

NUELOW: NS3 "Artifacts"

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Converted to HTML by: [Mark 'Kamikaze' Hughes <http://kuoi.asui.uidaho.edu/~kamikaze/>](http://kuoi.asui.uidaho.edu/~kamikaze/)

This file is a supplement for NL01 "Fairies!" and cannot be fully used without it. It was originally intended to be part of the NUELOW gamebook "Holy Sheets!" They were written by Steve Miller, with editorial input from Thomas Biskup.

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MAGIC ITEMS FOR "FAIRIES!"

This selection of magical treasures has been organized according to the different cultures in the Magic Forest that might be interested in possessing or in possession of them, so GM's can have ready-made objects of epic (or silly) quests for their individual games.

NUELOW magic items should, for the most part, remain unobtrusive and almost invisible. There are several items on the following list that might not even catch a looting player character's interest even if it has witnessed them in use; likewise, there some items that the ignorant assign magical qualities to when, in fact, they are quite mundane. The players should never get to the point where they expect to find magical treasure. Magic items are a precious commodity in NUELOW, and there should never be large hoards of them laying around, as the only beings in NUELOW that create magic items are gods. (That's right, only deities create

Fairy Magic Items

box of shared bounty

This 8x8-inch unadorned oak box is equipped with an unattached lid that is also made of oak. Any unprocessed (cooked, pickled, smoked, etc.) foodstuffs that fit inside the closed box are duplicated in their entirety if left undisturbed for one minute. (For example, one bunch of grapes placed in the box becomes two.) Further, food left in the box never spoils.

It is unknown what god created this item, nor is it known for whom it was created. Talk among the fairies is that long ago this box was given to a peasant village that had been left hungry by a corrupt crusader tax collector. The village is not known, and so far no one has been able to determine where the box is, or even if it actually exists. (And many fairies have embarked on quests for the Box of Shared Bounty, the lure of year-round peaches being enough to send any fairy worth its salt into even the deepest sections of the Magic Forest. For the most part, their quests end in love-making with crusaders and peasants.)

collar of battle

This broad leather strap is adorned with six lion canines and a round buckle that fastens over the larynx. It fits either a fairy in their preferred shape or a child. It creates an invisible magical field that protects the wearer from damage, as though it was wearing a full suit of chainmail armor.

The first known owner of this item was Shady, a fairy of the rarest kind, one who actually enjoyed and excelled at performing the arts of war. Shady claimed it was given to him by Runar, a deity whose main tenet is, "Do as I say, not as I do."

crown of the fairies

This delicate headdress is woven from laurel leaves and dandelions that never wilt. It sizes itself to fit the head of its possessor, adjusting in size as a fairy alters its form, and lets the wearer channel magical energies as though as per the Magical Ability advantage. The power is granted to the wearer regardless of species.

The first owner of the Crown of the Fairies is unknown, and some speculate there are more than one in existence since several fairies have been spotted wearing similar crowns and wielding magic. On the other hand, since fairies often wear headdresses woven from flowers and leaves, one of them or none of them could have been the actual Crown at that time. Whether one or more of this item exists, it is the creation of Isepuh, a nature goddess.

the dancer's slippers

These buckskin slippers, made to fit a human woman or male half-fairy, grant the wearer one Skill Level in Dancing while the slippers are worn. (Characters who already possess it at Skill Levels 1-3 find their abilities boosted, gaining an additional Skill Level. If the character is already an accomplished dancer, possessing Dancing at Skill Level 4 or better, the benefits are reduced, and the item merely grants an additional -1 to the Skill roll.)

The creator of the slippers is not known, but Shady claimed it was Runar. The half-fairies believe Deniac made them as a companion to the Veil of the Dancer. The last reported owner of the slippers was a peasant girl to whose grandmother Shady had given the slipper. The girl used them to entertain

the village with her enchanting grace, but she vanished two summers ago, and the slippers went with her. Although the whole community is devastated and suspect a nearby crusader lord of having abducted her for his pleasure, they lack the courage to take action.

Crusader Magic Items

fairybane

This large sword has arcane symbols etched into its blade and five flawless diamonds set into its hilt, which always seems cool even after being gripped for hours in the heat of battle. The weapon enables its wielder to see invisible fairies. Additionally, if the fairy is injured by the weapon, it must make a Health Attribute check or be slain by the weapon's most powerful enchantment: the ability to freeze the blood in the veins of fairies and half-fairies struck by it.

The weapon was recently given to the current leader of the crusaders by the Ice Queen, a lesser goddess who rules the frigid lands to the north of the Magic Forest. Like the crusaders, she wishes to eradicate physical passion and pleasure.

mail of righteousness

Forged from white gold but possessing the durability and Armor Rating of the finest steel chainmail, this full suit of armor fits an adult human male. The true power of the armor is only evident when the wearer confronts fairies in combat, as it receives a -2 modifier to its roll to resist Seduction attempts.

The creator of the Mail of Righteousness is unknown. Crusader legends tell that this armor formed around the body of their legendary first ruler, Lord Sjaelfyldt, when a fairy attempted to save its filthy hide by leading him into sin. Thanks to the magic armor, Sjaelfyldt resisted the fairy's temptations and slew it. Ever since, this armor has magically refitted itself to fit each subsequent leader of the crusaders, and they have worn it with pride.

veil of purity

Made from opaque white cloth large enough to cover the lower half of an adult human's face, as well as its neck, it is fitted with large silver hooks that fit on the wearer's ears much like a pair of spectacles would. While wearing the veil, the character receives a -3 modifier to all attempts at resisting seduction, as well as protecting it and all items carried or worn from all magical effects.

It is not certain how many Veils of Purity exist, but at least three have been identified. They are said to have been created by the crusader High God whose consort fell to the wiles of a fairy. The High God then granted the veils to the faithful crusaders to protect them from the pain of having to slay a loved one who fell prey to fairy seduction.

Half-fairies Magic Items

chest ornament of power

This large piece of gold-and-turquoise ornamental armor is sized to cover the shoulders and chest of a half-fairy male or small-busted peasant or crusader female. It fastens with a clasp at the back of the character's neck, and has a large opal set in its center. It provides the wearer with an Armor Rating of 1 against called-shots to the chest area, but its true benefits are only apparent if the wearer possess the Magical Ability advantage as it grants one Skill Level in Spellcraft while it is worn. (Characters who already possess it at Skill Levels 1-3 find their abilities boosted, gaining an additional Skill Level. If the

character is already an accomplished mage, possessing Spellcraft at Skill Level 4 or better, the benefits are reduced, and the item merely grants an additional -1 to the Skill roll.)

This item was created by an unknown entity for a powerful half-fairy sorceress and village-leader who was embarrassed over the clumsy way her First Consort wielded magic. It is still in that family, although its magical abilities have been forgotten; it is now considered a symbol of office.

pins of pleasure and pain

These silver pins that are 3 inches long and come in sets of four. Fairies and crusaders believe they have magical powers; fairies believe they enhance the sexual experience, while crusaders believe the Pins inflict the degree of discomfort that sex acts require. Both groups are wrong and are unable to use the pins they've taken from defeated half-fairies (well, the crusaders have no trouble finding the pain they seek...) as there is nothing magical about them. The Pins are only truly useful if applied with proper skill. (See Acupuncture at the end of this file.)

The Pins of Pleasure and Pain are common half-fairy sexual aids, and are frequently given as gifts to children who make the passage into adulthood. They are pushed into body at specific points and left in during sex. If the character makes a successful Pain Threshold Attribute check, it receives a -2 modifier to its Sexual Prowess skill roll while taking 2 nl points of damage. Should the character fail its Pain Threshold Attribute check, it faints from the agony. It still receives 2 nl points of damage and becomes the object of ridicule and scorn in its community. The character receives a +3 modifier to all Personality-based skill rolls and Attribute checks with half-fairy non-player characters who are aware of the character's shameful failure under the Pins of Pleasure and Pain.

spectacles of shadow

These dark-lensed, oddly shaped spectacles, which fit an adult peasant or crusader, seem to have little purpose except to shield the wearer's eyes from the sun and other bright light. They also protect exceedingly stupid creatures from the paralyzing effects of "pretty lights." They were discovered by a reputed Gate of Nuelow by a half-fairy several years ago, and have been in its family ever since.

The Spectacles of Shadow are not magical. They are a pair of sunglasses that were dropped by a Fratboy who stumbled from NL04 "Horndogs!" into the world of "Fairies!" via the dimensional gate. The half-fairy slew the Fratboy shortly after finding the sunglasses, thinking the sniveling college kid to be little more than an unusually cowardly peasant.

veil of the dancer

This light-weight dancer's garb consists of a single, long strip of semi-translucent cloth. When used by a character with the Dancing skill, the Veil flows around the character's body, responding to the slightest movements, always on the verge of revealing more than it hides. The dancing character gains one Skill Level in Seduction while wearing nothing but the Veil, while the target receives a +3 penalty on their attempts to resist. (Characters who already possess it at Skill Levels 1-3 find their abilities boosted, gaining an additional Skill Level. If the character is already an accomplished seducer, possessing Seduction at Skill Level 4 or better, the benefits are reduced, and the item merely grants an additional -1 to the Skill roll.)

At least six of these items are known to exist, three of them in the hands of half-fairies. The Veil of the Dancer was created by Deniac, a goddess of sensuality.

NEW SKILLS FOR FAIRIES!

acupuncture (intelligence-based)

The character is familiar with certain points of the body that can be considered pleasure and/or pain centers. This ability can be used to prevent pain, inflict pain, and even heal non-lethal damage; for each Skill Level, the character may heal or inflict 1 nl damage point on itself or other characters on a successful skill check. Further, this skill is needed to properly use the half-fairy sexual aid known as the Pins of Pleasure and Pain.

NOTE: COMMENTS ARE ENCOURAGED. PLEASE POST THEM TO THE MAILING LIST. ALSO, WOULD AN EXPANDED LIST OF SKILLS, ADS. AND DISADS FOR "FAIRIES!" BE OF INTEREST TO ANYONE? (MUCH OF THE STUFF WILL BE CULLED FROM "FAIRIES!" AND OTHER GAMEBOOKS, BUT IT'D ALSO INCLUDE NEVER-BEFORE-SEEN STUFF... AND BE THE ONE'S THE GAME'S ORIGINAL DESIGNER CONSIDERED "OFFICIAL."

E.M.
