



a DOZEN UNUSUAL MAGIC ITEMS

BY PHILIP REED

In many fantasy roleplaying games, magic items are gadgets that are as fast-flying and hands-changing as the latest technical gizmo in our real world. Fortunately, your role as gamemaster allows you to take the occasional item and transform it into something more fascinating and wondrous than a simple +1 short sword.

It is for the adventurous GMs among us that I have crafted the twelve magic items that follow. Many of them may be low-powered and seemingly mundane as far as magic items are concerned, but each is special.

Special in what way? I've given each of the twelve magic items described on the following pages more than a basic description and overview. History has been crafted for each item, giving them a level of depth that makes them far more than just more magic trinkets.

As always, use the information that I have created as guidelines. Adapt, rewrite, and redesign any of my work to make it your own. I cannot know what is best for your style of adventure or what suits the taste of your players, but I can give you a springboard to get you started.

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anatomy of an item

1. A title, to help set the mood.
2. Every magic item includes an illustration to help spark your imagination and give you something to show the players: "You have found this."
3. Each item includes a bit of history, sometimes even mentioning the name of the item's creator and any memorable events that item may have been a part of. Additionally, I've provided a rough overview of the item's magical powers. As always, feel free to rework any of this material to make it more of your own. Only in actual play does any of this truly matter.

1 mage's CLOAK OF GREAT PROTECTION

Those who record the history of wizards and their creations have determined that this magical cloak is the only wondrous item ever crafted by the incompetent Ehman Spellstrike*. Originally trained as a warrior, Ehman was nothing but a complete failure as a swordsman and was soon apprenticed to a mage when his parents insisted that he become more than a simple bodyguard. Ehman's parents wasted their money; before his death, Ehman never did much of import save for brewing enough potions to make a name for himself... as a weak wizard who crafted cheap, near-ineffective potions.

2
3
The Mage's Cloak of Great Protection, Ehman's entry into the journals of magical clothing, is far from great. The cloak is little more than a +1 Cloak of Protection and has a tendency to lose even that small bit of arcane power from time to time. Whenever the wearer of the cloak is attacked, there is a 15% chance that the magic fades and the cloak loses its defensive bonus for that single attack.

Ehman wasn't the most talented of mages.

Despite its unreliable nature, the cloak is not classified as a cursed item; after all, it does provide a magical defense against attacks... most of the time.

The cloak has value amongst the collecting community solely for its connection to Ehman who is regarded as a bit of a joke to those who know of his history of failure after failure. Still, a shopkeep who happens to get his hands on the Mage's Cloak of Great Protection, and recognizes the item for what it is, may attempt to sell it to an inexperienced adventurer who is not yet aware of the creator's past.

It is said that Ehman created other magic items, besides this cloak and several potions, though exactly which items he may have attempted to make have yet to be discovered by the scholars who take an interest in the miserable wizard and his near-useless, laughable life.

* See *The Book of Unusual Potions* to learn more of Ehman Spellstrike.



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USING THE ITEMS

As treasure items, you may simply drop one or two of these into the next hoard that the party discovers when exploring a dungeon or other location. If used in this way, you may want to single out the treasure – perhaps by saying it looks unusual – so that the group gives it a little more attention than the latest +1 sword. Of course, every magic item should be special in some way, so it may require as little effort as stating "the item glows faintly in the dark of the dungeon" to alert the party that the item is in some way special.

Loot. If used as loot, the item is intended to be exchanged for gold just as soon as the party finds a willing buyer. Loot items should often be small and light, making it easy for the party to transport them back to town. A large loot item can be an annoying treasure.

Adventure. A treasure that is used to spark an adventure is one that has an owner and a past. When you use a magic item as an adventure hook, it works best if you have some setup before the party finds the item. Perhaps a townsman is overheard speaking of a magic amulet that he lost when chased by goblins in the forest and describes the item, offering a reward for its return. Days or weeks later, when in the dungeon, the party finds an amulet that matches the description. Do they return the treasure and claim the reward, or do they keep it for themselves?

Curse. The worst treasure of all, cursed items look like a reward and are in fact a punishment. Be careful not to drop too many cursed items into your campaign. You want the party to desire treasure, not run from it.

mask of owls

Created by the grand wizard Urik Alotaz for the leader of the House of Owls, this bizarre magic item is far more than a simple mask. At the time of the mask's creation, centuries ago, the House of Owls was known as the most powerful guild of thieves in the city. A member of the Owls, it is said, could walk the streets in broad daylight with the guild's symbol worn proudly; so many of the city's nobles and watchmen were on the take that the guild effectively ran the city as its own.

The Mask of Owls, as it came to be known, was worn by the guild leader during official functions such as meetings and those times when the guild was forced to pass judgment on a member who had broken the rules. The mask grants the wearer the ability of truth; only the most powerful of enchantments can withhold the truth from the wearer of the mask.

The Mask of Owls was passed down from leader to leader for decades, up until the House of Owls was attacked by the king's men seventy years ago. The thieves, despite their best efforts and the coin they had to throw at mercenaries, were swiftly defeated by the army of the king . . . at which time the mask vanished and has not been seen since.

Rumor has it that the mask's last owner, Asem Baz, was able to avoid capture and fled the city with the mask, several thousand gold worth of gems and jewels, and other guild treasures. Baz has not been seen since the guild was disbanded, though there are some who claim that he set up a new guild in another city not far from the House of Owls' original home. The mask is a valuable object and anyone finding it would certainly profit greatly by selling the item to the highest bidder.

"Magic alone should not govern the course of events in any fantasy role-playing campaign, but it always seems to wind up as a dominant force, and one that adds much of the richest flavor to play."

*– Ed Greenwood and Steve Perrin,
The Magister (FR4)*



BOW OF LIGHTNING BLASTS

Created by the elvish wizard Ava Beidanar before the Battle of Seven Swords, the Bow of Lightning Blasts is an ancient elvish treasure that is known in song and poem as the weapon that put an end to the Mad King Vagamir.

As all know, Vagamir was the demon king who unleashed hell itself on the elven city of Highbranch; it was in that conflict that Beidanar gave the bow to her son, Elred Beidanar, which he then used to bring Vagamir to his knees. The bow's lightning blast shattered the demon king's skull, killing him instantly, at which point the invaders fled back to the pit from which they had come.

Upon his death bed, Elred Beidanar gave the bow to a human ally, Halie Burningfall, a ranger who had been with him for several years. It is with Burningfall that bards lose track of the bow; if she passed the weapon to a friend or ally, none know.

The bow is missing and its location unknown.

This bow is a unique magic item that has been lost for many years. Finding it would be a momentous occasion that would be celebrated by many.

A unique magical longbow, the Bow of Lightning Blasts is very well known. Over the years, many have told the story of how the elven son of a wizard used the weapon to stop an invasion of demons, and the story grows every generation as it is passed down to the younger members of society.

The Bow of Lightning Blasts takes its name from the fact that any arrow fired from the weapon is instantly transformed into a bolt of arcane energy. While not as accurate as the mage's Magic Missile spell, many of the stories of the weapon describe a mystic arrow that veers and jinks in flight; much like a Magic Missile.

An arrow must be nocked and loosed for the bow to work its magic; unlike some arcane bows, the Bow of Lightning Blasts will not function if it is not provided a mundane arrow. And the arrow must be mundane; attempting to fire a magical arrow from the bow is a recipe for disaster as there is a 10% chance that such an arrow will detonate the instant it is fired, dealing direct damage to the bowman.

The lightning blast fired by the bow is far more destructive than a normal arrow. The attack is magical in nature and deals twice as much damage as a standard arrowhead. Additionally, if the stories are true, the fired arrow impacts its target in a brilliant flash of light that illuminates even the darkest of skies; the target emits a bright glow for 1d4+1 rounds that makes it easier for everyone to see the victim of the blast attack.

Every few years, an unscrupulous ruffian claims to know the bow's resting place and offers to sell the knowledge. So far, each who have been foolish enough to pay for the information soon found that they had bought a lie. The bow is out there somewhere, yes, but there is no living soul who truly knows the location of the Bow of Lightning Blasts.

As a unique magic item, the Bow of Lightning Blasts isn't a weapon that can be found more than once in a single campaign world. There may be mirror planes of existence where the bow also resides, but bringing the copy in touch with the original will destroy both items in a destructive display of arcane force.

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afreetian dagger



The afreetian dagger is only one of countless magic items created by the afreet, that race of demons that calls the deepest planes of hell their home. These items rarely find their way to the worlds of the adventuring races, making the dagger quite valuable to those who study the afreet.

Constructed on a demiplane of fire, Torchstar, several centuries ago, the afreetian dagger is a magical weapon that both inflicts terrible damage to its victims and possesses the ability to project the illusion of an elemental.

The elemental illusion lasts for 3d6 combat rounds once activated; those with a resistance or ability to detect illusions may see through the illusory elemental. The dagger's damage, though, is real.

The afreetians, a demonic race of fire beings known on some worlds as the efreet or the ifrit, forge these daggers in magical fires generated by their power. An afreetian dagger takes a demon several weeks to produce and, once completed, forever carries a psychic link to the creator. Few know this, but any afreetian dagger may be used by the creator as a tracking device; by devoting time to casting a powerful ritual, the afreetian creator of the dagger may instantly teleport between planes of existence to arrive anywhere within 100' of the weapon.

For that reason, experienced adventurers and those in the know shun the weapons whenever they are found. Scoundrels who know of the ability of the daggers to "summon" a demon will sell the item as fast as possible if they encounter one in a treasure hoard. For those unaware of the item's link to its demonic creator, it can be a terrible surprise if the demon takes notice of the dagger's new "owner" and decides to drop in for a visit.

An afreetian dagger that is destroyed by melting it in magical fire leaves behind a strange, demonic steel that can be used in the creation of other items. There's a 90% chance that the dagger's creator will appear before the dagger is completely melted down and destroyed, making the act of destroying the dagger a risky one that few who know the truth will even attempt.

The dagger is a powerful weapon, yes, though the risk of a demonic visitation is so great that it can almost be considered a cursed item.



ARCANETOUCH GAUNTLETS

“Normal gauntlets are heavy, stiff leather gloves, often having metal chain mail attached for protection. Magical gauntlets, however, are finer, thinner gloves, easily worn by anyone. They automatically enlarge or shrink to fit any wearer from pixie to giant.”

*– Frank Mentzer and Gary Gygax, **The Book of Marvelous Magic***



Another creation of the grand wizard Urik Alotaz, these magical gauntlets are so light that they may be worn by an arcane spellcaster without fear of being unable to throw spells. Unlike most armors, the Arcanetouch Gauntlets have been crafted in such a way that a wizard or mage who is wearing the protective gloves may still cast spells without any penalty.

Alotaz himself is said to have worn these gauntlets during his years as an adventurer, though the wizard died so many hundreds of years ago that it is impossible to prove whether or not that is true. Still, it stands to reason that such a powerful magic item would have been used by its creator, yes?

In addition to providing a minor bonus to defense (no more than a +1 or +2 protective bonus), and the freedom to cast arcane spells while wearing the gauntlets, these magical gloves also gives the wearer the ability to make a magical touch attack once each day. On a successful melee attack, the gauntlets deal 2d6+1 points

of magical damage to the target. This is a magical energy attack that bypasses all normal defenses; the wearer may ignore any mundane armors worn by the target when making the attack roll.

Why Aren't There More Gauntlets?

Magical gauntlets that may be worn by arcane spellcasters must be an amazing thing . . . so why did Urik Alotaz only create a single pair of these magic gloves? The ritual necessary to craft these powerful gauntlets was so deadly that it almost killed the spellcaster; he carried a scar across his face for the remainder of his life.

During the act of creation, the flames used in one stage of the crafting process surged and set the wizard on fire. He had to keep going, though, because any interruption would nullify all of the effort he had invested into the project to that point. It was only because one of his assistants applied healing magics to the burn as the wizard worked that Alotaz was able to continue the ritual and complete the gauntlets.

EXPLORERS' INFINITE PACK

Every adventurer knows of – and desires! – a Bag of Holding, those magical bags that are capable of carrying far, far more than is natural. For those adventurers who do not own a Bag of Holding, the Explorer's Infinite Pack makes an almost as useful storage device.

Not long after the bag of holding became an item known to those adventurers who dive deep into the darkest dungeons, a talented spellcaster named Trum Fernflow – noticing that the demand for the magical bags far outstripped the ability of everyone to afford one – put his mind to creating an inexpensive alternative to the magical bag.

Fernflow worked for years on the problem, and every time that he thought that he had found a better way to construct the bag he encountered an issue that prevented him from completing the work. Obstacle after obstacle kept his “cheaper than the bag of holding!” experiment from succeeding; all of his experimental bags were inferior to the bag of holding in that they held less and were very unstable. Unstable in what way? The bags had a tendency to collapse after several hours, consuming themselves and all that was placed inside in the magical accident.

Over time, Fernflow determined that it would be impossible to create a bag of holding that he could produce and sell for less, so he instead turned his attention to crafting a bag that would appear to act like a bag of holding . . . at least long enough for him to sell the item and put some distance between himself and the buyer.

Fernflow's solution to the problem, the explorer's infinite pack, opens into a pocket dimension that all of the backpacks of his construction share. Unlike the bag of holding, which opens into its own space, these backpacks are all connected; someone who is brave enough to risk it could conceivably enter one backpack and exit another one.

Items placed inside the backpack are not always there later on, and new items may be found in a pack. Since they're all connected, anyone with such a pack is essentially sharing their gear with all others who own a pack.

“The bag of holding opens into a non-dimensional space, and its inside is larger than its outside dimensions. Regardless of what is put into this item, the bag of holding always weighs a fixed amount.”
– Gary Gygax,
Dungeon Masters Guide



UNBREAKABLE manacles

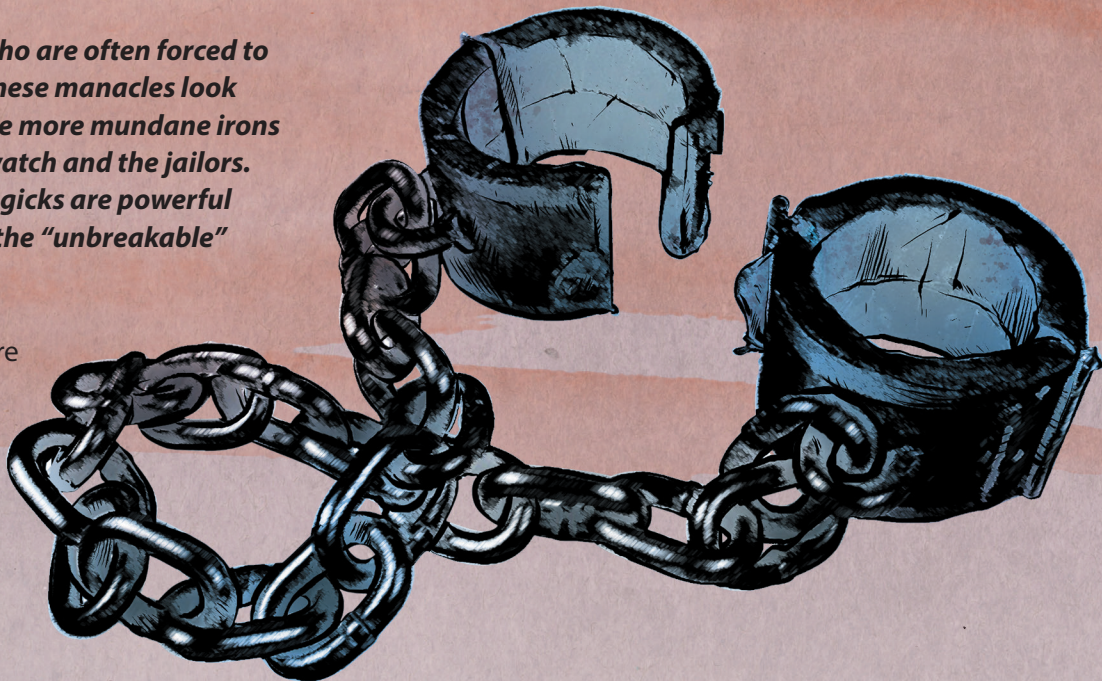
Perfect for those who are often forced to secure prisoners, these manacles look like any other of the more mundane irons used by the town watch and the jailors. Only high-level magicks are powerful enough to shatter the “unbreakable” manacles.

These magical irons were created by the the trio of arcane spellcasters known only as The Collective. The identity of the three mages – and whether or not any of them still live today – is unknown, but their body of work is very much known by those who engage in the recording and tracking of magic items.

The Collective is best known for their skill with magical blades, most often swords, though scholars have managed to identify a small number of wondrous items that bear the mark of the three: a star-shaped insignia surrounded by three small skulls. Every item crafted by The Collective is branded with this mark, usually small and unobtrusively placed on the item.

The Unbreakable Manacles are not truly unbreakable, they are simply resistant to most attempts to break them. The chains and irons cannot be broken by mundane means, and even low-power magic spells and weapons are incapable of shattering the spell-infused metals used in the creation of the manacles. It is up to the gamemaster to determine what magical spells and weapons may break the manacles; I suggest magical power that is just beyond the reach of the player characters, forcing them to seek out assistance from a more powerful NPC spellcaster.

The manacles are not unique; many wizards throughout the ages have crafted similar irons for use by rightful authorities, slavers, and all others who may find need to imprison someone.



Manacles As Treasure

While it would be possible for the party to learn of the existence of these manacles by being captured and locked away, it is far more enjoyable for the adventurers if they first encounter the manacles as yet one more item in a treasure hoard.

When introducing the manacles as a treasure item, it is important that the appraiser they task with identifying and valuing the item take time to point out the sigil of The Collective and provide the PCs with a little back story on the group. The appraiser may even tell the adventurers of a collector who specializes in items created by The Collective and offer to introduce them to this collector if they wish to meet him.

Marzellus Jonko, a human male of fifty winters, has spent the last few decades seeking out and acquiring works by The Collective. He made his fortune as a merchant, buying and selling goods until he had amassed so much wealth that he no longer worried for gold. It was only a random meeting that introduced him to the works of this enigmatic trio of mages, and he is now obsessed and intent on collecting as many pieces by The Collective as possible. Jonko has a map which is claimed to lead to a dungeon where one of the group's items, a suit of magical chainmail, was last spotted. He will pay the adventurers if they find and bring the suit to him.

Raven's SILVER DAGGER OF STRIKES



Created of elvish silver, the dagger is far more durable than the traditional dagger carried by many thieves and assassins.

Zeno Zumnala, the accomplished elven wizard who once ruled the Tower of Wings, crafted this magical dagger some five hundred years ago which was, coincidentally enough, the last time that Harshman's Comet was seen in the skies. Now, as the sages and mages whisper of the return of Harshman's Comet, the dagger has resurfaced . . . possibly in the hands of the player characters after they find it in a treasure chest during a successful adventure.

The dagger, crafted of elvish silver and decorated with a hilt shaped like the feather of a raven, is a minor magical item that is identical in appearance to dozens of others that were created by different mages over the years. What makes Zumnala's dagger stand out from the others is that the wizard, in addition to enchanting the item with a magical bonus to attacks and damage, also gave the dagger a limited intelligence and the ability to use arcane threads to connect itself to the mind of its owner. When thrown, the dagger's hilt splits, forming two wings and granting the dagger with the power of flight.

The dagger can fly, much like a bird, for up to one minute before the wings collapse together to form the hilt and the dagger falls to the ground. For so long as it flies, the owner may direct the dagger by thought alone, sending it to slice at and attack opponents. The dagger inflicts damage as per a normal dagger when acting semi-independently and may attack once every two combat rounds.

This flight power is not common to this style of dagger and Zumnala is known to have only ever created three such daggers during his life. Most such daggers are without the flight power.

Silver Dagger of Strikes

The normal form of the dagger possesses a +1 magical bonus to attack and damage and looks much like Zumnala's dagger. In fact, in addition to the three flying daggers that he created, Zumnala produced dozens of the more basic form of the dagger over the years. It is impossible to tell the difference between the flying daggers and the normal dagger without throwing one of the daggers and watching to see if it will take flight.

Harshman's Comet

Named for the general of the barbaric north, Vitor Harshman, the comet is an arcane sign that appears only once every 560 years. In all recorded history, the appearance of the comet has marked a time of great upheaval and the threat of the comet reappearing in the sky within the next few weeks has many who the adventurers meet worried that some danger is approaching.

The comet is an arcane force beyond control. Once it appears, it will remain visible in the night sky for six nights, during which time all magical powers are enhanced. Spells and weapons that cause harm inflict +1d6 bonus damage, the duration and range of all spells are doubled when the comet is in view, and even magical creatures are more powerful.

Those in charge suggest that commoners remain indoors at night for so long as the comet is visible and, in some cities, the watch place a curfew and any caught out at night will be treated as criminals.

Magic items crafted when the comet is in the sky are roughly twice as powerful and that bonus remains with those item for as long as they remain whole.

THE BOOK OF ALL SPELLS

"[Spellbooks] are very important, and there are many specialized books which were once magic-user's books that are highly valuable for the original spells therein."

– Ed Greenwood and Jeff Grubb, *Cyclopedia of the Realms*

Spellbooks come in a near-infinite number of shapes, sizes, and styles, from hand-stitched parchment pages bound in leather to plates of thin silver secured with gold chains to anything else that the GM can imagine. With so many possible manners of construction, each wizard may craft a spellbook that best suits their personal tastes and desires.

Of those spellbooks that are known artifacts, spoken of across the lands by even the least educated of commoners, few are as renowned as The Book of All Spells. This book – described as a thick, leather-encased hardcover secured with straps and buckles – has passed through the hands of so many wizards over the years that its history is a jumbled mess. While many know the name of the book, few know the name of even one of the book's many owners.

Those Who Have Owned the Book

A few of the known owners of the book include:

- **Ugrus Uthar.** This human wizard owned the book for almost a decade, during which time he added 2d12 spells as well as a dozen pages detailing his knowledge of the art of brewing potions.
- **Asher the Mild.** The wandering mage, Asher prefers to be left alone and rarely utters more than a handful of words when approached. Asher had possession of the spellbook for roughly a year, during which time he added 2d4 spells to the book. He gave the book to a young, promising mage.
- **Heralak Tammand.** Surprisingly, not a wizard. Tammand was the bodyguard of "Starmage," a human spellcaster who claimed to have knowledge of all magic of the stars. Tammand won the book in a card game and, months later, sold it to a merchant.

- **Muras Aronon.** A necromancer by specialty, Aronon kept the book for seven years. While it was in his library, Aronon created dozens of scrolls as he copied the book's necromantic spells. He lost the book when fleeing the Fire of Dewbury Fort.



BOOTS OF THE ENDLESS JOURNEY

These heavy boots, battered yet in good repair, look much like many other pairs of boots that can be found in most cities. The boots are easily mistaken for a mundane item, which is exactly why experienced adventurers are quick with the detect magic spells whenever they find a cache of even the most common, general equipment imaginable.

These magical boots are relatively new, crafted only a few years ago by Yamdil Leadaxe, the dwarven arcanist who specializes in wondrous items, and have been worn by only a single character before they are found by the adventurers. The previous owner, the elven ranger Cornaith Springflower, lost the boots in a friendly wager a few months ago and they've since passed from hands to hands . . . until the party finds them.*

As with most magic items that are worn items – many armors, cloaks, robes, helmets, and gauntlets, for example – the Boots of the Endless Journey instantly resize themselves to fit the wearer's feet. Whether the smallest halfling or the largest orc, the boots adapt themselves instantly and change size as appropriate.

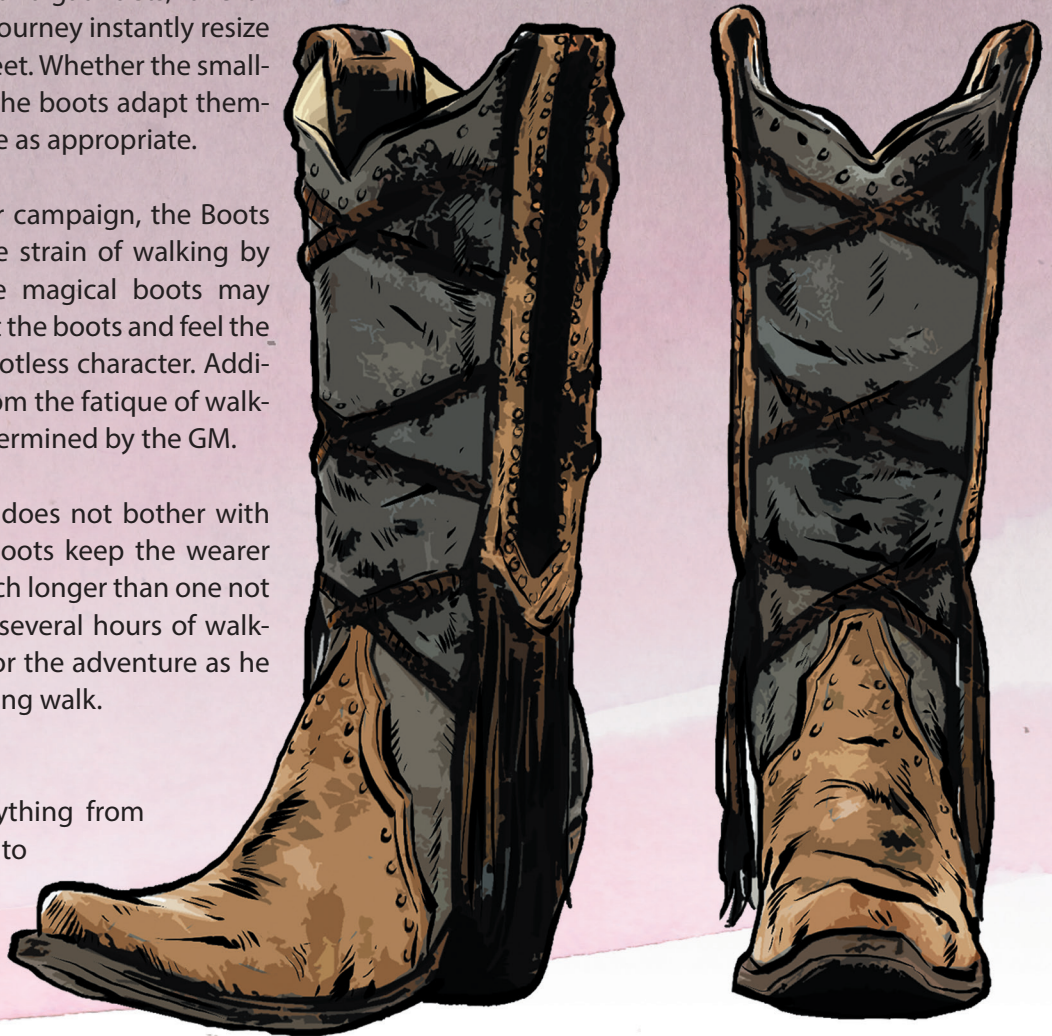
If you use fatigue rules in your campaign, the Boots of the Endless Journey cut the strain of walking by 50%; someone wearing these magical boots may walk twice as far as one without the boots and feel the same level of fatigue as the bootless character. Additionally, the wearer recovers from the fatigue of walking at a much faster rate as determined by the GM.

In addition, and if your game does not bother with the impact of fatigue, these boots keep the wearer feeling rested and fresh for much longer than one not wearing the boots. Even after several hours of walking, the character is as ready for the adventure as he was before setting off on the long walk.

* Finds them could mean anything from "buys them at a magic shop" to "finds them on the corpse of a different owner" to "uncovers them in a random hoard of treasure."

Lastly, the wearer of the boots needs only 50% as much food and water as a character who is not wearing the magical boots.

These are truly valuable boots to adventurers since it allows them to travel for greater distances with fewer resources and less need for rest. Of course, that's less of a benefit if the character is with those who do not own similar boots. A wearer of these magical boots should expect to be assigned first watch after any long march.



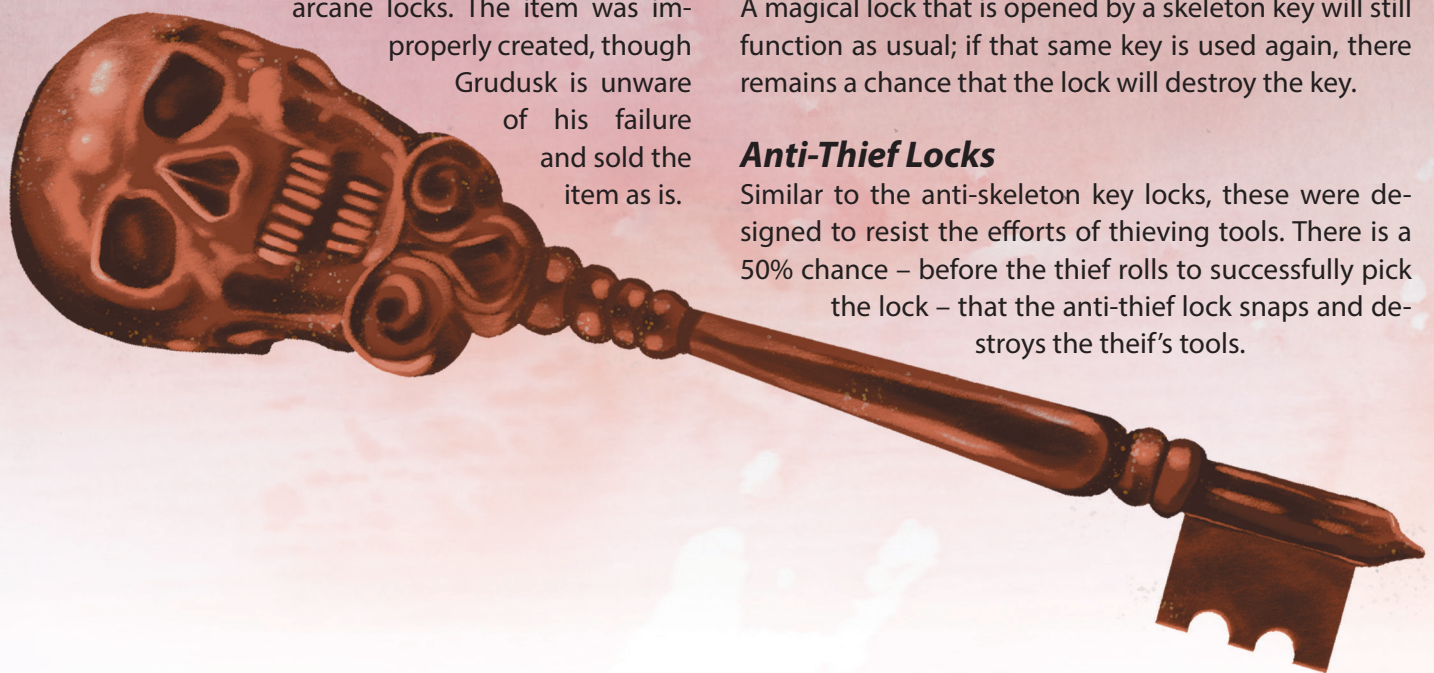
WIZARD'S SKELETON KEY

All adventurers are aware of the skeleton key – that universal key that works on most mechanical locks – but it is the wizard's key that they most desire. This magical key works on both arcane and mechanical locks, making it prized by all who wish to bypass locked doors and chests.

The half-orc mage Gror Grudusk, one who prefers a solitary existence to being near others, created this particular instance of the magical skeleton key . . . and he made a few minor mistakes during the key's construction that makes the item less valuable and far, far less effective than those keys made by talented spellcasters.

When properly crafted, a wizard's skeleton key can open 90% of all mechanical locks and roughly 50% of all magical locks. The keys demand a high price and in some regions are considered illegal, which only serves to make them even more valuable. In those cities where these keys are illegal, it is not unusual for anyone caught with the key to be sentenced to death by the authorities. In such regions, someone caught crafting such keys may be treated far more harshly and sentenced to multiple deaths. (This is a barbaric practice where the guilty is executed and revived, only to be executed again. The worse the crime, the more times that the guilty party is revived and again killed. Few of the civilized lands still practice this form of punishment.)

Gror Grudusk's key, unfortunately, only works with 50% of the mechanical locks out there and 25% of arcane locks. The item was improperly created, though Grudusk is unaware of his failure and sold the item as is.



Gror Grudusk isn't typically known for making inferior items. In some circles, the mage's work is known as reliable and worth every copper. This particular key went bad because the iron that the mage purchased was cursed by an enemy who is working to undermine Grudusk's name; whether or not Grudusk learns that someone is out to get him, and whether or not the mage seeks assistance against this enemy, are questions that only the GM can answer.

Anti-Skeleton Key Locks

Not surprisingly, wizards have also created locks that act against skeleton keys. These magical locks are still quite rare – few wizards know the secrets of their construction – and are worth more than many skeleton keys.

The locks are a destructive form of magic. When a normal skeleton key is inserted into such a lock, it reduces the key's chance at succeeding by 75%. If the key fails to unlock the magical lock, the key is destroyed in the process. For magical skeleton keys, the chance of success is reduced by 50% (and, as with normal keys, the key is destroyed if it fails to unlock the lock).

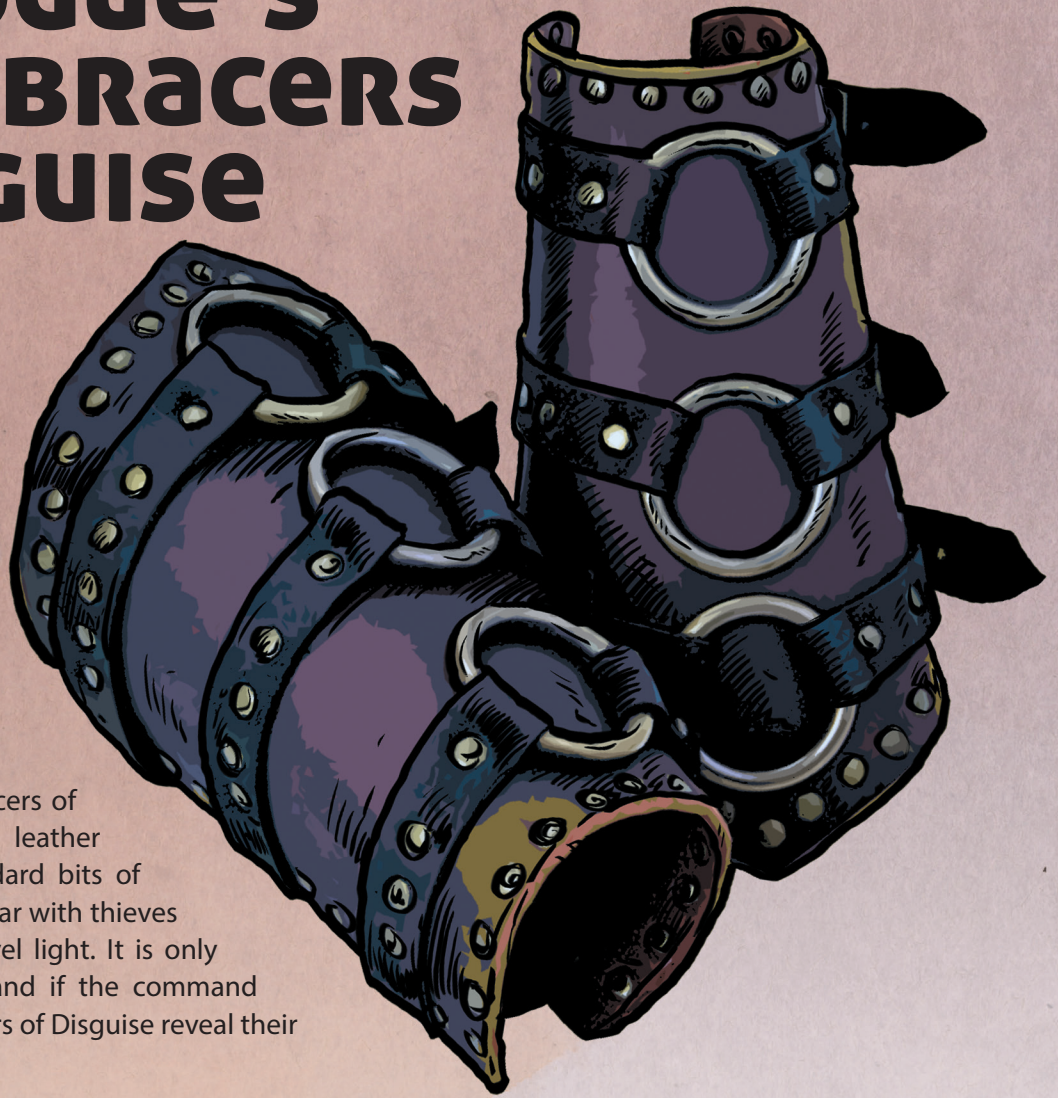
A magical lock that is opened by a skeleton key will still function as usual; if that same key is used again, there remains a chance that the lock will destroy the key.

Anti-Thief Locks

Similar to the anti-skeleton key locks, these were designed to resist the efforts of thieving tools. There is a 50% chance – before the thief rolls to successfully pick the lock – that the anti-thief lock snaps and destroys the thief's tools.

THE ROGUE'S MAGIC BRACERS OF DISGUISE

Most often used by archers, bracers have been co-opted by many adventurers as a light armor that protects against some melee attacks. Bracers are most effective in close combat where the wearer can use the armor to deflect attacks with a lightly-armored forearm.



Most often referred to as Bracers of Disguise, these heavy, thick leather bracers look much like standard bits of protective gear that are popular with thieves and those who prefer to travel light. It is only when wearing the bracers, and if the command word is known, that the Bracers of Disguise reveal their magical power.

When the wearer of the bracers speaks “myrin,” the elvish word for disguise, a near-invisible aura of arcane energy extends outward from the armor, encasing the wearer in a magical illusion that makes the wearer look like a completely different person. The exact appearance of the user of the bracers depends on that character’s chosen form; the magical armor can make someone look like anyone they can imagine, even persons who may not really exist.

The disguise lasts for 3d4+2 minutes, after which point the bracers may not be activated again for three hours. Those with the ability to detect or see through illusions may ignore the bracers’ power; GMs should allow a very difficult wisdom check (at a penalty of -4 or perhaps more) by others and on a successful check, they see through the illusion. Once the illusion is broken, the character’s magical disguise fades away.

Bracers of . . .

In addition to the Bracers of Disguise, magical bracers have been crafted with all manner of arcane abilities. The human wizard Fislad Sealess, a little-known spell-caster who created the disguise bracers, also produced several other types of magical bracers including:

- **Bracers of Life.** When worn, these bracers may automatically heal 1 point every hour up to the wearer’s maximum hit points.
- **Bracers of Accuracy.** The magic of the bracers empowers any mundane arrow fired by the wearer; as the arrow leaves the bow, it gains a +1 magic bonus to hits and to damage.
- **Bracers of Fire Resistance.** The wearer gains magical resistance to natural or arcane flames; reduce the damage of fire attacks to the wearer by 10%.