

XP Value	GP Value
+1 (5'): 50	250
+2 (10'): 100	500
+3 (15'): 150	750
+4 (20'): 200	1,000
+5 (25'): 275	1,375
+5 (25'): 290	1,450
+6 (30'): 300	1,500

DRAGON Magazine 134

Although magical paddleboards come in a variety of types, all look like normal paddleboards. Such a paddle is 1-foot-long and made of wood, thus being quite susceptible to fire damage but never from impact damage (such as from falling, or from normal or crushing blows). The string appears to be made from interwoven sinews, and the paddleball is usually an opaque crystal that is resilient and nearly indestructible.

When a magical paddleboard is found, roll on the table below to determine its powers. Magical paddleboards can be used to batter opponents up to three times per round, using either the paddle or the ball. The damage caused per hit equals 1 hit point plus the magical bonus of the paddleboard and the user's Strength bonus, if any. These items can become quite deadly in the right hands! Once per round, a user can attempt to stun a foe with the paddleboard. The base chance for success if a hit is made is 5%, modified by +2% for every magical plus of the weapon and +1% per 2 points of Strength.

The sinew thongs are normally 1-foot-long, lengthening magically to their full range during use. The range given for each paddleboard cannot be exceeded by any means, and paddleboard strings are impossible to cut.

Roll	Paddleboard	Range
01-60	+1	5'
61-75	+2	10'
76-83	+3	15'
84-90	+4	20'
91-95	+5	20'
96-99	+5	25'
00	+6	30'

of Wondrous Transformation

XP Value: 3,000

GP Value: 15,000

DRAGON Magazine 134

This paddleboard appears much the same as other magical paddleboards, but it holds much more power. Sometimes it has the form of an animal or monster carved on the back of the paddle. The *paddleboard of wondrous transformation* may strike once per round at a range of up to 15 feet, its sinew cord stretching in the same manner as other magical paddleboards. When struck, a target creature takes no damage but must save vs. *polymorph* or else be *polymorphed* into a new being of some sort for a duration of six turns. All items the victim possesses are *polymorphed* into that creature as well. The affected being (if the new form allows) retains all spellcasting and fighting powers, and undergoes no change in personality, knowledge, or intelligence. No innate powers of the new form are gained, except for those normally gained by the use of a *polymorph selfspell*. This paddleboard is a dangerous weapon, for it is impossible to predict what shape the affected creature will assume. When a creature is struck, consult the table below.

A particular creature may be *polymorphed* only once per day. No system shock roll need be made by the victim. In some forms, all the victim's previous powers are lost for the duration of the transformation; for instance, even a 20th-level wizard is nearly helpless as a rot grub—no hands, mouth, or components with which to cast spells.

It goes without saying that the *paddleboard of wondrous transformation* is not always a wise weapon to use. Turning your opponent into a purple worm during a bar fight is considered bad form.

Roll	Creature	Roll	Creature
01-02	Piercer	49-50	Shadow
03-04	Leucrotta	51-53	Elf

Roll	Creature	Roll	Creature
05-06	Wight	54-55	Otyugh
07-08	Purple worm	56-58	Halfling
09-10	Iron golem	59-60	Hill giant
11-12	Orc	61-62	Rust monster
13-14	Giant centipede	63-64	Lich
15-16	Blink dog	65-66	Giant weasel
17-18	Hydra (eight-headed)	67-68	Minotaur
19-20	Frost giant	69-70	Troll
21-22	Will o wisp	71-72	Baatezu
23-24	Catoblepas	73-74	Umber hulk
25-26	Giant fire beetle	75-76	Vampire
27-28	Subterranean lizard	77-78	Carrion crawler
29-30	Nightmare	79-80	Black pudding
33-34	Copper dragon	81-82	Rot grub
31-32	Bronze dragon	83-84	Storm giant
35-36	Elder titan	85-86	Troglodyte
37-38	Lizard man	87-88	Anhkheg
39-40	Gargoyle	89-90	Brown mold
41-42	Giant poisonous snake	91-92	Gorgon
43-44	Giant slug	93-94	Beholder
45-46	Ki-rin	95-96	Medusa
47-48	Ogre	97-98	Mind flayer
		99	Skeleton
		00	DM's choice

Padriac's Portable Purveyor of Parfait Potions

XP Value: 10,000 GP Value: 50,000
 POLYHEDRON Newszine 82

This 6-inch cube is made of pale blue crystal and is divided into four rectangular compartments. Each compartment contains a different colored translucent liquid; one each of ruby, amber, emerald, and sapphire. There are four buttons on the bottom of the container, each under a compartment. The buttons, which correspond to a colored liquid, must be pressed to make the item work. An unbreakable beaker is attached to the cube.

The purveyor manufactures one potion per day. By pressing three of the four buttons, in any sequence, the user causes liquid to be dispensed into the beaker. Each of the two dozen possible permutations yields a different result. The item will not function for 24 hours after it dispenses a potion. Consult the table below to determine possible combinations. DMs are free to create their own combination charts. Abbreviations for the liquids are R-ruby, A-amber, E-emerald, and S-sapphire.

Sequence	Potion Received
A-E-R	Poison, type D
A-E-S	<i>Oil of preservation</i>
A-R-E	<i>Potion of vampire control</i>
A-R-S	<i>Oil of fumbling</i>
A-S-E	<i>Potion of extra-healing</i>
A-S-R	No effect
E-A-R	<i>Potion of healing</i>
E-A-S	<i>Potion of ESP</i>
E-R-A	<i>Potion of delusion</i>
E-R-S	<i>Oil of slipperiness</i>
R-A-E	<i>Potion of clairvoyance</i>
R-A-S	No effect
R-E-A	Sweet water
R-E-S	<i>Potion of clairvoyance</i>
R-S-A	<i>Oil of disenchantment</i>
R-S-E	Poison, type L
S-A-E	<i>Potion of heroism</i>
S-A-R	Poison, type J
S-E-A	Poison, type J
S-E-R	Philter of love
S-R-A	Poison, type O
S-R-E	<i>Potion of invisibility</i>

Pan

A pan is a shallow container used for frying or baking food, or for bathing. Pans used for cooking are generally cast from iron; pans used for bathing are usually made of ceramic, glass, or lightweight metals such as tin or brass.

of Cooking

XP Value: 100 GP Value: 500
 DRAGON Magazine 73

This is a round, 9-inch iron frying pan with a runic "F" on the handle. It automatically heats anything placed within it to frying temperature—and it's nonstick.

of Spicing

XP Value: 300 GP Value: 1,500
 DRAGON Magazine 73

A 9-inch, round iron pan with the runic "S" embossed on the handle. Any food fried in this pan is magically spiced to the cook's taste—quite a boon in areas where spice is scarce.

Paper

Paper is a high-quality writing surface made from pulped wood or cloth fibers. Paper can be bought by the roll or by the individual sheet. A roll can be almost any size, and very long rolls usually are wound onto sticks or spindles to make storage and transport easier. Writing and mapping paper is sold in flat, carefully folded sheets.

of Forms

XP Value: 200

GP Value: 1,000

Oriental Adventures

This magical colored paper can be used by those with the origami proficiency. To use it, the character folds the paper into the desired shape, checking against his or her origami proficiency for success. If successful, the user then blows on the paper and utters the command word. The paper then transforms into a life-sized version of the origami form, having all the normal properties of the object created. The paper can only be used to make normal creatures of animal intelligence, nonmagical fabricated objects, and natural objects. Thus a horse, house, or tree could be created but not an oni, person, or magic item. The transformed paper of forms is indistinguishable from a normal object except that it radiates a faint dweomer of magic.

The paper object is highly susceptible to fire. Normal fire ignites it 80% of the time and magical fires always cause the paper to catch fire. The paper remains in the transformed state until the character utters a second command word, causing it to revert to its origami form that can be used again. Once the paper has been used to make a particular origami shape, it can then only be used for that shape. If the origami shape is unfolded, the paper is ruined and cannot be used again. One sheet of paper is sufficient to make any object up to the size of a small house or junk. When found there are 1d4 sheets of paper.

of Writing

XP Value: 300

GP Value: 1,500

The Complete Wizard's Handbook

Any words that the user speaks or thinks magically appear in writing on this paper.

Parchment

Parchment is similar to paper, but made from animal skins. It tends to be of lower quality than paper but can be used for the same purposes. Parchment usually is sold in small rolls or in pages 1-foot square. Parchment tends to have a short life when compared to paper due to the highly acidic and corrosive fluids used to cure the hides from which it is made.

of Looping

XP Value: 600

GP Value: 3,000

The Book of Marvelous Magic

This parchment is found in its own special box, by itself. The box is 8 inches wide, 14 inches long, and 2 inches deep; two knobs are located at each end of one side. The box and knobs are made of fine mahogany wood. The box has a 6-inch square hole in its top. The parchment can be seen and written upon through this hole. Turning the top knob winds the parchment toward the top, and is done when the available surface has been written upon; the lower knob rewinds the parchment. The parchment may be easily rewound to its starting point but, being magical, it has no other end. Unmarked, usable parchment is always available. The lid of the box may be loosened by a command word. If the lid is lifted off, the user finds one wide strip of parchment, 30 inches long, wound about two rollers, with a twist in it (a mobius strip). Opening the box erases the entire parchment. If replaced in the box and locked by another command word, the parchment may be again used magically.

Seven 1st-level spells may be written on the parchment (as if a scroll); higher-level spells burn out the parchment, destroying it, as does an eighth 1st-level spell. The parchment and the box are immune to all attacks except fire, both are destroyed at the slightest touch of normal or magical flame.

of Monster Holding

XP Value: 150

GP Value: 1,500

The Complete Wizard's Handbook

This 1-foot-square piece of parchment can hold any monster summoned by a *monster summoning I* spell. The wizard unfolds the parchment and lays it out prior to casting the spell. If the spell is successfully cast, the summoned monster is immediately absorbed into the parchment, appearing there as a colored image. The caster

3525

can then refold the parchment and carry it, holding the summoned monster indefinitely. When the parchment is unfolded and laid on the ground, and the wizard speaks a command word, the monster appears, remaining active for the normal duration of the *monster summoning I* spell.

Any single *parchment of monster holding* can be used only once; after the monster is released, the parchment crumbles to dust. The parchment also crumbles if it is torn or defaced in any way.

of Selective Reading

XP Value: 1,200 **GP Value: 6,000**

DRAGON Magazine 73

This item is a blank parchment scroll. Anything written on it can be read only by the writer and those whose names are inscribed on the scroll. It can be reused several times, until the scraping required to remove the old ink has worn through the parchment.

Self-Protecting

XP Value: 1,000 **GP Value: 5,000**

The Book of Marvelous Magic

This parchment appears to be and functions as a *parchment of looping* in all respects. However, its box is trapped and cannot be defused. When the box is opened, it explodes in a *ball of lightning* 10 feet in diameter and inflicts 5d10 points of electrical damage. Each victim within the area may make a saving throw vs. spell to take half damage, but there is a -4 penalty to the roll if metal armor is worn.

of Spell Stealing

XP Value: 500 **GP Value: 5,000**

POLYHEDRON Newszine 82

This item appears to be a normal sheet of parchment, but it is embossed with "db" in the bottom corner. When unrolled and left within 10 feet of a bard or wizard, the first spell cast will fail and the formula for the spell appears in flowing script on the parchment. Once it has copied a spell, the parchment rolls itself up. Each sheet of parchment can only copy one spell. Typically 1d12 sheets of parchment are found together. Stolen spells cannot be used as scrolls, but they can be used to research the stolen spell.

Pearl

A pearl is a semiprecious "stone" formed inside various mollusks when an irritant is trapped

within the shell. If the animal cannot expel the object, it covers it with a smooth, shell-like coating instead. Pearls are hard but delicate. They are valued for their color and silvery luster.

Black

XP Value: 500

GP Value: 2,500

BLACKMOOR

This pearl allows a wizard to cast one additional noncombatant spell once per day of any level below 6th.



Dragon

XP Value: 10,000

GP Value: 20,000

DRAGON Magazine 126

These magically treated pearls are carried by every oriental dragon. They always glow with a brilliant light so penetrating that a single pearl can light up every room in even the largest castle. (Only a special carrying sack of dragon hide or similar special leather conceals the light.) When carried, a *dragon pearl* acts as *&periapt of health*. In addition, it can increase the size or amount of any ordinary substance with which it comes in contact. People and animals grow fatter and healthier, crops grow larger, and piles of food (such as rice) increase in size. If placed in a barrel with a few drops of water, oil, or another liq-

3530

uid, the pearl soon fills the barrel overflowing. However, this ability only works for ordinary materials; it cannot multiply a pile of coins or make gems increase in value. If buried, the pearl reveals its presence by the fact that the grass above it is always green and healthy, even in winter and times of drought.

of the Ebbing Tide

XP Value: 400 **GP Value: 2,000**

Oriental Adventures

This powerful, magical pearl causes water to recede. Holding the pearl in hand, a character utters the command word. Each round after that the character concentrates on the pearl, all waters within 60 feet recede at the rate of 5 feet per round. Once the concentration is ended, the waters instantly rush back to their normal banks or depths.

of Entrancement

XP Value: 2,000 **GP Value: 10,000**

Otherlands

This tiny pearl gives off a gentle, white glow that is very soothing to look at. When placed under the tongue of an unconscious victim, the pearl extends the state of unconsciousness to 36 days. During this time, the pearl enables the victim to go without food or air.

As its second benefit, the pearl can force the unconscious victim to obey the commands of the pearl's owner. During this function, the victim walks about with glazed eyes, as if in a trance. These pearls are used mainly on humans who are taken underwater by sea-dwellers and need to be kept a while before being returned to land.

of Flying

XP Value: 300 **GP Value: 1,500**

DRAGON Magazine 40

Once a day, this pearl allows the user to fly at a speed of 12 for 1d6 hours. Beginning 10 minutes before the end of the spell, the pearl sends impulses to user indicating the spell is about to end.

Giant Black

XP Value: 2,400 **GP Value: 12,000**

Gods, Demigods, & Heroes

The *giant black pearl* negates all wind and earth turbulence in a one-mile radius.

Gold

XP Value: 400 **GP Value: 2,000**

BLACKMOOR

This pearl allows a priest to cast one additional noncombatant spell once per day of up to 7th level.

Kathena's Pearl of Wisdom

XP Value: 500 **GP Value: 5,000**

1993 Collector Card 407

Kathena's pearl of wisdom differs from the standard pearl because it increases a paladin's Wisdom score, rather than a priest's. The paladin must possess the pearl for 30 days in order for its magic to operate initially, and then the paladin must keep the pearl or the magic is lost and the Wisdom score returns to its original value.

of Power

XP Value	GP Value
Cursed: —	1/10th value of normal
Type I: 200	2,000
Type II: 400	4,000
Type III: 600	6,000
Type IV: 800	8,000
Type V: 1,000	10,000
Type VI: 1,200	12,000
Type VII: 1,400	14,000
Type VIII: 1,600	16,000
Type IX: 1,800	18,000
Type X: 100/spell level	1,000/spell level

DUNGEON MASTER Guide

This seemingly normal pearl of average size and coloration is a potent aid to a wizard. Once a day, a *pearl of power* enables the possessor to recall any one spell as desired, even if the spell has already been cast. Of course, the wizard must have the spell to be remembered among those most recently memorized. The power of the pearl is found by rolling percentile dice and consulting the table below:

Roll	Type	Level of Spell Recalled by Pearl
01-25	Type I	First
26-45	Type II	Second

Roll	Type	Level of Spell Recalled by Pearl
46-60	Type III	Third
61-75	Type IV	Fourth
76-85	Type V	Fifth
86-92	Type VI	Sixth
93-96	Type VII	Seventh
97-98	Type VIII	Eighth
99	Type IX	Ninth
00	Type X	Recalls two spells of 1st to 6th level (Use 1d6 twice)

Note that one in 20 of these magical pearls is cursed. The pearl is of opposite effect, causing a spell to be forgotten. These pearls can be gotten rid of only by means of a wish.



of Power II

XP Value: 60,000

GP Value: 300,000

The Minrothad Guilds

When Calitha Starbrow ascended to immortality in Evergrun, she created as her test the *pearl of power*, a living relic that is the closely kept secret of the water elf clans of Minrothad.

The original pearl was left in Evergrun when some of Starbrow's followers migrated with Ilsundal out of that land. A fragment of the pearl was secretly taken by Poladan Meditor, at the

time, an assistant keeper of the relic. The original pearl has since become lost to history and is believed destroyed.

The relic is a semi-sentient creation, growing over the following centuries from a fragment into an entire *pearl of power*.

At first Meditor was secretive about what he had done. For a long time the water elves had no relic at all to speak of, and when the fledgling pearl began to develop, the new keeper and his assistants kept the news to themselves. When the power of the offshoot relic became noticeable, the keeper was confirmed in his office, but the elves kept news of their clan relic from their human neighbors. These old habits of secrecy die hard. The *pearl of power* is seen by few in Minrothad, and spoken of by fewer.

The relic appears to be a massive iridescent pearl 3 feet in diameter. It glows with a gentle golden-pink light, illumining all within a 40-foot radius. It is warm and smooth to the touch, and rests on a giant shell lined with mother of pearl. The shell came from a giant oyster in local water, and has nothing to do with the pearl's powers. The relic is located in the hidden Grotto of the Pearl in the sea caverns beneath Seahome on Alfeisle.

If a layer of the pearl is chipped off the relic, the scar left where the fragment was removed heals over during the course of one year. These fragments are used to craft various magical items, as explained below. Removing more than one fragment a year reduces the pearl's turning range by 5 feet. When the range drops below 300 feet, it loses one magical ability (randomly determined) for each 5 feet the range is further reduced. As with other relics, this range returns at the rate of 5 feet per day.

The *Pearl of Power* can cure blindness, cure disease, neutralize poison, cure serious wounds, identify magical items, and turn undead in the same way as other clan relics. The pearl is also used to make several magical items valued by the water elves.

Pearl fragments are used to create special magical items. A pearl fragment ground up is the primary ingredient in a *potion of water movement* by the water elves. This potion allows the imbiber to move underwater or on the Elemental Plane of Water as easily as if surrounded by air. The effect lasts for one day. It does not, however, enable one to breathe under water; some other method is

required to gain that ability.

A *ring of water walking* can be crafted from a pearl fragment. Not only can the ring's wearer walk on water, but so can anyone in physical contact with the user when exercising this spell effect. Some water elf merchant-princes are gifted with these rings in thanks for their services to the elves of Seahome.

For special purposes, three fragments of the pearl are sometimes used to create a *staff of air and water*. This staff also provides the ability to breathe water, and its effects on the Elemental Plane automatically extends to a 10-foot radius. A staff of this type cannot be bought, but is sometimes given to a hero to aid in a quest important to the water elves.

Reproducing the Pearl: If a full vial of *sea dew* is used to anoint a pearl fragment freshly removed from the mother pearl, the fragment soon curls in upon itself and takes on the appearance of a normal pearl. If this pearl is bathed monthly in sea water and the proper rituals are performed, it begins to grow. After Id4 centuries, the pearl reaches maturity and its sentience awakens, whereon it gains the same abilities as the original *pearl of power*.

of Protection from Fire

XP Value: 1,000 **GP Value: 5,000**

Oriental Adventures

This magical pearl, when carried, has all the properties of a *ring of fire resistance*.

Red

XP Value: 700 **GP Value: 3,500**

BLACKMOOR

The *red pearl* allows its user to cure 10 hit points a day when held to the wound. Each cure uses one charge, and the pearl has 2d10 charges.

of the Rising Tide

XP Value: 600 **GP Value: 3,000**

Oriental Adventures

This pearl is identical to the *pearl of the ebbing tide*, except that instead of receding, the waters in the area of effect will rise at the rate of 5 feet per round.

Serpent Spirit

XP Value:

DRAGON Magazine 40

GP Value:

Once per day for Id6 hours this pearl allows the user to *speak with animals*.

of the Sirines

XP Value: 900

GP Value: 4,500

DUNGEON MASTER Guide

This seems to be a normal pearl, but it radiates faintly of enchantment if *detect magic* is used. In any event, the stone is worth at least 1,000 gp, based on its beauty alone. If it is clasped firmly in hand (or to the breast) and the owner attempts actions related to the pearl's power areas, the character understands and is able to employ the item.

The pearl enables its possessor to breathe in water the same as in clean, fresh air. Underwater movement rate is 24. The possessor is immune to ill effects from the poison touch of a sirine. The pearl must be within the general area of the possessor—less than 10 feet distant—to convey its powers.

Storm Rider's

XP Value: 7,500

GP Value: 37,500

Secrets of the Lamp

The Padisha of the Marid is said to have a *storm rider's pearl* with all the powers of a *traveler's pearl*, as well as the power to change the direction of the wind daily, to summon terrible storms at sea weekly, and to reverse or hold back the tides once a month. Unlike other pearls of its type, it is not consumed when used.

Traveler's

XP Value: 750

GP Value: 3,750

Secrets of the Lamp

This large, rosy pearl is a powerful item created by the marid to be given to mortals, who then do the most amusing things with them. When given as a gift by its owner, it appears as a normal pearl, though a faint radiance of alteration magic can be detected. Later, the old owner can speak a command word, *teleporting* him or herself and a single companion to the pearl's current location—often in the new owner's treasury. If the pearl has been thrown away (or dropped from a cliff, for instance), the *teleporters* arrive safely at the point the pearl lands. In any case, the pearl is consumed when used.

of Ultimate Wisdom

XP Value: — **GP Value:** 600

DRAGON Magazine 40

When placed in the mouth, the outer coating dissolves immediately and the pearl disgorges a lethal poison. If the user makes a saving throw against poison, the character is assumed to have spit enough out to have survived. After one use, the pearl is totally consumed—whether or not the victim dies.

of Wisdom

XP Value **GP Value**

Cursed: — 500

Normal: 500 5,000

DUNGEONMASTER Guide

Although it appears to be a normal pearl, & *pearl of wisdom* causes a priest to increase 1 point in Wisdom if he or she retains the pearl for one month. The increase happens at the end of 30 days, but after that the priest must keep the pearl with on his or her person, or the 1 point gain is lost.

The cursed pearl works in reverse, but once the point of Wisdom is lost, the pearl turns to powder; the loss is permanent barring some magical restoration means such as a *wish* or *tome of understanding*.

Pedestal of Blyphian

XP Value * **GP Value**

Diamond: 4,000 20,000

Gold: 2,000 10,000

Dragon Keep

This magical platform was created by the gold dragon philosopher Blyphian as a learning aid for his young students. It is a circular pedestal of solid gold, about 2 feet high and 3 feet across. By placing a paw or one of his feet on it, a dragon can temporarily enhance his or her comprehension of complex works of art by tapping into the collective consciousness of the spirits of dead dragon scholars.

Though intended to be used only by dragons, nondragons can use the pedestal as well. A character who steps on the pedestal feels a tingle ripple through his or her body. If the character remains on the pedestal for two rounds, a Constitution check must be made. If it fails, the victim suffers Id4 points of damage. If the PC remains on the platform for an additional two rounds, a second Constitution check must be made and take

a further Id4 points of damage if it fails.

If the PC remains on the pedestal for the full four rounds, an Intelligence check is made. If successful, all works of art created by dragons of up to (and including) old age become fully comprehensible. This ability lasts for the next Id6 turns.

Pedestals of Blyphian made of solid diamond also exist. A character using a diamond pedestal goes through the same procedures as for a gold pedestal. Failed Constitution checks inflict 2d6 points of damage, however, and successful checks require the loss of Id4 points of damage. If the character succeeds in an Intelligence check after four full rounds on the pedestal, all works of art created by any dragon of less than ancient age are comprehended. This ability lasts for the next Id6 hours.

Pegleg

A pegleg is an artificial replacement for a lower leg lost to accident or misadventure. Different sizes are available, but they generally cost about the same amount of money. A pegleg's cost depends chiefly on the materials used in its construction and the magical dweomers (if any) placed on the item. Usually only characters too poor or weak to bargain for a priest's *regeneration* spell resort to these items.

of Immurk the Invincible

XP Value: 2,000 **GP Value:** 10,000

POLYHEDRON Newszine 82

Immurk the Invincible was the first great pirate of the Pirate Isles in the Inner Sea of Abeir-Toril. Although legends of his pirating abound, many people do not know that Immurk was also a powerful wizard. Midway through Immurk's career, he lost his leg while boarding another ship. Soon after that he created a special pegleg to replace his own. Immurk and his leg were lost at sea. However, tales abound of the leg being passed from adventurer to adventurer in treasure hauls.

When grafted onto a person's body, the pegleg automatically lengthens or shortens to be the appropriate length so the person can walk normally. It grants the nonweapon proficiencies of navigation, seamanship, rope use, swimming, and weather sense (all with base success scores of 18), and makes the wearer immune to seasickness. Further, *Immurk's pegleg* grants the harpoon weapon proficiency and allows the wearer to



fight as a 12th-level fighter when brandishing a harpoon or cutlass. The pegleg allows the wearer to summon a parrot familiar (even if the wearer is not a wizard), which will be bound to the summoner as a normal familiar.

If the leg is rapped against something, a *knock* spell is released. This function can be used up to three times a day. The pegleg can also detect gold coins within a 100-foot radius.

of Walking

XP Value: 900 **GP Value: 4,500**

War Captain's Companion

This magical item can only be used by those who have lost one or both of their legs. By attaching the item to the stump, the peg leg conforms to the precise configuration required for greatest comfort. The peg leg of walking allows the recipient to walk at a normal pace, even run, as though whole.

Pellet

A pellet is a small stone or rock. It is usually used in combat of some sort, either thrown at an opponent or flung with the use of a slingshot.

Flash

XP Value: 200

GP Value: 1,000

DRAGON Magazine 2

A small pellet that explodes on hard contact with an unyielding substance. If not expecting it, the victims have a 90% chance of being *blinded* for 2d4 melee rounds.

Flash II

XP Value: 100

GP Value: 500

Secret of the Slavers' Stockade

These tiny pellets are of a black, earthy substance. When thrown to the ground they burst into a blinding flash of light. All those within 20 feet looking in the direction of the caster are blinded for two rounds.

Pen

A pen is both a writing implement and a drawing tool. It is used with ink or thin paint to compose letters, sketch drawings, and create maps. Unlike quills, which must be frequently dipped in small jars of ink, pens contain a small reservoir to hold the ink.

of Excellence

XP Value: 1,200

GP Value: 6,000

The Complete Wizard's Handbook

A pen of excellence grants the user the following abilities:

- Write at twice normal speed (particularly helpful for wizards copying new spells into their spell books).
- Accurate pictures of anything seen can be created with the precision of the finest artist.
- Create a perfect forgery of any handwriting for which a sample is available. Any type of ink can be used with *a pen of excellence*.

of Swift Writing

XP Value: 1,000

GP Value: 5,000

New Item

With this pen, anyone can write twice as fast as normal, with no loss of legibility. These pens are usually found in lots of Id4-1. These pens are appropriate for normal writing tasks, but not for the magical scribing of scrolls or spell books.

of Truth

XP Value: 500

GP Value: 2,500

DRAGON Magazine 73

A gold-colored metal pen with a replaceable tip. Only statements believed to be true by the writer can be written with this pen.

Pendant

A pendant is an ornamental piece of jewelry, often a precious stone in a metal setting, that is hung from a necklace chain of fine metal. Pendants may also be pinned to an article of clothing or worn as an earring.

Equus

XP Value: 2,000

GP Value: 8,000

DUNGEON Magazine 22

An *equus* is a magical piece of jewelry that, upon command, *polymorphs* into some form of a beast of burden. The word "equus" (plural "equi") comes from an ancient language and has no literal translation in the common tongue. The closest translation is "beast of burden" or "horse," but the word can be applied to anything that is used like a horse. Thus, an actual horse, mule, worg, camel, dog-sled team, nightmare, or any other creature that can be ridden, used to pull a load, or carry goods can be termed an *equus*. *Equi* come in many different varieties, with the most common listed below. While 80% of *equi* are either good or neutrally aligned, 20% *polymorph* into evil creatures such as nightmares, worgs, and giant spiders. It is said that the death knight Shan Nikkoleth once possessed an *equus* that *polymorphed* into gorgon form.

This tiny figurine of a creature hangs from a silver chain. The pendant must be examined carefully to find the command word. When the word is spoken aloud, the figurine *polymorphs* into the creature depicted.

Creature List

The DM may choose form of the creature into which the *equus polymorphs* from the following table. The jewelry *form polymorphs* into one type of creature only. A DM who prefers to roll randomly should add the roll of Id8 to that of Id12 and consult the table below. The DM should use only a creature he or she feels comfortable with and is sure will not give the PCs an unfair advantage in the campaign. Types of creatures can be added to or deleted from the list as the DM sees fit. Any of the following creatures that do not appear on **Table 49**

in the *PHB* should be considered equal to a heavy horse in movement rate and encumbrance.

If the *equus* is slain (reduced to 0 hit points or less) in creature form, the creature immediately reverts to jewelry form and cannot change into creature form again. Damage to the creature form of the *equus* can be healed magically by *cure wounds* spells. If the creature is allowed food and rest, it heals naturally at the rate of 1 hit point per day. However, the *equus* can neither heal itself nor be healed while in jewelry form.

Roll Animal Type

02

Unicorn: AC 2; MV 24; HD 4+4; hp 28; THACO 15; #AT 3 (hooves and horn); Dmg Id6/1d6/1d12; SA charge, +2 to attack when attacking with horn, -6 penalty to opponents' surprise rolls; SD' teleport, immune to poison, *charm*, *hold*, and death spells; can sense approach of an enemy at 240 yards distance; makes all saving throws as 11th-level wizard; ML 14; AL CG. The unicorn's Intelligence is 8-10 (1d4+8). It can be ridden only by female characters; if a male character rolls the unicorn, use the ultraheavy war horse (#20) instead.

03

Giant stag: AC 7; MV 21; HD 5; hp 30; THACO 15; #AT 1 (antlers) or 2 (hooves); Dmg 4d4 or Id4/1d4; ML 14; AL N. This creature's Intelligence is 4-7 (1d4+3).

04-05

Bull: AC 7; MV 15; HD 4; hp 24; THACO 15; #AT 2 (horns); Dmg Id6/1d6; SA charge; ML 15; AL N. The bull has an Intelligence of 4-7 (1d4+3).

06-08

Superheavy war horse: AC 6; MV 15; HD 4+4; hp 28; THACO 15; #AT 3 (hooves and bite); Dmg Id8/1d8/1d4; SD 30' *infravision*, immunity to all *hold* and *charm* spells; ML 16; AL NG. Intelligence: 7-12 (1d6+6).

09-13

Heavy war horse: AC 7; MV 15; HD 4+4; hp 21; THACO 17; #AT 3 (hooves and bite); Dmg Id8/1d8/1d4; ML 15; AL N. This horse has an Intelligence of 5-8 (1d4+4).

14-16

Superheavy war horse (special): Same as above (roll of 6-8), though it has MV 18, a 40-lb. bonus on its carrying capacity load limits, and no *infravision*.

17-18

Camel: AC 7 MV 21; HD 3; hp 18;

THACO 17; #AT 1 (bite); Dmg Id4; SA spitting; ML 14; AL N. This camel is of a more mellow disposition than its meaner cousins and has an Intelligence of 4-7 (1d4+3).

- 19 **Water buffalo:** AC 7; MV 15; HD 5; hp 30; THACO 15; #AT 2 (horns); Dmg Id8/1d8; ML 16; AL N. This water buffalo has an Intelligence of 4-7 (1d4+3).
- 20 **Ultraheavy war horse:** ACS; MV 24; HD 5+5; hp 35; THACO 15; #AT 3 (hooves and bite); Dmg Id8/1d8/1d4; SD 60' *infravision*, immunity to poison and all *hold* and *charm* spells; ML 18; AL LG. This special horse can understand but not speak the common tongue and is able to use *animal friendship and pass without trace* spells three times per day each, *locate animals or plants* once per day, and *water walk* once per week. This horse has an Intelligence of 9-16 (1d8+8).

Rahasia's

XP Value: 3,000

GP Value: 15,000

Rahasia

Generations ago, the wizard Elyas created a talisman of power over evil magic. He gave it to the elves, who passed it from generation to generation until it came to Rahasia's father.

The talisman is made of two parts, a golden pendant and a black jade ring. A black jade stone is set in the pendant, which is worth 1,300 gp alone. There is a flat golden space with an uneven circular indentation the size of a ring on the back of the pendant. Also, these verses are inscribed on the back of the pendant:

*Stone of power, stone of bright
Giving men their rays of light
Forces dark, will thou make small
Weak 'ning men, ofnight's dark call
Putting ring into the back.
Vengeance give to those in black*

The ring exactly matches the impression in the pendant. When the ring is pressed into the impression, there is a bright flash of light as the two become the talisman.

When the ring and pendant are joined, the writing on the back of the pendant changes to the single word "RAHASIA." When the holder of the talisman says "RAHASIA" an invisible 30-foot-

radius circle of power is created. No evil magic works in this circle. Spells cast by evil beings in the circle automatically fail, but existing spell effects and permanent items used by evil beings still work outside the circle. The circle does not affect bone golems or water weirds. The *circle of power* lasts 10 rounds. It moves with the talisman. The talisman will work only three times, after which the ring and pendant separate and become nonmagical.

Percussion Instrument

Percussion instrument is an all-encompassing entry that includes all musical instruments that are struck to make them sound. See also **Stringed Instruments** and **Wind Instruments** for the other musical instrument categories.

Roll	Percussion Instrument Type
01-02	Bass Drum
03-04	Bell
05-06	Bones
07-08	Bongos
09-10	Castanet
11-12	Changgo
13-14	Chime
15-16	Clapper
17-18	Claves
19-20	Clavichord
21-22	Clogs
23-24	Cylinder Drum
25-26	Cymbal
27-28	Darbukkah
29-30	Drum
31-32	Elephant Drums
33-34	Friction Drum
35-36	Glokenspiel
37-38	Gong
39-40	Gong Drum
41-42	Gourd
43-44	Jahlah (jah-LAH)
45-46	Kettledrum
47-48	Metallophone
49-50	Nakers
51-52	Naqqarah (nah-KAR-rah)
53-54	Qaraqib (kah-rah-KEEB)
55-56	Qas'ah Baladi (KAH-sah bah-LAH-dee)
57-58	Rattle
59-60	Riqq (REEK)
61-62	Sajat (sah-JAHT)
63-64	Sansa

65-66	Scraper
67-68	Side Drums
69-70	Sistrum
71-72	Slit Drum
73-74	Snare Drum
75-76	Stamping Stick
77-78	Storm Bells
79-80	Tabor
81-82	Tabl (TAB-leh)
83-84	Talking Drum
85-86	Tam-Tam
87-88	Tambourine
89-90	Tambourine de provence
91-92	Tom-Tom
93-94	Triangle
95-96	Wooden Block
97-98	Wooden Xylophone
99-00	Xylophone

Bell of Alarm

XP Value: 1,500 **GP Value:** 7,500

The Book of Marvelous Magic

This bell may be commanded to watch; it may also be instructed to ignore up to 10 creatures. When it sees any other creature, it starts to ring and continues until commanded to end its watch. The bell can see up to 60 feet but cannot see anything invisible. Its ringing can be heard by all within 60 feet, it wakens all within its effect unless they are magically asleep.

of the Ball

XP Value: 400 **GP Value:** 1,200

The Book of Marvelous Magic

This bell has no clapper and only one use. When held while the command word is spoken, the *bell of the ball* rings loudly (audible within 60 feet) and shatters, creating a magical ball of any single type or combination (see **Ball**).

of Calling

XP Value: 650 **GP Value:** 3,250

The Book of Marvelous Magic

This bell has no clapper and produces no audible sound. Upon command, it silently calls its owner if it is touched, moved, or struck. The creature commanding the *bell of calling* hears a soft ring each time the bell calls, hearing telepathically. The warning has unlimited range, but the effect is confined to the bell's plane of existence. The bell can be commanded not to call.

Calvan's

XP Value: — **GP Value:** —

Port of RAVEN'S Bluff

The main quay in Raven's Bluff's harbor bears a squat stone tower at the water's edge. A short, narrow flight of steps leads up to the top, where a platform holds a *continual light* enchanted beacon and a large, tarnished bell. A hefty wooden mallet is provided for ringing the bell, along with a sign written in Common that reads, "Bell For Emergency Use Only." The beacon marks the quay's end and supplements the large beacon in the lighthouse. The bell provides an additional alarm in the fog, as well as a source of fear in the port area. The bell, known popularly as *Calvan's Bell*, is the subject of considerable local folklore.

The most elaborate and popular story about the bell is that it was salvaged from the wreckage of the ship, *Langbutis*, which reputedly sank in an epic battle for control of the harbor. The Lord High Admiral Calvan, Hero of the battle, supposedly went down with his burning ship after routing a giant fleet of pirate invaders. According to the legend, the solid silver bell, heavy as it was, washed ashore on the morning after the battle.

Another legend also claims that the bell can recall Admiral Calvan and his valiant crew from their watery grave at the bottom of the harbor if it is rung during a time of need. The ghosts will then assist in the defense of the harbor. However, the bell summons Calvan's enemies if rung at any time other than an emergency. Those ghosts will attack the bell ringer and drag him or her back into the sea with them.

In truth, Lord Calvan, an ancestor of Lord Calvin Longbottle, Regent of the Harbor, was a merchant and privateer who lived in Raven's Bluff about 120 years ago, when the city was a haven for rough seamen and pirates. Honest ship captains stopped at the harbor only if they were very brave or compelled by extreme need. Calvan lost his ship and his life when a rival nobleman, not a pirate flotilla, tried to blockade him in the harbor (in those days, Raven's Bluff was a lawless place and ship captains could settle their disputes pretty much as they pleased, wind and tide permitting). Calvan was a proud man. He charged the blockade, ringing the ship's bell furiously, hoping to show his nemesis that he would not be stopped. As the blockade closed upon *Langbutis*, he commanded his helmsman to ram the flag ship. The ships locked together and he took his



rival to the bottom along with him, cursing the blockade and ringing the ship's bell all the way.

Within two decades of that episode, Lord James DeVillars, then Chief Alderman of Ravens Bluff, appointed the first Regent of the Harbor and established law and order. A short time later, a group of underwater explorers discovered the wreck of the old *Langbutis* and unexpectedly recovered an ancient, enchanted bell from the harbor bottom nearby. This bell hung in the tower of Narwhal Manor until the new quay, lighthouse, and fortress were built, 18 years ago, at which time it was moved to the lighthouse/fortress.

Over time, local folklore linked the bell on the quay with the "Calvan" legend and Lord Calvan's heroism grew with each passing generation. (The Longbottle family does nothing to discourage this.)

When Lord Mayor Charles Oliver O'Kane began his harbor improvement program, the ancient bell was carefully studied. Its enchantment was discovered and identified. The Mayor, Lady Lauren DeVillars, Lord Calvin Longbottle, and the small team of wizards and sages who conducted the research know the bell's true history and powers, but it is carefully guarded knowledge.

If the proper command word is spoken as the bell is rung, it indeed summons the spirits of seaman whose misconduct has caused the death of another, provided their remains lie within five miles of the bell. The spirits of pirates, lazy sailors, mutineers, and other seafaring miscreants appear in the form of lacedons (if their remains lie under water) or ghouls (if the remains lie on land). They function as if conjured by a *monster summoning* spell and must serve the user for one hour. If the summoned spirits fight for a good cause, their misdeeds are erased and they may rest in peace thereafter. If, however, they are forced to perform evil deeds, they remain undead and probably attack the user when their hour of service expires. In either case, the bell only can summon a particular spirit once. Currently, the bell can summon 120 lacedons from the harbor bottom and 22 ghouls from cemeteries in the city. The DM is free to decide how quickly eligible spirits continue to accumulate, but two-to-five per year is recommended, given the harbor's present clean reputation.

Lacedon (Ghoul): Int Low; AL CE; AC 6; MV Sw 9; HD 2; hp 9 each; THACO 19; #AT 3; Dmg 1d3/1d3/1d6; SA Paralyzation; SD Special; SZ M; ML 11; XP 175 each.

When Lord Mayor O'Kane learned about the bell's power, he ordered it placed safely in the new lighthouse/fortress and gave orders that it was to be rung only in time of dire need. The Lord Mayor, the Regent of the Harbor, and the Commander of the Lighthouse Garrison know the bell's command word and have some idea what kind of aid that ringing it brings. However, only the Mayor, Lady DeVillars, and their magical advisors know that after the bell is used once, it may be 20 or more years before it can summon a large force again. The bell on the quay is only a blackened brass replica of the original. It was placed there to commemorate the downfall of pirates and other enemies of Ravens Bluff. It has no magical properties, and the bracket from which it hangs is actually rigid (its links are welded together), preventing it from swaying. (The locals have noticed the bell never sways in the wind and attribute this to an enchantment.)

The replica bell sounds loudly and clearly if struck and, occasionally, has been rung during waterfront festivals by a priest or government official. At other times, the bell has been used as an alarm: a squad of harbor guardsmen will quickly appear if it rings. The bell has no magical properties, but anyone who strikes it had better have a good reason for doing so, as neither the guardsmen nor the local courts appreciate false alarms. Even locals who believe the legends surrounding the bell don't bother wondering why High Admiral Calvan or his enemies do not appear after the festival ringing—ringing the bell to observe a holiday constitutes neither a time of need nor an inappropriate time.

Choir

XP Value:3500

GP Value: 17,500

The Book of Marvelous Magic

This bell may be commanded to listen. If it hears any musical sound within 60 feet, including other bells, horns, drums, pipes, etc. the choir bell produces the sound of dozens of harmonic human voices. The *choir bell's* song negates all magical sound effects within 60 feet.

Church**XP Value: 1,000** **GP Value: 5,000**

The Book of Marvelous Magic

This bell has no clapper and must be struck by a priest using a holy symbol to create its magical effect. When striking the bell properly, the priest temporarily gains one level of experience; this effect lasts only one hour at most. Hit points and spells which would be gained are obtained immediately and require no training or meditation; damage taken after that is subtracted first from the magically gained hit points. The effect can also absorb one energy drain; the priest then merely drops back to the original level. The bell may be used only three times per week and only once in any 24-hour period. A *wish* merely extends the effect to eight hours' duration; the gain in level cannot be made permanent.

Cow**XP Value: —** **GP Value: 400**

The Book of Marvelous Magic

This bell appears and functions as a *choir bell* but produces bovine voices instead of human. This has all the effects given but in addition summons all cowlike creatures (cattle, bison, buffalo, gorgons, oxen, and so on) within 300 yards. Gorgons normally attack those near the bell; other bovines charge at the bell, possibly trampling those in the area. After arriving and charging or trampling at least once, normal reactions apply.

of Discord**XP Value: 800** **GP Value: 4,000**

Islands of Terror

This bell rings with a clashing cacophony of mismatched tones. Anyone within the 90-foot radius of effect becomes filled with hatred and must successfully save vs. spell with a —2 penalty or go berserk and attack the nearest living creature, including a close friend. The saving throw must be made each round that the bell peals.

of Doom**XP Value: 1,000** **GP Value: 5,000**

Islands of Terror

This bell rings once per round when its 90-foot defensive perimeter is violated. For each round that it peals, one common oni appears (see the Kara-tur Appendix of the MONSTROUS COMPENDIUM or use ogre magi). The bell's ring must be audible for the oni to appear.

of Freedom**XP Value: 2,000** **GP Value: 10,000**

The Book of Marvelous Magic

The *bell offreedom* has no clapper and must be struck by a key or lockpick to have magical effect. If it is used properly, all normal locks and locked items within 30 feet unlock themselves. Most magical locks are not affected, except for magical shackles and manacles.

Golden Bell of Blasting**XP Value: 1,000** **GP Value: 11,000**

Needle

This bell has a 3-inch handle and a 2-inch-tall cup. It is made of solid gold, with a golden clapper. When rung, a small, gem-like object (apparent value 1,000 gp) falls from inside it and explodes three rounds later in a 6d6 fireball unless the bell is placed over it. This action merely delays the *fireball* until the bell is again picked up.

of Lament**XP Value: 2,000** **GP Value: 10,000**

Islands of Terror

A *lament bell* contains the trapped soul of nightingale. If any creature that is not good in alignment, aside from Tsien Chiang or any of her daughters, comes within 90 feet of this bell, it rings. Its peal inflicts 3d6 points of damage per round and is doubled against undead and creatures from the lower planes. This only affects neutral or evil aligned characters, not those of good alignment. If this bell is destroyed, nightingale's body becomes mortal and may be slain.

Pavlov's**XP Value: 1,000** **GP Value: 3,500**

DRAGON Magazine 45

A *Pavlov's bell* appears to be a small, silver hand[^] bell, but when rung it causes persons within a 30-foot radius to salivate uncontrollably. The rate of salivation is so high as to preclude talking and thus makes casting spells with verbal components impossible. In addition, there is a 20% chance that persons affected by the bell suddenly decide to have a meal, even if currently engaged in combat. There is no effect on the person who rings the bell, and those who successfully make a saving throw vs. wands also avoid the bell's effects.

of Protection

XP Value: 4,000 **GP Value:** 20,000

Oriental Adventures

This magical item is a huge bell, like those commonly found in temples. When suspended from a frame and rung so its tone carries clearly, the bell creates a fearsome barrier to spirit creatures. This barrier extends to the edges of the compound or group of buildings built and used for a single purpose (the grounds of a temple or a cluster of hermitages, for example). The maximum area that can be protected is a 50-yard radius. The barrier lasts one turn, lesser spirits cannot cross. Greater spirits must make a saving throw vs. death magic (with a -4 to the die roll) to be able to cross the barrier, and suffer 4d10 points of damage from the painful effort. Spirit creatures within the area of effect when the bell is struck suffer 3d10 points of damage from the painful noise. The bell has no effect on spirit folk.

of Ringing

XP Value: — **GP Value:** 1,000

The Book of Marvelous Magic

This bell appears and functions as a *bell of freedom* in all respects. However, it has a 20% chance per use of malfunctioning. If so, it continues to ring for one turn and cannot be stopped or muffled except with a *wish*. It automatically negates all *silence* spell effects within 30 feet and attracts the attention of all creatures within 60 feet. Creatures attracted may be annoyed by the noise (-2 penalty to reaction rolls).

of Treachery

XP Value: 2,000 **GP Value:** 10,000

Islands of Terror

This bell clangs with a cold, hard knell. It is guarded by four *gaki*—one *jiki-ketsu-gaki*, one *jiki-niku-gaki*, one *shikki-gaki*, and one *shinengaki* (see the Kara-tur Appendix of the MONSTROUS COMPENDIUM, otherwise, use 8-HD Ravenloft elementals) that magically appear when the bell begins to ring. At the beginning of each round that the bell peals, the *gaki* regain 10 points of while all enemies within 90 feet of the bell sustain 3 points of damage.

of Warning

XP Value: 3,500 **GP Value:** 17,500

Oriental Adventures

This small bell is about 6 inches long and 4 inches in diameter. When it is hung from a branch

or rafter, and the command word is spoken, the bell activates. While activated, the bell automatically peals if any invisible, ethereal, or astral creatures come within 30 feet of it. It likewise sounds for creatures attempting to move silently or hide in shadows within its radius. It continues to sound until the detected presence leaves the area or the bell is deactivated. Each activation of the bell requires one charge and lasts for 3d6 hours. When found the bell has 3d10 charges.

of Warning II

XP Value: 150 **GP Value:** 1,500

War Captain's Companion

The *warning bell* is a new arrival to the spelljamming universes. It is designed to warn the crew when another ship approaches within 10 hexes (5,000 yards). Whether the approaching ship is friend or foe, whether visible or invisible, whether under 1 ton or the Spelljammer itself; this bell rings whenever a spelljamming ship approaches. The ringing continues for three rounds. It does not react to creatures, even to those of gargantuan size.

Alexander's Chime of Opening

XP Value: 6,000 **GP Value:** 30,000

1992 Fantasy Collector Card 35

Alexander, a rogue/wizard, playfully calls this item his "chime of job opening" or his "charm chime." It acts as a normal *chime of opening*—springing locks, lids, doors, valves, and portals (even magical ones) with its tinkling ring—but it has another, very special property—when he sounds the chime within 3 feet of any wealthy merchants or noblemen, they must successfully save vs. spell or be compelled to offer Alexander a job guarding their most precious possessions. They immediately consider him a trusted employee and confidant, thrusting their valuables into his hands. The chime must be rung every turn in order to sustain the effect, however.

Featherchimes

XP Value: 500 **GP Value:** 2,500

Top Ballista

These small, sealed glass tubes are decorated with featherfine etching and engraving, and resonate with a very faint musical chiming sound when struck gently. If held gently and struck with a slender glass rod (usually found with the chime), one or more windsinger songs can be cre-

ated. one per day each. Roll Id20 to determine which spells *thefatherchime* produces.

Roll	Song(s)
01-03	<i>Song of the Wake.</i>
04—05	<i>Harmonic Song.</i>
05-08	<i>Song of the Wake and Harmonic Song.</i>
09-12	<i>Song of Will and Iron.</i>
13—16	<i>Harmonic Song and Song of Will and Iron.</i>
17-19	<i>Song of Dispelling.</i>
20	All songs of levels one through four.

Details of windsinger songs can be found in the section on Faenare in *Top Ballista*. If the faenare know that a creature possesses one of these mastersinger magical items, they will go to great lengths to recover it.

of Hunger

XP Value: — **GP Value:** 1,000

DUNGEON MASTER Guide

The *chime of hunger* looks exactly like a *chime of opening*. In fact, it operates as a *chime of opening* for several uses before its curse is put into operation.

When the curse takes effect, at the DM's discretion, striking the chime causes all creatures within 60 feet to be immediately struck with ravenous hunger. Characters tear unto their rations, ignoring everything else, even dropping everything they are holding in order to eat. Creatures without food rush to where the *chime of hunger* sounded and attack any creatures there in order eat.

All creatures must eat for at least one round. After that, they are entitled to a saving throw vs. spell on each successive round until they succeed. At that point, hunger is satisfied.

When struck by a bard, this chime's cursed powers radiate out 60 feet plus 10 feet per level of the bard.

of Interruption

XP Value: 2,000 **GP Value:** 10,000

DUNGEON MASTER Guide

This magical instrument can be struck once per turn. Its resonant tone lasts for three full rounds. While the chime is resonating, no spell requiring a verbal component can be cast within a 30-foot radius of it unless the caster is able to make a saving throw vs. breath weapon. After its effects fade, the chime must be rested for at least seven

rounds. If it is struck again before this time elapses, no sound issues forth, and a full turn must elapse from that point in time before it can again be sounded.

When this is used by a bard, affected Spellcasters must roll their saving throws with a -1 penalty per three levels of the bard. Elven Minstrels (a bard kit) disrupt any spell that they can themselves cast.

of Opening

XP Value: 3,500 **GP Value:** 20,000

DUNGEON MASTER Guide

A *chime of opening* is a hollow mithral tube about 1-foot long. When it is struck, it sends forth magical vibrations that cause locks, lids, doors, valves, and portals to open. The device functions against normal bars, shackles, chains, and bolts. The *chime of opening* also destroys the magic of a *holdportal* spell and even a *wizard lock* cast by a wizard of less than 15th level.

The chime must be pointed at the area of the item or gate which is to be loosed or opened. It is then struck, a clear chiming ring sounds (that may attract monsters), and in one round the target lock is unlocked, the shackle is loosed, the secret door is opened, or the lid of the chest is lifted. If a chest is chained, padlocked, locked, and *wizard locked*, it takes four soundings of the *chime of opening* to get it open. A silence spell negates the power of the device. The chime has Id8x20 charges before it cracks and becomes useless.

In the SPELLJAMMER game world, this chime can be used to open a *portal* in a crystal shell.

Bards can attempt to destroy locks, lids, doors, valves, and portals with this chime (in addition to its normal functions). The chance to destroy is equal to 5% per level of the bard. Thus a 6th-level bard would have a 30% chance to destroy such an item. The maximum chance is 95%. Of course, if the bard doesn't want to destroy the item, he or she can use the chime normally.

Sebastian's Chime of Opening

XP Value: — **GP Value:** 25,000

1992 Fantasy Collector Card 300

Sebastian's version of the *chime of opening* also causes locked, barred, *wizard locked*, and held portals to open. However, each time it is used, there is a 25% chance that the magical chime set casts a *fire trap* spell upon whatever is to be opened.

of Time**XP Value:** 400**GP Value:** 2,000

DUNGEONS & Dragons Rules Cyclopedia

This simple metal stick is 3 inches long and made of a silvery metal. On command, it keeps track of time, chiming every hour on the hour—the chime can be heard by all within 60 feet (regardless of intervening walls, rock, or other obstructions). If dampened by a *silence*, *15-foot radius* spell, the chime dispels the *silence* but only in a 30-foot range for that turn.

A second command causes the chime to turn color. It turns gold at one end, the color slowly spreading to the other end in an hour's time. A third command word causes the chime to stop ringing or to stop changing color—but not until 1 turn elapses after the command.

of Visitors**XP Value:** 200**GP Value:** 1,000

The Book of Marvelous Magic

The *chime of visitors* is identical to a *chime of time*. It keeps time as a *chime of time* but with an unusual side effect. If it rings while within 60 feet of any ordinary or otherwise known door, all creatures hearing the chime must make a saving throw vs. spell; all victims who fail the throw must go to the nearest door and open it or attempt to do so for at least six rounds.

of Warning**XP Value:** 1,000**GP Value:** 5,000

DRAGON Magazine 28

This device appears like any type of chime, but if placed near a closure and commanded to guard it, it will ring if the closure is opened or tampered with.

The chime may be made invisible upon command so that it may not be seen as guarding a closure. Its ring is clear and loud but it is also melodic—it transfixes intelligent creatures with sound. Unless a saving throw vs. spell is made, the *charmed* character continues to open and close the item so that he or she can hear the beautiful sound again. Restraining the individual or stopping the chime invokes maniacal hatred in the *charmed* victim, who will fight with a berserk rage to continue hearing the lovely sound. *Remove curse* negates the *charm* as does *dispel magic*.

Cymbal of Crashing**XP Value:** 1,000**GP Value:** 5,000

The Book of Marvelous Magic

This silver item is 8 inches in diameter and identical in appearance to a dinner plate except for the small hole in its center. Its size belies its power, for when hung by a string and commanded to sound, the cymbal emits a tremendous crash. The noise can be heard 60 feet in all directions and may attract monsters, but its magical power is concentrated in a cone which extends vertically unless directed otherwise by the user. The cone is 50 yards long but only 10 yards wide at its far end. Its power temporarily negates the magic of one flying item or spell within range (*flying carpet*, *boots of levitation*, *afly* spell). The spell or item affected returns to normal one turn later. There is no saving throw against the effect, although a *silence* spell blocks it, and some magical items, such as a *choir bell*, negate it. The victims plunge earthward, usually without time to activate any device or cast any spell. (Note that under normal gravity, an object or creature falls 240 feet in less than four seconds, and upon impact a fallen creature takes 1d6 points of damage per 10 feet fallen.) If a spell is cast in the same round that the cymbal is used, compare 1d6 rolls for each side; the loss of initiative by three or more means that the victim crashes before any spell or item can be used; otherwise, if declared without hesitation, one corrective measure may be taken.

of Symbols**XP Value:** 1,200**GP Value:** 6,000

The Book of Marvelous Magic

This cymbal is identical to a *cymbal of crashing* but, when struck, causes a *symbol of stunning* to appear on the side facing the user. The symbol affects any user with 150 hit points or less, stunning him or her for 2d6 turns. The user is then unable to attack or cast spells and suffers a -4 penalty to all saving throws. The user sees the symbol immediately, and may not avoid its effect unless able to cast wizard spells, in which case a standard saving throw applies.

Bass Drum**XP Value:** 1,000**GP Value:** 5,000

POLYHEDRON Newszine 23

This item has no magical effect unless struck within 30 feet of a freshwater lake or pond. When properly used, it summons 2d4 giant bass, and possibly (20% chance) 1 d4 nixies. The fish arriv-

ing are neutral, and somewhat friendly toward the user of the *bass drum*. If the user talks to the arrivals, they may offer to help if they can be of assistance (+3 bonus to reaction rolls). Nixies are shrewd bargainers, however, and must usually be offered something of magical value in exchange for their services. Giant bass can usually be befriended by an offering of food

of Deafening

XP Value: — GP Value: 500

DUNGEON MASTER Guide

This is actually a pair of kettle drums about 1' A feet in diameter, which radiate magic, if detected, but are otherwise unremarkable. If either is struck, nothing happens, but if both are hit together all creatures within 70 feet are permanently deafened until a *heal* spell or similar cure is used to restore shattered eardrums. Furthermore, those within 10 feet of the drums are stunned by the noise for 2d4 rounds.

Bards can invoke the magic in each drum separately. If the left drum is struck, it causes those within 10 feet to be stunned for 2d4 rounds. If the right drum is struck, it causes all within 70 feet to be permanently deafened (a *heal* spell or similar magic is needed to regain hearing). Dwarven chanters (a bard kit) double all areas of effect.

Lei Kung's

XP Value: 5,000 GP Value: 25,000

Legends & lore

The avatar of Lei Kung owns a set of drums that act as a *horn of blasting* when struck.

of Menace

XP Value: 7,000 GP Value: 35,000

DRAGON Magazine 189

This magical instrument is actually a pair of large drums, weighing 30 pounds each. A pair of finely carved drumsticks are usually found (90% chance) with the drums, if it is part of a treasure hoard. A savage wizard may play the drums with sticks or bare hands; all other classes must use the sticks.

When played, a quiet but distinct beat fills the air for 1,000 feet in all directions. All intelligent creatures friendly to the savage player are immune to the effect of the drums. All others are afflicted with suspicion. As long as the drums are played, affected listeners become paranoid. All encounters, even with potential allies, are considered hostile. Morale checks receive a —6 modifier.

Movement slows to one-third normal, as the listeners tiptoe along, stopping frequently to listen for ambushes and check for traps. Illusions are more likely to be believed (-2 on disbelief rolls). Despite the victim's vigilance, however, attackers friendly to the drummer always have surprise and always gain the initiative in melee.

Beating the drums is strenuous. After one hour of beating, a character must make a Constitution check on Id20 to see if the drumming can be continued. If passed, a further check must be made every turn, with a cumulative modifier of -1 per roll. Once the drumming stops, the drums cannot produce the menacing effect for 24 hours.

Native

XP Value: 100 GP Value: 1,000

The Book of Marvelous Magic

This pair of crude but effective drums can be heard only dimly within 50 yards; they have magical effect only when used outdoors. When used properly and commanded, they produce a loud, regular rhythm within a range of 50 to 150 yards. All those within the area of effect are unable to sleep while the *native drums* are playing, although they may get enough rest to study or meditate for spells (if applicable). The drums may be played for up to one hour without rest, and if one-turn rest breaks are taken each hour, they may be played for any length of time. Any victim spending a sleepless night suffers a —1 penalty on all hit, damage, and initiative rolls for the following day.

of Panic

XP Value: 6,500 GP Value: 35,000

DUNGEON MASTER Guide

These kettle drums, hemispheres about 1' A feet in diameter, come in pairs and are unremarkable in appearance. If both are sounded, all creatures within 120 feet (with the exception of those within a "safe zone" of 20-foot-radius from the drums) must roll a successful saving throw vs. spell or turn and move directly away from the sound for one full turn.

Each turn thereafter, panicked creatures may attempt to save vs. spell again. Each failure brings another turn of movement away from the drums of panic. Movement is at the fastest possible speed while fleeing in panic, and three rounds of rest are required for each turn of fast movement after the saving throw is made. Creatures with Intelligence of 2 roll saving throws with -2 penalties, those with

1 or less roll with -4 penalties.

If these drums are struck by a bard, the radius of the inner "safe zone" can be reduced to any desired measurement. Affected creatures suffer a saving throw penalty of -1 per three levels of the bard.

of Silence

XP Value: 700

GP Value: 3,500

The Book of Marvelous Magic

A *drum of silence* produces no sound when struck, either normally or for magical effect. When struck and commanded, however, it enables the user to cast one 2nd-level *silence 15' radius* spell (range 180 feet, duration 12 turns). It can do this three times a day.

Snare

XP Value: 200

GP Value: 1,000

POLYHEDRON Newszine 23

This item appears and functions as a *bass drum*. However, there is a 100% chance of summoning nixies; 1d4 will appear, but 10 or 20 others also arrive, hiding nearby. The nixies are usually hostile (-3 penalty to reaction rolls), and if so, will repeatedly attempt to *charm* the user of the *snare drum*, continuing until successful, until the victim moves out of range (120 feet), or until nine or fewer nixies remain, preventing the *charm* attack.

Tabele

XP Value: 2,000

GP Value: 10,000

DRAGON Magazine 189

This famous war drum (there is only one) gives great power to the warriors of a single village. To be effective, the *tabele* must be set up within a village. If it is sounded during the sacred ceremonies that are performed before battle, the warriors within the village gain the following benefits: immunity to *fear* (no loss of morale); +1 to attack and damage on melee attacks; increase of 2 on movement base. These benefits last for one battle only. The *tabele* may be captured and moved to another village, which then gains its benefits. Currently, the *tabele* is lost, and its location unknown. Any tribe that finds it would gain great power and respect, as well as attracting the attention of others who want it.

of Thunder

XP Value: 1,300

GP Value: 6,500

Oriental Adventures

Drums of thunder are found as a small pair of drums adorned with tassels and a harness to fas-

ten it to the waist. The drums have several uses requiring different numbers of charges. Only one use of the drums can be called on per round. When found, the drums have 2d10 charges. When beaten, they allow the wearer to perform one of the following:

- *Fly* for one turn (one charge)
- *Control weather* (one charge)
- Act as *drums of panic* (two charges)
- *Cloud trapeze* for one turn (three charges)
- Cast a 20d6 *lightning bolt* (five charges).

Dugal's Percussion Instruments

XP Value

GP Value

Alter self: 300	3,000
Blur: 300	3,000
Change self: 250	2,500
Comprehend languages: 250	2,500
Continual light: 300	3,000
Detect invisibility: 300	3,000
Detect magic: 250	2,500
Dispel magic: 350	3,500
Gust of wind: 350	3,500
Knock: 300	3,000
Tongues: 350	3,500
Whispering wind: 300	3,000

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There are as many percussion varieties of *Dugal's percussion instruments* as there are percussion instruments. All have a similar construction.

Myriads of tiny runes are etched into the wood of these instruments. Most customers see the runes only as decorative additions to already finely crafted instruments. However, wizards who examine them immediately notice a similarity between these runes and ones found on magical scrolls.

The runes are part of a unique process to enchant musical instruments without using high level spells. Each special instrument is endowed with one magical spell of 1st through 3rd level that can be cast up to three times a day by playing a rhythm to which the instrument's runes are attuned.

The enchantments require only verbal and somatic components. The runes of each instrument are an inscribed version of a particular spell, and the rhythm is a repetitive, pulsing rendition of the verbal component. When the rhythm is played, which takes a full turn, the instrument resonates and activates the runes, thus serving as the somatic component and in effect casting the spell.

Dugal's enchantments are limited to those

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spells in his spell book. Of these, he uses only defensive or benign spells. A devout individualist and recent pacifist, he never uses a spell such as *charm* that infringes on the freedom of another, or a spell such as *magic missile* that causes harm to another.

The spell on an enchanted percussion instrument can be invoked by any musician who plays the appropriate cadence. Dougal teaches the beat to the buyer at the time of purchase. He also explains that, except for casting time, the capabilities of a spell cast using one of the instruments are exactly as if he cast it himself. Thus, all spells are cast at 12th level.

Roll Spell Cast

- 1 Alter self
- 2 Blur
- 3 Change self
- 4 Comprehend languages
- 5 Continual light
- 6 Detect invisibility
- 7 Detect magic
- 8 Dispel magic
- 9 Gust of wind
- 10 Knock
- 11 Tongues
- 12 Whispering wind

Butler Summoning Gong

XP Value: 200 **GP Value: 1,000**

The Book of Marvelous Magic

This gong is at least 2 feet in diameter and possibly much larger. When properly struck, it summons a hill giant who suddenly appears next to the gong, clad entirely in black. If so ordered by the summoner, the giant carries things, carefully putting them down when told, but does not fight or speak except to say, "Yes, master." The giant can move at the same rate as an unencumbered human but can carry 800 pounds more than a human (In D&D terms: 1,060 pounds maximum, using the same reductions to movement rates for encumbrance with a +800 pound bonus). The giant must remain within 60 feet of its master at all times; it vanishes if that range is exceeded in any way. The gong summons this giant once per day, and the giant disappears upon command, when slain, or after three hours of service. When it disappears, all items it carries at the time also vanish and cannot be recovered; a different giant is created with each use of the gong.

Chain

XP Value: 500 **GP Value: 2,500**

The Book of Marvelous Magic

This gong appears to be a *gong of earthquakes* but when struck it wraps the user in heavy, magical chains. The victim cannot move, attack, cast spells, or escape until a *remove curse* is applied by a caster of 15th-level or higher, or unless able to change to gaseous form. Once the victim escapes, the chains vanish. The *chain gong* functions up to three times per week.

of Dispelling

XP Value: 1,500 **GP Value: 7,500**

Oriental Adventures

A *gong of dispelling* is a large gong, 3 feet in diameter. When hung from a frame and struck, the gong has the effects of a *dispel evil* and *dispel magic* on everything within a 30-foot radius. The spells are equal in potency to those cast by a 15th-level Spellcaster. Each time the gong is sounded one charge is used. The gong has 1d100 initial charges.

of Earthquakes

XP Value: 1,000 **GP Value: 5,000**

The Book of Marvelous Magic

This gong is only 3 inches in diameter. When struck, it causes violent shaking within 60 feet, as if an earthquake were occurring; the effect lasts for six rounds. The effect causes no structural damage and affects only unsecured items and creatures; walls, doors, pillars, buildings, and other constructions are completely unaffected. Furniture falls over unless fastened in place, and mirrors and other wall hangings also fall; a magical mirror breaks upon impact 50% of the time. The creature striking the gong is unaffected and, if attacked by others affected by the quake, gains a -4 bonus to Armor Class. All others standing within the area fall down and cannot cast spells, use missile weapons, or even stand until the quake passes. Magical items and hand held weapons may still be used, but with a -4 penalty to all attack rolls, victims able to fly or *levitate* may escape the effects easily. Any creature immune to *illusions* cannot be affected. The gong may be used only once per day.

of Fishing

XP Value: 300 **GP Value: 1,500**

The Book of Marvelous Magic

This gong has a rune inscribed in its center that reads "Bass." A *read magic* spell is needed to

translate it. If taken aboard a vessel and rung over any body of water that contains fish, the sound causes one fish weighing 1—100 pounds to leap out of the water and into the vessel, landing next to the user of the gong. After cleaning and cooking, each five pounds of live fish can be used to feed one person for one day. The gong can be used three times per day.

Ricking

XP Value: 1,000 **GP Value:** 5,000

The Book of Marvelous Magic

A *ricking gong* appears identical to a *gong of whirlwinds*. However, when struck, it causes the user to fall into a magical sleep lasting for 1d4+4 hours; the victim cannot be awakened except by a *wish*. While asleep, the victim might dream (5% chance per hour of sleep, or a 25%-40% total chance) about something that pertains to the adventure in progress, a foreshadowing of things to come.

of Stunning

XP Value: 700 **GP Value:** 3,500

The Book of Marvelous Magic

This gong appears identical to a *gong of earthquakes* but affects the user instead of others (no saving throw). The victim cannot cast spells, use missile weapons, or stand up until the "quake" passes in six rounds, and suffers a -8 penalty to all attack rolls. The *gong of stunning* can change its appearance on command, enlarging or shrinking to perfectly match any other magical gong, as long as the other can be seen at the time and used as a "model."

of Summoning

XP Value: 1,500 **GP Value:** 7,500

The Book of Marvelous Magic

A *gong of summoning* appears identical to a *gong of butler summoning*, but 1d3 hostile hill giants appear and attack the user, fighting to the death. They also disappear if the 60-foot range is exceeded, if slain, or (if applicable) after three hours of fighting. The hill giants carry only clubs, and have no treasure.

of the Whirlwind

XP Value: 2,000 **GP Value:** 10,000

The Book of Marvelous Magic

This gong produces a small cyclone identical to that created by a djinni. The whirlwind forms

around the gong, affecting the user and all within 5 feet but not disturbing the gong in any way. The whirlwind is 10 feet wide at the base and 70 feet tall unless limited by ceiling height. Any victim of fewer than 2 Hit Dice must make a saving throw vs. death magic or be picked up and killed by the whirlwind. The buffeting inflicts 2d6 points of damage per round to all within it. If the user of the gong of whirlwinds moves out of its cone, the wind can be ordered about, moving at 40 feet per round. It cannot move more than 120 feet from the gong. The whirlwind can be created only once per day and remains for one turn unless commanded to depart earlier.

Gourd of Travel

XP Value: 1,500 **GP Value:** 7,500

The Complete Bard's Handbook

By shaking this gourd and saying the command word, the bard is able to *teleport* him or herself and one other to any known place. A *travel gourd* does not allow for travel between planes.

A *travel gourd* has 1d10 seeds within it, which produce the rattling sound that causes the gourd to function. Every time the gourd is used, one of the seeds vanishes. When the last seed is gone, the gourd becomes nonmagical.

Rattle of Death

XP Value: — **GP Value:** 500

The Book of Marvelous Magic

A bone *rattle of death* has a black skull inscribed on one end. If shaken, all within 30 feet (including the user) must make a saving throw vs. death magic or die. All undead are immune to this effect. The rattle disintegrates after three uses.

of Exorcism

XP Value: 600 **GP Value:** 3,000

DRAGON Magazine 189

This item is useless except in the hands of a tribal priest. It is an elaborately painted gourd containing exotic materials that make the rattle. The device displays abjuration magic if tested. When used in a ceremonial dance of purification, the rattle can be used to cast a special *dispel magic* spell, effective only against spells of the Enchantment/Charm school, either priest or wizard. It also dispels the necromantic spell *magic jar*. The ceremonial dance must last one hour plus 10 minutes for every level of the spell's caster. If a pair of *rattles* can be obtained, the time is reduced by half.

of Shaking and Rolling

XP Value: 400 **GP Value: 2,000**

POLYHEDRON Newszine 23

This simple rattle causes the user to shake, fall over, and roll on the ground for three rounds, waving the rattle all the while. Each creature within 30 feet must also make a saving throw vs. spell or shake, rattle, and roll along with the user. Affected victims are penalized by +2 to Armor Class and -2 to saving throws for the duration of the effect.

of Summoning

XP Value: 1,000 **GP Value: 5,000**

The Book of Marvelous Magic

This simple rattle must be carefully used. It functions only once per day. If a *bag of holding* (or other similar magical storage device) is held while the rattle is shaken, 14 giant rattlesnakes spring out of the bag, attacking as instructed by the user. They only attack and fight until slain. The user cannot stop them once they begin, but may instruct them to attack separate opponents. When one opponent is slain, a snake may be instructed to attack another; however, the snake knows if the victim is pretending to be dead.

of Youth

XP Value: 9,000 **GP Value: 45,000**

The Book of Marvelous Magic

This simple rattle, when shaken, removes 10 years of abnormal aging (such as caused by a *cane of age*) from the user. It functions once per week at most. However, for each use, there is a 10% chance that it rattles improperly and doubles the user's current age. For example, if the victim is 40 years old, the rattle adds 40 more years of aging—so the younger the user, the safer the rattle.

Riqq of the Efreet

XP Value: 4,000 **GP Value: 20,000**

DRAGON Magazine 190

The *riqq of the efreet* is a tambourine of unbreakable steel. Its cymbals are made of crushed coins from the ruined empires of Nog and Kadar, and its surface is wrapped with the hide of a white camel. These are forged in the heart of a volcano to produce the reddish *riqq*, and terrible runes are painted in the inside the tambourine's head.

The *riqq of the efreet* allows the player to cast *hold person*, as the second-level priest spell, by flashing the runes on the inside of the tambourine at the target. This may be done once per day,

twice per day if used by a bard.

A bard also may use the *riqq* to "fan the flames"—to summon a fire elemental of 8 HD, as above, once per week. The elemental is under the control of the user for as long as the *riqq* is played, and if the music is stopped or interrupted, the elemental returns to the Plane of Elemental Fire and does not attack its former controller. A large amount of fire (such as a bonfire) is required to use this ability.

Perfume

Perfumes, aromatic oils, are a special kind of magical oil whose power comes from the scent released. All aromatic oils are inert until worn by a living creature. Once applied, the aromatic oil gradually begins to react and, after 1d4 rounds have passed, the scent's stated effect begins. In all cases, the creature wearing the aromatic oil is not affected, but other creatures, both friends and foe within a 5-foot radius of the wearer, are subject to its effects. Note that only those creatures with a sense of smell can be affected by a magical fragrance.

These precious perfumes are commonly found in tiny stoppered vials made of glass, clay, metal, or wood. Only a small amount is required per use. Each vial contains enough aromatic oil for 1d10+10 applications.

Aroma of Dreams

XP Value: 300 **GP Value: 1,500**

Tome of Magic

All creatures who come within 5 feet of the wearer of this oil are put to sleep. Potential victims are allowed a saving throw vs. spell. If successful, the victim suffers no effect and may remain near the wearer without need of further saving throws. If the roll fails, the creature slumps to the ground a victim of a magical slumber that lasts 1d4+4 rounds.

When an application of the oil is worn, the scent is potent for 3d4 rounds. After this time, the perfume evaporates and another dose must be applied if the wearer wishes to renew the effect.

Curdled Death

XP Value: 1,500 **GP Value: 7,500**

Tome of Magic

Perhaps the most powerful of all aromatic oils, the smell of curdled death has the ability to slay all living creatures of 3 or fewer Hit Dice or experience levels who come within five feet of the wearer. Magical, undead, and extraplanar crea-

tures are immune to this oil, as are all creatures of 4 or more Hit Dice or experience levels.

Upon smelling the oil, potential victims are allowed a saving throw vs. spell. If successful, a creature suffers no effect and may remain near the wearer without need of further saving throws. Those who fail the save drop dead in their tracks.

When a dose is worn, it remains potent enough to kill creatures for Id3 rounds. After this time, the fragrance evaporates and another dose must be applied if the wearer wishes to renew the effect.

In Ravenloft: This aromatic oil is actually more powerful in Ravenloft. Its radius of effect extends to 10 feet instead of 5 feet. Using such an evil substance is cause for a Ravenloft powers check.

Elyas

XP Value: 800

GP Value: 4,000

Black Opal Eye

The vial contains a magical perfume. The Charisma of any female using this perfume is raised to 18 for Id6 turns. Males do not experience any magical effect.



Essence of Darkness

XP Value: 250

GP Value: 750

The Complete Thief's Handbook

This pure black oily fluid must be kept in tough, light-proof containers, since it is destroyed after

one turn in bright sunlight or one hour exposed to daylight. *Essence of darkness* is pure, concentrated, liquefied darkness itself. It can be used in a number of ways:

- When a dose is swallowed it makes the imbiber's entire body, including hair, teeth, and even the whites of the eyes, pure matte black in color. This can enhance a thief's chance of hiding in shadows as shown below.
- If a dose is diluted in a gallon of warm water, the essence creates a powerful black dye. A gallon of this diluted form can be used to dye clothes and even armor and weapons; one gallon of the dye is sufficient to treat the clothes and equipment of one character. The dye takes one turn to mix and soak into the items and one turn to dry. This process also affects the chances for successful hiding in shadows.

Body only (wearing normal clothes)	+5%
Body only (wearing no clothes)	+25%
Clothes only	+20%
Both body and clothes	+40%

These bonuses only apply when the thief is trying to hide in darkened areas, obviously; that is, to "traditional" hiding in shadows. Detection resistance operates on a thief using *essence of darkness* to hide in this way.

- *Essence of darkness* is unstable and if a vial is struck by a crushing blow it will explode into *darkness 15' radius*. A single dose of the magical essence will create a *darkness 5' radius* if so struck. This property has been exploited by making small glass or ceramic globes filled with the liquid which are then thrown forcefully onto hard surfaces to create "darkness bombs." At the DM's option, a thief who has ingested the essence or applied it to his clothing might similarly become the center of a *darkness 5' radius* effect if struck a severe blow with a blunt weapon (50% of remaining hit points, with a 12 hit point minimum for the effect to operate).

The effects of *essence of darkness* last for six hours plus Id6 turns, if used externally; if ingested, it has the same duration as a standard potion. Each bottle or vial of the essence found usually contains sufficient fluid for 1d4+4 doses.

Murdock's Insect Ward

XP Value: 200

GP Value: 1,000

Tome of Magic

This fragrance is a boon to travelers, since it repels insect creatures (both normal and monstrous) that come within 5 feet of the wearer of this fragrance. Insect monsters with Intelligence scores of 5 or more are allowed a saving throw vs. spell. If successful, they suffer no effects and may remain near the wearer without need of further saving throws. If the save is failed, the creature cannot approach within 5 feet of the wearer. (Note that this still may be close enough to cause harm.) One dose is effective for Id3+1 hours.

Starella's Aphrodisiac

XP Value: 250

GP Value: 1,250

Tome of Magic

Any creature of a similar race and opposite sex who approaches within 5 feet of the wearer becomes thoroughly enamored with the wearer as if under the effect of a powerful charm. Potential victims are allowed a saving throw vs. spell. If the roll is successful, the victim suffers no effects and may remain near the wearer without need of further saving throws.

If the save is failed, the creature is charmed as long as he or she remains within five feet of the wearer (as long as the aphrodisiac is still potent) plus 2d4 turns outside that area. An affected creature regards the wearer as a trusted friend, ally, and romantic interest to be heeded and protected. The charmed individual does not behave as if he were a mindless automaton, but any word or action of the wearer is viewed in the most favorable way. This attitude does not extend to others, and it is possible for the person so enamored to be overcome by jealousy, viewing all others (especially other victims) as potential rivals.

When a dose of *Starella's aphrodisiac* is worn, it remains potent for 3d4 turns. After this time, the perfume evaporates and another dose must be applied if the wearer wishes to renew the effect.

Periapt

A periapt is a large magical gemstone or jewel. Periapts are generally hung about the neck, but can be pinned to an outer garment. It is impossible to distinguish a periapt from gems or ioun stones without testing. (See also **Gem** and **Ioun Stone**.)

of Foul Rotting

XP Value: —

GP Value: 1,000

DUNGEON MASTER Guide

This engraved gem appears to be a gem of little value. If any character claims it, he or she contracts a terrible rotting disease which can be removed only by application of a *remove curse* spell followed by a *cure disease* and then a *heal*, *limited wish*, or *wish* spell. The rotting can also be countered by crushing & *periapt of health* and sprinkling its dust upon the afflicted character. Otherwise, the afflicted person loses 1 point each of Dexterity, Constitution, and Charisma per week beginning one week after claiming the item. When any score reaches 0, the character is dead. Each point lost due to the disease is permanent regardless of subsequent removal of the affliction.

of Health

XP Value: 1,000

GP Value: 10,000

DUNGEON MASTER Guide

This gem appears to be the same as a *periapt of foul rotting*, but the possessor becomes immune to all diseases, save that of the latter periapt, so long as he or she carries it.



Peaceful Periapt of Pax

XP Value: —

GP Value: —

Talons of Night

The legendary Immortal peacemaker Pax once imbued her pacifying abilities into an alabaster

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dove as a passive defense against the forces of Entropy. A clever mortal discovered that it could be made into a mace head with serious damaging effects against mortal and immortal creatures aligned with the Sphere of Death.

Because its presence is a serious threat to Entropy, it is rarely found and often mysteriously disappears before it can be put to best use.

The periapt appears as an unbreakable alabaster dove, about the size of a clenched fist, threaded on a necklace of pearls. On one wing is a carving of a sun and on the other a crescent moon carving. The dove's breast has been modified to accept a screwed-in shaft, such as the handle of a mace or a maul. It is active when found.

This artifact has the following powers: *calm others, cause critical wounds, cause serious wounds, cure critical wounds, cure serious wounds, legend/lore, mass charm, and truesight.*

Any nonchaotic creature who touches it immediately and magically knows the names, details, and command words of all of its powers. The periapt can be removed from its necklace and mounted on a mace or maul handle to become a *mace +3/+5 vs. sphere of death*. However, if the dove weapon is used against a creature of Chaos, it automatically uses the reverse of its *cure serious wounds* power against the creature. If the weapon is used against a creature aligned with Death (such as an undead, a nightshade, or a night spider), the weapon automatically uses the reverse of its *cure critical wounds* power. The user has no control over this.

Artifact Handicaps:

- **Alignment Change:** When first used, the possessor's alignment changes to a lawful bent; if already lawful, become more rigidly so and work more actively to defeat chaos.
- **Armor Class Penalty:** The Armor Class of the user is penalized by +5.
- **Recharging Costs/Aging:** When used, the periapt automatically begins to recharge by *aging* surrounding beings (select victims randomly from all beings within 50 feet). It drains one year of life to recharge each spell level of a power used.
- **Attitude or Behavior Change:** The user becomes peaceful unless confronted by beings aligned with the Sphere of Death, in which case the user becomes violently aggressive.

Artifact Penalties:

- Each time the periapt is used to strike a being not aligned with Death or Chaos, it loses one

random power. If striking a foe reduces the periapt to no powers, it vanishes by *teleporting* to somewhere else on the same plane and *ages* its user 2d100 years.

- **Damage Penalty:** The user inflicts -5 points of damage whenever striking a being not aligned with Chaos or Death.
- **Weak Magic:** User inflicts -3 points of damage per die when casting damaging magic (although each die does a minimum of 1 point damage).

of Proof Against Poison

XP Value	GP Value
+1: 1,500	12,500
+2: 2,000	15,000
+3: 2,500	20,000
+4: 3,000	5,000

DUNGEON MASTER Guide

The periapt of proof against poison is indistinguishable from other periapts. The character who has one of these magical gems is allowed saving throws vs. poisons that normally disallow any such opportunity. The Special Save column on the table below lists the saving throw for such poisons. The owner rolls against his or her normal score for poisons which are usually at a penalty, and gets a plus on all other poison saves. Roll 1d20 and consult the table to find the effectiveness of a particular periapt:

Roll	Special Save	Plus of Periapt
01-08	19	+1
09-14	17	+2
15-18	15	+3
19-20	13	+4

of Proof Against Sound

XP Value	GP Value
+1: 500	3,000
+2: 1,000	6,000
+3: 1,500	9,000
+4: 2,000	12,000
+5: 2,500	15,000
+1: 5'-radius: 1,000	6,000

The Complete Bard's Handbook

This small periapt is indistinguishable from other gems. The character who has this periapt gains extra resistance to any sound-based attack or influence. If a saving throw is normally allowed, the periapt provides an extra bonus to the saving throw. The level of the bonus depends upon the quality of the periapt, as follows:

Roll	Save Bonus
01-00	+1
41-60	+2
61-75	+3
76-90	+4
91-95	+5
96-00	+1, 5' radius

If no saving throw is usually allowed, the periapt provides a normal saving throw vs. spell against the sound. A *periapt of proof against sound* affects all hostile sounds, including harpy singing, sirens, screams or shrieks that cause damage or fear, all musical influences (including bard abilities), spells that rely upon verbal communication to affect their victims (command, suggestion, and the like), and so on. However, the periapt has no effect upon communication, such as, "Kill that stupid bard!" Verbal components for spells, magical item command words, or any other sound that does not directly affect the individual who has the periapt.

of Prophecy Protection

XP Value: 1,500 **GP Value:** 10,000

DRAGON Magazine 132

This small device renders the bearer invisible to attempts of prophecy: any prophecies in which the bearer would be involved are constructed as if the bearer did not exist. The periapt also prevents *sleep communication*, *sleep suggestions*, *suggestion*, and *telepathy*, and makes the individual immune to *mass suggestion*.

of Protection from Vampiric Ixixachitl and Lacedons

XP Value: 160 **GP Value:** 9,000

DRAGON Magazine 48

Made by triton priests in many shapes and colors, these items act as permanent wards against the vampiric ixixachitl as well as lacedons. Neither of those types of creatures can voluntarily get closer than 10 feet away from the wearer. If forced inside the 10-foot radius, the creature fights at -2 to attack.

of Wound Closure

XP Value: 1,000 **GP Value:** 10,000

DUNGEON MASTER Guide

This magical stone looks exactly like the others of its kind. The person possessing it need never fear open, bleeding wounds because the periapt prevents them. In addition, the periapt doubles the normal rate of healing, or allows normal healing of wounds that would not do so normally.

Pharaoh's Crook

XP Value: 9,000

GP Value: 45,000

Kingdom of Nithia

Throughout the ages, the Pharaohs of Nithia have passed the *crook and flail* (see **Flail**, of the *Pharaohs*) down from ruler to ruler. Every pharaoh's tomb depicts an image of the pharaoh holding the *crook and flail* across his or her chest in the symbolic form so well known by the populace. These artifacts contain immense power.

The *crook of the Pharaohs* is a potent, magical relic. The one who holds it performs in all ways as if his or her Wisdom score is 18. It performs as a *ring of human control*, allowing the pharaoh (the pharaoh is usually a priest or wizard) complete control over foreigners (saving throw applies). Finally, the crook provides the one who carries it with a 50% magic resistance.

Legends state that the crook and flail were given to the first Hollow World pharaoh by Pflarr and Rathanos as a token of love and respect for the people of Nithia.

Philter

Philters are derivatives of natural materials such as tree bark, berry juice, honey, dew, and so on. The raw materials are combined with other natural fluids and enchanted to produce a magical effect. Like potions and elixirs, all of a philter usually must be consumed to release its magic (except cursed philters). Unless a specific entry states otherwise, the duration of a philter is 4+1d4 turns.

Aleese's Philter of Overwhelming Love

XP Value: 400

GP Value: 2,000

1992 Fantasy Collector Card 273

By discovering new methods of concentrating ingredients, Aleese was able to create an extra-potent version of the *philter of love*. When this philter is slipped into a drink, the imbibor becomes ridiculously sentimental about life, about his or her friends, about each and every subject that occurs to the user. The affected person would gratuitously flatter a medusa (and then turn to stone, of course), or blubber hysterically at the least hint of unhappiness on anyone's part. In short, combat becomes impossible. Only a *dispel magic* spell will negate the effects of this philter.

of Beauty

XP Value: 250 **GP Value:** 1,500

Unearthed Arcana

When this substance is consumed, the individual gains +1 on Charisma (18 maximum) and +1 to +4 on his or her comeliness score for the duration of the liquid's effect. All reactions pertaining to Charisma and comeliness apply, but if the effects wear off within sight of any creature that was influenced by the enhanced Charisma and comeliness, then the creature will have a hostile reaction to this turn of events and attacks the individual.

of Drunkenness

XP Value: — **GP Value:** 150

Land of Fate

Upon imbibing this philter, the individual immediately becomes horribly, totally inebriated. Role-playing aspects of this situation are left to the player and the DM, but in game terms the individual has a -4 penalty for all attack rolls as well as all proficiency checks. Spellcasting requires an Intelligence check each time a spell is cast, to determine whether it is cast correctly (failure merely means the spell is lost); all spells cast have a +2 bonus on saves. The effects last six hours, followed by three hours of splitting headache.

of Drunkenness II

XP Value: — **GP Value:** 250

DRAGON Magazine 179

Upon imbibing this potion, the individual immediately becomes horribly, totally inebriated. Role-playing aspects of this situation are left to the player and the DM, but in game terms the individual becomes -4 for all attack rolls and proficiency checks. An Intelligence check is required each time an affected Spellcaster attempts to cast a spell to see if it is cast correctly (failure means merely that the spell is lost), and all spells cast have a +2 bonus on saves. The effects last six hours, followed by three hours of splitting headaches (no spellcasting allowed, -1 on attack rolls).

Durimal's Philters

XP Value: 2,400/set	GP Value: 12,000/set
Merry Blend: 700	3,500
Potent Draft: 850	4,250
Sovereign Tonic: 850	4,250

DRAGON Magazine 178

Characteristically, these come in a trio of small bottles, packed in a sturdy leather case. Each bot-

tle's contents are magical and extremely concentrated. One quarter of a bottle is enough for 20 men, if diluted in water or other drink. If more than a sip is taken in concentrated form, it is very dangerous—treat as a Type I poison (onset 2-12 rounds, damage 30/15). The philters all have different effects.

Durimal's merry blend: If mixed with alcohol, this philter ensures that drinkers sleep well and awake fresh and clear-eyed, with no trace of a hangover, thus allowing a commander to let his troops have a celebration without impairing their combat readiness. Actual game effects are at the DM's discretion; use of this potion usually improves morale and loyalty scores of troops for a short period of time.

Durimal's potent draft: Any drinker of this philter feels confident and strong. All morale checks are successful and saves against mind-affecting spells are at +2 for the next 24 hours or until a saving throw fails, whichever comes first.

Durimal's sovereign tonic: Those who drink this philter in its diluted form feel refreshed and alert for the next six hours; any wounds they possess neither fester nor become infected. To simulate this, double the total natural healing for the first day of this philter's use. In addition, a bonus of +2 is given to saving throws against poison and nonmagical attacks against a character's health, such as normal disease rolls. It also confers a saving throw vs. spell against the additional damage from a *sword of wounding*, allowing one such save per round after the victim has been wounded.

of Glibness

XP Value: 500 **GP Value:** 2,500

DUNGEON MASTER Guide, 1st Edition

This philter enables the imbiber to speak fluently—even tell lies—smoothly, believably, and undetectably. Magical investigation (such as the 4th-level priest spell, *detect lie*) does not give the usual results, but reveals that some minor "stretching of the truth" might be happening.

If a Charlatan (a bard kit) imbibes this philter, even *detect lie* has only a 5% chance to note any "stretching of the truth."

of Love

XP Value: 200 **GP Value:** 800

DUNGEON MASTER Guide, 1st Edition

This philter causes the individual drinking it to become *charmed* with the first creature seen

after consuming the draft. The imbiber may actually become enamored if the creature is of similar race and of the opposite sex. *Charm* effects wear off in 1d4+4 turns, but the enamoring effects last until a *dispel magic* spell is cast upon the individual.

of Persuasiveness

XP Value: 400 **GP Value: 850**

DUNGEON MASTER Guide, 1st Edition

When this philter is imbibed, the individual becomes more charismatic, gaining a bonus of +5 on reaction dice rolls. The individual is also able to *suggest* (see the 3rd-level wizard spell, *suggestion*) once per turn to all creatures within 30 yards.

Philter Quirks*

XP Value: — **GP Value: —**

DRAGON Magazine 163

The AD&D game has one of the largest compilations of magical items in the fantasy gaming industry.

The following tables have been created to add some spice and variety to existing magical items in the AD&D game worlds. A table of nonstandard magical item abilities is offered for each major type of magical item in the AD&D game. The rationale for such quirks is simple.

Most items are created normally, and they function exactly as a standard item of the same type in the *DMG*. However, sometimes there is a slight mishap in the creation of the device: the steps are not followed in the proper order, the astrological signs do not bode well, the item's creator is disturbed to begin with, the instructions are incomplete, or something just plain goes wrong. Any of these results may cause a magical item to behave differently from others just like it.

Not all quirks are bad, however. Some are detrimental to the item or its user, some are neutral, and some are even beneficial. The possibility of quirks existing (and the actual number of quirks) is determined by using the table below to find the exact quirks that a magical philter possesses.

Roll	Quirks Present
01-86	No quirks
87-94	One quirk
95-98	Two quirks
99-00	Three quirks

Magical Philter Quirks

Roll	Result
01-05	User glows (as per a <i>light</i> spell) a random color for as long as the philter is in effect.
06-10	User's skin turns a random color for 1d10turns.
11-15	User is unable to speak or cast spells with verbal components for 1d4 hours after drinking the elixir.
16-21	Imbiber gets extremely hungry immediately after the philter is consumed (as per a <i>chime ofhunger</i>).
22-25	User's senses sharpen while the philter is in effect, or for a maximum of three turns (whichever is longer). The individual affected gains a +2 bonus against being surprised (unless he or she possesses the alertness nonweapon proficiency or is a ranger, in which case add a +3 bonus).
36-30	User cannot hear anything due to ringing or buzzing in ears for as long as the philter is in effect, or for three turns if no duration is given.
31-34	Philter is diluted and works 50% as well as a normal philter of the same type. Duration and effects are diminished in power.
35-40	Philter becomes inert and useless if left unstoppered for longer than five rounds.
41-44	Philter's duration doubles if it is mixed with wine prior to consumption.
45-50	User becomes highly intoxicated for 1d10hoursafterthephilterisconsumed. Only <i>dispel magic</i> can prematurely remove the effects of the drunkenness (effects determined by the DM).
51-53	User gains 60' <i>infravision</i> for as long as the philter is in effect, or for three turns if no duration is given. If the user normally has <i>infravision</i> , it is lost for the same amount of time.
54-57	Philter has no effect upon demihumans.
58-62	User experiences slight disorientation for 1d6 rounds after drinking the philter (-2 penalty on any attack roll and +2 penalty on Armor Class during this time).
63-66	User becomes drowsy; a Constitution check on 1d20 must be made every round for four rounds after the philter is consumed. If the roll on any check is

higher than the user's constitution, he or she falls asleep for 3d6 minutes. The sleeping individual can be awakened only by taking at least 1 hp damage from a physical or magical attack.

- 67-71 Philter is phosphorescent and glows (equal *tofaeriefire* spell) in the dark.
- 72—76 Philter is found in powdered form; water has to be added to the powder for the philter to be effective.
- 77-78 Philter is stronger than normal; its duration is 150% of a normal philter of the same type.
- 79-83 Philter is nauseating to drink; a Constitution check on Id20 must be made in order to gulp the contents of the philter. If a saving throw vs. poison at +2 is not made after that, the user feels nauseated for 2d10 turns (-1 to attack during that time).
- 84-87 User loses 1 point of Dexterity for 2d10 turns.
- 88-89 Philter evaporates (50%) or coagulates (50%) and becomes useless if left open to air for longer than five rounds.
- 90-91 Philter is unpredictable—it works normally 50% of the time, does nothing 30% of the time, and sickens the user for Id4+1 days without any beneficial effect 20% of the time. A *cure disease* removes this illness.
- 92-95 Philter is unstable; if severely jostled or shaken, it bursts its container (75% chance) and becomes useless.
- 96-97 User becomes very verbose and talks incessantly for the duration of the philter, or one turn if no duration is given. During this time, the user and the party cannot gain surprise on encountered monsters.
- 98-99 If the philter is mixed with anything else, it forms a lethal compound (if swallowed, save vs. poison at -4 on the roll, or die in Id4 rounds).
- 00 Philter is addictive; a draft must be taken at least once a week after such an addictive liquid is imbibed. If the addict does not drink the philter every week, he or she suffers a -2 penalty on all ability scores until the philter is taken or the affliction is removed. Only *alter reality*, *limited wish*, *wish*, or going "cold turkey" without the philter for Id3 months cures the addiction.

of Stammering and Stuttering

XP Value: —

GP Value: 1,500

DUNGEON MASTER Guide, 1st Edition

When this liquid is first consumed, it seems to be beneficial, & *philter of glibness or persuasiveness*, perhaps. However, whenever a meaningful utterance must be spoken (the verbal component of a spell, the text of a scroll, negotiation with a monster, etc.), the philter's true effect is revealed nothing can be said properly, and the reactions of all creatures hearing such nonsense are at a -5 penalty.

This philter functions as a *philter of glibness or persuasiveness* when imbibed by a Jester (a bard kit) and has no ill effects.

Phylactery

Phylacteries are talismans that are usually worn on the forehead and wrist, but are occasionally wrapped about the upper arm or the thigh. They contain small black boxes of prayers.

of Bravery

XP Value: 1,000

GP Value: 9,000

DRAGON Magazine 179

This device is an armband made of parchment, inscribed with metallic inks and trimmed in gold, invoking the name of Najm the Brave, an enlightened god of courage. The wearer of this armband gains a +1 on attack rolls and makes saving throws against fear and other emotion affecting spells at +2.

of Faithfulness

XP Value: 1,000

GP Value: 7,500

DUNGEON MASTER Guide

There are no means to learn what function this device performs until it is worn. The wearer of a *phylactery of faithfulness* will be aware of any action or item that will adversely affect his or her alignment and standing with his deity. This information is acquired prior to performing the action or becoming associated with such an item, if a moment is taken to contemplate the action. This phylactery must be worn normally by a priest, of course.

Haroistem's Phylactery of Faithfulness

XP Value: 1,500

GP Value: 7,500

1992 Fantasy Collector Card 152

Haroistem has been an extremely faithful priest of Lathander for many years. His *phylactery of faithfulness* is a gift from that deity, sent to him via a flawless peacock who appeared to him in a

scarlet dawn. The phylactery allows Haroistem to know if any action or item will adversely affect his standing with Lathander, like other *phylacteries of faithfulness*, but it also uniquely conveys a continuous augury ability upon the priest. Haroistem appears scatterbrained to his followers because part of his mind is always in the future.

of Long Years

XP Value	GP Value
Cursed: —	2,000
Normal: 3,000	25,000

DUNGEON MASTER Guide

This device slows the aging process by 25% for as long as the priest wears it. The reduction applies even to magical aging. Thus, if a priest dons the phylactery at age 20, he or she ages nine months in every 12 that pass; in 12 chronological years, the priest will have aged just nine years, and is 29 (physically) rather than 32. One in 20 of these devices is cursed to operate in reverse.

of Monstrous Attention

XP Value:	GP Value: 2,000
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DUNGEON MASTER Guide

While this arm wrapping appears to be a beneficial device, it actually draws the attention of supernatural creatures of exactly the opposite alignment of the priest wearing it. This results in the priest being plagued by powerful and hostile creatures whenever he or she is in an area where such creatures are or can appear. If the priest is of 10th or higher level, the attention of his or her deity's most powerful enemy is drawn, causing this being to interfere directly. Once donned, a phylactery of monstrous attention cannot be removed without a wish spell and then a quest must be performed to reestablish the priest in his alignment.

In Ravenloft: When donned by a priest in Ravenloft, this arm wrapping alerts the lord of the domain to the priest's location (within a mile). Only monsters native to the domain can be summoned by the phylactery.

of Righteousness

XP Value: 1,400	GP Value: 7,000
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Assassin Mountain

In the Land of Fate, this collection of sacred writings allows the wearer to strike the Unenlightened (those who reject or are ignorant of the Law of the Loregiver) with a +4 bonus to attacks and

damage, and to strike those who have offended the wearer's god at +2 to attack and damage. It is worn on the user's weapon arm.



