

TREASURES OF MALEVOLENT MAGIC

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Welcome

Welcome to Treasures of Malevolent Magic, a new book from The' Le Games (pronounced Tay Lee Games). Inside you will find lots of new material to bring intrigue and excitement to your players. But don't think this book is just for GMs, because all of these magic items have creation costs associated with them, allowing the player to easily create his or her own malevolent magical item.

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TREASURES OF MALEVOLENT MAGIC

Bobbing Bowl

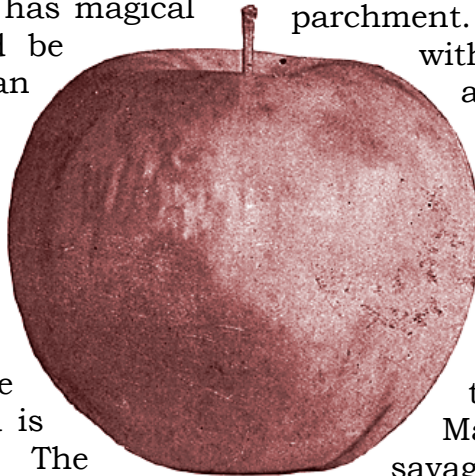
(Minor Wondrous Item) This quadrangular iron bowl measures about two feet long, one foot wide and one foot deep. It would seem to be ideal for the pursuit of apple bobbing and, indeed, it has magical properties which would be useful for such an activity. Fill the receptacle almost to the top with water and then activate the Bobbing Bowl by reading out the command word (which is inscribed on the outside of the bowl and is quite easily read). The Bobbing Bowl has unusual magical properties which help anyone with the appraise skill to have a competence bonus of +5, owing to the ways in which items placed in the water “roll and bob” and reveal their mystical nature. The Bowl may be used whenever required. It stops working (temporarily) when the at least half of its water has been drained.

Faint divination; CL 3rd; Craft Wondrous Item, creator must have 5 ranks in the appraise skill; Cost 2,500 gp; Weight 3 lb.

Book of Humorous and Savage Jokes

(Minor Wondrous Item) This folio sized book is bound in vellum and has pages of superior quality parchment. The covers are adorned with theatrical masks, alternately tragic and comic. Within the book are some of the best jokes known throughout the universe. Alas, just as the devils have all the best tunes, so too do they have the best jokes. Many of these feature a savage sense of humour that would in truth more suitably adorn a place of hellish torment. For example, for every incidence of a pleasing pun or amusing wordplay (Why did the kobold cross the road? It was part of a generations-long vendetta against the kobolds who lived on the other side), there is another joke that is offending in nature (A whore, a thief, and a half-orc were all in a wagon, who was driving? Answer: the local magistrate)

Alas (or depending on one’s sense of humour, hurrah), it is impossible to



determine beforehand which kind of joke is going to be chosen. The owner opens the book and it settles itself on a page with the joke which must then be read out. The book then closes for the process to be repeated as long as the owner wishes to tell jokes (or the audience is prepared to stomach them, perhaps). The jokes do not cause any permanent harm or loss of hit points (that would not be funny, would it) but can be used to upset characters and make them the butt of innocent or not so innocent tomfoolery.

Faint transmutation; CL 5th; Craft Wondrous Item, *secret page*, many years of research into the jokes and pranks of many societies; Price 750 gp; Weight 1 lb.

Candle of Intoxication

(Minor Wondrous Item) Candles of intoxication look at first sight to be almost identical with regular candles, being straight and about a foot tall except that it has two wicks. Careful examination reveals several telltale runes inscribed into the wax of the candle. When one wick is lit, the candles emit an intoxicating aroma to all within 30 feet of the flame. This aroma is sufficient to cause people to feel intoxicated for as long as the candle burns (up to about four hours). If both wicks are lit, then the effects are considerably stronger and *sickens* everyone affected while the candle burns (up to two hours). In either case a Will save (DC 13) will negate the effects. Candles of intoxication provide a



nice party atmosphere for those who do not wish to take or who are forbidden by oath from taking strong drink or drugs of any kind. The candles also have the beneficial side effect of leaving no hangover. There is no additional effect from lighting more than one candle at the same time.

Sickened: The character takes a -2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

Faint enchantment; CL 3rd; Craft Wondrous Item, *heroism*; Price 75 gp; Weight ½ lb.

Candles of Tiny Darkness

(Minor Wondrous Item) There are times when the use of a *darkness* spell or ability is just too unsubtle for the effect required, with great

spheres of black obliterating the party decorations. In such cases, the Candles of Tiny Darkness are exactly what is needed for the party or celebration. Each candle, which measures about the size of a female human's little finger, is of course black and marked with a sigil inscribed by a suitably enchanted object. The candles will burn for one hour each and will emit a sphere of darkness identical in all ways to the spell except as noted below. Firstly, the effect extends in a sphere of five feet in diameter. Secondly, the effect is blocked by any solid object, such as a table or candleholder. This means that the darkness does not extend to the other side of a wall or through a table, no matter how close to it the candle may be.

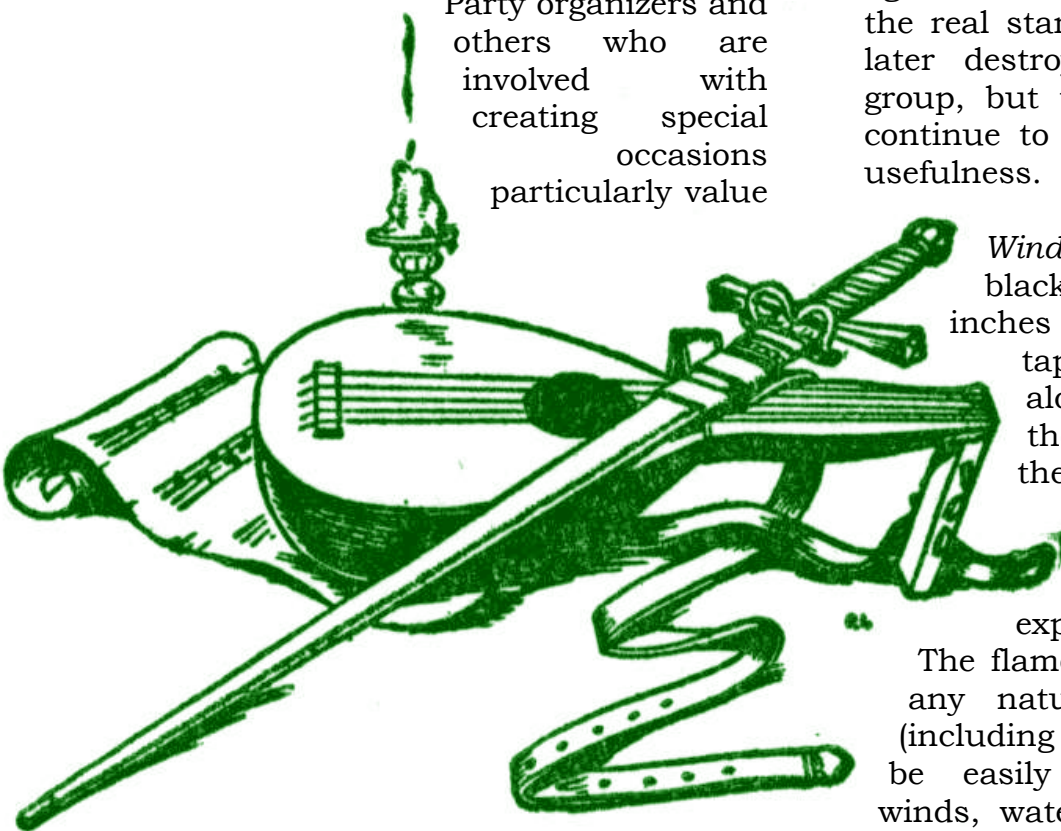
Candles of Tiny Darkness for obscuring presents and dry-ice producers and the like. Of course, mischievous people can find more naughty or unhelpful applications for these items.

Faint evocation; CL 3rd; Craft Wondrous Item, *darkness*; Price 50 gp; Weight 1/10 lb.

Candles of Wind Walking

(Minor Wondrous Item) These black tapered candles were created by a peculiar sect of druids who venerated the night sky. In mid autumn they made a procession through the sky, each holding their light aloft in imitation or tribute to the real stars above. This sect was later destroyed by a rival druid group, but their signature candles continue to be copied due to their usefulness.

Party organizers and others who are involved with creating special occasions particularly value



Wind Walk Candles are black candles about eight inches long and slightly tapered. When lit and held aloft (at least chest height) they confer on the holder the effects of a *Wind Walk* spell. The candle cannot be concealed but must be clearly exposed in order to work.

The flame cannot be put out by any natural wind or weather (including rain and snow) but can be easily snuffed by magical winds, water, or cold. The candle will burn for six hours losing one

inch per hour (the final two inches are meant to be held and do not burn). If the flame is put out the *Wind Walk* effect ends immediately. It can be resumed by lighting the candle and holding it aloft once more.

Moderate Transmutation; CL 11th; Craft Wondrous Item, *wind walk*; Market Price 3,300 gp; Weight ½ lb.

Chalks That Divide

(Minor Wondrous Item) The Chalks That Divide appear to be a set of normal chalks contained within a slim, silver box which is just the right size for twelve sticks of finger length chalk to fit snugly within. The chalks are of different hues, ranging from bright red through light blue. However, the differently coloured chalks all have the same effect when used and seem to have only (minor) aesthetic differences. The various pieces of chalk can be used to draw

on a floor or a wall or ceiling in such a manner as to define an enclosed area. This area extends 30ft above and below the level it was drawn at and all the space enclosed by the lines. When the final line is drawn and there are no gaps in the line, a disturbing force suppresses those within this area, giving a -1 penalty to all

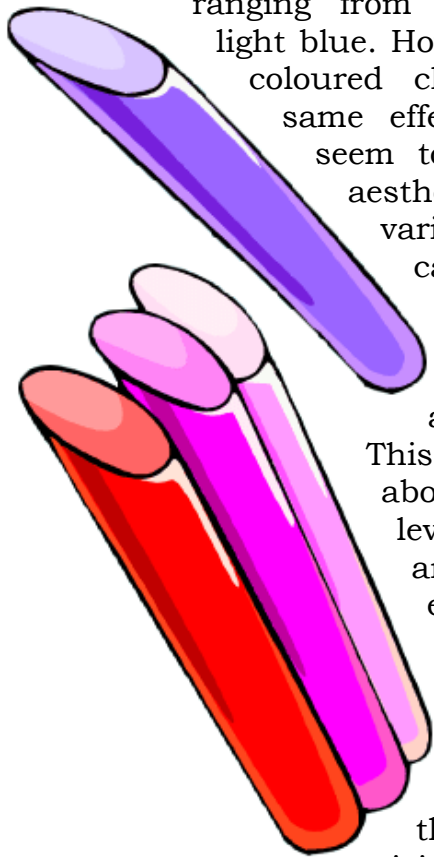
attack rolls and saving throws made by creatures within the area. Each piece of chalk can draw up to 20 feet of lines before it is used up. The effect is ended when the chalk line is broken for 5 feet but may be restarted if the gap is repaired.

More powerful chalk has also been reported in various areas; these *Greater Chalks of Divide* double the normal penalties.

Faint Necromancy; CL 1st; Craft Wondrous Item, *bane*; Price 3000 gp per pack or 250 gp per piece of chalk, 12000 gp per pack of greater chalks, or 1000 gp per piece.

Chime Kite

(Minor Wondrous Item) The *Chime Kite* is a rare instrument first found by a party of adventurers on the plane of Earth during a raid to free slaves. Given the delicate construction of the device it is unlikely to have originated there. The instrument consists of a metal handle connected by thin platinum chains to a series of nested hollow cylindrical chimes. These chimes are made of a clear crystal and there are six altogether. Most unique however is that these chimes float and are only kept from floating away by the chains securing them to a heavy handle. Each chain has a ring attached approximately halfway along the length. Among the bards who have examined a *Chime Kite*, it is generally agreed that the manufacturer was non-human and probably possessed of more than five fingers.



A *Chime Kite* is played by holding the handle with one hand while manipulating the chains by pulling on the rings with the other. This causes the chimes to strike against each other in various rhythms. This is considered a form of percussion instrument for purposes of the Perform skill. Furthermore a *Chime Kite* counts as masterwork instruments (and thus gives a +2 bonus to perform rolls).

The playing of a *Chime Kite* has a peculiar effect upon some elemental creatures. When a *Chime Kite* is used all creatures with the Air subtype who are within 100' and who can hear the music are filled with a general feeling of pleasure and become more trusting. This allows the player to substitute a Perform skill roll result in place of Bluff, Diplomacy, or Sense Motive on said creatures. Conversely the music irritates all creatures with the Earth subtype. Against these creatures increase any Bluff or Diplomacy DC's by the result of the perform skill roll -10.

Moderate
 enchantment; CL 5th;
 Craft Wondrous Item,
 charm monster;
 Price 2,000gp;
 Weight 2 lb.

Demon Degg's Demonic Box

(Major Wondrous Item) The Demon Degg was obliged at one point during his long and distinguished career to divide his responsibilities among a number of different locations. Since, like most demons, he found delegation and basic trust to be a trying issue, he preferred wherever possible to keep an eye on his business at all times. To that end, he had created a magic box which he could use to monitor goings on in as many as seven different places. The dark metallic box is three feet long and half a foot in width and depth. Within the box are seven pools of light within which distant locations are visible. Degg fixed these locations while he was using the Box (until shortly before his tragic demise from an unfortunate incident involving a troupe of acrobats, a prototype mana battery, and a lavishly liquid breakfast) and no one currently knows how to change them. Consequently, it is possible to watch what is going on in four different parts of hell (which few people will be able to recognise and those who can will need to be able to justify how they do), two places in the negative material plane and one in the



throne room of the King of Grebb. Unless characters have a particular interest in these locations, the Demonic Box is little more than a curiosity. However, should the means be found to change the locations monitored, then the item may become rather more useful. These locations are viewed as if with *clairvoyance*, but vision extends even onto other planes if the viewer is sufficiently familiar with them.

Moderate divination; CL 10th, Craft Wondrous Item, *clairaudience* / *clairvoyance*; Price 70,000 gp; Weight 15 lb.

Draught of Fear

(Minor Wondrous Item) This elixir is crafted from the boiled extracts of terrified creatures. It is found in a normal potion vial and carries with it the faint aroma of violets. Drinking a full Draught of Fear induces a paroxysm of terror that is sufficient to cause even the most stout-hearted to suffer heart failure. All the hair on the head stands on end and a fierce, cold, clammy sweat grips all those creatures capable of sweating. The drinker suffers 3d8+7 damage and must make a will save (DC 17) or be *panicked* for 7 rounds. If the save is successful the imbiber is instead *shaken* for 1 round.

Some mischievous rapsallions believe that introducing a drop or two of such a potion into the refreshment of a young lady (and then staging some kind of a scene in which the man gets to protect her)

can lead to feelings of respect and dependency on the young man, and then perhaps he may be permitted to take liberties with her modesty. Others use the potion to heighten otherwise mundane risk-taking activities such as tobogganing down shallow hills. Some warriors find it useful to apply a drop or two to help simulate the reality of combat during their training sessions. Creatures immune from fear or receiving bonuses against it also receive the same protection against the draught of fear.

Shaken: Characters who are shaken take a -2 penalty on attack rolls, saving throws, skill checks, and ability checks.

Panicked: Characters who are panicked are shaken, and they run away from the source of their fear as quickly as they can. Other than running away from the source, their path is random. They flee from all other dangers that confront them rather than facing those dangers. Panicked characters cower if they are prevented from fleeing.

Moderate necromancy; CL 7th; Craft Wondrous Item, *fear*, *inflict serious wounds*; Price 2,450 gp.

Elfblot Elixir

(Minor Wondrous Item) Created as part of a ceremony by some half elves to honor their fey ancestry, the *Elfblot Elixir* grants the imbiber the racial bonuses of an elf for 1d8 hours. These effects are:

- +2 Dexterity, -2 Constitution.
- Immunity to magic sleep effects, and a +2 racial saving throw bonus against enchantment spells or

effects.

- **Low-Light Vision:** An elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.
- +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

The user does not gain an elf's automatic weapon feats, base movement, or medium size. A person under the effects of an *Elfblot Elixir* will very slightly change appearance to look more elven. The exception is half elves, who will come to resemble a full blooded elf for the duration. Despite the name no elf blood is used in the process of creating the potion.

Minor Transmutation; CL 7th; Craft Wondrous Item, *polymorph*, creator must be a half-elf; Price 700 gp.

Elm's Bag

(Minor Wondrous Item) These bags were once found only as cursed items usable by followers of trickster god. Now it has come into use more broadly. Each day the owner of an *Elm's Bag* is able to produce a single potion per day with a value equal to or less than 300 gp. The owner merely thinks of what kind of potion he desires and reaches into the bag to find exactly that potion in a

stopped vial (assuming the potion doesn't cost more than the bag can handle). The produced potion is only good for one day and after that it looks the same but tastes foul and will change the imbiber's skin to a random bright color or pattern.

Strong Conjunction; CL 11th; Craft Wondrous Item, Brew Potion, *limited wish*; Price 36,000 gp.

Elm's Bag, Cursed

(Minor Cursed Wondrous Item) This item functions as a normal Elm's Bag except the cursed item only functions properly for followers of a trickster god. Any god with the Trickery domain is automatically a trickster god. Other gods may apply at GM fiat. The user need not be a divine spellcaster, merely a follower of a trickster god in order to get the



bag to work properly. For anyone who is not a follower of a trickster god, *Elm's Bag* makes them believe the bag is immune to all attempts to pickpocket. The character will be sure that his most prized possessions and money will be safest in the bag. The *Elm's Bag* has normal small bag dimensions and so cannot hold very much of the gullible owner's treasure. As soon as one or more items are placed within it and the bag is carried over a shoulder or tied to a belt or pack animal it becomes a beacon to thieves. Anyone considering trying to steal from the party will notice the bag especially. Of course, if the thief does not venerate a trickster god, he too will soon be robbed. Thus the item finds its way to those it was intended for.

Strong Conjunction; CL 11th; Craft Wondrous Item, Brew Potion, *bestow curse*, *limited wish*; Price 32,400 gp.

Figurine of Wondrous Power, Wickerman

(Medium Wondrous Item) These small simple stick figures were crafted by the Weaver clan of mages as a rite of initiation. The figure consists of just a few small twigs in a vague man shape approximately two inches tall. When cast upon the ground and a command word spoken the figure grows into a 8 foot tall man made of wicker and twine.

This creature has the stats of an Ogre but with the following addition:

Immunity to Magic (Ex): the *Wickerman* is immune to all mind control magic as well as all death effects. Fire magic does no damage and instead causes the *Wickerman* to burn. Burning does not harm the *Wickerman* but adds +2d6 fire damage to the *Wickerman's* melee attacks. The burning lasts for a number of rounds equal to the level of the spell that caused it. Example- a fireball (3rd level) spell does no damage to a *Wickerman* and causes it to burn for three rounds.

The *Wickerman* may be used for 1 hour every day but only at night or in conditions of darkness. If it moves into a sunlit area during the day it reverts to figurine form immediately and can't be used again until the following night.

Moderate Transmutation; CL 11th; Craft Wondrous Item, *animate object*, *protection from energy*; Price 12,000 gp.

Hell's Toffee

(Minor Wondrous Item) Some, but not all, of the many layers of Hell provide a fiery, furnace-like heat. The intensity of this heat is sufficient to burn or melt almost anything – hot enough indeed to melt the incorporeal material of the suffering souls obliged to languish there for eternity – the souls of course face the additional burden of having themselves endlessly

regenerated for additional melting and other harrowing forms of torture.

The melted souls have been compressed by some inventive devils and mixed with boiled sugar (and a hint of vanilla) to make the confection known as Hell's Toffee. This provides a tasty and refreshing snack for the dwellers of these regions and some aficionados claim they can sense some of the past lives of those souls which have been used to create it. One whole piece is about the size of the palm of a human hand.

Eating Hell's Toffee provides a tremendous boost of unearthly energy sufficient to restore health similar to cure serious wounds if a full portion is eaten. A full portion may be divided into four smaller portions each able to provide a cure light wounds effect if eaten or 16 small pieces each of which will restore one point. However, people eating Hell's Toffee often report powerful nightmares and some headaches for several days after (making it impossible for an arcane spellcaster to memorize spells, among things). At the GM's option, clerics worshiping good divine creatures may find it more difficult to pray or restore their souls if they eat too much Hell's Toffee. However, healing effects are doubled for demonic or abyssal creatures and those the GM deems sufficiently evil may claim a bonus of an extra point per dice.

Hell's Toffee has a unique effect on



elves of all sort, including half-elves, who are paralysed (Fort save DC 15 to avoid) if even one particle enters their mouths and remains so until it is entirely purged from their system (d4 days without medical or clerical intervention). Quite why this should be, no one really knows.

Faint necromancy, conjuration; CL 5th; Craft Wondrous Item, must be made in some form of hell, *cure serious wounds*; Price 700 gp per full portion; Weight 1 lb per full portion.

Hand of Hideous Possession

(Medium Wondrous Item) This sleek, black hand seems to exude a sense of unpleasantly sentient malevolence. Its fingertips curl as if they were claws wishing to snatch and grab at innocent living flesh. The occasional, black, pulsing gleam is emitted that those whose vision is suitably finely attuned may discern. It gives off a faint whiff of brimstone and smoke and, whenever used, it convulses in the hand as if in the

grip of some powerful but bestial pleasure. On the side of the hand appears a word which acts as the command word. This word changes every time the hand is used and, at the GM's discretion, each word is also the name of a minor demon.

There is a small chance (10%) that any time the command word is used, it will attract the attention of the demon whose name is also being called upon. The demon will not be able to do anything about this slight immediately owing to pressing duties in Hell, but the GM can note the likelihood of some bad luck visiting the hand's owner in the future (murder of family or loved ones,

disappearance of pets, milk souring, mirrors breaking depending on the style of play the GM favours).

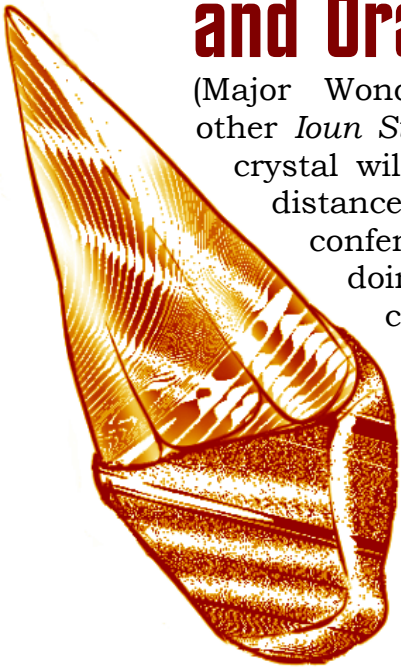
What the Hand of Hideous Possession actually does is to force any ghostly spirit within the vicinity (a radius of 30') to enter into a living body which has been suitably prepared for its entry. The body should be suitably sedated in some way to prevent its own soul fighting against the presence of a new entity, while the limbs should be restrained to prevent the newly possessing spirit from seeking to damage itself or others. Typically the body is allowed a Will save (DC 20) will prevent the possession from occurring (assuming they are conscience at the time).

While inside the body, the spirit can be compelled to answer questions or obey commands through threatening it with physical torture or hardship which it will feel as though it were a living creature (of course, this should be accounted an act of evil) or other methods, magical or mundane. The spirit remains trapped inside the body for 9 hours, or until bidden to leave by the Hand owner, or by the death of the inhabited body, or destruction of the hand, at which point the spirit is freed from the body. It has a maximum of 21 charges.

Moderate necromancy; CL 9th; Craft Wondrous Item, *magic jar*; Price 20,000 gp; Weight 2 lb.



Ioun Stone, Black and Orange



(Major Wondrous Item) As with other *Ioun Stones* this mesmerizing crystal will orbit the owner at a distance of 1d3 feet and only confers its bonus when doing so. The sides of the crystal alternate between black and a lustrous orange like Tiger's Eye (crocidolite). When using the *Ioun Stone* the owner receives the benefits of blindsight out to 60 feet.

Blindsight: The extraordinary ability to use a nonvisual sense (or a combination of such senses) to operate effectively without vision. Such sense may include sensitivity to vibrations, acute scent, keen hearing, or echolocation. This ability makes invisibility and concealment (even magical darkness) irrelevant to the creature (though it still can't see ethereal creatures). This ability operates out to a range specified in the creature description.

- *Blindsight never allows a creature to distinguish color or visual contrast. A creature cannot read with blindsight.*
- *Blindsight does not subject a creature to gaze attacks (even though darkvision does).*
- *Blinding attacks do not penalize creatures using blindsight.*
- *Deafening attacks thwart blindsight if it relies on hearing.*
- *Blindsight works underwater but not in a vacuum.*
- *Blindsight negates displacement and blur effects.*

Moderate Transmutation; CL 7th; Craft Wondrous Item, *darkvision*; Market Price 56,000 gp.

Lens of the Psychic Aribault

(Minor Wondrous Item) It is popularly believed that, should a person be so unfortunate as to be murdered, then the final image he or she will see is that of the murderer in the commission of the act. The image is captured on the eyeball of the murdered person and may be detected there by a person with certain specialized psychic abilities.

Since most people do not have access to those skills, the Psychic Aribault (who was similarly disadvantaged) resolved to make this ability more widely available. Well, he was most strongly motivated by the desire to make the ability available to himself because he had in mind a potentially lucrative future as a mystic detective – an ambition sadly thwarted by inadvisably having one for the road one night and then drunkenly falling into an unlit canal and hitting his head on the concrete bottom.

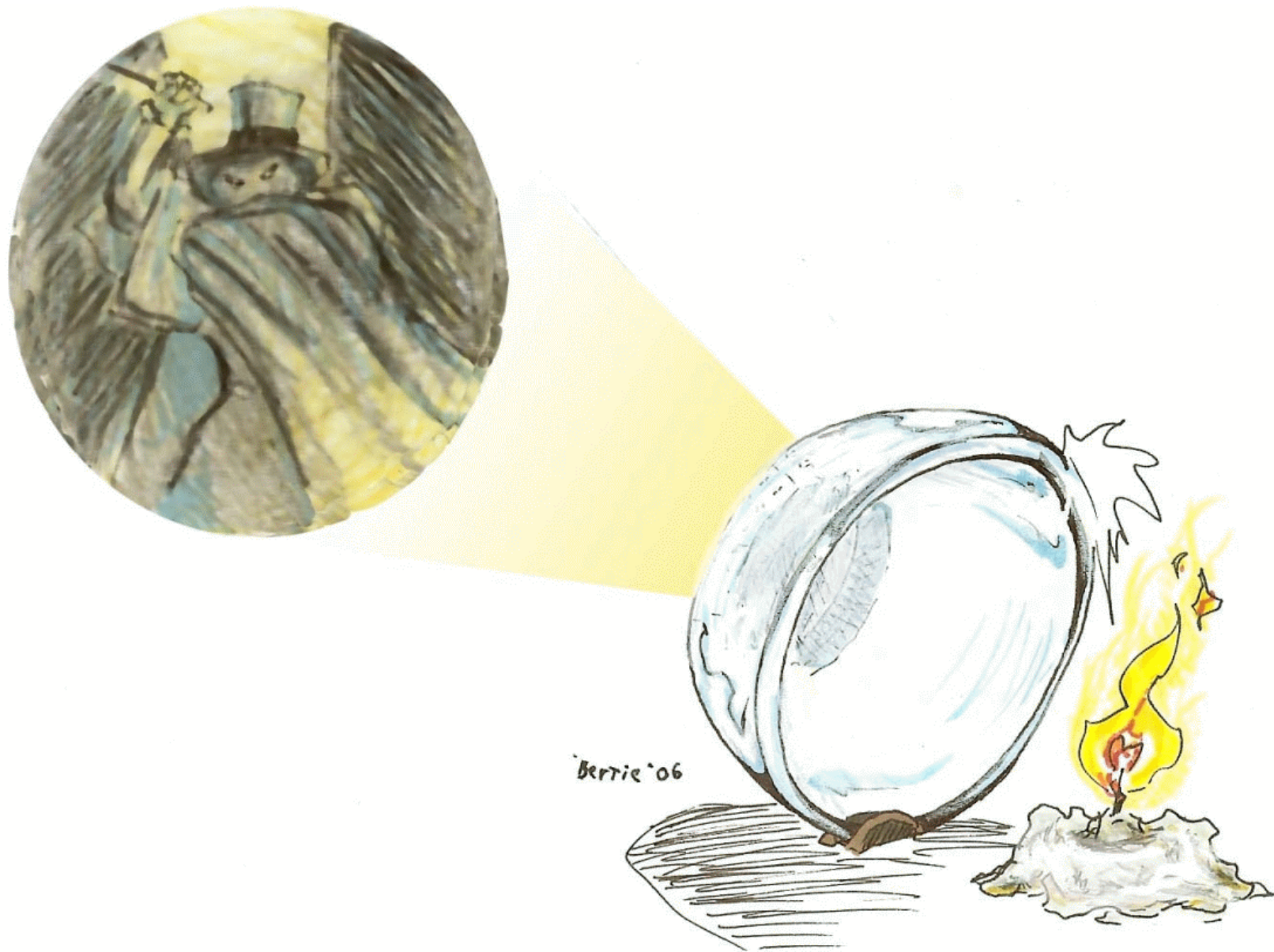
However, Aribault did cause his eponymous lens to be made and by this at least he has left a satisfactory legacy to the world. The lens itself is an eggshell-thin piece of glass just large enough to cover a normal-sized human eyeball. It has

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a bluish tint to it and has, which may be seen if examined with a suitably powerful instrument, a covering of finely inscribed runes across its surface. If a human corpse is located which has been murdered and the victim had the chance to look at the perpetrator, then placing the lens over one of the victim's eyeballs (which may remain safely in their sockets, although those already removed may also be

used) will cause the murderer's image to be imprinted on the lens, and can then be projected onto a larger screen by shining a light through the lens. After thirteen hours, the image fades from the lens and another day later and the lens may be used again.

Faint divination; CL 3rd; Craft Wondrous Item, *detect thoughts*; Price 4,800 gp; Weight 1 lb.

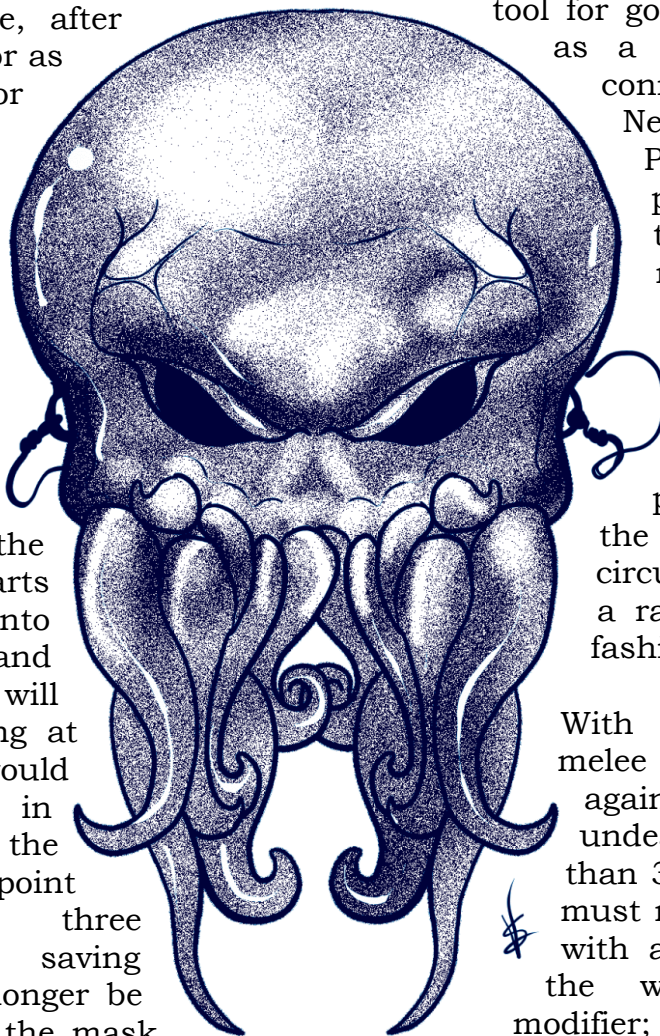


The Maudlin Mask of Mell

(Minor Cursed Wondrous Item) The Maudlin Mask of Mell is a full head mask made from an amorphous type of clay that has been magically enhanced to change the shape of the wearer, as per *alter self*. The wearer simply puts the mask on and visualizes the desired form.

The Mask has the slightly unfortunate tendency to inspire in the owner maudlin and unhappy thoughts and these, after wearing the mask for as little as a minute or two, start to make themselves visible in the face the mask has conformed itself to (Will save DC 15 to avoid this inconvenience).

As the Mask becomes more and more unhappy, the conformed face starts to transform into absolute horror and disgust, which will repel anyone looking at it and certainly would not be welcome in polite society. Once the Mask reaches this point (represented by three successive failed saving throws), it will no longer be possible to remove the mask



voluntarily without are remove curse spell. The only alternative is to commit an act of unprovoked and intense violence against an innocent person, such as a child, which for some reason pleases the Mask and enables it to be removed.

Faint Transmutation; CL 5th; Craft Wondrous Item, *alter self*, *bestow curse*; Price 9,600 gp; Weight 10 lb.

Netherrod

(Major Rod) Despite the rather ominous name this short rod is actually a powerful, if dangerous, tool for good. The rod acts as a special form of connection to the Negative Energy Plane. The peculiar nature of this portal allows negative energy to travel through it in only one direction – back to the plane. This has the effect of short circuiting undead in a rather spectacular fashion.

With a successful melee touch attack against any corporeal undead with no more than 30 HD, the target must make a Fort save with a DC of 16 plus the wielders wisdom modifier; on a failed save

the undead creature implodes into dust and is killed.

Because the wielder serves as part of the conduit to the Negative Energy Plane there is a risk when using the *Netherod*.

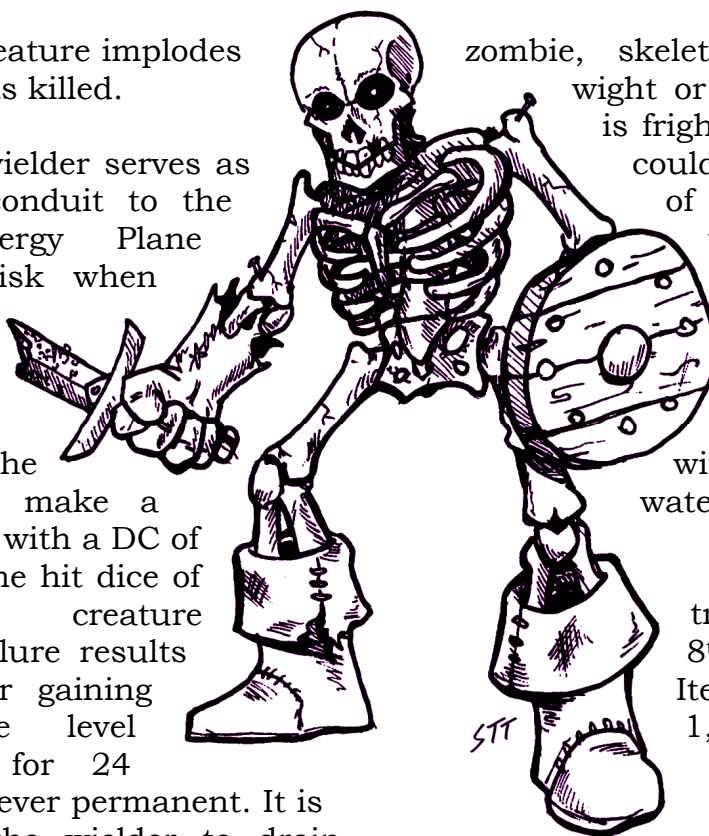
On a successful implosion the wielder must make a Fortitude save with a DC of 10 plus half the hit dice of the undead creature destroyed. Failure results in the wielder gaining one negative level which lasts for 24 hours but is never permanent. It is possible for the wielder to drain themselves to death if they are too eager to banish the undead. In that case the wielder also implodes upon death as they too (momentarily) become undead.

At the GM's discretion the *Netherod* may also be used to disrupt other forms of negative energy.

Moderate Necromancy; CL 11th; Craft Rod, *undearth to death*; 120,000 gp.

Paste of the Dead

(Minor Wondrous Item) This dark purple paste has a slimy and slightly unpleasant texture but it covers the skin well enough and soon merges into it. Any human skin covered takes on the semblance of an undead creature; either a



zombie, skeleton, ghoul, ghastr, wight or wraith. This effect is frightening in itself and could be used as a form of disguise for those with some kind of mischief-making in mind. The effect lasts for up to four hours or until washed off with soap and warm water.

Moderate transmutation; CL 8th; Craft Wondrous Item, *alter self*; Price 1,600 gp.

Quill of Falsehood

(Minor Wondrous Item) This magical quill comes in many varieties, but is usually brightly colored. Whenever the owner of this remarkable quill writes with it (usually on a parchment), the writing will seem normal in every way. However, after the parchment has left the possession of the writer, all written words will be changed to be the opposite of what was written. For example, if one writes "only fire will kill the troll," the words will later change to "only cold will kill the troll."

Faint Transmutation; CL 1st; Craft Wondrous Item, *erase*; Price 1,000 gp.

Rakes of Grandma Fad

(Medium Wondrous Item) Grandma Fad was a crone and a widow and her life was one of housework conducted in a particularly curmudgeonly fashion. One task that she particularly resented was raking up the leaves from the trees that had been planted by her late husband some thirty years previously and tended by him (with more loving care than he had ever shown her) every day of his life. How often would Grandma Fad bang her rake bad-temperedly against the trunks of the innocent trees! How often did she curse them, her departed husband and the whole world! Often enough, in truth.

Consequently, when she one day unearthed a battered old tin can out of which emerged a sorry-looking and hung-over genie, the thing she wished for was a set of rakes which would rake up the damn leaves on their own. This wish was granted to her.

Grandma Fad received four smart new rakes, each one with a smooth wooden shaft and a powerful looking metal head with a full set of metal teeth of the finest steel made from meteoric iron. The rakes initially set

about their work on command (with the command words 'Lazy swine') without any problems and the piles of leaves mounted up wherever they were supposed to go. However, fate was not finished with Grandma Fad yet because one day the rakes, in a flurry of energetic activity, accidentally punctured a passing fairy who immediately cursed them in their entirety.

Since that date, the rakes have taken on an increasingly demonic aspect. They are darker in colour now and their shafts throb as if the wood had imbibed some blood. If commanded to attack they now operate together in a tight formation, with one rake snapping forward and then back followed by the next and so on around the circle in which the rakes now operate. The effect is like being attacked by four deadly weapons operated by a rotary engine. Disturbingly, when in action the rakes emit a kind of high pitched mechanical sound as if they were some kind of clockwork driven power saw.

The rakes attack twice each per turn for a total of eight such attacks, with base attack of +7. Damage per attack is 1d6+1 slashing damage. Each rake has a hardness of 5, an AC of 15 (+5 Natural) and 15 hit points. If brought

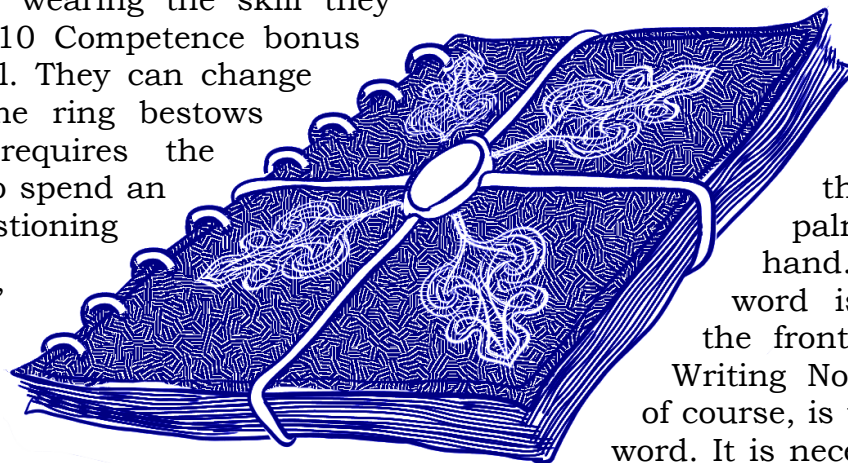


to 0 or fewer hit points the rake is disabled and begins to regenerate 1 hit point per round for 10 rounds after which it can no longer regenerate and if above 0 hit points is no longer disabled. The magic of the rakes will be permanently dispelled if all rakes are simultaneously disabled. They will stop attacking (or raking) when either the owner issues the command word 'Don't touch me' or after 30 minutes have passed. The rakes can only be activated once per day.

Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*; Price 12,000 gp; Weight 5 lb per rake.

Ring of Identity

(Medium Magic Ring) This ring appears as a simple silver band with no ornamentation of any kind. The *Ring of Identity* allows the wearer to take on the role of a tradesman. When the ring is put on the Character may select any one Craft, Perform, Knowledge, or Profession skill. While wearing the skill they receive a +10 Competence bonus to that skill. They can change the skill the ring bestows but this requires the character to spend an hour "questioning their motivation." Such rings are valuable to spies



and imposters of all sorts, as well as to insufferable know-it-alls.

Minor Transmutation; CL 5th; Forge Ring, creator must have at least one perform, one profession, one craft, and one knowledge skill; Market Price 20,000 gp.

Self-Writing Novel

(Minor Wondrous Items) It is often said that everybody has a novel inside him or her just waiting to get out. Alas, in many cases this is all too unbearably true and the world groans under the weight of half-baked, badly-spelt, poorly-conceived piles of literary manure which are treated by their owners as if they were curly-haired blue-eyed children which must surely be loved by all right-thinking people.

However, on most occasions the author in question will have writer's block and will stare at the blank parchment and use the quill to scratch behind the ears. On these occasions, the Self-Writing Novel is seen to its best advantage. The item appears in the form of a single,

thick, lumpy piece of paper perhaps as thick as the palm of a man's hand. A single word is written on the front of the Self-Writing Novel and this, of course, is the command word. It is necessary for the

owner to come up with a title, which is written over the top of the command word, and then he or she must write the first seven words of the text (“It was a dark and stormy night” is a common starting point).

The lumpy piece of paper then divides itself into as many pages as are required to tell the story and beautifully written words cover each one of the pages. The quality of the book varies considerably from the merest hackwork to heartbreakingly beautiful works of staggering genius. Quite why this should be is not known but it has been speculated that the novels are actually those books which never had the chance to emerge from unfortunate souls who were condemned to some hell or other before their due date. Inevitably, a small few of the books drawn forth in this way are of high quality and many, many more very poor (much like real life).

Faint necromancy; CL 5th; Craft Wondrous Item, *Speak with Dead*; Price 750 gp; Weight 1 lb.

Scythe That Brings All to Naught

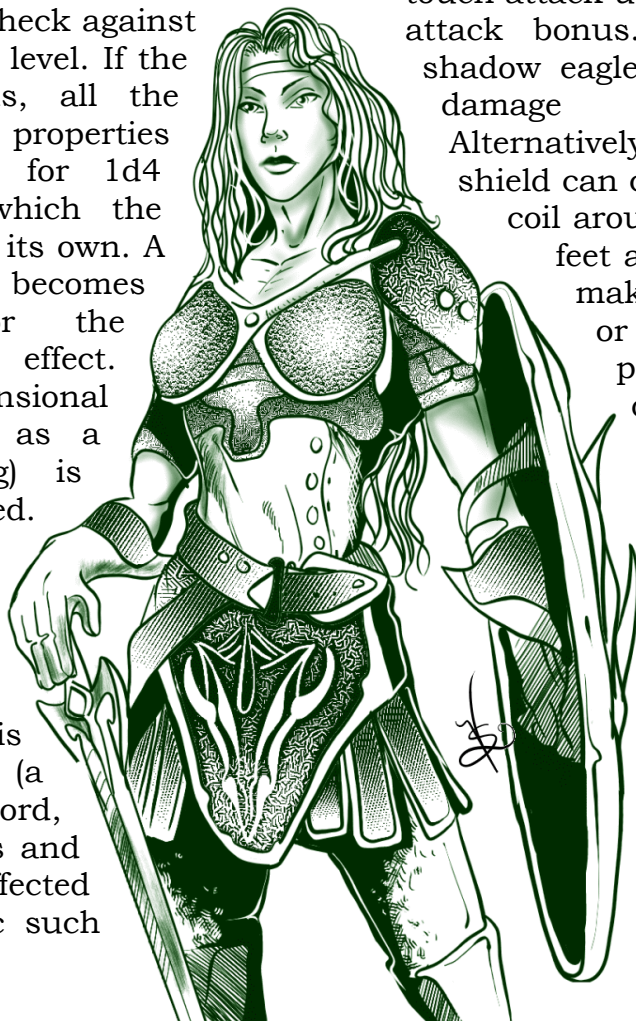
(Major Magic Weapon) The scythe has a long history and one which has both a smiling and a tearful face. The smiling face is provided by the scythe’s role in reaping the cereals that provide food for the

people throughout the year. The tearful face is provided by the use of the scythe by Death in reaping His Own Harvest whenever the great planners call for it. Magical scythes, then, evoke equivocal feelings in people which are often entertaining to those powerful magically-adept beings capable of creating magical items.

One such, his, her, its or their name is unknown, seems to have been inspired by these feelings to create The Scythe That Brings All to Naught. This scythe stands as tall as the average human man and boasts a stout wooden handle made from the finest yew wood. Its mighty blade is forged from steel of an unusual quality most commonly associated with it having been quenched in unicorn urine, which of course would be a very expensive but effective form of creating a powerful and flexible form of steel. The blade would certainly outlast the handle, no matter how well cared-for the wooden shaft might be. The blade bears a series of magical-looking runes which belong to a language which is in fact a complex joke played by the scythes’ creator on another group of individuals known only as The Parsimonious Factorialists. An intelligence check with DC 25 is sufficient to realise this must be the case, although it is (designedly) impossible to work out what the runes actually mean, if anything.

In any case, the Scythe That Brings All to Naught is a Large scythe, with the magical power that anything or

anyone it touches is dispelled of magic. The wielder makes a dispel check on anyone it strikes (1d20+5+caster level, max +15) against the spell or against each ongoing spell currently in effect on the object or creature. The DC for this check is 11 + the spell's caster level. If you succeed on a particular check, that spell is dispelled; if you fail, that spell remains in effect. If the object or creature struck is the effect of an ongoing spell (such as a monster summoned by monster summoning), the wielder makes a dispel check to end the spell that conjured the object or creature. If a magic item is struck, the wielder makes a dispel check against the item's caster level. If the wielder succeeds, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers on its own. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional interface (such as a bag of holding) is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal magic such as this.



Moderate abjuration; CL 10th; Craft Magic Arms and Armor, *dispel magic*; Price 50,636 gp; Creation Cost 25,636 gp, 2,000 XP.

Shield of Shadows

(Medium Magic Shield) This +1 light steel shield has the shadow of an eagle on its front, and a shadow of a snake on its back. Three times per day as a standard action, the owner of this shield can call upon the eagle to animate itself while in its shadow form and attack anyone within 50-feet of him. The shadow eagle will fly straight towards its target as a touch attack using the wielders base attack bonus. Upon impact, the shadow eagle deals 2d6 points of damage to the target. Alternatively, the owner of this shield can call upon the snake to coil around a target up to 25-feet away. The target must make a Fort Save (DC 16) or the snake deals 1d4 point of constitution damage. A creature who takes constitution damage this way is immune to further constitution damage by the shield.

Faint Necromancy; CL 5th; Craft Magic Arms and Armour, *contagion*; Price 19,159; Cost 9,659 gp, 760 XP.

Stiletto of Misogyny

(Minor Magic Weapon) This magical knife has a jeweled pommel with several pearls set into the tip and silver thread wired into the grip. The blade itself is approximately eight inches long, although it often appears shorter to its victims, especially when they are suffering from the effects of hypnotism. The Stiletto of Misogyny is a +1 dagger with the additional power of *hypnotism* as per the spell. This power can only affect female humans, half-elves, or halflings. The blade is shown openly to the woman and she has a DC 12 Will to avoid the effects. If the save is failed the character is *fascinated* for 2d4 rounds.



Characters affected by this hypnotism cannot move but must open their eyes to the fullest extent and either scream or issue forth a sobbing shriek. The woman's eyes remain fixed on the blade for the duration of the effect. If the blade is removed from view for an entire round, then the effect is ended and the woman is no longer fascinated.

Fascinated: A fascinated creature is entranced by a supernatural or spell effect. The creature stands or sits quietly, taking no actions other than to pay attention to the fascinating effect, for as long as the effect lasts. It takes a -4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat, such as a hostile creature approaching, allows the fascinated creature a new saving throw against the fascinating effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the fascinated creature, automatically breaks the effect. A fascinated creature's ally may shake it free of the spell as a standard action.

Faint enchantment; CL 3rd; Craft Magic Arms and Armor, *hypnotism*; Price 3,000 gp.

Tree of Horror

(Medium Wondrous Item) This small tree is 3-feet in height, and looks as if it is dying; its branches do not have any leaves or shows any sign of life, except for small red tips at the end of each branch. When planted into the ground and watered with a magical potion of any kind, 1d12 flowers will instantaneously grow

from the tree and slowly shift in color from pure white to any colour the planter desires. The tree itself can survive in any conditions so long as it isn't destroyed. Each dawn 1d12 new flowers will blossom. Anyone who deeply smells one of these flowers must make a successful Will save (DC 20) or else go mad and attack anyone in sight. He will continue to do this until his dying breath.

If he is brought back to life after dying, he will still be insane and continue to attack anyone in sight. Short of a *limited wish*, *miracle*, or *wish*, the only cure for this is to take at least 20 of these dangerous flowers and boil them in a large container. The crazed man must then have his head dunked into this liquid; each time he is dunked, he takes 1d2 points of damage and is allowed a Will save (DC 20) to end the effects of the madness.

Moderate Enchantment; CL 15th; Craft Wondrous Item, *symbol of insanity*; Price 25,000 gp; Weight 5 lb.

Very Heavy and Quite Scary Flail of the Tyrant Lord

(Medium Magic Weapon) Chosen at the age of twelve by portents from the Pain God himself, the Tyrant Lord Kuthu had ultimate command of a small theocratic nation. His

reign lasted almost 3 years and the story of *The Very Heavy and Quite Scary Flail of the Tyrant Lord* is typical of historical anecdotes of the period. Kuthu demand that a weapon be made for him by the priests of the Pain God. He imagined himself clad in the imperial regalia swinging a great heavy flail that inspired terror in all enemies.

The first attempt by the priests to appease their Tyrant lord failed. He called them into long consultation about the inadequacies of the magical flail they had constructed. Helpfully he provided a list of suggestions including that it should have more spiky bits, be scarier and heavier, and that black was really a much more appropriate color. The revision process lasted for the rest of the reign of the Tyrant Lord and was finally concluded by the uprising of priests that ended his reign. The small empire of the Pain God disappeared but *The Very Heavy and Quite Scary Flail of the Tyrant Lord* survived.

This heavy flail has a +3 enhancement bonus, however it is so ungainly that it also has a -3 cumbersome penalty to hit, effectively canceling out the magic for purposes of hitting. An enemy struck by the flail must make a Will save (DC equal to 5 + half the modified attack roll) or be *shaken* in addition to taking damage. Lastly once a day, a wielder with a strength o at least 15 can swing the flail in a circle over their head as a standard action. The wind whistling through all the various spiky bits sounds like

the screams of people in incredible pain. This causes an effect like the spell *fear* (Will Save DC 17) in a 30 foot radius affecting both friends and foes (but not the wielder).

Shaken: Characters who are shaken take a -2 penalty on attack rolls, saving throws, skill checks, and ability checks.

Moderate Necromancy; CL 9th; Craft Magic Arms and Armor, *fear*; Price 25,315 gp; Cost 12,815 gp, 1000 XP.

Wickerknight

(Medium Magic Armour) Another creation of the mage assassin group known as the Weavers, (see *Figurine of Wondrous Power, Wickerman* above) the Wickerknight is cunningly crafted suit of armor that was given to the Weaver's best warriors. The armor is a form of banded mail consisting of a leather under-armor covered by horizontal slats of wood that had been enchanted to be both light and hard. The armor itself is shaped to look like a traditional Wickerman and is only easily distinguished from an active *Wickerman* figurine by the head.

Where the Wickerman figurine simply has a vaguely head shaped bit of wicker and twine, the Wickerknight armor has a helmet crafted to look like a gourd or pumpkin carved with a leering evil face. The wearer can see out through the holes carved in the helmet. Anyone looking at the helmet from outside cannot see the

wearer's face due to an illusion that the gourd is filled with flames that billow out of the carved eyes and mouth with every movement. Although it was never intended for such, the Wickerknight is made with no metal and thus druids can wear it without issue.

The Wickerknight is +2 banded mail. It has an armor check penalty of -3 due to the very light weight. The armor only weighs 17 pounds. All other stats are as usual for banded mail. Finally so long as the helmet is on, the wearer gains a gaze attack. This functions like the spell *daze* except that it follows the rules for a gaze attack and can affect anyone within 30 feet. No action needs to be taken to start the effect, indeed it can't be stopped from operating except by removing the helmet.

Faint Enchantment and Illusion; CL 12; Craft Magic Arms and Armor, *Daze, Minor Image*; Price 5,400 gp; Cost 2,900 gp, 200 XP.

Wicker Monolith

(Minor Wondrous Item) The Wicker Monolith is a large structure built from interlocking strips of wood. The wood is supposed to be cut by naked witches under the light of a gibbous moon but this is not always practical and so more commonly a mixture of (un)holy and ordinary pieces of wood is employed. Master craftsmen supervise the weaving of the pieces of wood until it has taken on the shape of the monolith, which is a giant humanoid figure seated on

a large throne and staring ahead as if into the future. There are 6 hollow spaces, suitable for a medium sized creature, within the monolith and it is in these that the sacrifices are to be chained for the burning of the Wicker Monolith and the power of their pain and suffering is harvested to bring potency to the benefits released.

Once built, the Monolith is brought to a state of semi-sentience through a program of cunningly-wrought enchantments and incantations. The purpose of this magic is to produce a Monolith which will strengthen the communicants who take part in the burning ceremony. On a certain night each year, the communicants join together to worship the old gods, the dark ones whose rule over nature is best remembered with blood and misery. There are many chants and shouts, animal skins are donned and drummers of three different types are assembled. The sacrifices are placed inside the monolith and, once the dark-robed priests have led the congregation into a screaming, dancing frenzy, the great wooden structure is put to the torch. The Wicker Monolith burns hot but fast. It burn 10 rounds before collapsing, and sacrifices take 1d6 damage per round for all 10 rounds.

The life energy of the sacrifices is distributed among the communicants. The total hit

points of damage taken by each sacrifice (to a maximum of current HP plus 10) is divided by the number of communicants, who receive that many temporary hp each (rounded up). Normal hit point totals may be exceeded for this purpose. The temporary hit points last disappear 1 day later.

Moderate Necromancy; CL 12th; Craft Wondrous Item, *vampiric touch*; Cost 3,600 gp.



ARTIFACTS

Artifacts

Artifacts are very powerful. Rather than merely another form of magic equipment, they are the sorts of relics that whole campaigns can be based on, and cannot be created by mere mortals (anymore). Each artifact could be the center of a whole set of adventures—a quest to recover it, a fight against an opponent wielding it, a mission to cause its destruction, and so on.

This is not to say that artifacts are *always* world-shattering. Some objects are designated as “artifacts” simply because there is no way to create them anymore, or perhaps they carry with them a history that is very unique to it.

Minor vs. Major

Minor artifacts are not necessarily unique items. Even so, they are magic items that no longer can be created, at least by common mortal means.

Major artifacts are unique items—only one of each such item exists. These are the most potent of magic items, capable of altering the balance of a campaign.

Remember, each campaign world is different. A +5 sword may seem weak in some games while a +3 flail is very powerful in others. As such,

none of the items in this book are designated as *Minor* or *Major*. This is left up to the discretion of the GM.

Set Items

Some artifacts come in sets. Each individual piece carries a certain amount of power, but when worn and/or wielded with other parts of the set the player becomes even more powerful. As a GM, one should be careful how these set items are given to players. The GM should not feel the need to give the *entire set* to the player, as he or she may become too powerful for the campaign.



It is recommended that GMs designate parts of a set to be *Minor Artifacts* while other parts to be *Major Artifacts*.

Caster Level

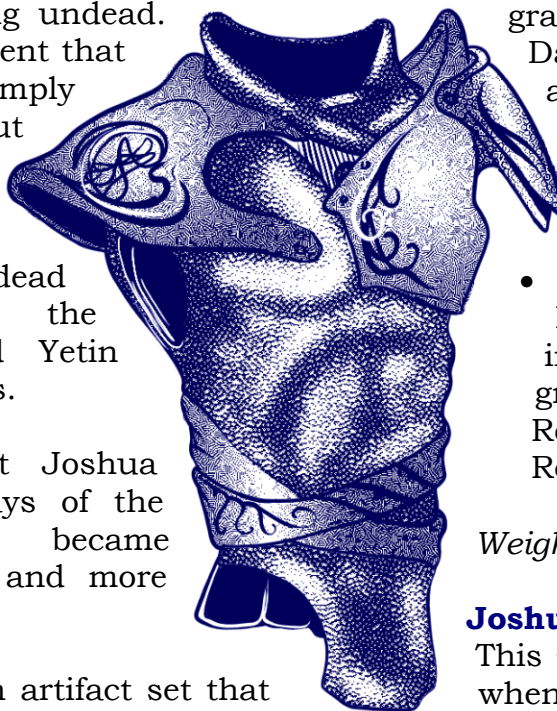
Unless otherwise noted, the Caster Level of these items is 20th.

Joshua's Soul

(Set) In 152, the Year of the Dragon, a great warrior emerged to battle the forces of evil. Joshua Lightblade was a Paladin from the small village of Demure; he set out to travel across the lands to destroy evil in all forms. After many years of traveling his arch enemy Yetin, a Necromancer, finally got his revenge by taking over Joshua's village of Demure. Upon hearing this, Joshua set out to free his village of tyranny, but when he arrived weeks later he had found that his entire village had been turned into walking undead. It was at that moment that his mind simply snapped and let out a fury that had never been seen since. He wiped out the entire undead populace within the village and killed Yetin with his bare hands.

It was then that Joshua renounced the ways of the Paladin, and became something darker and more malevolent.

Joshua's Soul is an artifact set that



consists of a mace, shield, helmet, and armor.

Joshua's Hate (armor)

This +1 armor magically resizes itself to fit onto a humanoid of any size or stature (note that the armor *type* is under the discretion of the GM). The armor itself shimmers blue while presented in direct sunlight, but turns pitch black when not in sunlight. When worn, the owner is instantly able to detect the alignment of all creatures within a 20 foot radius.

- **Synergy:** For each other item the owner has in this set, this armor gains a +1 enhancement bonus.

Weight: Dependent on armor type.

Joshua's Malevolence (Helmet)

When worn, this simple helmet causes the wearer's eyes to briefly flash red. The helmet itself will analyze all the creatures around it, granting the wearer Damage Reduction 1/- against all Neutral and Evil creatures, and Damage Reduction 2/- against all Good creatures.

- **Synergy:** If the wearer has two or more items in this set, the helmet grants him Fire Resistance 2 and Cold Resistance 2.

Weight: 3 lbs.

Joshua's Passion (shield)

This +2 shield feels very light when worn but is incredibly

sturdy. The shield itself has an affinity to the undead and will instantly make the wearer aware of undead creatures witching a 50-foot radius. Note that this does not alert the wearer of the *location* of the undead creature; it simply alerts him that one or more is nearby.

- **Synergy:** If the wearer has additional items in this set, this shield gains *retribution smite* – whenever the wearer is struck by a melee attack, his attacker is dealt damage; this damage is equal to the total number of items owned in this set (minimum of 2, maximum of 4).

Weight: 3 lbs.

Joshua's Rage (mace)

This +1 weapon has the ability to *Smite Villain (Su)* three times per day with one normal melee attack -- he adds his Charisma bonus (if any) to his attack roll and deals extra damage equal to half his level.

- **Synergy:** For each other item the owner has in this set, he may *Smite Villain* one additional time per day (maximum of 4).

Weight: 4 lbs.

Synergy (2 items)

No bonuses are granted for 2 items.

Synergy (3 items)

When the owner has 3 or more items in this set, he gains the ability to *teleport Smite (Su)* five times per day as a standard action – he simply chooses a target to attack, then instantly teleports adjacent to the target and makes a normal attack



against it. His critical threat range is increased by 2 for this attack, and it cannot be used in conjunction with *Smite Villain*, or any other special attack.

Synergy (full set)

When the owner has completed this entire set, he gains the ability to *War Stomp (Su)* three times per day as a standard action – as he stomps his foot onto the ground, it causes a great tremor, dealing 1d6 points of damage to anyone adjacent to him. Furthermore, those same creatures must make a successful Reflex save (DC 15 + half his level) or become prone.

Prone: The character is on the ground. An attacker who is prone has a -4 penalty on melee attack rolls and cannot use a ranged weapon (except for a crossbow). A defender who is prone gains a +4 bonus to Armor Class against ranged attacks, but takes a -4 penalty to AC against melee attacks. Standing up is a move-equivalent action that provokes an attack of opportunity.

Reliqui

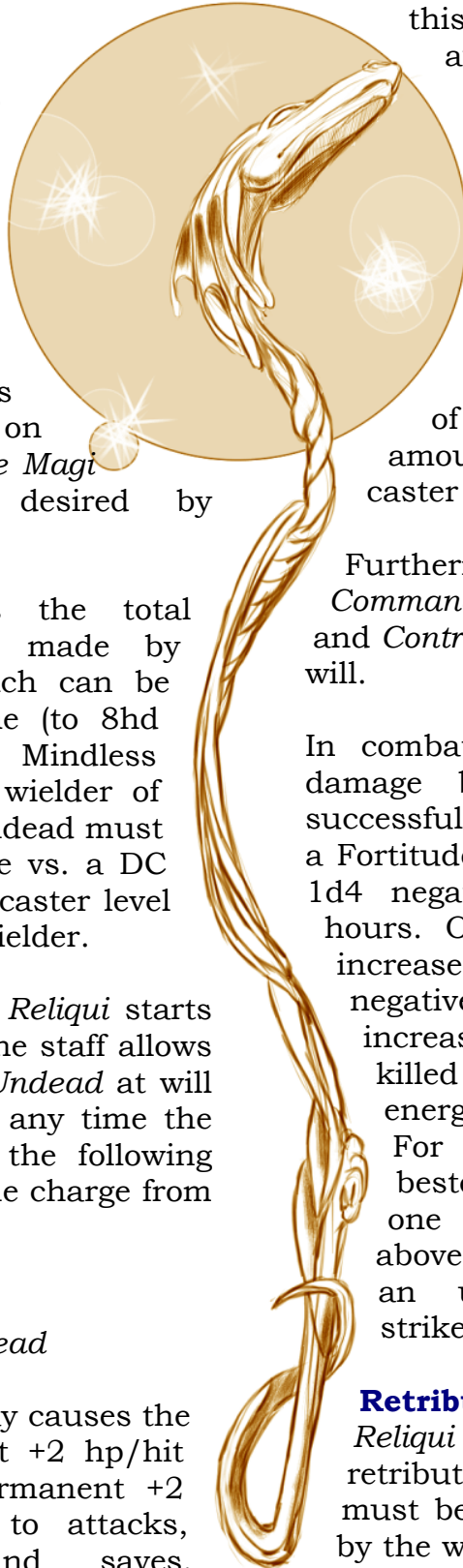
Appearing at first to be made from a well bleached and smooth piece of drift wood this staff is actually a very long twisted bone with a dragon head at the end of it. The *Reliqui* is an artifact roughly on par with a *Staff of the Magi* and more highly desired by Necromancers.

The *Reliqui* doubles the total amount of undead, made by *Animate Undead*, which can be controlled at one time (to 8hd per caster level). Mindless undead never attack wielder of the staff. Intelligent undead must succeed on a will save vs. a DC equal to the wielder's caster level in order to harm the wielder.

Like other staves the *Reliqui* starts off with 50 charges. The staff allows the casting of *Detect Undead* at will (no charges used). At any time the wielder casts any of the following spells by expending one charge from the staff:

- *Animate Dead*
- *Create Undead*
- *Create Greater Undead*

Using a charge this way causes the created undead to get +2 hp/hit die, as well as a permanent +2 enhancement bonus to attacks, melee damage, and saves. Additionally if anyone attempts to turn or rebuke undead created in



this manner, the wielder automatically knows (unless on a different plane). If present at the attempt to turn or rebuke, the wielder may use an immediate action and expend a charge from the staff in order to decrease the turning damage (hit dice) of the *turn or rebuke* by an amount equal to the wielder's caster level.

Furthermore, the staff can cast *Command Undead* (one charge) and *Control Undead* (two charges) at will.

In combat the staff does normal damage but in addition on a successful hit the target must make a Fortitude saving (DC 15) or suffer 1d4 negative levels that last 24 hours. On a critical hit the DC increases to 20 and the number of negative levels bestowed increases to 2d4. Humanoids killed by the staff through energy drain become wraiths. For each negative level bestowed by the staff it gains one charge. If this takes it above the maximum of 50 then an unintentional retributive strike occurs (see below).

Retributive Strike (Su): A *Reliqui* can be broken for a retributive strike. Such an act must be purposeful and declared by the wielder (or it can be caused by the absorption of too many charges). All charges in the staff are

released in a 30-foot spread of negative energy. All within 10 feet of the broken staff gain negative levels equal to half the number of charges in the staff; those between 11 feet and 20 feet away gain negative levels equal to one fifth the number of charges; and those 21 feet to 30 feet away gain negative levels equal one tenth the number of charges. A successful Fortitude save (DC 18) reduces the negative levels gained by half.

The character breaking the staff is not completely immune to *Retributive Strike* – he or she has a 50% chance of traveling to the Negative Material Plane of existence once the *Strike* takes place, otherwise. If she is not sent to the Negative Material Plane, then she would gain negative levels as normal (equal

to half the number of charges in the staff).

Only specific items, including the *Staff of the Magi*, *Staff of Power*, and the *Reliqui* are capable of a retributive strike.

Weight 5 lb.

Stranglehorn's Crusade

(Set) In 658, the year of the Wolf, the League of Shadows invaded the Molari continent. With millions of troops at its disposal, the League systematically sacked and burned of 50% of the cities. It was in the 11th month of the war that the five remaining kingdoms of Molari banded together and pushed back the invaders. With new weapons created by the arch mages, the united defenders repelled the invaders and took back their lands.

In the aftermath of the invasion the five kingdoms agreed that staying united was the only way to survive, and so was born the Molari Empire. After many years of rebuilding and refortifying their borders, the Molari planned what would be known

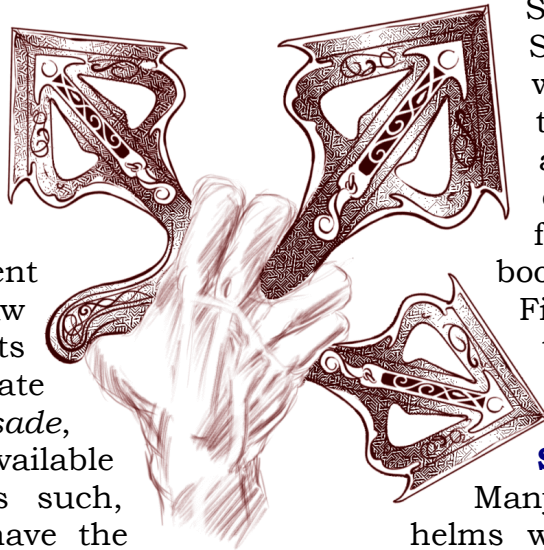


as the Lightbringer Crusade – an attempt to invade the League of Shadows and end their threat permanent. Armed with even more powerful equipment, the Crusade set out at their task, but soon vanished without a trace. To this day it is unknown what happened to the hundreds of thousands of warriors that participated in the Crusade.

Stranglehorn is a large number of set items that were specifically created for the crusade, the exact number and types of equipment are unknown. However, it is known that the following five items are available in this set. Whether there are more is still to be seen.

Stranglehorn's Vengeance (weapon)

Many different weapons were created for the crusades, and all the weapons in this set +1 enhancement bonus. While many raw materials and regents were used to create *Stranglehorn's Crusade*, this left few supplies available for healing magic. As such, weapons in this set have the ability to heal the wielder. Whenever the wielder of *Stranglehorn's Vengeance* makes a successful attack that deals at least 1 point of damage, the wielder is instantly healed of 1 hit point. If the attack was a successful critical hit, the healer is instead healed of 1d6 hit points.



Stranglehorn's Rock (Armor)

Several different armors were created for the crusades, and all of them in this set carry a +1 enhancement bonus to AC. The arch mages needed a way to give the crusaders an extra advantage in battle, and such each armor was blessed with a pint of unicorn's blood. The enchanted blood mixed in with the armor and strengthened it considerably. The wearer of this armor ignores all critical hits.

Stranglehorn's Shade (Boots)

The most elite of the crusaders were granted special metal greaves. They were enchanted to be much lighter than normal metal boots, and the wearer feels very light in them. Since the League of Shadows lies deep within volcanic lands, the crusaders needed a way to combat the effects of heat and fire. These special boots grant the wearer Fire Resistance equal to his level.

Stranglehorn's Sight (Helmet)

Many different types of helmets were created for the crusades, from full plate helmet to skull caps. Each of these carry a +1 enhancement bonus to AC. It is well known that battle can come at any time, day or night, and the crusaders would need every bit of edge they can get. The helmets in this set also grant its wearer *Darkvision* up to 60 feet.

Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Stranglehorn's Sustenance (Ring)

Long journeys can wipe out an entire army if one is not properly prepared. Traveling such long distances can be a nightmare when it comes to keeping the properly fed. As such, each member of the crusade was given *Stranglehorn's Sustenance*, which had a command word etched within it. When worn and the command word is spoken, the ring creates a small pill. When this pill is consumed, it provides nourishment as if were a normal meal for a Medium creature. Each ring may be used this way three times per day.

Stranglehorn's Refraction (Amulet)

The ranged combatants of the crusade (spear throwers, bowman, crossbowmen, etc), were a critical component and required special attention. They were each given a special amulet to help them with their tasks at hand.

When a successful ranged attack is made while wearing this amulet, there is a 20% chance that the spear (arrow, bullet, or other ammunition) will magically duplicate itself upon impact and target another foe that is adjacent. The wearer makes a second attack roll against this target with all the same modifiers.

Synergy (2 items)

When 2 or more of these set items are used, the owner will find that he is much more agile. He is granted a +1 dodge bonus to AC and a +1 bonus to all Reflex saves.

Synergy (3 items)

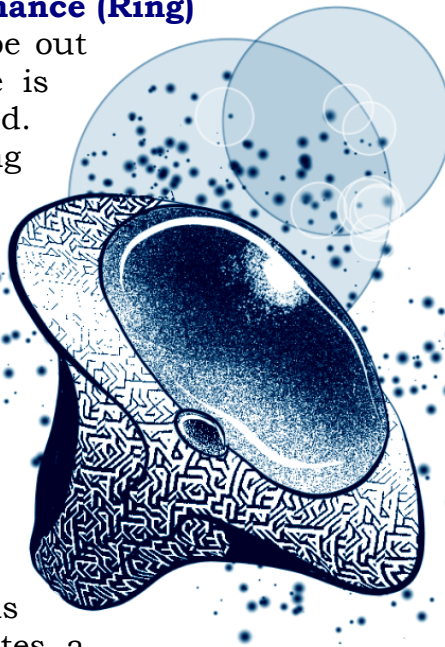
When 3 or more of these set items are used, the wearer gains an intimate perception of those around him. He gains a circumstantial +1 bonus to all his melee attack rolls and damage rolls.

Synergy (4 items)

When 4 or more of these set items are used, the wearer finds that he is more skilled in all of his endeavors. He gains a circumstantial +1 bonus to all skill checks.

Synergy (5 items)

When 5 or more of these set items are used, the wearer is filled with inner strength. Three times per day, he may fill himself with *inner strength (Su)* as a free action. Until



the end of the encounter, he gains a +1 bonus to strength, +1 bonus to dexterity, and temporary number of bonus hit points equal to half his level. He may use this ability a maximum of once per hour.

long and 5-feet wide. Anyone caught within this line of fire is dealt fire damage equal $1d6 \times$ half the wearer's level (Reflex save DC 20 for half damage). The wearer may do this once per three rounds.

Synergy (6 items)

When 6 or more of these set items are used, the wearer is filled with a fury of dragons. After all, many of these items were created with ashes of dragons as part of the enchantment process. The wearer may, breath a line fire up to 30-feet



Trick or Treat Mixture

The Trick or Treat Mixture often appears as a simple brown bag apparently filled with a 3d20+30 individually wrapped sweets. Each sweetie has a random flavor and effect (see tables below, rolling individually for flavor and effect) and characters may eat as many of them as they can stomach.

The sweets have a texture which is something of a cross between a toffee and fudge. Once gone, the Trick or Treat Mixture is gone forever and the remaining bag is just a mundane silk bag. Since the act of chewing the sweets until the effect is imparted is a voluntary one, no saving throws are available for avoiding negative effects of eating a Trick or Treat Mixture sweetie.

To consume a candy, the player must pull one candy out and eat it, then use the chart below to determine its effects.



d20 flavor – effect

1	Vomit – Permanently lose one hit point.
2	Blue cheese – give off a foul stench for 20 minutes. You and everyone within a 5-foot radius become <i>sickened</i> for that time.
3	Rum – Lose appetite for one day
4	Sour milk – Become inflamed with sexual desire
5	Frying oil – Grow one inch taller
6	Bat's blood – Start to cry maudlin tears for three minutes
7	Spicy pickled cabbage – Whistle a jaunty tune for the rest of the day
8	Smoke – Spontaneously create a beautiful short poem
9	Snake soup – Fall asleep for six minutes
10	Cinnamon – Cure any one illness or disease (choose randomly if character is afflicted by more than one)
11	Hot chili peppers – Become intoxicated for one hour
12	Boiled sugar – Good luck! +1 to all Save rolls for one day.
13	Underwear – Appear menacing for the rest of the day. Stay in the light as much as possible. All <i>hide in shadows</i> checks are penalized by 1.
14	Sweat – Gain ability to see ethereal creatures for the rest of the day.
15	Ginger – Shiver and feel cold for one hour
16	Rhubarb – Phase in and out of the prime material and ethereal planes for d3 minutes.
17	Salted crabs – Just for a fleeting moment, the eater grasps a sense of her or his death and a hint of the circumstances in which it happens – tragic, theatrical, anti-climactic, comic or peaceful (at the GM's discretion)
18	Apple and pumpkin pie – No effect except that the taste is yum-o
19	Steamed yam – Sneeze seven times
20	Eye of newt – Permanently gain one hit point.

Moderate (all schools); CL 13th.

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