

Gregorius21778:



Examples of the Dark Arts



- Vol. 02 -

30 Twisted Magical Items

Version 1.4; written by Kai Pütz
(c) 2016

LAMENTATIONS
of the
FLAME PRINCESS
WEIRD FANTASY ROLE-PLAYING
COMPATIBLE PRODUCT

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How to use this supplement:

Examples of the Dark Arts Vol. 02 provides you with a total of 30 twisted magic items to use in your own OSR fantasy games.

- Place them into the hands of NPC the PC are going to face
- make them part of a hoard they discover
- offer them as reward for a task
- use them as an inspiration for your own adventures (private or commercial)

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01# A black candle that will burn down within an hour, after which it will summon a demon-like entity from another plane (see the *Summon Spell*; p. 138 // LotFP core rules). The entity looks like a distorted human shadow that is blacker than black but for the absurd array of shining white teeth in the center of its “face”. Unless controlled by a Magic-User, it will attack everybody in sight for 1d10+4 rounds. While it is substantial, it is immune to all non-magical attacks but fire. It has 4 hit dice and AC: 13. In combat, it will try to grapple and then attack with a bite (1d6+4 damage).

If the “right” summoning was intoned while the candle burned down the Magic-User gets a +5 bonus on the *Domination Roll*. If the summoning was unintended, a present Magic-User may try to Dominate the creature, but suffers a -3 penalty on the roll. A book or scroll that contains the summoning may or may not have been found with the black candle (Referee’s choice).

02# A headpiece cap made from the upper third of a human skull and a leather fastener made from human skin. It allows its wearer to take control of a number of currently present undead up to the character’s level, and up to three times a day. Any undead with more than 4 hit dice is too powerful to be controlled with this item. Using the headpiece this way will drain 1d4 hit points from the character. The wearer suffers a (-2) penalty on all *Saves vs. Death* while wearing it.

03# A knuckle ring made of carved bone. When worn on the index finger of the left hand, a character may cause a minor heart stroke to a mundane character by pointing at him or her (up to three times a day). The target will be stunned for one round and suffer 2d6 damage (half that much if a *Save vs. Death* is passed). After putting it on for the first time, the wearer ages rapidly and visibly by 10 years and his or her maximum hit points are reduced by 1d4 (which may kill the wearer).

04# A golden eyeball. It allows its “wearer” to cast the *Bestow Curse* spell once a day, even if the character is not a Cleric or Magic-User. In addition the spell may be cast at a Range of 20 feet instead of *Touch*. In order to make use of its power, the “wearer” must remove his or her own left eye and replace it with the golden eyeball.

05# A medico’s needle, made of bone. If this needle is used to sew wounds shut, they will heal immediately but scar over, and the tissue will have a grayish complexion. Each application of the bone needle permanently reduces the target’s *Constitution* by one (no matter how many hit points have been regained).

06# A next to featureless face mask made of cracked porcelain. All *Saves vs. Magic* of the wearer are made with the mask’s *Saving Throw* of 6 instead. If the mask fails a *Saving Throw* for the first time it cracks in half and drops off. The face of the character that is now revealed is a horrible spitting image of its former appearance. Charisma is thereby reduced to 3, the effect may only be lifted with *Remove Curse* or a *Polymorph spell*.

07# A blood-stained blindfold made of linen. A non-blind character that puts it on will be able to “see” with closed eyes as far as 20 feet. Darkness, fog, smoke etc. will not block this sight, even if it is magical in nature. The corners of the field of view are blurred and everything further away than 20 feet is shrouded in pitch-black darkness. When the character takes the blindfold off a *Save vs. Devices* is called for. On a failure, the character is *curse*d with blindness: 2d6 are rolled to determine the duration of the *Curse* in hours, the highest result counts. If the dice show double-1 or double-6, the character will be permanently blinded by the *Curse* instead.

08# A curved dagger with a blackened blade. When a character has killed a total of seven *Lawful* characters with it, a *Chaotic* entity will appear to bless him or her. The player may choose one attribute of the character that will be increased by +2. As a side effect, every cleric will from now on feel that the character is in league with forbidden forces by just looking at him or her.

09# A dead, dried toad. A character who licks it gets a re-roll on the next failed *Save vs Magic* or *Poison* within the next 8 hours but cannot benefit from any spells cast by a *Lawful* character for the same period of time.

10# A shrunken head made from a black cat. It counts as a thrown weapon that ignores armor. A character that gets hit by it will suffer from a *Curse* determined by the Referee. The item will not have any effect if used by or against a *Lawful* character.

11# A golden ring with arcane symbols. The wearer may get the best possible reaction (see *LotFP Reaction Roll*) from a character by turning the ring around the finger before or while approaching the target. If the ring is used more than once in a lifetime, each and every further use will bestow a *Curse* on the character: the Charisma attribute is decreased by one point each time as the character appears to be selfish and untrustworthy to others.

12# A cape made from the gray-black pelt of an unusually large wolf, complete with a hood made from the upper half of its head. If the cape and hood are don, the wearer only ends up surprised on a 1 out of 6 and receives a +1 damage bonus in melee, but suffers from the effects of a non-beneficial *Howl of the Moon* spell during the next night with a full moon.



13# An iron mask made in the likeness of a devil's visage. The wearer may re-roll every *Save vs. Death* once, but a multitude of blisters will grow on the character's face within one turn after the mask was donned. Every time. The blisters half the character's Charisma and stay for 2d6 days (or till painstakingly removed by a Physician).

14# An amulet with a curl of auburn hair encased behind glass. This was a maiden's gift to a young man she was in love with. Both were killed by a warlock who turned the amulet into a sinister talisman. After her death, the ghost of the maiden was bound to it and will now protect its wearer against magic. Each day, the first failed *Save vs Magic* or *Magical Devices* is passed instead while the ghost of the maiden appears briefly behind the wearer. The tainted ghost believes that the owner is her beloved one, and subtly influences the character's mind. At the beginning of every new adventure, the owner needs to roll a *Save vs. Magical Devices* (which is not affected by the amulet). With each failed test the character falls more and more under the influence of the ghost, and when a total of three Saves have been failed, the character falls for the ghost and longs to join her in death: he or she will commit suicide within 1d6+1 days.

15# A talisman made from the hair and index finger bone of a witch. The wearer of the talisman will never need to eat, but every food that stays within 30 feet of the character for at least a turn will spoil from one moment to the next. The wearer will gain a haggard, skeletal appearance over the course of a few days.

16# A wooden staff with one end carved into the form of a cobra, with small yellow zircons for eyes. Once a day the wearer is able to cast an effect similar to the *Hold Person* spell onto a target by holding the staff in front of its face. The eyes of a character that wears the staff will grow yellow within a turn, and the damage of all cold-based attacks against him or her will be doubled. These effects last up to a month.

17# A wooden figurine of a woman, not unlike common representations of Virgin Mary. A character that prays for answers in front of this figurine for at least two turns slips into a trance-like state. The player may ask the Referee three yes-or-no questions, and the Referee will answer truthfully. Afterwards, the visions will turn into a horrible nightmare and the character will collapse into a feverish delirium for 1d3 hours. During it, the character loses one hit point and a point of Wisdom per hour, and the Attribute damage is permanent unless a *Save vs Magic* is passed. Any character who went through this ordeal will no longer believe that the figurine represents any saint.

18# An amulet made of silver and moonstone. After it has been worn for at least seven days, the wearer will heal twice as fast but will in turn be unable to find restful sleep on nights with a waxing moon or to wake up before dawn after nights of a waning moon. A *Save vs. Magic Devices* negates this negative effects for a night.

19# A hooded cloak made of gray wool with a silver clasp in the form of an eye. It will grant the wearer *Invisibility* for three turns when the hood is don. During the following three days, the character automatically fails all Charisma based tests. In addition, no NPC will have any better random reaction than "*Indifferent*" to him or her during this time.

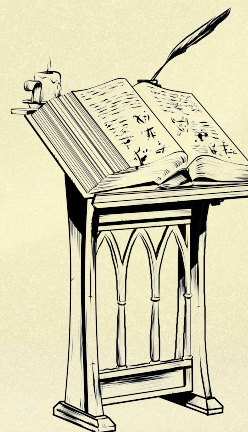
20# A hairband made of smooth silver. It allows the wearer to read the thoughts of people up to 10 feet away if they don't *Save vs. Magical Devices*. This effect lasts for up to a turn and may be conjured up to three times per day. The next 48 hours thereafter, any physical violence that erupts around the character will reduce him or her to a sobbing wreck unless a *Save vs Magic* is passed.

21# A bastard sword with words in a foreign language scrimshawed into the blade. The words mean "*Vengeance is mine*", and the sword counts as a magical weapon. On a successful attack the damage is rolled for twice and the higher result is applied. After all opponents have been slain, the wearer must *Save vs. Magical Devices*. On a failure the character will fall into a crazed state and attack his or her allies. The Saving Throw may be repeated on the beginning of every new round of combat.

22# A lantern made of copper which does not need oil. Its flame can be lit and extinguished by touching its top with both palms for three heartbeats. A character who lights it must *Save vs. Magic* or will be afraid of the dark till the next sunrise.

23# A heavy, leather bound tome that turns out to be a grimoire. The book contains one spell of 6th level, two spells of 5th level, two spells of 4th level, three spells of 3rd level and a total of six spells of the 2nd and 1st level, all of whom are up to the Referee. Any Magic-User that memorize or transcribes spells from this book must *Save vs. Magic*. On a failure the character will be unable to find sleep for 1d3+1 days as terrible nightmares plague him or her. The same will happen to those that sleep with the tome nearby, unless they pass a *Save vs. Devices*.

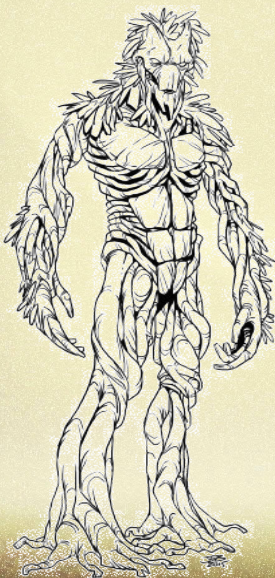
After each nightmare, the character will later have a hostile daytime encounter with a *Phantasmal Force* only the character perceives. The exact nature of the *Phantasmal Force* is up to the Referee and should match the events of the past or current adventure.



24# A fine silver necklace with three blue topaz. A character who puts this necklace on must *Save vs. Magical Devices* whenever a command is given or a suggestion is made. On a failure, the command or suggestion is followed upon (unless it was overly harmful). Furthermore, the character will not remove the necklace on his or her own accord. A character that wears this piece of jewelry cannot become the target of physical violence unless the attacker passes a *Save vs. Magical Devices*, or has been attacked by the character wearing the necklace.

25# A dead twig with small green leaves that look alive and healthy. A wounded character that is touched with the twig must *Save vs. Magical Devices*. If the Saving Throw is passed, the character will regain 1d6 hit points as the wounds heal magically. Otherwise, the character heals 1d4 hit points and small vines will start to grow out of the wounds and around the character's body. As long as the vines are present, the character will regenerate twice the usual damage from normal healing. The vines themselves will reduce the character's Constitution by one point each night as they continue to grow.

Tearing out the vines immediately causes 1 point of damage, tearing them out later causes another point of damage for each day they were allowed to grow and take root. The body of a character that dies while the vines still grow in the flesh will turn into wood and change into a Dryad-like creature within a turn. The Dryad-Creature has 4 hit dice, AC:10 and is immune to all metal weapons but those made of cold-wrought iron. It attacks do 1d6 damage but it is not necessary hostile (*Random Reaction*).



26# A large oval silver-mirror with a frame made of dark wood. Everybody who looks into it will find his or her reflection stare back with a malevolent expression. On the rear of the mirror an inscription can be found: "*I am my own master*". If a character looks into the mirror and commands the mirror image to come out, it will immediately appear behind the character.

At this moment a *Domination Roll* (see the LotFP *Summon* spell) is called for. The Mirror-Image has a number of hit dice equal to the levels of the original character. If the character is successful, he or she can give orders to its Mirror-Image until it disappears (see the *Summon* spell). A character that fails will immediately become the victim of a *Hold Person* spell of the Mirror-Image (which it can only use on its original). The Mirror-Image than escapes to do deeds either considered vile and evil by the original or those that original would have wished to do if circumstances or consequences would not have kept him or her from doing so.

As long as the Mirror-Image is active ("dominated" or not), the character will have no reflection. An escaped Mirror-Image will vanish after a number of days equal to its hit dice, or when killed. In the latter case, it will seem to burst apart like a shattered mirror before disappearing into nothingness.

27# An amulet made of a yellow quartz cased in copper. A tiny inscription on its back says "*Truth is only found within*". While wearing this amulet, a character can tell lies in such a credible way that only the most obvious falsehood won't be believed. Otherwise, only magic will reveal a lie of the character. At the time of dusk after every day the amulet was used, the character will suffer from heartburn and stomach cramps. Unless a *Save vs. Poison* is passed, the character will lose 1d3 hit points. If passed, the character will throw up a foul reeking yellow-green slime.

28# A dead crow formed into a small cap. The cap is made from the complete, dead bird, flattened into shape with its wings slightly spread and the feet used to hook this macabre head gear into the hair of its wearer. If the wearer's hit points drop to zero or below, the bird will turn alive at the beginning of the next round and fly away while cawing angrily. The round after that, the character will be magically restored to a total of 1d6+2 hit points, but will suffer from the following *Curse*: the voice will become hoarse, and he or she will be unable to say more than three words before losing the ability to speak for a turn. Furthermore, every character that asks the *cursed* character a question and gets a clear answer will automatically fail the next *Save vs. Death*.

29# A transverse flute made of silver. Once a day a character may use the flute to place a *Charm Person* spell on somebody by holding eye contact while playing it (with at least mediocre skill). If the spell is not broken, the enchanted character will become insanely jealous in regard to the character after 1d6 days, and there is a 25% chance that the victim will be willing to do harm of one kind or another to remove perceived rivals for the attention of the caster.

30# A sallet helmet just too large for a normal human being. Once a day the helmet will increase the size of a character that tries to put it on by 100% and thereby turn him or her into a little giant (for one hour or till the helmet is removed). The clothes and all equipment worn on person grow and shrink with the wearer, but while the magic of the helmet will *enlarge* the character (just like the spell of the same name), it will also half *Intelligence* for the duration and change the facial features so that the wearer looks ugly.

On the second turn after the change, the character will begin to consider humans to look tasty. A *Save vs. Magic* needs to be passed, otherwise the character will have the urge to slay a human in order to eat the raw flesh. If the *Save* is passed, the urge will still stay and grow stronger and stronger. After five further turns it becomes so strong that the character must follow it immediately.

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