Basilisk Goggles & Wishing Wells:

An Old School Esoterica

Labyrinth Lord
Compatible Product

Derek Holland = Greg Chapin = Rick Hershey

FAT GOBLIN GAMES

Basilisk Goggles & Wishing Wells:

An Old School Esoterica

Written by Derek Holland

Edited and Co-written by Greg Chapin

Layout and Design by Rick Hershey and Troy Daniels

Fat Goblin Games Team

Chris Bayes, Eric Hindley, Jeff Swank, John Bennett, Justice Mora, Kalyna Conrad,

Kiel Howell, Lucus Palosaari, Nick Esposito, Rick Hershey, Richard Bennett, Troy Daniels, Tyler Beck

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About Fat Goblin Games

Based in South Carolina, USA, Fat Goblin Games was founded in 2011 to create Pathfinder Roleplaying Game compatible products. With a focus on high quality production values and providing a creative environment for our writers, Fat Goblin Games has quickly become a recognized force in the world of third party publishers.

With hundreds of support books, visual aids, campaign settings, and quality stock art, Fat Goblin Games continues to provide exciting content and fantastic worlds in which gamers can immerse themselves.

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Introduction

Magic items are dreams made solid. They're among the most commonly found treasures, a way of rewarding characters for skill, luck, or derring-do, and boosting their powers or abilities. More than 570 new magic items fill the pages that follow: large installations, tiny implants, equipment, vehicles — gear for most any... idiom..., no matter whether you have steam-punky preferences; genre-bending, futuristic inclinations; or the strong desire to stay firmly in the sword and spell tradition. While many items are intended for the adventuring crowd, others have a more everyday flavor to them, a way to make your fantasy world more fantastic. And, although they were written with Labyrinth Lord in mind, these items can easily be used in most OSR/ fantasy games with little or no alteration.

Many item types will be wholly unfamiliar to readers and players — fueled items, plants and trees, alien matter, lich creations, techno-magic. But this makes them even more useful to the Labyrinth Lord whose players have been there, slain that, and wear the +3 t-shirts of doom to prove it. Nothing focuses a character's attention faster than being presented with an unknown and potentially lethal whatsit. The new categories not only increase the range of treasures, they expand the possibilities of who can and cannot use magic, and diversify how magic items function. After the item descriptions is a short essay describing an alternate method of creating magic items, one meant to allow all characters to earn or potentially design their own magic. The book concludes with a series of aides for reader and/or LL convenience: a series of random treasure tables and an alphabetized index.

Mechanically, the items use magics from both the Labyrinth Lord core rules and the Advanced Edition Companion. If you have only the former, getting the AEC is well worth your effort. Should there be any question about restrictions on use, number of charges, recharge times, etc., these should be noted in the entry description. If they aren't, use the guidelines provided in the core rules. Following the model provided by Labyrinth Lord, there are no experience point or cash values; these are left to the LL's discretion. Similarly, a number of the items have minimal visual descriptions. LLs should consider all these entries to be templates that can be applied to any number of items or types of gear, rather than unique artifacts. If you believe the item in question feels more like a cloak and less like a helmet, implement the captain's directive and "make it so."

Penalties and bonuses for some things (like armor class) are either positive or negative values depending on the rules or edition used. In an edition neutral supplement like this, trying to address both camps leads only to confusion and despair, hate and recriminations. So we used a neutral mechanic, rather than be consistently irritating to one group. For example, in those systems where lower is better, "a 4-point AC bonus" means a -4 (e.g., an AC of 9 becomes an AC of 5). In systems where higher is better, the same note means a +4 bonus.

As a note to any adventurous and discriminating soul who purchased either of the Bestiarum Vocabulum or Open Game Monthly #5: this book compiles the items from those articles. However, many of those early magic items have been revised, and the vast majority below are new.

Derek Holland

July 2015

Alien Technology

Magic does not manifest the same way in every reality. Casters in *Labyrinth Lord* release magical energies using the words, gestures, and material components of their spells. The devices in this section are also magical, but created on a plane where the dominant race uses magic to power technology, not spells. In effect, all of these are *focus items*. Because this might be an unfamiliar concept, consider scanning the section introduction from **Focusing Items** for more information on these items and how they work. For those looking for the nickel explanation: a spell of an appropriate level must be cast on the item for it to function.

There are two important differences between this equipment and focus items from the *Labyrinth Lord* plane. First, the spell caster powering one of the items in this section need not be the character wielding it. Second, the beings who created the technology live on a world where radiation is a fact of life, and they are well-adapted to the energy emitted by their technology.

Characters from the *Labyrinth Lord* world are not so lucky. To them, the radiation is incredibly toxic, and wielders suffer damage to both Constitution and Wisdom for using one of these items. Fortunately for the rest of the party, the radiation is short-ranged and only affects the wielder. If wielder's CON reaches 0, she dies. Characters with high CON scores lose hit points as their bonuses disappear. For example, a 5th level character with a 13 CON and a +1 hit point bonus loses 5 hit points when her CON drops to 12. If a character's WIS is reduced to 0, she mutates and goes insane. In a pinch, the LL could simulate insanity using the *confusion* spell, but the effect here is meant to be a complete breakdown and an inability to interact with others in a meaningful way. There is no mutation mechanic in *Labyrinth Lord*, so LLs might look at *Mutant Future* or other systems for ideas, or do some "hand-wavium" style effects. Because the damage is so severe, only *restoration*, *heal*, and *wish* spells can return lost ability points, and there is no save versus the effects.

Bracers of Detection

When activated by a 2nd level spell, this pair of gunmetal arm guards detects motion within 100'. One spell powers the *bracers* for 12 turns, but they inflict one point of CON and WIS damage per turn. Although no known material blocks the detection, extra-planar minerals or *star metals* might (see **Magical Materials**, below), if the LL wants. The *bracers* blink and make strange sounds (alien speech) when they sense movement.

Bug Armor

Bug armor is more of an exoskeleton than purpose-made protection, increasing both the wearer's STR and DEX by six points. The *armor* also gives a 2-point AC bonus and doubles regular ground movement, but not for Swimming, Flying, or Wall-crawling. When powered by a 4th level spell, the *armor* runs for one hour and causes the wearer four points of CON and WIS damage.

Button of Memory

Tiny, useful, and potentially deadly, this device records both audio and visual data. A 5th level spell powers the *button* for 24 hours. The user can alternate between recording and playback modes by uttering the proper command word. Other command words speed up, slow down, or rewind the playback.

While the *button* has a visual range of 300', it can only register audio out to 30'. But, a whisper recorded at 30' plays back at the same volume, so the user might be able to hear even quiet voices. The *button* displays recordings with a foot-tall illusory projection (a hologram), and apparently has no delete function. Because the *buttons* also seem to have unlimited storage space, who knows what one might contain.

Even after being activated, the *button* must be on a character to function. It causes one point of CON and WIS damage per hour. The item sticks to skin, but is only 1/4" in diameter and 1/8" thick, so it is hard to notice, and easy to lose. Because of these characteristics, there are rumors of a magically-adept assassin using a *button* as a killing tool. The device's small size and radiation damage allow the killer to activate the device, unobtrusively attach it to a victim (or place it in his bed), and then walk away. The following day, after radiation damage kills a victim, the assassin could easily retrieve the deactivated *button* at her leisure. And, if necessary, the user could replay a victim's last day in its entirety, for either gathering information or proof of death.

Force Gloves

Walls of force (force fields) were common protection on the aliens' world, so police and military forces developed countermeasures, like *force gloves*, for penetrating these obstacles. A pair of *gloves* is powered by a 4th level spell, remains active for one hour, and does one point of CON and WIS damage per turn. To discourage ne'er-do-wells from stealing and easily using them for nefarious purposes, the *gloves* have built-in protection: if removed, they turn off and must be reactivated by another spell. So, an adventuring party cannot penetrate a *wall of force* by sharing a single pair of *gloves* — unless the members are willing to expend large numbers of spells passing the gloves back and forth through the *wall*.

Gloves of Communication

Gloves of communication are usually found in groups of multiple pairs, allowing several users to interact. These lightweight, chitinous gauntlets glow with muted color patterns as the user speaks or gets a message. Sounds and images are converted, broadcast, and translated back on the receiving end. One 2nd-level spell activates a single pair of *gloves* for one hour. They have a 1000' range and cause one point of CON and WIS damage per turn.

Unfortunately, because the amount of magical energy required would overload and burn out the *gloves*, spells cannot be cast through them. However, because a pair of *gloves* can be activated and left on their own, they could make very effective (if painful) eavesdropping devices. But users need to remember the light display and either mask the sending *gloves* somehow, or remain utterly silent on the receiving end: the *gloves* also transmit ambient noise or music, other people talking nearby, weather noises, etc., so this can be difficult.

Heavy Blaster

A "small" cannon too massive for individual use, the *heavy blaster* is seven feet long, stands three feet tall on its tripod mount, and weighs 250 pounds. It has a range of 250/1,000/10,000 feet, does 18d6 points of damage, and can fire once every other turn. Every shot must be powered by an 8th level spell and inflicts four points of CON and WIS damage on the user. As with the *light blaster*, this weapon could also have a similarly-sized, hidden, magic "capacitor," if the LL wants.

Light Blaster

This long arm is made from a dark material that is both lightweight and very strong. The *blaster* has a range of 100/500/5,000 feet, can fire once per turn, and does 12d6 points of damage when it hits. However, each shot must be powered by a 6th level spell

and generates enough radiation to drain two points from both the shooter's CON and WIS. If the LL wants, the *light blaster* could have the ability to store mystical energy: a caster could fill the weapon with spell "charges" at her convenience, before the shooting starts. As a suggestion, the user should initially have no idea this mechanism exists until after doing a lot of painful research. A reservoir of three shots seems a manageable size for this "magazine."

Silent Whistle

The aliens had creatures like dogs and used these *whistles* to train them. On the *Labyrinth Lord* world, the *silent whistle* attracts some creatures and repels others. How certain creatures react is up to the LL. The *whistle* is activated by a 1st level spell, works for one hour, and causes one point of CON and WIS damage during this time. Its range depends on location and atmospherics, but it carries as far as a mundane whistle. The sound can also be amplified by a bullhorn or similar device.

Spark Wands

Perhaps the strangest alien items to reach the PCs' world are *spark wands*. These two-foot long metal and resin rods are used in pairs: when waved or circled in concert within three feet of one another, they arc lightning. The bolts fire out to 50' and inflict 3d6 points of damage. Unless the target saves versus death, the bolts also cause him to mutate (for ideas, see *Mutant Future* or another product with mutations).

A corpse hit by one of the bolts reanimates as a zombie in two rounds. Like living targets, this creature is also mutated with a power of the LL's choosing (zombies shooting fiery *energy rays* from their hands!). However, a side-effect of the mutation prevents evil clerics from controlling the zombie, so it attacks anyone nearby.

Powered by a 4th level spell, the *wands* remain active for 10 rounds. They inflict three points of CON and WIS damage during this time.

Spell Bane

The aliens created this magic-phobic material to deal with any hostile spell casters they might encounter on their plane-hopping travels. *Spell bane* comes in 100-pound blocks and may be activated by a spell of any level. One round after being triggered, the block starts generating a radiation field with a radius of 25' for every level of the activating spell; for example, activating *spell bane* with a 3rd level spell creates a field with a 75' radius. The field lasts for one turn per spell level, but unlike the other items in this section, it does not emit the toxic radiation that inflicts ability damage.

Instead, this energy reacts with spells. Anyone or anything trying to cast within the radiation field takes 3d6 points of damage from powerful feedback. Casters who save versus spells take only half damage, but anyone killed by this effect turns into a statue of pure iron. Those standing outside the field, but possibly casting into it, are not affected by the radiation. So, a caster can safely trigger the field from outside the expected field radius, or can use a closer-ranged spell and then immediately run away. Strangely, the aliens were also affected by this form of radiation, so they might have found it useful for dealing with rebel spell casters.

If the LL wants, some forms of magic may cause the radiation to have additional effects. As an example, fire spells might cause the radiation to transmute gold into lead. What save, if any, applies to these additional effects is up to the LL.

ANIMATED MAGIC ITEMS

More of a modification to existing items than a selection of new ones, animated magic items have a second command word that is used after the activation command. When this word is spoken, these items grow legs and move according to their owner's direction. This is more than simply "sit, stay, fetch": the items can do whatever their master wishes, so long as they are within the sound of his voice (their hearing is equal to their creator's). If several items have the same set of command words, only one item will animate or accept a command in one round.

Wands, staves, and rods are common animated items. The statistics below provide LLs with models for their own objects. Wands have 10 hit points per foot of length, an AC of 2, and a movement rate of 150' (50'). Rods have 15 hit points per foot of length, an AC of 1, and a movement rate of 90' (30'). Staves have 30 hit points per foot of length, an AC of 0, and a movement rate of 60' (20'). Other objects have similar statistics to these examples, but modified by their particular constructions and base materials. For example, a stone item might have more hit points than a comparable staff, but move more slowly.

ARMOR

Magic armor is usually enchanted so that its wearer can avoid or deflect damage. Sometimes though, the armor does this using unusual methods....

ADHESIVE ARMOR

This banded mail is surrounded by a magical field with an unusual effect: anything that strikes the wearer sticks to the *armor*. Weapons and missiles can easily be removed after the command word is spoken, or they can be wrenched off by characters with a Strength of 17 or higher. Monsters who hit the *armor* are likewise stuck to it. They can only do half damage until released and have to deal with the weight of the *armor* and person inside it.

Should a monster try to chew on the wearer, the *armor* prevents *swallow whole* attacks and reduces bite attacks (after the first) to 1/4 normal damage as both jaws are stuck. Breath weapons, on the other hand, do double damage to those stuck in a monster's mouth.

Many monsters panic when stuck this way: they must save versus death or concentrate on freeing themselves from the *armor*, not on attacking its wearer. This continues until the monster is extricated, no matter how much damage it takes from other sources.
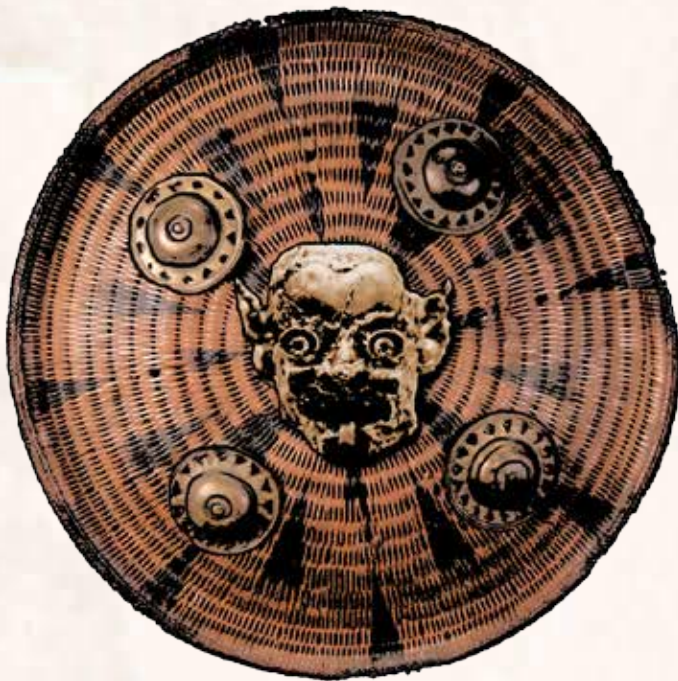
ANTLER HELM

Only druids or nature-oriented clerics may use this headgear, which has a pair of wicked-looking antlers attached. The *helm* protects as a normal helmet of the same make, but it gives the wearer an additional gore attack. This inflicts 1d6 points of damage and does not have a to-hit penalty for the added strike. A number of the *helms* (10%) also cast *hold person* at the target, up to three times per day. The spell's caster level is that of the *helm*-wearer, not the item's creator. This effect is triggered by a command word.

ARMOR OF THE GREAT GLACIER

These sets of *armor* allow their wearers to "swim" through ice, once a command word is spoken. 10% of the suits also provide air in a manner much like gills. For the remaining 90%, a wearer must hold her breath while submerged. Because the *armor* phases a wearer through ice as she swims, not melting or digging through the ice, it does not make tunnels that others could use to follow her.

AWEN SHIELD

Instead of a heraldic design, this *shield* bears a mythological symbol from the lands of fire and

holder can activate the *shield*, firing a beam of dark fire from the sun device toward a victim within 100'. The target must save versus death or have a symbol seared into his flesh, even under armor. Those marked are visited once per week by a type I demon, red dragon, powerful fae, or some other formidable evil of the LL's choosing.

Even evil characters and creatures are susceptible to the *shield* mark, which makes this item popular with villains, who use it to punish underperforming or misbehaving subordinates. The symbol's shape varies by character, but the mark is usually a blackened scar resembling the monster summoned. Only *remove curse*, *limited wish*, or *wish* spells can remove the *shield's* mark.

BONE BRACERS

A character wearing these *bracers* can transform bones he holds into weapons, usually daggers, clubs, or staves. Bones that were taken from a creature possessing one or more magical powers will have one of these powers — determined randomly — included in the weapon. For example, bone chips from a blue dragon could inflict electrical damage. Once the *bracer*-wearer drops a bone weapon, it turns to dust. This power can be used at will.

BRACERS OF GRASPING

These grey leather arm guards feel slightly rubbery to the touch, possibly made from reptile or amphibian skin, and have two functions. First, they allow a wearer to stretch out her arms when she wishes, increasing the limbs' length up to 30'. The wearer can attempt most any normal arm-related action (including attacking) at this range, but suffers a -4 penalty due to the limbs' clumsiness. Second, the *bracers* make it impossible for the character to drop anything she holds in her hands.

ice, the Awen: a series of three horizontal or vertical dots with three lines centered upon the middle dot. Should the bearer suffer a magical heat attack within 10 minutes of suffering a magical cold attack, the *Awen shield* converts some of the energy into a ray. This magical flash is 2' wide, has a 30' range, and transforms all of a single target's iron and steel equipment into air. The target can save versus wands to dodge the beam and avoid losing his gear. However, if he steps aside, the character standing behind him might be hit instead. Should this happen, the trailing character also gets a chance to save.

Activating the *shield* might seem to require a very specific, and improbable, set of circumstances, but in a pinch the bearer could always get an ally to whack him with the required energy. And the attacks need not be just spells; they could also be breath weapons, magical items, or spell-like abilities from magical creatures.

BLACK SUN SHIELD

An evil magic of significant power, usable only by fighters and assassins, the *shield* is embossed with a black sun emitting seven rays. Once per day, the

Bracers of Lightning

While wearing these silver inlaid, copper *bracers* a wearer is immune to electrical attacks. During lightning storms, even those called by druids, the wearer can catch a bolt and turn it into a 20' long whip that inflicts 3d6 points of electrical damage. The whip lasts for 10 rounds and can be created only with natural energy, so lightning generated by the magic-user spell cannot be used.

Bracers of Stunning

Created solely for thieves and assassins, the black leather *bracers* project a silent, concussive bolt with a range of 60'. This can be done once per hour and affects one target. To fire a bolt, the wearer simply makes an attack roll; if this hits, the victim is automatically stunned for 1d4 hours, no save. Stunned characters may talk haltingly, but cannot concentrate enough to cast spells, and they can crawl at half their normal movement rate, but cannot do anything else.

Bug Zapper Armor

Designed to keep most swarms at bay, *bug zapper armor* makes for a nifty combat light show. Tiny blue lightning flashes, wisps of swirling smoke, and the sounds of small biting things eating hot magic mark its effectiveness. Each round, swarms attacking the wearer must first save versus death. Those that fail retreat; those that pass suffer 10 points of damage before they roll to hit. Retreat duration depends on the intelligence of the swarming creatures: smarter creatures stay away longer. The *armor* affects all kinds of swarms, as long as the creatures are less than six inches long. Unless they touch the wearer, those nearby are safe from shock, as the *armor* effect only has a one-inch range.

Dragonsteel Gauntlets

Unlike the matching *bracers* and *armor* (found in the **Focusing Items** section), *dragonsteel gauntlets* do not convert a dragon's breath weapon. Instead, they are powered by magic: the wearing dragon casts spells into them, combining spell levels to access magic it cannot normally have. For example, before it uses any magic on a given day, a red dragon has four 1st level spells, four 2nd level spells, and three 3rd level spells for a total of 21 spell levels. Using the *gauntlets*, the dragon could replace the weaker spells with two 9th level spells and one 3rd, or any other combination of spell levels equal to 21. The *gauntlets* can only hold spell energy for 12 hours.

Flying Shield

This small metal *shield* is designed to work for fighters, rangers, or paladins. After being tossed into the air and activated with a command word, the item floats around its master at a distance of 5'. It works like a *shield* spell, with a few differences. The *flying shield* provides an AC of 5, but if the user has a better AC from armor she is wearing, use the better number instead. Instead of negating them, a *flying shield* reflects *magic missiles* back at their caster, who is automatically hit. *Magic missiles* do not damage the *shield*, but it can be destroyed with spells or magic items that specifically destroy other objects. The *shield* has 25 hit points. If the user attacks using long weapons such as pole arms and two-handed swords, the shield can get in the way and cause a -2 to-hit penalty. The *shield* stops floating when its command word is repeated.

Gauntlet of Power

Fighter-only hand gear, *gauntlets of power* absorb any *magic missiles* cast at the wearer. If the fighter strikes something with his gauntleted hand (not with a melee weapon), all the stored *magic missile*

energy is released into the target. The energy dissipates harmlessly if not used within 10 rounds. No activation command is necessary: the *gauntlets* work whenever they are worn.

Goblin Thief Bracers

Only goblins, hobgoblins, bugbears, and kin can access the magic of these arm guards. Once activated with a command word, the *bracers* allow their wearer to move as per the *spider climb* spell, but without that spell's duration/time limit (i.e., the *bracers* allow unlimited use).

Helm of Knowledge

This *helm* allows the wearer to exchange skills and/or languages in any way the LL allows. The changes are permanent and take effect eight hours after donning the *helm*. A particular character can use the *helm* once per month, but there is no limitation to how many people can use it. Wearing the *helm* during combat provides a one-point AC bonus. As a note: Because part of the *helm*'s mechanic may only be useful in games with skill systems, the LL is encouraged to be creative using this item in a *Labyrinth Lord* campaign.

Helmet of the Acid Sea

Sages believe this magical headgear came from an alien plane where all bodies of water are extremely caustic. Wearing the *helmet* makes a character immune to acid damage, and it provides breathable air and the ability to see if the wearer is ever fully immersed in acid. Worn in combat, the *helmet* provides a one-point AC bonus. The *helmet* also works in the stomachs of large monsters, such as purple worms.

Heroic Bracers

Anyone may wear these arm guards, but their magic only manifests for 0-level characters. Once per day, for up to eight hours, the *bracers* provide the hit points and attack ability of a 4th level fighter. At the LL's discretion, the hit point amount can be constant for a pair of *bracers*, or rolled every time they are put on. After the time limit expires, or if she removes the *bracers*, the character returns to her normal 0-level status.

If the wearer takes damage, the hit points are first removed from the extra hit points provided by the *bracers*. Only if the total damage reaches into the wearer's original hit points does the damage remain after the *bracers*' effect wears off. For example, in her 'real life', Jerah has 3 hit points. Wearing the *bracers* give her an extra 20 hp (total 23). During a bloody fight with an ogre, she takes 21 points of damage, leaving her with 2 hp. When she gets home and takes off the *bracers*, Jerah still has 2 hp; the other damage simply vanishes.

Ioun Armor

Missiles aimed at, but failing to hit someone protected by *ioun armor* start to orbit the wearer at a distance of 2' to 5'. These include arrows, bolts, sling stones, fist-sized thrown rocks, javelins, and other humanoid-sized weapons, but not siege weapon ammo (e.g., from catapults or ballistae) or giant-thrown boulders. Anyone in melee combat with the wearer has a 5% chance per round of being struck and taking the missile's normal damage.

Orbiting ammo stays out of the wearer's way, so he does not have to worry about being struck or interference with his normal actions or attacks. However, it is not a good idea to try grabbing the orbiting missiles when his own ammo runs low: the objects retain their kinetic energy, and the wearer will probably break his hand or lose it making the reach. If he wants to get rid of the missiles (or safely take off the armor), the wearer must walk up to a tree, wall, or other sturdy obstacle and stand there while the satellites smash into it.

Nacre Shield

Cut and shaped from the shells of giant clams or oysters, this small *shield* has patterns in the mother of pearl that draw the eye. Anyone within 30' looking at the *shield* must save versus spells or suffer a -2 penalty on their rolls to attack the bearer.

Rock Armor

Made from enchanted rock, but equivalent to steel plate mail, this *armor* allows its wearer to pass through solid stone like an earth elemental. The wearer does not become incorporeal; he phases through solid objects. This effect is triggered by a command word, may be done up to three times per day, and each activation lasts up to one turn or 100' (whichever is shorter). If the wearer goes over either the time or distance limits, he rematerializes. Should this happen while he's in solid stone, he dies instantly and his body is fossilized. The *armor* fuses with the surrounding rock and is lost forever. The rest of his gear can be chipped out, if it's ever located.

The *armor's* effect also includes whatever the user is wearing and carrying (e.g., equipment). This allows the wearer to carry someone through rock, so long as the time and distance limits are observed: 100' is 100', *not* 300' hauling 3 people. This could be a good way to kill several characters at once, if they aren't paying attention.

Activating the *armor* while fighting an earth elemental or other rocky monster (or a giant chucking boulders), makes the wearer immune to the monster (or boulder). But this goes both ways: the character can't harm the stone creatures, either. Although this sounds great for the fighter who's trying to avoid damage, the mage in the second rank won't be happy — those elemental strikes and flying boulders go straight through the *armor*-wearer, and could easily hit any character standing behind the meat shield.

Solar Armor

Anyone can wear *solar armor*, but only good clerics and paladins can make use of this plate mail's enchantment. If the wearer is targeted by one of the *cause _X_ wounds* spells, the *armor's* magic reverses the spell, making it an equivalent *cure _X_ wounds* spell. Should the wearer be healed for more hit points than his normal total, the additional hit points are lost (i.e., no temporary hit points). This a permanent effect and always active.

Stormlord Helm

Donning this ornate headgear allows the bearer to ignore all natural precipitation and wind. This includes hail, lighting, and high winds, but not extreme temperatures. The *helm* also provides a +2 bonus to saves versus magical weather attacks, including things like blue dragon breath, some elemental effects, spells, etc. The *helm's* protection does not extend to ranged magical weapons.

Thief Bracers

Although they seem like a beneficial magic item, *thief bracers* are actually cursed, a trap for those leading a roguish life, designed and created by unhappy governments and victimized wizards. In order to draw in their marks, *thief bracers* were designed to look like *bracers of stunning* described above (i.e., rune-laden, black leather arm guards). Also, they work only for thieves and assassins.

And, in a coup of deceptive magicking, *thief bracers* mimic some of the *bracers of stunning's* powers — but only in non-combat situations. Cautious (or wise) characters often try out their newly-found magic toys in practice, to reveal powers and abilities. *Thief bracers* allow the wearer to, perhaps, zap an ally or (solitary) rat, but this stops when there is blood on the line.

During "real combat," where there is an actual threat of death or injury, black steel chains erupt

from the leather and bond with the closest solid surface, usually the floor, imprisoning the wearer. The chains are magically proofed, and cannot be broken by anything except rusting attacks and mystical fire. The latter need not be a *fireball*, although that definitely *would* work (and fry the thief); it could also include something as minor as *burning hands* or a magic candle of some sort. As a note, because *magic missiles* are not fiery, they will not affect the chains.

Toothcracker Armor

As the name indicates, *toothcracker armor* shatters an attacker's teeth or claws. A monster biting or clawing the wearer for the first time inflicts normal damage. But the monster takes half that amount of damage itself and loses this attack until its teeth or claws are replaced or regenerated. Against other weapons the *armor* has no special effect and appears to be completely mundane.

Viper Bracer

When this stylized metal snake is first touched, it wraps around the character's arm. Thereafter, any weapon held in that hand is envenomed; if the character changes weapons, the one in-hand becomes toxic, while the one dropped loses this ability. The specific poison is determined when the *bracer* is created, but most are serpent based toxins.

Chaos Items

Chaos is one of the main forces in many settings, distinguished from Good, Evil, and Law. Easily used and addictive, chaos is a sexy, seductive well of power. Yet side effects and consequences usually overwhelm the would-be masters of chaos sooner or later, usually with tentacular, oozing results. Craftier casters limit their exposure by not personally casting chaotic spells, but rather craft and use magic items that can be set aside. These items are usually safe to wield, at least

initially. Over time, however, chaotic energy frays the magical weave containing and constraining it; objects and creatures near these items suffer as they are slowly warped. The timing and results of these corruptions are left to the LL's enjoyment.

Bell of Chaos

Luckily for the naive, first-time ringer (and anyone nearby), this tiny silver *bell* can only be used once per day — for it calls chaos, embodied in monstrous form. When sounded, the *bell* summons 3d6 creatures, which immediately attack whoever is at hand. Only one kind of monster appears per ring, but they could be goblins, orcs, ogres, or whatever the LL wishes. The monsters are not under anyone's control, and fight until they die or their opponents fall, whereupon they go a-rampaging.

Chaos Potion

Chaos potions result when potion-makers cut corners, or powerful location magic interferes with the brewing process, or pure chaos leaks into the potion. Mechanically, this means *chaos potions* do something else, something unusual, in addition to their normal effect. Anyone who drinks one of these *potions* is automatically affected by the chaos component. The strange effect lasts as long as the *potion's* normal effect.

There is nothing to indicate the *potion* is somehow unusual; only *true seeing* and other, similarly powerful spells can reveal the item's true nature. Potions with instantaneous effects, such as *potions of healing*, never become *chaos potions*. If the imbibing character uses a *sweat house of recycling*, the chaos content of the *potion* remains with its normal effect.

Although it is probably better for each LL to create her own table of effects, customized to her campaign, some ideas for inspiration are included below.

Roll	Effect
1	The character (and any clothing or equipment touching him) turns yellow. The color's brightness is controlled by the character and can be anything from greyish to a bonfire in intensity.
2	One of the character's limbs, randomly selected, explodes into a swarm of insects. The character can control the swarm as per the druid spell insect plague, but every round, she take one point of bleeding damage from the stump. This can be stopped by binding the wound. Once the potion runs its course, the swarm return to its original form, reattached to the character. If the bugs are somehow destroyed before the potion's effect elapses, the limb is lost permanently.
3	The character ages 1d6x10 years. If the character is already old, he doesn't die because of this effect; he just lays there, moaning about "whippersnappers."
4	The character becomes allergic to iron, including steel. She takes one point of damage per round when touching any amount of this metal.
5	The character's head becomes a mass of brain tissue. He cannot see, smell, hear, taste, speak, or feel on his head. Also, hats and helmets inflict between one and 1d6 points of damage per round (more weight causes more damage). However, he gains a +8 bonus to his Intelligence score and telepathy. The character can use this ability to see through the eyes of a willing partner, but suffers -8 on his attack rolls and other checks while doing so, due to the confusing nature of the situation.
6	The character fuses to her clothing, armor, and gear. This painful situation inflicts 1d4 points of damage per round. The character cannot use the fused items unless they were in her hand.
7	The character speaks backwards, like playing a record in reverse. Any spells cast during this period have a reversed effect, including those not normally requiring a verbal component. Be creative with spells that don't usually have reversed forms.
8	The character's hair (both scalp and body) turns into roots that burrow into his flesh and he grows bark on his skin. Every turn the character is affected he takes 1d8 points of damage and his AC improves by 2 points. The bark is flexible and does not hinder the victim's motion.
9	The character turns into a granite boulder that weighs 10 times her normal weight. She cannot act or sense her surroundings. Her AC becomes -6, she gains 50 bonus hit points, and any poison, disease, or curse that affects her is negated for the duration of the potion's effect.
10	The character grows additional 1d6 eyes on his head, each glowing a different color (pick the colors or make a random table). The character cannot be surprised by visible opponents. These eyes also allow the character to cast the illusionist spell color spray once per turn; use the affected character's level or hit dice for the spell's caster level.

Chaos Weapons and Traps I

This entry isn't an individual item, but a template that can be applied to any melee weapon or trap. These chaos items have a slightly unusual appearance and a certain unsettling quality when touched: the wielder may experience a tingling or dizzying feeling. Type I's cause 1d20-1d10 points of damage. If the total is less than 0, the weapon actually heals the target. This may seem strange, but that's chaos for you. Similarly, it might seem odd for these items to be traps; like the other three types, this can be explained by chaos energy infusing the area where the trap is located.

Chaos Weapons and Traps II

These chaos items look normal, but with each successful strike a type II turns into another kind of weapon or trap; for example, a spear becomes a bow, or a dagger. Unfortunately for the wielder, the magic

does not convey or provide proficiency with the new weapon. Type IIs may also transform into a different version of the same kind of weapon; for example, a broad sword may morph through a dozen broad sword forms over the course of a week, and each looks very different. If the LL wishes, she could develop a random chart for easily determining (or limiting) the new weapon or trap type. The trap version resets and changes after every time it discharges, even if it does no damage; for example, an acid trap could become a poisoned needle trap or an arrow trap. This would be a nasty surprise for the thief who was positive of disarming that last trap.

Chaos Weapons and Traps III

Weapons and traps possessing this chaos template twist inanimate matter into monsters. When an object takes enough damage to be destroyed, it transforms into a monster of the LL's choice or creation. Type IIIs can be either missile or melee weapons. Traps of this kind might be designed to fire projectiles or swing axes at glass bottles, tiles, or pieces of parchment that are automatically replaced after being turned into monsters.

Chaos Weapons and Traps IV

These weapons and mechanisms do normal damage unless the wielder rolls a natural 20 to hit. Then, he chops off a foe's body part. This effect also applies to blunt *chaos weapons IV*, such as maces and staves, which simply knock off the part. This attack is treated like a *+1 dismembering sword* (*AEC*, page 103), except it does no damage and the lost part is immediately replaced with a similar part from another race or species. For a quick and dirty result, a LL can use the *reincarnate* table (*AEC*, page 75), but it's probably better if he makes his own random table. This way, the results can be quite interesting, horrifying, or both.

Here are two examples. An orc's arm is replaced

with a bit of stone elemental. At first blush, he saw the potential for smashing foes with it — just before falling to the ground, unable to rise because his new arm weighed five times more than the rest of his body. For the second, a fighter's right leg is replaced by a floating tyrant's eye stalk. The character can no longer walk or ride normally, but he has access to a powerful ray effect.

Horn of Chaos

Sounding this aptly named instrument causes an *earthquake* (as per the spell, cast at 25th level) and summons 3d4 large earth elementals. The elementals emerge somewhere within 100' of the *horn*, are uncontrolled, and remain until slain. Unfortunately for the *horn* player, he is not immune to the *earthquake* effects and is an acceptable target for the elementals. If the LL wants to randomly determine where the elementals appear (to give the *appearance* of fairness to irate and/or fearful players), rolling 1d8 for direction and percentile dice for distance could be a nice, simple mechanic.
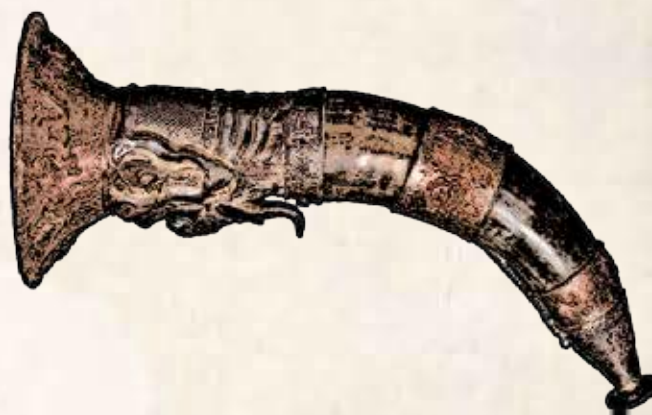
CLOThING

Garments are a fairly popular enchantment subject, as they can be immediately ready and activated just with an action or spoken word. However, wearing these items also exposes them to damage and makes them obvious to thieves and monsters.

Cloak of Spectral Revenge

Although the *cloak* can be worn by any character, only the truly singleminded, desperate, or fanatical consciously use this item. If killed while wearing the *cloak*, a wearer automatically rises as a spectre in 1d4 turns, leaving the *cloak* with her corpse. This undead monster hunts down and slays her killer, then becomes free-willed. The item's power interferes with protective enchantments, so the owner cannot also wear magical armor/items that improve her armor class.

Funnel of Intelligence

Only evil creatures use these odd, funnel-shaped hats, which increase a wearer's Intelligence by 1d4+1 points. There are two *minor* problems, though. First, the INT bonus is conveyed solely while wearing the *funnel*. Second, wearing the hat is akin to hanging a bright, shining "I am EVIL" sign. Certain kinds of demons treat hat-wearers as allies, because the hats signify demonic allegiance (which kinds of demons are up to the LL). This symbolism is so well known that the hats were even used in famous, near-heretical paintings by a well-known artist satirizing arrogant people and/or those holding out-dated beliefs.

Cloak of Darkness

This unusual *cloak* wraps its wearer in darkness, creating a second shadow between the owner and itself. It is impossible to see through the shadow, so the bearer could wear or carry just about anything on his person, and no one would know — for the wearer's shape and original shadow are unaffected. A wearer can even bring his own "muscle" to a fight by casting one of the *summon monster* spells and storing the monsters within this shadow until needed. The cloak holds one casting's worth of critters for up to 12 hours. Then, they are dismissed.

Gloves of Cloud Swimming

Despite their name, the *gloves* also allow a wearer to "Swim" through rain, snow, and fog at a rate of 120' (40'), not just clouds. This is less tiring than swimming through water and the *gloves* allow their wearer to hover ("treading air") while resting. The *gloves* do not have an altitude restriction, but if the rain ends or the clouds evaporate the wearer falls, suffering the appropriate damage. There is also the problem of getting up to or down from the clouds: if it's not raining, a fog bank will work, otherwise the character is stuck on the ground looking up, or in the air, desperately searching for a moisture-

Cloak of Dunes

This tan *cloak* allows its wearer to burrow through sand at will and keeps him from suffocating in any environment, except a vacuum. While digging, the wearer's movement rate is one half his normal ground rate. The burrowing does not leave a tunnel for others to use.

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rich atmosphere so he can get down. The swimming character must leave his hands free, but can carry his normal encumbrance (even, say, a halfling) strapped to his back.

Gloves of Passage

Although anyone can wear these *gloves*, only thieves and assassins can access their power. The *gloves* allow a user to cast *phase door* once per day as though she were an 18th level magic-user.

Gloves of Slime

Eelskin and slick to the touch, these *gloves* prevent their wearer from holding anything — and might seem pretty useless. But touching a target immediately covers that character or thing in a gush of fishy-smelling mucous, much like grabbing a slime eel or hagfish. The *gloves* generate a lot of slime, but their magic is triggered by touch, so the wearer can't throw slime balls. To prevent the wearer from sliming himself, the *gloves* are (de)activated with a command word.

The goop lasts for 2d6 rounds (3d6 in humid conditions and 1d6 in arid conditions) and the victim is so slippery he cannot carry or pick up anything until the slime evaporates. Trying to open doors in this state will be a truly impossible exercise, and walking could be very amusing — to other people. The victim must make a DEX check every round he tries to move. If successful, he can walk, but with a movement rate reduced to 30' (10'); if he fails, there is much flailing, much falling, and likely much taking of the deities' names in vain. However, if given a strong push, the victim can probably go shooting down a hallway on his belly.

Hood of Shadows

Assassins and thieves use this to prevent others from identifying them. The *hood* casts a wearer's facial features in obscuring or distorting shadow, no matter the surrounding light. This protection can be pierced by *true seeing*, *limited wish*, and *vision* (though a caster should be aware of the dangers involved with the last spell). Because the shadow is not an illusion, there is no save to try to see the wearer. There is no limit to how often or how long the *hood* can be worn.

Phase Cloak

Wearing this *cloak* allows the character to pass through one kind of material as if it wasn't there. Usually this is stone or wood but can include different kinds of metal. The *cloak* may be used at will, but unfortunately it's only large enough to cover one person.

Rotting Boots

Although it may appear otherwise, these foul-smelling *boots* are not a cursed item, and casting *remove curse* on them doesn't remove their aroma. No, they were designed to deter animal attacks, from things like swarms of killer ants, prides of killer lions, and herds of killer bison. And, the *boots* do keep most creatures at bay, even animal scavengers.

If a wandering monster roll indicates that the party runs into an unintelligent creature, the *boots* turn the result into "no encounter." However, intelligent creatures might be drawn to the stench (to find out what the hells smells so bad), which doubles the chance of encountering them. Scavenger undead, such as ghouls, are drawn to the boots. If they are nearby, the undead follow the odor to its source, making such an encounter a certainty. The distance at which the *boots'* odor can be detected depends on weather, wind, and situation: downwind, the smell travels farther; in a dungeon, not as far.

Despite being great at keeping away the beasts, they are a definite turd in the proverbial punchbowl when it comes to social interaction. While in polite company (meaning, not the other PCs), the wearer has a +7 penalty to interaction checks. The *boots* also

make animals flee, no save. So, the party doesn't get to ride their mounts, or even ride in a cart, while the *boot*-wearer is nearby.

The stench is an ongoing effect: the *boots* smell bad even when not worn, and there is no way to turn off the odor. Despite their foul aura, the *boots* don't damage a wearer's feet, nor do the wearer's feet smell once the boots have been removed.

Scarf of Clean Air

When a character wears this dull colored *scarf* over her mouth and nose, she gets a +4 bonus to saving throws related to inhaled gases and particles in the air. These include things like smoke, *sleep*-inducing pollen, or hallucinatory candle vapors, not contact gases like green dragon breath.

Shadow Cloak

This item allows its master to animate his shadow whenever he wants, for as long as he wants. In effect, the wearer gains a permanent *unseen servant* as per the spell, though this assistant is quite obvious to those watching the character.

There is a second version of the *shadow cloak*, one that allows the wearer to animate his shadow and command it to entangle one target within 10'. This function only works if the wearer has a shadow, but otherwise the *cloak* can be used at will. If the LL wishes, the effects from these two items could be combined into one garment.

Stone Gloves

Rather than being made of stone, these *gloves* were created to work with it. They provide a bonus to the wearer's masonry abilities, however the LL wants to work that (as *Labyrinth Lord* does not use skills).

This bonus applies to all wearers and races, but they give an added bonus to dwarves. The *gloves* allow a dwarvish character to fix any carving errors, even

with magical runes. (There are no rules for runes in *Labyrinth Lord*, so LLs are encouraged to create their own, or borrow some from other systems.)

Swamp Strider Cloak

Whenever it is worn, this voluminous *cloak* prevents its wearer from getting dirty and wet, and repels normal insects. However, the *cloak* does not allow the wearer to do things like walk on water, repel oozes and slimes, or become immune to mud-based magical attacks.

Vest of Ages

While wearing this simple vest an elderly character can learn and act as if she were in late adolescence (18 for humans). The effects are physical as well as mental, allowing the elderly to keep pace in society, and not be treated as disposable.

Vest of Flight

A *vest of flight* is useful only to characters with the ability to fly, and does not fit most flying monsters, unless they are relatively human-sized and human-shaped. When activated with a command word, the *vest* forms an area of low pressure around the character, doubling her speed and providing a 3-point armor class bonus. Take-offs and landings blow small, light objects and dust around the vest-wearer; this provides no mechanical benefit, but it will serve to irritate anyone nearby not lucky enough to be airborne. The *vest of flight* can be used five times per day. It is not meant for long distance flight: each activation lasts until the wearer lands or 4d4 rounds, whichever is shorter.

White Cloak

Instead of the normal black shadow, this *cloak* casts a brilliant white one. Anyone within 30' touched by the shadow must save versus spells or be

blinded for 1d6 rounds. The wearer is immune to this power. The eyes of those affected glow like candles for the duration of their blindness.

COMPLEX POTIONS AND OILS

These magical liquids come in two broad types. The first have effects determined by the user's race; for example, a dwarf and an elf drinking the same potion would experience two different results. Effects for the second type depend on the local environment's ambient energies; for example, drinking a potion during daylight would produce a different result than drinking the potion at night. For complex oils — which are applied, not drunk — only the environment matters. Unless otherwise specified, potions effects last the usual 1d6+6 turns and start working immediately after being applied or consumed.

GREEN LEAF POTION

These *potions* turn a drinker into some kind of vegetation appropriate to his location. Above ground, this means a shrub or patch of smaller plants; underground, a collection of mushrooms or some other kind of fungi; underwater, the drinker becomes kelp. The character cannot move, but can speak any languages he knows (i.e., he can still talk with the rest of his party), as well as with communicate with any natural or supernatural plants nearby.

LUNAR POTION

Phases of the moon determine how this *potion* affects the drinker. While the moon is full, the *potion* acts as a *potion of extra-healing*, though it must be entirely consumed to take effect (i.e., not in thirds). As the moon wanes, the liquid becomes a *potion of weakness* that drains 1d6 points of Strength for 1d4+4 turns, no save. During a new moon, the *potion* becomes a deadly toxin, killing those who fail to save

versus poison. A waxing moon turns the liquid into a *potion of strength*, providing the drinker with 1d6 points of STR for 1d4+4 turns.

There are two exceptions to this cycle: the blood moon and a blue moon. On the night of a blood moon, a character drinking the *lunar potion* becomes a werewolf for 1d4+4 hours, no save. During a blue moon, the character becomes a sprite or pixie (LL's call) for 1d4+4 hours, also with no save.

POTION OF SHAPESHIFTING

This *potion* turns the user into a common animal, the kind depending on her race. Consult the list below for details. The effect ends after 1d6+4 turns or when the drinker wants to resume her normal form.

Race	Animal
Human	Dog
Elf	Hawk
Dwarf	Bull
Gnome	Mole
Halfling	Field mouse
Half-elf	Fox
Half-orc/Orc	Wolf
Goblin/Kobold	Giant rat
Hobgoblins	Dire wolf
Ogre	Brown bear
(any other race is left up to the LL)	

Potion of the Sea and Sky

Drinking this *potion* provides a character with supernatural movement, either flight or swimming, depending on whether he moves above or below the waves. Underwater, the user can breath water and swim as fast as he can move on land. When he leaves the water, the character can fly twice as fast as his land movement rate. Swimmers on the surface are neither fish nor fowl, and get neither benefit until they leave the water or dive. The *potion's* effect lasts for one turn.

Potion of Survival

This liquid reacts to the outside air before being drunk, allowing the user to survive extremes of either heat or cold. In frigid climes the drinker is altered to resist cold attacks, but becomes vulnerable to heat. In hot areas, the reverse is true. With resistance, a successful save negates all temperature damage and a failed save inflicts only half damage. Otherwise, the *potion* provides immunity to mundane (natural) cold or heat; for example, the drinker could walk nude in the frozen northern wastes without getting frostbite, or on recently cooled lava without getting a blister. Being vulnerable means the character takes full damage with a successful save and double damage from a failed one. The *potion's* effect lasts 1d6+4 hours.

Ship in a Bottle

The name of this item is a play on words, for it's actually a rare magical oil that creates a permanent effect, not a miniature vessel. If the user pours it over small pieces of wood floating in water, the oil transforms them into a sailing ship capable of carrying 50 tons of cargo, passengers, or equipment (i.e., weapons). Emptying the flask onto dry land turns plants and soil into two horses and a cart that can hold 1000 pounds. Both transports are perfectly normal, as though built by hand, and last until de-stroyed. The style of ship or cart is determined when the oil is created.

EGGS

As the origin point of life, eggs are a preferred enchantment subject for those who specialize in life magic. These items tend to impart something to the user or consumer: knowledge, power, or strength are common benefits.

Egg of Energy

These small spheres are found in groups of three to six. They are not laid by a mystical bird, but molded from clay and enchanted. Anyone eating an *egg of energy* can move like the wind: for an hour multiply all movement rates by 10. This long burst of speed only affects movement, it does not increase the number of attacks per turn, alter the character's DEX, or improve her armor class.

The *egg* takes care of the character's increased caloric need, so she is not fatigued or hungry when the effect wears off. However, the egg does not address gross motor skills: if the character runs into something at speed, she takes falling damage based on her rate of movement for one round. Moving at 200' or more per round inflicts the maximum falling damage of 20d6. So try not to hit things.

Egg of Life

It may look much like an ostrich egg, but this enchanted clay item is completely inedible. When broken over an object weighing less than one ton, the *egg* bring the target to life. The animated object has human-level intelligence and can speak Common (and may be able to learn other languages at the LL's discretion). It can also move as though the recipient of an *animate object* spell. The object isn't controlled by the *egg* tosser, but it isn't initially hostile either: the LL should treat the object like any

sentient NPC. While an object does not die, it can be destroyed. Any animated object "killed" this way cannot be brought back to life.

Despite its name, the *egg* is not able to *resurrect* the dead. It can be used on a dead body, though. The corpse is given a new mind like any other object, but its flesh will continue to decay until only the moving bones are left. While it could be considered an animated zombie or skeleton (given how it will look), this being has a personality, intelligence, and will — very unlike those mindless undead it will resemble.

Egg of Rebirth

A creature hit with this small *egg* must save versus spells. Failure means the target is absorbed into the *egg*, and all his gear falls to the ground. After one day the creature hatches from the *egg*, *reincarnated* as per the spell's mechanics. While it is a newborn, and grows at a rate normal for the resulting race/species, the new creature retains the original character's adult mind, personality, memories, etc. The *egg* is usually thrown, and has a dagger's missile characteristics (see page 54 of the *Labyrinth Lord* core rules).

Egg of Strength

Eggs of strength only work on inanimate objects weighing less than one ton, not on larger objects or living things. Smearing an *egg* over something permanently triples the object's hit points. The *eggs* were intended to reinforce defensive works (e.g., doors, wall sections, etc.), but can also strengthen personal gear.

Egg of Wisdom

The secrets of making *eggs of wisdom* were lost long ago, so they are very rare items. Small enough to be eaten in a single gulp, each *egg* provides its consumer with the knowledge needed to craft a specific magic item. This means a *wand of lightning* or a *ring of protection*, for example, not all wands or all rings. If the magic item comes in portions or is an otherwise temporary item (e.g., potions, scrolls, or ointments), the eater can make 1d4+2 doses or items. For permanent items (including wands and other charged items), the formula fades from an eater's memory after she successfully creates one. What magical formulas may be hidden within these eggs, only the gods (and LLs) know for sure.

FANTASTIC FLORA
(Non-Monstrous Supernatural Plants)

Many of these plants are cultivated by people who prefer their vegetation a little less ornamental, and a little more dangerous. Unlike most magic items in this collection, magical flora are not usually created by an intelligent mind. They come about when plants grow in mystic locals (such as over ley lines or along the banks of enchanted streams) or in pits of alchemical pollution. Attempts to recreate these growing conditions in other places is possible, but usually very difficult, and thus expensive.

Black Aster

This bright blue flower is named for people's opinion of it, not its appearance. A weed like few others, even one can spell disaster for a farmer. The *aster* initially appears very beneficial, enriching the surrounding soil and doubling the growth rate of plants within 10 feet. However, this comes at a price: the seeds of those other plants are transformed into *black aster* seeds. Other than a few noxious beetles, most creatures consider the *aster* and its seeds inedible. Even if the weed is discovered and killed or removed, the enriched soil will continue altering seeds for the rest of the growing season: an unwelcome surprise for the following spring.

Camo Seed

Casting a *plant growth* spell one of these one-pound *seeds* triggers rapid growth; in 10 rounds the *seed* becomes a mass of vegetation large enough to engulf a medium-sized building. This hides structures from view, but traps those inside. To get out, the inhabitants must hack through the roots and vines. Inflicting 150 points of damage carves a hole large enough for an armored human to escape.

The plant continues to grow after its initial 10-round growth spurt, but at a rate similar to mundane vegetation. Five years after the *seed* germinates, the adult plant begins to produce 1d4 *camo seeds* per year. Although it grows for decades, and becomes enormous, the plant was designed not to harm the structure it protects and conceals; the trunks and branches interlock after a time, forming a woody skeleton or framework around and over the building.

The *seed* can be activated underground, but the lack of light (and possibly water) kills the plant within a few days. Also, because the plant is a surface variety, its camouflage purpose and ability are wasted in such an environment. But, it would be an excellent way of choking a tunnel, temporarily blocking any exit or pursuit.

Cess Weed

The result of alchemical pollution mixing with biological waste, this nasty creation appears to be a shrub between two and five feet tall, covered with awful smelling brownish-yellow leaves. But this is almost an illusion; *cess weed* is actually a brown liquid bound into a plant shape and the leaves are really contained mist. Any touch breaks the plant's fragile skin and sprays the unfortunate victim with noxious juices. This acts as a *stinking cloud* spell that lasts for 2d4 hours, or until the victim spends 30 minutes bathing with lye. Some people purposefully grow the plants around their property to mark intruders, allowing hounds and guards to find them easily.

Chaos Aloe

Although it does have medicinal properties, few healing shops stock this succulent because of its side effects. When applied to an acid burn, the *aloe* cures 2d4 points of damage. If a victim suffered multiple burns, each may be treated — but only one treatment per wound. Unfortunately, those healed (or even those simply touching the plant) are cursed for 2d4 weeks. Unless the curse is ended, any time victims are exposed to a curative spell, their wounds heal with an odd appearance. This could be scales for a human and human skin for a troglodyte, or anything the LL can envision. *Remove curse* ends the hex prematurely, but neither the spell nor the curse's natural end removes or restores the strangely-healed skin; that requires a *heal* spell.

Darkshade

This small species of nightshade is popular in some circles, because eating the purplish-blue berries allows a person to speak with the dead. There are some restrictions, however: the speaker must remain within five feet of the burial site and a conversation can last no more than an hour. Despite the latter constraint, the speaker can ask as many questions as she wants.

Although very beneficial, the berries must be used sparingly and infrequently. They are relatively toxic, inflicting 2d6 points of damage (save versus poison for half), but, worse, overuse can be deadly. A single spirit may be woken once per season without danger — if allowed sufficient rest. Waking it more often, or speaking to it for more than an hour... annoys... a spirit. Its features darken and the surrounding air crackles as the spirit transforms into a wraith. This takes one round, after which the undead tries to kill its persecutor before stalking other living creatures.

Those with dark intent can purposely raise wraiths this way, but this is a truly evil act, as the wraith can never turn back into a peaceful spirit. Given the newly-changed wraith's desire to target its antago-

nist, the malicious might send dupes to trigger the transformation. In this way, the berries' effect can also be used as a tool for indirect murder: the wraith hunts the person manipulated into waking it until the intended victim is dead or on another plane.

Desert Spike

This plant is made of sand compacted into the form of a barrel cactus. It doesn't have spines like normal cacti, but a spike emerges from its top. Other than its appearance, the *desert spike* is remarkable only when the wind speed reaches more than 30 miles per hour. Then the plant breaks up and blows away as a tiny, 10-foot diameter sand storm. Though it might seem cute or ineffectual, the storm does 1d8 points of damage to everything in its path. When the wind calms, the plant reforms over a few hours. Because of its behavior, scholars think *desert spike* is a transplant from the plane of earth.

Doll Plants

These plants are really a category, varied as real vegetation, ranging from fist-sized to dragon-sized, and may be monstrous or not, depending on the particular type. *Doll plants* are magical constructs made from things like cloth and stuffing, and look however the creator desires. Many can move and some have a smothering attack. Most are created to watch over children or to fill gardens where normal plants have little chance of survival.

Fading Willow

Although they are willows, these shrubs bear little resemblance to the weeping trees of poetry. They reach no more than 10' tall, but can be 20' in diameter. *Fading willows* grow upward in a dense thicket, with clumps of small, thin twigs sprouting from thicker branches. The twigs are what make

these plants (in)famous in their own right. They can be boiled into a tea that eases all pain and cures 4d6 points of damage. Unfortunately, this narcotic is extremely addictive: after just a single drink, the character must save versus poison or be forever drawn to the tea. To get another dose, addicts will do literally anything: lie, steal, kill, make pacts with outsiders. Consequently, their alignment turns to Chaotic Evil. Addicts who can't get any more will go insane, losing all rational thought until they receive a *heal* spell. *Fading willows* are rare because some people burn them on sight; others consume all the twigs, which also kills the plant.

Feather Moss

What appear to be collections of brightly-colored feathers hanging from the branches of large trees are really carnivorous plants that eat insects and other small animals. The seeds of these strange plants are equally odd: they're tiny birds that often look like sparrows or hummingbirds, though their specific appearance depends on the moss species. Shamans collect the feathers and use them to placate insect spirits.

False Shrub and Trees

Like *doll plants*, *false shrubs and trees* are a vast cat-

egory of different constructs, not a specific species. These plants can also be monstrous or not, depending on the whim and creativity of the LL. But unlike the dolls, these creations are Frankenstein-ian, made up of parts of other plants, not cloth and stuffing. They are built and animated by termite spirits, nature spirits that have gone mad and are slowly killing off the forests they call home. *False shrubs and trees* are dangerous for two reasons: the spirits animating them and the properties of the constructs' plant parts, which often include special attacks or abilities (envisioned or decided by the LL). Although the constructs are vulnerable to mundane weapons, fire, and spells that affect wood, destroying the plants does not harm the spirits within.

Fishing Cattail

Found in temperate and tropical waters, *fishing cattails* do just as their name indicates: they feed on fish as well as soil. The plants oxygenate the surrounding water even when it's very warm, which draws many kinds of fish, from carp to knifefish. Creatures swimming within five feet of a *cattail* stand are exposed to a *sleep* aura. Those failing to save versus spells fall asleep. Smaller creatures sink to the bottom, where they are quickly slain and buried by roots. Larger, wading creatures, such as humans and water buffalo, must also save, but if they fall asleep they take 3d6 points of damage per round from the roots. As the *sleep* aura only affects creatures in the water, communities often cultivate *cattails* despite the danger, planting them at water's edge or in drained patties where fish can be netted. The fish are still drawn to the oxygen-rich water in good numbers, but the fisherfolk are safe, provided they keep their wits about them and don't get too close to the plants.

Food Moss

Created to feed everyone, this plant is a disaster on a scale rarely seen throughout the planes. The *moss* can grow almost everywhere: underwater, on ice, in the driest deserts, on mountain tops, on clothing being worn by vampires. Only magical wastelands, specially-treated surfaces, and lava kill the spores on contact. While the *moss* might seem a cure for famine (as it can be consumed by anything that eats solids, from normal beetles to rust monsters to ghouls), it can smother the landscape. It also allows animal, monster, and humanoid populations to explode; and, because of their much slower reproductive rates, intelligent beings are often pushed to extinction. Worlds found with *food moss* are usually interdicted by common agreement, as planar and interplanetary travelers have no desire to bring this plant home.

Gut Vine

This small plant has a two-part lifecycle: inside and outside. The former begins after the seeds are ingested, when the plant starts growing in the creature's gut, acting like a tapeworm and slowly starving its host. No actual damage is done, the host just feels very strange. After two months the plant expels itself. This causes some minor damage (1d6 points), and a lot of embarrassment for intelligent creatures. While inside, the plant adapts to the host's chemistry: thereafter it's noxious to the species and gains immunity to any special attacks the species might have. For example, if a cow hosted the plant, the bovine would not approach (much less eat) any vine that grew inside its gut. If hosted by a dragon, the plant would be immune to the beast's breath weapon and all similar attacks. The larger the host and the more food consumed, the larger the resulting *gut vine* will be; this could be anywhere from a few feet long, to more than 20 yards in the case of older dragons. After a few years living outside a host, the *vines* produce yellow flowers and set fruit that smells irresistible to all creatures — except the previous host species. Any creature venturing within 100 feet must save versus poison or be compelled to consume one, and only one, piece of fruit.

Hippo's Footprint

Although aquatic, this non-corrosive blue slime gets its name and foul reputation from its time on land. The slime sticks to surfaces when under pressure, so after hippos and other heavy, water-loving creatures step on it, they carry it ashore at feeding time and leave it behind in their footprints. This is how the slime's one truly noxious trait becomes apparent: it dies after 1d8 hours out of water and decomposes, releasing a stench more powerful than anything natural. Any creature venturing within 25 feet of a pile one pound or larger must save versus poison or pass out for 1d4 hours. Even those that save are weakened while they remain in the scent cloud and for 2d4 rounds after they leave. This weakness cuts the victim's movement rate in half and inflicts a -4 penalty to attack rolls. Hippos and other slime carriers are immune to the stench. Those with the will and desire can also acclimate themselves to the smell, but only after a year's worth of exposure.

Horse Apple

One of the most popular druidic creations, these trees produce *apples* that are very beneficial to horses and other equines. Eating one cures 1d8 points of damage and *hastes* the horse for an hour without any negative side effects. The healing properties function for every *apple* eaten, but the *haste* will only work every six hours, no matter how many *apples* the horse eats. Should something other than a horse eat an *apple*, it receives the same healing and *hasted* effects — but it also turns into a horse for 3d4 days per *apple* consumed (e.g., two *apples* means spending 6d4 days as a horse). There is no save against this transformation, and the only way to break the curse is with a *wish* spell.

Iron Violet

Created to remediate alchemically-polluted soil, these rapidly-blooming plants eventually escaped

into the wild, where they are now a serious hazard to people and wildlife across huge swaths of land. Though lovely, *iron violets* are sharp as blades: stepping on one inflicts 1d6 points of damage, while falling on a patch does 3d4 damage to the unlucky, clumsy, or pushed.

Their name indicates the plants might be tough as iron, but they aren't actually ferrous and can't be 'mined'. The *violets* can also be very delicate: if cut, they die and rot within an hour. Successful harvesting requires digging them up, roots and all. But, even if the planter has a truly black thumb, new plants will mature from seeds in just a few weeks. Some growers use the plants as aesthetically-pleasing protection against monsters and bandits, while others sow them in enemy pastures. Though, the latter tactic can be a self-defeating act, for within a few years wind-blown seeds will often bloom in the perpetrators' own fields.

If the *violets* are used as designed, planted in soil contaminated with alchemical reagents, they usually convert the toxins into a harmless gas. However, if the reagents were powerful enough, the gas produced might cause *sleep* or act as a poison. As this process may take months or even decades to complete (depending on the amount of pollution in the soil), the immediate surroundings and those areas downwind could be hazardous for some time.

Orc Pipe

The shape of these small, translucent red plants — with a straight, upright stalk and downward curving bell — resembles a clay pipe with an ornately carved bowl, its mouthpiece set into the earth. Reportedly discovered near orcish encampments during the Second Goblin Wars, the plants are only found where a creature was recently buried. A picked plant can be smoked like a real pipe, and, for 24 hours after, the user gains one of the dead creature's racial traits (e.g., the elven ability to spot secret doors). If the deceased had no racial traits, then the smoker

receives an important memory from the dead, the particulars decided by the Labyrinth Lord. This effect only works once per *pipe*, which must be smoked within a week of harvesting or it will wilt and become useless.

Phantom Ashberry

This small shrub is transparent except for its roots and branch tips, which are a translucent green. It has no leaves for photosynthesis, so it must feed once per week on a creature rabbit-sized or larger. The *ashberry* isn't particular and will eat anything that touches it. Striking or brushing against the plant activates glands in the branches, which release an acid that inflicts 4d4 points of damage per round. The plant produces the eponymous berries during the early fall. When ripe, the fruit self-ignites, with the resulting ash carrying seeds away on the wind.

Ripple Rose

Like the legendary (infamous) *ring of mood revelation*, the flowers of this plant shift through hues and variegated patterns of red, yellow, and orange in response to emotions. However, unlike the ring, which only responds to one person, this plant can sense the emotions of everyone within 60 feet. *Ripple roses*, like normal roses, have thorns, but these are envenomed with a variable potency toxin. The poison's effectiveness also depends on the surrounding mood(s), and is opposite what one might expect: the poison is most lethal around love and more benign when exposed to melancholy. In fact, the *roses* cannot kill those suffering the deepest depressions. It's thought a trickster god created the plant as a punishment for those who take the symbolism of roses too far (e.g., troubadours, bad poets, and other purveyors of linguistic effluent).

Shadow Fingers

Innocuous little plants that look like small clubs

or stubby fingers with four leaves, these natives from the plane of shadow increase or decrease illumination levels until they are optimum for producing shadows. The plants dim bright light until small creatures and fungi that are normally only found underground can survive on surface meadows. In complete darkness, shadow fingers produce illumination equivalent to flickering candlelight. Both effects have a 5-foot radius.

Speckled Club

This heavy mushroom is three to five feet tall, weighs between four and ten pounds, and grows in dark forests, often near goblin encampments. When left to itself, the mushroom's spores are few and don't bother anything. But goblins are fond of using the fungus as clubs, because hitting something dramatically increases the number of spores released. The spore cloud is so dense that, in addition to taking normal club damage, those struck must also save versus poison or be *confused* (as per the spell) for 1d4 rounds. Even though they are immune to the 'amusing' side effect, goblins of all ages still enjoy whacking one another with the mushrooms. Rumor has it the fungus was originally developed by an alchemist of mixed goblin and human heritage, to provide his goblin slave soldiers with a weapon others couldn't easily use against him. But, it has since spread into the wild.

Star of Order

Arrivals from the Lawful planes, these flowers look like daisies made of crystal. They emit a 10' diameter aura that keeps chaos at bay and enforces order. This works as a *protection from evil* spell affecting only Chaotic creatures, not evil ones. Neutral creatures feel uneasy within the aura, suffering a -4 penalty to attack or any other actions. The aura makes Lawful creatures feel at peace, granting them a +2 bonus to attack or any other actions.

Torch Lily

Like the candle that burns brightly and briefly, these lovely plants glow with the brightness of a torch, and bloom for but a single week in early spring. They are found in light woodlands, grown by elves to feed spring moths, which the elves use as messengers. The lilies can be transplanted safely, which is fortunate for hunters and collectors: the flower's rarity and beauty commands about 50 gold pieces each when sold to wealthy land owners and urban nobility.

FOCUSING ITEMS

Although the concept has been around for years, introduced back in the mid-1980s by writer John M. Maxstadt, focusing items haven't received much attention from the various OSR games, so the idea might be unfamiliar. Simply put, these items convert magic: the owner or wielder casts one spell into an item to generate another spell or effect. The spell cast has no effect other than powering the focusing item. Until activated by a powering spell, the item itself could be considered mundane: it has no charges and usually has no intrinsic abilities, other than serving as a conduit.

Because this might seem an odd use of magic, consider as an example the novice mage with access to few spells per day. Outside of a fight, memorizing *magic missile* is a waste of time and mental resources better spent detecting magical treasure or having an *unseen servant* fetch a frosty one. However, when that orc steps around the corner, sword raised, you don't need *read languages* to decipher the evil glint in his eye, and having that *magic missile* in mind starts to seem mighty appealing. A focusing item, like a *wand of missiling*, allows the user to have his tankard and shoot hot flaming death, too, by transforming a non-combat spell into a combat spell, if needed. Or vice versa, depending on the item. The mage need not spend valuable spell slots memorizing magics that might otherwise go to waste.

or all items could have the ability to be filled with magic at the caster's convenience and their effect discharged when needed.)

The concept behind this category is very flexible and open to creative uses. Some of the items described follow the theme of "give the monsters an even break." For example, items like the *wraith helm* allow the bad guys to convert their innate magic into a wider range of abilities. Other, rare, focus items enhance caster level, range, damage, or other variables. In other words, this idea allowed d20 metamagic rods almost 15 years before d20 was released. The examples below are my creations, and differ somewhat from Mr. Maxstadt's concept, expanding upon his ideas by introducing things like locations, monster items, and vehicles. Labyrinth Lords are encouraged to see this section as a springboard for their own creativity.

Amulet of the Clouds

A divine gift that acts as a key, the *amulet* permits its bearer to enter the cloud fortresses where angels gather. To activate it, a 4th level clerical spell must be cast into the *amulet*, but the spell can be provided/cast by anyone, not just the wearer. This allows non-casters entrance, as each person must have a powered *amulet*. *Amulet*-bearers should note, this item only provides entrance, not access — first, the characters have to find a fortress and then have some way of flying up to it.

Basilisk Goggles

These unusual bits of monster gear were originally developed by a mage who like the idea of having guard basilisks for her property, but didn't want to live in a statue garden. A set of *goggles* fits over the monster's eyes, absorbing and transforming its gaze attack into a spell up to 5th level, which is specified when the *goggles* are created. They can be used once per turn. Basilisks are acclimated to the

Focusing objects have a few requirements/restrictions. The powering spell, the one cast into the item, must be of a level equal to or greater than the resulting spell. If an item requires a 9th level spell, three 3rd-level spells are not sufficient; allowing this would create a set of game-breaking items, and give weak casters powers far beyond them. (There are exceptions, such as the *druid menhir*, but this is a location as well as an item, and the power required takes time to build up.) The powering spell must also be of the appropriate class list: e.g., illusionists cannot cast into clerical spell items — unless the LL decides to allow it. Many entries in this section don't list a power/effect duration for their items; these remain active for 3 turns per caster level. (*As an editorial aside*: these devices were envisioned to disperse their effects immediately upon activation, not to hold or save the effect. If the LL wishes, some

eyewear while still young; older monsters tend to hate wearing *goggles* if not trained to them early and shred the unfamiliar securing straps with their claws. An un-*goggled* basilisk can be a nasty surprise for the unsuspecting owner.

Beast Spike

In order to work, this foot-long iron *spike* must be driven into soil and activated by a magic-user spell of 3rd level or higher. The surrounding earth then turns into a monster. Any beast created depends on the level of spell used to power the *spike*; for example, a 3rd level spell corresponds to *summon monster I*, while a 5th level spell would bring forth a creature according to *summon monster III*. The *beast spike* effect differs a little from the series of summoning spells: the created monster carries the *spike* within its body as a material component, and the duration of its stay is twice that of the equivalent spell. Should the *spike* be destroyed, the monster turns back into dirt.

Bracers of Redemption

Only clerics may use these miraculous armguards, which are possibly the ultimate form of conversion. When the *bracers* are empowered by a 6th level spell and touched to a dead Chaotic (or Evil) monster or character, the recipient must save versus spells or be reincarnated as a Lawful (or Good) character. For clerics of darker gods, there are matching items, *bracers of corruption*, providing the opposite conversion.

Cart of Speed

Rolling down the road in the *cart of speed* will earn you a great many stares. The vehicle needs no draft animal to pull it along, only enough spell slots to make your destination, and hands strong enough to hold on. When a spell is expended, the *cart* moves according to the caster's wishes for up to two hours. After this, the caster can add more spells to maintain the movement or simply let vehicle slow down and stop

on its own. For each spell level used, the movement rate is 90' (30'). The *cart* can seat eight people comfortably and has a maximum weight limit of 1,500 pounds. There are no terrain restrictions, though rough ground might throw unprepared passengers for a flight, especially if the *cart* is going at speed, and LLs might not want to permit open water crossings.

Dark Gill

The brain-child of a mage with sticky fingers, questionable morals, and excellent swimming skills, the *dark gill* is a silver torc set with a large storm-blue gemstone. When empowered by a 6th level mage spell, the item allows magic-users to cast *raise/lower water*; a 3rd level spell permits *water breathing*. Legend has it that the *dark gill*'s creator would flood a town or city, then wander through the submerged streets and buildings stealing what he wanted. Apparently, he came to a well-deserved, and ironic, end after being bitten by highly venomous water snake.

Doppelganger Gauntlets

Despite the name, this hand-wear can be used by any shapeshifter, not just doppelgangers. The *gauntlets* come in many shapes and sizes, each pair customized for the wearer's species, and all can change shape with the character's transformations. In exchange for being able to cast a specific spell of up to 4th level (designated at creation), the shapechanger immediately resumes his natural shape and loses the ability to change form for one hour. Note that because lycanthropes are considered monsters, the animal shape is their natural form. The spell usage cannot be accumulated by avoiding shapeshifting for long periods of time.

Dragonsteel Armor

Created by dragons for dragons, these suits of armor fit around a dragon's torso without affecting its limbs or its movement rates. The armor provides no AC bonus, but does allow the dragon to convert

its breath weapon into an aura surrounding itself. This energy field extends out from the dragon's body five feet per age level and inflicts one-half the damage normally done by its breath weapon. A successful save versus breath attacks reduces the damage by half again (i.e., one-quarter normal breath weapon damage). *Dragonsteel armor* may be worn together with *dragonsteel bracers* (see below), but the effects cannot combined: power from the dragon's breath weapon must be directed through one item or the other.

Dragonsteel Bracers

Another item for dragons, and a nasty surprise for high-powered dragon slayers, these massive forelimb guards allow a dragon to convert its breath weapon into an irresistible form of energy. The altered power can punch straight through immunities and resistances: a red dragon wearing the bracers could easily cremate creatures as powerful as lesser devils. Even magic items that normally lower damage or give some kind of immunity (e.g., a *ring of fire resistance*) provide no protection. Targets do get a save versus dragon breath for half damage. Unfortunately, after using this power the dragon cannot use its breath weapon for another turn (and usually long after a normal combat has concluded).

Druid Menhir

More than 15 feet tall and 8 feet thick, this standing stone is unusual for a focus item. It converts druid spells of equal/appropriate levels into *heat metal* (2nd level), *plant growth* (3rd level), *control winds* (5th level), *control weather* (6th level), *reincarnate* (7th level), and *control weather [greater]* (7th level) spells. If 15 levels of druid spells are cast into the menhir, the *heat metal* spell can be empowered, giving it a 50 mile range and a 500' radius of effect. If LLs want some really impressive magic in the hands of druids, they could allow multiple *menhir* to be used in conjunction, a fantasy Stonehenge of magical proportions. But LLs would need to create versions of the empowered stones to suit their particular campaigns and settings.

Glass Eye of the Basilisk

The *eye* is a very rare item indeed. Not only does its crafting require an actual basilisk eye, the *glass eye* must be implanted into a living or undead creature's eye socket, and it must be powered by an 8th level spell. But it is also very powerful when triggered, able to generate a *flesh to stone* gaze attack for one hour. Because it is glass, rather than a transplanted biological organ, the *eye* does not rot in the host's skull or induce transplant rejection.

Hammer of Construction

This tool converts 5th level magic-user spells into *wall of stone* and *fabricate* spells. Exploring parties can use the *hammer* to redesign dungeons or buildings to their advantage, by adding bridges, doors, walls, etc. to the terrain.

Idol of Protection

Empowering this statue of divinity with eight or more levels of cleric spells animates the *idol* as a stone golem tasked with protecting the faithful. For every 4 levels of spells beyond the triggering eight, the golem's hit dice increase by five. Casters should note that their god controls the golem, and the total number of hit dice must be calculated during the triggering process (i.e., the casters cannot add more hit dice after the golem animates). The golem stays active for three turns per caster level, a duration determined using only the most powerful caster's level.

Orb of Hellfire

Not only do big things come in little packages, so do nasty things. When three magic-users fuel this 6-inch diameter solid ruby sphere with two 7th level spells and one 9th level spell, they release a *delayed blast fireball* and *meteor swarm* combination with double the normal ranges. Casters should note the fueling spells must all be cast in the same round.

Orb of the Death Storm

This focus item is slightly different from others in this section, as there is no corresponding spell for its effect. The *orb* is a 10-inch diameter obsidian sphere streaked with dark crimson spatters, which is powered by an 8th level spell. It produces violent, horrific, eight-hour long storms: blood rains down, corrupted and gory organs fall from the sky, and the wind tears at characters with clouds of bone flechettes, doing 1d6 points of damage per round of exposure (save versus paralysis for half damage). The storms center on the *orb*, moving with the wielder, and have a radius of one mile per caster level. Every turn they are caught within the torrent, characters must save versus death or contract a disease chosen by the caster. Each storm carries only one disease.

Pool of the Stars

Another unusual focus item, this rock-lined location is 10' across and 3' deep. When starlight illuminates the water and the *pool* is triggered with an 8th level spell, it reveals the most dangerous encounter that will (or might) affect the caster within the next 8 hours. It also allows one failed save (of the player's choice) to automatically become successful during the same period of time.

Rings of Creation

Only illusionists may use these *rings*, which permit the caster to convert 4th level spells into a *minor creation* and 5th level spells into a *major creation*. A few *rings of creation* allow the illusionist to cast *simulacrum* at the cost of a 7th level spell, but the resulting creature lasts for only 2d4 weeks.

Rust Monster Collar

These stone and leather neckbands transform the monster's rusting attack into a spell chosen during construction. The magic can be up to 3rd level and may be used once per hour. Because some opponents might not be affected by a particular spell, many *collars* can drop off when the correct command word is spoken, allowing the monster to rust as normal. The limited spell use often prompts casters to keep packs of the creatures with different spells built into each *collar*. With proper training, the rust monsters can make interesting, if slightly clumsy pets.
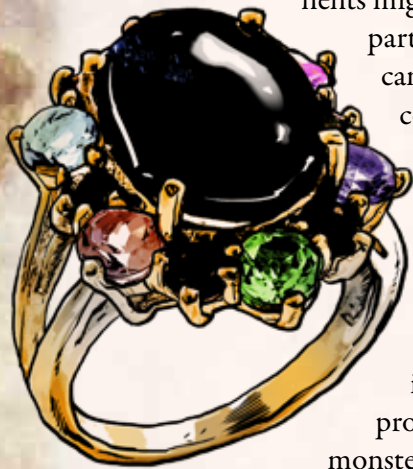
Slab of Redemption

Found in temples to good gods, this massive stone table converts a 6th level cleric spell into an unusual effect. When a person or creature, dead less than 8 hours, is laid upon the *slab*, its alignment changes to the god's and its soul thereafter serves the god. There are several possibilities of how the dead character's story continues. Depending on the deity's wishes, the dead may stay dead, with their spirits becoming minor servants on the material plane; or, they might become undead; or, some lucky few might be *resurrected*. As there are no rules for spirits in *Labyrinth Lord*, how this concept works in a particular campaign is purely up to the LL. Also note, there are equivalent *slabs of corruption* in some evil temples.

Solar Orb

Although they are created by clerics, these items are one of the really rare foci that may be used by any good or neutral spell caster — including rangers and paladins. An *orb* is activated by casting 10 levels of spells into it, which causes blinding sunlight to blast forth in a 500' radius. All undead weaker than liches are immediately and permanently destroyed; liches take 6d6 damage. There is no save against this effect; however, it is only line of sight, so any undead in the shadow of an obstacle are unaffected.

Spider Leather Armor

This set of leather armor appears normal, except for the 4-inch long stylized spider legs on the cuirass. When empowered by a 5th level magic-user spell the wearer gains both a *strength* and a *spider climb* spells for one hour per caster level, and the legs grow to 4' long.

Staff of Life

Created jointly by clerics and mages, these *staves* allow magic-users to heal. For every spell level cast into a *staff*, it can cure 1d4 points of damage suffered by any creature touched. If a 6th or higher level spell is used, the patient can be cured of disease or have a lost sense restored. This latter effect is similar to *regeneration* for a physical loss or *dispel magic* for magical blindness/deafness; see *blindness* on page 49 of the *AEC* for more details.

Vine Gate

A living archway created and used solely by druids, this plant is powered by a 7th level spell. It opens a portal to a vegetation-dominated plane, which holds all species of plants in existence. An herbalist can find anything they want or need there. The *gate* remains open for four hours per spell, but can be reopened from both sides, so long as the traveller or a friend can cast the required 7th level druid spell.

Warrior Amulet

A magic-user or illusionist wearing one of these *amulets* can temporarily enchant items worn by allied fighters, paladins, and rangers within 100'. Compared to other items in this category, this template is rather fluid and requires a bit more LL input to work properly. The triggering spell varies by the effect produced by a specific *amulet*, but the suggested minimum spell level is 5th. Also, the triggering spell should relate to the resulting enchantment: for example, a fire spell could enchant a *flaming mace* or a fire-resistant suit of leather armor. The enchantment lasts between one turn and one day, depending on the spell used and the target item's enhancement. The LL (and the player) must determine how effective the spell is (bonus strength, powers, etc.) and whether the enchanted item has any limitations or weaknesses. The LL must also decide if the *amulet* can simultaneously enchant several items carried by different characters within range, or only one item per triggering spell.

Wraith Helm

Incorporeal undead such as wraiths cannot touch the world they inhabit, cursed to only watch their surroundings until destroyed. By wearing one of these eerily beautiful, gold-chased silver helms, a bodiless undead can make itself corporeal for five turns. Unlike other focusing items, a *wraith helm* draws its power not *from* the wearer, but *through* it, by taking over the undead's life-draining attack.

When a monster first dons the *helm*, a single blast of negative energy rips 2d4 levels from all living things within 100'. Because the blast affects everything nearby, even those creatures just underground, a circle of death forms, and comes to resemble a snowless winter landscape. Those victims who make their saving throw versus death lose only one level. Any characters killed by this attack (reduced to level 0 or below) become wraiths within 2d4 rounds, controlled by the *helm*-wearer. Destroying or *blessing* the bodies before the spirits rise prevents this trans-

formation. Should this fail to happen, the created wraiths remain in existence until destroyed; they do not disappear when the original undead returns to its incorporeal state after five turns. If the wearer removes the *helm*, the wraiths become free-willed, but may ally with their creator if treated well.

Following the initial blast attack, the borderland creature is relatively helpless, aside from any wraiths created: for the five turns of being solid, the creature cannot use its normal draining power. The energy blast from the *wraith helm* can lay waste to battalions, but the creature itself was so warped mentally by the transformation to un-death, that it lost any ability to use weapons. However, it can touch things and interact with the material world. While solid, the creature keeps the same stats as its incorporeal form, but has an AC of 8 and loses its resistance to normal and silver weapons. Should the creature be "killed" while in this liminal state, it is permanently destroyed.

FUELED MAGIC ITEMS

Magic items are often assumed to be self-powered, impregnated with the required mystical energy when created. But some require sacrifice by the user, not the maker, to perform their intended miracles. This might seem unusual, but consider those systems based on mana use or blood offerings, or remember the toll a certain "singular" gold ring exacted from its bearer.

Using fueled magic items

involves a cost, some kind of external power; this could be energy draw from the environment, ley lines, the inherent abilities and qualities of the wielder, or some combination desired by the LL. The drain might be temporary and easily recovered for minor items, or cause the permanent scarring of land or body for greater objects.

Items in this category should be considered examples of templates applied to items, rather than unique items. For example, the "Lightning" descriptor could easily be added to helms, gauntlets, belts, etc., not just full suits of armor. And, unless stated otherwise, the enhancements remain active for one hour per drain/charge/power-up.

Brand of Pain

For those willing to suffer its touch, this branding iron allows a user to increase his physical abilities. Each sear gives a permanent +3 bonus to one physical attribute (i.e., STR, CON, DEX), but also causes the character to lose one point of Charisma and one point of another physical attribute. For the power to work, the scar must be visible; healing the scar with magic also removes the benefit.

Cleaving Axe

A *cleaving* weapon normally has a +1 enchantment, but this can be enhanced if the wielder donates some of her Strength score. For every two points of STR given, the *axe* gains an additional +1 bonus (to a maximum of +4 total) on both attack and damage rolls. While this might seem like a zero-sum bonus (STR bonus goes down while magical bonus goes up), these weapons are useful when striking some kinds of magical barriers and creatures immune to weapons with weak magical enchantments. The one point of drained STR returns per hour following the activation period.

Cloak of Morphing

Considered cursed by most, this item allows the wearer to cast *alter self* freely — but at a cost of body parts. For each use the *cloak* consumes, in order, single fingers until all are gone, then individual toes, then a facial feature (four of those), and lastly an internal organ; after 1d4 of these are taken, the character dies. The spell lasts for eight hours per transformation. The taken parts can be restored with a *regeneration* spell.

Crown of Hatred

Potent, and potentially dangerous, the *crown of hatred* may only be worn by royalty. By activating it, the wearer becomes immune to spells for one day. The *crown* may be used at will, but every time the item is triggered it consumes and destroys social ties,

warping the underlying emotions: one person close to the ruler has a Hostile reaction to the king or queen thereafter. This effect is permanent, and the rift cannot be altered by time or repaired by action.

EARTHQUAKE MAUL

By striking the ground with this warhammer, the wielder can (once per day) cause an *earthquake*, as per the clerical spell. For determining effects, the caster level is equivalent to the wielder's level. Unleashing this power saps the user, reducing her STR by 4 points and her movement by half, until she rests for six hours.

GHOST HUNTER'S AMULET

The *amulet* comes in very handy when dealing with undead that cause premature aging (e.g., ghosts). It protects against this effect, but drains the wearer's body in another way, inducing a -6 penalty to saves versus disease while it is activated.

HALFLING PIPE

Useful only to the little people, the *pipe* creates trap-revealing smoke. If any trap is within 30', the smoke is drawn to it, hanging about the area(s) for 3d6 rounds. Every time the *pipe* is used the halfling's saves are reduced to those of a magic-user for one hour.

HELM OF INSIGHT

A truly dangerous bit of headgear, the helm provides its wearer with the power of *true sight*, in exchange for an hour's worth of memories. The exact mechanics involved and the penalties inflicted are left to the LL, but this may or may not include a loss of experience points. Unlike most other items in this category, the *helm's* drain is one of the few that are permanent: the memories do not come back.

LIGHTNING ARMOR

This +1 item must be made of metal. Striking the wearer with electricity does not affect the character, but it does temporarily make the *armor's* magical bonus more powerful. For magical electrical attacks the AC bonus is +1 for every five caster levels (round down), with a maximum total of +4 (i.e., the original +1, and up to an additional +3). However, a natural lightning strike, including those summoned by some druidic spells, increases the *armor's* total bonus to +5. If the LL wants, the *armor's* normal enchantment bonus could be +2, or higher.

PLATE MAIL OF THE LEGION

By absorbing other sets of armor willingly given to its owner, this *mail* becomes stronger. The *plate mail of the legion* gains a 1-point AC bonus for every 5 sets of mundane mail weaker than plate (chain, scale, etc.), or 2 sets of plate. Any magical armor absorbed gives its full bonus to the *mail*, to a maximum of AC -10. After 24 hours, the *plate mail* loses all bonuses gained. There are a few restrictions to the effect: gifted armor must be metal (no leather, padded, etc.)

and must be complete — 10 helmets or shields do not equal a suit of armor. The sets of consumed armor are gone forever.

Spell Shield

This dwarven creation works only for characters of this race, protecting its bearer from the effects of 1st and 2nd level spells. The price is the user's dwarven traits: so long as she holds the shield, the dwarf gains no benefits from her race — losing *infravision*, the ability to detect slopes and depth, bonuses to saves, etc.

Thyrsus of Strength

Created by high priests, usually in the name of their particular god, this item may be used only by fighters, rangers, and paladins. The power is released by setting the staff on fire, which burns brightly and fiercely for one round, totally consuming the wood. The staff's magic then transforms one weapon into another — with all enchantments intact. For example, a user holding a *+4 flail* really needs something with range; the *thyrsus* could turn the melee weapon into a *+4 crossbow*. If the weapon were a *mace of disruption* it could be turned into a *broadsword of disruption*. While changing a weapon the *thyrsus* can also enhance it, drawing power from the wielder's abilities. For each additional +1 bonus to hit/damage or special power the wielder wants, he loses a point from both Wisdom and Charisma. The *thyrsus* transformation lasts for an hour and then the altered weapon turns to dust. The lost ability points return at a rate of one per day.

Tree Bow

Getting full use of the *bow's* power drains an archer and slows him down. For every 10' of movement rate he gives up, the *bow's* range doubles for a turn. The weapon gets its name from the stiffness an archer feels after firing it.

Unbreakable Staff

Unpowered, the *staff* appears mundane, durable as any normal weapon and having no bonuses. When the wielder speaks a command word, his wealth decreases while the *staff* becomes more powerful and unbreakable. For every 500 gold pieces (or equivalent value in items) given up, the staff gains +1 bonuses to hit and to damage, up to a maximum of +4. The financial loss may be coins or objects that devalue, degrade, or disintegrate. The wealth drained must be on the wielder's person, or the command word does nothing. Unlike the losses suffered using other items in this section, the lost money is gone.

Warrior Bracers

These arm guards function only for magic-users and illusionists. For every four levels of spells (e.g., four *magic missiles,* or one *fireball* and one *sleep*) the wearer casts into them, the *bracers* temporarily provide one point of Strength, Constitution, *and* Dexterity, to a maximum of six extra points in each ability. Spells used to power the item can be rememorized normally and the ability points are lost after eight hours. If the LL feels the ability bump is too generous, he is free to change it.

GREATER STAVES

Unlike most magic items, which have a single effect or launch a single kind of spell, *greater staves* can combine spells they hold. This provides an incredible advantage — being able to cast spells otherwise impossible. For example, in older editions of "the game *Labyrinth Lord* is based on," spellcasters could create new spells by weaving together existing magics. The resulting incantation had a level equal to the original spells' levels combined, plus one: e.g., linking 3rd and 5th level spells created a 9th level spell, the maximum allowed for a magic-user. *Greater staves* allow combinations that exceed 9th. When a spellcaster chooses to do this, the spells trigger at the same time and must have the same target. Also, the energy cost for combining spells increases rapidly: using two spells doubles the number of charges used, three spells triples the cost, etc.

Staff of Creation [MU]

A *6'* length of ironwood, inscribed with an upright hammer crossed by lighting bolts, this item allows the wielder to make or modify items. The *staff* casts *fabricate*, *plant growth*, *wall of ice*, *wall of iron*, *wall of stone*, and a 7th level version of *polymorph any object* that functions only on non-living things. Usually, the wielder creates some kind of *wall* modified with *fabricate* or *polymorph any object*. For example, the mage casts *wall of iron* and *fabricate* in the same round. What appears is an iron object with a mass the caster desires, and the LL allows; this could be stairs, a portcullis, a statue, a mirror, weapons and armor, etc. In melee, the *staff of creation* strikes as a *+2 staff*. For charges, consult the *Labyrinth Lord* core rules.

Staff of Vengeance [C]

When a cleric of the appropriate alignment first lifts a *staff of vengeance*, the wood feels warm to her touch and blood roars in her ears; both sensations subside after a moment. Created by the faithful to destroy those who would defile temples or holy sites,

these *staves* cast *blade barrier*, *flame strike*, *insect plague*, and *destruction* (reversed *resurrection*). *Note*: the last does not weaken the cleric as though she had cast the spell herself. In combat, the cleric often segregates or traps targets with a *blade barrier* and destroys them using spells that target their greatest vulnerability: some monsters might be immune to fire, but tormented by insects. Unlike most staves, these are easily recharged by taking them to a temple. Once there, all that is needed is time and prayer: a week brings a *staff* to its full complement of 30 charges. In melee, the *staff of vengeance* strikes as a *+4 staff*.

HOMUNCULUS ITEMS

Among the oldest types of biotheurgy in gaming, homunculi are one of the most useful minor constructs, a limb that can be used at a distance, one with wings and venom. Yet, like most creations, homunculi can be improved. Instead of altering the creation formula, some casters give their little minions magic items, so the given powers can be used again if the extra limb with wings dies an early death.

A homunculus may wear any of the items described below, but only one at a time, unless the LL permits otherwise. Putting an item on a homunculus, or removing it, takes two rounds. As long as the item is worn, the effect can be used at will, once per round.

Bracers

These tiny wrist guards allow a homunculus to use *telekinesis* with a range of 10'. Unlike the spell, a homunculus can only lift five pounds with this power.

Chrome Collar

A homunculus wearing this *collar* is surrounded by an illusion. The projected image is chosen by the master and may be altered once per round. For any restrictions or more information on the illusion, consult the 6th level illusionist spell *permanent spectral force*.

Copper Collar

This *collar* gives the homunculus a fiery breath weapon. The cone is 10' long, 3' wide, and does 1d4 points of damage. Anyone in the area of effect can save versus breath attacks for half damage.

Gold Collar

The rarest and most powerful of the *collars* gives its wearer a 4-point AC bonus and a +2 bonus to its bite damage. The homunculus' venom is also more potent, with bite victims suffering a 2-point penalty to their poison saving throws.

Lead Collar

Normally, the venom from a homunculus' bite puts its victims to sleep. The *collar* changes this to a *bestow curse* effect, which is selected when the *collar* is created. Bite victims can make a save (as per the spell) to avoid being cursed.

Leggings

While wearing these cloth *leggings* shot with silver and gold threads, the homunculus may move through soil and rock as if it were an earth elemental. The creature uses its walking movement rate and does not leave a tunnel or broken earth behind. The *leggings* do not allow the homunculus to pass through worked metal.

Mask

More of a face guard than a true mask, this item allows the homunculus to scent like the finest bloodhound. The creature can track as a ranger, but with a base of 100%. This effect has a range of 50' (e.g., the homunculus can smell the orc archer standing 45' away), and the creature is surprised by odoriferous things only by rolling a 1 on a d12.

Nickel Collar

Wearing this *collar* allows the homunculus to turn itself to stone, without dying, for up to eight hours per day. In stone form the creature is immune to all magic and attacks except those specifically targeting minerals. The petrified homunculus is also able to ignore the bond range with its master while in this form. But, if the eight hour time limit expires with the master out of range, the homunculus is going to freak out and immediately try to find its mage.

Silver Collar

This *collar* increases the range of the homunculus to master bond to one mile.

Tin Collar

A homunculus wearing this *collar* gains a touch attack that turns iron and steel into tin. Armor and weapons are rendered useless and other items may break if used normally. The object touched can weigh no more than 500 pounds, and the effect lasts for 1d4+4 rounds. A save versus spells prevents the transformation.

Vest

While wearing a *vest* the homunculus can transform into an animal of approximately equal mass. This includes anything the LL defines as an animal, including birds, insects, and fish. The shape can be held indefinitely and switched at will, once per round. The homunculus gains any natural attacks, AC, movement, and other characteristics of the animal, but does not get any supernatural powers or anything that depends on an outside source, such as the disease spread by rats and giant rats.

IOUN STONES

First described in one of the *Dying Earth* stories, *ioun stones* have become a fixture in fantasy gaming. Not truly rocks, *ioun stones* are congealed or solidified magic: bits of magical beings, stars, or dreams come to the physical world. They orbit their user's head, providing an interesting visual display and making him look more impressive or dangerous to a superstitious viewer.

BLOOD RED SPHERE IOUN STONE

Only the very strongest wizards possess the power, and perhaps ruthlessness, needed to create this *ioun stone*. Part of the enchanting ritual requires casting *polymorph any object* on a creature, which must be dead: the process is long, complicated, and would be disturbed by a living subject. Although the creature could be a long dead skeleton or a freshly killed corpse, creating this item involves blood sacrifice; because of this, creature without blood of some form — e.g., elementals, golems, and non-corporeal undead — cannot be made into one of these *ioun stones*. Other unusual cases (extra-planar creatures, other undead, etc.) are left up to the LL's discretion.

The resulting item provides one power the creature had in life, at the same strength, number of uses, range, etc. What power can be used/not used and how it manifests is up to the LL's discretion. As an examples of this, a chimera *ioun stone* can use the creature's fiery breath weapon up to three times per day. It does 3d6 points of damage in a cone 50' long by 10' wide.

Should a character desire the creature's recovery or *resurrection*, this is possible, but only after the *ioun stone* is destroyed. *Raise dead* will not work on the creature's remains, as the spell does not restore the body.

CELESTIAL IOUN STONE

Existing only in game settings with asteroids, moons, other planets, nebulas, or stars, every one of these *ioun stones* models in miniature one of those heavenly bodies. Once per week, this item allows its user to summon a native of that world for one day. Some (10%) of the *celestial ioun stones* are more powerful: once per month they also allow the user to cast a *gate* to the other world. The *gate* lasts for 1d4 turns, thus allowing inter-planar travelers time to visit and then escape from the other world.

Multiple *ioun stones* can orbit a creature at the same time and will align to mimic the celestial bodies' order around their star. Unknown to most owners, there may be tiny inhabitants on the *ioun stones*, which may or may not correlate with the replicated worlds. Some of these tiny people have made war upon each other, sending out equally tiny ships across the void to reach their foes on other *ioun stones*. In fact the PCs may very well be such tiny people.... If such is reality, the *gate* is not to the model world, bur rather to the *celestial ioun stone* itself, thus shrinking or enlarging those who pass through it.

ELEMENTAL IOUN STONE

These four, or more, *ioun stones* appear as spheres of their element (e.g., fire, water, etc.). Each provides a single spell that can be used at will: *move earth, control wind, produce fire,* or *create water*. Some (25%) of these *ioun stones* also allow for more powerful magic: *wall of stone,* once per day; *control wind,* three times per day; *wall of fire,* three times per day; or *raise/lower water,* six times per day.

KILLER IOUN STONE

Useful only to fighters, this item orbits its owner's head until commanded to attack a target within 100'. Then, the *ioun stone* teleports to the enemy's location and inflicts 1d4 points of damage per round for 1d6 rounds. The target may save versus

breath attacks for no damage, but the save must be repeated every round the *ioun stone* attacks. Once its mission is complete, the item returns to its master.

The type of damage done depends on the individual *ioun stone*. This could be any form of energy, tiny arrows or stones, or even the flung carcasses of tiny dead creatures. The *ioun stone* may only execute one series of attacks per day, but there is no other limit to use.

Silver and Black Sphere Ioun Stone

This very rare *ioun stone* allows a magic-user or illusionist to use spell slots intended for the following day. This item can potentially double a character's spell-casting capacity for a day, but it also prevents her from using the expended slots during the next day. If a spell caster uses the *ioun stone* and it is then stolen or destroyed, those slots are drained and will not return for a month.

JEWELRY

Gems have been a source of wonder and greed ever since they were first dug from the ground, or cut to display their amazing colors and patterns of light. Enchanted jewelry is a sign of wealth, power, and/or supernatural acumen. Because insects are the most diverse group of animals, they are a popular topic for magical jewelry crafters; mages look to them for unique powers of nature.

Amulet of Clean Air

Between toxic breath weapons, smoke from fires and torches, monstrous fungal spores, and vaporous emanations that result from eating dried meat, cheese, and other field rations for days on end, breathable air is a frequent concern for dungeoneer-

ing parties. For those in need, this filtering device cleans a 10' diameter sphere of air around the wearer, neutralizing gas, spores, and similar attacks — it even stops green dragon breath. The *amulet of clean air* is constantly active and lasts until destroyed. Unfortunately, because it does not create air, the *amulet* cannot protect a wearer underwater, in a vacuum, or in an alien atmosphere.

Amulet of the Insect

This smooth chunk of amber entombs an insect, and might be hung from a necklace or made into a broach. Once per week, the wearer can throw it to the ground and activate its magic with a command word. The *amulet* immediately swells into a monstrous version of the encased insect.

In addition to its normal abilities (from its creature entry in the core rules), the giant insect can throw a bolt of lightning every 10 rounds. The bolt is 60' long and does 5d6 points of damage. Victims can save versus breath weapons for half damage. The insect can obey basic commands from the *amulet* owner much like a dim-witted dog: "attack," "fetch," "go there." It reverts to the *amulet* form when slain, or after an hour passes. The insect can be anything the LL wants: a giant beetle, bee, wasp, spider, or non-Earthly creature from your setting's past.

Amulet of Penny Pinching

When bartering, a person wearing this *amulet* saves 25% on the costs of mundane goods. The device works by creating subtle illusions over the goods, making them look shabby, but not worm eaten or rusted through. In many cities and nations, these *amulets* are illegal. Scofflaws risk penalties ranging from losing a hand to losing their lives.

Amulet of Poison Transformation

If the wearer suffers a poison attack, this *amulet* changes the venom or poisonous compound into a predetermined potion. To randomly determine the potion effect, use the *Labyrinth Lord* Potions Table (page 106), re-rolling Poison and Delusion results. The *amulet* works 1d6 times per day. Thereafter, the wearer gets poisoned like everyone else.

Amulet of Rust Prevention

Something every fighter or armored cleric wants, this *amulet* does just what's on the tin (i.e., it thwarts oxidation). When the wearer suffers a rusting attack, the *amulet* burns one of its 3d10 charges and prevents any damage to her equipment. A small number of the *amulets* (5%) have an additional power. If the rusting attack was attempted during melee combat, the *amulet* inflicts 2d6 points of physical damage to the rusting creature. There is no save versus this damage.

Amulet of the Tin Soldier

Magic-users enjoy using this item, both for its effectiveness as a weapon and its entertainment possibilities. The *amulet* is very expensive, designed and built to avoid charges or time-use restrictions, but many find it worth the price. When its user desires, the *amulet* animates a target's suit of armor and makes it obey the *amulet* wearer's commands. The victim can try to avoid having his control (and armor) usurped by making a save versus spells. If he fails he might just be along for the ride — the animated armor has the stats of a bugbear (see page 66 in the *Labyrinth Lord* rules), a STR of 17, and can overpower weaker targets. The *amulet* attack is range of sight, so this could be a long way if the wearer spots his targets through a spyglass. If the animated armor is destroyed, the *amulet* can immediately be used on another suit.

Amulet of the Turtle God

Useable solely by clerics of the turtle god (lizard folk, turtle people, sahuagin, sea elves, the occasional militant beach bum, or what have you), this rare *amulet* can be activated only during rain-bearing storms. With the *amulet*, the wearer is able to summon monstrous fish and reptiles (no dragons, chimeras, or hydras) from the resulting mud and control them. When the storm ends, the creatures turn back into mud. Because it is a divine intervention item, the *amulet* has no charges, but it does have a range of 100'.

Because different campaigns and worlds have different storytelling needs, decisions regarding creature types, numbers, how fish work on land, summoner's control over her monsters, and control over what actually appears are left to the LL's discretion. Most answers depend on how powerful the turtle god is and how its servants might choose to use the *amulet*.

Ant Broach

A tiny ant of gold perched on a slate tab, this *broach* gives its wearer the power to burrow. It can be activated once per hour, for one round. The wearer may

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travel up to 30' in this time, digging a tunnel the width of his body, even through solid rock. However, he cannot burrow through metal.

CADDISFLY BROACH

This button-sized *broach* is woven from silver wire and looks like a moth in flight. Once per hour, the wearer can produce 30' of silk rope. The material is produced in one round, emerging from the wearer's dominant hand, and lasts six to eight months before it decays.

COCKROACH BROACH

A cockroach made from lead, this small bit of unusual jewelry allows its wearer to survive decapitation once per day. After her head is removed, the wearer's body lives on for up to one hour before she dies completely. Unlike a cockroach, which continues to move after decapitation, the wearer lies where she fell until her head is returned. Reattachment requires no special procedure, just matching up the pieces and sticking them back together. This takes one round and the wound heals perfectly — not even a scar. For the possible jokesters out there, a head can only be reattached when properly aligned; trying to put it on facing backwards doesn't work.

CROWN OF DEATH

Wearable only by magic-users and illusionists, the *crown of death* is a bane to everyone in the vicinity. When a spell-caster places the item on her head, she must save versus spells or immediately start casting spells from her daily list until all have been expended. The order is randomly chosen and each spell's direction is randomly determined. A grenade deviation chart works well (if one is handy), or simply roll 1d8 for the cardinal/ordinal direction. Spells that only affect the caster just fizzle out. From the instant she dons it, to the moment all her spells are cat, the *crown* is fixed to the caster's head and cannot be knocked off to stop the effect.

DRAGONFLY BROACH

This small ornament is a gold dragonfly with crystal wings. Once per hour, for one round, the wearer can fly 600' carrying up to 100 pounds.

FLY BROACH

A common house fly cast in iron, this small *broach* allows its wearer to dodge one melee or ranged attack per hour. Although the player chooses which attack to dodge, the *broach* will not work against spells, mundane area-of-effect hazards (e.g., explosives, fire, avalanches, sinkholes, etc.), or things like breath weapons.

HEELWALKER BROACH

In the wild, heelwalkers (also known as gladiator bugs) are well-camouflaged, similar to praying mantises and walking sticks in both form and hiding ability. This small jewel is crafted to resemble its inspiring insect and provides the same ability: once per hour, a wearer can activate the *broach* and, for two rounds, be completely ignored by all those around her. (Yes, this is one for all the entomologists out there.)

Ice Crawler Broach

Tribes from the northern wastes fashion these silver jewels that resemble ice crawlers, cold-loving insects from the mountains; southerners tend to see the *broach* shape as either a shiny cricket or cockroach. The item can be triggered once per hour, allowing the wearer to walk on or climb ice as if it were normal ground. The effect lasts for five rounds.

Id Amulet

Beyond the bar of consciousness, in the mind's dark depths, reside monsters. Usually they are figurative, and emotional or psychological. This device makes them real. The monster created has a number of hit dice equal to the wearer, but is otherwise treated as a hill giant that cannot throw boulders. The wearer is unaware of the monster, its origin, or its actions, and has no control over it. Initially, the monster kills those people or creatures the wearer hates or fears, but, eventually, it will turn on itself in 3d4 months. If the monster is slain before this time, so is the wearer. If the wearer is slain, the monster survives for eight days. During this time, it tries to kill the former wearer's family and friends.

Locust Broach

As the name suggests, this thumb-sized, silver and emerald pin is a shaped like a locust. Once per day, the wearer can bring into being five duplicates of himself, which appear within 10' of him and last for three rounds. These copies are exact to the wearer's abilities and spells, his personality and memories, even his gear. If the wearer was hurt before creating the copies, they are also wounded to the same extent.

The *broach* is extremely powerful, not just for what it can create, but also what happens when the effect wears off and the duplicates vanish. Should the original wearer be killed, he disappears with four of the copies. The least wounded "clone" remains, taking the wearer's place without missing a step.

Moth Broach

Crafted from brown quartz and patinated copper, shaped like moon moth in flight, the *broach* allows a wearer to see in darkness — even magical darkness — as though it were a sunny day. The *broach* may be triggered once per hour and the effect lasts for five rounds. It also works for a blinded wearer, briefly granting her sight.

Necklace of Rebirth

This single-use item is made with dried caterpillars strung on a silver strand. When the wearer dies, he automatically *reincarnates* as per the magic-user spell.

Ring of Aberrant Regeneration

This item acts as a normal *ring of regeneration*, but the limbs and digits regrown have an alien appearance. This reduces the user's Charisma score by one point per digit or 1d4+1 points per limb when others can see the aberrant part. To regain her normal appearance, the user must cut off the misshapen parts and then have a *regenerate* spell cast upon them. Trying to use a normal *ring of regeneration* simply causes the alien parts to regrow.

Ring of Ice Shield

When this *ring's* wearer speaks the command word, a rime of ice covers him, and a large ice shield forms around the *ring*. The ice weighs 20 pounds and protects the wearer from magical cold attacks, stopping half or all damage (depending on the success of his save). The *ring* has 2d4 charges and can be used once per day. The resulting ice lasts for 1d4+4 turns; when it melts four gallons of water is produced.

Ruler's Crown

A rare, possibly unique magic item of near god-like power, the *crown* allows the lawful (though not necessarily Lawful) ruler of a region to permanently move geographic or political features within the boundaries of his realm. These things could include cities, farming communities, lakes, roads, hills — whatever part of the kingdom that needs rearranging. The ruler only needs to envision the change in his mind for it to happen. There is no save for this effect. The area of effect (how large a piece can be moved) and frequency of use are both limited solely by LL discretion.

Sartorial Ring

Unlike most other magic items, the *sartorial ring* does not directly benefit the user. When the wearer shakes another character's hand, the *ring* either creates or improves the other character's clothing. The clothes are permanent and real, lasting until they wear out, just like cloth woven on a loom. Hopefully the *ring*-wearer has decent taste, because she can dictate how the clothing will look. For example, the wearer can give everyone the same uniform (to sneak past guards), or fancy dress clothes, or state: "you get a party dress, he gets a toga, and she gets the lizard-woman costume."

Any *sartorial ring* may be used at will. However, 10% of them can also be used on a more powerful setting, creating valuable clothing worth 1d4x10 gold pieces, once per day. There is no limit to how much clothing can be created (beyond the daily limit), but the *ring*-wearer cannot improve her own clothing (by shaking her own hand). The *sartorial ring* was designed to help others; similarly beneficial rings have been designed through the ages, doing everything from feeding the needy to temporarily mitigating insanity.

Treehopper Broach

Cut from river emeralds and set within dark gold, this small *broach* represents a treehopper, or thorn bug. When activated, the *broach* allows its wearer to grow horns, which can inflict 1d8 points of damage. This effect can be triggered once per hour and lasts three rounds.

Lich Creations

Ranked among the most foul of undead, liches are loathed not just for their raw power, but because of the willingness of wizards to damn themselves obtaining it. They are also among the most creative undead, shown in the new spells they develop, the new minions they create, and the new magic items they empower. Here is but a tiny sample of what liches can do when mind melds with will.

Cloak of The Hound

Like a slice of night floating just beyond the lich's body, a *cloak of the hound* seems to be cloth made from shadow, topped with a cowl that can make the lich's face vanish (except for the red fire emanating from its eye sockets). When it needs to, a lich can animate the *cloak*, giving it the semblance and senses of the finest tracking hound and the ability to lift and move 250 pounds. The creature must take voice commands from its master, but has no range limits to where it can go or how long it can remain active. Other than having no attack, the *cloak's* hound-form has the statistics of a shadow. Depending on the rule system or edition used, shadows may or may not be undead; treat the animated *cloak* as appropriate for your campaign.

Most often, a *cloak of the hound* is tasked with collecting an object or helpless creature and returning it to the lich. This hunt ends when the hound-form succeeds or is dispatched, destroyed by the touch of any magical light, even a lowly *light* spell. Should this happen, feedback surges through the mystical

link between the hound-form and master, causing the lich 1d6 points of damage per level of the spell cast (e.g., a 3rd level spell, like *continual light*, would do 3d6 points of damage). So, a 1st level mage could easily come to the attention of a suddenly wounded and inconvenienced arch-villian. One round after the hound-form is destroyed, the *cloak* reappears on the lich's back.

Cloak of Starlight

The one undead creature powerful enough to make un-life difficult for liches is the vampire. To control these 'irritants', liches developed a focus item named the *cloak of starlight*. Fueled by a 7th level spell, the *cloak* creates a burst of light so intense that it incinerates all vampires within a 100' radius who are not shadowed by a solid obstacle. The vampires are permanently destroyed and do not get a save versus the effect.

Collar of Undead Monstrosities

Necromancers and liches use these handy devices — almost always collars or rings — to animate patchworks, unusual undead (often zombies) and flesh golems made from the corpses of several very different species. These constructs may include inorganic parts as well: metal plates or limbs, wooden wings, etc. Patchwork golems can also include magic items if the creator doesn't mind adding that expense.

As an example, a patchwork zombie could be stitched together from equine, human, and giant bee pieces. The resulting monstrosity has several pairs of arms sticking out of its torso, each ending with a stinger. The construct's mistress could then coat the stingers with whatever poison or substance she wants.

Once the creature is assembled, it's animated as soon as the *collar* is placed somewhere on its body. The *collar* effectively becomes part of the construct's body, and cannot be removed until the creature is destroyed. If the patchwork creature is destroyed, its undamaged *collar* can be reused by anyone who takes it, because the item does not need a command word. However, some *collars* are destroyed with their wearers: area of effect spells (like *fireball* and *lightning bolt*) that kill the monster automatically destroy the *collar* as well. Should the collar be targeted specifically (by say, a *magic missile* or called shot), it has an AC of 2 and 5 hit points.

The *collar's* magic is the only thing permitting a construct's disparate pieces to work in concert. If the *collar* is destroyed, the various parts try to act independently. This wild thrashing rips the creature apart, and it takes 1d8 points of damage per round (or more for larger creatures) until it collapses into a pile of rotting flesh.

Crystal of Spell Modification

At 8' tall and 3' in diameter, the night-black *crystal of spell modification* is solely for use in a lich's lair and laboratory, not for extended field work. The *crystal* is similar to focus items described in a previous section, altering spells in some fashion, not enhancing them. Any spell in the lich's repertoire capable of causing energy damage can be transformed: fire spells could cause cold damage, sonic spells could inflict negative energy damage. The exact conversions are solely a matter of the lich's power, imagination, and personal taste (and the LL's discretion). However, there are two restrictions to using the *crystal*: the lich must be within 30' of it and cast the initiating spells through the *crystal*, so the target must be on the opposite side.

Dragon Claws

An insidious and effective defense for the discerning lich's lair, these are actual claws cut from a dragon, enchanted, and taken to the Ethereal plane, where they are emplaced. As ethereal objects, they are invisible except to certain spells, like *true seeing*, but still

able to wound living creatures on the corresponding space of the Material Plane. Passing through the *claws'* "barrier that isn't there" is a chilling, sickening feeling that also inflicts 1d12 points of damage. There is no save against this effect; if you move through the *dragon claws*, you will get sliced.

Glasseye

After implanting this glass or crystal false eye into something else's empty eye socket, the lich can see through it. The socket in question can be part of a corporeal undead creature, the requisite laboratory skull, or a freshly deceased player character; it can be fleshy, bony, or somewhere in-between; it does not even have to be originally humanoid. But, it does have to be an eye socket — no sticking the *glasseye* in a mouth, ear, or some other orifice. This effect has no range limitations and can be activated at will. Certain spells such as *magic missile*, *wall of force*, or anything else the Labyrinth Lord wants can even be cast through the *glasseye*. However, the lich cannot control undead minions through it, only observe them.

Hatchery Egg

Long exposure to negative energy corrupted this dragon egg. It will never hatch on its own (unless the LL has something nifty in mind), but the *hatchery egg* does create "life," after a fashion. Any nuggets of flesh within 200' of the *egg* and larger than 10 pounds — including body parts, animal corpses, a month's worth of jerked meat provisions, and even the living dead — are slowly transformed. Initially, the bad bits of beef stand up as zombies following a full day spent in the 200' exposure zone. But, if the zombies hang around long enough, they get "upgraded." Two weeks after becoming zombies the undead become ghouls; a month after this the ghouls become wights; three months after that the wights become wraiths, the most powerful undead most *hatchery eggs* can create. The exposure effect can pass through stone and earth, but is blocked by metal.

If the LL wishes, there could a gradual progression to the undead upgrading process: e.g., ghouls could become more powerful over days, or wights slowly less substantial as the weeks go on. This could merely be a pain for some LLs, or it could be an opportunity to try out some "half types" of undead surprise you've been thinking about springing on your party.

Metal Arm

During their transformation to undeath, liches lose the human desire to become more attractive or physically stronger. Some liches view their un-living flesh as a weakness, one that can easily be eliminated or improved upon with magical devices, now that the meat is not needed. One such prosthetic, the *metal arm,* is made of a magically magnetic iron that is much stronger than normal iron and affects all metals — not just the ferrous ones. The *arm* replaces the lich's normal *cold touch* attack with one that does 1d8 points of damage and has a +4 attack bonus against those wearing metal armor. It also provides the lich with a 4-point AC bonus against metal weapons. When the lich wills it, the *arm* can attract metal objects weighing less than one pound from up to 10' away; however, it cannot repel objects in the same manner.

Mirror of the Dual Existence

By touching and then passing through the reflective surface of this free-standing, full-length, obsidian and bone mirror, an undead creature is transformed. Those with solid bodies become incorporeal, and the insubstantial become corporeal. The conversion does not have to be consistent, and the exact results are left up to the LL. In other words, ghouls do not necessarily become ghosts and wraiths do not necessarily become zombies; the ghouls could just become ephemeral ghouls, while ghosts could end up solid.

Whatever you decide about the transformations, the *mirror* is always free-standing; after passing through it, corporeal undead must have physical space where they can emerge on the other side. *Mirrors of the dual existence* made into such forms as magical pools or wall-hanging mirrors would both pass the transforming creatures straight into encasing rock, which would be counterproductive for an evil overlord. Although, devious player characters could move the *mirror* wherever they want.

Mirror of the Multiple Existence

Liches create these *mirrors* to bolster their knowledge of other realities and to swell their minion ranks. *Mirrors* are both gate and window, and in both regards they are designed to work only one way. A lich may spy in safety, observing the desired plane without fear of something looking back through the portal or a scrying device. Should the lich see a creature that pleases him, he can try to draw the undead through the portal, unconcerned that some other, unwanted, thing might follow. Target creatures can save versus spells to avoid being captured in this fashion.

The lich is restricted to viewing only those places he knows of or can see through the mirror. So, he must to make at least one trip to the target plane to establish an entry point. This can be done physically, by astral projection, or by casting a spell like *contact other plane*. Once this reference area is established, the lich can move the *mirror's* view to something he can see. For example, from his entry point the lich spots a distant mountain. If he desires, he can "fly" the *mirror's* view to the mountain and begin to examine that area in more detail. From there, he could move on to another, more distant feature.

Net of Acquisition

On those occasions when the lich needs to capture a living person or creature, this is often the method of choice. The *net of acquisition* is made from enchanted giant spider silk and sinews, bound with strands of the spider's carapace fiber, giving it an AC of 2 and 45 hit points. When thrown, the *net* has a range of 300', a Flying rate of 90' (30'), and attacks as a 10 HD monster. If it hits, the *net* automatically engulfs and entangles its target, inflicting no damage, but making it impossible for the captive to do anything but speak. Then, the *net* takes its prey back to the lich.

Runed Ribcage

This rune-covered metal structure completely replaces the lich's original bone ribcage. It provides a 6-point AC bonus and a +4 bonus to any save made against fire. After the lich is dead, others could remove and use a *runed ribcage*, but they must be undead, because replacing a living character's ribcage would be lethal, and the item itself is tainted with corruption.

Shadow Statue

A *shadow statue* is normally kept in complete darkness; exposing it to light animates its shadow, turning it into a shadow creature. (Whether this monster is undead or not depends on your rule system or edition.) Only one *statue*-spawned shadow can exist at a time. But the round after a shadow is destroyed, the statue can create another one — up to 10 times per

day. Barring destruction, a shadow lasts for one hour and then dissipates. Some liches keep several *shadow statues* in their lairs, in case they need to hurriedly create minions in bulk.

Silver Throat

Always made of hammered silver, one of these items can be designed as a thick choker, or a torc worn high and close on the throat, or a cylindrical implant replacing a lich's desiccated trachea. By removing the verbal component to spell casting, a *silver throat* makes the lich immune to *silence* spells.

Stone Arm

Another enhancement limb, the *stone arm* is carved from one of the heavier volcanic rocks: perhaps granite or obsidian, depending on the lich's desire. The *stone arm* smolders with magical remnants of the earth's heat, and replaces the lich's normal *cold touch* power. It does 2d6 points of damage, half of this caused by heat for those with the appropriate resistance. Six times per hour, the lich can also fire shards of this superheated stone. The missiles have the range of a short bow and do 2d6 points of damage, half of this heat-related. Even with heavy, repeated use of these splinter attacks, the *arm* does not degrade; the mineral is kept intact magically, regrowing much like rodent teeth.

Stone Wall

This simple creation allows corporeal undead to pass through it as if they were ghosts. It might seem simpler and less expensive to install a portal of some kind in the desired wall, but doors can be broken down much more easily than a wall. Also, a *stone wall* can have significant depth, if the lich wants and can afford it, even up to 30' thick.

Wall of Weakening

Anyone or anything can pass through this invisible barrier, but at a price. Any character failing to save versus spells is reduced to half speed; spell casters who fail a second save, versus death, also lose any spells they had memorized for the day. Both the slowing and spell loss are fixed with a full night's rest, but given the characters would be in a lich's lair, most might opt for the path of discretion (and exit). The *wall of weakening* only works on the living, so a lich's undead or mechanical minions are unaffected.

MAGICAL CATALYSTS

These substances transform one material or energy into another, usually permanently. Unless their description specifically mentions otherwise, most catalysts are pastes that are applied and used up in individual doses, or bars that remain unchanged after being used. The transformation takes one round.

Crystalfire Bar

Tossing one of these *bars* into a bonfire-sized or smaller blaze turns the flame into crystals that release half the amount of light and heat as regular fire. A typical crystal lasts for a week before going dark and crumbling to dust.

Iron to Jerky Paste

Iron or steel objects treated with this *paste* turn into beef jerky; armor becomes completely useless and tends to draw predators. The *paste* is found in jars holding four doses. Each dose can alter one object weighing up to 100 pounds.

Iron to Mithril Paste

Applying this *paste* to ferrous armor or weapons turns them into mithril. An item's weight is halved and weapons do an additional two points of dam-

age. A day later, treated items corrode into piles of rust. The *paste* is found in jars holding four doses. Each dose affects one object weighing up to 500 pounds.

MUD TO BUBBLES BAR

Placing this *bar* into a pool of mud larger than 10' in diameter transforms the mud into an indestructible, lighter-than-air bubble, which can lift 100 pounds per foot of diameter. Those bubbles not restrained will float off into the upper atmosphere. When used, these *bars* are lost, becoming part of their bubbles.

STONESPARK PASTE

This *paste* transforms stone into elemental fire. Each dose converts one pound of rock, resulting in a flame that can burn without air, even underwater, and lasts for an hour. The fire is considered magical for harming undead and other creatures, and does 1d6 points per strike. The paste is usually found in jars containing six doses.

WATER TO DIONYSUS WINE BAR

Dunked into water, this *bar* turns the liquid into a potent, troublesome wine. Drinkers automatically become drunk, no matter how much they imbibe, and must save versus poison to avoid becoming enraged. Drunkenness causes a 4-point AC penalty, while enraged drinkers get a +2 bonus to melee damage and saves versus mental control spells, such as *domination* and *charm person*. At most, five gallons of wine can be created per month, which is enough to make one dose per day. Wine not drunk turns back into water after 1d6 hours.

WATER TO SILK BAR

A potential hazard to navigation, this *bar* turns water into a 200' diameter blob of silk. If triggered underwater, the silk eventually rises to the surface as a slick that gets 120' longer every round. Ships caught in the floating mess slow to a standstill as the silk becomes a soft, sticky anchor weighing several hundred tons. Creatures caught in the silk are held fast, *entangled* as per the druid spell. Unless they panic and somehow get stuck below the surface, air-breathing creatures usually don't have to worry about drowning, because the silk keeps them buoyant, but fish and other creatures that rely on water passing over their gills will most likely suffocate. The silk lasts for 1d4 hours then changes back into water.
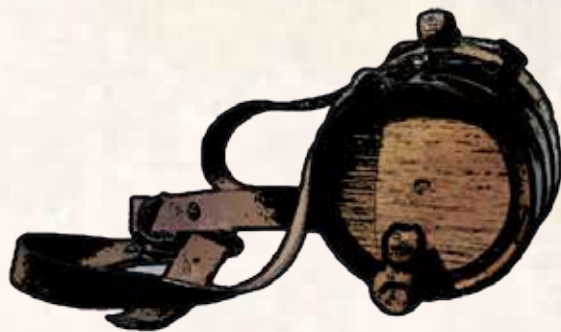
MAGICAL MATERIALS

Inherently magical substances and compounds might be found in a variety of places. They could accumulate in mystical pools, or be concentrated by supernatural creatures, or leech through planar breaches and gates to other realms. Some materials remain where meteors and other heavenly objects fell to earth. In all cases, these materials can be very dangerous when handled by the ignorant.

Magical honey is an example of the useful, powerful, or potentially lethal products that can be derived from supernatural plants and animals. Similar substances include saps, pitches, amber, pollen, waxes, and other various secretions or excretions. Some of these can be pretty nasty, even in the real world. For example, some whales expel a valuable compound, ambergris, from both ends of their digestive tract, while worm castings (poop) make excellent natural fertilizer. Magical substances could be equally, or even

more disgusting: imagine having to scrape dragon scat off your boot — but also imagine what an alchemist might pay for a few ounces of it.

Giant bees produce *magical honey* using pollen from the plants frequently used in supernatural herbal concoctions, like potions. Just as normal bee hives placed near different flower species yield different-tasting honey, the giants yield honey with properties based on nearby magical plants. Some effects might include: anti-aging, anti-toxin, melodic voice improvements that give bonuses to reaction rolls, protection from various alignments (like the spells), inks that never fade, plant control, weather control (bringing temporary spring-like conditions), invisibility to specific races or monsters, or boosting potion effectiveness and/or duration.

For all *honey* varietals, the danger is contamination. Should giant bees bring in a bad batch of pollen, the *honey* could turn into something unintended. The errant *honey* could, for instance, cause transformations (both of the mixture and/or the consumer), inflict curses, or yield poisons. Fortunately, these kinds of things usually happen only to novice or careless beekeepers.

Magical minerals accumulate near magical monster lairs, in sites contaminated by alchemical pollution, and under places hit by magical meteors. They could also result from divine creation or wizard modification. There are potentially millions of different minerals, because they can be based on existing spells and magic items, or on unique effects devised by the LL. Some examples are provided in the following 11 entries:

- **Bloodstone** is a fossilized blood clot that weighs between 5 and 500 pounds. If one of the corporeal undead eats a pound of the mineral (usually ground into a powder and mixed with liquid), the monster becomes immune to turning for 1d4+4 days.

- **Blue loadstone** points to a desired thing or location when the holder concentrates on the target. So long as the item/person/whatever is on the same plane as the *blue loadstone*, there are no limits to range.

- **Crimson loadstone** points to any combat or ambush site within one mile. When it detects something the *loadstone* begins to glow, with the brighter end nearer the fighting. The glow gets brighter as the combat draws closer.

- **Oak diamonds** are found among the roots of dryad trees. So long as they remain in place, the *diamonds* can sustain forests during the worst natural conditions. Even planting one of these gems in a desert produces a small grove of trees (one acre per diamond) that will not die from drought or sunburn. Fortunately for the woodlands, the *diamonds* only develop underground, making them very difficult targets for thieves; should a gem be stolen, that grove loses its protection.

- **Violet loadstone** points to negative energy concentrations within one mile. These can include powerful undead (such as liches), corrupted graveyards, the fortresses or laboratories of necromancers, and strong necromantic spell effects. The stone glows like *crimson loadstone* to indicate the presence, direction, and proximity of negative energy.

- **Yellow loadstone** points to magical locations within one mile. Like *crimson loadstone*, this glows to indicate magical presence, but does not register magical items weaker than artifacts. What constitutes a magical location is left to the LL's discretion: this could be a temple, a dryad/naiad home or magical animal lair, a wizard's lab or forge, etc. Different yellow loadstones might even be restricted to the kind(s) of magic they register or detect. Normally, *yellow loadstone* does not register magical beings or monsters, unless they are incredibly powerful. Examples could included

elder dragons, major demons or devils, ancient elementals, or other creatures that actually warp the surroundings with their presence.

- **Star metals and gemstones** are a subset of magical minerals that come from the sky. Typically, only 3d4 pounds of any specific metal are found in a meteor impact site. The three star metals hiss when they touch the creatures they burn, which is the only way to differentiate them from normal, earthly metals. Target creatures can only handle the metal using gauntlets or very thick gloves, or they suffer the damage indicated.

- **Star bronze** burns humans, causing 1d4 points of damage per round of contact. If made into a weapon, it causes double damage to humans.

- **Star gold** burns demons, causing 1d6 points of damage per round of contact. If made into a weapon, it causes triple damage to demons.

- **Star silver** burns lycanthropes, causing 1d4 points of damage per round of contact. Lycanthropes struck by *star silver* weapon suffer more than the weapon's normal damage and the additional *star silver* damage; they are forced to immediately assume their hybrid form and must maintain this shape for the following 1d4 hours.

- **Star topaz** collects the souls of beings that die within 100', including angels and demons. After a few years, the monsters that sent the stone will come to retrieve it. The reason behind this is left to the LL's imagination; after all, who knows what would want to collect demonic souls.

- **Star bones** are also found in meteor impact sites. When any quantity of water touches them, flesh grows on the bones, forming into a creature that revives within 3d4 rounds. This can be anything of the LL's choice or creation, even an alien or extra-planar entity. If the bones are separated, the flesh still regrows and the monster tries to reclaim all its parts, if it can.

MAGICAL MONSTER PARTS

Bits from many magical monsters can be processed and used as magical items. "Processed" is the key word here; your odd adventurers cannot simply eat random body parts "straight off the hoof" and expect wondrous explosions of fairy dust and immediate mystic visions. (Though, hallucinations can come with food poisoning, as well as nausea, fever, diarrhea, paralysis, and death.) Users must often cook or dry the parts, usually as part of a lengthy ritual. Consumer beware: there are frequently drawbacks to various items, some of which can be very unpleasant. As always, final rulings are up to the LL.

CHIMERA HORN

This powerful item is a bit messy and works in pieces, much like the creature it comes from. The enchanting process involves removing both horns from a chimera's goat head, milling them into a

fine powder, and combining it with other magical ingredients. Eating *chimera horn* allows a character to take the forms of multiple creatures simultaneously, and, perhaps more importantly, it also empowers these abilities or traits. The limitations of this material are up to the LL, but a suggestion is that the eater gets no more than three changes for every 10 levels or hit dice she has. Using all the horn material from a single chimera yields four doses of powder. When stored in a cool, dry place, it can remain potent for years.

Before downing the powder, an informed eater should be aware (and wary) of the unpleasant drawback mentioned previously. Here, the drawback might even be called a curse. Any physical transformations are permanent, but the *horn*'s magical power is necessary for the abilities and traits to work, and this fades after 1d6+4 turns. For example, the eater might want to have a giant eagle's wings and a red dragon's breath weapon. While power from the *chimera horn* runs through her body, the character can fly like a bird and spew fire like a preacher. After the powder's magic wears off, she's grounded, because neither ability works. She must walk around with a near-angelic cloak rack on her back, and speak from a scaled mouth that houses a serpentine tongue and really bad breath. Only after eating more of the *horn* powder can she use the traits again or make new traits and forms appear. At the LL's discretion some abilities might not require powering, things like armor or horns. But these physical characteristics are likely to bring out the torch and pitchfork brigade.

At some point the character may decide she wants to return to her original form. Because *chimera horn* is so powerful, this is nearly impossible. Early on (after taking only one dose of the powder), taking a second dose could let the character resume her normal shape, depending on the LL's ruling. But, the new additions could also follow her for the rest of her days. If re-dosing doesn't work, only powerful magics remain. A *limited wish* spell can restore one

changed part at a time, while a full *wish* can give the character a complete transformation. The changes even follow characters past death: warped characters who are killed and *reincarnated* before undoing their body changes still have the *horn*-changed parts in their new bodies.

Should the powder-eater eventual use more than 10 different monster trait and forms, her body breaks down. When the magic powering the 11th change wears off, the user warps into a hideous creature made from all the transformations assumed while using *chimera horn*. This mechanic does not apply to a character using the same combination 10 times, only from a large number of mixed features. Very few sages know about this terrible effect, because so few people distort their bodies past such a tipping point. After this, only a full *wish* can help the user, who will likely go insane if she is not changed back.

Dragon Scales

Beyond simply using dragon hide for armor, various bits from a slain dragon allow access to several of the creature's supernatural abilities, things like a *fear* aura. In this case, properly prepared *scales* can be material components for spells related to the dragon's breath weapon. For example, the *scales* from red or gold dragons link with fire spells, while those from black dragons work with acid-based spells. Though used up by the casting, *dragon scales* enhance spells by increasing the effective caster level by one for every two age levels of the dragon. For example, wyrmling *scales* provide a single caster level increase, while *scales* from older dragons could give an increase of up to four levels.

Editor's note: The entry assumes dragons have eight age categories, not the 12 described in the *SRD*. This feature comes from older versions of the fantasy roleplaying game and should not affect this item, but it could make the scales *incredibly* powerful spell components if you use 12 ages. Then again,

if your party was able to kill an elder dragon, and thought to collect the scales, they probably deserve them — and the boost they provide.

Frost Salamander Brain

Eating *frost salamander brain* turns a character's flesh into living ice within 1d4 rounds. This permanent change provides immunity from all cold-based attacks. Unfortunately, the eater melts in temperatures above freezing, taking 1d6 points of damage per turn between freezing and 70F (22C). When the temperature is warmer than this, the character takes 1d6 points per round. If exposed to temperatures above boiling, she dies instantly (so, fire spells and fire breath weapons kill her, no save).

One less well known benefit is that *brain* eaters can have their features changed without any pain. The sculpting can add to, subtract from, or move the character's features. If other living ice is available (i.e., other creatures are fed *frost salamander brain*), this can be carved (or cut and pasted) to provide permanent and unusual grafts, such as extra limbs. For this, the mechanics and possibilities are left to the LL. If kept in cold storage, the *brain* tissue can be used up to six months after being removed from a salamander.

Giant Bee Antennae

The specially-treated sense organs of giant insects are often used to dowse for specific things. For example, *giant bee antennae* can detect royal jelly within 500'. Each dose of this semi-magical goo acts as a *potion of healing*, and a giant killer bee hive contains 2d6 doses. When properly handled, the *antennae* remain potent for up to one month.

Giant Butterfly Chrysalis

When giant butterfly pupae change to flying adults, they emerge from and discard the 3' long chrysalis. With proper enchanting, this case can be used against lycanthropes. If it touches a were-creature in animal or hybrid form, the *giant butterfly chrysalis* forces the creature to immediately take its human form and remain this way until the next full moon (or other triggering event). There is no save against this effect. The *chrysalis* decays after one year.

Giant Cockroach Antennae

The enchanted sense organs from giant cockroaches can be used to dowse for ghouls, ghasts, and other corpse-eating undead. The *antennae* have a 50' range and, with proper care, remain potent for up to a year.

Giant Locust Antennae

These *antennae* are dual-purpose dowsing instruments. Desert dwellers use them to find giant locust eggs up to 100' away. These are considered good survival food by some races and haute cuisine by others. In dungeons, the *antennae* twitch when the living roots of photosynthetic plants are within 25', a welcome sign that explorers are near the surface. If kept dry, the *antennae* remain potent for a year.

Giant Moth Antennae

Giant moth antennae are used to find *moonstones*, gems that condense from moonlight. The *antennae* work for up to one month after being enchanted and sense *moonstones* within 100'. In turn, *moonstones* can be used to discover lycanthropes and other lunar monsters. To work, the user must touch a subject with the *moonstone*, which flashes silver to indicate a positive result.

Giant Wasp Stinger

Even removed from the dead insect, this item remains very dangerous. When enchanted, the *stinger* is able to the giant wasp's paralyzing ability, injecting it into a recipient. But, this can also kill the character: being jabbed and having the venom burning through

his body inflicts 2d6 points of damage. If he survives, the recipient can use the paralytic power once, but must do so before the effect wears off in 1d4 turns. He must also have a natural weapon to deliver the toxin, or be willing to bite his target; otherwise, the poison goes to waste. The *giant wasp stinger* can instill the poisoning ability an unlimited number of times — until it falls apart a year after the enchantment ritual or it gets destroyed, whichever comes first. If a recipient wants to use the paralytic power more than once, he must get stuck and take damage again before each use.

Gargoyle Wings

By undergoing surgery — hours of painful, scarring surgery — a person can have specially-treated and enchanted *gargoyle wings* permanently grafted to her back. While the character can fly like the monster, she also becomes nocturnal: during the day, she is constantly exhausted and wants to sleep until nightfall. She also develops a monstrous disposition. This is somewhere between the extremes of constant surliness and killing small furry things for fun: foul enough to drive away animals, children, and the weak willed. Though the disposition does not result in an alignment change, it will break a paladin's vows. Also, during encounters, anyone with the *wings* has a 2-row reaction penalty (see the **Monster Reaction Table** on page 52 of the *Labyrinth Lord* rules). In other words, an altered character will never get a 'Friendly' result — at least until the *wings* are removed. If the LL decides, the attachment and removal procedures could cause damage, possibly a great deal.

Greenbottle Maggot

Slightly different from other items in this section, the *greenbottle maggot* is enchanted while still whole and alive, and often still on a corpse. While many consider them completely disgusting, these foot-long, writhing creatures actually save lives. If placed upon someone stricken with a mundane disease, an enchanted *maggot* draws the illness out of the patient and then dies. *Maggots* can be kept in jars for a few days without food, but, when fed, they keep three to five weeks before pupating into their adult form, giant carnivorous flies.

Gray Ooze Nucleus

Eating the fist-sized, enchanted *nucleus* of this monster turns the consumer's sweat into acid, which damages metal just like a gray ooze's attack. Unfortunately, this also affects the eater's own equipment and clothing, so he had better be prepared to run around nude for bit. Worse, this alteration is permanent and the only way to be completely free of the acid is to completely remove all the eater's skin, as his sweat glands are what actually changes. Of course, while doing this it's advisable to have a *regeneration* spell ready to fire, so the victim doesn't die from being flayed. There

are no rules for the procedure, so the LL has the opportunity for some constructive evil-doing. *Gray ooze nucleus* remains viable indefinitely, once it has undergone the proper ritual.

Mosquito Proboscis

Another giant insect part used for dowsing, an enchanted *mosquito proboscis* (needle-like mouth part) can detect blood within 50'. Because blood doesn't remain viable for long, it must have been drawn or shed within a few minutes. If carefully handled, the *proboscis* will last for one month.

Monster Potions

Powerful mages and monsters create these potions to enhance the monsters' innate powers. Should humans or other similar races drink them, the liquids give no benefit and act as weak poisons (specific effects are described within the individual entries).

Dragon Breath Potion

Used by lesser, dragon-like creatures, such as wyverns and chimera, the *potion* enhances their breath weapon or provides one to those without one. Enhanced breath weapons do triple damage and have a 50% range increase. The *potion* provides enough magic for the drinking creature to use its empowered breath attack three times, but its power lasts only five rounds, so any attacks not made during this time are lost.

If the drinking creature does not have a breath weapon, the *potion* provides one. The type of dragon breath given is chosen during the *potion's* brewing process and cannot be changed. As with an enhanced breath weapon, the effect lasts five rounds, but this time the drinker gets only one shot to breathe; if the opportunity is not taken within this time, it is lost. The attack does damage equal to the creature's current hit points, and, in all other respects the *potion's* breath weapon is identical to the one imitated.

Should a true dragon take the *potion*, trying to enhance its own breath, there is no benefit. Any humanoids drinking one of these *potions* suffer 10 points of damage, but can save versus poison for half damage. For the following two days, they also suffer from the nastiest imaginable case of "morning dragon breath."

Potion of the Eye

When a demon boar drinks this liquid the image of a fiery third eye appears in the center of its forehead. The *potion* allows the creature to use its *charm person* ability as a ray attack on *any* living creature — not just humanoids (for example, allowing them to charm purple worms or wyvern). This charm effect has a duration equal to the *charm monster* spell. Humanoids suffer five points of damage if they drink a *potion of the eye*, but can save for half damage. For two hours after consumption, humanoid drinkers develop splitting headaches (which make them very surly) and a sensitivity to bright lights (which inflicts a -1 attack penalty).

Potion of the Shifter

Dopplegangers use this *potion* to assume the form of any living creature, not just humanoids. There are some restrictions however. The brewing process requires blood from the creature to be imitated, so shape choice is locked in during creation. For example, the doppleganger can have a *potion* that changes her into a wolf and another *potion* that makes her a lizard, but the wolf *potion* will not allow the shifter to become a lizard — only a wolf. Also, the imitated creature has the same mass as the doppleganger; e.g., a 150-pound shifter becomes a 150-pound canary. The change lasts 1d4+6 turns, and during this time the doppleganger can switch between her normal and assumed shapes at will. Humanoids drinking this *potion* take 10 points of damage, save for half damage. Because of the tissue malleability, this damage could result from an hours-long bought of diarrhea, with all the inherent social pleasantries and combat difficulties that come with explosive bowel decompression.

Treant Potion

In times of danger or drought, dryads brew this *potion* so they can animate their trees. For all intents and purposes and stats, the quickened tree becomes a treant for 1d6+4 hours. This is usually long enough for the dryad to move the plant to a new location. When humanoids drink a *treant potion*, they take 20 points of damage and their hair turns into tiny green vines for a month, giving a 2-point penalty on reaction rolls. A save versus poison halves the damage but the hair remains transformed. If the LL wishes, there could even be flowers in her hair (and tiny berries) to attract the birds and the bees.

Tree Slayer Potion

Harpies create this potion to defend their rookeries. When consumed, the *tree slayer potion* alters the monster's call, allowing it to lure tree sap (instead of victims) right out of the plants. The sap collects near or under the harpy; if 10 acres of forest can be slain with song, enough sap coagulates to form an amber golem. The process takes about 10 minutes (one turn after the harpy starts singing), and the creature is permanent, but will crumble if the calling harpy is slain. When humanoids drink a *tree slayer potion*, they take 10 points of damage and lose 1d4 points of Dexterity. Roll two saves versus poison to halve either or both types of damage. One point of ability damage heals per day.

MUSICAL INSTRUMENTS

Creating enchanting and attractive sound is a vital ability for many creatures, from song birds to whales. Intelligent beings expand on this by creating music, complex sounds that can hold many different magics within the notes. Unlike other magic items, magical instruments tend to be either difficult to use (because the wielder must have skill to play the instrument) or very simple as the items create music on their own, with little or no input from the user.

Bell of Command

Ringing one of these large gold *bells* effectively casts a *command* spell on everyone within 100'. Each *bell* casts its own, specific *command*, and several can be rung simultaneously for different *commands*.

The *bell's* effect is more powerful than the 1st level cleric spell: only victims with an INT greater than 14 and more than 10 hit dice can save versus spells to avoid obeying the *command*.

Bell of Peace

Because of their weight and size, these large iron *bells* are usually static items, deployed around the edges of graveyards to keep undead from leaving or entering the area. Burying a body within 50' of a *bell* also prevents the corpse from rising as any sort of undead. If undead enter this radius of effect, the *bell* begins to toll softly.

Bullroarer of Disruption

Besides making music, these ancient instruments can also be used to communicate over long distances using low frequency sound (much like elephant and whale vocalizations). Bullroarers consist of a cord attached to the sound-making part, a piece of wood carved with piercings or indentations. By altering the cord length, revolution speed, or swinging angle an adept user can change the sound she makes. Using any bullroarer safely requires about 10 feet of space, either before and behind the player, or in a radius around her, depending on whether she whirls the instrument horizontally or vertically.

Once every six hours, the *bullroarer of disruption* can be played at full power, causing *confusion* in all within 200' able to hear the instrument (i.e., have unprotected sound organs and are not deafened). Although the user is immune, everyone else must save versus spells to negate the effect. The sound produced is not loud enough to obscure the verbal component of spells, but the *confusion* usually takes care of most annoying wizards.

Bullroarer of Summons

Only clerics and druids can play a *bullroarer of summons* to full effect; once per year they may use it to summon spirits for battle, or to ensure a good harvest. For the former, whirling the *bullroarer* summons 10 spirits for every character level of the instrument's creator. These are strange-looking, solid undead that resemble skeletons (and have their statistics), but cannot be turned.

For the latter, the spirits double production for 50 acres. If a druid plays the *bullroarer*, the crop doubling need not be solely cultivated ground; this area could also include wild crops, such as berries and fungi crops. No matter who swings the instrument, it will not affect animal production, with milk, young, wool, etc. The summoned spirits remain until no longer needed and the character releases them.

Drum of Animal Spirits

Druids make these 6" diameter *drums* using the skin of a single animal or species. Once per week, the druid can use the instrument to summon 12 hit dice worth of skeletons from that species. For example, a *drum* made of wolf skin summons 6 wolf skeletons, because the living animals have 2 HD. The skeletons obey the druid and remain active for 2 turns. Some druids have found ways of making larger, more powerful drums that can summon whales and dinosaurs. Others have gone the other direction: even though it might seem a (darkly) amusing joke, playing a mouse skin *drum* could quickly destroy a harvest or a house with hundreds of the little boney

buggers running amuck. *Drums* aren't made solely from mammals; reptiles and birds are also possible. There are even wild rumors of one druid with an insect totem using the vibrating membranes from giant insects to summon the exoskeletons of arachnids past.

Harpy Call

There are two opposing items named *harpy calls*, both resembling whistles, flutes, or pan pipes. The first version duplicates the harpy's song, *charming* all who fail their save versus spells. The second type is more powerful and versatile. Not only can it charm listeners like the first type, but, by playing a different tune, this instrument can negate the harpies' own singing effect. So long as the *call* is played, everyone within hearing range is rendered immune to the creatures' monstrous song. A few of these latter *calls* (5%) can also affect harpies, charming *them* as if they were subjected to their own song.

Music of Power

Singing songs from this sheet music affects everyone within vocal range as though they had drunk a potion of the desired effect (LL's choice; for example, *delusion*, *levitation*, *poison*). The LL may decide whether the *music* affects characters and creatures that lack hearing. A song may only be sung once; afterward, it vanishes from the paper. Unlike transferring spells from a scroll to a spellbook, the *music* cannot be copied.

Standard of Music

Whenever this military flag is held upright, it plays rousing music for as long as its bearers can manage to keep it aloft. The *standard's* magic affects everyone within 500', increases their marching speed by 10%, but not increasing their fatigue with the more rapid pace. Some *standards* play only one tune, while others provide a variety. For the latter version, a bearer can choose the tune (or choose according to what his superiors order).

WIND CHIME OF FRIENDSHIP

Good fae that normally reside in houses are drawn to the sound of these *chimes*. For every month they hang on a home, there is a 5% chance that a brownie or similar creature moves in. Other fae (such as dryads, naiads, sprites, etc.) might enjoy the *chimes'* sound, but they won't take up residence.

The number of fae appearing is up to individual LLs and how they envision their fae community. Like cats, some faefae are solitary, while others enjoy company. If abused or neglected, the fae will leave, marking the house so the *chimes* thereafter only draw unseelie fae. If the ostracized/abusive owner(s) dies, the house is no longer marked, and the *chimes* revert to normal.

WIND CHIME OF SAFETY

While these *wind chimes* hang on a building, they prevent all weather related damage, from flooding to lightning strikes. The *chimes* do not have any effect on land slides, lava, tidal waves, or other non-weather related disasters.

NAGA ITEMS

Nagas don't have limbs or shoulders, so they can't use magical clothing, wear amulets, or wield weapons. This means most naga magic items are caps, tail bands, torcs, figurines, and ioun stones — things that can be slipped on, or manipulated with a tail or the mind. Some items, such as pigments, dusts, and tools, require the assistance of a spell that allows fine manipulation: *telekinesis*, *unseen servant*, etc. For those items normally requiring shoulders, the pieces are often held in place by some magic of the nagas themselves.

CAP OF ADHESION

This small, white cloth *cap* can only be used by serpent-shaped creatures that aren't wearing armor or clothing. Activating the *cap's* power requires a wearer to have an extensive flesh contact with the ground, prohibiting bipedal creatures from using it. Five times per day a wearer can trigger the *cap* with a command word, and leave behind an extremely sticky slime trail. The trail is an unscented white smear up to 100 feet long, which lasts for an hour and works underwater (so it could be used to catch lobsters). Those who step in or otherwise come into contact with the trail must save versus spells or be glued to the spot. If they are stronger than the adhesive, they can pull themselves free. The slime immediately adheres to the ground when produced, so it cannot be gathered and bottled. To determine the slime's strength for a specific *cap*, roll 1d12 and consult the table below.

Roll 1d12	Slime Strength
1-4	12
5-8	13
9	14
10	15
11	16
12	17

CAP OF THE CHILLING SLIME

This pale blue cloth *cap* looks like a small helmet

and can only be used by serpent-shaped creatures that aren't wearing armor or clothing. Activating the *cap's* power requires a wearer to have an extensive flesh contact with the ground, prohibiting bipedal creatures from using it. Three times per day a wearer can trigger the *cap* with a command word, and leave behind an extremely cold, unscented slime trail. Although transparent, the trail chills the air, creating a slight wisp of ground fog visible to the observant. The trail can be up to 50 feet long, lasts for an hour, and works underwater. Those who touch the trail must save versus spells or take 3d4 points of damage and are *slowed* for 1d6+2 rounds. Fire-based creatures suffer double damage. For every 10 feet of length, the slime trail can freeze 10 gallons of water per minute. The slime immediately adheres to the ground when produced, so it cannot be gathered and bottled. While making the trail, the *cap* wearer is immune to all cold-based attacks.

Cap of Holy Power

This small, slightly luminescent *cap* of golden cloth can only be used by serpent-shaped creatures that aren't wearing armor or clothing. Activating the *cap's* power requires a wearer to have an extensive flesh contact with the ground, prohibiting bipedal creatures from using it. Five times per day the wearer can trigger the *cap* with a command word, and leave behind a trail of holy energy. The trail can be up to 200 feet long, lasts for an hour, and works underwater. Undead, demons, and other extremely evil creatures who touch the trail take 4d6 points of damage per round; a save versus spells reduces the damage by half. The slime immediately adheres to the ground when produced, so it cannot be gathered and bottled like holy water. Those creatures with the power to *detect good* can sense the trail and the *cap*. There is no *unholy* version of the *cap*, as evil-doers have other methods of making such paths — like driving spikes into a holy trail-maker's flesh.

Cap of the Razor Scales

This small, gunmetal grey *cap* made of reptile scales can only be used by scaled, serpent-shaped creatures that aren't wearing armor or clothing. Activating the *cap's* power requires a wearer to have an extensive flesh contact with the ground, prohibiting bipedal creatures from using it. Five times per day the wearer can trigger the *cap* with a command word, and leave behind a very visible trail of sharp scales that is up to 50 feet long. Those who step on or otherwise touch the scales take 1d4 points of damage per round. The scales vanish after one turn.

Chain Torc

Useful only to venomous creatures, this steel chain neckband has one enlarged segment worn under the chin. In addition to the normal damage inflicted by the wearer's venom, the *torc's* effect also paralyzes the target for 1d6 rounds. If a victim successfully saves against the wearer's poison, the paralysis effect is also negated.

Clear Star Ioun Stone

Once per week, the user can mentally summon a storm of stones that strikes up to 500' away. Those within the 30' diameter area of effect take 5d4 points of damage, but can save versus dragon breath for half damage. The storm lasts one round and creates 500 pounds of quartz chunks and semi-precious gems resembling reptile scales. If the minerals are collected, they are worth 10 gold pieces per pound.

Gem of Elemental Infusion

These magical stones infuse one of the elemental energies into mundane plants or animals; they can't function on humans, humanoids, or magical creatures unless the Labyrinth Lord deems otherwise. Each *gem* resembles the element it's meant to transfer, e.g., rubies for fire, aquamarine for water, diamond for

air, and mudstone for earth. The energy infusion is triggered with a command phrase, may be activated once per day, and can't be undone by any mortal magic. It's an instantaneous effect, a light ray that automatically strikes the intended target, which immediately begins to change.

Although the resulting creatures are still made of flesh or fiber, they have elemental traits and physical features that mark them as altered. The minor tells might include dripping water, fiery aura, strong breath, or some trace of soil. But the real differences are that the creatures can now be harmed only by magic or magical weapons, and they inflict an additional +2 points of elemental damage when they hit. The creatures are identical to their original statistics, but with the additions described. Interestingly, the new characteristics may be passed along to the next generation, possibly creating a new species.

Glass Figurines

This entry is a subcategory of the *figurines of wondrous power*. It is a also template that can be applied to all existing *figurines* examples described in the *Advanced Edition Companion*. Rather than being made of the listed materials, these *figurines* are made of leaded glass. The resulting creature is naturally transparent — in effect, gifted with an *invisibility* that can't be dispelled.

Pigment of Glowing Eyes

Applying this light green paste to a creature's eyelids allows the recipient to see in the dark, both normal and magical, out to the range of normal daylight vision. The *pigment* comes in small jars containing 2d4 applications, and each dose lasts for four hours. Trying to stretch *pigment*, by applying to only one eye, results in a hellacious headache. The paste is slightly luminescent, so a user's eyes glow a bit and can be seen from five feet away. Because the *pigment* alters a user's eyes so he can see in the dark,

not how the pupils react, being exposed to daylight or a *light* spell simply causes regular light blindness lasting 1d3 rounds — not permanent damage.

Pigment of Razor Fangs

Applying this crimson paste to the jaw of a creature possessing a bite attack magically sharpens the creature's teeth and provides a +4 damage bonus to its attack (e.g., a 1d4 bite becomes 1d4+4). The *pigment* comes in small jars holding 1d4 applications, and each dose lasts for three turns. The recipient must have a bite attack; humans and other short-toothed humanoids trying to use this item only end up with red paint on their chins.

Rattle of Water Control

This 2' long rattlesnake *rattle* can only be used by creatures with a flexible tail. For example, long-tailed monkeys and some felines could wear this item, but not canines because their tails are too stiff. Attaching the *rattle* to a tail requires a command word; activating the *rattle* requires a twitching shake and one hundred gallons of water, at least fairly pure. The action animates the water, creating a small water elemental controlled by the wearer (see the *Labyrinth Lord* core rulebook for the elemental's stats). The *rattle* can be used once per day and the elemental exists for an hour. Sages believe different *rattles* might exist, those able to control other elements and substances.

Stamp of Fear

A small metal square with a handle, the *stamp* marks objects with a proprietary sigil. If anyone, other than the *stamp's* owner, touches a marked item they suffer the effects of a *fear* spell cast by a 12th-level magic user. Three items can be marked each day, and no ink is required because the mark is physical. Each sigil lasts for a week and then fades when its duration ends. Activating the *stamp*

requires knowing a command word, which prevents a thief from stealing the *stamp* and the marked objects. Should the *stamp* get a new owner, she has to re-mark all items, wait for the sigil to fade, or be exposed to the *fear* effect as well.

Standing Stone of Wisdom

Immense, solitary monoliths, these *stones* usually weigh over five tons and are covered in the symbols of specific gods. Each *stone* allows a god's dedicated followers to cast *commune* once per year as if they were 10th level clerics. This allows non-clerics access to the divine, at least for a little while. Some gods are accessible throughout the year, while others may only be reached during special or holy days.

Steelscale Torc

This steel neck band is etched with scales, the largest one placed just under the wearer's chin. While worn, the *torc* alters a wearer's scales or skin, giving him an armor class of 3. Those who already have an AC of 3 or better gain a 1-point AC bonus.

Tail Band of the Unseen Artisan

A form of jewelry known almost exclusively to nagas, *tail bands* are large rings that fit snugly around the reptile's tail, three to six feet from the tip (depending on the size of the individual naga and the particular band). A humanoid might wear one around her thigh, but that would make walking and wearing some kinds of armor difficult.

The *tail band* is silver and etched with images of hand tools. A wearer can summon a group of six creatures each nearly identical to an *unseen servant*, except for having a Strength of 10. The artisans can create modest artwork valued at no more than one gold piece per day (total, not for each item). The artisans remain for eight hours and can be summoned once per day.

Tail Band of the Mirror Cloud

Similar to the *tail band of the unseen artisan*, this jewelry is made of small silver and glass mirrored plaques strung together. It produces a 30' diameter field surrounded by a outwardly reflective force, i.e., those outside can't see in, but those inside can see out. Gaze attacks into the field are reflected, while those from within are negated (because these attacks require victims to be able to see the monster — e.g., consider how Medusa was slain). The *tail band* can be used three times per day and the effect lasts for three turns.

Tail Band of the Unseen Warrior

Nearly identical to the *tail band of the unseen artisan*, this silver band has etchings of weapons, rather than tools. The wearer can summon a creature similar to an *unseen servant*, but it has the statistics of a 4th level fighter wearing chain mail and wielding a small shield and mace. One warrior can be summoned per day, and remains for up to one turn.

Torc of Holy Strength

A bronze neckpiece set with a centered diamond, this item may be used at will. The *torc* works only for those who can *turn undead*, increasing their effective level for turning purposes only. Roll 1d6 to determine the number of levels.

Roll	Level Increase
1-3	1 level
4-5	2 levels
6	3 levels

Torc of Humankind

An iron neckband with a centered agate, this *torc* allows the wearer to assume human form. The appearance taken cannot be that of an existing person, and it is specific to the wearer (i.e., once the *torc* is worn, the appearance is set for that user). The *torc* can be used five times per day, for up to an hour each time.

Torc of Shielding

A plaque of wrought-iron crossed swords replaces the usual gem in this steel neck band. When in place, the *torc* gives its wearer a 2-point armor class bonus and reduces damage from one kind of energy by half. Roll 1d6 to determine what type of energy is affected.

Roll	Energy Type
1-2	cold
3-4	heat
5-6	electricity

Yellow and Red Sphere Ioun Stone

This item is also called the *ioun stone of the dragon's diet*, because it allows the user to safely digest and receive nutrition from any non-toxic substance that can be chewed and swallowed, i.e., not rocks, wood, or other hard substances. The *ioun stone* may be used at will and is activated by thought.

Oils and Oil-Based Items

Though potions are the most common magic fluids by far, oils should not be discounted. They provide magical enhancements for common objects such as tools and weapons. Despite having a short operating duration, oils can be a powerful source of magic.

Akasha Oil

This divinely-created *oil* is applied to spaces (i.e., rooms or buildings), rather than objects or creatures. The interior of a space anointed with *oil* enlarges by 50% in each dimension, but the outside measurements and walls remain the same. *Akasha oil* can only be applied to a particular space one time and the effect is permanent. Because of the *oil's* properties, the entire treated area radiates magic. If subjected to a *dispel magic* spell, the treated space resists as if the *oil* were created by a 12th level character.

Should a dispelling work, the room shrinks immediately and rapidly, but *usually* everything within it does not — which could be an opportunity for lots of high-velocity impact damage from heavy furniture being tossed about. However, 10% of the time, all the items, characters, and creatures within the space do shrink when the enchantment is dispelled. Everything permanently becomes half its former size. At the LL's discretion, this effect could be counteracted by *wishes*, divine intervention, the appropriate *polymorph* spells, or some kind of growth spell made permanent.

Blood Oil

Before activation, this *oil* is clear; adding even a single drop of the target creature's blood triggers the magic and turns the liquid rusty. After it is applied, activated *oil* fuses to a weapon and gives it a +4 enchantment bonus to attack and damage when used against the target creature. This bonus lasts until the target is dead, whereupon the *oil* and weapon fall to dust. *Blood oil* can be used on arrows, but this isn't common because missiles are more likely to break than a sword or mace. If *blood oil* is applied to a magical weapon, the +4 bonus supersedes the weapon's original enchantment when used against the target; when used against any other foe, the weapon uses its original bonuses.

Camp Fire Oil

Treating wood with this inexpensive *oil* makes better campfires for those traveling in hostile territory. The flames burn 20 degrees warmer, but less brightly, drawing monsters only half as often as a regular fire. The *oil* does nothing to reduce smoke, but it also does not increase the rate at which the fuel burns — so timid souls need not make more trips into a dark and threatening forest. A flask holds 2d6 doses, and one dose treats enough wood for a small campfire to last 8 hours. The *oil* can be used to make a flaming club, but this should only be done as a last resort: the treated wood burns hotter (inflicting 1d6+3 points of damage), but the wielder takes 1d4 points of fire damage per round.

Foam Oil

When exposed to flame, this alchemical creation transforms into a durable, non-flammable foam. Originally, *foam oil* was developed to control fires, and one flask immediately extinguishes flames up to 10' square. Ingenious users have created temporary armor by hardening layers of the foam with a torch; this has an AC of 6 and gives a +2 bonus to saves versus fire attacks, but it is bulky and reduces movement by 5' per round. Thinner layers can also be applied over existing armor, providing a 1-point AC bonus and a +1 bonus to saving throws versus fire-based attacks and spells.

As a practical joke, or a desperate way to disrupt pursuit, the foam can seal doors, or clog halls and tunnels. Used this way, a flask of *oil* produces a foam mass of up to 25 cubic feet. This has an AC of 8, can withstand 35 points of damage before it breaks, and lasts 2d4 days before it crumbles into dust.

The *oil* can also be used as a weapon against fiery creatures such as elementals. A flask does 6d6 points of damage and reduces the fire damage these monsters can inflict by 75% for 2d4 rounds. Unfortunately, this tactic does not work against red dragons and most lower planes creatures as they aren't burning all the time.

Freedom Oil

Any metal (even magical metal) exposed to *freedom oil* turns rubbery for 1d4x10 rounds. This does not break the metal, only deforms it for a time; when the duration is up, the metal regains its original shape and rigidity. The *oil* is non-toxic, allowing it to be held in the mouth like alcohol or water. Thieves use it to slip out of restraints, leaving no sign of how they escaped. Once a flask is opened, the *oil* remains potent for up to 8 hours.

Geode Oil

Few know the secrets of creating or using *geode oil*, which creates mineral wealth from ordinary rock. When applied to a stone less than four feet in diameter, the *oil* seeps into its heart and slowly transforms the center into a hollow sphere, encrusted with gems worth 2d4x500 gold pieces. The conversion process takes 1d4+2 months, or whatever the LL deems proper.

Removing the gems without causing damage is difficult. Anyone trying must make a DEX check; failure means half the gems are ruined. The resulting gemstones can be of just about any material imaginable, even the weird stuff made by *gemsilk* (see the entry below for more information). Usually gems created depend on minerals in the source rock, but ambient magics can alter things. A similar liquid, *gemstone oil*, can turn an entire rock into a solid gem, not just the interior.

Lightning Rod Oil

Wooden objects treated with this *oil* become perfect lightning rods. Anointed items draw natural lightning from up to one mile away, conducting the

energy into the ground. This effect also negates any lightning-based magic cast or used in this area. Treated items must be less than 10' long and weigh less than 20 pounds, but can be anything from a staff to a birdhouse. The item must also be grounded, or there is a danger of fire, explosion, or zapping whoever holds the object. The *oil* is usually found in vials holding 1d6 doses.

Oil of Luring

There are many varieties of *luring oil*, each keyed to a specific monster species, which can include intelligent creatures such as kobolds and dragons. If a target monster smells the *oil*, it must save versus poison or be drawn to it. This effect is not like the blissed-out effect catnip has on cats, or the compulsion of some spells; it's more like being drawn to dinner by the scent of a favorite food. Upon reaching the source, the affected creatures are free to do anything they want to the bottle or whoever holds it.

The *oil's* luring effect has a maximum range of one half mile, but this could be severely decreased by situation or environmental conditions. If the *oil* is used underground or on still days, its range is much less, perhaps only 200'. The *oil's* lure effect lasts until the bottle is stoppered, or the liquid evaporates. A full bottle has 1d8 hours worth of lure.

Oil of Mineral Vegetable

Useable only by druids, the *oil* transforms whatever mineral it's poured on, so that the material effectively becomes a plant for the purpose of casting druid spells. As an example, *entangle* could be cast on a cave floor treated with the *oil* and tendrils would appear. The *oil* only affects raw minerals, not worked stone, forged metal, or cut crystals. The effect is permanent, unless the mineral is later worked, which negates the *oil's* power. One vial changes up to 10 cubic feet of material.

Oil of Old Flesh

Soil is made up of minerals and decayed plants and animals. When this *oil* is applied to soil, it transforms the organic content, bringing one or more corpses back into existence. What corpses make up the soil and how many corpses are brought back is left up to the Labyrinth Lord. The recompiled bodies linger until they decay once again.

The user should be aware that these bodies are dead, not undead: they can be raised, reincarnated, resurrected, or whatever, but they won't stand up and immediately attack the party without some necromantic assistance (unless the LL wants them to). They are also "freshly dead." This means the corpses could be used as raw materials (spell components, ivory, skins, etc.), for food, or to grow food animals (when resurrected), if the appropriate animals were part of the soil. The effect could also, for example, bring back the hydra that ate the food animals, but doing so would only freak out the characters, since the monster would be just as dead as the animals it ate.

The *oil* can also bring back plants in the soil, perhaps ancient species or rare varietals. Or, it could be used for weird effects. For example, say the treated soil had been moved from some foreign land; a (dead) jungle could be brought into existence in the middle of the arctic or in a dungeon.

Oil Sponge

This magically enhanced *sponge* can draw off a portion of magical oil that has already been applied without affecting the liquid's duration or effect. When the collected oil is squeezed from the *sponge*, it is treated as a whole dose — effectively doubling the oil's dosage. This effect only works once per application of the oil, so all you munchkins out there, take notice: the *oil sponge* is not an endless potion resupply item. The *sponge* can be reused 1d10+20 times before its enchantment loses power.

Oil Spring

In order to work, this 1' wide, 3' long cylinder must be driven into the ground. After its command word is spoken, the *oil spring* draws up five gallons of petroleum per hour. Unfortunately, the *spring* does not work like a *create water* spell; it must be activated in an area containing petroleum. There are no limits to how many times the *spring* can be used, and once activated it can function forever or until the oil dries up. Similar *springs* bring other unusual liquids to the surface. One of the most infamous drains the Earth Mother's blood, tapping her strength and weakening her.

Signal Oil

A flask of this *oil* can cover up to 10 square feet of any surface. Speaking the command word causes the liquid to glow for 1d4+4 hours. During this period the command word may be repeatedly uttered to turn on or turn off the glow, sending messages much like working the aperture on a bull's-eye lantern. The glow is as bright as a very large candle, but does not give off any heat. Different vials of *signal oil* have different activation words, so multiple characters can send messages simultaneously without worrying about scrambling someone else's code.

Silver Oil

Applying this *oil* to a suit of iron or steel armor turns the metal into *silversteel*, a rare magical/alchemical creation that glows like a silver-flamed candle. The treated armor gains a +3 enchantment bonus to AC, and any demon that touches it takes 2d6 points of damage per touch. For example, a demon that bites the wearer and hits with both of its claws takes 6d6 points of damage.

Silver oil is designed to work specifically against demons; devils are affected by the otherwise identical *iron oil*. Lycanthropes in beast or hybrid forms attacking a character with *silver oil*-treated armor take one point of damage every time they hit with a natural weapon, such as their claws or teeth. Wererats usually use swords and missile weapons, so they don't often have to worry about the *oil*.

A flask will cover one suit of armor, and the *oil's* effect lasts for one year. The *oil* could be applied to weapons, but doing so would be pointless: the *oil's* power reflects upon the attacker, it doesn't enhance the damage of the wielder.

Stake Oil

A stake treated with this *oil* turns into a potent anti-vampire weapon. Any vampire struck by the stake, anywhere on its body (hand, foot, ear), is paralyzed until the stake is removed. Staking the creature's heart turns the vampire into stone that crumbles when exposed to sunlight. The *oil* is rather volatile: once the wood is treated, the stake must be used within four hours. Also, the treated stake can only be used one time, but the *oil* can be reapplied. If the stake is made from wood enchanted by either a spell or a tree's natural magic, that enchantment is suppressed until the *oil* evaporates or the stake is removed from a vampire's body.

Optics and Light Producing Items

Humans and other races regularly manipulate light, even if only by lighting a torch. Those who create these items often find the inherent nature of light alluring: colors hidden within the brightness, only revealed by seemingly supernatural substances. Others find reflected images to be wondrous, creating items of both beauty and power.

Bubble Candle

Instead of producing a flame when lit, this *candle* gives off bubbles filled with sleeping gas. Anyone

within 30' of the *candle* must save versus paralysis or be struck by a bubble. Those struck must save versus poison or fall asleep for 3d4x10 rounds. Victims only awaken early if they are harmed, taking at least one point of damage (so, no, shaking, yelling, and fingers in a bowl of warm water don't work). The person who lit the *candle*, elves, undead, and other creatures normally immune to sleep spells are unaffected.

Newly-lit *candles* last for one hour (producing bubbles the entire time), but can be extinguished and re-lit as many times as desired, until the one hour lifespan is reached. The bubbles are not affected by wind currents, and, depending on the LL's discretion, they might also pass through physical barriers, such as walls or people.

Bust of Light

The monstrous stone heads carved for this item always have teeth, usually fangs — for the heads need to feed. A *bust* given blood powers all lights within 100'; for every 10 hit points worth "donated," the lights stay on for one hour. Needless to say, any blood given is seldom the owner's. The lights can be any form of illumination, from candles to technological flood lamps. Whatever their make, the lights' normal fuel is untouched while the *bust* powers them.

Camera Obscura of Transformation

Boxes large enough to hold an ogre, most *camera obscura* are stationary structures or special-purpose rooms inside larger buildings. A few were made for traveling: these can be dismantled and packed aboard a donkey cart. The magic is not really in the box itself, but the lens mounted in one wall, which projects the scene outside the *camera* onto the opposite wall. More elaborate designs include rotating periscopes and mirrors for changing the view and the perspective.

If a character inside the darkened box stands within the beam of projected light, a part of the outside scene (or part of a person in that scene) is magically "printed" onto her. The process causes no damage, but the character does gain a physical trait related to the projection; this does not include things like magical powers, wings, or mental abilities, just an exterior pattern or physical characteristic. For example, the image of a ruby outside the *camera* might cause the character inside to develop crystalline skin, a dark red coloration, or ruby teeth. The exact results are left up to the LL. All changes are permanent and can only be reversed by a *wish* spell.

Candle of Navigation

Clerics of the sea and sky gods use these *candles* to put temporary constellations into the night sky. These new stars remain visible while the *candle* burns, and, if used on a ship, the effect keeps a navigator from getting lost. However, magical interference or transport, such as summoning a storm to blot out the stars, or teleporting the ship negates this benefit. A new *candle* lasts 1d4+4 hours, but if it's not needed at some point, it can be snuffed out and relit at another time. This must done on purpose, because the *candles* remain lit even during storms. Useful as it is, the effect does have a tendency to terrify or confuse astrologers in the local area.

Dark Light Prism

A normal rainbow does not emerge from this 6" long, 1" wide obsidian *prism*; instead, the black glass transforms colors in light into shades humans cannot see without magical assistance. The dark light affects a variety of strange monsters — the alien and weird creatures seemingly abhorrent to nature: otyughs, cthuloids, eyes from the deep, etc. — and beings from other planes. Should one of these entities enter the *prism*'s 30' long, 10' wide cone of effect, the colors play with the creature's emotions, making it hungry, angry, confused, sleepy, or anything

else the LL envisions or feels appropriate. When used with the proper detections spells (e.g., *detect evil* and similar magics), the dark light allows humans to see ethereal and astral creatures.

Fire Piston of Destruction

The *fire piston* is an ancient method of starting fires, composed of two small cylinders, one fitting inside the other. By slamming down on the inner tube, a user compresses the gas (i.e., air) contained within the larger tube, generating enough heat to light tinder.

This magical version can ignite most materials, even rock or metal, but the LL should determine if there are any exceptions. Burning items take 3d6 points of damage per round until destroyed or magic is used to extinguish the flames. Only one item can be ignited per use and the *piston* can be used three times per day. Although PCs may try, the *fire piston* is not easily made into weapon: it is akin to a flint and steel or box of matches. However, the molten or superheated material (e.g., steel blobs and magma bits) can cause serious burns — especially if the user isn't paying attention.

Ghost Goggles

Ghost goggles allow the wearer to watch a scene from her current location's past. Each time she uses them, the viewer starts in the present and views back through time, scanning a month of history every five rounds (so, a year takes 10 minutes). When she finds what she's looking for, the wearer can slow or reverse the backward scan and watch events play out in real time. Unfortunately, the creator never figured out how to "bookmark" a starting point in time, so each scan restarts in the present. This makes going back into the distant past (millions of years) impractical for most people. A clever and motivated PC could make a better version of the *goggles* by using the magic item research rules found on page 125 of the *Labyrinth Lord* core rules.

There are a couple other tricks to wearing the *goggles*. The wearer can move while viewing, and her point of vision moves with her. Walking this way isn't a problem, unless the terrain, trees, or buildings have changed significantly; then, an unaided wearer likely meets things face-first in the present. Also, while there are no charges or limitations on use, gaze weapons seen in the past (say, from a medusa or basilisk) still affect the wearer, so be careful where you look.

Ice Lens

A 1' diameter circle of magically treated ice, the *lens* chills any light passing through it. This cold ray inflicts one point of damage per round to all targets within a 25' long, 5' wide cone. Creatures sensitive to cold take 2d4 points of damage per round, with a save versus spells for half damage. Each round that watery creatures or the cold-blooded stay within the area of effect, treat them as though they were affected by a *slow* spell, if they fail to save versus spells. Although made of ice, the *lens* will not melt in natural heat and has 50 hit points to resist magical fire. The ray can freeze one gallon of water per round.

Jar of Glowing Death

Unlike the childhood game of collecting fireflies on a summer's night, this small crystal container summons and contains lightning bugs from another plane of existence. Unfortunately, the *jar's* creator failed in his research: the summoned insectoid aliens radiate toxic energies. The creator died one night soon after, when his eyes migrated down his neck and grew into tentacles that strangled him in his sleep.

The *jar* produces enough sickly green light to illuminate an area 20' in diameter. Any living creature entering the light must save versus death or gain one drawback selected or rolled on the *Mutant Future* mutation charts. Only one save is needed per week, if the *jar* is used for long periods of time. Any character receiving five drawbacks dies horrifically. If a character is silly enough to remove the silver cap, the insectoids escape, begin to breed, and irradiate the region....

Lantern of Capture

While these items can be used as mundane light sources, it is not their main purpose. When a holder commands, her *lantern* produces 50' long streams of light that *entangle* targets of a particular alignment (as per the spell). If the wielder uses a second command word, the *lantern's* streams burst into flame, burning captives for 4d6 points of fire damage. Doing this consumes the remainder of the *lantern's* fuel and frees any survivors.

The *lanterns* each have a 4-hour reservoir of oil. Because the reservoir cannot be refilled while the *lantern* is burning, this also indicates the maximum length of time a captive can be held. The oil is alchemical and made from combinations of resinous tree saps — black rood, wild hammer-thorn, maiden's lacewood, and white iron pine — mixed in proportions specific to a *lantern's* particular alignment. The complex blending process and unusual components drive up the price, which is 50 gp per hour of burn time.

Each *lantern* captures only beings or creatures of one alignment, determined at creation. Outside of magic, there is only one way to tell which alignment is affected by a particular lamp: looking under the *lantern's* roof for a circle of small enchanted gems, which are responsible for the light's *entangle* effect. For those looking to transplant the gems, they are attuned to their lantern and removing them breaks the item. The specific gems listed below indicate the alignment affected by a *lantern*:

Lawful Good: topaz

Lawful Neutral: beryl

Lawful Evil: bloodstone

Neutral Good: turquoise

Neutral: quartz

Neutral Evil: pyrite

Chaotic Good: sunstone

Chaotic Neutral: amber

Chaotic Evil: agate

Lantern of Door Revealing

This otherwise normal *lantern* reveals all secret and concealed doors within 40', making them glow, even through illusions.

Lantern of Shadow Objects

Expensive to use, this *lantern's* enchantment uses gem dust to "create" objects. Placing at least 100 gp of dust within the *lantern* generates a light that reveals 1d12 items. These are shadowy, translucent — as though partially existing in another place — but immediately identifiable (e.g., "that's a sword, that's a book," etc.). The *lantern* carrier can touch one of the objects, causing it to become real and permanent. Then the *lantern* goes dark and the other objects vanish, possibly forever, because new objects appear each time the *lantern* is lit.

Lantern bearers should be wary of an impulse to try outwitting magic of this magnitude. Choosing two or more items simultaneously results in severely charred fingers. The greedy character takes 4d6 points of damage and cannot use her hands for a week (even if immune to fire). Worse, neither object touched becomes real.

The objects revealed are always worth less than one half the value of the gem dust provided. Given how dear it can be to activate this item (grinding up perfectly good gems), some speculate the *lantern* was created by dwarven gem cutters as a way to make use of castoff material. Others believe the *lantern* was a way to pull a fast one on wealthy adventurers.

Below are some sample items and their possible costs:

Cost	Example
100	Mundane weapons, armor, and tools
500	Trinkets, minor artwork, and low grade gemstones
1,000	Gems, jewelry, and higher quality artwork
5,000	Weak magic items
10,000	Minor magic items
25,000	Average magic items, altars, and enchanted plants
50,000+	Monsters, major magic items, and unique magic items

Lens of Redirection

Much like putting some English on a billiard ball, this small crystal *lens* allows a spell-caster of any type (i.e., both arcane and divine) to redirect her ranged spells as they head down-range and affect areas she cannot see directly. The caster can make two 90-degree angle changes to a spell's trajectory, but its range remains the same. For example, a *fireball* has a 240' range, but the caster could bend the spell around a corner and through a window. The spell detonates after traveling the 240' listed, but this might be much closer to the caster. If the caster cannot observe the spell's entire flight path, the magic could hit something or someone while out of sight and trigger early.

The caster might find it useful to have a good grasp of physics and geometry, as the less adept could very well blow themselves up trying to arc *fireballs* like mortar rounds. The LL might wish to keep a grenade failure chart on-hand should one of his players ever start using a *lens* in earnest. The *lens* can be used at will.

Lens of Spell Filtering

This small diamond *lens* allows a spell-caster of any type to alter his spells so they only affect specific races, species, minerals, or similar categories. The caster activates the *lens* by adding specific command phrases to each spell's verbal component. The *lens* can "store" multiple settings so a mage's *magic missiles* might only affect giants, his *lightning bolt* only affects turtles, and his *fireball* only affects gnomes. In fact, there could be so many variants the caster might never know a *lens*' entire potential. The settings are not fixed: a caster need only adjust his command phrase for a certain spell to change his target type. A *lens* can be used at will.

Lens of Wealth

Usable only by thieves and assassins, this *lens* reveals the total monetary value of a target's wealth, including all her worldly goods (e.g., property, art, investments, etc.), not just what she might have on her person. One-quarter of all lenses are cursed, providing false readings: the poor seem wealthy and the wealthy seem poor. A *lens* can be used at will.

Living Spyglass

Looking through this *spyglass* allows the user to detect every living thing over 5 pounds within its scope. This could possibly include planar creatures/

beings, but not undead, elementals, and the like. The *spyglass* has a range of 1,000' and its effect can pass through 10' of non-living matter. However, the view/effect is blocked by gold or lead. A *spyglass* can be used at will.

Magnifying Glass of Growth

Although this item is called a "*magnifying glass*," there could also be spyglasses, telescopes, and lenses with the same effect, not just hand glasses. These instruments enlarge tiny animals, making them into giant versions of themselves. The *glass* may be used once per day, and it works only in one direction; it cannot be flipped around to shrink a giant animal.

There are no restrictions on the subject, other than size: before transformation, the target must be less than one inch long. Examples might include amoebae, ants, centipedes, flies, and worms; even very small birds' eggs could be turned into rocs. LLs may use existing stats from the *Labyrinth Lord* rules, or use them as guidelines for designing their own creatures.

The newly-giant creature is not controlled by the *glass* bearer, but it does not attack her either. This is lucky, because the *glass* only has a 5' range and the transformation takes just one round, which leaves little room or time for a get-away sprint. The creature is, however, more than happy to attack anyone else nearby. The size change is permanent, so, over time, a hermit could build up an army of giant arthropods and other invertebrates to keep those pesky kids off his lawn.

Mirror of Appearance

This full-length *mirror* stands almost 7' tall. Any one character directly in front of it can command the *mirror* to alter his appearance. There are no limits to the number of changes a *mirror* can make at any given time; possibilities include weight,

coloration, physical features, and even race (to a certain degree). The alterations last for 12 hours and the mirror may be used once per day (*not* once per character per day).

Mirror of Holding

While these *mirrors* hold as much as a *bag of holding*, the items stored within remain visible on a mirror's surface, so it only takes a moment to retrieve a desired object. The owner can insert more items simply by uttering the proper command word and passing the item into the frame — as though this were an open window, not surrounding a plate of metal or silvered glass. *Mirrors* come in different sizes, depending on the individual storage capacity: for every 50 pounds a *mirror* can hold, it is two feet wide/tall. Each *mirror* has 5 hit points and an AC of 8.

A few *mirrors* (5%) are cursed, capturing those who touch their surface. Once sucked inside a *mirror*, victims are transformed into objects such as bags of coins or large gems — and do not get a save. These unfortunates can only be retrieved by casting *remove curse*, *wish*, or *plane shift* spells. If either type of *mirror* is broken, all objects held within (including trapped characters) are lost forever.

Mirror of Memories

These are perhaps the rarest of magical looking glasses, because creating one involves the death of its maker. But, some believe the *mirror* really provides a form of immortality. A character that stands before the *mirror* and utters the appropriate command word gains the memories and abilities of whoever created the item. This is not an exchange: the character's personality remains intact, but her own abilities (i.e., her class and level, and all associated powers) are temporarily suppressed, submerged beneath those gained from the *mirror*. This "replacement" lasts for a day. If, during this time, the charac-

ter is killed, any memories and abilities gained from the *mirror* are lost forever.

The memories are not self-aware while in the *mirror*; accessing them is like reaching into a wardrobe, withdrawing someone else's clothes, and putting them on over your own. When the day is over, the memories go back into the *mirror*, and the character's original abilities reassert themselves. However, memories brought forth from the *mirror* are aware of the creator's original death and prior episodes outside the *mirror*. Any experiences had during a day are added to the memories; to extend the clothes metaphor, there might be an additional rip, stain, or medal added to the costume for whoever next puts it on. Because of this, the memories could gain levels and abilities, becoming more powerful over time.

To construct a *mirror of memories* is a terrible and awesome decision, especially in a world with magic so powerful the spark of life can be reignited. For the creator chooses permanent death: there can be no later *wish*, no *resurrection*, no *reincarnation*. Most often, *mirrors* are made by older, powerful paladins or clerics, those so committed to a belief system they willingly cease their physical existence to help others.

As part of the enchanting process, a *mirror*'s creator must take his own life, so his being can be absorbed by the *mirror*. This *must* be a voluntary death; a *mirror* cannot be enchanted by killing someone else. But once the process is complete, others can also slay themselves, adding their memories and abilities to the *mirror*. There is no limit to the number of personalities a *mirror* can hold; some *mirrors* might contain whole worlds. Every set of memories may be accessed individually, with each personality having its own command word. More than one character may access a *mirror* at a time, but only one person may carry a given set of memories during a specific period.

Each *mirror* is highly individual, its size and shape and appearance depending on its creator's wishes. And each is almost indestructible: no physical or magical force can destroy one. The only known method is to entirely drain a *mirror* of its memories

and kill characters all carrying them. The *mirror* then becomes mundane.

Planar Prism

This small piece of leaded glass allows the user to see into "nearby" planes. These places may include the ethereal plane, the astral, or wherever else the Labyrinth Lord desires. To function, the *prism* requires a bright source of light (at least a lantern's worth of candlepower). It can be used at will.

Prism of Darkness

From darkness, the *prism* creates objects of umbral matter. This material is as permanent as normal matter, and has the same feel and look, except that it's the purest of black. Umbral matter has no radius of darkness and does not dissipate when exposed to light; instead, it absorbs any light that touches it, but without heating. With a wrap of umbral cloth, a character could hide in plain sight at night or while underground, as the material absorbs torch light, hiding anything behind the surface. Umbral objects only fade back into darkness when they rust or are broken into small pieces.

Umbral matter is immune to heat or cold. But, it is also more ductile than normal matter, and may be worked with an anvil and hammer without the need for a fire. Because of this ductility, umbral weapons lose an edge more easily than those made from normal metal; umbral maces are seen as a better choice than swords or axes. Edged umbral weapons have a -1 penalty to damage, and umbral armor has a one-point AC penalty (e.g., umbral chain has an AC of 6). If the LL wishes, a suit of umbral armor could provide an AC bonus while fighting at night, or give a thief a bonus to her *hiding in shadows* ability.

The *prism of darkness* can make up to 25 pounds worth of items per day (total), but there is no maximum to the number of things that can be created. Consequently, this powerful item can become the center of a city's economy.

Prism of Light

From light, the *prism* creates objects of luminescent matter. This material is as permanent as normal matter, and has the same feel and look. The created items do not radiate light, but they do reflect it so well that being around bright light sources could blind those nearby. Such a radius of effect would depend on the original light source's intensity. Luminescent objects only fade back into light when they rust or are broken into small pieces.

Luminescent matter is immune to heat or cold. But, it is also more ductile than normal matter, and may be worked with an anvil and hammer without the need for a fire. Because of this ductility, luminescent weapons lose an edge more easily than those made from normal metal; luminescent maces are seen as a better choice than swords or axes. Edged luminescent weapons have a -1 penalty to damage, and luminescent armor has a one-point AC penalty (e.g., luminescent chain has an AC of 6).

The *prism of light* can make up to 25 pounds worth of items per day (total), but there is no maximum to the number of things that can be created. Consequently, this powerful item can become the center of a city's economy.

Revealing Mirror

Customs and tax officials often use these *mirrors* to locate contraband, such as material components for restricted spells, and undeclared wealth hidden amongst trash. When a command phrase is spoken the reflecting surface of this normal-looking, square hand *mirror* changes, showing only the material mentioned in the phrase. Images of the named objects seem to float in the *mirror's* glass, moving with the contraband-holder's movements.

Although just one person is needed to activate and use the item, official *mirror*-holders are usually part of a team. The *mirror* has only a 25' range, so smugglers or thieves could easily see they are about to be discovered, putting a single official in danger. Thieves also use *mirrors*, with pickpockets zeroing in on loot and sizing up potential targets. The same ability also makes these *mirrors* useful to investigators, jealous lovers, and overly-zealous parents, searching for stolen property, illicit love-tokens, or other items.

Scarab of Truth

This 10-ton stone beetle statue constantly emits a 150' radius of light. Not only does this provide a muted illumination, the *scarab's* magical effect forces all within the light to speak the truth, no save. *Scarabs of truth* are most effective in large, open rooms, because the effect is line of sight and cannot pass through walls or floors. Statues are usually found in temples and political buildings, which keeps these institutions half abandoned most of the time.

Seeing Crystal

This *crystal*, the size and shape of a coin, is a spyglass that can change magnification by command. Each round, a user can adjust the power to anything between 5x and 100x, with no limitations on use.

Sea Tusk

Much like a canary in a coal mine, this enchanted walrus *tusk* alerts miners to danger. Rather than toxic gases, the *tusk* glows if it comes within 50' of sea water. Monsters who live or mine under the ocean floor use it to prevent catastrophic digging errors. This is a permanent effect and does not need to be activated. A similar device made from a magma beast tusk indicates if molten stone is nearby.

Singing Flame

More a location than an item, the *singing flame* is a 10' diameter, 20' high bonfire. The multicolored, perpetually-burning *flame* emits a haunting melody. Intelligent creatures within a mile — no matter whether underground, underwater, or in a noisy

urban environment — must save versus spells or be pulled toward the fire (which can burn underwater). When they see the *flame*, those so lured must make another save. Anyone who fails throws herself in.

Victims don't take any damage, however; they find themselves on another plane of existence, one accessed only by this portal. The portal is two-way, but as soon as victims try to escape the other plane, they are affected by the lure again. The nature of the other plane is up to the LL; it may be one of the other canon planes (fire, water, etc.), or a specially-created pocket dimension.

Despite the *flame* being intended as a location, its fuel could really be the magical item: rune-encrusted lumber that must be ignited by a fire spell of any level, or some kind of elemental rock-fire, or whatever the LL has in mind.

Sparking Torch

This light provides double the illumination of a normal torch, but also triples the chance of wandering monster encounters. Other than giving off sparks that are big and colorful and harmless, the *sparking torch* is just like a mundane version: it lasts just as long, those nearby have no more worry of catching fire, and hitting something with it does the same amount of damage as a normal torch.

Sundial of Industry

For those who never seem to have enough time in their lives, this handy device extends the day by four hours in an area 1,000 feet across. The *sundial of industry* is not usually very large, only 3' tall and 1' wide, but it's solid, weighing more than 150 pounds. When first emplaced, the *sundial* must attune itself to a location for 24 hours before functioning, then it works automatically.

The device's magic is not a large extended *light* spell; it actually lengthens the amount/period of useable daylight in the affected area, as though the

sun were still above the horizon after it sets. The *sundial* does not affect the amount of light before daybreak, only after dusk. This effect makes the item very useful when dealing with undead and some forms of fungi. The *sundial* must be in an area normally touched by the sun, on the surface; it does not work underground.

Sun Mirror

No matter how far underground a *sun mirror* is carried, it always reflects sunlight as if it were on the surface, on a cloudless day. Subterranean dwellers use *mirrors* to keep track of time and provide light for plants. The item works through the entire planet, so it always provides light.

The *mirror* reflects light, it does not refract it, so the angle has to be correct in order to illuminate a specific spot. But, as it's only 2' in diameter and weighs just five pounds, a *mirror* is easily moved. Another solution is to have several *sun mirrors* working in concert, illuminating a larger range of space. The *mirror* affects undead with sunlight sensitivity, just as if they were also on the surface; so, a smart team of *mirror*-equipped hunters could fry vampires even 10 miles underground.

Tiratana Torch

An ancient word from across the seas, "tiratana" refers to sanctuary; in this case, being protected by flame. The *torch* is a one-use item that creates a variant on the *fire shield* spell, one which surrounds an object, not the caster. Once lit, the *torch* burns for three turns. During this time, the holder can touch the *torch's* flame to an object, which gains possession of the *fire shield* spell for six hours. Once the spell transfers from a *torch*, the item falls to ash.

The receiving object must weigh less than 1,000 pounds, it cannot be a construct, and it cannot be in physical contact with any living thing, or the spell won't transfer. The *fire shield* can be of either the warm or chill variety; the choice is made when the *torch* is enchanted.

Torch of Smoking Death

Upon command, the smoke from this *torch* forms into illusions of orcs or other monsters, produced as though a 10th level illusionist cast *phantasmal monster*. The illusory forms are chosen when the *torch* is created. When destroyed, the illusions revert to smoke, effectively becoming a *fog cloud* for one round. A much more expensive version of the *torch* has illusory creatures that turn into the *powder of sneezing and choking*.

A newly-lit *torch of smoking death* burns for 10 hours, but each illusion casting reduces the lifespan by two hours. The *torch* can also function as a normal torch, but this further reduces its lifespan. If a *torch* does not have enough burn-time left when its user calls for monsters, it cannot produce the effect.

PAPER LANTERNS

Originating in distant lands, *paper lanterns* are delicate, single-use objects. After being lit, a *lantern* rises 10' per round to a specified height, ignites, and releases magic contained within sigils inscribed on its panels. If exposed to a fire attack, a *lantern* automatically activates no matter where it is. Anyone touching an active *lantern* receives no saving throw versus its effects.

Paper Lantern of Alliances

When this *lantern* reaches its trigger altitude of 30', all creatures within 100' who observe the ignition must save versus spells. Those who fail are entrance and become friendly with each other no matter how strongly they hated each other before. This effect lasts for 1d4 hours.

Paper Lantern of the Ash Cloud

This *lantern* rises 10' into the air and then explodes, producing a 50' diameter cloud of the *dust of sneezing and choking*. Any invisible creatures or objects within the blast area are covered in ash, rendering them visible until the ash is removed. This takes 1d4+1 rounds of effort, more or less depending on the victim's size.

Paper Lantern of Crystals

After reaching an altitude of 50' this *lantern* shoots out flames that transform into crystals. These rain down onto everything within a 20' radius, inflicting 2d6 damage per round for 2d4 rounds. A save versus breath weapons reduces the damage by half. The crystals shatter when they hit the ground, but a character could catch one or more if he is willing to take full damage (12 points) for each, or has some kind of soft, yielding container. The crystals produce as much light as a torch, don't generate any heat, and never go out. Each is one foot long, has two hit points and an AC of 8. If used to stake a vampire, the crystal reduces the monster to dust; it cannot be returned to un-life by any means short of divine intervention.

Paper Lantern of Pest Destruction

Instead of burning, this *lantern* sparks with many small bolts of lightning. After reaching a height of 20', the *lantern* releases a blast inflicting 1d3 points of damage to all creatures within 50'. A save versus breath weapons reduces the damage by half. This *lantern* kills most swarms and other tiny creatures within range. Only those resistant or immune to lightning are unaffected.

Paper Lantern of Storm Summoning

This *lantern* rises much faster than other types, reaching an altitude of three miles in just five rounds. If lit while underground or inside, the *lantern* slams into the ceiling, destroying itself. Outside, the *lantern* summons a wind storm, drawing air to itself for 10 rounds before releasing it in a massive explosion during the following round. While the air is being absorbed, everything within a mile of the launch point is blown prone unless it saves versus paralysis. Movement other than slow walking is impossible. The explosion causes 10d8 points of damage (half fire and half concussion), to everything within two miles of the launch point. Saving versus breath weapons cuts the damage in half.

PARASITE POWERS

Some characters gain power not from an inherent quality, but rather from a parasitic infestation. While these parasites live on or in a host they siphon off energy or nutrients, inflicting some kind of static penalty. In return, the host gains a power that works as a magic item with a limited number of uses per day.

The parasites might be found in the wild, in other hosts, or in laboratories. They spread by contact, unless the target saves versus poison to prevent transmission. Once infected, a host can safely purge the parasites by using a *cure disease* spell. Should the creatures be killed another way, a second save versus poison is necessary to avoid a wasting condition from the open siphon wound. External parasites cause gangrene and drain one point of Strength per day. Internal parasites cause sepsis and drain one point of Constitution per day. This lasts until the character receives proper treatment (LL's call), or the ability score falls to zero and the victim dies. Once treated, the character heals one ability point per day.

Aura Leech

This 1/2" long creature floats around the host, buried in her aura. The *leech* constantly prevents others from reading the host's alignment or afflicting her with curses and alignment-altering attacks. But the *leech* also drains the host's passion, inflicting a lethargy that causes her to act last in every combat round and take twice as long doing anything else.

Cheek Scales

An unsightly infestation, these insects live on the host's face. Their shiny exoskeletons reflect gaze attacks, but they are constantly hungry, draining the host's blood and taking a small amount of his flesh. This quantity can be healed every day, if the host eats enough: a very small meal every 10 minutes while he is awake; at night, he must wake four times to have larger meals. If the host doesn't eat, he takes one point of damage per turn until he does. Others are usually horrified to see bugs chewing on someone's face, so the host suffers a 2-point reaction check penalty in all social encounters with those unfamiliar with his condition.

Demonic Brain Worm

Finding *demonic brain worms* can be challenging, because the parasites are native to other planes of existence. When the *worms* reach this plane, however, they are relatively easy to contract, either by drinking

contaminated water or by having physical contact with infected hosts or their bodily fluids (e.g., blood, sweat, etc.). After entering the body, a *worm* settles within the host's skull, wrapping around her brain and muttering constantly, slowly driving her insane. Once per month the host must save versus poison; if she fails, she goes mad. Despite this risk, the benefits make some consider this fate voluntarily: *brain worms* provide a constant mental defense against outside intrusion, preventing all forms of mind control, including charms.

As a note, the *worm's* muttering could be telepathic, or it can be actual speech heard through bone/liquid conduction. With the latter, another person close by the host (e.g., hugging, tightly packed into a small space, etc.) might overhear this barely audible noise, so the possibilities for an evil LL are many and varied.

Finger Beetle

Another horrifying insect, this large *beetle* eats one of the host's finger and replaces it. The parasite looks so gruesome that the host suffers a 4-point penalty on any reaction rolls. But, the *beetle* does not tolerate being covered: if the host puts on gloves or gauntlets, the insect rips out more flesh, inflicting 1d4 points of damage and causing so much pain the host suffers a -2 attack penalty and a 2-point AC penalty for 1d4 turns. For all this, a *beetle* can cast *summon swarm* three times per day and *insect swarm* once per day. The summoned insects are under the *beetle's* control, not the host's, but *finger beetles* can talk and usually obey their hosts. *Usually*.

Mushroom Cap

The *mushroom cap* fungus sprouts from the host's head, looking like an odd hat. It so closely resembles headwear, that there is no social trouble — unless the other person comes to understand the situation. Then there is a 2-point reaction check penalty. Having this infection allows a host to freely talk with plants and fungi for as long and as often as he wishes.

PROTOMATTER

This indestructible material dates back to the birth of the world (or other plane of existence). It cannot be worked by hammer or magic, and must be used in the shape in which it's found. Because of its origins, protomatter generally assists magic that creates real objects and entities from nothing (rather than the quasi-real nature of shadow spell objects). The material has other uses, which are detailed below.

Grey Shield

This uneven chunk of protomatter is just the right size to use as a small shield. It can reflect ranged spells if the wielder makes a contested Dexterity check opposed by the spell's caster. This can be done once per round and, if the wielder is successful, the spell is sent back at the caster.

Star Wand

Once per week, fighters, clerics, or magic-users can use this *wand* to create a very tiny star out to a distance of 500'. The star is 10' in diameter, produces light as bright as the noon sun, and creates enough heat to burn everything within 100' for 6d6 points of damage. The star also has a significant gravitational pull, drawing objects and entities toward itself. This force has a Strength score of 12 and a range of 1,000', so a weak or small *wand*-wielder may also be drawn to the star. The star burns out in 1d6+5 rounds.

Studded Leather Armor

If small bits of protomatter are used as studs on normal leather armor, the resulting AC is 0 with no change in weight.

RODS

Rods have been an unusual item category since the earliest editions of fantasy gaming. Even though they are usually lumped together with wands and staves, they share few, if any, characteristics with the other two items. Most rods are used exclusively by spell casters, but some of the best known were designed for any class to use. Others (such as the *rod of lordly might*) are specifically for characters that normally have no access to casting magic at all. These atypical items are powerful objects meant to contain atypical magics. Unless otherwise mentioned, all of these rods can be used by characters of any class.

Alchemist's Rod

Acid-etched alchemical symbols cover the surface of this *rod* made from translucent, dark-grey crystal. When activated, the item causes one object within 100' to warp and/or transmute. The *rod's* power combines the *stone shape* and *polymorph any object* spells,

except it can only affect objects, never produces creatures, and can warp any material, not just stone. The resulting object can be made of different compounds, elements, and even phases of matter that cannot exist in the real world. Any limitations of the resulting transmutation are up to the LL.

Here is one example of a transmuted object, just to get the ideas flowing. This small block of copper is surrounded by a cloud of copper gas at room temperature (not normally possible). The gas detects any copper deposits located beneath the block, waves of alien radiation, or subtle psionic interactions between sapient plants and their symbionts.

Celestial Rod

This slender silver *rod* is embossed with planetary sigils that glow when activated, projecting an illusionary map of the nearby planets and possibly stars. Twice per month, the wielder can cast *gate* to one of those worlds. Usually the first casting gets the *rod*-wielder to her destination, while the second provides the way back. Some *celestial rods* work only during specific phases of the moon, celestial alignments, or times of day.

A rare version of this *rod* (1% of the total number) also allows its holder to communicate telepathically with beings on the projected world. For this power to work, the wielder has to know of the target beings' existence and their names. This power only works when that distant world is above the horizon.

Cutting Rod

Used solely by dwarves and gnomes, these *rods* emit a 3' long beam of light when the proper command word is given. The beam cuts only stone, but makes a 3' diameter, 3' deep hole through solid rock in 3 rounds. A *cutting rod* has 32 charges, which can be recharged by a dwarven or gnomish cleric (NPC). Each charge provides a half hour of cutting time, and the *rod* may be used up to eight hours per day. When

used against enchanted stone objects and creatures made of earth (e.g., elementals), the *cutting rod* inflicts 3d8 points of damage per strike.

Cypher Rod

A use-darkened ash cylinder covered entirely with unreadable, mobile scribblings and capped with a black crystal, this *rod* gives off the slight musty scent of old parchment. When triggered and touched to a mundane scroll, a book of no more than 250 pages, or some other non-magical writing, this *rod* alters the language so only the wielder can read it thereafter. If the wielder wishes, the cypher can be read by more people, but never more than a dozen.

Using the *rod* on magical writing generates serious feedback, causing the writing to vanish forever. It also fries the wielder's language center: he loses the ability to understand or generate spoken or written language for 1d4 weeks. The *rod* can cypher manuscripts three times per day. There are no limitations for reading the encoded material.

Heart Rod

Many consider the environment merely piles of resources to be harvested and spaces to be filled. The *rod's* creators thought differently, believing the environment could be used sustainably and for their defense. As proof of their commitment, they made this item, which requires users to give up a part of themselves.

When activated, the *heart rod* drains an emotion from one or more characters and transfers it into an element, creating an elemental that lasts for one week. The emotion drained determines an elemental's function: those created from positive emotions are used to build things, while those created from negative emotions are more suited to combat. The number of characters donating their emotion determines the elemental's strength: every 10 donors gives the elemental 3 hit dice.

Barring some divine intervention or the use of powerful magic (e.g., a *wish*), a donation is permanent and the emotion cannot "grow back." A group that gives up its anger can never be angry again, but the resulting elemental (usually fire or earth) uses that anger to defend its creators. No one controls an elementals once created; *rod* holders can direct it, but the creature does as it sees fit — with one restriction: it cannot harm the environment.

There is no limit to the number of times the *rod* can be used, but characters can only give up only so many emotions. Unless the LL wishes otherwise, the *rod* only takes one emotion at a time. Taking a combination of emotions could result in elementals of steam, mud, mist, or the like, if the LL wants to get creative.

Horse Slayer

Only fighters can wield this steel *rod* with a spherical end that functions as a *mace +3*. Any creature, up to the size of a large horse, struck by the *rod* takes normal damage and is thrown 4d6 feet, landing prone. Distances greater than 10' cause falling damage. There is no save versus this effect.

Magma Rod

An ordinary-looking length of heavy, reddish wood, this *rod* gives no ready sign of its function. Close magical examination indicates the *rod* provides mineral wealth when driven into the ground and triggered with a command word. But this is a cruel, perhaps deadly joke: the *rod* does provide mineral wealth — in the form of a volcano.

Activating the *rod* releases a geyser of lava, consuming the *rod* and covering everything in a 50' radius with liquid rock. Thereafter, the volcano grows by 100' per month until it reaches a size determined by the Labyrinth Lord. The *rod* can be activated underground, which may affect the surface. Used underwater, the *rod* can create a new island.

A very rare version of the *rod* does not bring magma to the surface, but rather the Earth's black blood. This evil, gooey substance fills a dome, much like a blood blister, rather than a volcano's traditional cone shape. Because the black blood is less dense than lava, those enveloped may survive the experience — if they are evil. Those who are not drown in liquid darkness, rising to become undead horrors.

Muse Rod

This *rod* is covered with symbols of curiosity and contemplation. While creating an object or item, the *rod's* owner gains a bit of insight, instilling within the resulting object a minor magic no more powerful than a 2nd level spell. This power may be used at will, or it might require charges, or have another limitation determined by the *rod*-wielder. The ability to use an object at will increases the enchantment costs significantly. If the object created was meant to be a magic item, the creator can add an additional minor power or increase the object's power by two caster levels or its equivalent.

Predator's Rod

Ivory, the length of a forearm, and streaked with blood-red rivulets, this *rod* is carved with scenes of carnage. Activating the *rod* creates a force field that encloses a 50' diameter circle and lasts for 2d4 turns. Creatures can enter the field but not exit, allowing the *rod*-wielder to kill those captured within. If the wielder is slain instead, the *rod* usually breaks and the field falls. Occasionally a *rod* survives its wielder's death, becoming property of the slayer. If this happens, that creature's alignment moves one step towards Chaotic, if it isn't already there.

Rod of Advancement

This wand appears to be made of steel capped with a small diamond. While held or on the wielder's person, it doubles the experience bonus gained from a high ability score. Those who have an experience penalty lose it but don't gain a bonus. This *rod* doesn't affect the actual ability scores.

Rod of Ancestral Advice

Useful in settings where ancestors are worshipped, this yellowed bone *rod* allows the wielder to speak to them three times per week. Each use allows an hour of conversation, long enough to make the proper obeisance or conduct the necessary rituals, and ask however many questions are needed.

Rod of Curse Transference

Half black and half white, this *rod* allows the wielder to remove a curse and place it elsewhere within 30'. The curse saves versus spells as though its caster were saving; should the curse fail, it is moved. A curse can be transferred in many ways: from a living victim to an object (or the reverse), from victim to victim, or object to object. Curses cannot be transferred to liquids or gasses.

If an object gains the curse, the magic usually affects
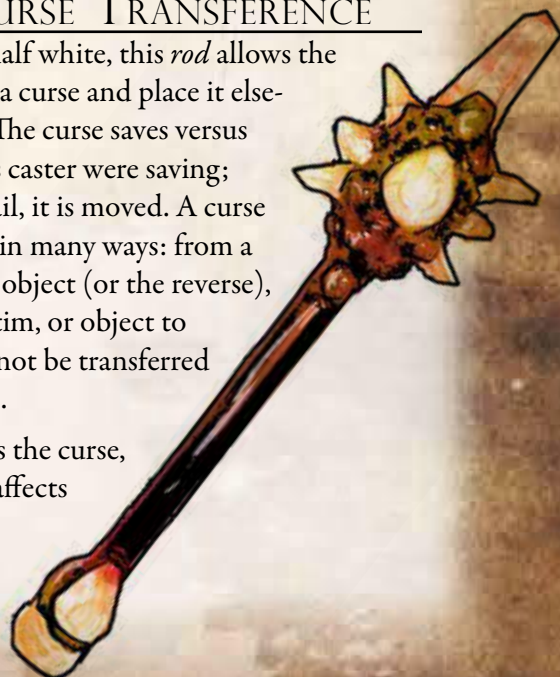
those touching it. Some cruel kings have been known to curse the walls or floors in their dungeons with this *rod*, leveling terrible punishments on those within. On the other hand, curses meant to instruct are known to affect the floors, pews, and other surfaces within temples. As soon as a victim stops touching the cursed item, they are free of the effect.

Editor's note: Curses as instructional devices may seem really odd. Here are two examples that helped me understand this idea.

- The village thief was caught stealing food once again, which is sad because he is in no way poor. To stop this uncivilized behavior, the local priest curses him so that every time he steals something, he must return the item and pay an equal value of money within an hour or turn bright blue. If that happens, even if he does the right thing (returning the items and giving a "donation"), the color remains for three days, long enough to make sure that people see and notice.

- Another example: those sitting on temple benches suffer the same pains as their patron spirit before she died and was made into a celestial being. The worshippers learn why and how, and thus try to modify their behavior so as not to cause others similar pain. In this case, the patron starved to death, because others would not share their food.

Rod of Preservation

This *rod* has a single sigil covering its entire length. When activated, the *rod* stops time within a 20' diameter bubble. Everything in the area, including the wielder, is affected. To activate, the wielder must speak the command word and a length of time. When the duration ends, the bubble pops and time resumes. Only divine intervention allows anyone else to end the effect early.

Rod of Pure Air

A light blue cylinder topped with a translucent green crystal, this *rod* has no charges and can be used whenever it is held. It allows every creature within a 30' radius to ignore air-based attacks. This includes suffocation from bad air, gas-based spells, or breath weapons and spells relating to air. Some breath weapons (such as those of older green dragons) may either ignore the *rod*, destroy it, or have their damage reduced by half (save for 1/4 damage) depending on the LL's call.

Rod of Road Running

This *rod* looks like an elongated cobblestone and functions only in urban areas. Holding it triples the wielder's ground movement rate and allows him to create three barriers per day to stop or delay opponents. These are not physical walls, but rather coincidences such as broken-down carts and military parades. Each barrier lasts for 4d6 rounds.

Rod of Room Mirroring

Made of glass with a mirrored finish, this *rod* can be activated once per day and functions only in a room, chamber, cavern, etc. of no more than 100,000 cubic feet. The *rod* causes the contents of the room to change position (180 degrees), as though the space were somehow reflected in a mirror. The *rod*-wielder can select the axis. Doors and other entrances are unaffected. If the floor and ceiling are reversed, the room's contents fall to the new floor, causing falling damage if the distance is 10 feet or more.

Rod of the Sea King

Coral *rods* covered in aquatic symbols, these items are made by the Sea King, a divine monster living in the depths. The king constructs a few of these items every century and ensures land walkers come to possess them. When someone touches a *Rod of the Sea King*, they must save versus spells or be enthralled to the King, secretly promoting its agenda. Thralls can use the *rod* to *commune* with the Sea King once

per week. Those who wield the *rod* can summon sea monsters once per day and water elementals three times per week. Treat these effects as a *summon monster VI* spell (for the sea monsters) and a *conjure earth elemental* spell, except a 16 hit die water elemental is summoned instead.

Rod of Sea Wrecks

Should it come within a surface mile of a submerged shipwreck, this coral *rod* informs the wielder with a mental chime. If the *rod* is brought within 100 yards of the wreck, it can raise the largest hull fragment and hold it on the surface for eight hours. The *rod* can raise one wreck per month.

Rod of Sigil Deformation

Covered in sigils that slowly wander its exterior, this *rod* provides complete immunity to *sigil*, *symbol,* and similar spells. Once per day, the *rod* allows its wielder to touch such a magical writing and turn it into another spell of the same level or lower.

Rod of Sigil Destruction

The bane of spellcasters everywhere, this extremely rare *rod* is made of glass and has 1d3+1 glowing orbs within it. Each orb is a charge. When the wielder fires at a single, visible magical text within 10', the *rod* causes the magic within the writing to discharge. This is like throwing a match onto a pile of fireworks, as all spells within a spell book, scroll, or similar object are cast simultaneously. Because the detonation is centered on the writing, this destroys the text and may even kill a *rod*-bearer standing too close. The *rod* itself is immune to the reaction and shatters only when its charges are expended. It can not be recharged. A grenade failure chart is handy for randomly determining a spell's trajectory.

Rod of Stability

Only clerics can use this plain brown stick capped with a small block of quartz. The *rod* prevents supernatural changes to reality, preventing all transmutation and conjuration spells or effects within 100'. The *rod* was created to prevent demons, devils, and the like from summoning allies. Because of the astounding power required to do this, the *rod* stops nearly all similar effects, even those beneficial to the *rod*-wielder. The only exceptions to this power are gods and godlings *gating* into the affected area. The *rod* has no charges and works continuously while it is held.

Rod of Travel

A twisted wooden stick used only by druids, this item reveals the "backroads" of nature. When activated, the *rod* allows a wielder and anyone with her to follow a magical trail bypassing landscape barriers such as mountains and oceans. The travelers must walk or use walking mounts to maintain contact with the trail; flight or other movement results in the characters being lost on the backroads for 1d4 weeks.

The trail is metaphorical as well as magical, and it leads everywhere, so travelers could emerge anywhere in the world. If they emerge at all, that is. About 1% of the time, travelers lost on the backroads encounter a predatory fae that wants to eat them and wear their skins.

Sculptor's Rod

When held by a dwarf, elf, or gnome, the *sculptor's rod* can repair or animate statues and other sculptures within 50'. For every charge expended, the target object either regains 10 hit points or is animated for an hour. Unlike the *animate object* spell, the target of the *rod's* effect may not attack: these *rods* were created by artists for artists — not brutish adventurers and their anti-social habits.

Under the *rod*-wielder's direction, the animated object can block passageways and doorways, carry

Shatter Rod

Several smaller pieces of crystal melded together make up this *rod*. Its ray permanently breaks the target creature into dozens of smaller copies of itself, which swarm together. Medium and larger sized creatures effectively become an *insect plague* as per the druid spell. Very large creatures are treated as multiple castings of *insect plague*, while small creatures become harmless. Neither the target nor the resulting swarms are ever under the *rod*-wielder's control. Targets can save versus wands to avoid this effect. The *rod* can be used three times per day and its ray has a range of 100'.

Smelting Rod

Only dwarves and gnomes can use this item. When activated with a command word, the *smelting rod* turns metal ore into a liquid stream, moves it telekinetically, and then solidifies the liquid into ingots. The *rod* can be used to transform worked items, such as swords, as well as veins of ore. Only magic items have a chance of resisting this magic, with an item's owner saving versus spells to avoid the *rod's* effect.

A *rod* has 50 charges, which can be recharged by a dwarven or gnomish cleric (an NPC). Each charge lasts up to one hour and/or can affect up to 300 pounds. If the wielder has less than 300 pounds to work on and cannot find more within that hour's limit, the charge is used up and another has to be expended for the *rod* to function again.

With the *rod's* 50' range of effect, a clever wielder might melt an opponent's armor from across the room. This does no damage to the wearer, because the liquid metal remains at room temperature. However, the metal retains its mass. So, this flying liquid metal could be turned into a ram that inflicts between 2d6 and 3d8 points of damage, depending on the metal and mass.

loads, and perform other useful duties, but it cannot directly inflict damage. The object must also stay within 200' of the *rod*. The LL must decide whether the object goes still or goes wild when this boundary is breached. The *rod* has five charges, which regenerate at midnight, and it can be used once every three rounds.

Seeding Rod

This *rod* appears to be merely a broken branch with a few leafless twigs, but once per week the wielder can create a plant monster. The transmuting magic requires that a pile of vegetation be used as a material component, though the size of the pile doesn't correspond with the final size of the monster. If the caster wants her creature to have monstrous traits, such as fire breathing or electrical healing, she must include parts of plants with desired traits. The resulting monster is controlled by the *rod's* wielder, not necessarily its creator. The limitations of this creation are set by the Labyrinth Lord.

Spell Focus Rod, Arcane

Arcane spell focus rods allow clerics and druids to cast select spells from the magic-user or illusionist lists by expending a divine spell of equal or greater level. For example, a *rod* holding *fireball* spells would trigger when the wielding cleric cast spells of at least 3rd level into it. The exact spell within each *rod* is determined during its creation. Those very rare *rods* with 8th and 9th level spells require two or three 7th level divine spells to activate. This item doesn't have charges; as long as the spellcaster has spell slots available, he can continue to use the *rod*. The items' appearance varies depending on the spell they contain. For more information on **Focus Items**, see the introduction to that section, above.

Spell Focus Rod, Divine

Divine spell focus rods allow magic-users and illusionists to cast select spells from the cleric or druid lists by expending an arcane spell of at least two levels greater. For example, a *rod* holding *cure light wounds* spells would trigger when the wielding mage cast spells of at least 3rd level into it. The exact spell within each *rod* is determined during its creation. This item doesn't have charges; as long as the spellcaster has spell slots available, he can continue to use the *rod*. The items' appearance varies depending on the spell they contain. For more information on **Focus Items**, see the introduction to that section, above.

Vermin Rod

This *rod* is covered in sleek, dark brown fur. Three times per day it can summon and control a swarm of rodents, replicating the druid spell *insect plague,* except the swarm can't fly unless the rodents have such an ability (e.g., flying squirrels or Labyrinth Lord creations). The *rod* only affects true rodents (mice, rats, beavers, etc.), so it won't summon bats or other small mammals.

Warding Rod

An iron *rod* with four flanges, this item can draw all magic used within 10' into the ground. To start the effect, the *rod* must be driven into the earth and activated with a command word. To stop it, the wielder simply picks up the *rod*. The ground can soak up some magic without consequence, but absorbing too much magical energy or too many powerful supernatural abilities triggers side effects determined by the Labyrinth Lord (e.g., *fireballs* cause the earth to melt or explode, *charm* spells might draw monsters to the surface — use your imagination, this is a chance to make life interesting for the PCs).

Wrecking Rod

This steel *rod* is a *mace +2* that can be used to knock down buildings. Three times per day the *rod* can damage an object larger than 10,000 cubic feet as if it were a battering ram doing triple damage. The *rod* also has 5 charges; discharging one increases the damage done to 10 times a battering ram's normal damage. When the charges are expended, the *rod* loses its enchantment.

SCROLLS OF POWER

Normally, scrolls are only for spellcasters, but *Scrolls of Power* are intended for those with no casting ability. In this way, they are like the *scrolls of warding* described in the *Advanced Edition Companion*. Most are meant for fighters, but a few are written for other classes, and these are noted in the individual entries. Three example categories are included below, but other Scrolls of Power might include those for healing, teleporting, shapeshifting, destroying traps, increasing movement, or whatever the LL desires.

Object Scrolls

Instead of providing a spontaneous wondrous effect, these *scrolls* create permanent mundane items.

When the reader utters a command word, an object drawn or painted on the *scroll* disappears from the parchment and materializes close at hand. For all intents and purposes, the items are "real" and last until broken, when they fade away. *Object scrolls* can be used only by thieves and assassins.

Terrain Modification Scrolls

Useful to fighters, monks, thieves, and assassins, these *scrolls* allow the reader to cast spells like *move earth*, *wall of stone*, and *stone shape*. Unlike a few of the original spells, which take mages some time to cast or execute, the *scroll* reading only takes one round and its effect manifests immediately.

Weapon and Armor Scrolls

These allow a reader to enchant mundane weapons and armor with qualities provided by the *scroll*. Labyrinth Lords are encouraged to use qualities from any source book they have, or create their own versions. The effects last for 1d4+4 turns.

SIGIL CHARMS

Kin to *symbol* spells, these defensive items are triggered when an intended target sees them. Because of the expense, *charms* normally only ward against a single race or monster species, but the most powerful can defend against much more: multiple races, alignments, magics, etc.

Sigil charms are usually between 5 and 20 inches in diameter, but those affecting weaker creatures (like giant rats) may be just one inch across. The *charms* are often made of base metals and nailed to doorways, gates, or boundary markers; etched or inlaid into shields and armor; or carved into bedposts and cribs. Basically, *charms* can be affixed any place where protection is desired. One inventive delivery method involved scribing *sigils* onto pieces of parchment, which were then folded into winged devices and thrown. Some people wear smaller *charms* like holy symbols, on chains around their necks or bound to their forearms. There are even rumors of demon fighters having *sigil* tattooed or branded directly into their flesh.

All *sigil charms* can be reactivated and used against the same target immediately after the effect duration is over. A *charm's* frequency of use is left up to the LL, but a suggested rate is three times per day per creature. Or, to make the paperwork easier, the LL could decide the *charm* may be used at will, or a restricted daily frequency. If a group can afford to produce and use masses of *sigil charms* (and remember that enchantments are not cheap), a target need only make one save per round, not one per round for every *charm* in sight. So, if your army puts *sigil charms* on all their shields before marching off to slay the dragon, that dragon had better save on the first round, or be ready to run.

Three example *sigil charms* are described below.

Demon bane sigils force all demons looking upon them to save versus spells, with a -6 penalty. Those that fail are anchored to the spot until the *sigil* is hidden. Stricken demons may move their arms and torsos but cannot lift their feet (or other means of movement, i.e., tentacles, slime, etc.), summon allies, or harm the *sigil charm*. However, there is nothing preventing the demon from covering its eyes and running away, or throwing a cloak over a nearby *charm*.

Dragon bane sigils force a specific species of dragon (determined when the *charm* is created) to save versus death or lose access to all their spells and their breath weapon for 1d4 turns. While this does render the beast "powerless," except for its physical attacks, there is nothing but circumstance to keep a stricken dragon from flying away and returning another day.

Orc bane sigils paralyze orcs and other orc-blooded creatures (half-orcs, orc-ogres, etc.) for 2d6 turns or until they can no longer see the *sigil*. A save versus death reduces the paralysis duration to 1d4 rounds. Unlike the *demon bane sigil*, the victim of *orc bane* is completely paralyzed, unable to do anything but think mean thoughts.

SIMPLE IMPLANTS

Neither technological gadgets nor steampunk wonders, these magical items are simple to use, easy to create, and, being inside the body, are less likely to be stolen than other objects. Most are pins, ornamental piercings (hooks, wires, rings, studs, chains, bars, etc.), or nails driven into the flesh. Some provide simple benefits in exchange for the pain of insertion; others use pain to control the host. At the LL's discretion, the implantation process could be nearly harmless, or cause up to 1d4 points of damage for a large, messy, or deeply-placed item.

Arm Wand

Small enough to be inserted between the radius and ulna, *arm wands* can only hold spells affecting the wielder's body or knowledge (e.g., *jump*, *fly*, *identify*, *detect evil*, etc.). Trying to use *wands* that expel effects (e.g., *fireball, lightning bolt*, etc.) in this way ends ... badly: the spell discharges inside the caster and blows off his hand — at a minimum. There is no save for this, so most magic-users making the attempt turn out dead and crispy, or get called 'Lefty' for the rest of their lives.

Hand Stinger

The *stinger* is a specially enchanted nail able to erupt from the wielder's palm. Used plainly, the *stinger* is a hidden melee weapon, inflicting 1d3 points of damage (plus the user's STR bonus) per strike. But most often, the user chooses to have it secrete a toxin.

Before a *hand stinger* is implanted the user must undergo alchemical or medical treatments to gain immunity from their choice of poison. Because such compounds vary widely, so do the pre-treatments, and their cost — but these are almost always very expensive. The *stinger* can produce enough toxin for three strikes per day. The compound can be anything the LL deems appropriate, even inflicting up to 30 points of damage on failed save. However, the poison cannot kill immediately, because the host would die before developing a resistance.

Nail of Control

Slavers and beast masters use these *nails* to dominate their victims. To work, a *nail* must driven into the captive's body; unlike other control items, there is no particular target area — just somewhere that won't kill or paralyze the victim, such as through a major blood vessel, organ, or into the spine/brain. When the *nail* is inserted, the victim gets his one and only save versus spells. If he passes, his body rejects the *nail* and it falls out within a couple days. If he fails, the victim is permanently controlled by the *nail*'s owner, and must remain within sight or hearing range (or some kind of magical observation/communication). Should a victim outlive the owner, he is immediately freed: control does not pass to another. If someone removes the slave's *nail*, the control also stops, but the slave struggles for a time to reassert mental control and sanity, suffering from *confusion* for at least 1d4 hours.

Pain Pin

This *pin* allows the user to inflict the pain she experiences upon another. First, the user must implant the *pin* in a victim. Then, when the user is hurt, she touches the victim. Unless the victim is restrained or otherwise controlled, both the initial insertion and later touches require to-hit rolls. With her touch, the user inflicts upon the victim all the injury and pain she endured during the three previous rounds,
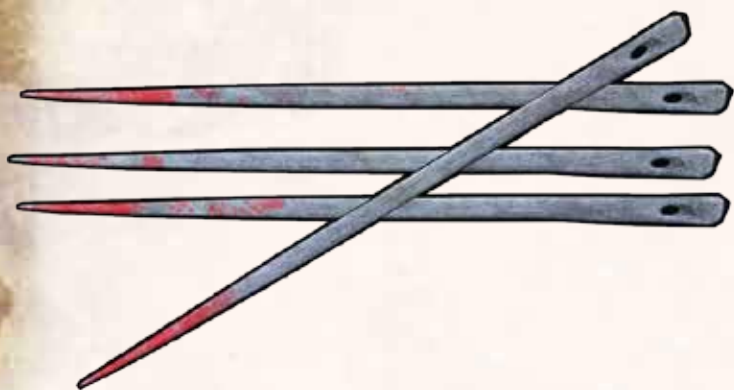
combined. This can be any kind of damage (e.g., fire, cold, melee, etc.) or emotional distress such as from loss or psychic attack; the *pin* shares all pain, no matter the source. The *pin's* user is not healed by this effect, and the victim does not get a save against the *pin's* magic.

Pin of Animation

When stuck with this *pin*, any object the LL allows will animate and follow the user's commands. This effect is similar to the *animate objects* spell, but the object does not have to attack immediately, or at all. There is a 150' control range between user and object, which remains animated until destroyed, or someone (anyone) removes the *pin*. The *pin* also works on the dead, with limitations. Because a single *pin* only animates a single object, an entire (whole) corpse could be animated but only one bone from a skeleton (which could only rattle and roll, not even attack). When an animated object is destroyed, the *pin's* owner must save against the method of destruction (e.g., spells, breath weapon, etc.); if this resulted from melee combat, use the save versus poison column. A failed save means the *pin* was also destroyed in the attack.

Pin of Rage

Although they can be inserted by hand, *pins of rage* are more often shot from blowguns. Users prefer to remain at a safer distance, because the *pins*

cause victims to lose their minds and enter a never-ending state of fury. When struck by a *pin*, the victim must save versus spells. Success means the *pin* doesn't work; failure means she attacks everything within sight — from people and monsters to trees and buildings. Only when the pin is removed, or the victim is placed in an *anti-magic shell*, does she return to normal.

SKULLS OF POWER

These enchanted monster and animal *skulls* are created by binding spirits into totemic relics. They give fighters and rangers a magical power that might not be as directly powerful as weapons or armor, but can be much more flexible. Once per day the user can activate a *skull* by touching it and asking the resident spirit for its boon, usually an enchantment or power of some kind. Each activation lasts for one hour per hit die of the original animal; for example, powers from the *skull* of a black bear that had 4 HD would last four hours. LLs are encouraged to be creative with the items listed below, for these are only the basic types — there could be much more powerful versions haunting your world.

Bear

A bear spirit gives the power to fight when all is lost. The recipient can continue fighting even when he falls into negative hit points. Should his negative hit points exceed his CON score, he dies.

Chimera

Chimera spirits give the power to destroy enemies with flame. Once every five rounds, the recipient can breathe fire in a 30' long, 10' wide cone, inflicting 3d6 points of damage. Victims can save versus breath weapons for half damage.

Gryphon

The spirit of a gryphon gives the power to find and destroy opponents. The recipient sprouts a pair of wings from her back and claws from her hands and feet. She can fly as well as a griffon (carrying up to 150 pounds of armor, gear, or piggy-backer), and the claws inflict 1d6 points of damage each. But the recipient might need a new pair boots if she doesn't remove her footwear before the change.

Hydra

The hydra spirit allows a recipient to fight several opponents at once. When this power is active, the user gains a second head and double the usual number of attacks, while suffering no penalties for fighting multiple targets simultaneously.

Ogre

An ogre spirit provides raw power. The recipient's STR increases to 19 and his unarmed attack does 1d8 points of damage.
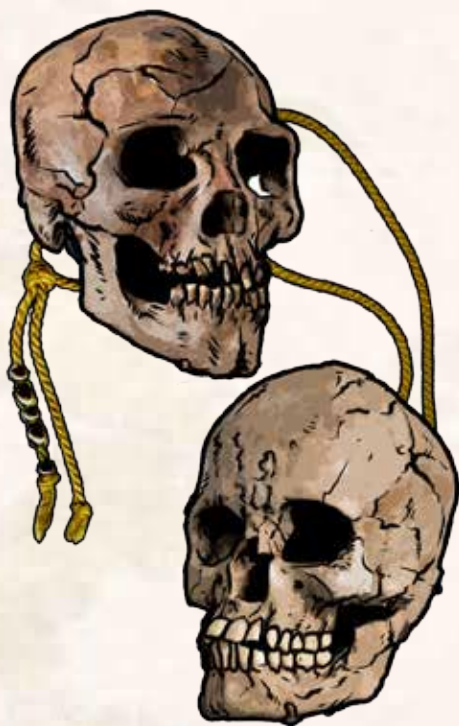
SPIRALS

Some shapes provide an excellent harmonic basis for enchanted works. Spirals are common, both as part of something greater such as some *symbol* spells, or in and of themselves.

Coil of Entrapment

To use, the wielder throws this 1" long spring at a target within 50' and speaks the command word. The *coil* balloons out and attacks one human-sized target as a 10 hit die monster. If it hits, the *coil* surrounds the target in a spiral of thin, razor-sharp metal, so flexible and bouncy it almost seems alive. So long as the victim does nothing but speak or breathe, he takes no damage. Any other physical activity inflicts 2d8 points of damage. Should he try to move, his movement rate is reduced to 10' (3'). If the *coil* misses on the first strike, it shrinks to its original size and falls at the target's feet. The *coil* can be reused (even against the thrower), if the the command word is known.

Consuming Spiral

This palm-sized, cursed metal disc is etched with a spiral symbol that glows faintly in the dark. Anyone within 20' who looks at the *consuming spiral* must save versus spells. Those who fail are slowly consumed and distorted by the item's magic: first the victim's hair, then his limbs, then his torso are wrenched into spiral shapes. He loses 1d4 points of Dexterity per week, and dies when this ability score reaches zero. Only a *wish* spell or divine intervention can save the victim.

Spiral of Power

Although these statues come in many sizes, there are only two forms, both made of stone or bronze. The first form, *spirals* with a clockwise twist, collect ambient positive energy and can turn/destroy undead. The other form, with a counterclockwise turn, collects negative energy and creates/controls undead.

A *spiral's* size and condition indicates its power level. Small ones that sit on a side table and weigh perhaps an ounce would have the ability of a 1st level cleric, while massive, five-ton structures adorning a temple's front entrance would have the power of a 20th level cleric. *Spirals* must be tended in order to retain their power-storing ability; those in better condition hold more energy. Should a *spiral* be damaged or become worn, only clerics of the appropriate alignment can repair it. This process could take days or years to complete. It will also cost a pretty penny: at least 100 gp per cleric/power level, and at least 5,000 gp per level for the larger *spirals*.

The statues absorb energy no matter where they are placed, though some locations favor one form or the other. In areas dedicated to Good or Evil, the opposite *spiral* still collects energy, but at a much slower rate. In situations like this, a *spiral* may only be used perhaps once per week, whereas most statues normally function once per day. Because of the limited usage, *spirals* are often placed in groups.

Spiral of Size

These very rare pieces of statuary come in two forms, both made of wire. The first, with a clockwise twist, makes creatures grow — to 10,000 times their normal size. The second, with a counterclockwise turn, shrinks creatures to 1/10,000th their normal size. Both versions are 12 inches long, 4 inches wide, and weigh one pound.

The statues are often paired with planar gates, and allow characters to enter worlds they could normally not, usually planes where everything is gigantic or microscopic. The spirals can be activated once per turn, and a save versus spells prevents the change in size. However, this save is not "one and done": each time the spiral is touched, the character must save again.

There are no limits to the number of times a character can be changed, but there are some restrictions on using the *spirals* and their effects. If the character fails her save, and is changed, she cannot touch the same type of *spiral* and be changed further. A change lasts for one week, but touching the opposite *spiral* immediately counteracts the original effect, returning the character to her normal size.

STONES AND MINERALS

Given the amazing diversity of minerals, it is not surprising that some soak up mystical energy, becoming magic items that easily hide in plain sight. This section includes magical dusts and powders because they are simply another form of magical mineral, enchanted first and then pulverized.

Azote Dust

While some might consider this material more of an alchemical trick than a true magical item, it is powerful enough to end curses cast upon living creatures. *Azote dust* mimics the grave and bends magical law, making a curse "think" its victim is without life, thus nullifying the effect. Very powerful curses (those 7th level and higher) are not effected by the dust. Nor can the *dust's* effect "hide" the user from other spells requiring or affecting life, such as *detection* or *hold* magics, *geas*, *charms*, and similar mind-altering enchantments (but, as always, this is the LL's call). Each batch of *dust* contains 1d6 doses.

Diamond Sponge

It may look like any other large diamond, but this stone has an odd, almost grainy consistency that is obvious when held. It can also be easily crushed by hand or with a hammer. Even stranger, when it touches gold, the gem acts like a sponge, soaking up the metal into a special kind of extra-dimensional space that can only be used to store gold. Each *diamond sponge* holds up to 50 pounds of gold, which becomes weightless in the extra-dimensional space. To retrieve the gold, a holder just breaks the gem. This also breaks the magic item, but it can be repaired

using either *fabricate* or *wish* spells (though the latter would be a waste).

Dust of Ooze Congealing

Sprinkling this *dust* on a slime or ooze forces the monster to save versus poison. Those that fail are paralyzed and shrunk: the ooze becomes 1/10th its normal weight. To revive an ooze, just add enough water to restore the creature to its original weight.

Dust of Shadows

Sprinkling this *dust* on shadows makes them solid and sticky, effectively a *web* spell that lasts four turns. The *dust* can only be used once and must be used in an area where light casts shadows; it does not work in completely darkened rooms, or in areas of magical darkness.

Earth (or other planet) Salt

Each plane of existence has its own unique traits, things like gravity, the flow of time, positive/negative energy, laws of magic, etc. Each dose of this mineral contains a tiny fragment of its home world's essential characteristics. When taken to another plane and sprinkled on the ground, the *salt* changes a 20' diameter area into a permanent oasis possessing planar traits of the mineral's world. For example, if some *earth salts* were sprinkled onto the ashen soil of the Elemental Plane of Fire, the material would magically alter a tiny patch (including air quality and temperature), enough that Earth life could survive there.

The altered area is too small for colonization; it merely allows the user to survive on an alien world/plane and have a base camp that's perfectly safe (aside from any petulant natives). The area is also too small to attract extra-planar creatures, but the sympathy with another plane does make it easier to link a planar gate or doorway back to the mineral's home.

Escape Pebble

Once per day, the owner of an *escape pebble* can drop this item within 5' and utter the activation command to create an illusion herself. The copy lasts for 1d4x10 rounds and acts so much like the character that it can even provide a realistic death, if struck. Picking up the *pebble* disrupts the illusion (of either the dead body or the living character), causing it to vanish. Those viewing the illusion can save versus spells to see through it.

Flood Stone

When exposed to fire or great heat, this one-use, one-pound rock turns into 5,000 gallons of water. *Flood stones* might have been developed as a practical joke, because they are often tossed into campfires to cause chaos. The explosion of water is a great wave, as though the walls of an immense cylindrical container suddenly vanished, freeing the liquid inside. This doesn't cause any physical damage, but may destroy scrolls and other delicate items. A *flood stone* won't do anything to a red dragon or fire-loving demons/devils (other than make them soggy and mad), but it does inflict 12d8 points of damage (no save) when used against fire elementals.

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Heartstone

These alien crystals came from another plane. The dull grey minerals resemble granite and constantly emit a form of radiation that only affects stone. A 3' diameter crystal weighs about 75 pounds and can effect all stone within 200', tripling its hit points and improving its AC to -4 after only one turn of exposure. The energy passes through everything but gold and lead. Larger crystals have been found, with proportionally larger radiation fields. Smaller pieces are useless.

If a *heartstone* is removed after being in position for more than 24 hours, the enhanced rock crumbles to dust. At various times, the mineral could have been used in gold mines or as the keystone in castles. There are also (unconfirmed) rumors of *heartstone* being used to undermine strongpoints during a siege or to penetrate prisons and defeat vaults.

Lightning Stone

Natural lightning creates these gems, at a rate of two to ten pounds per ground strike. The gems retain some of the lightning's power and replace coal when forging magical items, reducing the item's cost by 10% per *stone*. Using two *stones* seems the useful maximum, and trying to add more becomes a waste, though LLs are encouraged to alter this so it fits their setting. Whether *lightning stones* are created by every strike, if they appear only in certain terrain, or only under certain conditions is also left up to the LL.

Mass Stone

Although these rocks are only an inch in diameter, each weighs five pounds. Throwing a *mass stone* against a wall or ceiling triggers, redirecting gravity so that "down" becomes the target surface. The effect lasts 1d6+6 rounds and has a 100' diameter. Each *mass stone* may be used one time per day. After

its effect wears off, the *stone* drops to the floor as normal gravity reasserts itself.

As an example of using this item, a *stone* is thrown against the ceiling in a large area, say a cavern or huge audience chamber. Characters crossing this space might start by walking on the floor. If they are unaware of the *stone's* effect, they "fall" to the ceiling when they enter the target area. After walking (or crawling) across the ceiling, the characters fall back to the floor again when they reach the effect's far side. Any fall greater than 10' inflicts damage as per normal.

Mirage Stone

Similar to *displacer cloaks*, these fist-sized *stones* warp light. But, rather than distorting an image to distract an opponent, the *mirage stones* elongate a bearer's image to five times his normal height, so he appears long and stick-thin, as though standing before a funhouse mirror. Desert and plains peoples with the magic to create *stones* use them to communicate over long distances, employing hand signals and semaphore.

Odic Gem

Named for a mythical form of life force, these stones contain malevolently twisted life energy. If a *gem* is broken, a forest of corruption rises on the spot and spreads outward at a rate of one mile per day. Hazardous plants and fungi attack all who come near; animals become warped and degenerate.

Breaking the *odic gem* within an existing forest corrupts the creatures and plants caught in the growing contamination area. Dryads, naiads, and other similar beings must save versus spells. Those who fail become foul and corrupt; those who succeed have to deal with the monstrous flora.

The warped forest does not get larger than three miles in diameter, but may be much smaller if the *gem* is broken indoors or underground. Unless powerful magics are worked, these evil changes can last for centuries.

Pebble of Protection

This item mimics the surrounding stones, making it hard to see — even for the owner. When the stone is held and the command world is spoken, the owner shrinks and teleports into a space within the *pebble*, which drops to the ground. Anyone she was physically connected to, and all gear they were touching, is also affected. A maximum of twenty people and their equipment can fit within the space, which is very much like a cave: cool and dark, with no source of food or warmth. Those inside can't see or sense outside the stone.

If a second command word is spoken or the *pebble* is destroyed, everyone within is immediately released. Should the *pebble* be destroyed by powerful magic (i.e., spells above 5th level), those within the space suffer half damage and may save versus spells for 1/4 damage. If the destroying spell doesn't normally inflict damage, those within the *pebble* get a +4 bonus to their saves.

Pork Stone

This smooth, three-ounce rock smells like cooking bacon. If swallowed by a creature, it makes them smell like cooking bacon, causing others to attack it. This effect continues until the *pork stone* is removed from the victim's body, probably by a predator. Whether carried in a pouch or a stomach, a *pork stone* increases the chance of a wandering monster encounter by 50%.

Quicksand Stone

When its command word is spoken, this palm-sized *stone* turns an area of sand 30' square and 20' deep into quicksand. The *stone* is placed or thrown and then activated, which allows the user to avoid being trapped by the effect. If retrieved, the *stone* can be reused at will. Because of this capability, some users tie a string around the *stone*, throwing and retrieving it several times, quickly converting large areas into an obstacle blocking an attacking force.

The affected area remains quicksand until it dries out, which might take hours or weeks, depending on the local terrain and weather. Those submerged in the loose, wet sand suffocate. Anyone trapped in the quicksand when it hardens is also in for a bad day, but the effects are left up to the LL.

There are reports of the *stone* being used against earthen fortifications, near buildings, or thrown at the foot of castle walls. The *stone* can deflate earthen walls and topple trees within the area of effect. Smaller buildings would likely either settle into the ground, or collapse, at least partially. Because the *stone* does not affect rock, it is unlike to damage or undermine castle walls, which are usually built on bedrock. However, given enough time and throws, the *stone* could make changes to a moat, altering the course of a feeding water source or eliminating a retaining wall, causing the moat to drain. If the castle builders were supremely unwise and built over sand (see *Monty Python*), then the *stone* should wreak a mighty havoc.

Rolling Stone

Despite its name, this item has nothing to do with musical liches. When it's rolled along the ground, this cobble swells into a 6' diameter boulder. The *stone* rolls for 500', traveling 100' per round, even uphill. Those in its path must save versus breath attacks to avoid being struck for 4d6 points of damage. When the *rolling stone* reaches its 500' limit, it reverts to the cobble and cannot be used again that day. If the *stone* encounters large obstacles in its path (houses, trees, other really big rocks, massive monsters [e.g., elder dragons], etc.), it stops and reverts to the cobble. The *stone* can be used 1d12+12 times before losing its power.

Shadow Dust

When it is spread over a surface (usually the ground or a wall), the *dust* phases the covered material to a depth of 10'. As an example, a floor sprinkled with *shadow dust* becomes incorporeal, forming a 10' deep pit. This change only occurs in darkness: light of any kind (torch, lantern, *burning hands*, etc.) causes the phased area to become solid once again. The *dust* allows a number of possibilities: it could be made into a trap or an obstacle, or allow passage through the walls or floors of a dungeon if your party wanted to rescues the prince(ss), rob a bank, execute a "death from above" maneuver on the goblins below, etc.

Creatures caught within the phased area when it's exposed to light are trapped but remain alive; they can breathe and talk but cannot otherwise move. Trapped characters don't die by design: the *dust* was created as an imprisoning device, though this primary use might not be obvious to many. Extricating trapped characters can be done in one of two ways, depending on the LL's narrative needs. In one method, more *dust* must be used to reopen the ground. In the other method, the characters merely need to turn off the lights, which could re-phase the hole.

Using more *dust* or a rarer, more powerful version may make phased areas much wider or deeper, which could lead to unexpected discoveries. For example, a party digging with *shadow dust* might find a buried titan, trapped centuries ago and sleeping until freed.

Stone Gauntlets

Placing these carved marble *gauntlets* upon something made of stone strengthens the object, either doubling its hit points or tripling its carrying capacity. This effect happens automatically, and both *gauntlets* must be used at the same time. There is no limit to how many times the *stone gauntlets* can be used, but the object strengthened must have a volume of less than 5,000 cubic feet.

If the object takes damage while strengthened, but the amount does not exceed its normal hit point total, removing the *gauntlets* returns the object to normal, with no damage. Should the object be damaged beyond its normal hit point total, it is destroyed when the *gauntlets* are removed.

Stone Key

Inserting this *key* into stone creates and opens a small door. Behind the door lies a tiny vault created at the same time, where items can be hidden. When the stone is closed, there is no sign of it having been altered, nor any sign of what lies within. Depending on how abundant the vaults are, a character could use a *stone key* and find them almost anywhere there is bare rock. Existing vaults can only be discovered by *true seeing* and more powerful divination spells.

The vault's volume is determined when the *key* is created, and this is not usually very big. For characters looking to "open doors" in walls, dungeons, caves, etc.; a *stone key* doesn't work like that: the space created isn't large enough for people to move through. Instead, the *key* simply creates a space that ceases to exist when the *key* is withdrawn, but the

items within remain unharmed. The *key* can be used at will, and only inanimate objects can be stored within a vault.

Stone of Security

In places frequently threatened by burrowing monsters, these one-pound rocks are very popular. Activating a *stone* hardens the soil and bedrock in a 100' radius. Monsters that can normally only go through soil are unable to move through the enhanced area, while those able to get through solid rock take three times longer than usual to tunnel the same distance. For the latter monsters, the *stone* also makes a loud chime once every 10 seconds as the creature travels through the protected area. The warning noise is loud enough to waken sleeping characters and force a wandering monsters check. The burrowing critter will also hear it.

There are two versions of the *stone*: one used primarily by surface dwellers and another used by those who spend a great deal of time underground (e.g., dwarves, cavers, and adventurers who travel deep). The difference between them is height. The former version works mostly "down" and only affects 15' above the *stone*. If used underground, this version will not prevent creatures from coming through the ceiling. The second version works in a full 100' radius sphere.

Stones of security can be used at will, but if the *stone* is picked up, its effect stops immediately, and the soil and bedrock revert to their normal density. *Stones* are mostly used individually, because their effect does not reinforce or enhance another *stone's* effect. However, they can be used in concert, spread around a village or campsite to widen the protected area. The *stones* are activated by using a command phrase, which is usually carved into it somewhere (although the instructions aren't).

At the LL's discretion, an emplaced *stone* could lessen the effects of an *earthquake* spell and similar powers; or, it could make them much worse, a differ-

ence that might depend on circumstance. The hardened earth keeps together more readily — preventing a tunnel or wall collapse — but more rigid terrain transmits the vibrations more powerfully, so the characters might be shaken about like dice in a box, taking more damage.

Stone Spider

Harmless, 2' long animated statues, *stone spiders* are usually found in groups of 5-100, acting as the repair crews for castles and dungeons. Each hour, a *spider* can move 10 pounds up to 50 feet or create one pound of stone webbing that is indistinguishable from the local rock and lasts just as long.

The *spiders* move relatively slowly, making them very easy to capture. If a character has the command word, the *spiders* can be reprogramed with new instructions. In fact, many covetous and tidy adventuring groups bring them home, to clean and repair their own domiciles. For those looking to pack some out themselves, the *spiders* weigh about 5 pounds apiece and resemble large orb weavers, so hopefully none of the neighbors are arachnophobic.

Thunderegg

Similar to geodes, *thundereggs* form where two or more ley lines intersect. The stones absorb this magic and can be used to enhance spells related to such energy. Breaking a typical *thunderegg* while casting increases the caster's effective level by 2, but the increase could be anywhere from 1 to 10 levels. There is no visual way to identify how much power different stones will extend to a caster; however, a mage using *detect magic* for three rounds can tell how much power and what kind of energy a *thunderegg* holds. A stone's energy depends on how the LL uses ley lines in her campaign: some *thundereggs* are generic, while others are very specific in the power they store or release.

Water Crystal

Mages from arid communities create these fist-sized *crystals* to transport large quantities of water over long distances. The *crystals* absorb water at a rate of 100 gallons per turn, but do not retain the water's weight, only growing by one ounce for every 100 gallons absorbed. Squeezing a *crystal* releases the stored water, a process requiring only half the time it took to fill the item.

Unfortunately, there is a problem with the *crystals*: if one absorbs 5,000 gallons of water, the *crystal* explodes doing 3d12 points of damage to everyone within 50'. Victims can save versus breath weapons for half damage. This also releases all the water and leaves a shard behind, which can be used as another *water crystal*.

If a *crystal* is swallowed, or thrown down a monster's gullet, it drains all water from the victim's body. Unless the *crystal* can be removed, it inflicts 2d6 points of damage per round until the ingesting creature is dead. Most creatures do not have enough water in their bodies to set off the *crystal's* explosion, unless the target is a large water elemental, but that is left to the LL's discretion.

Techno-Magical Items

These items were designed around the concept of technological magic, or fantasy science. Although they seem like advanced technology, the items are really magical. Their dual appearance makes it easy to adapt them for other settings.

Armor Leggings of Trap Evasion

Unless the *leggings* were taken from limbs already wearing them, they look nothing like clothing. Instead, the inactive item is a 3' long metal bar, jointed in the middle. When the bar touches a leg or some kind of armor (not a shield or helm), it expands into leg-gear matching whatever kind of protection the character is wearing. So long as the *leggings* are worn, the character effectively weighs nothing and cannot trigger weight-sensitive traps. Also, because of her magical weight, the character can be thrown, blown away by a strong breeze, or walk on water, and she has no trouble scaling tall buildings.

Draining Net

When placed upon a magic-user or illusionist, and the command word spoken, this *net* of hollow brass tubes drains him of all memorized spells. This does no damage; the magic is converted into a potion, which drains to a spout, much like collecting maple sap. An empty vial must be ready or the magical liquid runs onto the ground, wasted. The potion created depends on the spells drained, and the LL's imagination, but should be worth at least 200 gp per spell level drained. Higher level spells do not increase the amount of potion created, nor does draining more spells. Instead, the power level of the potion increases. The caster must rest and study in order to get his spells back, as per usual.

Hammer of the Machine Forge

This large *hammer* is intended for the mystical forge, not combat. When wielded by a skilled hand, it transforms metal objects into magical machines of wisdom. These are not constructs, but, rather, fully-aware objects taking whatever shape the crafter wants. They gain the ability to speak and have Intelligence scores of 1d4+8. When a character tries to interact with one of these machines, LLs should use most of the rules for sapient swords in the *Labyrinth Lord* core rules, on pages 120-1. There is one major difference between those swords and the intelligent machines: when the user fails an influence check (i.e.,

Master Key

This unusual and strange-looking item has several blades — parts of the key, not edged weapons — extending from the barrel at different angles. Looking at it down the long axis, the blades form a chi, but the *master key's* magic allows it to fit any mundane lock, and transform the mechanism so only the *master key* can (un)lock it. The transformation takes 10 rounds to complete.

Orb of Detection

The 15-inch diameter steel *orb of detection* rolls along a path determined by its owner, most often patrolling a home, laboratory, or dungeon. If it comes within 10' of a creature that is invisible or hidden, but not on the astral plane, the *orb* shrieks an alarm audible 500' away, even through walls. Any hearing creature within 25' lacking ear protection must save versus spells or be stunned for 1d4 rounds and deafened for 1d4 turns. There is no distance limit to an *orb's* patrol route, plus it works underwater, and simply rolls over or around obstacles. Despite being ferrous, the *orb* does not oxidize unless hit by rusting magic or monsters, and it is heavy enough to avoid most magnetic effects. The *orb* has an AC of 2, 35 hit points, and a movement rate of 150' (50').

the machine wins), the intelligent machine argues with and/or ignores the user, it does not control her mind.

Helmet of Ioun Stones

In combat, orbiting *ioun stones* are vulnerable to capture or attack. This two-part item was designed to prevent damage to such valuable magics. The *helmet* part is worn normally. This is magically linked to a second part, the orb, which is usually placed somewhere protected, such as in a vault. After the *ioun stones* are set in orbit around the orb, they affect the *helmet*-wearer whenever she dons the headgear. The link between *helmet* and orb has an unlimited range, so long as both items remain on the same plane. Should one piece of the set be moved to another plane, the link is severed until it returns, or the other part follows it.

Orb of History

Several rubies and diamonds adorn the 10-inch diameter steel *orb of history*, but they are not the most valuable part of this item. Once every eight hours, the *orb* can be commanded to devolve one creature within 30' and line of sight. The target must save versus poison with a -4 penalty or lose all racial traits, mutations, spell-like abilities, or anything else the LL deems an evolutionary benefit. The character might even be changed from a human to a fish, or something further up the evolutionary chain, but this is merely a suggestion. The LL must determine if this effect is permanent or if it wears off after a period.

Orb of the Future

Emeralds and diamonds stud the otherwise flawless 10-inch diameter silver *orb of the future*. Once every eight hours, the *orb* can be commanded to mutate one creature within 30' and line of sight. The target must save versus poison with a -4 penalty or gain one mutation, spell-like ability, racial trait, or anything else the LL deems of evolutionary benefit. If the LL allows, the *orb* may be used repeatedly on the same target. The LL must also determine if this effect is permanent or if it wears off after a period.

Spider Orb

Upon command, this 5-inch diameter iron sphere unfolds into a hand-sized spider. It has the stats of a black widow spider (see page 96 in the *Labyrinth Lord* rules for details), except its AC is 0 and its venom causes paralysis for those failing their save. The *orb* may be used at will.

Spiny Gauntlet

The palms of these *gauntlets* each contain a small extra-dimensional space, which holds a 2' long metallic chitin spine. Making a palm strike attack while wearing *spiny gauntlets* does 1d10 points of damage. To protect the wearer, keeping him from spearing himself or his friends, only properly directed pressure releases the spines.

Trapping Plate

Any creature weighing less than five tons that steps on this 2' square metal *plate* must save versus spells or be *levitated* 2' in the air for 2d6x10 rounds. Affected creatures do not stay above the *plate*, so a party advancing down a dark corridor could easily become a collection of party balloons if they aren't paying attention.

Tools

Although many magic items are designed for adventuring or battlefield duty, many others are intended for use outside of combat. These every-day, peaceful, or constructive items provide greater depth to the fantasy game, making a setting even more fantastic.

Alien Watering Can

This strange-looking *watering can* could almost be a piece of modern art. Using it to water the ground causes plant life from another planet or plane to start growing. The rapid growth lasts until the *can* is emptied; a full volume covers about 200 square feet. The *can* may be used once per day, and must be refilled with normal water. The LL is encouraged to be creative designing this unusual vegetation, giving thought to the plants' possible uses and/or hazards.

Athanor of Forging

Normally, athanor are alchemical furnaces used to generate constant heat for long periods of time. This magical version, used by magic-users, clerics, and illusionists, transforms the shape, but not the function, of magic items. One item can be "reforged" into another item of nearly the same mass, within limits determined by the LL.

As an example, a mage wishes to transform a *ring of invisibility*. Within the *athanor*, it could become a cap, gloves, a vest, goggles, etc. of the mage's choosing — and LL's permission. All these possible items would use the same mechanics as the original *ring*, except the ring-specific rules (e.g., the character is permitted to have only two magic rings, one on each hand). So, if the ring were turned into gloves, the *invisibility* effect would require wearing both the gloves, but the owner could use them while being able to use two magical rings with other effects.

Balance of Mass

This small bronze *balance* weighs only five pounds, but it carries great power. When two objects or creatures are each touching one of the two scale-pans, and the command word is spoken, their masses are exchanged. If two creatures of extremely different sizes (e.g., a mouse and a giant) have their masses switched, this can result in messy deaths: the mouse would be crushed under its new weight, while the giant would fly into the void (or ceiling) taking his first step.

The *balance* is frequently used for smuggling, disguising material by altering its assumed weight; for most people, gold isn't gold if it weighs only as much as a feather. To return a creature or object's mass, simply repeat the original procedure, and the subjects' masses are exchanged again. With smuggling, this is usually done by the receiving party and a second *balance*.

Barrel of Containment

With this item, the name is much more impressive than its magical power, and it is more useful to an innkeeper than a wizard. The *containment* does not involve restraining demons or controlling elemental powers, unless that element is water — or beer or grain or apples. Simply put, the *barrel* operates like a 64 gallon extra-dimensional space that protects its contents and keeps the material inside from leaking out, should the *barrel* be damaged. Also, if the *barrel* is cut into halves or quarters for some reason, each part retains and safeguards one half or one quarter of the contents. Unfortunately, there are limits to this protection: anyone hiding in the *barrel* when it's cut apart is in deep trouble.

Given its power, some might wonder how things are removed from the *barrel*. There are holes (ye old bung holes) built into the barrel purposely for filling and draining the sections. But if the container is smashed while holding something, characters must rebuild the *barrel* to get the contents out, or they are just sorely out of luck.

Box of Flensing

When this small *box* is placed on a corpse, several dozen blades emerge from its sides and each takes a turn removing all the valuable body parts. The resulting meaty bits are placed gently next to the body or within jars provided by the user. The *box* is intelligent but can't communicate, so the value of certain parts are sometimes unknown to a new owner. The *box* weighs five pounds and has a volume of one cubic foot. It does not preserve the body parts from decay; the user is responsible for that.

Breadbox

Long ago, a mage studying plants realized she could, to a degree, replicate the photosynthetic power of vegetation and convert energy into matter. Unfortunately, plants aren't terribly efficient, only converting between .5 and 10% of the energy absorbed; wizards haven't improved the rate very much, so the conversion procedure is expensive, time consuming, and requires casting high level spells.

One device that came from this research is the *breadbox*, so called because it makes something of value (e.g., free money). The most common type is 1 foot long, 6 inches high, and 6 inches wide. Whenever it is exposed to fire, whether *burning hands*, *meteor swarms*, or camp fires, the *breadbox* absorbs some of the heat and turns it into generic copper coins. This reduces heat damage by 1d4 points per round or attack, and creates one coin per point of damage absorbed.

The conversion draws some heat, but does not extinguish the source. More unusual *breadboxes* include larger, less common versions that fight building fires by converting heat into water or another substance for smothering flames. Extremely rare types can turn a greater amount of heat into more valuable metals, such as silver. But so far, no one has found a way to design a *breadbox* capable of producing gold or platinum, much less mithril. Another group of *breadboxes* makes food, usually bread but anything solid is possible, reducing or eliminating the need to carry rations.

Although *breadboxes* appear limited on what valuable materials they can create, they could still produce an amazing variety of mundane equipment, substances, etc. for those who wish to create their own energy to mass containers. For example, currently some sages are investigating *breadboxes* that could produce spell components from lightning, fire, or other common energy sources.

Breadboxes have no limit on their use, but the common ones don't make enough money for most LLs to worry about. Over 4-5 hours, a box will fill up and stop making more until it is emptied. The outer dimensions have been described, but not the thickness of the walls, so the amount of money a box holds could be 3 coins or 400; the amount is left up to the LL. Most *breadboxes* are specific to a particular kind of energy — fire, electricity, etc. — however, rare versions may be able to convert more than one energy type.

CAULDRON OF CREATION

A favorite alchemical tool, the *cauldron of creation* can produce and contain 50 gallons of room temperature liquid or gas. The *cauldron* can only make one batch per day, but it is able to hold gases until they are removed with some kind of a sealable container. Speaking the correct command word also releases the gas, but, unless trapped somehow, it flows out into the surrounding area or room. The *cauldron* does not call materials into being like a *create food and water* spell; instead, a sample of the material is placed within the pot, which duplicates it. Only mundane materials can be reproduced, nothing magical. For the seed amounts of esoteric materials, or most gases, a skilled alchemist must isolate the compounds.

CROWBAR OF SAFETY

This nifty item should be in every thief's toolkit. It weights only five pounds, silently opens all locked doors and chests without breaking the lock or damaging the woodwork, and does not set off traps while doing so. Unfortunately, magical locks resist the *crowbar*'s effect entirely.

DRAGON'S HEAD CAULDRON

Cast in the shape of a dragon's head, this *cauldron* produces a potion batch large enough to dose 10 people at one time. For 1d4+4 turns after they consume the potion, drinkers gain the ability to cause *fear* like some dragons: anyone within 100' that can see the drinker must save versus spells or drop what they are holding and run away for 3d6+6 rounds. Those who pass their save suffer a -2 penalty to attack the drinker until the aura of fear ends.

Unfortunately, the *cauldron* takes time to recharge, making but one potion batch per day. Also, the liquid goes bad only one hour after being removed from the *cauldron*, and no known spell can extend its shelf life.

Drain Pipe

A 2' long length of 3" diameter plumbing pipe (think tub drain, not culvert drain) teleports water or other liquid that passes through it to a randomly determined location within 1000' — including straight up. Small objects (leaves, muffins, hand grenades) could also be transported, if the water current is strong enough to move them. Each time the *drain pipe* is used (not each round), the liquid teleports to a new location.

Drain Pipe of Fire

This 1' long, 3" diameter *drain pipe of fire* protects its bearer by transferring heat to a randomly determined location within 500'. As long as she holds the item in her hand, the bearer, and everything within a 1' radius around her, is immune to heat-based attacks. Each time the *drain pipe* is used (not each round), the fire teleports to a new location.

Drain Pipe of Ice

Northern peoples use the 5' long, 6' diameter *drain pipes* to tunnel through masses of ice. The *drain pipe* can be used at will, but is moved by muscle: either one large creature or two human-sized characters can push at one time. For every 10 points of STR used, the *drain pipe* carves through 6 inches of ice per round; so, for example, a team of two with a combined 32 points of STR will go through 18 inches of ice per round.

The tunnel created has a flat floor and the excavated ice is teleported to a random location within 500'. This location is new each time the *drain pipe* is used, not each round. The waste ice appears as a growing pile of chunks and shavings, very similar to when the legendary Great Northern Gnomish Ice Smoothing Machine completes a run and dumps its hopper. Because the pile can appear 500' up or 500' down, and each 6-inch section weighs just a bit over 808 pounds, using this *drain pipe* could be fatal (for someone), with chunks raining down from on high or collapsing/clogging tunnels below ground.

Dwarven Still

More emplacement than item, every *dwarven still* can fill a room. If the space is available, apparatus often run 30' across and 10' tall, but can run longer and stand shorter if being underground creates size constraints. Adventurers of the acquisitive and light-fingered nature should note that *stills* weigh upwards of 2,500 pounds apiece, so stealing… ah, liberating one for home use can be challenging.

Each *still* can produce 10 gallons of booze per day. Depending on the brewmaster and his clientele, this can be highest quality nectar, or the nastiest demon-sweat to ever dissolve an intestinal tract. Unlike other items described here, the *dwarven still* doesn't create liquor from nothing; it requires all the ingredients normally needed for brewing and/or distilling, whether it's hops and yeast, elf's blood grapes or elderberries, pure elemental water or the royal jelly from killer bees.

Besides the master's skill, the real magic comes from a *still's* ability to absorb spells cast upon it (at a maximum rate one every 10 rounds), and infuse them into the alcohol. This produces potions with otherwise unlikely properties, things like *potions of fireball* (see the **cart rocket** entry) or *entangle*. Like alcohol over heat, the magical power quickly leaves its enchanted booze: a user has eight hours to drink or throw an empowered flaskful before the infusing effect dissipates. But the alcoholic kick remains, and many believe these arcane essences leave certain distinctive tastes behind, something akin to aging beer in a whiskey cask.

As with proud micro-brewers anywhere, *still* masters enjoy naming their concoctions. For example, Longhammer Sisters brews a lethally delicious red ale with just a dash of *fireball*, called Troll Burner; it warms you up during long winter nights under the mountain. For those late-night, ethanol-fueled philosophical discussions, they have a gnome-inspired, absinthe-like liquor infused with the gift of brief *illusion*: Frickleschnitz's Pink Elephant. And a favorite with the druidic scene is the earthy, full-bodied stout

called Old Stumper; rich with oaken tones and a touch of maple syrup, it's strong enough to *warp* (*wood*) your shillelagh.

Fishing Cauldron

When a fire is lit under an empty *fishing cauldron*, the item creates unlimited amounts of fish and water (much like the *create food and water* spell). The fish is alive and kicking, so it must be hooked, netted, dipped, or shot like fish in a ... cauldron. Then it must be cooked somehow, because a *cauldron* only provides the ingredients, not the preparation for a meal. This limits the amount of food available at one time: 600 people can be fed per hour. Prospective drinkers should also note that the water is more potable (and palatable) when removed earlier in the process — before it becomes thick with blood, scales, and fish poop.

Flask of Clean Air

This wineskin-sized container transforms toxic and explosive gases into clean air. There are no limits to the number of characters that can be helped by a *flask*, only how many can be within the 25' radius of effect (i.e., 1,000 pixies might fit, but only a few ogres). A *flask* can operate indefinitely, but does not work underwater or in a vacuum.

A few *flasks* (10%) also transform the noxious gases into poisons and/or *delusion potions*. The user can choose which, but this selection remains constant for an entire exposure; i.e., during one encounter, no matter how long, the *flask* makes either poison or potions, not both. One potion or vial of poison can be produced per hour, and the user must provide her own vials because the liquid oozes from the *flask*.

Floating Sphere

Filled with a gas much lighter than air, the 6'

diameter steel *spheres* must be restrained, or they could drift off into space. This is no exaggeration, because *spheres* are capable of floating forever, unless punctured by attack or sucked into the sun. Individual *spheres* can lift between 100 and 5,000 pounds; unfortunately, they are all the same size, so operators must rely on trial and error to discover the lifting capacity of each one. When the crew of an airship equipped with *floating spheres* wishes to land, on-board spell-casters use magics such as *major creation* to create mass until the *spheres'* buoyancy is overcome and the craft settles to the ground.

Flywheel of Containment

Flywheels are humongous technological devices covered in arcane runes. They turn constantly, collecting ambient magical energy for some fantastic purpose. Depending on the LL's narrative needs a *flywheel* could be the power source for a *levitating* castle, another might *teleport* a mountain between worlds, and a third might permit a city to exist in three locations simultaneously. The larger the wheel, the more fantastic its effect can be. Smaller *flywheels* weigh about 10 tons, while the largest can exceed 1,000. They are about 10' across for every five tons, and their size depends on their purpose.

Although they are very massive, and have an AC of -4, *flywheels* are surprisingly delicate. Any successful hit causes a *flywheel* to give off showers of sparks that inflicts 2d6 points of damage to everyone within 15' (save versus breath attacks for half damage). If a single strike does more than 25 points of damage, the *flywheel* explodes catastrophically, doing at least 10d6 points of damage to everything within 200' (save versus breath weapons for half).

If the LL's campaign needs require it, an operational *flywheel* could affect local magic-working. This might mean spell-casters tire rapidly, or that casting spells and maintaining illusions is more difficult, or something else altogether.

Forge of Thought

Only elves know how to properly use the *forge of thought*. It allows a smith to create physical objects from personality traits and emotions taken from living donors. These items (usually amulets) grant or inflict their trait or emotion upon their bearers. Objects imbued with negative traits are usually cursed: once worn they can only be removed with the smith's consent, a *remove curse* spell, or a *limited wish*. Examples of how these emotions work can be found in the *implant emotion* spell description on page 51 of the *AEC*. The character donating a trait or emotion is changed, as though the emotion were physically removed from his body; the only way he can regain this characteristic is for the item holding it to be destroyed.

Fossil Gnome

According to the writings of ancient sages, the original gnomes were thought to be small earth elementals. This dead gnome reverted to elemental earth but retained its shape, resembling a bit of garden statuary. The gnome's spirit provides its surroundings with life energy, so that any plant within 500' quickly doubles in size and productivity. Wounded creatures that recuperate within 50' of the *fossil gnome* heal at twice their normal rate, including magical healing. Because of their connection to both earth and nature, *fossil gnomes* only provide their magical effects while on land and above ground. If some well-intentioned soul desires, the gnome can be raised using the normal spells, or engaged in conversation using *stone tell*.

Garden Cart

Druids use this favorite item to keep vegetation green. Any plant placed on the *cart*, even those that normally wilt after being dug up, remains healthy indefinitely. Plant monsters that somehow get on the *cart* (voluntarily or not) are *charmed* and obey the druid for 2d4 days, if they fail to save versus spells.

The *garden cart* is about the size of horse-drawn wagon, with about 50 square feet of storage area. A horse is not included.

Gold Vice

Vices come in many shapes and sizes. Not gluttony or sloth, gambling or chocolate, these magical *vices* are used almost like mechanical alchemy, turning one mineral into another with pressure. The *gold vice* looks like an early printing press: a stout wooden frame standing about 6' tall and 6' long. In the central structure is a pair of horizontal 3' square steel plates; the lower one is fixed, while the upper one attaches beneath a massive vertical pressure screw, which is moved up and down with a gear wheel or hand crank on the side.

One might also say the *vice* was designed by a crank: it's a trap-making/revenge device. The *vice* turns one 500-pound lump of iron into 1/10 of a pound of gold. But the resulting metal is unstable, reverting to iron after one week — when it also explodes. The shrapnel and heat do 6d6 points of damage to everyone within a 50' radius, but victims can save versus breath attacks for half damage. Should someone/something tamper with the gold, trying to melt it, craft it, eat it, the gold touches off prematurely.

Other *vices* work in a similar fashion, and could produce more stable end products, but this one is designed specifically for the "iron to gold reaction-go boom." The *vice* does not affect magical iron, only mundane, and it is far too small to hold an iron golem (if the creature would even hold still). There is no magical method to detect the gold's instability, because there is no aura; however, a generous (or cruel) LL might let dwarves or gnomes check/roll to see if they can sniff out the impending problem. Some *vices* are designed to stamp out shapes (e.g., ingots, daggers, pendants, etc.), disguising the trap even further.

Golden Nettle Thread

This *thread* is enchanted so that it can be used to mend the cloth, leather, and other similar materials that are part of a magic item. Such repairs do not cost money, but do take time: anywhere from hours to days, depending on how severely the magic item is damaged.

Great Gears

Sages researching the earliest known version of this magical construction believe it was designed by a mad mage who despised adventurers. He seemed to harbor a special hatred for those who trashed his lab, poked holes in his minions, and then drew intricate maps of his sanctum sanctorum. After all, no one likes rude guests, or having their home security set-up broadcast for every unwashed halfling to exploit.

The massive, interlocking *gears* allow rooms to be moved within an underground dungeon. They are always found in sets of three, with each spoked or toothed wheel weighing 500 pounds (1,500 pounds total). Installing a set takes at least one month, and not just because of the great weight and size of the *gears*.

There is also a lengthy enchanting process as the complex runes, glyphs, and commands accompanying the mechanisms are attuned to each of the rooms touched by the *gears*' power. This part of the item's magic allows a single character to control operations. She can select a room to move, activate the *gears*' magic, and then point the room to a new location anywhere in the dungeon. But this doesn't actually move the room.

To work, the *great gears* rely on a kind of sympathetic magic linked to a magical mechanical advantage: the gears move the rooms, but something must move the gears — significant brute force. A combined effort totaling at least 25 points of STR is required as the characters push or pull the spokes on one of the massive cogs. With enough

effort, a room on the 1st floor could be sent all the way to the 30th level, or vice versa, or from one side of a level to the other.

Moving a room with the *great gears* is not like working a mining elevator. The mechanism could make the moving room partially ethereal, or it might phase the room, or a moving room might just slam into other rooms and make them shake. No matter the method, being in a moving room is a ... moving experience. The room travels 100' per round. Because of this, the LL might have the occupants make a DEX check to avoid taking 1d6 points of falling damage when the room abruptly stops moving and the characters slam into the appropriate flat surface. If he is feeling kind, the LL might decide failing this check means the characters only tumble into a prone pile.

Depending on the LL's narrative need, the *great gears* could be installed in a room to be moved (like an elevator), or they could be in a central control room if there are many rooms to shuffle. The only restriction to moving is that when the room lands, at least one of the doors must link to another room somehow: a trapdoor, a hallway, another room, a stairwell, etc.

Ladder of Heaven

When erected, this 20' tall *ladder* leads to somewhere unusual, perhaps another plane, an otherwise inaccessible location, or even another time. The destination is constant, so no matter where the *ladder* stands, a climber reaches the same place every time. Unlike many *gate*-type magic items, this *ladder* is one way and cannot be taken along.

Map Coin

An unusual, pommel-sized token, a *map coin* is made of wood polychromed with silver and gold. Every *coin* has several command words, each of which transforms the *coin* into a different, very ornate map

just larger than an open book. Depending on the creator's wishes, these may be very accurate and detailed, or more artistic and fanciful; they may be on one side of the *coin,* or both. The maps are drawn and absorbed into a *coin* during its construction and enchantment process, so more cannot be added once complete. However, a *coin* may hold as many maps as the LL wishes. After eight hours, or the same command word is spoken, the maps change back to *coin* form.

Mold of Reshaping

In poetry and prose, the crucible is figurative device, a metaphor for reshaping a character's psychological state or emotional being through experience. This magical device is a little different: it literally re-molds a character. The victim/participant is liquified in a large cauldron (a companion part to the *mold* itself) and poured into the *mold*, taking a new shape.

The entire process from melting to cooling takes 24 hours. During this time, the character takes no damage because of the item's powerful magic. But if she tries to leave the apparatus before she has had time to fully set, the character dies. There is no save and no way to get the character back, short of *reincarnate* or *wish*: she's a puddle of goo.

Because a *mold*'s inner form cannot be changed, each one produces creatures with identical shapes and sizes. However, there is no change to the character's statistics, except possibly those related to movement — e.g., if the *mold* produces characters with wings or short legs.

Moonstone Vice

Similar to the *gold vice*, this machine turns silver into moonstone, a metal that does triple damage to devils, lycanthropes, and other silver-hating monsters. When pressed, 100 pounds of silver becomes a half pound of moonstone, which lasts for 24 hours before exploding. The blast does 4d6 points of damage to almost everyone within 25', but victims can save versus breath attacks for half damage. The exception are

monsters vulnerable to silver, who must instead save versus poison or die instantly; those that save only take 6d6 points of damage. Should someone/something tamper with the moonstone, trying to melt it, craft it, eat it, the metal touches off prematurely.

Nail of Mass

When pierced by a *nail of mass* an object's weight increases by 50 times. For example, sticking the *nail* into a door rips the wood from its hinges (and makes a lot of noise), while driving the *nail* into a suit of plate renders the armor unwearable (and pins the wearer to the ground). The magic does not work against living creatures, but it does affect things like golems and undead.

Each *nail* may be used only once, but its effect lasts until it is removed from the object (which destroys the enchantment). With little effort, a *nail* could be converted into a dart, but it is too unwieldy to be incorporated within a regular arrow or bolt.

Plum Bob of Detection

Both gnomes and elves are fond of this item, often using it to find gems or mithril, which they can then mine themselves. Having this ability is especially useful when relations with local dwarf clans are strained. To activate the item, a user must first touch the *plum bob* to a sample of the desired mineral for at least an hour. Then the *bob* must hang on its string and be swung in a circle, whereupon it points toward the nearest source of the mineral. If there are multiple sources (e.g., two people wearing diamonds), the *plum bob* only points toward the closer one.

A *plum bob* has a one mile detection range, and works equally well on the surface or below ground. It remains attracted to the specified material until another mineral sample is touched. There are no limitations on using the item.

Sap Drill

Named for the tunnels it creates, not for putting holes in trees, the *sap drill* is a siege engineer's dream toy. Until activated, the item is a 3-inch long statuette of a hand drill. When its command word is spoken the *drill* enlarges, becoming a 20' long, 4' wide machine. Then it begins putting a hole in the indicated surface, which can be in any direction, even straight up. The *drill* only makes nice straight holes; i.e., it cannot be directed for shafts that turn. But, it can be turned off, redirected, then turned on again, so long as there is room to maneuver.

The *drill* bores through one foot of hard stone (e.g., granite) in three rounds, one foot of soft stone (e.g., sandstone) in one round, or five feet of soil in one round. But the machine cannot cut through any metal, even the softest alloys. It works up to one hour per day, but may be turned on and off as needed until the daily time allotment is reached. When the command word is given, the *drill* turns off and shrinks back to statuette size.

Scribe's Icicle

This chunk of enchanted ice is the size of a standard quill or pen, and will not melt unless exposed to powerful fire magic (*delayed blast fireball* or better). The *icicle* allows its wielder to write on ice, fog, and water (both fresh and salt). For water and ice, the *icicle* can be used to make runes or symbol spells that last for at least a day. If the water is running or the fog is blowing, writing may be difficult as individual letters get washed away, and creating a rune is impossible, because the individual strokes move. Writing on fog lasts until the fog dissipates, which might increase the duration of short-term magic written in a fog-prone area. There are no time or charge limitations when using the *icicle*.

Sea Cauldron

Sea hags and other aquatic spell casters use *sea cauldrons* to brew potions underwater. The *cauldron* protects its contents from water contamination and keeps the flames from being extinguished.

Sea Slag Net

Coastal fisherfolk use these magical *nets* to supplement their incomes when the usual fisheries aren't running. Instead of catching fish, a *sea slag net* accumulates various trace minerals from sea water; over the course of a week, a *net* gradually forms one metallic lump worth 1d20 x 1d20 x 1d20 gold pieces. This metal is mostly of low value, thus the item's name, but a little income is better than none, and sometimes the haul is a bonanza. The *net* does not separate the minerals; this must be done at a smelter.

Each *net* is quite large, 500 square feet or more, usually rectangular and at least 20' wide. Because of its size and fine weave, a *net* slows the dragging ship's speed by 10%. It also takes 45 minutes to draw in a *net*, but they are too valuable to cut free except in the most dire emergencies — such as attacks by sea serpents or dragon turtles.

Self Impaling Spikes

These unusual iron *spikes* have widely-flared butt ends to assist both their intended uses. With one command word, the *self-impaling spike* can be shoved — by hand — through wood and stone like a hot butter knife, keeping doors open or shut. If placed butt-side down on the floor, and the second command word is given, the *spikes* fuse to the ground, becoming nasty caltrops that inflict double damage. As a variation, carefully emplaced *spikes* could become pitons, creating an impromptu ladder up a wall. In this case, a character can secure three *spikes* per round and move 5' up/down the wall.

However they are used, the *spikes* are permanently embedded, which can bite PCs in the rear if they need to open/close that spiked door, or run through a caltrop patch. The door would have to be smashed

at the spiked point, which might cause the door to splinter. While in the caltrop zone, the PCs must slow to half speed, or jump. Those characters looking to *spike* vampires or other creatures would be out of luck: these are designed to work with inanimate materials. However, with LL permission, the *spikes* could be used to nail stone or wood monsters. The *spikes* are usually found in groups of 3d6.

Shepherd's Hook of Plant Control

A druid with this item can animate vegetation and command it to move. Four trees or shrubs, or up to an acre of herbaceous plants can be mobilized, with a movement rate of 60' (20'). The plants can't directly attack opponents but they can *entangle* them as per the spell. The activation lasts for 2d6 turns, and the *hook* may be used once per day.

Smuggler's Crate

Upon command, this 5' long, 3' tall, 4' wide container shrinks to 5" by 3" by 4". The weight of its contents, which must be non-living, is reduced to effectively nothing. The contents do not get crunched when the *crate* shrinks, because the interior is like a *bag of holding*. The *crate* itself weighs 45 pound in its large form and one pound in its small form. For those who might want to try transporting undead or constructs, like golems, the magics don't mesh well together and the creatures come out in pieces (nasty, gooey, chunky pieces...). The *crate* may be used at will, and its size can be changed once per round.

Steam Potion

Unlike most other potions, this one is not for drinking; in fact, doing so causes the imbiber 10d4 points of heat damage, no save. Instead, the *steam potion* is added to water, with one vial affecting up to 5,000 gallons. The treated water is permanently altered; converting it to steam generates triple the normal amount of force. This is exceptionally handy for steam technology, as well as some kinds of explosives that rely on pressure.

On the other hand, adding a *steam potion* to a water elemental is... potentially lethal for all involved. The creature had better avoid heat: when hit by heat or fire-related spells and mundane effects the treated elemental takes triple the normal damage. Unfortunately for anyone nearby, they had better avoid the elemental — those heat effects also cause 10' long geysers of steam to spurt directly back toward the spell's origin point, doing 2d6 points of damage to everyone in the path. Targets can save versus breath attacks for half damage.

Tool Gauntlet

This device transforms itself and the hand wearing it into any simple tool the LL allows. The wearer verbally chooses the tool he wants, but can change it once per round. The tool remains for as long as the user wants, and there is no limit to how often the *gauntlet* can be used.

Toy Knife

Whenever she wishes, a whittler with this small *knife* can carve and animate small figures, each weighing no more than an ounce. The figures obey the *knife*-wielder to the best of their ability, animating automatically upon their completion, and not moving until commanded. They are too weak to cause damage, but do have many other uses.

A good template for both abilities and characteristics is the *unseen servant*, as per the spell, except very seen and much smaller. The figures have an armor class of 10, one hit point, and are easily destroyed by mundane weapons (unlike *unseen servant*). Some are designed to be thrown safely, but usually this just destroys the toy. Although the figures cannot speak, they could write if directed by their mistress, or carry notes from one person to another.

A whittler has no psychic/magical connection to the figures (like a familiar or homunculus), beyond the fondness of an artist for her work. The time needed to create a figure depends on the raw materials: less time is required if the wood is already shaped (like driftwood). At least 10 minutes is needed for a quick and dirty shape, while a finely detailed figure could take 24 hours total. The figures don't have to be humanoid; they can be any shape with at least a limb or two, and/or some way of getting about (wheels, wings, fins, etc.).

Tree Wrench

With this metal implement, a character can alter the shape of living trees, much like steaming wood into curves during furniture making, only without the steam. The *wrench* was created by elves, who designed the tool so it does not break or kill the trees being transformed. It works on any living tree, unless the plant is protected by powerful magic, such as *anti-magic shell* or stronger. Also, it's not wise to try *wrench*-ing treants: doing so makes them grumpy and stomp-y.

Depending on the complexity of the new shape, changes to a tree could take between a turn and an hour; altering many branches increases the time. Any changes are permanent, but only stay in the particular form with regular maintenance, otherwise the tree tends to grow out of shape. However, with a *tree wrench*, any previous changes can be undone in just a single round — so long as the tree returns to its natural, or original, shape. Any sized tree or branch can be changed; the *wrench* can even expand to fit around redwoods, or larger species. A *wrench* can be used at will, and requires no Strength check to bend the wood; such is the power of magic.

Vial Cauldron

Saving time and space is something most adventurers welcome. When commanded, this fist-sized steel vial transforms into a 30-gallon *cauldron*, which can be used for cooking, potion brewing, or bathing pets and small, smelly adventurers. The larger vessel can be filled with liquid and then shrunk to vial size, compressing the material (in both size and weight) for storage. However, living creatures and constructs in the pot prevent compression. Corporeal undead do not count as either, and can be compressed, but most will not like that one bit. Those with bones find their skeletons pulverized (comminuted). And it is difficult to walk around without a skeleton.

Vat of Preservation

Like perishable foods, bodies and organic materials have an expiration date, after which certain magics do not work. Using a *vat of preservation* extends this deadline long after *raise dead*, *resurrection*, and similar spells would normally be useless — perhaps thousands of years, in the right conditions. The *vat* can hold a single ogre-sized body, or two smaller ones, in an alchemical solution that smells like salt water. A body must be completely covered by this solution or, like a certain admiral in a rum cask, the

character might lack a part or two upon returning to the living lands. The *vat's* chemicals cost 5,000 gp and cannot be reused.

Water Wheel of Wealth

This 5-ton machine creates 50 pounds of iron ingots every day that water turns the *wheel*. The machine's magic draws water toward it, to ensure continued function; unfortunately, there is a 25% chance per month of the *wheel* drawing too much water, flooding the surrounding area and damaging the mill. The flooding lasts 1d6 days and affects an area 4d6 acres in size.

Watering Can of Pure Air

Druids like using this *watering can* to clean stagnant air from dungeons. Watering plants with the *can* does not promote magical growth, but it does keep them green and causes them to produce great amounts of oxygen. Every small clump of grass watered produces one person's worth of oxygen per day. The extra oxygen makes the atmosphere fresher, and it also makes fire burn hotter, increasing fire damage by one point per damage die. The effect lasts for one day. The *can* may be refilled with normal water and reused at will. A full *can* holds enough water to cover 200 square feet.

Watering Can of Travel

Pouring water from this *can* onto wooden objects causes them to grow legs. The objects take voice commands from the *can's* owner, and they may move up to 12 hours spread over three days. After either time limits passes, the legs disappear unless the object is re-watered. However, attempts to prolong this effect will rot the wood, at the LL's discretion.

Because larger objects grow larger legs, they move faster than smaller objects. No matter the object's size, the legs cannot be used to attack. The *can* may be

refilled with normal water and reused at will. A full *can* holds enough water to cover 200 square feet.

Weather Vane

This 50-pound item must be placed on a building to function. The *weather vane's* magic is activated and controlled by the owner, who can use it to summon different kinds of magical weather. This could mean caustic mists, rains of kobolds, stone-burning lightning, snow that sticks to metal, wind that passes through inanimate objects, tiny orbs of hail filled with duplicates of the PCs dying in various horrific ways, or whatever else makes the LL giggle. The *weather vane* can be used once every eight hours, with an activation lasting 2d4 hours.

As a note: if it is raining kobolds, whether they land alive or go splat is up to the LL. If they splat and do cause damage, a falling kobold inflicts 4d6 points of damage on anyone unfortunate enough to be hit. In a downpour, repeated DEX checks are needed to avoid this ignoble fate.

Whetstone of Industry

Sharpening tools with this 2-pound *whetstone* increases their productivity by 25%. The effect lasts a season, so a normal tool may need to be sharpened two to four times per year, depending on whether it is used year-round or seasonally (as with farming).

Wolf's Head Cauldron

Cast in the shape of a wolf's head, this *cauldron* produces a potion batch large enough to dose 24 people at one time. For 1d4+6 turns after they consume the potion, drinkers gain a doubled movement rate and a wolf's sense of smell. This reduces surprise checks to 1 on 1d12, and tracking (as per the ranger ability) has a +40% bonus. The *cauldron* takes time to recharge, making just one potion batch per day. Also, the liquid goes bad one hour after being removed

from the *cauldron*, and no known spell can extend its shelf life.

Wooden Cauldron

For most druids, creating potions with **Fantastic Flora** is an exacting process (see that section above for ideas and details on plants). The *wooden cauldron* simplifies brewing by automating all the fiddly bits and steps needed for enchantment and bypassing many of the potion-creating mechanics described in the *Labyrinth Lord* rules. Similar to making hasenpfeffer in a slow-cooker, the druid simply adds the ingredients, and the pot does the rest. Each *cauldron* can create a single, one-dose potion per week, but a druid can have only one *cauldron* brewing at a time.

Wooden Whetstone

These enchanted wooden blocks are used to reverse corrosion on metal. Normally, the holder uses a *whetstone* exactly like the mundane version, but for large metal objects, smaller *whetstones* can be used like sanding blocks. The magic returns metal to a pristine condition, but this lasts only as long as maintenance and weather conditions allow: the metal corrodes normally after treatment.

A *wooden whetstone* restores one pound of metal every turn. For every pound of wood in the *whetstone*, it can convert/restore 50 pounds of corroded metal. As it absorbs corrosion, the wood slowly transforms into glowing green ivory. The luminescence is equal to a candle and lasts six hours for every 12 hours that bright light shines on it, but the ivory glows slightly even if not exposed to light. The glow can be covered, but it cannot be turned off.

Trees

The *trees* rose from ancient, usually elven magics; many are hundreds or thousands of years old. Once enchanted, a *tree* stops aging and cannot die from natural causes, such as mundane diseases or pests. To create one of these magnificent plants, a caster must select a perfect seed (one per million) and spend six to twelve months conducting the proper rituals over it before planting. If the rituals succeed (and many fail), the *tree* grows to full size within a matter of weeks.

Once planted, it's usually best to leave a *tree* in place, as they are massive and develop an affinity for their patch, able to extend their magic beyond their limbs and onto the ground nearby. Moving a *tree* is difficult and most die during an attempt. A successful move usually involves getting treants to do the difficult work. Persuading the walking plants may cost deeds, magic items, or the extermination of pests, such as woodcutters.

Unlike most magic items, magic *trees* can produce offspring, which usually mature within a decade or so. Such seedlings are mundane, but they have an increased chance of being acceptable for enchantment (500 per million).

Elemental Tree

Elves created these various *trees* to bolster the power of summoned elementals, encasing a vortex of energy within every trunk. Each elemental type responds to its own species of *tree*, the leaves of which represent the energy held within; for example, *trees* with fire vortices have maple-like leaves, while water elemental *trees* have tear-drop shaped leaves. When elementals are within 200' of a corresponding *tree*, they gain an additional two hit dice and a 2-point AC bonus. Elementals near *trees* of opposing nature (e.g., fire versus water, air versus earth) suffer a -4 attack penalty while they are within the same area.

Rotting Tree

A desperate attempt to destroy undead, this *tree* serves its purpose — but at a terrible cost. The plant lures all minor undead (those with four or fewer hit dice) to it from up to a mile away. When they reach the *tree*, the creatures are automatically absorbed, with no saving throw. Unfortunately, these contaminated spirits cause the *trees* to warp, and over time the plants begin slowly radiating necromantic energies formerly held within the corpses.

As more undead are assimilated, the effect upon the land becomes increasingly dire. For every 10 hit dice the *tree* takes in, the radius of corruption centered on the trunk increases by one foot. Vegetation dies, water sources dry up, and the living weaken. Good and neutral creatures and characters within the area suffer a -6 attack penalty and their movement rates are halved, no save. Only spells such as *protection from evil* can prevent the weakness. Worse than the draining effect, powerful undead are empowered by the field. Undead with more than four hit dice gain an additional hit die while in the corrupted area, increasing their hit points, improving their attack rolls, and making them more difficult to turn. Those undead that cast spells, such as liches and some vampires, also gain one caster level for determining the effects of their spells only. For example, a 18th level lich would not get a 19th level magic-user's additional spells but would cast lightning bolts doing 19 dice of damage.

Sea Tree

Sea elves created these small *trees* to speed fleet creation. When mature at 10 years old, the *tree* is cut down and placed in salt water. Within a few minutes, the *sea tree* transforms into a ship; the particular vessel type is determined when the *tree* is planted. If the bark and branches are removed before the *tree* is placed in water, the resulting hull will have holes and the mast(s) will not come into being.

Tree of Feasting

Centers of sylvan society, these *trees* produce food and drink. In effect, they cast *create food and water* as 20th level clerics once per day, cast *hero's feast* once per month, and produce a fruit that acts as a *potion of longevity* once per year.

Tree of Rebirth

Both monument and guardian, these *trees* exist to defend the land. Heroes are buried among the spreading roots; when these protectors are needed, the *tree* can *resurrect* them — with no chance of death from racial traits, or difficulties from resurrection or transformative shock. Attempts to bring others back from the dead with these *trees* will fail, as only true heroes devoted to the land and its people will be reborn.

Dragons and liches created their own versions of these *trees* to bring forth their own champions. For dragons, the heroes are usually other dragons, but occasionally a human ally is buried among the roots. For liches, a *tree* does not bring their vampire, specter, and skeletal warrior champions back to life, but rather reanimates these creatures to their undead state just prior to their premature destruction.

Tree of Roosting

This *tree* is created by elves or other forest dwellers as a way to help the wounded recuperate. When a creature sleeps within the *tree's* branches, his armor class is reduced to 0 and he heals at triple the normal rate. The *tree* itself has an armor class of -5 and 500 hit points. It heals all damage inflicted upon it within eight hours.

Tree of Warding

Created by evil races, *trees of warding* produce an invisible pollen cloud, 500' in diameter. When members of a specific race or species enter the cloud, they take one point of damage per round. There is no save

and no known spell beyond *wish* that prevents this damage. Many *trees of warding* are found in dark forests and harm humans or their allies.

The most vile examples are those *trees* created by evil fae. Not only does their pollen kill, it infests the bodies and turns them into fungal zombies. Use the normal zombie statistics but these creatures cannot be turned as they are not undead.

VEHICLES

Due to their extraordinary expense, enchanted vehicles are usually a very rare sight. Only powerful adventurers or the wealthy elite from magically advanced nations have the means to acquire them.

ANCHOR OF FLIGHT

The *anchor of flight* is an unusual method of moving — and used only in open environments. A user activates an *anchor* by throwing it, and is immediately pulled through the air, (hopefully) holding on to a short piece of rope and traveling up to one mile per toss. The distance flown is not determined by the user's Strength, but by the throw's arc and the *anchor*'s parabola, so this could be a good long way, or not. By linking many throws, the user could, eventually, traverse a continent.

Fortunately for the flying character, he does not take falling damage coming back to earth. Unfortunately, the flyer cannot change direction in midair, nor alter his speed, which is 250' per round. Dealing with any obstacles along the way (tree branches, birds, dragons, etc.) is left to the LL's discretion. Although usually used to stage hasty retreats, the *anchor* could — with much practice or even more

desperation — become a "death from above" attack. But those on the ground would have to be oblivious not to see an incoming *anchor*-wielder.

Apparatus of the Dragon

Twice the size of an *apparatus of the crab*, this wondrous machine looks like a wooden and iron dragon. It even has wings that allow it to fly, but the *dragon* does so very poorly and slowly (30' [10']). Having such a slow airspeed is probably a good thing, because flying it requires a practiced hand, and crashing the *dragon* is a very real danger. On the ground, the *dragon* has a movement rate of 90' (30').

Much like a real monster, the *dragon* can bite for 3d6 points of damage. To further the monstrous image, the head houses chemicals allowing the *dragon* to spit a 10' long, 5' wide cone of fire. This does 2d6 points of damage to everyone within the area of effect, but victims can save versus breath weapons for half damage. The head canisters must be recharged after every use, at a cost of 25 gp per dose of chemicals.

A secret hatch allows entrance into the main body, where four human-sized creatures can ride. Like the *crab*, there are 10 levers used to direct everything from extending/retracting the landing gear (legs), to wing movement and attitude control, to spitting fire, but the exact layout and controls are left up to the LL. For ideas, consult the table on page 115 of the *Labyrinth Lord* core rules. The *dragon* has an AC of -2 and 150 hit points.

Apparatus of the Mole

This immense plug of iron has an entry hatch on one end and an huge toothy jaw on the other. It is the same size as an *apparatus of the crab* and can also hold two human-sized occupants. But unlike the *crab*, the *mole* cannot move over land or through water — it must burrow, carving even through solid stone with its jaws at a rate of 90' (30').

As it chews through the ground, earth and crushed rock fall in behind the *mole*, isolating it. The machine's on-board tanks hold enough air that two riders can survive for eight hours. To reduce interference while tunneling, the machine was designed without legs or other external propulsion. Instead, the *mole* moves behind the jaws, something which makes launching the machine and starting new tunnels difficult for novice operators.

In combat, this lack makes the *mole* very unwieldy: the driver suffers a -10 attack penalty when trying to hit with the jaws. But if the *mole* does connect with a bite, it does 4d6 points of damage. The *mole* is also well protected, with an AC of -4, 250 hit points, and an immunity to heat.

Like the other *apparatuses*, the *mole* has a large number of levers for controlling its actions and operations. See the table on page 115 of the *Labyrinth Lord* core rules for ideas.

Apparatus of the Oak

Largest of the *apparatuses*, an *oak* is 10 times the size of a *crab* and most look like a fake tree with six oversized branches. Compared to the other apparatuses, which are more vehicular, the *oak* is more of a siege weapon. It moves slowly while upright, like a treant, crawling with its roots at a rate of 30' (10'). To prepare for combat, the *oak* sinks its roots and becomes immobile. Then, the driver can attack six times per round using the oversized branches. These have a 30' reach and do 3d4 points of damage per hit. The *oak* has an AC of 3 and 500 hit points.

Depending on the builder's whim, the apparatus could have a full canopy of leaves, or it could look like a deciduous tree bared for winter. Then again, it also does not have to be treelike at all, but this makes it easier to spot the *oak* in a forest. The *apparatus* can carry eight passengers (besides the operator): one at the base of each branch and two down near the roots.

Like the other *apparatuses*, the *oak* has a large number of levers for controlling its actions and operations.

See the table on page 115 of the *Labyrinth Lord* core rules for ideas.

Apparatus of the Octopus

Though its name might indicate an aquatic *apparatus*, the machine actually bends toward the arboreal. Large enough to hold one person, the *apparatus* can move quickly through the trees with a Climb movement rate of 180' (60'), or more slowly on the ground, with a movement rate of 60' (20'). In combat, the machine has an AC of 0, 100 hit points, and can be used to attack twice per turn with its locomotive tentacles. Each tentacle has a 15' reach and does 1d4 points of damage if it smacks someone.

Cart Rocket

An invention of the insane (or, perhaps, bored lab gnomes), the *rocket* is attached to a cart or similar vehicle (maybe a boat), which it propels by applying thrust. A lot of thrust. So much thrust the cart goes from 0 to 600' (200') in just three rounds. This is fast enough to fly over gaps in the ground no wider than 10', and might include things like small sinkholes, streams, and narrow trenches.

The device is powered by a *potion of fireball*, which the operator must light; hopefully, with a long candle or match, because the *rocket*'s back-blast inflicts 3d6 points of damage to anything in a 25' long, 5' wide cone. One round after ignition, the cart's speed is 200' (66'); by the 2nd round, the movement rate has increased to 400' (132'); the cart reaches full speed on round three. By adding more *potions of fireball* while the cart travels, this top speed can be maintained indefinitely. Each potion provides five rounds of thrust, and makes an invigorating roar as it burns.

This sound is almost loud enough to drown out the passengers' screams, for an observant reader might notice certain lacks in the description. First,

there are no brakes. Once the *potion of fireball* wears off, the cart comes to a stop at the same rate it accelerated. Second, there's no steering. So, the cart might come to a more abrupt stop — by hitting something. Hence the "insane" part of this invention. At full speed, the passengers (and obstacle hit) take 20d6 points of damage. On the ramp-up and slow-down rounds, this damage is 7d6 or 14d6.

Luckily, once started, the *rocket* tends to stay straight and true. Unless a cart wheel falls off or disintegrates, or an axel snaps, or the ground falls away. The LL might roll 1d8 to determine direction, with 1 and 8 meaning the cart's trajectory shifts left or right 30 degrees for some reason. Or, a cruel LL might have the operator roll his own death. Should this information be necessary, most carts have an AC of 5 and 30 hit points.

There are stories, rumors, legends of turning unattached *rockets* into missile weapons. The same damage is inflicted, depending on speed, plus a 20' radius explosion that does 3d6 points of damage for every round the *potion of fireball* didn't burn. For example, a *potion* with two turns left to burn would inflict 6d6 points of damage.

Cask Apparatus

The *cask apparatuses* are a series of enhancing attachments developed for the *apparatus of the crab* (see *Labyrinth Lord* rules, page 115). This example holds an enchanted giant squid ink that, when released into water, summons 2d4 shadow fish. These fish have the stats of shadows (see the *LL* rules, page 93), but with a mako shark's Swim speed of 180' (60'). They are free-willed, but will not attack the *apparatus*. Replacing the ink costs 1200 gp. Other kinds of *casks* are available, but these are left up to the LL and her players to invent.

Keel of Safety

To keep ships from running into reefs or being

sunk by mundane weather (even hurricanes) a water elemental is bound within an enchanted structure at the bottom of some hulls. So long as the *keel* is intact, and the elemental is held, the ship will not sink. However, if the *keel* breaks, the elemental is freed — and will be *very* angry for the next 1d4 weeks. During this time, it tries to kill everyone who was onboard the ship, and the *keel*'s creator, if possible. The elemental's size depends on the ship's size, but most are the largest creatures the *keel* maker can find and/or bind. If the ship encounters a sea monster or some other aquatic threat, the elemental is no help; it has to obey its two commands (no reefs, no sinking), but beyond that does nothing for the ship or its occupants.

Mast of Travel

Ships equipped with a *mast of travel* may phase to enter a ley line at any point, and travel along its length at a movement rate of 600' (200'). The ship exits when the captain desires, and becomes stationary, so it need not worry about running aground. However, if the ship phases out over land, some kind of supporting structure must be in place to keep the vessel from falling on its side. Because ley lines traverse all terrain types, it is possible for a ship to exit while in the air or deep underground. Fortunately, a navigator can see her surroundings, and turn her craft about if necessary.

Some intrepid innovators have tried attaching *masts of travel* to carts or other vehicles, but the results have been poor at best and usually disastrous, as the vehicle either tips over or rips in half. Only ships have the mass needed to support a *mast*'s cumbersome weight and ungainly size, required to hold such a large amount of magic.

Monad

This term means "one," and does not refer to a typical magic item — it's a ship. The *Monad* is a large vessel with a crew of 100 and a cargo capacity of 2,000 tons. It exists simultaneously on the mate-rial and elemental planes, traveling between realms without need for a rift, gate, or spell. When the captain and navigator give the proper command phrases (providing the plane and desired location on it), the ship begins to fade from one realm and solidify in a corresponding spot on the other. The shift between planes takes only an hour, but the trip to the exact destination on the other plane may take a day or a month, depending on how easily it's reached.

Ornithopter of the Mind

Ornithopters are flying vehicles with flapping wings; this one resembles a giant eagle. It's an unusual flyer in that it doesn't move through air, or even move in the real world. Instead, it accesses the collective unconscious of the world's intelligent creatures, traveling from mind to mind (or dream to dream, if the LL prefers) by flying along the stream of consciousness.

To begin a mission, the crew and passengers load up the vehicle, which can hold five people (besides the pilot) and 1,000 pounds of gear. When ready, the pilot activates the machine and "jumps" it into the dream world. Depending on the LL's narrative requirements, a skilled pilot might be necessary to operate the *ornithopter* with any degree of accuracy or success. Untrained crew could easily become lost on the other side of consciousness or do incalculable harm to large numbers of people. Or, the *ornithopter's* magic could be sophisticated enough to allow anyone to direct the machine.

The vehicle's flight speed is determined by the population density: more people in an area means the ornithopter moves faster. In a forest with only a few goblins, the vehicle might have a movement rate of 30' (10'); in a major city, the ornithopter could move 100 times that speed. Also, the *ornithopter's* operations are restricted to populated areas; it can't fly through mountainous areas or woods uninhabited by sapient beings (unless the LL determines that trees can dream). Because of how the machine is propelled, anyone trying to magically find or track the crew is

going to get some very strange results as the vehicle slides from mind to mind.

Besides its unusual mode of "propulsion," the *ornithopter* has several unusual mission capabilities. First, it can be used to find and view the memories of specific people, perhaps even those that are dead. It can also find people or creatures that are otherwise hidden in the normal world. And lastly, it can be used to alter the memories of a living person or creature, which can also result in the target losing or gaining experience points, as well as the memories altered. For observation missions, the pilot must merely circle the vehicle until the required information is gathered. Other missions require landing the *ornithopter* and disembarking the "away team," so it can interact with the target's memories or the dream world at a specific point. This is much like adventuring in the real world, only slightly more surreal.

When a mission is complete, or the crew has to run away, the vehicle flies back to the point where it entered the dream world, and the pilot "jumps" the *ornithopter* back into the real world. No "physical" distance is covered during the journey. The *ornithopter* does not need fuel, but the crew does have to eat and sleep, because time passes in the dream world. This is much like time in the fae lands, which can move much more rapidly or slowly than in the real world. So, when the vehicle reappears, a minute could have passed or months.

Storm Mast

Some large ships (those needing at least three masts) are outfitted with a special *mast*, one that draws lightning and uses this energy to propel the ship. During a storm, the *mast* captures 1d12 lightning bolts. Many are used immediately, with the power from one bolt doubling the ship's speed for one hour. Additional strikes increase this duration by an hour each, they don't increase the speed: going too fast could rip the vessel apart. If there is no wind, calculate the ship's powered speed as though a light gale were blowing.

Lightning can also be held in reserve, as though the *mast* were a huge capacitor. This can be a wise decision, especially when the captain is expecting either the doldrums or a need for speed (e.g., outrunning pirates, sea dragons, or the customs' ship). But it can also bite a crew in the stern: if more than 20 bolts are stored, the mast explodes and does 6d6 points of fire damage to everything within 50'. Victims can save versus breath weapons for half damage.

WEAPONS

Although weapons are some of the most common magical treasure, the items below are a little more unusual than the typical *+1 sword*. Some are extremely powerful, some could be amusing, while one or two have a definite "here — hold my tankard!" quality about them, so user beware.

Aqua Rocket

This upgraded and remodeled *decanter of endless water* has only one setting: "*Eleven.*" Speaking the command word causes the *aqua rocket* to start spewing a torrent of high-pressure water. Unconstrained, the *rocket* flies at a rate of 300' (100') out to a range of 3,000 feet. A character unlucky enough to be caught in the *rocket's* path is attacked as if by a 10th level fighter. If it hits, the *rocket* does 4d6 points of damage and falls to the ground, immediately shut off so it cannot be reused by an enemy. If the *rocket* is somehow contained (by a wielder weighing at least one ton, or by putting it nose-first against or into a massive object), it produces 500 gallons of water per round, with enough force to knock over targets out to 200' away. Targets up to 300' past that just get soaked. Given their speed and relatively small size, trying to hit an *aqua rocket* is a difficult prospect at best. But if targeted, the missiles have an AC of 4 and 25 hit points.

ARC BOW

The *arc bow* fires in a completely different fashion from all other ranged weapons, making it difficult to use. Some people never get the hang of it, even after many months of training and practice. Rather than the traditional vertical curve, this *bow* fires arrows in a horizontal arc, which allows the archer to shoot around obstacles and cover. This path is similar to a boomerang's, but the missiles do not return — fortunately for the archer.

CLAW BULLET

On the way from sling to target, the *claw bullet* transforms into a bear trap. If it hits, the trap does 3d6 points of damage and the victim must save versus paralysis or lose 1d4 points of Dexterity until it is removed. The trap weights 30 pounds and can be reused as a trap, but not as a bullet. Other versions of the *bullet* produce traps of different kinds or sizes meant for disabling non-human targets.

CLAY ARROWHEAD

Tribal shamans enchant *clay arrowheads* to assist their warriors in battle. The primitive weapon smashes when it strikes an enemy (or the ground or a tree), forcing him to save versus spells at -4 or suffer the effects of a *bestow curse* spell. Despite being more fragile than steel, the *clay arrowhead* is still dangerous: the arrows have the normal range and do 1d4 points of damage. If the enchanted *arrowhead* strikes an unintended target (i.e., the ground and tree mentioned above), this might possibly be cursed. But there are no rules or spells for cursing locations, so the LL will have to think on her feet to describe the effects.

CLAY SLING BULLET

Instead of damaging a target when it hits, a *clay sling bullet* momentarily engulfs the victim with an electrical field. Those who fail to save versus paralysis are immobilized for one hour. *Bullets* are found in groups of 4d4.

CRUSHING ARROW

When hit by this specialized missile, stone or stone construction crumbles. Stone ceilings collapse in a 10' radius around the impact point; those underneath are struck by falling debris for 5d8 points of damage, but can save versus breath weapons for half damage. Firing at a wall collapses a 10' diameter section that is 2' deep. Some dwarven tribes use these *arrows* for mining, while others use them to create sinkholes under orc or goblin strongholds. Fired at creatures, the missiles inflict normal arrow damage and cause no special effects — even against things like stone golems, earth elementals, and rock lobsters.

DART OF PEST CONTROL

For most characters, this *dart* is a mundane missile. A druid can release the weapon's power by throwing the *dart* into a tree. Then, both the missile and the plant disappear, transformed into a cloud of gas. For every 20' of height the tree had, the cloud is 10' across (e.g., a 60' tall tree makes a 30' wide cloud). The cloud is toxic to humanoids — including the thrower, so if he's within the area of effect, he'd better throw and run. Any character caught in the cloud must save versus poison. Those who fail die in 2d6x10 minutes. Those who pass are weakened for 1d4 days, their STR reduced by 50%. *Neutralize poison* counteracts both the lethal and weakening effects. The cloud lasts for 3d4 rounds and then seeps harmlessly into the ground. Because of faery protection, the *darts* do not work on supernatural plants: dryad trees, treants, and the like.

DART OF SOIL ENRICHMENT

When thrown by a druid, the *dart* turns a target creature into an equal mass of soil and earthworms (e.g., a 5-ton elephant becomes a 5-ton pile of soil and worms). The conversion takes one round, and it cannot be stopped by any known spell. However, a successful save versus spells does negate the effect. The *dart's* effect only works once, but the item may be used as a normal missile weapon until that time.

Demon Star

This blacksteel morningstar is unusual for two reasons. First, it's huge: the weapon does 2d6 points of damage. Second, should the wielder land a strike that does 10+ points of damage (not including any bonuses, STR or otherwise), the *demon star* converts some of the target's life energy into a blast of fire. This does 3d6 points of damage to everything within 10', including the wielder, but a save versus spells reduces the fire damage to half. The effect is not like a negative energy blast, which drains the user; this weapon just explodes the life.

Dragon Splinter

The name of this weapon gives its history. A cudgel-sized chunk of blackthorn, the *splinter* was removed from a dragon's flesh, where it absorbed some of the creature's magical essence. The weapon strikes as a *+2 club*, usable by any class that can wield it. Twice per day, the wielder can cast *charm monster* as though she were a 15th level mage. This effect lasts for six hours and only affects reptiles, but what is considered a reptile is left up to the LL. The *splinter* could affect chimeras, nagas, dragons, and the like. Or not. Hydras and giant snakes are reptiles, but the LL may decide the others just look like reptiles and are not affected by the *splinter's* power.

Ghost Catcher

This unusual, two-pronged polearm has a head shaped like beetles' spiked mandibles, so it can capture and control its target at a slight distance; its magic allows the weapon to catch ghosts in addition to men. The *catcher* does 1d4 points of damage to both corporeal and non-corporeal targets, has a 5' reach, and grapples on an attack result of 20 (attack bonuses can be included). Corporeal targets must be roughly human-sized: halflings are

too small for the mandibles, while ogres are too big. These can still be damaged, just not grappled. However, at the LL's discretion, the *ghost catcher* could be used to trip large opponents, or grab a big arm. Non-corporeal targets are left to the LL's discretion: the *ghost catcher's* magical field could allow it to snag small ghosts, while attaching to larger ghosts like a little yappy dog that bites your leg and won't let go.

A successful grapple automatically immobilizes the target. Each round, the victim can try to escape by making a contested STR roll. Failure means the *ghost catcher's* wielder can force the target to move as she wishes. The weapon's reach protects a wielder from special attacks like a ghost's aging touch, but provides no protection against distance effects, such as a ghost's aging/fear-invoking appearance; smart ghost hunters will keep this in mind and make preparations.

The enchantment of a very few *ghost catchers* allows wielders to reach these weapons across planar boundaries and grab creatures on the other side. The wielder can also see into 1d4 other planes determined by the LL, and grapple creatures (not objects) observed at will. Unfortunately, not all inter-planar monsters are man-sized. And many grab back.

Ice Bolt

Firing this ballista *bolt* into salt water causes an iceberg to form around the impact point. Above the surface, the ice is 40' across and 10' high, but underwater it is much, much larger (with its actual size left up to the LL's narrative needs). The iceberg lasts 2d4 weeks in temperate waters; closer to the poles, it could last much longer. Shooting the *bolt* at a creature inflicts only normal ballista damage: even in creatures with saline blood, there is just not enough

liquid volume or salt to trigger the *bolt*'s magic effect — unless the target is standing in the ocean. The *bolt's* magic does not work in fresh water, which prevents rainy or accidental discharge, but also means the missile doesn't work against water elementals.

Master's Whip

Targets struck by this weapon take only one point of damage, but must save versus poison. Those who fail become thralls of the wielder for 12 hours, obeying any command the wielder gives, unless it obviously will result in their death. The enslaved will kill others, though. The *whip* does not have an area of effect; until the time limit elapses, the weapon controls its victims no matter the wielder's distance.

Multi-use Rifle

Created by an advanced magical culture, these unusual long arms are very rare, very powerful, and very expensive — each worth a literal "king's ransom," if not more. The *rifle* is also a work of art, its near-black stock carved from the dark, purplish heartwood of blood oak; the barrel and matching mechanism, cut and ground from grey-veined, dusk-blue crystal; all inlaid with filigreed runes of elven nightsilver. From a practical standpoint, the weapon is lightweight, at six pounds, and not terribly long, at 42 inches from muzzle to butt. The *rifle* is a single-shot breech-loader that has three times the range of a long bow and does three times the damage of an arrow with that one shot.

Beyond its uncommon looks, the *rifle* has even more unusual ammo; or rather, the weapon has a very unusual effect on its ammo. As a gunner aims and pulls the trigger, she names an object as part of the activating command phrase. When the *rifle* fires, the large caliber bullet is enchanted with *major creation*. The spell activates upon impact, with the projectile possibly becoming a mirror to drive off vampires or a stake to paralyze them, a cage, a very long-ranged spear, a rope driven into a castle wall, etc. In addition to *major creation*, some rifle variants have a second spell, which might include *fireball*, *lesser move earth*, and *polymorph others*. All are useful abilities, but any addition drives up the *rifle's* cost significantly. The spell effect can be used at will, so long as the gunner has bullets to fire. For purposes of determining damage, duration, and other spell considerations, the *rifle's* caster level is 18th.

Sawdust Cannon

The *sawdust cannon* is a 3-foot long and 6-inch diameter hollow steel cylinder, which looks like a length of stove pipe capped at one end, or a mortar tube without its baseplate. Unlike most traditional large bore guns, this weapon does not fire solid projectiles or use propellant. Instead, the *cannon* must be packed with 25 pounds of finely ground powder: coal dust, flour, etc. Loading the *cannon* takes one turn, unless powder charges are already packaged and ready; with readied charges (e.g., opened bags of flour, set to pour), reloading takes three rounds.

When triggered, the *cannon* teleports this powder toward a target area up to 300' away, forming a 50' diameter cloud. The dust remains suspended for two rounds, during which time it must be ignited by an external source: a torch carried by the target, a flaming arrow, a *burning hands* spell. The resulting explosion does 4d6 points of damage to everyone within the cloud area, but victims can save versus breath weapons for half damage. Igniting the powder cloud with *fireball* or more powerful spells incinerates the dust and causes no extra damage.

The *cannon* does not come with integral wheels, and it weighs 100 pounds, so a single person could only haul it short distances. Undertaking long marches or traversing difficult terrain with the *can-*

non requires planning and energy: either a team effort with appropriate rigging, some kind of transportation, or lots and lots of rest stops and the care of a good chiropractor.

Serpent Whip

This *+2 whip* has a handle wrapped with snake skin. Should its wielder die in battle, *serpent whip* in hand, the weapon transforms into a pit viper (*Labyrinth Lord*, page 94). The creature remains until slain, or its master's killer is dead. In either case, the snake returns to *whip* form. If the viper is killed, the defeating character becomes the *whip's* new master. One well-known variant is a *+2 short sword* that transforms into a giant scorpion.

Slag Bullet

The byproducts of using a magical forge are usually considered hazardous waste. One enterprising alchemist discovered how to turn this material into sling *bullets* that temporarily dampen or suppress the effects of magic items. When hit by a *slag bullet*, the target must save versus spells; if successful, he is wounded, but suffers no other effect. If the target fails, he's wounded and one of his magic items doesn't work for 1d4 rounds. *Slag bullets* have a point-target effect, not an area effect, so if the target has multiple magic items, he must save for each one until he fails, which indicates the drained item.

The *bullets* have a mundane missile's range and damage, and may be reused if recovered. Their nulling ability only affect objects, so hitting mages or magical creatures has no effect beyond physical damage.

Staff Sword

This item was designed by a mage after facing a certain kind of "massive falling stone trap" on one too many youthful indiscretions. As she aged, the mage found herself slowing to the point where those falling stones were getting a little close for comfort. The *staff sword* was meant to overcome lessening alacrity: the *+2 long sword* turns into a 20' long staff upon command and can safely support (i.e., stop) up to 100 tons. Retrieving the *sword* can be done without risk: speaking another command word causes the item, in either the sword or staff forms, to reappear in the wielder's hand.

Star Arrow

The sky is full of monsters that normally go unseen. Some masquerade as stars, but most are just very far away. There are also beings in the heavens who hunt the monsters; sometimes their weapons were lost. As they fell to earth, the weapons' wooden parts burned away and the metal deformed. This star-metal was reworked into heads for the *star arrows*.

When *star arrows* are fired from the ground into the night sky, half the time they are lost in deep space, striking nothing. The rest of the time, they hit ... something... up there. This "something" then crashes to earth 1d4 turns later, with the *arrow* stuck in it; what *it* may be — creature or object — is up to the LL. Other than suffering normal arrow damage, the "something" is unharmed. The *star arrow* is likewise undamaged, and may be retrieved.

If fired during the day or at terrestrial targets, the missiles function as normal arrows. They have no special bonuses for firing at extra-planar creatures or elementals; their power solely causes those distant "things" to fall from the sky.

Stone Arrowhead

Stone arrowheads are more often used for hunting than for fighting, but they are also very good at the latter. When they strike a living target with a blood-based circulatory system (i.e., no slimes, treants, undead, golems, etc.), the *arrowheads* swell with blood, inflicting triple the normal arrow damage (3d6). They take down deer and other game animals so quickly that tracking is usually not necessary, saving the hunter a great deal of time and energy. After recovering an arrow, the *stone arrowhead* can be squeezed out and reused. This is done by hand, requiring no special ritual or equipment; some peoples use the blood in ceremonies, for war paint, or in blood sausages.

Travel Scythe

In a druid's hands, the *scythe* causes plants to bend away from its blade, making it easier to pass through thick vegetation. This effect reduces terrain delays by half, which is especially useful when the wielder travels with other character classes that lack a druid's abilities to travel in the wilds. The *scythe* can be used at will, creating a path wide enough for three people to walk abreast.

One turn after the *scythe*-holder passes, the plants return to their normal positions. This means a small unit could follow the druid, but not an army; that would require a number of *scythe*-wielding druids moving in sequence, each leading a platoon or two of troops.

Vivisectionist's Knife

For characters other than magic-users, the *knife* is just a knife, and does normal knife-ly damage. In a mage's hand, the power of this unusual weapon becomes apparent. It was designed to weaken opponents not kill them, so the *knife* inflicts no hit point damage. Instead, every time it hits a living creature, the *knife* removes part of a random organ, leaving the piece on the ground or in the spell-caster's other hand. There

is no save against the *knife's* power.

Using this weapon in your game requires some discretion and preparation. Because of the variety of monsters and beings, with many body shapes and unusual/monstrous organs, it would take a large section of this book to adequately list every possible location or result. An example table is included below, for randomly targeting mundane humanoid organs (and the possible penalties). This could be adapted for quadrupedal creatures. A table for magical, winged, or otherwise unusual creatures will require some expansion and modification. Generally, if the organ struck was vital to a creature's supernatural ability, the power's effectiveness is reduced by half; striking the same organ again destroys the ability. Mundane creatures might suffer some loss to their statistics, movement rate, AC, or other characteristic.

The LL must also determine whether the affected power or attribute can be regained by normal healing. Or, if only the big guns of *regeneration*, some kind of *wish*, or divine intervention will do the trick.

Whip of Animation

Most of the time, this 15' long *whip* is a normal weapon; if not for the runes on its handle, that's exactly what it looks like. However, if the owner also creates or commissions special statues with matching runes, the weapon can animate the figures. Five statues can be whipped awake per day, an effect that works like the *animate objects* spell, cast by a 15th level cleric. There are rumors of a similar *whip* that can animate liquids, effectively creating water elementals.
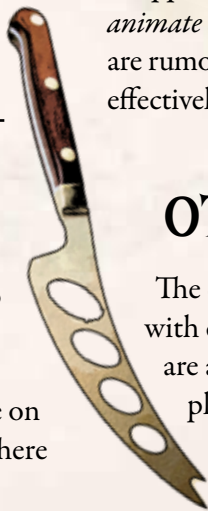
Other Magic Items

The creative spark and range of necessity involved with crafting magic items means the possibilities are all but unlimited. This sometimes means placing unusual or unique items into categories can be difficult. So they are lumped togeth-

Vivisectionist's Knife: Example Organ Loss Table for Humanoid Characters		
Roll on 1d20	Organ or Area Affected	Possible Loss Effects
1	Brain	Losses to INT, WIS, CHAR, memory, motor skills (attack, AC, etc.), experience points, spell casting, thief abilities
2	Nervous system	Loss of DEX; penalties to attack, movement rates, thief abilities; difficulty casting spells involving movement
3	Eye	Penalties to attack (especially with missiles), AC, thief abilities such as pick locks and find traps, CHAR loss
4	Ear	Penalties to surprise, listening, and physical checks that require balance, such as climbing
5	Nose	Loss of taste; penalties to surprise, disease checks, and reaction checks, CHAR loss
6	Tongue	Difficulty talking, loss of taste and spell casting involving speech, penalty to reaction checks, CHAR loss
7	Face	Penalty to disease checks (skin loss), reaction check penalty, CHAR loss
8	Arm	STR and DEX loss; penalties to attack, damage, thief abilities, spell casting
9	Hand	DEX loss; penalties to attack, damage, thief abilities, spell casting, writing; may not be able use a weapon/shield in that hand, or two-handed weapons
10	Torso skin	Unable to wear shirts or torso armor without suffering damage and causing penalties to attack and AC; penalties to disease checks, airborne toxins, heat or cold attacks
11	Lung	CON loss, reduced movement rates and carrying capacity, penalties to disease checks, liable to pass out after a period of stressful activity (e.g., combat), character's skin takes on a bluish tinge
12	Heart	CON loss, reduced movement rates and carrying capacity, liable to pass out after a period of stressful activity (e.g., combat)
13	Stomach	CON loss, penalty to saves versus ingested poisons and food-borne diseases, weakness and reduced hit points due to poor diet
14	Liver	CON loss, penalties to poison and disease checks, weakness and hit point reduction, character begins to turn yellowish
15	Kidney	CON loss, penalties to poison and disease checks, weakness and hit point reduction, character begins to smell slightly of ammonia
16	Intestine	CON loss, must save versus poison or disease because of sepsis, penalties to poison and disease checks, dehydrates quickly and liable to pass out after periods of stressful activity (e.g., combat)
17	Bladder	Constantly leaks urine, penalty to reaction checks
18	Genitals	Constantly leaks urine and/or feces, penalty to reaction checks, cannot have children
19	Leg	DEX loss; reduced movement rates; penalties to AC and some thief skills like climb and sneak; loss of kick attack
20	Foot	DEX loss; penalties to AC and thief skills like climb and sneak

er, and vary from the subtle to the grotesque to the oddly humorous.

Aaskouandy

This unusual name refers to an unusual category of charms, not an individual item, and the LL needs to be a little more creative when using them. The *aaskouandy* come in many different sizes and shapes, but no matter what one looks like, it always seem out of place within its surroundings. These items provide a wide range of supernatural effects that can only be stopped by destroying the item or removing it from the user. One well-known example of an *aaskouandy* is the *strength stone*, which must be swallowed to increase the user's melee damage and hit points by 25%. Another might be the *brown feather on a salmon*, which gives a +25% bonus to swimming and flying movement rates. Not all *aaskouandy* need to be swallowed, but all must remain in or on the user's body until purposefully removed. If the LL wants, the host might be able to reach into her flesh to pull out the particular item after it has been consumed or attached.

Abacus of Life

An immense calculating device, the *abacus* is 6' wide, stands 10' tall, and weighs over three tons; its 10-pound granite marking stones slide along cables woven from giant spider silk. When someone soaks the first stone in his blood (2d4 points of damage worth), the *abacus* becomes attuned to him — and no one else can use the device until he dies. The character's possible lifespan is tripled and he will not suffer from any sort of aging effect. However, there is a little-known downside: when the character dies — from any cause, be it disease, combat, or old age — the *abacus* consumes his soul, and he cannot be *resurrected*.

Alamadel

The ancient *alamadel* is a book-sized wax and clay tablet, and it is monstrously powerful. The item's creator designed the *alamadel* to prevent others from stealing knowledge, and it works far too well. Everything written into the wax is absorbed into the artifact, disappearing when text fully covers the surface. If the user wishes, she can make the writing reappear, much like bubbles floating to the surface of a pool. So long as the *alamadel* is at hand, the user remembers what was written; when the tablet is stored, no one can recall its contents. This may not seem very grand, but while the tablet exists no one else on the same plane can learn the recorded knowledge. If the tablet is destroyed, so is the knowledge — but it can be discovered anew, with time, dedication, and innovation.

Ambush Silk

For easier handling and transport, this enchanted diaphanous *silk* is tightly packed into egg-shaped containers. Smashing an egg releases the material, which balloons out to form a sticky obstacle — effectively, an invisible *web* spell 20' wide, 10' high, and 10' thick. The webs remain in place for 1d4+4 turns, unless burned or cut apart. Their shapes are randomly generated; roll 1d4 and consult the table below to determine what each looks like.

Roll	Shape
1	+ (cross)
2	= (two parallel walls, each five feet deep, with a gap between them)
3	* (a circular or star-shaped web)
4	- (a single straight wall)

Artillery Rug

Each of these magic carpets is 6' long and 3' wide, but all have different designs woven into them. When a spell caster stands on one, the range of all her spells (or any other passenger's spells) increases by a certain amount. This distance multiplier is constant to the *rug*, not the caster or a particular spell. Roll 1d10 to determine the extra range a *rug* provides:

Roll	Range Increase
1-6	x3
7-9	x5
10	x10

BALANCING TENT

This unusual item was designed to balance safely almost anywhere, even highly unlikely places: on tightropes, ledges, etc. Some have been seen mounted on large animals (a dragon howdah), or on vehicles: rafts, carts, airships, etc. Most *balancing tents* must remain horizontal, but some can be placed vertically on surfaces such as walls or cliffs. A common use is camping on tree branches, out of sight of earthbound bandits and monsters. The *tent* automatically secures itself (e.g., to the side of a cliff), but the user must be able to climb to where the *tent* will be set up.

So long as a *tent* is activated and intact, it stays balanced and right where it is — even if it gets attacked from outside, if those inside move around, if there's a storm, etc. The item's magic also allows it to stay put on surfaces that could not normally hold the *tent* and the weight of everything that might be inside; for example, if tree branches are too slender or a rock wall would slough off pieces when climbed. If the user could scale a 100' tall stalk of bamboo, a *tent* could be erected on the top few feet and weather a hurricane. Well, as long as the stalk didn't break; if this happened, then everything would fall. Also, a *tent's* occupants notice movement while inside, so if the dragon under that howdah does cartwheels in midair, the tenants will be *very* unhappy, and probably covered in vomit.

There is one exception to this rule: a *tent* cannot be erected on liquids. The item needs a solid surface where the magic can bind, otherwise it would blow away in bad weather or just sink. Also, although a *tent* can be placed in precarious spots, it won't survive exposure to hazardous materials and conditions such as lava, acid, fire, etc.

Tents come in different sizes, but the most common type holds two people and 500 pounds of gear without tipping or falling. This version has 75 hit points and an AC of 2, but larger ones could be scaled up. The *tent* is activated and erected by one command word and torn down with another. There are no charges or time limits on use.

BLOOD NEEDLE

Relatively common items in realms thick with nobility and intrigue, *blood needles* are often used to locate (perhaps track) lost relatives, reveal hidden family ties, or ensure royal lineage. After being dipped in someone's blood, a *needle* points toward the person's closest biological relatives (by location, not genetics). If more than one family member is nearby, the *needle* oscillates between them, pausing briefly to point in each direction.

BONE OF HEALING

A silvered human finger bone set in blue-green crystal, this small item is worn as an amulet. Once per month the bearer can cast *cure critical wounds* and *cure disease* upon anyone touched, including herself. The spells do not have to be cast on the same patient. A command word must be spoken for the amulet to function.

BONE OF PROTECTION

This small amulet is made of a lich's finger *bone* encased in amber. It protects the wearer from the level drain and aging attacks used by some undead. The amulet doesn't protect against draining or aging from other sources.

BONE OF STRENGTH

This enchanted dwarven toe *bone* is set into a small granite disk and worn as an amulet. It triples the wearer's carrying capacity for purposes of encumbrance.

Book of Herbal Healing

This leather-bound *book* of 50 pages smells slightly of the forest. When a leaf is pressed between two pages, a list of the plant's possible herbal and magical uses appears on the following page. The *book* focuses on healing, so it does not reveal poison-related knowledge, only antidotes for the possible toxins made from a plant.

If a leaf is left on its page for six months, detailed formulae appear on the following page, describing exactly how to prepare the previously mentioned herbal concoctions. Also, the leaf melds with the parchment, becoming a permanent part of the *book*; so does all the associated writing. Removing a plant before six months elapse causes the text to vanish. Placing two or more plants on one page seems to violate the *book*'s magical rules, so no writing appears. The *book* can hold one plant per page until filled, but if the user were looking for information on something specific, she could exchange plant leaves all day without depleting the magic. Only those leaves that have become permanent parts of the *book* cannot be changed out.

Book of Translation

A worn and battered leather-bound quarto, the *book* translates any mundane text it touches, no matter how old the manuscript or how foreign the language. After 1d4 hours the translated text appears on the pages of the *book*, where it remains until the *book* is used again. Translated text may be copied from the *book*, but sometimes this causes writing in the source manuscript to fade, if, for example, this original were a spell book.

Booze Mug

Water poured into this plain-looking *mug* instantly becomes intoxicating, but does not change taste. Drinkers must make a Wisdom check to notice the difference. Those who fail get drunk. The *mug* works automatically, and without limitation: a user can add water and pour out booze day after day. Over the years this has led to various businesses opportunities, usually in the entertainment field. The *mug* has also been used to assassinate targets in a slow but sure manner, with deaths coming by accident, organ failure, and asphyxiation from aspirating vomit.

Bronze Rabbit

A command word causes this 5-pound statue to transform into a seemingly real animal that sprints off in a direction indicated by its user. Unintelligent predators must follow the *rabbit* (no save), but cannot catch it — it increases speed to outrun them. Intelligent creatures can ignore the creature if they wish. After 10 rounds, the *rabbit* teleports back to its owner, reappearing in bronze form. It can be used twice per day.

Although a message could be tied around its neck, the *rabbit* is designed to elude capture, so an intended receiver could never retrieve his note. In a confined space, such as a castle courtyard, the *rabbit* follows the containing wall rather than taking a ricocheting path. A creative character could deploy the *rabbit*
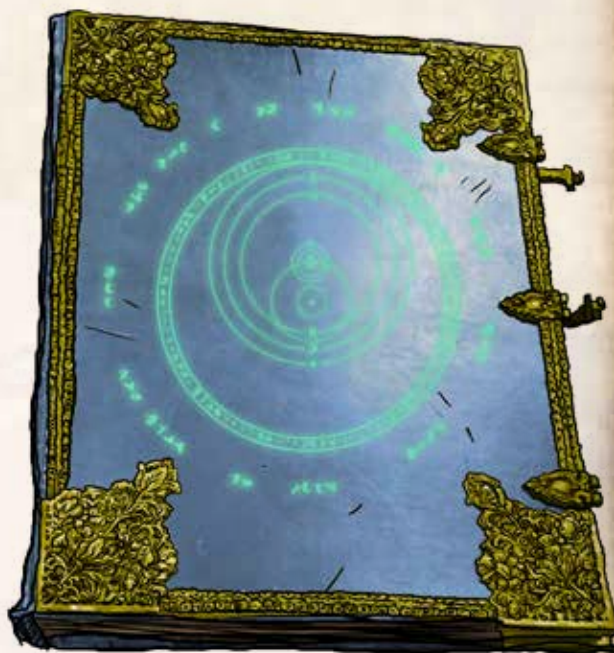
against NPCs using dogs, just as a wily NPC could foil dog-using PCs. Shooting the *rabbit* causes it to disappear and teleport back to its owner, but it is a very difficult target.

Bundle of Bones

Most of the time, the *bundle* is a 10-pound collection of skeletal bits bound tight with strips of dried skin. Once per week, at the owner's command, the *bundle* can transform into a bone golem that follows the user's instructions. If slain, or after one hour, the golem changes back into the parcel of bones and falls to the ground. A wise owner remains close: should the golem fall in battle where it cannot be secured, the *bundle* can easily be stolen. Pulverizing or scattering the inanimate *bundle* destroys its magic.

Bust of Health

Each *bust of health* is carved in the likeness of a different living character. The enchanting process establishes a mystical sympathy between the effigy and individual. The link has no range limitations and reflects the person's well-being: as her health suffers, the bust decays. If the character is killed, the *bust* crumbles into dust. Resurrecting the character does not reassemble the *bust*; a new one must be made. The magical link is single direction, so destroying the *bust* has no effect on the character represented, other than wasting a lot of money. *Busts* are often made for nobility or others with powerful family, to monitor relations. Whether this is done for good or ill depends on the family.

Bust of Knowledge

This alien-looking stone head whispers constantly. Anyone uttering the item's password understands that the muttering conveys secrets of reality; all others hear only gibberish. For those who listen, the *bust* gives a +5% bonus to spell research and magic item creation. There is no limitation to using the

item, and, while the murmuring can be maddening, it does not seem to threaten a user's sanity — only his patience.

Caloric Sponge

This item looks like a natural sea sponge weighing a few ounces. Speaking its command word causes the *sponge* to start absorbing heat, enough to chill an area 200' across by 25 degrees. After collecting heat for 10 rounds, the sponge explodes, turning to ash and doing 10d8 points of heat damage to everyone within 100' (saving versus breath weapons reduces the damage by half). The *sponge* can be deactivated by saying the command word a second time before the explosion. The stored heat radiates away, and the *sponge* may be used again.

Contaminated Fog

By adding this grayish-green dust to listed material components, a caster can enhance any fog-creating spell. The spell goes off normally, but there are two additional effects: metal starts to corrode and the skin of anyone in the area of effect starts to feel disturbingly oily. The skin effect serves only to make characters jumpy, but metal objects in the fog take damage, turning into piles of rust in 30 rounds. Metal armor stiffens, decreasing the wearer's movement by 30' (10') for every three rounds spent in the *contaminated fog*. When her movement rate reaches 0, the wearer's armor falls apart. Leaving the fog's area of effect stops the corrosion. A bottle contains 2d4 doses of dust.

Cup of Pain

Many want this iron goblet, even though the *cup* brings its user misery and loss. Anyone drinking from it is immediately released from the effects of any and all non-divine curses afflicting them, including mummy rot, lycanthropy, and *bestow curse* spells. For the magic to work, some kind of potable

liquid (water, booze, juice, blood, etc.) must first be poured into the *cup*, and then consumed from it — the liquid cannot be removed and bottled to create potions of *remove curse*.

There is a price, however: in ripping away the curse, the *cup* also snags a pound of the patient's flesh. This could be a limb; a surface organ, such as an ear or eye; a part of the character's personality; or something else of the LL's devising (use your creativity here). Fortunately for the patient, the removal is painless; if it's a body part, this simply disappears. But losing a chunk of corpus does cause permanent damage, and the character might lose some percentage of his hit point total, at the LL's discretion.

Dolphin Saddle

When a horse wearing the *saddle* enters a body of salt water, the animal automatically changes into a dolphin. The morphed creature retains the horse's training and personality (what there is of it), and can also respond to commands. The *saddle* also remains, allowing an owner to ride the dolphin. Only when the dolphin beaches itself does the animal return to horse shape; so, there are no cruel tricks on the rider (and horse) with the animal reverting to its original form miles out to sea. Any equipment or barding the horse might be carrying falls into the water when it transforms; the rider must find another way to haul all her stuff around.

Dwarven Vial

Three times per day, the owner of this corrosion-resistant steel *vial* may command it to fill with either fresh water, lamp oil, or dwarven spirits. Each liquid has its own triggering command, and an owner can choose her preferred booze. The *vial* is pint-sized, but produces a half-gallon per use, so the owner needs to imbibe with alacrity, or have another vessel at the ready.

Elemental Loop

This 3-inch diameter circlet of alien metal looks like tarnished bronze but feels unsettlingly greasy. When the command word is spoken, a portal to a random elemental plane opens within the *loop*. Unlike other gating items, the *elemental loop* was designed for harvesting elements; for example, open a gate to the Plane of Water and water comes through; open a gate to the Realm of Earth and minerals slide out. Its small size is a safety feature, as few creatures can fit through the aperture.

The *loop* can be kept open indefinitely, though this may cause problems over the long term. Dungeons can be flooded, labs burned, or the *loop* lost under tons of earth. Also, even though elemental creatures may not fit through the small gate, some might get irritated and contact allied mortals to have them find the *loop* and shut it down. This might seem a strange overreaction, given the *loop*'s small size, but consider it from the monsters' perspective: how would you like it if some inconsiderate alien creature started sucking your basement into another dimension?

Endless Knot

The ritual for creating this item requires a strand of the would-be victim's hair, which is tied into an intricate knot and enchanted. Cutting an *endless knot* casts its target into a labyrinth on the astral plane. This effect is similar to the *maze* spell, but does not have a duration based on the target's Intelligence. Instead, the victim of an *endless knot* must find an actual exit; or contrive one through spellcraft, interaction with astral entities, or some other device. There is no save against the *knot*'s magic, and it can only be activated by cutting: burning, ripping, or other methods of destruction have no effect.

As a warning about using this item, the LL should be ready to run a solo adventure, or contrive to have the rest of the party follow somehow. Otherwise, he could have a pack of bored players on his hands: always a dangerous thing.

Fire Paper

Alchemists developed this material so they could safely transport potions and oils without worrying about breaking fragile bottles. Strips of *fire paper* soak in the potion until the liquid is completely absorbed and the paper dries. To reactivate a potion, the user burns the *fire paper* and mixes its ashes with alcohol; in one round this turns into the original liquid. If the reconstitution container is larger than a normal potion bottle (and is filled with extra alcohol), the effect is watered down by how much excess alcohol is present. Trying to save time by eating the *fire paper* or its ashes does not work, because saliva disrupts the alchemical process.

Flesh Magnet

A simple but devious weapon, the *flesh magnet* is often used to disable an opponent or capture a target. Each *magnet* is a 3-inch diameter disc that weighs half a pound and has the missile characteristics of an oil flask (see page 54 in the *Labyrinth Lord* core rules). To use a *magnet*, the holder utters the activating command and throws the item at his target. If the *flesh magnet* strikes skin, it attaches and increases the target's encumbrance by 100 pounds per *magnet*. A group of *magnets* could be dropped as nonlethal caltrops, but only if those passing through the field were barefoot, or do not normally have footwear (for example, creatures like dragons): the *magnets* wouldn't work against those wearing shoes or boots. Once they have served their purpose, speaking the second command word releases the *magnets* to fall from the trget.

Flip Spellbook

An otherwise normal spellbook, this item has two special features. First, it can be flipped and/or reversed to create four separate spellbooks within one cover (i.e., open from the front cover, open from the back cover; turn the book upside down and open from either the front or back covers). Each of the four is considered a different tome with the standard number of pages. Second, if the *flip spellbook* is "destroyed" while open in one permutation, the other three remain unharmed. If the *spellbook* is damaged while closed, randomly determine which of the four versions is ruined.

Food Paper

Though similar to *fire paper*, *food paper* is not burned to release its contents. Instead, a hungry user folds the *paper*, origami-style, into the food desired and then eats the small piece of art, which tastes like the normal food it resembles and gives the same nutritional value. This reduces the food's weight by 90% but increases the cost at least one hundred times. There is no known beverage equivalent. If the *paper* is mistakenly burned or soaked in liquid, it is destroyed and the magic wasted.

Fortune Cakes

The slips of paper within these bite-sized food items tell of the reader's luck. Because of their small size, the *cakes* are cheap to make; because they are baked in sets of balanced karma, with half of each pair a blessing and half a curse, they are (relatively) cheap to enchant. A fresh batch usually includes 20 *cakes*, but could be fewer if mice or adventurers have gotten into them. Each *cake* provides bonuses or penalties between one and five on attack rolls, temporary AC, or ability score checks. The LL is encouraged to come up with phrases that subtly indicate what the future holds for a reader. Unlike *fire* and *food paper*, magic within *fortune cakes* sheets activates when read; they don't have to be eaten. But, if your PCs have been living off sausages and hard cheese for a few weeks, they could probably use the fiber.

Gate Lock

Unsecured planar gates and tears are terrible threats to their surroundings, opening without warning and disgorging all sorts of unfriendliness. *Gate locks* are often pendants, plaques, sigil disks, or other small metal objects that are placed onto a breach, forcing it to close. Depending on the gate's location, a *gate lock* might seem like a lost object left on the ground, or a strange bit of metal hanging in mid-air. Upon activation, each *lock* creates a key that permits its bearer and up to eight other to pass through the gate simultaneously. A *lock* has 60 hit points, and can be harmed only by spells that inflict acid or electrical damage. Other than being destroyed by magic, a *gate lock* may only be removed by using its corresponding key.

Gemsilk

Gemsilk is normally found in a tacky, silvery-black ball. When activated, the material unfurls into a 10' diameter web matrix that sticks to almost everything. The strands draw materials from whatever they touch and concentrate the essences and minerals into gemstones at the web's center. The *silk* can create gems from almost anything: trees, water or ice, alien ores — even corpses can be absorbed (becoming something like amber or jet).

However, *gemsilk* does not work on anything involving energy, whether it might be fire, light, or negative energy. It's a good idea to keep gemsilk away from heat altogether: the strands may be tough, but they burn easily (like a *web* spell), so some care must be taken to maintain the *silk.* It's also wise to avoid getting stuck to the material, because it will create gems from a careless user's fingers.

The value of stones created by *gemsilk* increases by 10 gold pieces each day they grow, but unusual raw materials could double this amount. These could be alien ores, magical materials, or other rare and exotic sources: things not normally found in gems. The *gemsilk* stops creating after 2 weeks and goes into a form of hibernation for a month to regain its strength.

Ghost Jelly

This strange gunk works only when it touches flesh. Once slathered onto the user's hands or face, *ghost jelly* glows for 1d4+4 turns, producing a bizarre light, of wholly unnatural patterns and colors. Any creature within 50' that can see the light must save versus poison. Creatures with one hit die or less that fail are stricken with terror and pass out for 3d4 rounds. Stronger monsters failing their save suffer the effects of a *fear* spell cast by a 7th level mage (see the *AEC*, page 62).

Golem Seal

If this divine *seal* is added to a clay golem during its construction and animation process, the creature can either turn or control undead as though it were a 12th level cleric. Controlled undead simply follow the golem around and mimic its actions, because the golem does not have the intelligence to actually command them.

Golem Spider

These 1-inch long stone or metal figures are used to take control of golems. The *spider* activates when thrown at or placed on any type of golem, and begins moving toward the center of the construct's back. Unless the *spider* were thrown at the golem's back, or the construct is dormant (i.e., stationary), the golem may make one round of attacks against the *spider*, which has an AC of 2 and 1 hit point. After this round, the *spider* attaches to the golem, which is now commanded by the *spider's* owner.

The golem must remain within voice range for the *spider's* master to retain control. If the construct moves beyond this, or the master is incapacitated/killed, the golem could go stationary or go berserk, it could continue executing its the last command or it could reclaim its self-control — whatever the LL chooses. The command range might be extended with a bullhorn, *ventriloquism*, or some other method of

vocal telepresence. If the master is a spell-caster she might consider casting *clairvoyance* or *clairaudience* to monitor the golem over longer distances.

Should the golem be destroyed, there is a good chance the *spider* is too. The item's master must make a save depending on the final attack; for example, spells, breath weapons, etc. A physical killing blow requires a save versus poison. Failure means the *spider* was lost. If it survived, the *spider* can move 10' (3'), at its master's discretion. There is no difference between stone or metal *spiders*, merely aesthetic choices by different creators. Each *spider*, or set of *spiders* from a single creator has a unique appearance.

Grand Altar

Only the most important temples are blessed with these *altars*. They defend their shrines during dire emergencies by transforming into a monster somehow related to the patron deity. For example, in a temple to the fire gods, the *altar* might become a red dragon or an efreeti, while a nature temple might be aided by a giant turtle or a treant.

The *altar* may be activated as necessary, by any resident cleric who knows the *altar's* triggering ritual. The guardian monster is controlled by the god, remains until no longer needed, and usually stays within the temple grounds. As the *altars* are holy artifacts, and divinely favored, at the LL's discretion, some may provide special powers or enhancements to their guardian. For example, some monsters might have the casting abilities of a 12th level cleric, or have access to a unique set of spells granted only by the patron god. The LL is encouraged to customize this item to suit his needs.

Graveyard Seed

A druid creation, but useable by any character, these *seeds* transform zombies into harmless plants and wipe away the taint of evil magic that raised them. A user merely throws the *seeds* into the air to activate them; one packet affects all zombies within a 5' radius. The zombies are turned into plants within one round and do not get a save versus the effect. There are a few *graveyard seed* variants that affect other kinds of corporeal undead. But these undead, being stronger, get a save versus poison to resist the *seeds'* effect. Different druids prefer to enchant different plant species, so those in the know can often identify a *seed's* creator by the type of plant it becomes.

Healing Fountain

This spectacular, 20' wide emplacement is transparent and made from solid water — not ice. The structure-water was magically altered, given the characteristics of stone, so it can contain the pool and spurting plumes of liquid water. Any living creature bathing in the *fountain* is cleansed and heals three times faster than normal. The healing effect lasts until the creature gets dirty again, usually after 1d4 days of normal (non-combat) wear and tear. Unlike exposure to other healing magics, dropping undead in the *fountain's* pool just gets them clean; they don't take any damage.

Hoard Coin

Placing this item into a pile or chest of coins temporarily transforms all touching currency into perfect replicas of the *hoard coin* in size, weight, appearance, etc. Not even metal-loving creatures and dwarves can tell the difference, because the magic was specifically designed to defeat their senses and abilities.

There are different denominations of the *hoard coin*, which are used to inflate or deflate the value of the transformed money. Merchants and moneylenders often use copper *hoard coins* to hide gold in plain sight, or to trick thieves by placing a gold *hoard coin* into a pile of copper. But the opposite works as well,

with con artists paying for expensive goods with near-worthless, disguised coins.

If there are two discrete groups of coins, only the group touching the *hoard coin* transforms. For example, a chest of coins sits atop a pile of coins; placing the *hoard coin* into the chest only alters those coins held within, while the pile underneath is unaffected. Any coins taken from the transformed collection (i.e., so they are no longer connected to the *hoard coin*) remain altered for 1d4 days before reverting to their original form/denomination. The transmutation either way takes only a moment.

Hollow Staff

An item for magic-users and illusionists, the *hollow staff* sucks up powders and dusts it touches, storing them for later release. These can be mundane, alchemical, or magical compounds: anything the wielder can find or create. When the wielder hits an enemy, or purposely strikes the ground, stored dust is released in a 5' diameter cloud. The wielder has immunity to whatever effect is created. The *staff* holds a single charge of one dust or powder at a time, so it must be refilled after each use. A charge may be held within the *staff* until the powder degrades, which could be anywhere from minutes to hundreds of years, depending on the material. If used as a weapon, the *staff* causes damage as a normal quarterstaff.

Holy Symbol of Allies

By using this special version of her god's holy symbol, a cleric can look upon others and see those who would make useful allies — and those who wish her harm.

Hydra Collar

Some hydra species lack a breath weapon; wearing a *hydra collar* allows those beasts to spit acid three times per day from each head. The *collar* is long and designed to fit around the hydra's trunk, at the base of the necks, so if a head is cut off, its replacement(s) can also spit acid. Any regenerated heads get the full three spit attacks per day, making this item even more dangerous.

The acid attack requires a normal attack roll for each head, has a 30' range, and is only large enough to strike one target (i.e., there is no splash). Each successful attack does 6 points of damage. There is no save, but the liquid is only corrosive for one round. While it does a nasty job on flesh and metal, the acid corrodes stone even more efficiently, inflicting 18 points of damage per attack.

Ink of Lies

Anyone reading text written with this liquid must save versus spells. Failure means the reader believes the words, no matter what is written. The *ink*'s effects wears off one week after being read. However, victims feel compelled to reread the text every 2-3 days, which restarts the clock. The *ink of lies* is as permanent as mundane ink, so it might last for a week on parchment nailed to tree or for 1,000 years on a page in a protected library. Druids and assassins use the herbal *ink* most often, to control a local populace and control the actions of their targets, respectively.

Irminsul

The *irminsul* is solitary pillar with a sun wheel carved at each cardinal direction. It was originally built as part of an ancient religion's practice, but more recently this symbolic construction has been adapted by those worshipping a variety of gods. Although its form may differ slightly for each religion, the pillar's purpose remains the same: it is a *gate* used by celestial beings to visit the material plane, and then return home once their mission is completed. A visitation can happen at any time, but *irminsul* are most often used during holidays or for emergencies; when the god of indulgence sends forth his divine minions to

attend earthly celebrations surrounding his *irminsul*, it can be hard to tell the difference.

Key of Escape

Sort of a combination lockpick and teleporter pad, this *key* opens any door. But, opening a door does not provide access to the room physically behind it; instead, the revealed room is randomly located somewhere else in the dungeon, building, or complex. While the door remains open, characters can pass between the two areas just as if they were walking between two physically connected rooms. Once the door closes, even for an instant, the effect ends; using a *key* to reopen the door will likely lead to another room.

Lightning Cage

This 25-pound, 3' cube of alternating iron and silver bars captures lightning, both magical and natural. It can hold 50 dice of damage, with the dice of each spell captured counting toward this total; a natural lightning strike counts as eight dice. When the 50-die limit is reached, the *cage* explodes in a storm of shrapnel and energy, doing 8d6 points of damage to everything within 500'. There is no save, but immunity to electrical attacks reduces the damage by half.

Stored energy can be drained by touching the *cage* with something metal, grounding the accumulated charge. Hopefully, the character doing this is insulated and knows to put the discharging metal into the earth first; otherwise, *he* becomes the ground, immediately takes all the stored damage, and, again, gets no save. The immunity to electricity also counts for this damage. The *cage* does not make a good magical weapon: it's bulky, awkward, and there really isn't any way to direct a discharge. But, it could be thrown into a pool, with all victims being electrocuting for all damage dice held by the *cage*.

Ocean Fountain

Similar to the *healing fountain* (but without the healing), this 20'-50' diameter water feature contains saltwater and maintains maritime life far from the sea. At night, finding the *fountain* is very easy, because the jellyfish and some other animals glow. Pearls taken from the fountain have a 1% chance of being magical, with the LL determining which kinds may be found.

Paper Butterfly

Infused with good magic, these realistic origami creations mute or disrupt evil magic (however the LL defines that). The folder animates the *butterflies* and then tosses them into the air, where they flutter around the owner in a 5' radius, like a cloud of *ioun stones*. They can be commanded to intercept evil magics at will; for every 10 *butterflies*, a swarm provides a +1 bonus to saves made versus evil magic. But there is a cost: for every spell level affected, one *butterfly* combusts. For example, countering *cause critical wounds* (a 5th level spell), would make five *butterflies* burst into flame.

There is an evil equivalent to the *butterflies* that intercepts good magic, but the origami creatures

would be something like spiders, cockroaches, or younger brothers. Even though the shapes don't have wings, they still fly because they're made of paper.

Parchment of Storage

To the uninitiated, this item just looks like a shopping list. When used with a special pen, however, the *parchment* can store objects as writing. To "insert" items, the user simply writes down the name of an object, which must be within 20'; when the name is complete, the object disappears from the real world. When the user crosses a name from the page (using the special pen) that object appears at his feet.

One page of *parchment* can hold up to 25 objects, each of which must be smaller and weigh less than an adult elephant. The page can only be used for one set of items; once the 25 names are crossed off, the scroll is just mundane parchment. The special pen costs 100 gp and the ink costs 50 gp per object. If the LL wishes, characters can find sheets of *parchment* with lists of things that others put in them. Then, all they would have to do is find or research the ink needed to free the items. After all, the ink formula isn't listed on the back side of the paper.

Personality Potion

Drinking this *potion* changes the imbiber's personality and possibly her alignment for 24 hours. The *potion* only functions for thieves and assassins, who use it to bypass spells and circumvent other magical effects meant to restrict access through alignment. *Detect evil* and *protection from evil* are the most obvious examples, but the alteration also works against aligned magic items, temples, etc.

The personality change means adopting another persona; for example: "I want to be ... Larn Turnbuckle, the town guardsman for a day." It does not mean getting a different psychological/emotional pattern (e.g., "I want to be ... angry and judgmental for a day"). The imbibing character gets two sets of memories (old

and new) and a new alignment; the *potion* would cause insanity if it weren't designed this way. Each *potion* has its own personality and alignment. Although it might be tempting to try, the *potion* cannot be split between two characters for a 12-hour duration.

Plague Potion

Many versions of this *potion* exist, each containing one virulent disease. When consumed by a spell caster who can cast *cause disease*, two things happen. First, the *potion's* plague replaces the spell's standard withering disease effect. Second, the caster becomes a plague carrier, unharmed by the disease and immune to it, but automatically passing it along. Others nearby must save versus death or become infected.

Because *Labyrinth Lord* does not have a list of diseases, LLs wishing to use this item should import some from another system or create their own plagues. *Mutant Future* has a few sample diseases that can be used as templates, for those LLs wish to design their own.

Plate of Preservation

This 5' square metal *plate* stops the effects of time for one object placed on it. When multiple items are on the *plate* simultaneously, the character who spoke the activating phrase chooses which object is affected. The *plate* may be used at will, if things like food are placed on it, with an activation lasting until the command phrase is uttered again. The *plate* does not work for living things, only objects, but this can include corpses, thus increasing the time limit for *raise dead* and similar spells.

Potion Mug

Anyone can be protected by the *mug's* magic, but only spell-casters can make full use of its power. When a spell is cast at its holder, the stein absorbs and "condenses" the enchantment, turning it into a

potion. The *mug*-holder may then drink the potion and re-cast the spell — if she is a spell-caster. Even if the holder isn't of sufficient level to cast the spell on her own (e.g., a 2nd level mage gets hit with a 4th level spell), the character gets to cast a spell she normally couldn't. Whether or not a *mug*-holder can cast spells outside of her domain (e.g., a mage casting druidic spells) is left up to the LL.

The *potion mug* functions whenever held, but there are some restrictions on its use. The *mug's* power only works if the *mug*-bearer first makes her saving throw; if she fails the save, the incoming spell affects her normally. The *mug* can only absorb spells of 1st to 5th level: higher level spells are just too powerful for the item to handle. Only one spell at a time can be held as a potion, so if the holder is targeted by more than one spell, the first spell-potion is lost and replaced with the second spell. The *mug* can hold a re-usable spell-potion for one hour before the liquid goes "flat" and loses its power. Unfortunately for *mug*-bearers with a generous streak, the *mug's* aura of protection and recycling is entangled with the owner's own aura; any attempt to pass along an absorbed spell to another caster results in the spell being lost.

Rust Box

This small metal plug smells strongly of iron. If consumed by a rust monster, the *rust box* poisons it, killing the creature within 1d4 rounds, no save. At the LL's discretion, the *rust box* could also affect other metal-eating creatures (such as green slime, xorn, etc.), or large monsters that can swallow prey whole (such as purple/grey worms, dragons, etc.). If a *rust box* is left at the base of a tree or is buried within its roots, the poison slowly seeps into the plant, making it toxic to metal eaters. Most of the time this doesn't matter, but there are rare druid spells that can make plants smell like metal to attract such creatures. The *box* is destroyed during either poisoning process.

Scroll of Planar Rip

Upon uttering the final words written on this *scroll*, the reader becomes a portal to another plane. Once per day the LL must make a check (with a 33% chance) to see if something from the other plane appears next to the character. This may be a positive experience, but most of the time it's demons or other unpleasantness popping out of the planar woodwork. Because of the character's strong connection to the other side, she is affected by the plane's alignment, and her alignment gradually changes to match it. This process takes about a month.

Being a planar gate is a permanent affliction; the only way to repair the rip is with divine intervention (i.e., the victim must make a quest for her god), or a *wish* spell. Should the rip be fixed somehow, nothing positive or negative happens to the former carrier, other than she no longer gets unwelcome extra-planar guests stopping by at inconvenient times.

Each *scroll* does contain some indication of its destination plane, but if the character completes the *scroll* she has no control over the rip, nor any plane jumpers that appear. Should the character be killed — whether by a jumping monster or fall in the tub — before the rip is closed, her corpse is still a portal. Only when the body is completely destroyed does the portal close.

Sea Lard

A character slathered in this enchanted fat becomes immune to pressure effects experienced during deep ocean dives. Thus, the character has no maximum dive depth. Unfortunately, wearing *sea lard* also makes the wearer very flammable: he has a -4 penalty to his saves versus fire attacks. One dose of *lard* lasts for 1d4 days and it can be applied underwater. The *lard* does not provide any form of underwater breathing ability; the diving character must supply that.

Shackles of Pain

Because physical pain was seen as a temporary punishment, and capital punishment was not deemed an effective deterrent, some decided to try psycho-logical-emotional punishment as an alternative to over-crowded prisons. Working within this theory, one mage developed the *shackles of pain*, which cause criminals to repeatedly relive their crimes from the victims' standpoint — for days on end.

The *shackles* change size to fit their wearer, ac-commodating wrist diameters from halfling to ogre. Before triggering, they can be used as otherwise completely normal restraints. Their power is revealed when a convicting judge reads her sentence to the *shackled* prisoner. Immediately, within his own mind, the prisoner becomes the victim. The *shackles of pain* do not affect those who have not been convicted of a crime, but they will affect a captive who believes he committed no crime (e.g., "terrorist" versus "freedom fighter"); so long as he was convicted, the *shackled* character suffers.

Jurisdictions using these restraints usually have sentencing guidelines that indicate how long a prisoner spends *shackled* for a particular crime. A prisoner can suffer the effect no more than eight hours per day, or he quickly goes insane. Even with this limitation, the *shackles* reduce their wearer's INT and WIS by one point per week, to a maximum of half the character's original scores. Once released, the prisoner's attributes could be restored, either by restorative spells, rest, or, perhaps *amnesia* would be the most effective "cure."

The *shackles* can be used at will. Once a character has been freed from his sentence, the *shackles* can be placed on another convict. The restraints have no key; instead, they are locked, unlocked, or given the daily activation with command phrases.

Speaking Skull

These druid items are made from the skulls of humans, bears, or stags. Once per week, a *speaking skull* allows the user to cast *commune with nature* as

if he were 30th level (for determining range and the amount of information gathered). Otherwise, the *skull* assists and advises its owner using knowledge gained while its original host (human, bear, or stag) was alive. Druids who are turned into *speaking skulls* do so willingly, hoping to help future generations of their people.

Spirit Bag

A small enchanted pouch, the *spirit bag* is used to draw nearby minor spirits, usually nature or location spirits. In the scale of things, these creatures are way below dryads or even pixies, just formless beings with very simple minds. Although they're everywhere that isn't a destroyed or razed place, most people cannot see them.

The *bag* holds a kind of "spirit chow" that allows the item's owner to bribe spirits in exchange for basic information. Mechanically, this works like the *stone tell* spell, but it affects more than just stone and has a much larger area of effect — the area that the spirit calls home. The *bag* can be used whenever the owner wants, but must recharge for 4 hours after each use.

Statuette of X

Many religions have small statues that represent a

wide variety of patron angels or demons linked to more powerful gods. By including the associated angel or demon in her prayers, a cleric can increase the duration of her spells for that day. For every four caster levels the user has, a spell's duration increases by 50%. This means a 1-4th level cleric's spell duration would increase by 50%; a 5-8th level cleric would have a 100% increase, and so on. Such an idol enhances the cleric's spells as long as she follows doctrine; if she wavers, however, the *statuette* stops working.

Steel Coin

When commanded, the *coin* transforms into a grate made of horizontal and vertical bars no more than two inches apart. This expands to fill the space available, up to 10' across, but does not penetrate into the walls, floor, or ceiling. The grate has an AC of 2 and 80 hit points; so long as it has at least one hit point left when it reverts to the *coin* shape, all damage suffered by the item is instantly repaired.

The *coin* may be used at will. A crafty or desperate user could use the *coin* as a weapon, throwing it down a large monster's gullet and yelling the command word. This tactic inflicts 5d8 points of damage, and if the creature dies, the grate explodes from its body. The *coin* could also be tossed into a crowd; getting slammed against a wall by an expanding grate does 2d8 points of damage to each unlucky victim. Avoiding this requires a DEX check; extrication requires using a combined total of at least 20 Strength, or just battering the grate to pieces. The command words transforming the *coin* to and from its grate-form are different, preventing others from hearing the first and removing the grate with ease.

Steel Tent

This heavy canvas shelter appears very ordinary, comfortably holding four people and their gear. However, once set up and activated with a command word, the *tent* becomes strong as steel, with an armor class of 2 and 50 hit points. Despite its strength, the *tent* remains cloth and protects the inhabitants normally (i.e. the fabric doesn't conduct heat, cold, or electricity as metal would). Another command word deactivates the *tent*.

Stuffed Cat

Created by expert taxidermists, this preserved house cat turns into a real mountain lion that obeys its master's direction. The *cat* becomes a mountain lion whenever the owner wishes, for as as long as he wants. If needed, use the mountain lion stats from *Labyrinth Lord* (page 67), except the big cat has twice the normal hit points. The lion is difficult to destroy, but it cannot heal; instead, the *stuffed cat*

form must be repaired at a cost of 10 gp per hit point. A *mending* spell is not sufficient, but using *golden nettle thread* (see entry above) will work.

Sweat House of Potion Recycling

Heat and moisture are great for sweating poisons from a body. With the right magic, they are also good for drawing out potions, which is what the *sweat house of potion recycling* does. During a 12-hour ordeal, which inflicts 2d4 points of heat damage to the user, the *sweat house's* magic pulls the most recently imbibed potion from the character's pores, collects the steamed liquid at the central pole, and condenses the potion back into drinkable form.

The *sweat house* is a relatively large dome made of a wooden frame covered with some kind of heat-trapping material; depending on the location, this could be something like yak hides, adobe/brick, dragon skin, or the stone of a dungeon room. The *house* always has a source of heat (fire pit, brazier, baby red dragon in a big cage) and a source of water (bucket, stream, small water elemental in a large bowl). There is usually enough room enough for 10 adult humans; all can sweat simultaneously, but only one potion at a time can be recycled this way. The target potion must have been swigged within the past week.

There is no limit to how many times a *sweat house* can be used, but how it can be used is up to the LL. Some might prefer the "one and done" approach, that only a single potion can be recycled. Other LLs might allow their characters to do marathon recycling sessions and stagger out looking like a drunk raisin. As an example of the latter, say our heroine drank potions of *cure light wounds, invisibility*, and *strength* during one recent fight. By spending 36 hours in the sweat house, and taking 6d4 points of damage, she could recover all three potions. But, she'd probably have to drink that *cure light wounds* potion straight away. And a lot of water.

Temple Gate

Very rarely do temples have one of these special gates, which open only once per decade, as part of a special festival. During this period, the god's servants (angels, demons, or other supernatural agents) are allowed to mingle with the faithful, granting boons and gaining assistance in mortal matters.

Although that latter bit might sound strange, it is correct: the interaction is a two-way street. A *temple gate* allows angels/demons to assist mortals and request help in return. Not everything on the mortal plane can be done by their hands (obviously), so the supernatural beings use this time to convince the faithful to go out and get certain things done.

Whether the *temple gate* opens automatically, or needs to be triggered by the festival/sacrifice/etc. depends on the god's dogma. The portal stays open until the party is done, which also depends on the particular religion. Mortals could pass through the open *gate* as well, heading to the god's plane, but that would be a breach of trust and the fool would be excommunicated at best. *Gates* are frequently targeted by a god's enemies and almost every festival is attacked by someone or something.

Tracking Rug

A character crossing this *rug* without saying the password leaves large, obvious tracks for the next 3d4 hours. A few *rugs* (10%) cause victims to leave tracks they and their allies cannot see, but everyone else can.

Transmutation Circle

Normally, these enchanted *circles* are woven into rugs or inscribed onto other easily-moved objects. Insects crossing a *circle* are transformed into a type of monster determined when the *circle* was created. This monster may look and act like others of its species, but opening it up reveals weird organs and purple blood. The creatures live for three days and then die, reduced to a puddle of goo. Newly-formed monsters

are quite violent and under no one's control; because of this, *circles* are best used as defensive structures in dungeons (sort of an "Unwelcome Mat"). There is no limit to the number of times a *circle* can be used, but it can only be activated once per turn. This prevents a column of ants from turning into thousands of orcs over a matter of minutes.

Trap Coin

An insidious method for dealing with thieves, the *coin trap* appears to be normal currency — as long as it stays within set geographic boundaries. However, once it crosses a threshold, the *coin* instantly expands until it is 10' across and weighs five tons. The thief and anyone else within the 5' radius take 10d8 points of damage, but can save versus breath weapons for half. They must also make a DEX check. Those who fail and are still alive, are trapped beneath the coin; they take 2d8 points of damage per round until pulled free or turned to paste — or someone utters the command word and shrinks the *coin*.

Trapping Wand

This slender rod of rusty metal emits a beam with a 60' range. Its target must save versus spells or become snared by a bear trap that erupts from some immobile object or surface the victim is touching, usually the ground. The victim takes 1d4 points of damage per round for 2d6 rounds, after which time the trap disintegrates. The bear trap has a Strength of 16; stronger characters can open it with an entire round's effort. Victims who are too weak, or otherwise occupied, can't escape until the trap falls apart.

Verdigris Acid

Most magical items look brand new, no matter their age. One way to disguise an item's nature is with this enchanted *acid*, which burns or etches magical metal. An application of *verdigris acid* makes the metal object appear weakened and useless without affecting its physical or magical traits.

Wall String

These pieces of string, usually found in 50' lengths, are enchanted with a *wall* spell during creation. The magic is held dormant until touched by any living thing larger than a rat. Then the *wall* emerges from the string, following whatever path it was laid in. Activation requires the touch of bare flesh, so shoes or gauntlets prevent the spell from activating. *Wall string* is intended to block movement, not to squish targets; those who set off the spell are forced back 1d6 feet. The *string* only works once, but there is no time limit for use after its enchantment.

Wishing Well

Although not nearly as powerful as a *wish* spell, *wishing wells* can be very useful. They are found along ley lines and provide minor boons related to their line's magic. For example, a *well* on a fire line might be able to bestow the *burning hands* spell. The cost of a wish depends on the effect's magnitude: cantrips only require coppers tossed into the *well*, while 5th level spells might require large diamonds. The wish cannot be stored; it casts immediately, at the spell's minimal caster level. The total number of times a *well* can be used, and/or how frequently, is up to the LL, but this would probably be between once per day and once per year.

For a guideline, here are some example wishes and their cost. "I wish the orcs chasing us would be incinerated" might grant a *fireball* spell and cost a 250+ gp gem. On the other hand, "I wish I could get the heck out of here" might grant a *spider climb* spell and require tossing in a 50+ gp gem or the equivalent in coins. Boons or requests that don't involve normal spells require adjudication by the LL.

Appendix I
Alternate Method of Creating Magical Items

The magic item and spell research rules in *Labyrinth Lord* are simple, yet powerful. They allow spell casters to change their world, by creating magic items that break the laws of reality. But I have a problem with those rules: they exclude the non-casting classes.

Here is a suggestion on how to rectify that, something more akin to how "real world" items gain an aura of "enchantment." While their owners are performing epic quests, heroic deeds, and daring-do, items become imbued with the energies of fate, glamour, luck that are required to accomplish those deeds. Over time, the owners' renown and heroic (or dastardly) natures extends to their equipment.

This associative magic happens quite frequently: bleeding back and forth from popular culture to real life, superhero costumes such as Superman's "S" and Batman's hood/cape can hearten those facing repression or illness. Religious items, icons, and locations associated with saints are often said to have healing properties. Some equipment even earns a name: the sword Excalibur, the rifle Vera, the ship *Enterprise*. But sometimes this kind of "magic" isn't all good: the "Aces and Eights" hand of cards became infamous after Wild Bill Hickok, while that red security officer shirt from *Star Trek* must surely have been cursed (and self-repairing). And on a less savory note, think about how many professional athletes consider unwashed gear to have mystical or lucky powers as they march through the play-offs. Or how many fans would sell their souls to obtain those soiled, but fabled … uh, socks — let's say socks.

For a more fantasy-related example, consider slaying an ancient dragon, a named-dropped source of terror that dominated a continent's politics for 3,000 years. Not only will the peasants stare in awe-struck wonder at the heroes, but they will whisper to their children and point: "That's -the- Wyrm-killing Sword!" Through the wielder's action, courage, and luck, that sword also becomes legendary, associated with truly singular characters.

There are also physical effects to think about. First, that dragon was magical: its blood, its flame, its scales, its very being. How would exposure to such a locus of magic affect the gear? Washed in the wyrm's still-coursing blood, how much mystical energy would that blade absorb? Would surviving the touch of dragon's breath harden armor beyond even the capabilities of a dwarven forge? Could just surviving the dragon's presence alter a helmet, making it sensitive to dragon-life?

An item gaining enchantment this way is purely unintentional. But what about those purpose-created? Much of what is seen as magic could also be understood as craftsmanship of a higher form, using rarified, potent materials. Rather than a mage channeling energy through ritual and component, a ranger could construct a bow from the rarest holy woods, the finest giant elk sinew, the strongest silk from an elder spider-fiend; pouring his own spirit, his energy, his expertise into the perfect long-range killing machine — a weapon that punches missiles through Hellish fire and infernal armor to slam devils to the burning stone and nail them there, to await the killing stroke. As that weapon decimates the Legions, it gains a name, an energy, an enchantment.

There are many paths to enchantment, but all involve risk. Even the seemingly harmless. Perhaps the energy needed to empower an amulet of *unseen servant* also ruptures the veil of reality, opening a gate to the spirit realm and releasing something cold, nameless, and dark. Or, as indicated with earlier examples, enchantment could be contingent on killing a certain creature or particular entity. In any case, using this idea allows the Labyrinth Lord to set up adventures or even entire campaigns that end with truly unique and personalized — dare I say, treasured — rewards.

Appendix 2
Random Magical Treasure Tables

There are times in every LL's life when the prospect of needing to make Just. One. More. Decision could be the proverbial straw smacking that quivering, over-stressed, dromedary brain. Or, you might just need a little inspiration. Or, you realized that there are many hundreds of items to read through, and you're feeling a little overwhelmed with choices. So, here are a series of tables for randomly determining what magical treasure your sticky-fingered PCs run across.

Occasionally, the magic might not be appropriate to a particular party or location. For example, if your group of 1st level characters stumbles across a *horn of chaos* and decides for a little musical accompaniment, it's going to be a mighty short and messy adventure. Also, it's unlikely that a *dwarven still* will be found in the middle of an elven forest.

Rather than dismiss a result out of hand and reroll, which is entirely within your purview as an LL, this could be an opportunity to inject a clue, reveal a side adventure, or just let loose your inner Evil Streak and torment your players. The magical tree result in a dungeon may instead be a packet of magical seeds for the same plant. The *dwarven still* may not work in a specific spot, but how about a stolen six-pack of potion-lager bottles that's labeled with the dwarven brewery's name and location. Or, the power level could just be adjusted for your party: instead of a big-daddy *horn of chaos*, perhaps it's a *recorder of chaos* that summons a pack of rabbit-sized earth elemental-ettes. They probably won't kill your party, but just imagine the fun those on either side of the LL-screen could have. Especially if those little buggers have a bad attitude, or sharp pointy teeth: there's still a whole lot of chaos to be had.

We hope these are useful, and that you have some fun playing with them.

To use the tables, first roll on the **Random Magic Type Table**. Then find the table for the appropriate **Magic Type**, and roll there to determine the final item result.

RANDOM MAGIC TYPE TABLE

Roll d%	Magic Type
01	Alien Technology
02	Animated Magical Items
03-05	Armor
06	Chaos Items
07-08	Clothing
09	Complex Potions and Oils
10	Eggs
11-13	Fantastic Flora
14-16	Focusing Items
17-19	Fueled Magic Items
20	Greater Staves
21	Homunculus Items
22	Ioun Stones
23-27	Jewelry
28	Lich Creations
29-30	Magical Catalysts
31-32	Magical Materials
33-34	Magical Monster Parts
35-36	Monster Potions
37-38	Musical Instruments
39-41	Naga Items
42-44	Oils and Oil-based Items
45-49	Optics and Light Producing Items
50	Paper Lanterns
51	Parasite Powers
52	Protomatter
53-55	Rods
56-58	Scrolls of Power
59-60	Sigil Charms
61-62	Simple Implants
63-64	Skulls of Power
65	Spirals
66-70	Stones and Minerals
71	Techno-magical Items
72-81	Tools
82	Trees
83	Vehicles
84-87	Weapons
88-00	Other Magic Items

ALIEN TECHNOLOGY

Roll d20	Item
1	Bracers of Detection
2-3	Bug Armor
4-5	Button of Memory
6-7	Force Gloves
8-10	Gloves of Communication
11	Heavy Blaster
12-13	Light Blaster
14-16	Silent Whistle
17-18	Spark Wands
19-20	Spell Bane

ARMOR

Roll d%	Armor
01-05	Adhesive Armor
06-10	Antler Helm
11-13	Armor of the Great Glacier
14-16	Awen Shield
17-18	Black Sun Shield
19-25	Bone Bracers
26-30	Bracers of Grasping
31-34	Bracers of Lightning
35-37	Bracers of Stunning
38-43	Bug Zapper Armor
44	Dragonsteel Gauntlets
45-48	Flying Shield
49-52	Gauntlet of Power
53-57	Goblin Thief Bracers
58-60	Helm of Knowledge
61-63	Helmet of the Acid Sea
64-66	Heroic Bracers
67-69	Ioun Armor
70-75	Nacre Shield
76-78	Rock Armor
79-82	Solar Armor
83-86	Stormlord Helm
87-92	Thief Bracers

93-95	Toothcracker Armor
96-00	Viper Bracer

16-18	Potion of Survival
19	Ship in a Bottle
20	Potion/Oil of the LL's choice or design

CHAOS ITEMS

Roll d20	Item
1-2	Bell of Chaos
3-7	Chaos Potion
8-11	Chaos Weapons and Traps I
12-14	Chaos Weapons and Traps II
15-17	Chaos Weapons and Traps III
18-19	Chaos Weapons and Traps IV
20	Horn of Chaos

EGGS

Roll d20	Egg
1-5	Egg of Energy
6-10	Egg of Life
11-12	Egg of Rebirth
13-19	Egg of Strength
20	Egg of Wisdom

CLOTHING

Roll d%	Item
01-05	Cloak of Darkness
06-15	Cloak of Dunes
16	Cloak of Spectral Revenge
17-19	Funnel of Intelligence
20-22	Gloves of Cloud Swimming
23-25	Gloves of Passage
26-35	Gloves of Slime
36-40	Hood of Shadows
41-45	Phase Cloak
46-55	Rotting Boots
56-65	Scarf of Clean Air
66-70	Shadow Cloak
71-75	Stone Gloves
76-85	Swamp Strider Cloak
86-90	Vest of Ages
91-95	Vest of Flight
96-00	White Cloak

COMPLEX POTIONS AND OILS

Roll d20	Potion/Oil
1-5	Green Leaf Potion
6-9	Lunar Potion
10-12	Potion of Shapeshifting
13-15	Potion of the Sea and Sky

FANTASTIC FLORA

Roll d%	Plant
01-07	Black Aster
08-11	Camo Seed
12-15	Cess Weed
16-18	Chaos Aloe
19-21	Darkshade
22-23	Desert Spike
24-30	Doll Plants
31-32	Fading Willow
33-39	Feather Moss
40-46	False Shrub and Trees
47-53	Fishing Cattail
54	Food Moss
55-61	Gut Vine
62-68	Hippo's Footprint
69-75	Horse Apple
76-78	Iron Violet
79-81	Orc Pipe
82-84	Phantom Ashberry
85-87	Ripple Rose
88-89	Shadow Fingers
90-95	Speckled Club
96	Star of Order
97-00	Torch Lily

FOCUSING ITEMS

Roll d%	Item
01-02	Amulet of the Clouds
03-04	Basilisk Goggles
05-09	Beast Spike
10-11	Bracers of Redemption
12-13	Cart of Speed
14-18	Dark Gill
19-23	Doppelganger Gauntlets
24-25	Dragonsteel Armor
26-27	Dragonsteel Bracers
28-29	Druid Menhir
30	Glass Eye of the Basilisk
31-41	Hammer of Construction
42-46	Idol of Protection
47-48	Orb of Hellfire
49	Orb of the Death Storm
50-54	Pool of the Stars
55-59	Rings of Creation
60-64	Rust Monster Collar
65-66	Slab of Redemption
67-71	Solar Orb
72-82	Spider Leather Armor
83-92	Staff of Life
93-94	Vine Gate
95-99	Warrior Amulet
00	Wraith Helm

FUELED MAGIC ITEMS

Roll d%	Item
01-07	Brand of Pain
08-14	Cleaving Axe
15-17	Cloak of Morphing
18	Crown of Hatred
19-21	Earthquake Maul
22-28	Ghost Hunter's Amulet
29-43	Halfling Pipe
44	Helm of Insight
45-51	Lightning Armor

52-54	Plate Mail of the Legion
55-68	Spell Shield
69-71	Thyrsus of Strength
72-86	Tree Bow
87-93	Unbreakable Staff
94-00	Warrior Bracers

GREATER STAVES

Roll d4	Staff
1-2	Staff of Creation [MU]
3-4	Staff of Vengeance [C]

HOMUNCULUS ITEMS

Roll d20	Item
1-2	Bracers
3-4	Chrome Collar
5-6	Copper Collar
7	Gold Collar
8-9	Lead Collar
10-11	Leggings
12-13	Mask
14-15	Nickel Collar
16-17	Silver Collar
18-9	Tin Collar
20	Vest

IOUN STONES

Roll d10	Ioun Stone
1	Blood Red Sphere Ioun Stone
2	Celestial Ioun Stone
3-5	Elemental Ioun Stone
6-9	Killer Ioun Stone
10	Silver and Black Sphere Ioun Stone

JEWELRY

Roll d%	Item
01-03	Amulet of Clean Air

04-06	Amulet of the Insect
07-13	Amulet of Penny Pinching
14-16	Amulet of Poison Transformation
17-23	Amulet of Rust Prevention
24-26	Amulet of the Tin Soldier
27-28	Amulet of the Turtle God
29-36	Ant Broach
37-44	Caddisfly Broach
45-46	Cockroach Broach
47-48	Crown of Death
49-51	Dragonfly Broach
52-58	Fly Broach
59-61	Heelwalker Broach
62-68	Ice crawler Broach
69-70	Id Amulet
71	Locust Broach
72-78	Moth Broach
79-80	Necklace of Rebirth
81-82	Ring of Aberrant Regeneration
83-89	Ring of Ice Shield
90	Ruler's Crown
91-97	Sartorial Ring
98-00	Treehopper Broach

17	Silver Throat
18	Stone Arm
19	Stone Wall
20	Wall of Weakening

MAGICAL CATALYSTS

Roll d10	Catalyst
1-2	Crystalfire Bar
3-4	Iron to Jerky Paste
5	Iron to Mithril Paste
6	Mud to Bubbles Bar
7	Stonespark Paste
8	Water to Dionysus Wine Bar
9-10	Water to Silk Bar

MAGICAL MATERIALS

Roll d20	Material
1-3	Magical honey
4-5	Magical minerals
6	Bloodstone
7	Oak diamonds
8-9	Blue loadstone
10-11	Crimson loadstone
12-13	Violet loadstone
14-15	Yellow loadstone
16	Star bronze
17	Star gold
18	Star silver
19	Star topaz
20	Star bones

LICH CREATIONS

Roll d20	Item
1-2	Cloak of The Hound
3	Cloak of Starlight
4-5	Collar of Undead Monstrosities
6	Crystal of Spell Modification
7	Dragon Claws
8-9	Glasseye
10	Hatchery Egg
11	Metal Arm
12	Mirror of the Dual Existence
13	Mirror of the Multiple Existence
14	Net of Acquisition
15	Runed Ribcage
16	Shadow Statue

MAGICAL MONSTER PARTS

Roll d20	Monster Part
1	Chimera Horn
2	Dragon Scales
3	Frost Salamander Brain
4-5	Giant Bee Antennae
6-7	Giant Butterfly Chrysalis
8-9	Giant Cockroach Antennae

10-11	Giant Locust Antennae
12-13	Giant Moth Antennae
14-15	Giant Wasp Stinger
16	Gargoyle Wings
17	Greenbottle Maggot
18	Gray Ooze Nucleus
19-20	Mosquito Proboscis

MONSTER POTIONS

Roll d6	Potion
1	Dragon Breath Potion
2	Potion of the Eye
3	Potion of the Shifter
4	Treant Potion
5	Tree Slayer Potion
6	Potion of the LL's choice or design

MUSICAL INSTRUMENTS

Roll d20	Instrument
1	Bell of Command
2	Bell of Peace
3-4	Bullroarer of Disruption
5	Bullroarer of Summons
6-9	Drum of Animal Spirits
10	Harpy Call
11-12	Music of Power
13-15	Standard of Music
16-18	Wind Chime of Friendship
19-20	Wind Chime of Safety

NAGA ITEMS

Roll d%	Item
01-06	Cap of Adhesion
07-11	Cap of the Chilling Slime
12-14	Cap of Holy Power
15-20	Cap of the Razor Scales
21-25	Chain Torc
26-31	Clear Star Ioun Stone

32-33	Gem of Elemental Infusion
34-36	Glass Figurines
37-44	Pigment of Glowing Eyes
45-52	Pigment of Razor Fangs
53-56	Rattle of Water Control
57-59	Stamp of Fear
60	Standing Stone of Wisdom
61-66	Steelscale Torc
67-72	Tail Band of the Unseen Artisan
73-77	Tail Band of the Mirror Cloud
78-81	Tail Band of the Unseen Warrior
82-85	Torc of Holy Strength
86-88	Torc of Humankind
89-94	Torc of Shielding
95-00	Yellow and Red Sphere Ioun Stone

OILS AND OIL-BASED ITEMS

Roll d20	Item
1	Akasha Oil
2	Blood Oil
3-4	Camp Fire Oil
5-6	Foam Oil
7-8	Freedom Oil
9	Geode Oil
10	Lightning Rod Oil
11-12	Oil of Luring
13-14	Oil of Mineral Vegetable
15	Oil of Old Flesh
16	Oil Sponge
17	Oil Spring
18	Signal Oil
19	Silver Oil
20	Stake Oil

OPTICS AND LIGHT PRODUCING ITEMS

Roll d%	Item
01-03	Bubble Candle
04-06	Bust of Light

07-08	Camera Obscura of Transformation
09-11	Candle of Navigation
12	Dark Light Prism
13-15	Fire Piston of Destruction
16-17	Ghost Goggles
18-21	Ice Lens
22	Jar of Glowing Death
23-24	Lantern of Capture
25-28	Lantern of Door Revealing
29-30	Lantern of Shadow Objects
31-33	Lens of Redirection
34-37	Lens of Spell Filtering
38-41	Lens of Wealth
42-45	Living Spyglass
46-48	Magnifying Glass of Growth
49-51	Mirror of Appearance
52-54	Mirror of Holding
55	Mirror of Memories
56-58	Planar Prism
59-60	Prism of Darkness
61-62	Prism of Light
63-67	Revealing Mirror
68-70	Scarab of Truth
71-75	Seeing Crystal
76-80	Sea Tusk
81-82	Singing Flame
83-87	Sparking Torch
88-90	Sundial of Industry
91-94	Sun Mirror
95-97	Tiratana Torch
98-00	Torch of Smoking Death

PAPER LANTERNS	
Roll d12	Lantern
1-3	Paper Lantern of Alliances
4-6	Paper Lantern of the Ash Cloud
7-8	Paper Lantern of Crystals
9-11	Paper Lantern of Pest Destruction
12	Paper Lantern of Storm Summoning

PARASITE POWERS	
Roll d6	Parasite Power
1	Aura Leech
2	Cheek Scales
3	Demonic Brain Worm
4	Finger Beetle
5	Mushroom Cap
6	Power of the LL's choice or design

PROTOMATTER	
Roll d6	Item
1-2	Grey Shield
3-4	Star Wand
5-6	Studded Leather Armor

RODS	
Roll d%	Rod
01-03	Alchemist's Rod
04-05	Celestial Rod
06-09	Cutting Rod
10-13	Cypher Rod
14-15	Heart Rod
16-19	Horse Slayer
20-21	Magma Rod
22-26	Muse Rod
27-29	Predator's Rod
30-32	Rod of Advancement
33-36	Rod of Ancestral Advice
37-39	Rod of Curse Transference
40-41	Rod of Preservation
42-44	Rod of Pure Air
45-48	Rod of Road Running
49-51	Rod of Room Mirroring
52-53	Rod of the Sea King
54-56	Rod of Sea Wrecks
57-59	Rod of Sigil Deformation
60-62	Rod of Sigil Destruction
63-65	Rod of Stability

66-68	Rod of Travel
69-72	Sculptor's Rod
73-76	Seeding Rod
77-79	Shatter Rod
80-82	Smelting Rod
83-86	Spell Focus Rod, Arcane
87-90	Spell Focus Rod, Divine
91-93	Vermin Rod
94-97	Warding Rod
98-00	Wrecking Rod

SCROLLS OF POWER

Roll d8	Scroll
1	Object Scroll
2	Terrain Modification Scroll
3-7	Weapon and Armor Scroll
8	Scroll of LL's choice or design

SIGIL CHARMS

Roll d8	Sigil Charm
1	Demon bane sigils
2	Dragon bane sigils
3-7	Orc bane sigils
8	Sigil of LL's choice or design

SIMPLE IMPLANTS

Roll d8	Implant
1	Arm Wand
2-3	Hand Stinger
4	Nail of Control
5	Pain Pin
6-7	Pin of Animation
8	Pin of Rage

SKULLS OF POWER

Roll d20	Skull Type
1-6	Bear
7-9	Chimera
10-12	Gryphon
13-15	Hydra
16-20	Ogre

SPIRALS

Roll d20	Item
1-7	Coil of Entrapment
8-10	Consuming Spiral
11-19	Spiral of Power
20	Spiral of Size

STONES AND MINERALS

Roll d%	Item
01-03	Azote Dust
04-08	Diamond Sponge
09-12	Dust of Ooze Congealing
13-18	Dust of Shadows
19-21	Earth (or other planet) Salt
22-27	Escape Pebble
28-31	Flood Stone
32-34	Heartstone
35-38	Lightning Stone
39-41	Mass Stone
42-46	Mirage Stone
47-49	Odic Gem
50-53	Pebble of Protection
54-60	Pork Stone
61-64	Quicksand Stone
65-67	Rolling Stone
68-71	Shadow Dust
72-75	Stone Gauntlets
76-80	Stone Key
81-85	Stone of Security
86-91	Stone Spider
92-95	Thunderegg
96-00	Water Crystal

TECHNO-MAGICAL ITEMS

Roll d12	Item
1	Armor Leggings of Trap Evasion
2	Draining Net
3	Hammer of the Machine Forge
4	Helmet of Ioun Stones
5	Master Key
6	Orb of Detection
7	Orb of History
8	Orb of the Future
9	Spider Orb
10-11	Spiny Gauntlet
12	Trapping Plate

TOOLS

Roll d%	Tool
01	Alien Watering Can
02-03	Athanor of Forging
04-05	Balance of Mass
06-09	Barrel of Containment
10-11	Box of Flensing
12-13	Breadbox
14-16	Cauldron of Creation
17-20	Crowbar of Safety
21-22	Dragon's Head Cauldron
23-24	Drain Pipe
25-26	Drain Pipe of Fire
27	Drain Pipe of Ice
28-29	Dwarven Still
30-33	Fishing Cauldron
34-35	Flask of Clean Air
36-37	Floating Sphere
38	Flywheel of Containment
39	Forge of Thought
40	Fossil Gnome
41-42	Garden Cart
43-44	Gold Vice
45-46	Golden Nettle Thread
47	Great Gears
48-49	Ladder of Heaven
50-51	Map Coin
52-53	Mold of Reshaping
54-55	Moonstone Vice
56-59	Nail of Mass
60-61	Plum Bob of Detection
62	Sap Drill
63-64	Scribe's Icicle
65-66	Sea Cauldron
67-68	Sea Slag Net
69-71	Self Impaling Spikes
72-73	Shepherd's Hook of Plant Control
74-75	Smuggler's Crate
76-77	Steam Potion
78-79	Tool Gauntlet
80-81	Toy Knife
82-83	Tree Wrench
84-85	Vial Cauldron
86	Vat of Preservation
87	Water Wheel of Wealth
88-89	Watering Can of Pure Air
90-91	Watering Can of Travel
92	Weather Vane
93-94	Whetstone of Industry
95-96	Wolf's Head Cauldron
97-98	Wooden Cauldron
99-00	Wooden Whetstone

TREES

Roll d8	Tree
1	Elemental Tree
2	Rotting Tree
3-4	Sea Tree
5	Tree of Feasting
6	Tree of Rebirth
7	Tree of Roosting
8	Tree of Warding

VEHICLES	
Roll d12	Vehicle
1	Anchor of Flight
2	Apparatus of the Dragon
3	Apparatus of the Mole
4	Apparatus of the Oak
5	Apparatus of the Octopus
6	Cart Rocket
7	Cask Apparatus
8	Keel of Safety
9	Mast of Travel
10	Monad
11	Ornithopter of the Mind
12	Storm Mast

WEAPONS	
Roll d%	Weapon
01-04	Aqua Rocket
05-08	Arc Bow
09-12	Claw Bullet
13-19	Clay Arrowhead
20-26	Clay Sling Bullet
27-33	Crushing Arrow
34-37	Dart of Pest Control
38-41	Dart of Soil Enrichment
42-45	Demon Star
46-49	Dragon Splinter
50-53	Ghost Catcher
54-57	Ice Bolt
58-60	Master's Whip
61-62	Multi-use Rifle
63-65	Sawdust Cannon
66-70	Serpent Whip
71-76	Slag Bullet
77-79	Staff Sword
80-81	Star Arrow
82-88	Stone Arrowhead
89-92	Travel Scythe
93-96	Vivisectionist's Knife

97-00	Whip of Animation

OTHER MAGIC ITEMS	
Roll %	Magic Item
01-03	Aaskouandy
04	Abacus of Life
05	Alamadel
06-07	Ambush Silk
08-09	Artillery Rug
10	Balancing Tent
11	Blood Needle
12-13	Bone of Healing
14-15	Bone of Protection
16-17	Bone of Strength
18	Book of Herbal Healing
19	Book of Translation
20-22	Booze Mug
23-24	Bronze Rabbit
25	Bundle of Bones
26	Bust of Health
27	Bust of Knowledge
28	Caloric Sponge
29-30	Contaminated Fog
31	Cup of Pain
32	Dolphin Saddle
33-35	Dwarven Vial
36	Elemental Loop
37	Endless Knot
38-40	Fire Paper
41-42	Flesh Magnet
43	Flip Spellbook
44-45	Food Paper
46-47	Fortune Cakes
48	Gate Lock
49	Gemsilk
50-51	Ghost Jelly
52	Golem Seal
53	Golem Spider
54	Grand Altar

55	Graveyard Seed
56	Healing Fountain
57-58	Hoard Coin
59	Hollow Staff
60-61	Holy Symbol of Allies
62	Hydra Collar
63	Ink of Lies
64	Irminsul
65	Key of Escape
66	Lightning Cage
67	Ocean Fountain
68-69	Paper Butterfly
70-71	Parchment of Storage
72	Personality Potion
73	Plague Potion
74	Plate of Preservation
75	Potion Mug
76	Rust Box
77	Scroll of Planar Rip
78-79	Sea Lard
80	Shackles of Pain
81	Speaking Skull
82-83	Spirit Bag
84-85	Statuette of X
86	Steel Coin
87	Steel Tent
88	Stuffed Cat
89	Sweat House of Potion Recycling
90	Temple Gate
91-92	Tracking Rug
93	Transmutation Circle
94	Trap Coin
95-96	Trapping Wand
97-98	Verdigris Acid
99	Wall String
00	Wishing Well

Index

Basilisk Goggles & Wishing Wells:

An Old School Esoterica

Magic items are dreams made solid. They're among the most commonly found treasures, a way of rewarding characters for skill, luck, or derring-do, and boosting their powers or abilities. More than 570 new magic items fill the pages that follow: large installations, tiny implants, equipment, vehicles — gear for most any… idiom…, no matter whether you have steam-punky preferences; genre-bending, futuristic inclinations; or the strong desire to stay firmly in the sword and spell tradition. While many items are intended for the adventuring crowd, others have a more everyday flavor to them, a way to make your fantasy world more fantastic. And, although they were written with Labyrinth Lord in mind, these items can easily be used in most OSR/fantasy games with little or no alteration.

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