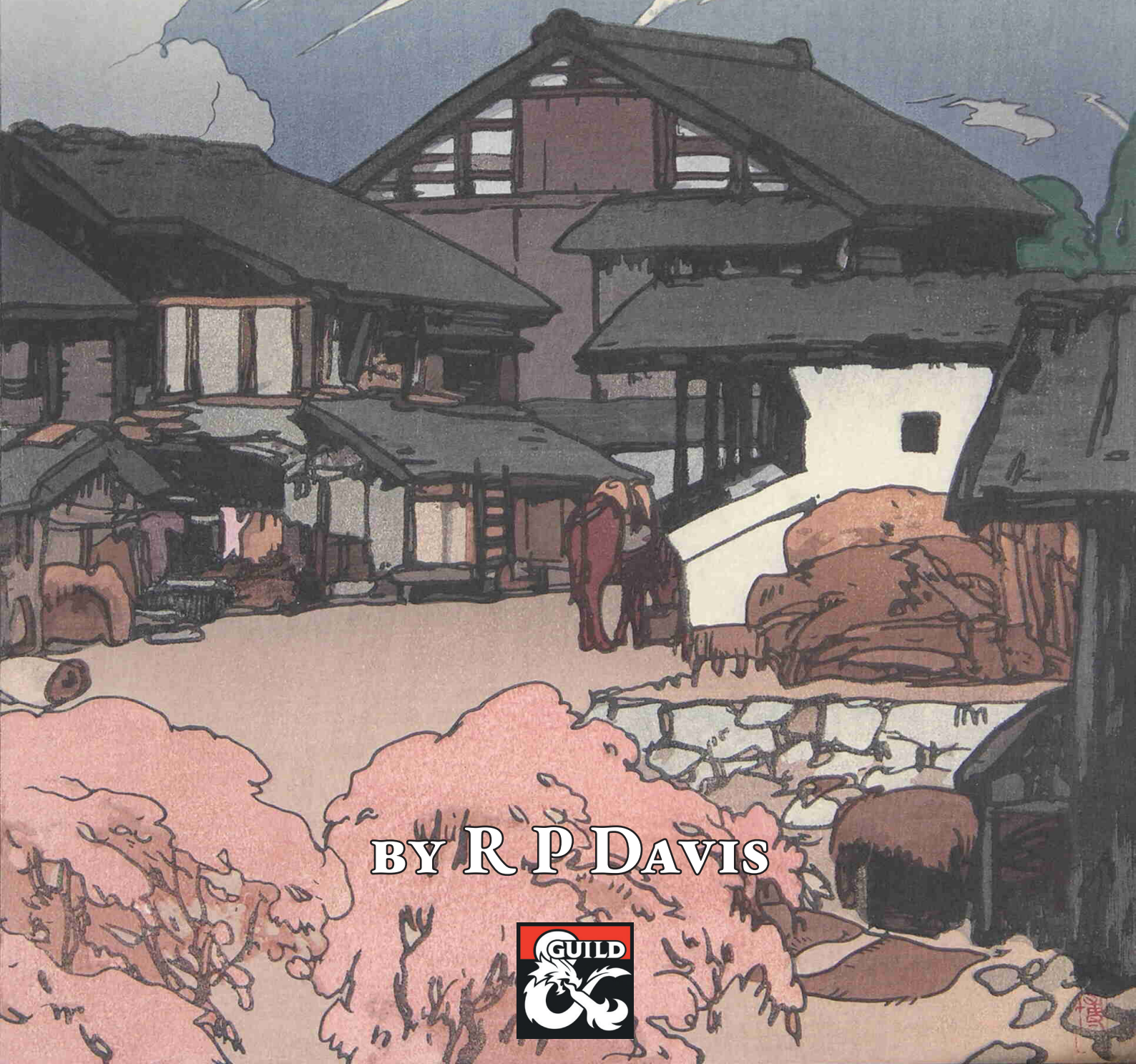


MAGIC ITEMS OF KARA TUR



BY R. P. DAVIS



CREDITS

Lead Designer: R P Davis

Managing Editor: Kass McGann

ART CREDITS

Art Direction: R P Davis

Cover & Interior Illustrations: All images courtesy of the Metropolitan Museum's [Open Access Initiative](#).

Layout: R P Davis, using [template](#) by Nathanaël Roux

INTRODUCTION

IN 1985, TSR RELEASED A SOURCEBOOK FOR AD&D CALLED *ORIENTAL ADVENTURES*. WRITTEN BY GARY GYGAX, DAVID COOK, AND FRANCOIS MARCELA-FROIDEVAL, IT WAS A SELF-CONTAINED GAME USING THE FUNDAMENTALS OF AD&D BUT SET IN "KARA-TUR," A FANTASY VERSION OF EARTH'S FAR EAST. IN 2001, A NEW *ORIENTAL ADVENTURES* BOOK WAS RELEASED BY WIZARDS OF THE COAST FOR THE 3RD EDITION OF D&D, THIS TIME BY JAMES WYATT.

Oriental Adventures borrowed heavily from Asian sources, from films to folk tales, to develop game materials. The authors took inspiration from China, Japan, Korea, and all over Southeast Asia. Folklore provided magic and monsters. History provided gods, heroes and artifacts, weapons, and armor. Films provided fantastic martial arts.

Kara-Tur became TSR's first official game world, after Gary Gygax's own *Greyhawk*. Sometime after its own release in 1987, Ed Greenwood's *Forgotten Realms* setting saw Kara-Tur appear on the east coast of the continent of Faerûn. If you'd like to know more about Kara-Tur and its history, visit the [Forgotten Realms Wiki](#).

LAND OF MAGIC

Kara-Tur lies to the east of Faerûn, separated from the Sword Coast and Heartlands by hundreds of miles of desolate Hordelands. Trade, adventurers, and artifacts occasionally find their way to Faerûn via the route known as The Golden Way. Beyond the odd curiosity, however, little is known about these ancient cultures.

Magic and the Weave are approached differently in Kara-Tur. While many magic items, spells, and spell-like effects are indistinguishable from those known in Faerûn (indeed, they are often called by the same names), magic items in Kara-Tur focus their powers in different—and culturally unique—ways. Not only is magic subtly different in Kara-Tur, so are the ways wu-jen and shugenjas encase magic in physical items.

This tome focuses on magic items unique to Kara-Tur. Each item has been carefully updated and revised to make it suitable for your 5th Edition game.

Enjoy! May you have as much fun using them in your game as I did creating this.

R P DAVIS

The Netherlands, 2019

More magical goodness from Kara-Tur! Click the images to find out more.



DUNGEONS & DRAGONS, D&D, Wizards of the Coast, *Forgotten Realms*, *Ravenloft*, *Eberron*, the dragon ampersand, *Ravnica* and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

This work contains material that is copyright (c) Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

All other original material in this work is copyright (c) 2019 by R P Davis and Kabouter Games, and published under the Community Content Agreement for Dungeon Masters Guild.





ARMOR

Invincibility lies in the defence.

—Kojima Roku, samurai of Shidekema prefecture

Magic used differently in Kara-Tur. Items made there differ as well. Armor is designed in such a way that it differs widely from that known and used in western lands. The means by which armor magically enhances the warrior are also different.

Different Yet Alike. Remember that in the mechanics of a 5th Edition game, a breastplate is a breastplate, even if it's specific to Kara-Tur: It still provides AC 14 + Dexterity modifier (max 2). The mechanics don't care what it looks like.

ARMOR SPECIAL ABILITIES & DESCRIPTIONS

Most magic armor only has AC bonuses, as is true elsewhere on Toril. Some items only have the special abilities detailed here.

A few have both; if you apply a special ability to an item with a bonus, that item's rarity increases by one level. For example, a +1 shield is Uncommon, but a +1 shield of signaling is Rare.

AGILITY

You have a +2 bonus on Dexterity saving throws you make while wearing the armor.

BALANCE

While wearing the armor, you have advantage on saving throws and checks you make to avoid falling or being knocked prone.

DISPLACEMENT

While you wear this armor, it projects an illusion that makes you appear to be standing in a place near your actual location, causing any creature to have disadvantage on attack rolls against you. If you take damage, the property ceases to function until the start of your next turn. This property is suppressed while you are incapacitated, restrained, or otherwise unable to move.

FEAR

While you wear this armor, as an action you can cause fear in your enemies. Creatures within 30 feet of you must succeed on a DC 14 Wisdom saving throw or drop whatever it is holding and become frightened of you until the end of its next turn.



While frightened of you, a creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to you, the creature can make a Wisdom saving throw. On a successful save, the spell ends for that creature.

HEALING

When you are reduced to half your hit point maximum or less, your armor automatically restores 2d8 hit points to you. Once this happens, it can't happen again until the following dawn.

PRESENCE

While wearing the armor, you have a +1 bonus to your Charisma score, to a maximum of 20.

SIGNALING

As an action, you can use the whispering wind to cast the sending spell. Once you use this ability, you can't use it again until the next dawn.

STAMINA

While you wear this armor, you have advantage on Constitution saving throws.

WILD

Armor and shields with this ability usually appear to be made covered in leaf patterns. While you wear this armor, you preserve its AC bonus (and any enhancement bonus) while in your Wild Shape. You can use your normal AC or your Wild Shape beast's AC, whichever is higher.

SPECIFIC ARMOR & SHIELDS

DEVATA MAILLE

Armor (chain shirt), rare

This bright silver or gold chain shirt is so fine and light that it can be worn under normal clothing without revealing its presence.

While wearing this armor, you gain a +1 bonus to AC. In addition, as an action you can cast the *fly* spell on yourself. Once you use this ability, you can't use it again until you finish a long rest.

ONI ARMOR

Armor (plate), very rare (requires attunement)

Ō-yoroi, or great armor, is a full suit of armor formed from small, lacquered metal plates tied together with brightly-colored silk cords. The full suit consists of kozane dō, sode, haidate, kote, and sune-ate, topped with a kabuto (helmet with a face mask).

This ō-yoroi is contrived to make its wearer look like an oni. While you wear it, you gain a +1 bonus to AC. In addition, as a bonus action you can cause the gauntlets to transform into razor-sharp blades. You are proficient with the blades, and have a +1 bonus to hit and damage rolls you make with them. On a hit, they deal 1d10 slashing damage.

SHAMAN'S BONES

Armor (breastplate), very rare

Consisting of animal bones threaded into a breastplate, this armor has a protective spirit magically bound to it.

While you wear this armor you have a +2 bonus to your AC. In addition, if you fail a saving throw you can use your reaction to turn the failure into a success. Once you use this ability, you can't use it again until you finish a long rest.

WEAPONS

The possibility of victory lies in the attack.

—Kojima Roku, samurai of Shidekema prefecture

Just as armor from Kara-Tur differs from western armor, so weapons differ. From swords to polearms, their design and usage techniques are unique to Kara-Tur. The ways in which magic weapons enhance the capabilities of warrior differ also.

Different Yet Alike. Just as with armor, the mechanics of a 5th Edition game don't care what a weapon looks like. A katana is a longsword: On a hit, it deals an amount of slashing damage equal to 1d8 + ability bonus. The specific magical effects a magic weapon may have or impart, however, may differ wildly.

WEAPON SPECIAL ABILITIES & DESCRIPTIONS

Most magic weapons, in Kara-Tur as elsewhere on Toril, only have bonuses. Some items only have the special abilities detailed here.

A few have both; if you apply a special ability to an item with a bonus, that item's rarity increases by one level. For example, a +1 katana is Uncommon, but a +1 katana of agility is Rare.

AGILITY

You have a +2 bonus on Dexterity saving throws you make while wielding the weapon.

BALANCE

While wielding the weapon, you have advantage on saving throws and checks you make to avoid falling or being knocked prone.

FLYING

By holding the weapon aloft in one hand and speaking the command word, you gain a flying speed of 60 feet until the start of your next turn. The weapon pulls you through the air, so you can't use the arm holding the weapon while flying. You can use your free hand to attack or perform other actions.

HONORABLE

An *honorable* weapon is imbued with the spiritual essence of a samurai's honor. When you score a hit with it against a creature of nongood or nonlawful alignment, you deal an extra 1d6 damage of the weapon's type. When a non-good, non-lawful creature makes an attack roll with it, it does so with disadvantage.

INITIATIVE

While carrying the weapon, you have a +1 bonus to your initiative checks.

SIGNALING

As an action, you can use the whispering wind to cast the *sending* spell. Once you use this ability, you can't use it again until the next dawn.

STAMINA

While you wield this weapon, you have advantage on Constitution saving throws.



SPECIFIC WEAPONS

ABBOT'S STAFF

Staff, rare (requires attunement by a cleric or monk)

This staff can be wielded as a magic quarterstaff that grants a +1 bonus to attack and damage rolls made with it.

The staff has 10 charges. When you hit with a melee attack using it, you can expend 1 of its charges. If you do, the target must succeed on a Constitution saving throw or be stunned until the end of its next turn.

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff becomes a nonmagical quarterstaff.

FLYING PHOENIX SWORD

Weapon (short sword), very rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. It has the Thrown property with a normal range of 20 feet and a long range of 60 feet. When you hit with a ranged attack using this weapon, it deals an extra 1d8 fire damage. Immediately after the attack, the weapon flies back to your hand.

KAKITA KATANA

Weapon (longsword), very rare

The master smiths of the Kakita family claim that they produce the finest blades in Kara-Tur. A Kakita katana is made of exceptionally fine steel, durable and flexible, and is able to withstand the passage of a thousand years. The master smiths use only Hida steel in their blades, claiming that it far outshines any other. Though the swords are not enchanted in any way, it is thought that the energies of the smiths somehow enter the steel during the hundreds of hours of hammering, tempering, and sharpening the blades, giving the metal an energy of its own.

A *Kakita blade* is distinguished by its light weight and flexibility, and by the fine lines of bluish damask running down the cutting edge,

causing the entire blade to shine with a slight tint. These blades are usually bestowed only upon samurai who have proven their honor and courage.

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

SERPENT'S TOOTH

Weapon (spear), very rare (requires attunement)

This yari is made of an unusual green wood, and its blade is shaped such that it makes a hissing noise as it cleaves the air.

You have a +1 bonus to attack and damage rolls made with this magic weapon, which also has the initiative property.

TALISMANS

A small hole not mended in time will become a big hole much more difficult to mend.

—Zhang Jian, wu jen

A talisman is a single-use magic item similar to a potion in western lands. Once it is triggered, it loses its magical power, but until it is triggered it lasts indefinitely.

A talisman can hold any spell of up to 3rd level, and any creature can activate a talisman.

Most talismans are beneficial to the user. Talismans with offensive capabilities are all but unheard of, as most talismans are made by shugenjas.

A talisman is typically a small item of jewelry made from various natural materials such as bone, feathers, shells, dried plants, and so on. Some talismans are made of folded paper (origami). Talismans are rarely larger than can fit easily in a humanoid's hand, and they have no appreciable weight.

The form of a talisman is often a clue to its function. The shape of a feather of the crane talisman suggests that it contains the *feather fall* spell, while a tortoise shell is obviously protective.

Like drinking a potion, activating a talisman requires no special skill or ability. The user must touch the talisman and concentrate for a moment. A talisman disappears—crumbling to dust or ash—when the spell or effect contained within it ends.

Talismans containing 1st-level spells are Uncommon, those containing 2nd-



level spells are Rare, and those containing 3rd-level spells are Very Rare.

Here is a non-exhaustive list of possible talismans for your Kara-Tur campaign:

Bone shield (*sanctuary*)

Feather of the crane (*feather fall*)

Frightened crane (*expeditious retreat*)

Golden leaf (*pass without trace*)

Paper umbrella (*fog cloud*)

Brooch of plenty (*see below*)

Black fan (*see below*)

Bone key (*knock*)

Hawk's feather (*levitate*)

Mirror of purity (*protection from poison*)

Silent bell (*silence*)

Tortoise shell (*mage armor*)

White sheaf of grain (*cure wounds*)

Acorn of visions (*clairvoyance*)

Jade safestone (*meld into stone*)

Goldfish scale (*water breathing*)

Lizard's tail (*lesser restoration*)

Mirrored mask (*invisibility*)

Origami fan (*gust of wind*)

Soaring crane (*haste*)

Incense of concentration (*see below*)

BLACK FAN

Wondrous item, uncommon

A *black fan talisman* surrounds you with an aura of power and mystery. For 1 hour, you have advantage on Charisma (Persuasion or Intimidation) checks you make. You must display the talisman openly on your clothing for the duration. It crumbles into ash at the end of the hour.

BROOCH OF PLENTY

Wondrous item, rare

This talisman provides you with sufficient nourishment for one day. It also enhances your rest, so that a short rest counts as a long rest for you. It crumbles to dust at dawn the day after you activate it.

INCENSE OF CONCENTRATION

Wondrous item, very rare

If you burn this incense while you prepare your spells for the day, you gain an extra spell slot of the highest level you can cast.



WONDROUS ITEMS

Most of the wondrous items described in the *Dungeon Master's Guide* and other core rulebooks appear in Kara-Tur, though often under a different name or in a different shape. Be creative in how you describe a wondrous item from the core rulebooks. For example, the name Quaal is unknown in Kara-Tur, but *feather tokens* are known; they're called *Xuegang's tokens*, named after the ancient wizard from Shou Lung who invented them (or brought them back from another plane).

Wondrous items unique to Kara-Tur are described below.

BIWA OF CALM

Wondrous item, rare

The biwa is a stringed instrument similar to a lute. When you play it, the instrument's clear tones produce an air of dignified calm. This instrument has 7 charges. While holding it, you can use an action to expend 1 of its charges to play it and cast the *calm emotions* spell from it, using your spell save DC or DC 13, whichever is higher.

The biwa regains 1d6 + 1 expended charges daily at dawn. If you expend the biwa's last charge, roll a d20. On a 1, the instrument crumbles into ashes and is destroyed.

BIWA OF KAKITA

Wondrous item, rare

The biwa was the favorite instrument of the legendary performer and poet Kakita. It is commonplace for wu jen to enchant instruments with dweomers which enhance the performer's skill. When you play it, you have advantage on Charisma (Performance) checks.

CHARM OF PROTECTION FROM DISEASE

Wondrous item, rare

This item is a long strip of red paper on which is inked supplications to the spirits. The exhortations written on it influence the spirits and ancestors to protect an area's occupants from disease.

Creatures within 30 feet of the charm are immune to diseases of all kinds, provided they stay within the area while the charm lasts. The charm lasts as long as it is hung in an obvious, prominent place. The

charm is easily destroyed by fire and other disasters, and can be easily removed.

CHARM OF PROTECTION FROM SPIRITS

Wondrous item, very rare

This item is a long strip of yellow paper on which is inked powerful threats against spirits. The exhortations written on it repel spirits, preventing them from approaching the charm.

The charm's area is a 30-foot-radius sphere centered on the charm. Undead creatures attempting to enter the charm's area must succeed on a DC 16 Wisdom saving throw.

The charm must be prominently displayed to be effective, and it cannot be touched by an undead creature. The charm lasts as long as it is hung in an obvious, prominent place. The charm is easily destroyed by fire and other disasters, and can be easily removed.

CHARM OF PROTECTION FROM THIEVERY

Wondrous item, uncommon

This item is a long strip of blue paper on which is inked supplications to the spirits. The exhortations written on it influence the spirits and ancestors to protect an area's occupants from burglary.

The charm's area is a 50-foot-radius sphere centered on the charm. Creatures in the charm's



area have disadvantage on Dexterity (Stealth) checks, as well as Dexterity checks they make with thieves' tools to open locks and disarm traps. The charm must be prominently displayed to be effective. The charm lasts as long as it is hung in an obvious, prominent place. The charm is easily destroyed by fire and other disasters, and can be easily removed. Any creature other than the owner of the area protected by the charm who attempts to remove the charm suffers the explosive runes blast from a glyph of warding.

COURTIER'S OBI

Wondrous item, rare (requires attunement)

Prized by courtiers in Kozakura's noble houses, these fine silk sashes enhance the wearer's ability to win friends and influence people.

While you wear the obi, you have advantage on Charisma (Persuasion and Deception) checks.

DIAMOND ROD

Wondrous item, rare

This item is a small iron rod topped with a large diamond. When you use an action to point the rod and utter the command word, a bolt of pure magic discharges from the gem.

This wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the *magic missile* spell from it. For 1 charge, you cast the 1st-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

The wand regains $1d6 + 1$ expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into rust and is destroyed, though the diamond remains, and is worth 5,000 gp.

DUST OF IMMOBILITY

Wondrous item, rare

This dust is typically found in a bundle of 1d4 hollow reed blowpipes.

As an action you can blow the dust on a creature within 10 feet of you. The target must succeed on a DC 14 Wisdom saving throw or be paralyzed for 1 minute. At the end of each of its turns, the target can repeat the saving throw. On a success, the effect ends on the target.



EIGHT DIAGRAM COINS

Wondrous item, rare

These coins are actually copper disks, each engraved with a specific symbol. Eight coins are in a set. As an action, you can toss the coins on the ground while asking a question aloud.

Roll d%. On a result of 01–75, you receive the benefit of an *augury* spell. On a result of 76–100, you gain the benefits of a *divination* spell. Once you use the item, you can't use it again until the following dawn.

EVERPRODUCING RICE MORTAR

Wondrous item, very rare

This item appears to be a normal mortar and pestle. The magic of the everproducing rice mortar is activated by turning the pestle in the mortar one direction, and it is deactivated by turning it in the other direction.

As an action, you can activate the rice mortar. Over the next hour, it produces food or drink for up to 100 people. You need only think about the meal you desire, and the food spews from the mortar hot and fresh—rice, buns, sake, candies, tea, salt, and other foodstuffs can all be produced. The food is normal in all respects. Once you use the item, you can't use it again until the following dawn.

FLUTE OF THE SNAKE

Wondrous item, uncommon (requires attunement)

You must be proficient with wind instruments to use the flute. While you are attuned to the flute, ordinary snakes and giant snakes are indifferent toward you and will not attack you unless you threaten or harm them.

The flute has 3 charges. If you play the flute as an action, you can use a bonus action to expend 1 to 3 charges, calling forth one **swarm of poisonous snakes** with each expended charge, provided that enough poisonous snakes are within half a mile of you to be called in this fashion (as determined by the GM). If there aren't enough snakes to form a swarm, the charge is wasted. Called swarms move toward the music by the shortest available route but aren't under your control otherwise. The flute regains 1d3 expended charges daily at dawn.

GONG OF DISPELLING

Wondrous item, rare

Usually only found in the courts of kings and princes, a gong of dispelling is a hammered bronze gong 3 feet in diameter hung from a sturdy wooden frame. As an action, you can strike the gong, which casts a *dispel magic* spell as though a 6th-level spell slot was used.

The spell affects a 30-foot radius sphere centered on the gong. After the gong is used 10 times, its magic is lost, though it remains a musical instrument worth 500 gp.

KIMONO OF STORING

Wondrous item, rare (requires attunement)

This fine silk kimono has large sleeves and is tailored in a formal style peculiar to the high courtiers of Kozakura.

You can mentally command an item you can hold in one hand to disappear into an extradimensional space within one of the sleeves. Placing an object in a sleeve follows the normal rules for interacting with objects. Retrieving an item from a sleeve requires you to use an action to snap your fingers and make the item reappear.

Many owners of *kimonos of storing* find them to be useful and dramatic ways to store weapons, wands, and—because items are stored in stasis—even lit lanterns.

MIRROR OF CURING

Wondrous item, very rare

These large mirrors are often mounted in the houses of powerful warlords for the use of themselves,



their families, and their most useful servants. When a creature speaks the command word as an action, the mirror expends a charge and casts a *heal* spell on the creature who spoke the command. A mirror has 10 charges. When the last charge is expended, the mirror shatters.

MIRROR OF TERROR

Wondrous item, rare

This mirror looks the same as a mirror of curing. A creature which looks in the mirror sees a hideous and twisted reflection of itself. The viewer must make a DC 15 Wisdom saving throw or be frightened of the mirror for 1 minute.

While frightened by mirror, a creature must take the Dash action and move away from the mirror by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to the mirror, the creature can repeat the saving throw, ending the effect on itself on a success.

PAPER OF FORMS

Wondrous item, very rare (requires attunement)

Over the course of 1 minute, you fold this magic colored paper into the shape of a beast or object. Thereafter, as an action you can speak the command word, causing the origami to transform into a full-sized, real version of the form. You can create a beast of size Large or smaller, or a non-magical item as large as a wagon. Whatever form you choose, it's still made of paper, and has vulnerability to fire damage.

The paper remains in the form you chose until it is reduced to 0 hit points or you use a bonus action to command it to revert to its origami form. You can reuse the origami form again and again, provided you don't unfold the paper of forms. Once you do, you can't fold it again until the next dawn.

PEARL OF ELEMENTAL PROTECTION

Wondrous item, rare (requires attunement)

You have resistance to one damage type while wearing this ring. The color of the pearl indicates the type, which the DM chooses or determines randomly.

PORCELAIN MASK

Wondrous item, rare

These white porcelain masks animate dead bodies under your control. As an action, you can place the mask on a corpse, which immediately rises under your command, as though you cast an *animate dead* spell on it.

SACRED OFUDA

Wondrous item, rare

This small strip of paper has prayers written on it that are powerful indeed against undead. When you touch it to an undead creature, the *sacred ofuda* adheres to the creature and it is stunned. To apply

the paper you must make a successful unarmed attack against the undead creature.

TWILIGHT LANTERN

Wondrous item, rare (requires attunement)

This paper lantern contains a tiny flame that burns without fuel and brightens or dims in response to your mental command. It sheds bright light in a 5 to 30-foot radius, as you command it, and dim light out to twice the distance of the bright light. Normal weather conditions can't extinguish a twilight lantern.

WONDROUS WRITING SET

Wondrous item, uncommon (requires attunement)

This writing set comes in a fine lacquered box and contains a brush, inking stone, paper, and inkwell with ink. When you use it, you have advantage on checks you make with it.

