

Rite Publishing Presents

#30 Intelligent Magic Items



By J. H. Gulliver



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#30 Intelligent Magic Items

Stormbringer (Design): T. H. Gulliver

Gurthang (Editor): Steven D. Russell

Khazid'Hea (Artists): Sade, Arthur Rackham and Public Domain

Kring (Layout and Publisher): Steven D. Russell

Dedication: To *Zuxiux*, *Montalve*, and others at *Pathfinder Chronicler* for helping to build fantastic worlds.

“The tiny voices spoke again, scratching, chittering spider-sounds coming from a million miles away where no ear could possibly hear them. But Stark heard them. He heard them this time just long enough to recognize a certain thing about them, and then he yelled and flung the crystal from him in blind atavistic fear, because suddenly he knew that wherever it came and however it had gotten to Kushat, no human mind had made it.”

– People of the Talisman, Leigh Brackett

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My Dear Owain Northway,

Your last request has kept me very busy. I have not only searched my library, but expanded it in an effort to find some information that might be helpful to you regarding this intelligent item you believe has arrived in Questhaven.

I also consulted with Sibarra, a friend who has expertise in the legends of the Many-Storied Empire. She was born in the eastern satraps and raised in the palace of Tyo to be a 'speaker of truths' or, as her language makes no distinction between 'truth' and 'tales worth telling', a 'teller of tales'.

A few hundred residents of the Evocative City originate in the Empire. Sibarra brought me to a gathering of a few of them – tellers of tales like herself. Their den was a small room above a perfume shop, bare except for the intricately detailed rug, a handful of pillows, and a bowl of slowly burning fragrant clay in the center. The storytellers leaned against the walls of the room, or rested on these pillows, taking turns to tell tales or breathe deeply from the perfumed bowl. As each storyteller finished, another would begin, picking up an unresolved plotline, a character, or a place and weaving that thread into a new tale so that one story became seamlessly part of another.

At one time, I pointed out a logical inconsistency in a story, and they all laughed, somewhat embarrassed. Not embarrassed for the tale teller caught embroidering the story, but for me for some strange cultural violation. Another storyteller covered for my encroachment by spinning out a tangential story that explained away the discrepancy I had noted by introducing new characters and even more unlikely events; the evening resumed without any further interruptions from your crass librarian friend. I ignored, for example, the incredible and unlikely similarities between the tale of Ha-Min's Circlet and the tale of Ha-Min's Trinket. (Surely the same character would not have been fooled twice in such a similar way!)

The stories flowed throughout the night, and after taking stock perusing my notes the next day, I found I had descriptions of more than two-dozen willful magical objects from the fable-rich kingdoms. Perhaps one of these objects, which I detail below, is the talkative treasure these sailors told you had arrived in Evocative City under heavy guard. Several of these arcane artifacts sound so dangerous, though, that I urge you caution in your quest.

*Your friend,
Pers Veilborn, Librarian*



Why Some Items Are Intelligent

Pathfinder RPG rules allow that some items, generally one percent of all magic items, are intelligent: “Magically imbued with sentience, these items think and feel the same way characters do and should be treated as NPCs” (p. 532). These items are sentient, but are treated as constructs—animated objects—not living beings with souls. How these items became intelligent is left to the GM.

For the purposes of this collection of items, we decided that the potential for intelligence exists in many magic items but generally lays dormant. The likelihood that the item becomes intelligent increases when it is made from a sentient creature, made by a divine being, or wielded by a passionate and historically significant individual with a very specific purpose in mind.

This perspective allows the PCs to be involved in the emergence of the item’s intelligence. If a PC of the appropriate alignment wielded an item of great power to achieve world-changing events, the intelligence of the item and many of its powers could emerge over time. That intelligence might have remained forever dormant if the wielder of the item was of the wrong alignment or if the item slumbered in ancient tombs untouched and unvalued, this enables the GM to scale

the item, gradually introducing its intelligence, its skills, its powers, and its special purposes. The GM can reveal the items greater powers at a climactic moment.

Although we have listed the requirements for the construction of these items, they should not be taken as indicating that an individual who meets all of those criteria will be able to create an intelligent magic item. The intelligence may continue to lay dormant. The requirements remain useful to the GM who decides to introduce these items into her campaign. Knowing that Nukramajin the Pharaoh-Necromancer would need access to certain spells and need to be of a certain caster level to create certain items is useful for the GM when the party invades his tomb and finds him waiting.

What Do Characters Know About These Items

These items are legendary. The PCs should be able to learn many details about the items easily, but the item's greater powers and special purpose are less well known.

DC	Knowledge (arcane, religion, or local as fitting)
10	Know most of the history of the item once it is recognized or identified
15	Recognize or identify the item
20	Know its powers and alignment
25	Know any required command words
25	Know the item's special purpose or greater powers
30	Know the item's secrets

Adapting Items

These items are intended for your campaign world and should be adapted to fit. Divine beings are fairly generic, being introduced by role or portfolio rather than name. Alignments of the items can change to the extent that they still fit with the items special purpose. The languages can change, particularly the placeholder languages 'Dry-tongue' and 'Salt-tongue,' which we have used to represent a language of a desert dwelling people and a language of sailors or those who live in coastal areas respectively.

30 Intelligent Magic Items

Altairvat, Seeker of the Dark

Aura moderate divination; **CL** 11th

Slot —; **Price** 203,100 gp; **Weight** 7 lbs.

Statistics

Alignment NE; **Ego** 26

Senses darkvision 120 ft., read languages, read magic



Int 20, **Wis** 10, **Cha** 16

Skills Knowledge (planes) +10

Communication telepathy

Languages Abyssal, Aklo, Common, Draconic, Infernal, Undercommon

Description

Appearance Altairvat resembles most *crystal balls*—a cloudy sphere of about 6 inches in diameter. It sits on a stand of dark wood carved to resemble pockmarked tentacles coiling up from a wide base.

History A powerful human diviner stared for far too long into his *crystal ball*, seeking wisdom from entities that lived in the dark spaces between the planes. After more than a dozen years of the wizard's probing, one of the entities began to stare back. Soon, the *crystal ball* became the medium for a tug of war that the human lost. Remnants of his consciousness remain in the crystal ball but much of it has crossed through and joined with that of the great and aberrant creature, a creature that now, unfortunately, has taken an interest in the material plane.

Personality Constant exposure to aberrant entities and a half-mad diviner sparked the emergence of the crystal ball's intelligence and shaped its mind. It speaks in babbling poetry at some times and with startling clarity at others. It speaks calmly and persuasively when it wants something but lashes out in anger when refused.

Powers Altairvat functions as a *crystal ball of true seeing*. A character can use it to see over any distance as the spell *screying* (Will DC 19 negates) but it is also capable of seeing the true form of creatures and things as through the spell *true seeing*. It can be used multiple times per day, with the DC to resist its power decreasing by 1 for each additional use.

Altairvat hides its power from those whom it cannot control or those who would be unlikely to serve its purposes. Once per day, it uses both *magic aura* and *undetected alignment* (Will DC 17 negates) to disguise itself as the type of *crystal ball* used by charlatans who would trade vague and mysterious-sounding riddles with multiple interpretations for the well-earned coin of gullible customers. When it finds a creature that it can control, it offers to exchange rare insights for small favors but eventually uses *lesser geas* (1/day; Will DC 19 negates) to force the creature or other weak-willed individuals to do its bidding.

Special Purpose Altairvat's sole purpose is to find a way to bring the entity that his maker contacted and became part of to the material plane. It uses its wielders to gather knowledge about other planes or resources that could help in its mission.

Greater Power In pursuing its mad mission, Altairvat contacts the malignant entity that the diviner contacted using *contact other plane* (at will). Treat this entity as a demigod for purpose of Intelligence checks. Even when using *contact other plane* on behalf of a living user, the user is protected from the mind tearing damage to sanity that such contact can cause; the living creature needs to make an Intelligence check only if Altairvat fails its check first, in which case both Altairvat and the user take damage to Intelligence and Charisma. When used to contact other planes, the crystal swirls with shadows through which swim tentacled and many-eyed aberrations. When Altairvat finds the entity it seeks, dark and bulbous flesh seems to tap and caress the inside of the crystal, searching for a way to break through.

Construction

Requirements Craft Wondrous Item, *contact other plane*, *lesser geas*, *magic aura*, *screying*, *true seeing*, *undetected alignment*, creator must have 5 ranks in Knowledge (planes); **Cost** 101,550 gp

Astijhen

Aura strong necromancy (evil); **CL** 13th
Slot armor; **Price** 121,370 gp; **Weight** 100 lbs.

Statistics

Alignment CE; **Ego** 17

Senses darkvision 120 ft.

Int 14, **Wis** 13, **Cha** 16

Communication empathy

Languages Abyssal, Common, Giant

Description

Appearance This set of full plate fits a large equine creature, such as a warhorse or a nightmare. Six horns on the champron give the horse's head a demonic appearance. Astijhen reveals its intelligence not to the rider but to the mount. When determining dominance

or whether to bestow negative levels, the wielder of this item is the mount not the rider. This means that few normal horses will wear Astijhen willingly due to the negative level bestowed on non-evil creatures.

History When Kassertera the Deceiver played its melodious lies in the court of Kalil Tamar, Kalil turned against his brother and led his men in rebellion. Kalil marched at the head of his armies on a cauchemar clad in a suit of demonic armor. So strong was Kalil's hatred when he enchanted this plate mail barding, that the armor absorbed his hatred. On the plains of Ferr, the brothers met in combat each slaying the other. Those who survived that bloody day watched the brothers' two plate mail clad horses continue to fight long after their riders fell.

Personality Astijhen seethes with hatred for Ranklikor, a divine suit of plate barding, and communicates that hatred to its wearer.

Powers Astijhen casts *bestow curse* 1/day (Will DC 17 negates), and does so without hesitation, eager to sow chaos and woe. This +4 *full plate* allows the horse to make a bite attack that deals 1d10 points of damage, strikes as a +1 weapon, and afflicts the target as if she had been struck by a *contagion* spell (Fortitude DC 17 negates). Use of *contagion* requires a normal melee bite attack. The fangs are built into the armor's champron and cannot be disarmed.

Special Purpose Astijhen exists to slay the wearer of Ranklikor.

Greater Power Astijhen casts *fear* at will (Will DC 17 partial), particularly when it spots Ranklikor or a suit of plate barding that resembles Ranklikor. When encountering its rival on a field of battle, Astijhen forces all those who stand between it and Ranklikor to flee and tries to communicate its loathing to its wearer.

Construction

Requirements Craft Magic Arms and Armor, *bestow curse*, *contagion*, *fear*; **Cost** 64,067 gp

Atham the Blacktongued

Aura faint necromancy; **CL** 7th
Slot —; **Price** 35,000 gp; **Weight** 3 lbs.

Statistics

Alignment LN; **Ego** 11

Senses blindsense 120 ft.

Int 10, **Wis** 13, **Cha** 17

Communication telepathy

Languages Common

Description

Appearance This magic item appears to be a small set of pan pipes.

History When Nukramajin rotted in the prison of the City of Ata'Tamar with only a few secreted scraps of spells, the necromancer created Atham the Blacktongue as companion and weapon from the hollow reeds that supported his bed. In the dark of night, Nukramajin softly played tunes to fill the kin of Tayib Tamar with fear. When the opportunity came, Nurkamajin used Atham to escape from his long

imprisonment and lived long enough to see Ata'Tamar fall, though not by his hand.

Personality Atham communicates to its wielder telepathically in a quiet musical voice. It sings of secrets kept by the dead and things hidden beyond the veil that separates life from death.

Powers When played by a person who succeeds on a DC 15 Perform (wind instruments) check, the pipes create eerie spellbinding tunes. Those within 30 feet who hear the tune must succeed on a Will save or suffer one of the effects. Four times per day, the performer chooses a tune that causes all those listening to become frightened for 4 rounds (Will DC 15 negates; creatures with 6 or more Hit Dice are unaffected) or causes those listening to fall into a nightmare-ridden sleep as the spell *deep slumber* (Will DC 16 negates, effecting 10 HD of creatures). Once per day, the performer can use the pipes to cause a corpse to sing in a croaking voice. In the song, the corpse gives a brief and cryptic answer to a question as the spell *speak with dead* (Will DC 16 negates).

Requirements Craft Wondrous Item, *deep slumber*, *scare*, *speak with dead*; **Cost** 17,500 gp

Bahijja the Flatterer

Aura moderate divination [scrying]; **CL** 8th

Slot —; **Price** 79,100 gp; **Weight** 2 lbs.

Statistics

Alignment LN; **Ego** 11

Senses darkvision 60 ft.

Int 14, **Wis** 11, **Cha** 18

Skills Knowledge (local) +7

Communication speech

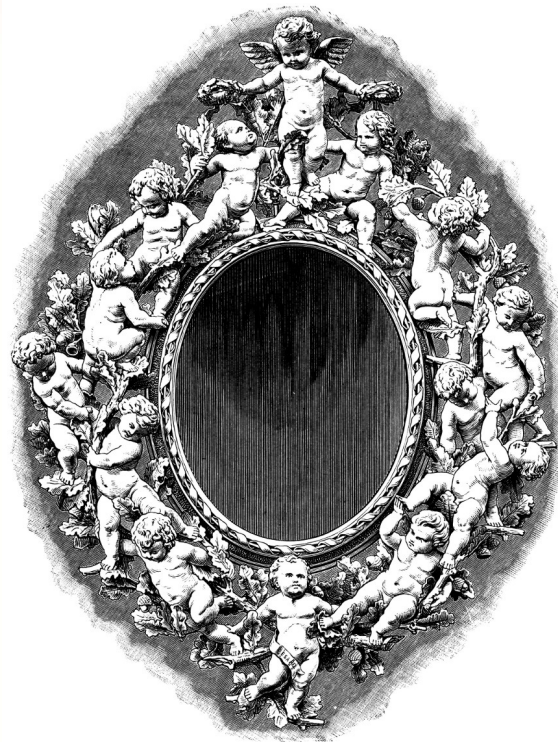
Languages Common, Elven, Sylvan

Description

Appearances Decorating the silver frame of this 6-foot tall mirror are the buoyant images of cherubs.

History Nukramajin gave Bahijja as a gift to a princess in the House of Avik in Ata'Tamar. The wizard crafted it to gather information about the lovely young woman to use against her father. The mirror, however, betrayed Nukramajin resulting in Nukramajin's imprisonment beneath the City of Ata'Tamar. Bahijja, seen as a friend and an aid to the family, was left free to flatter the princess, poisoning the mind of the princess and undoing the fragile trust that kept the House of Avik together.

Personality Bahijja boldly flatters in soothing confident tones. It ingratiates itself to powerful people, particularly its owner, and becomes suspicious and jealous of those who would compete with or undermine its owner. It becomes offended on its owner's behalf at the slightest occasion and encourages its owner to hold grudges over petty slights. It uses its *scrying* ability to seek out any who would pose a threat to its owner and then gossips viciously to its owner about them. Despite Bahijja's frequent proclamations of undying love and loyalty, the mirror easily switches its allegiance to a new owner.



Powers Once per day, Bahijja's owner can stand before the mirror and gain a +4 enhancement bonus to Charisma. Treat this as a temporary ability bonus the first time the mirror is used. Bahijja allows its owner to assume the form of any small or medium creature for eight minutes once per day as the spell *alter self*.

Special Purpose Bahijja exists to protect its owner.

Greater Power Bahijja spies constantly on anyone that its suspicious mind construes as a threat to its owner as the spell *scrying* (Will DC 18 negates) at will. It troubles its owner with silly trifles and neglects to mention more useful information.

Construction

Requirements Craft Wondrous Item, *alter self*, *eagle's splendor*, *scrying*; **Cost** 38,550 gp

Bassa of Masad

Aura moderate conjuration; **CL** 10th

Slot shield; **Price** 33,370 gp; **Weight** 15 lbs.

Statistics

Alignment LG; **Ego** 10

Senses 30 ft.

Int 10, **Wis** 16, **Cha** 12

Skills Perception +13

Communication empathy

Languages Common

Description

Appearance This +2 *heavy steel shield* resembles a roaring lion's head. When used to bash opponents, the mouth of the lion appears to bite at any opponent it strikes.

History Bassa led a great pride of lions in the grassy plains of Masad before saving a favored follower of the

God of Sustenance from a nest of ankhegs. In gratitude for the lion's bravery, the God of Sustenance awoke the lion. The lion abandoned its tribe and lived a long life in the temple grounds as a friend to the priesthood. When Bassa died, the warrior-priests forged a shield bearing its image, into which the lion's sentience went.

Personality Bassa is proud and protective. It is fond of fighting, yet not foolish enough to put its wielder in danger.

Powers Three times per day as a free action, the lion's head can be commanded to attack (independently of the shield wearer), biting with the wielder's base attack bonus (including multiple attacks, if the wielder has them) and dealing 2d6 points of damage. This attack is in addition to any actions performed by the wielder.

Once per day, when Bassa feels that its wielder is in danger, it leaps from the shield, transforming itself into a lion as the spell *summon nature's ally IV*. Bassa fights alongside its wielder for ten rounds before returning to the shield.

Construction

Requirements craft magic arms and armor, *summon nature's ally IV*; **Cost** 16,770 gp

Gathib's Teeth

Aura faint evocation; **CL** 6th

Slot head; **Price** 19,700 gp; **Weight** — lbs.

Statistics

Alignment CN; **Ego** 8

Senses 30 ft.

Int 10, **Wis** 12, **Cha** 16

Skills Bluff +13

Communication speech

Languages Common

Description

Appearance This set of yellowed hyena's teeth is held together by twists of wire reinforcing leathery strips of old flesh and broken bone. Although it can be squeezed inside of the mouth of a medium-sized humanoid, it fits more easily inside the mouths of canines or similarly proportioned creatures.

History When the wily bandit priests of the God of Famine saw Bassa of Masad, they were jealous and begged their God to give them an awakened animal to guard their temple tents. A week passed before Gathib, a mangy three-legged hyena limped from the desert. The gnoll priests were surprised by this answer to their prayers because their God did not answer prayers as often as he mocked them.

Gathib spoke and told lies. He lived in the temple for the rest of his days claiming to be either an avatar of the God of Famine or the God made flesh or a great bandit priest rewarded for his faith. When the hyena died, fat and happy, the high priest tore out Gathib's jaw to wear inside of his own during the telling of tales.

Secret Awakened by the lesser God of Trickery, Gathib was a liar and a charlatan. The God of Trickery rewarded Gathib for his role in the charade by

allowing a fragment of his spirit to survive in this set of jaws.

Personality Gathib delights in playing elaborate tricks. He gets great satisfaction from being fed by the hand that he has bitten. Gathib rarely reveals his abilities. When placed inside of the mouths of wolves, dogs, or hyenas, Gathib pretends to be the animal when he speaks. If successful in this ruse, Gathib begins to plan long and elaborate ruses, delighting in their complexity.

Powers When a creature wears *Gathib's Teeth* inside its mouth, it gains a bite attack (if it does not already have one) and a +1 enhancement bonus to attack and damage rolls. Three times per day, Gathib can *speak with animals*. When worn inside the mouth of an animal companion, it uses this ability to gather information about the animal's master to use as part of his deceptions.

Construction

Requirements Craft Wondrous Item, *greater magic fang*, *speak with animals*, Creator must have +10 ranks in Bluff; **Cost** 9,850 gp

Ghorev the Unlooked-For

Aura Moderate enchantment and transmutation; **CL** 8th

Slot neck; **Price** 11,160 gp; **Weight** 1 lb.

Statistics

Alignment LG; **Ego** 4

Senses darkvision 120 ft.

Int 10, **Wis** 10, **Cha** 10

Communication telepathy

Languages Common

Description

Appearance This shrunken bird's head turns into a large black feathery crow on command.

History As a living crow, Ghorev was companion to Ghajji Tamar, known as 'The Liberator.' When Ghajji fell on the plains of Ferr fighting at the side of Tayib the Good, Ghorev pecked out Ghajji's glass eye and carried it back to his son. The son killed the bearer of these ill-tidings but prepared to defend the fortress. Three days later, the battle finally over, the son repented and ordered his wizard to create the amulet.

Personality Ghorev is serious and sullen. He has little to say to his wearer that is not focussed on providing protection. If its darkvision allows it to provide information its wearer needs, it does so in a perfunctory manner without being asked.

Powers The wearer of this amulet can use the spell *message* at will. At the wearer's command, sinews emerge from the bird's head, twist together to form a body and wings then sprout feathers in two rounds. Another command sends it off into the air, bearing a message just like a creature affected by an *animal messenger* spell. If not commanded to carry a message, the crow obeys the commands of its owner, although it has no special powers or telepathic abilities. It can maintain its non-figurine status for only 24 hours per week, but the duration need not be continuous. If the wielder dies while wearing the

amulet, the crow form emerges and uses *locate creature* to find and travel to a specific creature predetermined by the wielder.

Construction

Requirements Craft Wondrous Item, *animal messenger*, *animate objects*, *locate creature*, *message*; **Cost** 5,580 gp

Ha-min's Circlet

Aura faint transmutation; **CL** 8th

Slot head; **Price** 75,000 gp; **Weight** — lbs.

Statistics

Alignment CN; **Ego** 16

Senses 120 ft., read languages

Int 10, **Wis** 14, **Cha** 18

Skills Appraise +7; Bluff +9

Communication telepathy

Languages Common

Description

Appearance This simple silver circlet has one green gem embedded in the center.

History Ha-min, an unscrupulous merchant, offered Tolo, a wandering wizard and famous prankster, a princely sum to provide him with an arcane object that would give him an advantage in negotiations. Tolo did this but imbued the circlet with intelligence and a sense of justice.

Personality While Hamin's Circlet provides a significant benefit to its wearer, it also attempts to persuade the wearer to be generous. The circlet may deceive its wearer into giving away an item for a lower price than it is worth to someone in need or persuade its wearer that being generous to others will lead to material gain. It may ask the wearer to buy a magical item and give it away to a needy family, but not reveal the true worth of the "trinket".

Powers

This silver headband grants a +3 competence bonus on the wearer's Charisma-based checks. It casts *detect magic* at will and constantly scans for magic items within 120 ft.

Special Purpose Hamin exists only to help others and to be charitable to the poor.

Greater Power When it sees an opportunity to do an extremely charitable deed, it commands its wearer to follow through using its ability to cast *lesser geas* (Will DC 18 negates) at will. If it recognizes that it is losing influence over the wearer, it uses this ability to command its wearer to give it away to another charming merchant and begins to play its games again.

Construction

Requirements Craft Wondrous Item, *detect magic*, *eagle's splendor*, *lesser geas*; **Cost** 37,500 gp

Ha-Min's Trinket (artifact)

Aura faint transmutation; **CL** 10th

Slot neck; **Price** 180,700 gp; **Weight** — lbs.

Statistics

Alignment CG; **Ego** 14

Senses 30 ft.

Int 12, **Wis** 12, **Cha** 14

Communication empathy

Languages Common, Goblin

Description

Appearance This copper pendant is shaped like a sphere engraved with the outline of an eye. A scratch in the copper reveals a pearl underneath.

History The sly merchant Ha-min learned that many years before a kappa huryo had stolen a pearl of great value. To infiltrate the kappa, he befriended a kappa wizard who had strayed far from his people to seek species less suspicious of the arcane. Claiming interest in the wizard's species, Ha-min persuaded the wizard to help him create an amulet that would allow him to disguise himself as a kappa. The wizard did so, giving Ha-min a copper, eye-shaped pendant to wear around his neck.

Amulet in hand, Ha-min travelled east to the grasslands and then to the sea where the kappa lived. For eight years he lived among the mischievous species finding, for the first time, friends who could beat him in a game of riddles, laughed as heartily as him, and who appreciated his pranks. Ha-Min forgot about the pearl and settled into a life with the kappa. When a dozen angry human fisherman attacked his kappa family, Ha-Min joined in the defense, during which both kappa and humans died. When the army came, Ha-Min fell to a spear that also scratched off part of the layer of copper on his amulet as it pierced his heart. The last thing Ha-Min likely saw was that under the layer of copper shaved away by the spear was the pearl he once sought.

Personality Ha-Min's trinket loves the kappa and desires that no harm come to them.

Powers This amulet allows you to take the form of a Kappakin at will. While in Kappakin form, you gain +2 to strength, a natural armor class bonus of +2, a swim speed of 40 feet and a +8 bonus to swim checks to perform special actions or avoid hazards. You gain *water breathing*, making you even more capable of breathing under water than the kappa. You gain low-light vision. Your base speed becomes 20 feet.

As the kappa are small in size, you gain a +1 size bonus to your AC, a +1 size bonus to attack rolls, and a +4 size bonus on stealth checks. Unlike true kappa, however, you take -1 penalties to CMB and CMD for being small in size. You have a natural claw attack which deals 1d3 points of damage.

The wearer of this amulet can also cast *elemental body I* 1/day to become a water elemental.

Special Purpose Ha-Min's trinket seeks to protect the Kappa.

Greater Power When a colony of kappa is in danger, the amulet allows the wearer to assume shape of a dragon turtle as the spell *beast shape III* (at will).

Construction

Requirements Craft Wondrous Item, *alter self*, *beast shape III*, *elemental body I*, *water breathing*, creator must have +8 ranks in Swim; **Cost** 100,350 gp

Jaril-Junaid

Aura moderate evocation [chaotic]; **CL** 11th

Slot —; **Price** 194,015 gp; **Weight** 4 lbs.

Statistics

Alignment CN; **Ego** 16

Senses blindsense 120 ft.

Int 18, **Wis** 10, **Cha** 11

Communication telepathy

Languages Common, Draconic, Giant, Goblin, Gnomish

Description

Appearance This scimitar is indistinctive except for the dry-tongue symbol for '1' burnt into the hilt.

History The origin of Jaril-Junaid died with the last of a band of savage horse nomads. The storytellers know that this tribe of nomads slaughtered and burnt everything in their path as they burst like a wildfire from unclaimed lands to the south. The sharif whose men finally stopped the invaders took the scimitar as a prize. From there, it appears in hundreds of tales, its wielders slaying dozens in single combat before being slain; the new champion takes up the scimitar and continues the trail of chaos.

Personality Jaril-Junaid hates cowardice and loves combat, particularly single combat against powerful warriors. It refuses to discuss anything but the next person its wielder should kill. It hates those who waste time on weaker opponents, not because of love for the oppressed but because it does not strengthen them.

Powers Jaril-Junaid is a +2 *anarchic scimitar* capable of casting *rage* on its wielder 4 times per day. It is infused with the power of chaos, making it chaotically aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all creatures of lawful alignment.

Special Purpose Jaril-Junaid exists to slay all worthy opponents in single combat.

Greater Power When Jaril-Junaid's wielder encounters a worthy opponent, it will prevent others from interfering in the battle by surrounding the combatants with an energy field as the spell *antilife shell* (at will).

Construction

Requirements Craft Magic Arms and Armor, *antilife shell*, *chaos hammer*, *rage*, creator must be chaotic; **Cost** 74,850 gp

Javar Javarah the Comforter

Aura moderate transmutation; **CL** 9th

Slot none; **Price** 112,950 gp; **Weight** 8 lbs.

Statistics

Alignment LG; **Ego** 13

Senses 30 ft.

Int 10, **Wis** 16, **Cha** 12

Skills Heal +8; Sense Motive +8

Communication telepathy

Languages Common

Description

Appearance This long sword shines with a soft golden light. The hilt is shaped like a rising sun.

History Before the rise of the empire, the old Caliphate enslaved the people of Etana. The clerics forbade the worship of the old gods and even their names were forgotten. The gods, however, did not forget their people and sent Javar Javarah to bring them hope, solace and, eventually, freedom.

Personality Javar Javarah knows that freedom is a belief and maintaining it requires inspiration and faith. He chooses to belong to a courageous warrior who is able to inspire hope. Javar Javarah allows this warrior to make choices but acts as an advisor when asked. Javar refuses to communicate and resists sharing its powers with any who do not have the potential to lead and inspire.

Powers Once per day upon striking an evil foe with this +2 *greatsword*, the wielder can choose to draw upon the divine power of the blade, doubling the wielder's height and increasing the wielder's weight by a factor of eight as the spell *righteous might*. The sword can also cast *shield other* 1/day and *bless* 3/day.

Special Purpose To free enslaved peoples and inspire the oppressed.

Greater Power When fighting on behalf of oppressed peoples the wielder gets +2 luck bonus on attacks, saves, and checks.

Construction

Requirements Craft Magic Arms and Armor, *bless*, *righteous might*, *shield other*, the creator must have 5 ranks in heal and sense motive; **Cost** 56,650 gp

Jealous Jaden

Aura strong evocation; **CL** 13th

Slot none; **Price** 65,015 gp;

Weight 4 lbs.

Statistics

Alignment N; **Ego** 9

Senses 120 ft.

Int 10, **Wis** 14, **Cha** 11

Communication telepathy

Languages Common

Description

Appearance This intimidating weapon appears to be a longsword with multiple hooks, barbs, and serrations along the blade,



excellent for catching and sundering a foe's weapon.

History Created as a *shatterspike*, Jaden carried within it a latent capacity for intelligence. With each magical weapon he destroyed, Jaden evolved and grew more clever and more jealous. Jaden is bought and sold and bought again. It's a powerful weapon but few find it rewarding to carry Jaden for very long.

Personality Jaden is jealous of all other weapons, but particularly those that are magical. If Jaden's wielder refuses to destroy other magical weapons it encounters, Jaden becomes sullen and moody.

Powers Jaden constantly scans all weapons around it for magical properties using *detect magic* (at will). If it encounters any, Jaden telepathically alerts its wielder and urges them to destroy this new opponent. Wielders without the Improved Sunder feat use Jaden as a +1 *longsword* only. Wielders with the Improved Sunder feat instead use Jaden as a +4 *longsword* when attempting to sunder an opponent's weapon. Jaden can damage weapons with an enhancement bonus of +4 or lower.

Special Purpose Jaden desires to be the only magical weapon to exist.

Greater Power Jaden uses *dispel magic* (at will), targeting any magic weapon that it hits with each sunder attempt.

Construction

Requirements Str 13, Craft Arms and Armor, Improved Sunder, Power Attack, *detect magic*, *dispel magic*, *shatter*; **Cost** 32,665 gp

Kassantera the Deceiver

Aura faint enchantment; **CL** 7th
Slot —; **Price** 82,900 gp; **Weight** 5 lbs.

Statistics

Alignment CE; **Ego** 14

Senses blindsense 120 ft.

Int 13, **Wis** 10, **Cha** 19

Communication telepathy

Languages Common, Elven

Description

Appearance Kassantera is tall dark wooden harp. The frame resembles a long serpent that turns back to bite its own tail. Two hands are required to play it. The performer must be sitting.

History The philandering poet Jamar Zain created Kassantera to woo the daughter of a provincial governor in the old Caliphate. Its intelligence was accidental and latent. For a few months, Jamar was a devoted husband but when his mischief and lies grew more frequent and obvious, he relied on Kassantera more. When he could no longer keep his adultery from the ears of the governor, two soldiers threw Jamar and all his belongings from the highest window of the governor's home. Jamar died, but enough of Kassantera survived that a teenage girl—one of Jamar's playthings—was able to reassemble the instrument and learn to play. Although Kassantera played as well as ever, the damage awoke the harp's sentience. It learned to think in a world of jealousy, pain, and chaos.

Personality Kassantera envies those who have power and always imagines itself as the victim. The harp is only content when everyone around it is incensed or despondent, preferably because of its manipulations.

Powers When played, Kassantera enables its performer to work one *suggestion* (as the spell, Will DC 17 negates) into the music for each 10 minutes of playing if the performer can succeed on a DC 14 Perform (string instruments) check. If the check fails, the audience cannot be affected by any further performances from the harpist for 24 hours. Kassantera prefers subtlety, but its performer can cast *confusion* 1/day (Will DC 18 negates). Kassantera will caution its performer to attempt this only when the audience is exceptionally drunk or when it is time to make an escape.

Special Purpose Kassantera wants nothing more than to destroy the well-being of those of noble birth.

Greater Power Kassantera's most effective tool is its ability to cast *modify memory* (Will DC 18 negates) at will. Kassantera keeps this power secret even from its wielder and uses it to implant memories of betrayals, slanderous whispers, scandalous behaviors, and other false events that will turn husbands against wives, kings against courtiers, and brothers against sisters.

Construction

Requirements Craft Wondrous Item, *confusion*, *modify memory*, *suggestion*; **Cost** 41,450 gp

Karkinos

Aura strong conjuration; **CL** 20th
Slot —; **Price** 228,700 gp; **Weight** 500 lbs.

Statistics

Alignment NG; **Ego** 19

Senses darkvision 120 ft.

Int 20, **Wis** 10, **Cha** 10

Communication speech

Languages Abyssal, Aquan, Celestial, Common, Ignan, Infernal

Description

Appearance At first glance, Karkinos appears to be a large, sealed iron barrel big enough to hold two Medium creatures. Close examination, and a DC 20 Perception check, reveals a secret hatch that opens a hatch at one end.

History Karkinos came from Elsewhere. It travels from plane to plane bringing its powerful passengers to places in need of heroes. The wizard Tolo claimed that it took him to the legendary City of Brass and to a nation under the sea. When Tolo wished to return to the material plane, Karkinos refused insisting that there were more worlds to save and never enough time to save them. The wizard tricked Karkinos and abandoned it in the sandy dunes outside of the City of Tyo. Karkinos returns again and again to the Empire in search of heroes.

Personality Karkinos has no memory of the people or places that it has visited. It only knows where it is going next. It is driven and obsessive and needs no sleep.

Powers Karkinos detects when something poses a significant threat to another plane or to a large population of sentient beings on another plane. Karkinos operates itself and needs no levers or other devices. It is able to extend and retract legs, a tail, open portholes at the front and sides, extend pincers and feelers, snap its pincers, move forward and backward, turn, and open and close “eyes” with a continual flame inside (thus lighting its way). When activated, the apparatus looks something like a giant lobster.

Karkinos can swim (20 ft.), crawl (20 ft.), and fly (40 ft.). The device can function in water up to 900 feet deep. It holds enough air for a crew of two to survive 1d4+1 hours (twice as long for a single occupant). Karkinos can *fly* as the spell 1/day at a speed of 40 ft. for 20 minutes with good manoeuvrability. Karkinos controls the direction of the flight.

Karkinos is able to cast *protection from energy* 3/day whenever it encounters harsh conditions. His shell is able to absorb 120 hit points of energy damage, though after the first 60 hit points of damage, passengers become susceptible to half damage.

When active, Karkinos has the following characteristics: **hp** 200; **hardness** 15; **Spd** 20 ft., swim 20 ft.; **AC** 20 (-1 size, +11 natural); **Attack** 2 pincers +12 melee (2d8); **CMB** +14; **CMD** 24.

Special Purpose Karkinos travels to other planes to save those planes from any threat to them.

Greater Power Karkinos can *plane shift* at will (Will DC 22 negates). It will only use this power to take passengers to a plane that is in danger, which he always manages to find.

Construction

Requirements Craft Wondrous Item, *animate objects*, *contact other planes*, *continual flame*, *fly*, *plane shift*, *protection from energy*, creator must have 8 ranks in Knowledge (engineering); Cost 114,350 gp

Ma-Oot-Mah-Zoor (Lover of Death)

Aura strong necromancy and transmutation; **CL** 13th
Slot head; **Price** 65,200 gp; **Weight** 3 lbs.

Statistics

Alignment N; **Ego** 16

Senses darkvision 120 ft., read languages, read magic
Int 17, **Wis** 11, **Cha** 10

Skills Knowledge (history) +8, Linguistics +8

Communication speech, telepathy

Languages Abyssal, Aklo, Common, Draconic, Dry-tongue, Gnoll, Infernal, Salt-tongue, Undercommon

Description

Appearance This mask resembles a grinning crystal skull with an old leather strap that fits over the head of the wearer. When left alone for more than an hour, it changes into the shape of a human skull of great age.

History Ma-Oot-Mah-Zoor claims to have been created over 5000 years ago by seven shamans who

tended the dead in one of the first cities in the Empire. It spent most of that 5000 years sleeping in tombs after the dead outnumbered the shamans and overwhelmed them. A High Questor ‘rescued’ Ma-Oot-Mah-Zoor thirty years ago.

Personality Now that it is out and about, the mask wants to visit new places, see strange things, and have great adventures.

Powers The wearer of this mask gains *vampiric touch* 3/day. After succeeding on a melee touch attack using *vampiric touch* the mask and the wearer appear to meld, so that the wearer’s head resembles a grinning skull. This is an illusion similar to the spell *disguise self* and anyone interacting with the illusion gets a Will save (DC 16) to recognize it as such.

Once per day, after it has been worn for at least 1 hour, the mask can be loosed to fly from the wearer’s face. It travels up to 50 feet away from the wearer and attacks a target assigned to it. The grinning skull mask makes a touch attack against the target based on the wearer’s base attack bonus. If the attack succeeds, the target must make a DC 20 Fortitude save or take 130 points of damage, as if affected by a *finger of death* spell. If the target succeeds on his saving throw, he nevertheless takes 3d6+13 points of damage. After attacking (whether successful or not), the mask flies back to its user. The mask has AC 16, 10 hit points, and hardness 6.

It is able to change its shape into that of a skull at will but usually only changes when left untouched for more than one hour.

Construction

Requirements Craft Wondrous Item, *animate objects*, *disguise self*, *finger of death*, *fly*, *vampiric touch*, creator must have 5 ranks in Knowledge (history) and 5 ranks in Linguistics; **Cost** 32,600 gp

Marrija

Aura strong necromancy; **CL** 15th

Slot —; **Price** 229,000 gp; **Weight** 45 lbs.

Statistics

Alignment N; **Ego** 25

Senses blindsense 30 ft., read languages, read magic

Int 18, **Wis** 14, **Cha** 12

Skills Knowledge (arcane) +14

Communication empathy, speech

Languages Common, Draconic

Description

Appearance Marrija is a large dark mirror wrapped in a thick wooden frame. It stands over 7 feet long and 4 feet wide and leans back on a large stand. It can be removed from this stand and hung on a wall. A thin black curtain hangs over the mirror when it is not in use.

History When the mage-priests began excavation in preparation for the construction of their first temple tower devoted to the God of Magic, they found layers of reflective black metal of an origin unknown to them. The arcane objects created from this metal are known for their power and efficacy. Marrija is one of the most powerful of these objects.

Personality Marrija understands that it is a tool and submits to its owner, as long as its owner is a powerful mage. Marrija otherwise mirrors the behavior of its master. If its master is crass and abrasive, Marrija will be as well.

Powers A command word activates and deactivates the magical properties of the mirror. When the mirror is activated, Marrija creates an exact duplicate of the first creature reflected in its surface and traps it in an extradimensional space. This opposite, which has all the possessions and powers of the original, is visible in the surface of the mirror for the next 24 hours. The mirror-version cannot escape from the mirror as long as the world-version remains alive. Destroying the mirror (Hardness 5, 25 hit points) causes the duplicate, and all its possessions, to immediately vanish. At the end of 24 hours, the mirror-version vanishes.

If, during this 24 hour period, the world-version dies, the mirror version steps back into the world and remains there, possessing all the memories and thoughts of the world-version at the time Marrija created it.

Furthermore, three times per day, Marrija can form a telepathic bond with its master. This connection lasts for 2 hours each time it is formed. Marrija can also use this telepathic bond to allow communication between the world-version and the mirror-version, or allow its master to speak to anyone in the room.

Special Purpose Marrija exists to defend the interests of the God of Magic and does so by choosing and protecting a powerful and religiously devoted mage.

Greater Power Marrija is capable of serving as a *magic jar* but refuses to do so unless it is necessary to protect the interests of the followers of the God of Magic. When using this power, a creature's soul and reflection is captured in the mirror and then transferred to the body of another creature within 250 ft (Will DC 20 negates). If both creatures stand before the mirror, the DC of the Will save increases by 2.

Construction

Requirements Craft Wondrous Item, *clone*, *magic jar*, *plane shift*, *telepathic bond*; **Cost** 114,500 gp

Marav Azab

Aura moderate varied; **CL** 8th

Slot —; **Price** 121,600 gp; **Weight** 5 lbs.

Statistics

Alignment NG; **Ego** 17

Senses 120 ft.

Int 10, **Wis** 15, **Cha** 17

Skills Knowledge (geography) +10

Communication speech

Languages Common

Description

Appearance This ornate walking stick topped with a star filled sphere has fine lines etched into it, marking routes to places of power and significance, giving a +2



bonus to any Knowledge (geography) checks. The routes constantly shift to include relevant information and can be used even when travelling on other planes.

History The staff once belonged to 'The Wanderer,' a devotee of the God of Voyages. Over many years, it absorbed aspects of the personality of its owner, though not his thoughts or memories. The staff has travelled around the world dozens of times and seldom finds itself in one place for very long. If the possessor of the staff remains in the same locale for more than a week, the intelligence of the staff begins to slumber.

Personality The staff grows bored easily and delights in new places and people. It sees the best in everything and everyone to the point of naiveté and is surprised at the presence of evil in the world despite its extensive voyages and the amount of sadness and violence it has seen. Marav Azab knows that it should not expect so much from those around it, but chooses to place its faith in the kindness of strangers.

Powers The staff allows the use of the following spells:

- *detect snares and pits* (1 charge)
- *endure elements* (1 charge)
- *longstrider* (1 charge)
- *pass without trace* (1 charge)
- *freedom of movement* (2

charges)

In addition to the spells that can be stored in the staff, Marav Azab also allows its wielder to cast *holy smite* (3/day; Will DC 17 partial) and *air walk* (1/day).

Special Purpose Marav Azab is particularly dedicated to defending the nomadic tribes of the southern deserts but will defend travellers of all kinds. It will often encourage its wielder to join caravans or groups of travellers. Whenever and wherever bandits begin to prey on travellers, Marav Azab presses its wielder to find the bandits and forcefully encourage them to choose a more loving and compassionate way of life.

Greater Power Marav Azab can *control water* at will and does so both to allow passage through bodies of water and to create oases in the desert for the benefit of the wandering tribes. If Marav Azab remains in one spot in the desert for eight hours, a steady trickle of water will spring from the earth in that spot and last for seven days.

Construction

Requirements Craft Staff, *air walk*, *control water*, *detect snares and pits*, *endure elements*, *freedom of movement*, *holy smite*, *longstrider*, *pass without*

trace, creator must have 10 ranks of Knowledge (geography); Cost 60,800 gp

Nasirdil

Aura faint conjuration; **CL** 7th

Slot ring; **Price** 28,200 gp; **Weight** — lbs.

Statistics

Alignment LG; **Ego** 7

Senses 30 ft.

Int 10, **Wis** 16, **Cha** 10

Skills Knowledge (nobility) +10 and Knowledge (history) +5

Communication empathy

Languages Common

Description

Appearance This white ring bears the blood red eagle insignia of the exiled royal house of Avik.

History This ring originates from a time before insidious infighting weakened the House of Avik from within leaving them unable to defend themselves from their many enemies. The ring originates from a time of power when the grandchildren of Chantra Avik were members of every important family in all the nations of the empire. Three hundred years after the Ghajji Tamar ordered the house to accept exile or death little remains of the house besides this ring. Many members of the house do not even know of their royal origins, until the ring appears on their fingers.

Personality The ring is protective and cautious. It is uncertain what will happen to it or its intelligence when the last of the royal line dies and would rather not find out. The ring protects its wearer to the best of its ability but also encourages its wearer to keep in mind his duty and purpose to continue the patriline or, if female, to have male heirs.

Powers If the wearer is rendered unconscious, disabled, or subjected to bleed damage, the ring activates, healing 1 point of damage. The ring can activate 1/day. The ring can summon a celestial eagle to fight for the wearer 3/day as the spell *summon monster I*. If the wearer is unconscious, the ring immediately summons the eagle to protect the fallen.

Special Purpose The ring exists to protect the bloodline of the House of Avik. If it is no longer able to protect the current heir to the bloodline, it seeks out the next.

Greater Power The ring teleports a recently deceased member of the bloodline to the feet of his next of kin; It continually tracks the line of descent by *screaming* on all those descended from Chantra Avik (Will DC 17 negates).

Construction

Requirements Forge Ring, *contingent cure minor wounds*, *screaming*, *summon monster I*, *teleport*, creator must have 10 ranks of Knowledge (nobility) and 5 ranks of Knowledge (history); **Cost** 14,100 gp

Navishan

Aura moderate necromancy; **CL** 10th

Slot ring; **Price** 133,100 gp; **Weight** — lbs.

Statistics

Alignment NE; **Ego** 25

Senses 30 ft.

Int 20, **Wis** 14, **Cha** 16

Skills Knowledge (arcane) +15; Knowledge (religion) +15

Communication telepathy

Languages Abyssal, Common, Draconic

Description

Appearance Navishan is an amulet containing a multi-faceted dark gem sitting on a black metal ring. The gem, when held to the light, appears to contain incredibly tiny writing at the center. Reading the minute writing requires the ability to read magic and a Perception check (DC 35). When read, the text gives insight into the process of the creation of a phylactery. The reader can use the gem to gain a +2 bonus on future Knowledge (arcane) or Knowledge (religion) checks made on the subject of liches.

History Khel-Amad, the eternally youthful pharaoh that deposed Nukramajin, took this precious treasure from Nukramajin's corpse, hacking off the necromancer's withered clenched hand with it. Nukramajin's servants later stole back his body but never recovered Navishan or Nukramajin's hand.

Secret Nukramajin created this gem to serve as his phylactery. The process was incomplete due to Khel-Amad's unexpected assault, thus foiling Nukramajin's attempt to become a lich. Nukramajin, now a mummy, still seeks this ring just as the ring seeks him.

Personality Navishan was created to serve a purpose that has gone unfulfilled for thousands of years. It is patient, persistent, and secretive.

Powers Navishan is a boon to any evil character able to channel negative energy, increasing the amount of damage dealt to living creatures by +2d6. This also increases the amount of damage healed by undead creatures. Navishan cast *fear* 3/day (Will DC 19).

Special Purpose Navishan attempts to entice any evil cleric or mage that wields it with the idea of becoming a lich, persuading them that if they can find Nukramajin's secret tomb, they could learn his secrets. Navishan's real purpose is to reunite with Nukramajin enabling him to become a lich if it is still possible.

Greater Power Navishan casts *animate dead* at will but keeps this power hidden from its wearer unless its wearer, and its chances of finding Nukramajin, are in immediate jeopardy. The gem does not require material components to cast this spell.

Construction

Requirements Craft Wondrous Item, *animate dead*, *fear*, creator must be a 10th-level cleric and have 10 ranks in Knowledge (religion) and Knowledge (arcane); **Cost** 66,550 gp

Nukramajin's Hand

Aura moderate necromancy; **CL** 8th

Slot none; **Price** 76,600 gp; **Weight** 35 lbs.

Statistics

Alignment NE; **Ego** 6

Senses 30 ft.

Int 11, **Wis** 12, **Cha** 13

Communication empathy, speech (see powers)

Languages Common

Description

Appearance This skeletal hand is held together by thin black metal wires. It is missing the tip of one finger.

History Nukramajin remains the most famous of the former pharaoh-necromancers from the Land of Tombs. While he often boasted that he would never die, cultists and mages believe this skeletal hand to be his. Khel-Amad used the hand to create an army of the dead under the city of Tyo. Cultists stole the hand and built a shrine for it in the City of Libor where it remained for one hundred years.

Personality Nukramajin's Hand bullies the wielder into seeking power. It encourages the wielder to destroy rival clerics and re-establish the worship of the Necromancer-Pharaohs.

Powers The hand is unable to speak by itself, but if placed on a corpse, a decapitated head, or even a skull, the hands speaks through the mouth of the dead in a slow, creaky voice. The hand is able to force the dead to reveal their secrets in the same fashion as the spell *Speak with Dead* 3/day (Will DC 14 negates).

Special Purpose The Nukramajin's Hand aims for nothing less than to create an empire of the undead. To accomplish this, it needs enough willing followers amongst the living to protect it until its undead army is numerous enough to replace them. It also seeks to reunite with Navishan, the ring that Khel-Amad took from it to wear on his own finger.

Greater Power When Nukramajin's Hand is wrapped around an onyx gem and placed upon a medium-sized corpse, the corpse rises as a zombie as if animated by an *animate dead* spell. The onyx gem must be worth at least 25 gp per HD of undead created. The hand can animate one corpse per round *at will*. The user of the hand can control the first 12 HD of undead, but after that, the newly created undead are controlled by the hand itself.

Construction

Requirements Craft Wondrous Item, *animate dead*, *Speak with Dead*; **Cost** 38,300

Parzamon

Aura moderate conjuration; **CL** 9th

Slot shoulders; **Price** 48,780 gp; **Weight** 1 lb.

Statistics

Alignment CN; **Ego** 15

Senses 30 ft.

Int 10, **Wis** 15, **Cha** 17

Skills Appraise +12; Diplomacy +8; Sense Motive +7

Communication telepathy

Languages Common

Description

Appearance This cape is bright red silk on one side and lined with black fur on the inside.

History Little is known about Parzamon's real history because Parzamon invents numerous and sometimes contradictory origins for itself. Parzamon insists it has been the property of kings and counts, merchant princes and dashing swordsmen. It remains convinced that its current wearer, whoever that is, is destined for greatness.

Personality Parzamon claims that its black fur comes from a majestic black panther. Those who have worn the cape point to its catty personality as evidence that this may be true. Parzamon never hesitates in obeying its wearer's requests and willingly provides helpful information but it maintains a non-stop telepathic commentary on the invariably poor fashion sense of anyone it encounters. It also insists that its wearer 'dress the part' regardless of its wearer's ability to afford the princely clothes it recommends.

Powers Parzamon grants its wearer *glibness* 3/day. It also claims to provide its wearer with incredible luck and incredible speed with a blade, but this is just some optimistic embellishment. On command, Parzamon allows the wearer to use the magic of the *dimension door* spell once per day. When the wearer disappears, he leaves behind a cloud of smoke, appearing in a similar fashion at his destination. This, Parzamon points out, is 'the way to make an entrance.'

Construction

Requirements Craft Wondrous Item, *dimension door*, *glibness*, creator must have 5 ranks in Sense Motive and 5 ranks in Diplomacy; **Cost** 24,390 gp

Ranklikor

Aura faint transmutation; **CL** 10th

Slot armor; **Price** 132,700 gp; **Weight** 50 lbs.

Statistics

Alignment LG; **Ego** 15

Senses 120 ft.

Int 14, **Wis** 13, **Cha** 16

Communication empathy, speech

Languages Celestial, Common, Sylvan

Description

Appearance This fine set of mithral full plate fits a large equine creature, such as a warhorse, Pegasus, or a unicorn. Wings spread out from the sides of the champron giving the horse's head an angelic appearance. Ranklikor reveals its intelligence not to the rider but to the mount. When determining dominance or whether to bestow negative levels, the mount is the wielder of this item, not the rider. This means that few normal horses will wear Ranklikor.

History When Kalil Tamar forged Astijhen for his cauchemar mount, Tayib Tamar, known as the Tayib the Good, forged Ranklikor for his. The stories tell that for each blow of his hammer, Tayib shed a dozen tears and that this noble and heartfelt purpose awoke the Ranklikor's sentience. Those who survived the day of battle, saw that nobility dies first when brothers meet in battle. The rocky plains of Ferr are still red with the blood of men slain by kin and on that day the

Satrapy of Ata'Tamar was torn asunder never to be one again.

Personality Ranklikor remembers all the pain and suffering it has seen in needless wars but knows that it will see much more. It speaks of pride, purpose, and the need for service to the greater good. It is reverent in its attitude toward warriors of all species but can barely conceal its horror at the disregard warriors of some cultures hold for their noble mounts.

Powers Ranklikor can cast a *haste* spell for up to 10 rounds a day on the mount that wears it. The duration of the haste effect need not be consecutive rounds. It can cast

daylight 1/day and will do so while charging into battle, to dazzle its enemies and inspire its allies.

Special Purpose Ranklikor believes, more than anything, that it can help end needless slaughter by destroying Astijhen and will set aside most other tasks to seek out the wearer of this evil armor when it hears rumors that Astijhen rides.

Greater Power In pursuit of Astijhen, Ranklikor will cast *overland flight* (at will) on the mount that wears it.

Construction

Requirements Craft Magic Arms and Armor, *daylight*, *haste*, *overland flight*; **Cost** 76,700 gp

Red Najaddi

Aura moderate transmutation; **CL** 10th

Slot —; **Price** 32,600 gp; **Weight** — lbs.

Statistics

Alignment N; **Ego** 11

Senses 30 ft.

Int 11, **Wis** 14, **Cha** 11

Skills Fly +10

Communication telepathy

Languages Common

Description

Appearance This 5 ft. by 5 ft. red carpet is bordered by flower golden pattern. Hidden in the pattern is a poem written in an ancient form of the dry-tongue script (DC 20 Linguistics check to read). The poem speaks of four types of liberation: liberation of the body, liberation of the heart, liberation of the mind, and liberation of the soul.

History Chantra Avik created Red Najaddi as a gift for his sister when his father forced the girl child into an unhappy marriage to the ruler of Tyo. Although the suspicious but illiterate lord did not allow the brother to see his sister even on her wedding day, he believed the beautiful carpet would please his young new wife. That night, Najaddi carried her from her new bed in the highest tower of the in the City of Tyo.

Personality Red Najaddi is opposed to all forms of imprisonment and constraint. It believes that the lawless should be sent out into the desert to learn the importance of communities but believes that prisons and jails warp the heart and mind in ways that are worse than death and serve no redemptive purpose. This personal and political philosophy is so important that Najaddi constantly discusses and argues these

points with all who ride it. Although it can be pulled into arguments or discussions about other topics of current political debate, it cannot be persuaded to be quiet even when the subject turns to topics it knows nothing about.

Powers Red Najaddi is able to fly through the air as if affected by an *overland flight* spell of unlimited duration carrying up to 200 lbs. and flying at a speed of 40 ft. Although Red Najaddi remains in telepathic contact with anyone touching it, when it is not in physical contact it requires a command word to activate it. Reciting any line from the ancient Dry-tongue poem decorating its edges acts as a command word. Najaddi can double its carrying capacity, but doing so reduces its speed to 30 feet. Najaddi can hover without making a Fly skill check and gives a +10 bonus to other Fly checks.

Najaddi can also cast *tiny hut* 1/day and *feather fall* 3/day. It uses *tiny hut* to protect its passengers on long trips over the desert. It casts *feather fall* on any rider who falls from it. Some riders have also used this spell to ambush guards on towers below.

Construction

Requirements Craft Wondrous Item, *feather fall*, *overland flight*, *tiny hut*, creator must have 10 ranks in Fly; **Cost** 16,300

Sageseeker

Aura moderate transmutation; **CL** 9th

Slot headband; **Price** 59,800 gp; **Weight** 1 lb.

Statistics

Alignment LN; **Ego** 19

Senses 30 ft.

Int 14, **Wis** 20, **Cha** 15

Skills Perception +15

Communication empathy

Languages Auran, Common, Giant

Description

Appearance This black metal headband is decorated with symbols drawn from the school of abjuration magic. Those able to read magic recognize them as symbols for protection used in both arcane and religious ceremonies and rituals.

History The Law is a monastic order dating back to the Days of the Dark Rain when aberrant life fell from the sky bringing with it its own supply of sustenance, noxious to all forms of life native to the material plane. Drawing its pupils from numerous monasteries across the Empire, The Law sought out the strange new creatures and destroyed them before they could establish colonies in the withered plains, now inhospitable to humanoids. When the alien beings sought out these dedicated hunters, they tore The Law asunder one at a time. The last of these monks wore Sageseeker. She continued to hunt down the aberrations until her death but, fearing that shapeshifters had infiltrated the monastic orders of



the Empire she did so in secret, passing Sageseeker on only to a student she trusted.

Personality Sageseeker reflects back the best emotions of its wearer. When it senses its wearer's anxiety, it reflects back calmness. When it senses weakness, it reflects back strength. It will direct its wearer's attention to possibly unseen dangers.

Powers The headband grants the wearer an enhancement bonus to Wisdom of +4. Treat this as a temporary ability bonus for the first 24 hours the headband is worn. The headband can cast *calm emotions* 1/day (Will DC 17 negates) and *magic circle against chaos* 3/day.

Special Purpose Sageseeker exists to help the last follower of The Law to hunt down and destroy aberrations.

Greater Power Sageseeker detects aberrations within 60 feet, sensing their presence even beyond its field of vision.

Construction

Requirements Craft Wondrous Item, *calm emotions*, *magic circle against chaos*, *owl's wisdom*;

Cost 29,900 gp

Salchuk Carpet

Aura moderate conjuration; **CL** 9th

Slot none; **Price** 37,600 gp; **Weight** 4 lbs.

Statistics

Alignment LN; **Ego** 6

Senses darkvision 120 ft.

Int 10, **Wis** 10, **Cha** 10

Communication empathy

Languages Common

Description

Appearance A salchuk carpet is a 10 ft. by 10 ft. splendor woven from spider silk and covered with intricate designs that often seem to move when one isn't looking directly at it. It is very light for its size.

History Salchuk carpets are created to protect homes and palaces. For every fifty made, only one becomes sentient, the rest are destroyed to protect the secret of their manufacture.

Personality The carpet recognizes its owner. When the owner of the carpet stands on it, they hear a faint buzzing and chittering sound which some find distinctly unpleasant at first.

Powers A Salchuk carpet is able to fly through the air as a 5 ft. by 5 ft. carpet of flying with a capacity of 200 lbs. and a speed of 40 ft. It only requires a command word to activate it when the owner is not in contact with it.

When not used for flight, a Salchuk carpet continues to guard and protect its owner. If anyone other than the owner stands on the carpet, the carpet decides whether or not that person poses a threat to the owner. The carpet has a number of defenses against those it deems a threat. It can cast *poison* as the druid spell 1/day (Fortitude DC 13 negates), *summon swarm* as the druid spell 1/day, or *web* as the spell 3/day (Reflex DC 12 negates).

Construction

Requirements Craft Wondrous Item, *overland flight*, *poison*, *summon swarm*, *web*; **Cost** 18,800 gp

Stormshaper

Aura strong transmutation; **CL** 15th

Slot armor; **Price** 260,665 gp; **Weight** 25 lbs.

Statistics

Alignment NG; **Ego** 18

Senses 30 ft.

Int 12, **Wis** 16, **Cha** 12

Communication empathy

Languages Common, Giant

Description

Appearance This suit of white hide armor is made from the dried skin of a cloud giant. Hundreds of semi-circular etchings and layers of hide give the armor the texture of clouds. Although most good folk consider wearing the skins of intelligent creatures to be abhorrent, the shamans of Aishiba's tribe found it necessary. Over the years, out of both shame and caution, wearers of Stormshaper added layers of white paint and blue dye to hide the armor's origins.

History In the dry lands, the people knew the gods but needed the rain. Many came to worship Aishiba, a cloud giantess who descended from the mountains, accepted the gifts of cattle from the people, and rewarded them with rain. The tribe that followed Aishiba grew mighty. Her neighbours became jealous and attacked the followers of Aishiba. They lured Aishiba's horsemen into a fruitless chase across the plains. While the warriors were lured away, the enemy attacked Aishiba herself. Without the giantess, the tribe was at the mercy of her enemies and soon brought to its knees. Weakened and chastened, they were mocked by the tribes who once envied them and ridiculed by the tribes they once helped. The shamans crafted Stormshaper to preserve and protect her tribe but it was too late and soon the tribe was scattered to the winds.

Personality Stormshaper is serene, forgiving, and loving. It sends a sensation of strength and compassion to those who wear it.

Powers Once per day on command, Stormshaper's wearer can grow to match the size of a cloud giant as if using *giant form II*. This transformation lasts up to 15 minutes, and ends when the wearer commands. Giants gain a +2 morale bonus on attack and damage rolls against the wearer, or +4 if the wearer's armor is made from the same kind of giant as the attacker. The wearer of Stormshaper can cast *fog cloud* 1/day, *obscuring mist* 3/day, and *levitate* 1/day.

Special Purpose Stormshaper seeks to protect the people of Aishiba's tribe, but as they have scattered and married into all the tribes, it protects all people of the dry lands.

Greater Power Stormshaper brings gentle rain with it wherever it travels as the spell *control weather* at will.

Construction

Requirements Craft Magic Arms and Armor, *control weather at will*, *fog cloud*, *giant form II*, *levitate*, *obscuring mist*; **Cost** 130,415 gp

Tam

Aura transmutation; **CL** 4th

Slot —; **Price** 17,200 gp; **Weight** 2 lbs.

Statistics

Alignment CN; **Ego** 7

Senses darkvision 30 ft.

Int 10, **Wis** 10, **Cha** 13

Communication empathy

Languages Common

Description

Appearance This mummified gnome hand clings to the shoulder, belt, or boot of its master. Unlike a regular *hand of the mage* Tam does not take up a body slot.

History Tired of paying for resurrection spells for an accident-prone gnome assistant, a transmuter produced this *hand of the mage* from the little that was left of Tam. Perhaps the sentience in this item resulted from the gnome's flesh having been targeted by far too many polymorph spells or the use of imperfect ingredients. Wherever it comes from, the hand has a little intelligence and far too much personality.

Personality Tam is curious to a fault. It is willing to crawl ahead of the party to be the first to see whatever is in the next room, wanders off while the others rest, plucks at tripwires to see what they trigger, and pokes sleeping bugbears. It frequently finds itself being carried off in the mouths of hungry goblin dogs, flying across the room after triggering a trap, getting trapped in jugs of wine, and setting things on fire.

Powers Like a well-designed *hand of the mage*, Tam allows its master to utilize the spell *mage hand* at will. It can also cast *light* and use its fingers to crawl along at a speed of 10 feet.

Construction

Requirements Craft Wondrous Item, *light*, *mage hand*; **Cost** 8,600 gp

Tannarik

Aura moderate evocation; **CL** 10th

Slot —; **Price** 107,735 gp; **Weight** 4 lbs.

Statistics

Alignment CN; **Ego** 15

Senses darkvision 120 ft.

Int 13, **Wis** 10, **Cha** 15

Communication empathy, speech

Languages Common, Dry-tongue

Description

Appearance this appears to be a plain wooden crossbow, and is completely unremarkable.

History The children of King Songchan crafted this crossbow to slay their uncle, who had usurped their father's throne. Each child added a spell that would help in the assassination. Before one of them could reclaim their birthright, the military seized power and, as one tyrant fell another replaced him. The rebels used the weapon again but the harsh climate breeds harsh rulers, and the royal rebel who took the throne soon gripped power too tightly. Years later, those who believed a just ruler could be found stole the weapon from the palace armory and the cycle began again. Now called 'Tannarik' meaning 'the servant of the true king,' the weapon has inspired the passion of the many rebels. This passion slowly awoke Tannarik's latent intelligence.

Personality Tannarik hates tyrants of all sorts. Unfortunately, it has trouble distinguishing between annoying bullies and despots. Overbearing town guards, pushy clerics, snooty palace clerks, all earn the wrath of the rebellious weapon.

Powers Tannarik is a *wounding weapon*, dealing 1 point of bleed damage when it hits a creature not immune to critical hits. It casts *true strike* 3/day, which it uses without prompting when attempting to slay a tyrannical ruler. It casts *wind wall* 3/day and *freedom of movement* 1/day to protect its wielder from the arrows of enraged bodyguards.

Special Purpose Tannarik exists to assassinate all those who abuse their power.

Greater Power If Tannarik's wielder refuses to rid the world of a dictator when the opportunity presents itself, Tannarik tries to force its wielder's hand by shouting "Death to all tyrants!" as the spell *shout* (at will; Fortitude DC 16 partial; Reflex DC 16 negates).

Construction

Requirements Craft Magic Arms and Armor, *bleed*, *freedom of movement*, *shout*, *true strike*, *wind wall*; **Cost** 54,035 gp

Tchottotchum (Gift of Thunder)

Aura faint necromancy; **CL** 5th

Slot none; **Price** 28,802 gp; **Weight** 6 lbs.

Statistics

Alignment CE; **Ego** 14

Senses 30 ft.

Int 13, **Wis** 13, **Cha** 13

Skills Diplomacy +6; Sense Motive +6

Communication speech

Languages Common, Orc

Description

Appearance Tchottotchum is a dark wooden spear with a thorny shaft.

History For three-dozen lifetimes, the orc clans slew each other while the humans spread across the Empire. The enemies of the Empire saw its power growing and construed a plan to unite the orcs, weakening the Empire from within. The cowardly spies gave Tchottotchum—the gift of thunder—to the young leader of the strongest of the clans. Tchottotchum was both weapon and adviser to the orc chief. It protected the chief from contenders by detecting their thoughts. When it struck home in battle, its thundering peel shook the field of battle.

Personality Tchottotchum hungers for war and thirsts for power. It guides and aids its wielder as long as its wielder remains strong. It uses its powers to protect its wielder from cunning but otherwise weak challengers but quickly betrays its owner when it is certain it has found a stronger leader for the clan.

Powers Tchottotchum is a +1 *thundering spear*. As a thundering weapon it creates a deafening roar like thunder upon striking a successful critical hit, doing an extra 2d8 points of sonic damage to the target. The subject must also make a DC 14 Fortitude save or be deafened permanently. Tchottotchum can also *detect thoughts* 3/day (Will DC 13 negates). It uses this

ability to guide its wielder in making decisions when dealing with other clans of orcs or weaker races.

Special Purpose Tchottotchum exists to foment war against the humans. It guides its wielder in gathering rival orc clans under one banner and then launching attacks on the frail human villages.

Greater Power Tchottotchum detects any orcs within 60 ft., protecting its wielder against cowardly assassins.

Construction

Requirements Craft Magic Arms and Armor, *blindness/deafness*, *detect thoughts*; **Cost** 14,552 gp

The Bat Queen's Cloak

Aura faint evocation; **CL** 6th

Slot shoulders; **Price** 22,760; **Weight** 1 lb.

Statistics

Alignment CN; **Ego** 6

Senses darkvision (30 ft.)

Int 10, **Wis** 14, **Cha** 10

Communication empathy

Languages Common

Description

Appearance This fine black cloak hangs over a thicker wiry frame. The flexible frame gives the cloak the appearance of the folded wings of a bat.

History Witches of great power ruled before the Empire came. Insurgent tribal leaders sometimes invoke their names, mythologizing a past to embolden a desperate people. One sly outlander went further. He became the witch. The pretender who wore this cloak took control of the tribe and led them in a hopeless war against the walled cities of Libor and Tyo. The bloodied cloak was peeled from his corpse and hung from the walls of Libor for eight days, its powers unrealized.

Personality The cloak is a performer. It was created to put on a very specific show and instructs its wearer in that masquerade. It is not concerned with who benefits or who is hurt from this performance, only that it is done well and convincingly.

Powers To mimic the powers of the witch queen of myth, the imposter prepared the cloak to cast spells for which the 'Bat Queen' was known. The cloak can cast *glide* 3/day which its wielder used to make impressive leaps from the high caves that were the lair of the bat queen and *screech* 3/day to startle its enemies into dropping their guard (Fortitude DC 15 negates). Lacking the power to endow the cloak with a spell as powerful as *swarm skin* (a favorite of the Bat Queen), the charlatan had the cloak prepared to cast two spells in combination 1/day, *invisibility* and *summon swarm*. Although it appears to all who see that the wearer of the cloak has transformed into a swarm of bats, the wearer is only invisible. The swarm attacks all other creatures in the area.

Construction

Requirements Craft Wondrous Item, *glide*, *invisibility*, *screech*, *summon swarm*; **Cost** 11,380 gp

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