

SWORDS

&

WIZARDRY

IVORY RELICS I

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SUITS OF ARMOR

BONEGOD

Forged from the Bones of a slain Necromantic God, this suit of plate mail armor endows the wearer the ability to control 1d4 undead creatures per level of the wearer's level of experience. All undead remain controlled until death.

THUNDERLIGHT

Forged from the light of a Thunder God, this suit of plate mail armor endows the wearer the ability to control 1d4 thunder claps and lightning storm streaks per level of the wearer's level of experience.

ICELIGHT

Forged from magical ice crystals, this suit of plate mail armor endows the wearer the ability to survive in all variety of freezing conditions. Subzero temperatures that would kill any, other than the wearer of this armor, one finds themselves quite comfortable in.

FIREFURY

This suit of plate mail armor constantly burns with scarlet flames, protects the wearer from all extremely hot temperatures and causes 1d6 points of elemental fire damage to those that come into contact with its flames.

TWISTED SCREAMS

This suit of plate mail armor constantly emits the sounds of screams and causes fear to those the wearer comes into contact with at the Referee's discretion. If it is destroyed, the wails, believed to be those that died at the hands of the previous owner, cease to be.

BLADEBLOOD

This suit of armor is studded with three inch, razor sharp blades that cause a constant bloodletting of 1HP per turn to all those that are cut by it. This wound can only be healed by a competent cleric.

LEAFMETAL

This suit of armor is chiseled with the shapes of the leaves of various forest trees. Upon touch of one of these leaves, the wearer will blend into a forest environment, as if becoming invisible. The carved leaves adapt to those of the wearers surroundings.

LIFESUCKER

This suit of armor renders the wearer invincible to all damage but the slow depletion of 1HP to the wearer per turn. When the individual clad in this suit dies, their body ceases to be and vanishes.

STARSHINE

This suit of armor blazes with brilliant white light at the mental command of the wearer. All those chosen that are within forty feet of the wearer are blinded at the Referee's discretion.

THIEF

This suit of armor silences all noise the wearer makes with the movement of the suit and any equipment it may be carrying or attached to the individual clad in the plate mail. Anything touched also ceases to emit sound.

GODDESS

This suit of armor was forged by Amana, Goddess of Ariel. It increases the HP of the wearer by 3d6 points per level of the individual. Once removed, this increase accumulated over levels or not, ceases but returns if re-clad.

PALIMOR

This suit of armor enhances all rolls made by the character's player by +1, increases HP by 1d6 and enables the wearer to survive in all extreme hot and cold temperatures indefinitely.

SWIFTFOOTED

This suit of armor quickens the speed of the character by increasing the dexterity by +3 points. It also adds an additional 1d4 attacks per turn with any weapon the wearer may be wielding.

BLOODSTEP

This suit of armor adds 1HP to the wearer per mile of land walked. If removed, however, all of the accumulated HP is lost and can only be regained by walking the same distance from the beginning, again.

SHIELDS

GOBLI

This shield was once in the possession of a mighty fighter known for spending many days within the forests of Rhyn battling a horde of Goblin's. Those that wield this shield acquire an AC bonus -2 when fighting Goblins.

QUESTOR

Those that possess this shield are always under the watchful eyes of Amana, Goddess of Ariel. For every creature slain in battle, the wielder of this shield acquires a bonus +50 Experience Points.

BASHBRIGHT

This shield emits a brilliant flash of light when struck (with any type of melee or missile weapons) that will cause immediate, temporary blindness to any creatures within seven feet of the shield.

DRAGONWARD

This shield, when equipped, creates a shimmering orb of translucent light around the wielder that effectively prevents dragons from utilizing their breath weapons against the shield holder.

SCREECHER

This shield emits a deafening scream when struck (with any type of melee or missile weapons) that will cause immediate, temporary deafness to any creatures within seven feet of the shield.

BASHER

This shield is capable of bashing and thereby destroying any wood, stone or steel door like structure by the wielder. It also grants the possessor an AC bonus of -2 against all creatures made of wood, stone or steel (golems, constructs or like entities).

FLAMEFORGE

This shield causes those that strike it (with any type of melee or missile weapons) to ignite into flames and burn until death or until the flames are extinguished. It also endows the wielder with an AC bonus of -2.

MELEE WEAPONS

BLOODLETTER

Those struck by this sword will constantly bleed at a rate of -1HP per turn (unto death) or until healed by a cleric. Note that there is no other way of healing from a cut inflicted by this sword.

GOBLIN WRATH

Those that possess this weapon will enter a terrible rage that endows the wielder with +1d4 attacks per turn. The wielder also acquires an AC bonus of -2. This weapon's magical attributes are only in effect when battling Goblins.

FLAMELORD

This greatsword is always burning with fire and ignites those that wield it with scarlet flames. The weapon deals +1d6 elemental fire classed damage. It also renders the possessor immune to fire classed damage.

MACE

Crafted by the Goddess, Amana, this mace is capable of turning into any other magical mace (and thus acquiring its magical attributes) present within the realm the wielder of it is in. The wielder must only be aware of the type of magical mace present in the realm.

ICEKILLER

This burning short sword is capable of shattering, with a single blow or parry, all swords that deal elemental ice classed damage. It also renders the wielder immune to elemental fire classed damage.

DEATHRAT TOUCH

This ivory dagger, adorned with the skull of a rat at the hilt, inflicts an additional +1d6 of damage against rats and ratkin creatures (ratmen, wererats, et cetera). Wielders are also immune to disease.

PLAGUE

This ivory dagger, once possessed by a Ratman Shaman, causes disease to those that are cut by it. It also inflicts +1d6 damage and endows the wielder the ability to wield the Cause Disease spell once per day.

MISSILE WEAPONS

SCREAMER

When let loose from any bow, this arrow emits a deafening and frightening screech to all those that can possibly hear it. The deafening and feelings of fear are temporary and last 1d4 hours or unless dispelled by magic.

DRAGONSCALE

When let loose from any bow, this arrow will strike and instantly disintegrate one scale of any type of dragon or dragon like creature. It also inflicts an additional 1d6 points of damage to dragons and kin creatures.

BREATHKILLER

When let loose from any bow, this arrow will strike into the maw of a dragon if it is in the midst of wielding its breath weapon and extinguish the flame of whatever type (ice, fire, poison, etc) and prevent further use of the breath weapon for 3d6 turns.

LONGBOW

When the string is drawn, this Longbow can conjure any type of magic arrow (thus acquiring its magical attributes) that exists within the same realm the wielder is in. The wielder must only be aware of the type of magical arrow present in the realm.

FIRESHOT EVERTRUE

When the string is drawn, a flaming arrow will appear ready to let loose. This arrow inflicts elemental fire classed damage. The wielder of this longbow will never run out of burning arrows to fire.

DISINTEGRATE

When let loose from any bow and after the successful strike of any sealed door, the magical tip will cause the door to disintegrate in one turn. Note that the tip of this arrow can also penetrate any substance but dragon scales.

SILENT HUNTER

This longbow, when equipped, prevents the wielder from emitting sound of any type. It also grants the holder the ability to cast Invisibility I once per day per level of experience and endows the possessor an AC bonus of -2.

GREATER WANDS

GLASSCOLD

This wand can launch a shard of immaterial, yet magically damaging cold glass up to a distance of 120 feet. The bolts inflict 3d6 points of elemental cold damage and have ten charges.

TIMESCAPE

This wand endows the wielder the ability to cast the Alter Time spell once per day per level of experience. The wand also endows the wielder the ability to cast bolts of fire up to a distance of 120 feet. The bolts inflict 4d6 points. Holds ten charges for the bolts.

CLERICA

This wand endows the wielder the ability to cast all level one cleric spells once per day per level of experience. It is always active when held and does not require the use of charges.

WIZARDS MIGHT

This wand endows the wielder the ability to cast the following spells once per day per level of experience: Cure Wounds, Detect Magic, Remove Curse and Fireball. It is always active when held and does not require the use of charges.

WAND OF THE UNLIVING

This wand endows the wielder the ability to cast the following spells once per day per level of experience: Raise Dead, Cause Dead and Animate Dead. It is always active when held and does not require the use of charges.

HADRON'S ALMIGHTY

This wand endows the wielder the ability to cast the following spells once per day per level of experience: Death Spell, Control Weather, Move Earth and Fireball. It is always active when held and does not require the use of charges.

SPELLFIRE

This wand endows the wielder the ability to cast the following spells unlimitedly throughout the day: Fireball. It is always active when held and does not require the use of charges.

GREATER RINGS

RING OF FIRE

The wearer of this ring is immune to all fire classed damage throughout the entire day. The magical effect of this ring lasts for as long as the individual wears the ring and cannot be negated.

RING OF ICE

The wearer of this ring is immune to all ice classed damage throughout the entire day. The magical effect of this ring lasts for as long as the individual wears the ring and cannot be negated.

FIRERUBY

The wearer of this ruby studded ring is endowed with the ability to cast the following spells unlimitedly throughout the day: Fireball. Additionally, the wearer of this ring is immune to fire classed damage as long as it is worn.

RING OF LIFE

The wearer, and three other selected by touch individuals, regenerate one hit point per combat round. The effect of this ring is everlasting until the ring is removed or the body of the wearer is burned.

HOLY METEOR

This one use ring is capable of summoning a massive meteor the size of a castle from the depths of space. It inflicts an amount of damage determined by the Referee and logic of the narrative.

BRIGHTLIGHT SHINE OF GODDESS

This diamond ring when raised into a dark sky, causes brilliant white light to radiate which causes blindness in all creatures of chaotic alignment that surround the wearer and are intent on harming him or her.

DUNGEON QUESTOR

When clad in this ring, the wearer acquires an additional twenty percent bonus to every experience point total acquired. This ring also reveals to the wearer where the nearest stash of treasure is.

STAFFS

LICKING

The possessor of this staff is endowed with the ability to wield the following spells once per day per level of experience: Raise Dead, Cause Dead and Animate Dead. It is always active when held and does not require the use of charges.

ALMIGHTY WRATH

The wielder of this staff can call forth a storm of 3d6 fist sized meteors from the depths of space. Each meteor inflicts 3d6 points of elemental fire classed damage to the target. This staff holds ten charges.

RAISE THE HORDE

The wielder of this staff strikes the ground and can thereafter animate 3d6 dead bodies (corpses). The area of effect is anywhere within sight of the possessor. This staff holds ten charges.

SPELLSTAFF

This staff is capable of absorbing the prepared spells in the mind of any magic user it touches. Absorbed spells are cast as in the manner of a normal staff. The staff can also inflict 2d6 points of damage with a successful hit. This staff holds ten charges.

MASS HEAL OF THE CRUXIFIXION

This staff cures 1d6+1 hit points of damage per charge to every member of the adventuring party. It is also capable of casting light (no charge) and turning the undead (no charge). This staff holds ten charges.

ALARIEL'S STAFF

The possessor of this staff is endowed with the ability to wield the following spells once per day per level of experience: Cure Wounds I, Detect Magic, Fireball and Teleport. It is always active when held and does not require charges.

ALMIGHTY POWER

This staff casts Light (no charge used), Fireball (4d6 damage/no charge used), cold as a Wand of Cold, Lightning Bolts (4d6 damage/ no charge used), acts as a Ring of Telekinesis (no charge used) and hits for 2d6 damage (no charge used).

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