

SWORDS

&

WIZARDRY

IVORY RELICS II

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GEMS

RUBY OF GODLIGHT MIGHT

This fist sized Gem was once owned by a mighty Arena Fighter said to have bested dozens of Ghouls. It endows the last one who touched it with a bonus 1d6 to their Strength Ability Score.

EYE OF THE ALLSIGHT GOD

A thumb sized, white Gem once possessed by a cleric that was driven insane and then murdered by an evil deity, the Eye of the Allsight God endows the possessor with a bonus 1d6 to their Intelligence Ability Score and 1d4 additional languages mastered.

ETERNAL JEWEL OF THE SECRET WISDOM

Wrought in the form of the head of a black serpent, this palm sized Gem was once the property of Mad Liche Mezogorah. It endows the owner with a 10% bonus to all experience point awards and a bonus 1d6 to their Wisdom Ability Score.

GEM OF STEELMIGHT

The Gem of Steelmight, wrought in a silver hook, when worn endows the wearer with a bonus 1d6 to their Constitution Ability Score, a bonus of 3d6 to their maximum Hit Points and immunity to disease (normal or magically inflicted).

SWIFTFOOTED PEARLSTONE

The Swiftfooted Pearlstone was once the possession of a thief of considerable caliber. When touched with love in heart, it endows the owner with a temporary 1d6 bonus to their Dexterity Ability Score for 1d6 hours.

CHARM OF THE DARKANGEL

Rumored to be owned by a powerful demon, this heart shaped ruby endows the owner with a bonus of 1d6 to their Charisma Ability Score, plus 1d6 hirelings they can acquire and +1 to the hireling loyalty bonus.

GODSEND DIAMOND

The Godsend Diamond is said to have been crafted by a dying God and hidden within the world before she was born into it. It endows the owner with a bonus of 1d6 + 3 to all of their Ability Scores.

SCROLLS

LURIANA'S SCROLL OF LIFE

This Scroll enables the owner the ability, when read, to cast Cure Wounds I 1d6 times a day without the need of preparing the spell. If the Scroll is burnt with a black candle, the owner will lose the ability.

DEMARA'S LIGHT OF RESURRECTION

Demara's Light of Resurrection Scroll endows the reader the ability to return from death 1d4 times a day. Once read, the Scroll is engulfed in flames and is burnt to ashes. The effect of the Scroll is permanent.

BLESSING'S OF THE LOVE GODDESS

The Blessing's of the Love Goddess Scroll endows the reader with the ability to talk their way out of trouble with guaranteed success if they read and then hold the Scroll. The possessor can do this 1d6 times a day.

TRAPKEEPER SCROLL

When read and then burnt to ashes with a green candle, the Trapkeeper Scroll will alert the reader of any traps within one hundred feet. This effect lasts permanently but ceases if a Dispel Magic spell is cast.

COMMUNION OF THE ONE

This Scroll enables the owner, once read, the ability to Commune with a Higher Power unlimitedly throughout one's lifetime. This effect lasts permanently but ceases if a Dispel Magic Spell is cast.

NEGATION OF THE DEAD POWER

Once owned by a Necromancer of considerable repute, this Scroll will animate all corpses within 1d4 miles of the reader. However, these Ghouls will attack the executor of the Scroll and will not obey any commands.

FEAST OF THE GODS

This Scroll, believed to be created by the Gods for an army of their champions, creates a seven day supply of edible delicacies (cheese, lamb chops, breads) and wine for thirty two men.

POTIONS

BLINDNESS

Crafted by a mischievous and wicked witch, Blindness causes the imbiber to lose their sight for 1d6 days. Unfortunately, a Dispel Magic spell will not remove these effects. Only enduring the temporary curse of life without sight is possible.

HAWKWINGS

Created by an Alchemist of great caliber, this Potion endows the imbiber with the wings of a hawk for 1d4 days. A Dispel Magic spell will remove the effects, however, and note also that once consumed, the effects remain even if not desired.

AMPUTEE'S BLESSING

This Potion is a godsend to those that have lost arms or legs (but not heads!). Upon consumption, any lost limbs will grow back in an instant. This effect is permanent and cannot be dispelled.

CURSE OF THE RATKIN

A Wererat is said to have created this concoction with the hopes of turning everyone into one of his kind. Upon consumption, the imbiber will acquire the ability to turn into a Wererat 1d4 times a day.

SILVERBLOOD

Created by a Wer hunter, this Potion will turn the blood of the imbiber into a toxic blend of silver if they are a Wer of any variety. The effects to Wer that consume Silverblood are a painful and immediate death.

DRAGONCLAWS

Concocted by an accomplished Alchemist that is also a powerful Dragon, this Potion morphs the hands of the imbiber into that of a Red Dragon for 1d6 hours. This effect endows one with the ability to inflict damage like that of a dragon with these claws.

GLOWING EYES

Rumored to be the creation of the Aeyr Elves, this Potion alters the eyes of the imbiber, turning them into glowing eyes of white brilliance. The effect is permanent and cannot be dispelled.

TOMES

GARLANDRA'S GRIMOIRE

This Spellbook, said to once be the possession of a powerful Magic-user, contains the Level 1 spells: Detect Magic, Light I, Read Magic and Read Languages. The owner can cast these spells without having to prepare them.

TOME OF SHAERROLOCK

This Spellbook, rumored to have been created by a deity of the Anr Pantheon of the Ayer Elves, enables one to cast the following Level 1 and 2 Magic-user spells without having to prepare them: Hold Portal, Light I, Sleep and Detect Thoughts 1d4 times per day.

SPELLBOOK OF ARAONOS

Crafted by the Araonos Gods, this Tome endows the owner the ability to cast all Level 1 Magic-user spells and the following Level 2 Magic-user spells: Invisibility I, Knock and Levitate. Unlike other Spellbooks, these spells must be prepared.

CHANDRANA'S TOME

Chandrana was said to be capable of ascertaining the truth of things with the use of this Spellbook. The reader of this Tome can cast the Level 2, Magic-user spell Detect Thoughts 1d4 times a day. Once read, this Spellbook is no longer needed.

MONK'S BOOK OF KOANS

The Monks of Sulorianna are rumored to possess cryptic phrases that possess magical power. Once read, the Koans endow the reader with the ability to cast the following Level 1 Magic-user spells 1d4 times a day: Charm Person, Read Magic and Light I.

GORRO'S GRIMOIRE

This massive Tome contains a picture of dozens of varieties of Wer. For each picture burned, the burner can turn into this Wer 1d4 times per day. This effect is permanent and cannot be negated.

SPELLBOOK OF SIGHTLESS MOVEMENT

This Grimoire endows the reader with the ability to cast the following Magic-user spells 1d4 times a day: Invisibility I, Invisibility II and Detect Invisibility. This effect is permanent and cannot be negated.

COINS

RICHMAN'S CROWN

Said to once be the possession of a mighty Dragon, this fist sized, rune inscribed Gold Coin, when dropped on the ground, will instantly multiply into $3d6 + 12$ Gold Coins of equal value.

PAUPER'S COIN

Rumored to be the creation of a poor Magic-user that mastered the art of manifestation, the Pauper Coin is a small, Copper Piece that when touched, will create a chest filled with hundreds of Copper Pieces several feet before the owner.

ISULMAN'S POUCH

Isulman was a Dragon that is said to have created a pouch that consumes, or eats, money. A cursed item, all Coins placed into this pouch will vanish and reappear in Isulman's treasure trove, which is a massive cave located somewhere at the referees discretion.

ALAVARIEL'S GOLDPIECES

These thirty two Coins are rumored to once have been the property of an immortal, wealthy noble. When spent, the thirty two Gold Pieces will reappear in the owner's purse within 1d4 minutes.

COIN OF GREAT RENOWN

This Coin is believed to be the creation of a powerful Magic-user that sought not only fortune, but fame. When owned, all those that touch the Coin, will highly regard and respect its owner.

COPPER KEEPER

This is not a Coin but a small, head sized chest of an infinite supply of Copper Pieces. For every Copper Piece removed, a new one will immediately appear and refill the chest's supply.

BUM'S CURSED COIN

This Gold Coin, inscribed with the image of a poor man, is said to have been created by a wicked Higher Power and given to a wealthy noble. When touched, all of the currency that one possesses will vanish.

BRACELETS

BAND OF NIGHTFALL

Wrought from a black meteorite and enchanted with Higher Powers by an evil necromancer, the Band of Nightfall endows the wearer the ability to turn daylight into night 1d4 times per day.

BRACELET OF DAYLIGHT WONDERS

Believed to be crafted and enchanted with Higher Powers, the Bracelet of Daylight Wonders will create a constant effect of light surrounding the wearer similar to a Light I spell.

CLASP OF THE SUNDERED NIGHT

This Bracelet is rumored to have been created by a Magic-user from the fragments of a Blue Crystal and is said to endow the wearer the ability to rise the Sun into the sky 1d4 times per day.

BAND OF DRAGONFLIGHT

This Bracelet is said to have been created by a powerful Magic-user of considerable repute with impressive enchanting skills. When worn, the wearer can transform into a Red Dragon for 1d4 hours per day.

HALLOWED BRACELET OF LUNADARIA

When worn, the Hallowed Bracelet of Lunadaria will keep all undead monstrosities at a distance of a minimum of one hundred feet unless the effects of the Band are negated by a Dispel Magic spell.

TWILIGHT BAND OF DEADMIGHT

The Twilight Band of Deadmight was crafted by a necromantic Higher Power. When worn, the Bracelet enables the wearer the ability to control any undead creature that comes within one hundred feet of it.

BAND OF GLORIOUS JEWELLED OMENS

This Bracelet is rumored to have been created by a dying prince said to possess the power of foretelling the future. When clad in this Band, one is capable of acquiring detailed knowledge of the future 1d4 times a day in the form of a comprehensive vision.

CLOAKS

CLOAK OF RADIANT BLOODLIGHT

The Cloak of Radiant Bloodlight was woven by a powerful Vampire Hunter that also possessed considerable skills in enchanting. When clad in this blood red Cloak, the wearer causes fear in the blood sucking sustained heart of Vampires.

CLOAK OF FINITE LIGHT

Woven and enchanted by Higher Powers, this Cloak is said to endow the wearer with the ability to create orbs of light the size of softball that are as bright as the Sun. These orbs do not cause damage unless light itself is what harms a creature.

COWLED WIZARD'S CLOAK

The Cowled Wizards Cloak was woven and enchanted by a powerful wizard. Clad in this Cloak, the wearer is endowed with all Level 1 Magic-user spells that can be cast 1d4 times per day without the need of preparation.

BLOODCLOAK GHOUL

This Cloak is rumored to have once been the garment used to bury a powerful wizard that then arose to become a mighty Liche. Clad in the Bloodcloak Ghoul, the wearer can animate 1d6 corpses per day without need of preparing the spell.

CLOAK OF HOLY DEATHSMITE

Believed to once be the possession of a powerful incarnate Higher Power, The Cloak of Holy Deathsmite, when worn, endows one with the ability to cast the Level 6 Death Spell, 1d4 times per day.

CLOAK OF PROMISED WONDER

Crafted by an Incarnate Higher Power for his peoples, the Cloak of Promised Wonder endows the wearer the ability to create food, clothing and shelter (of any design determined by the referee) for 1d6 hundred people, once per day.

DEADMAN'S MANTLE

Woven from the flesh peelings of numerous Ghouls and enchanted with necromantic Higher Powers, clad in the Deadman's Mantle enables one to cast the following Magic-user spells 1d4 times per day: Cure Wounds I, Animate Dead and Death Spell.

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