

# Tome of Minor Items



## **About This Book**

The items in this book were compiled through the work of posters on the Dragonsfoot forum.

*Thanks to:* Madalch, Telemachus, chisspiller, random, serleran, chgowiz, SmootRK, Matthew-, Nazim, CleanCutroque, garhkal, DuBeers, koga305, order99, wolfpack and anyone else that contributed that I may have missed.

*Compiled by:* wolfpack

You can visit the forums at [www.dragonsfoot.org](http://www.dragonsfoot.org) for great Dungeons and Dragons, and other RPG discussion.

# Preface

The items in this tome are meant to be used for low level characters, or in low magic campaign worlds, after all not everyone can be favored by the gods.

Many of the items found here are weaker versions of their more powerful cousins, or replications of lower level spells. Others may have simple useful properties in combat or everyday adventuring.

These items are meant to be used in 1<sup>st</sup> edition Advanced Dungeons and Dragons, but can easily be ported into other editions.

# Using This Book

When it has been determined that a magical item should be rolled for, the DM can choose to use the tables provided below to determine those items rather than the standard magic items table.

The items in this book have been separated into three categories.

Table M1: Non Staff Weapons, Armor, Helms, Shields, and Gauntlets

Table M2: Amulets and Rings

Table M3: Staves and Miscellaneous Items

Roll on table A1 to determine which table to use to find an item.

TABLE A1: use 1d100 to determine item table

<b>Dice</b>	<b>Result</b>
01 – 40:	Table M1: Non Staff Weapons, Armor, Helms, Shields, and Gauntlets
41-60:	Table M2: Amulets and Rings
61-00:	Table M3: Staves and Miscellaneous Items

TABLE M1: Non Staff Weapons, Armor, Helms, Shields, and Gauntlets

Dice	Result	E.P. Value	G.P. Sale Value
01-10	Altahar's Gauntlets	400	3000
11-30	Armor of Feather Fall	200	800
31-34	Bow of Light	400	2000
35-40	Bow of Transmutation	300	3000
41-55	Fauxmail Armor	100	600
56-60	Hammer of Homing	300	1500
61-66	Helm of Infravision	100	800
67-70	Hypnotic Shield	300	2000
71-80	Leather Armor of the Chameleon	100	600
81	Ogrillon Gauntlets:	500	5000
82-86	Scale Mail of the Lizard King	300	1000
87	Shield of Resist Magic	500	7000
88-90	Stirge Blade	200	2000
91-96	Sword of Light	50	500
97-00	Sword of Striking	150	800

Table M2: Amulets and Rings

Dice	Result	E.P. Value	G.P. Sale Value
01-10	Amulet of Distortion	400	1000
11-12	Amulet of Galidor (C, D)	1000	3000
13-15	Aristor's Ring of the Gallant	900	2000
16-24	Braya'ark's Talisman	300	1000
25-31	Friendship Ring	200	800
32-40	Fumblers Ring	200	900
41-50	Lakollan's Ring	300	800
51-61	Nimbus Ring	300	600
62-66	Prospero's Ring	1000	4000
67-74	Ring of Invisibility to Animals	500	1500
75-85	Ring of Prestidigitation	100	400
86	Ring of the Familiar	1000	4000
87-93	Thikas Rings	200	300
94-99	Tollamid's Ring	400	600
00	Wizard's Promise	--	--

Table M3: Staves and Miscellaneous Items

Dice	Result	E.P Value	G.P. Sale Value
01-02	Backpack of Containing	50	300
03-04	Boots of dryness	100	500
05-06	Borric's Cloak	100	300
07	Box of Ghostly Enmity	--	--
08-09	Bracers of Throwing	200	500
10	Bracers of Shadow Manipulation	800	2000
11	Broach of Awareness	500	1000
12-13	Cap of Clear Thought	300	800
14	Cainen's Cabin	1100	5000
15-16	Charm of the Grasshopper	300	900
17-18	Cloak of Direction Sense	200	700
19-20	Cloak of Fearlessness	300	800
21	Cloak of the Traveler	200	800
22	Clover of Luck	400	600
23	Clover of Unluckiness	--	--
24	Coin of Chance	300	700
25-26	Comb of Greater Appearance	200	500
27	Declas's Door of Clothes Care	400	600
28	Dog Whistle	400	900
29-30	Dust of Freshness	100	300
31	Dweomer Switch	300	500
32	Earrings of Sisterly Contact	400	800
33-34	Ever Burning Torch	100	400
35-36	Everhot Tea-kettle	200	500
37	Everlasting Coin Purse	400	800
38-40	Fetching Stick	50	100
41	Figurine of Minor Power	200	700
42-43	Gilibar's Timer	25	75
44	Gloves of Magic Missile	500	900
45-46	Gloves of Repetition	75	150
47	Horseshoes of Carrying	200	400
48	Ivory Flask of Transformation	500	1000
49	Jug of Purification	100	500
50	Kelanan's Whetstone	300	900
51-52	Kynimatia's Cloak	300	1000
53-54	Lenses of Reading	100	200
55	Merryman's Mandolin	300	900
56	Mess Kit of Plenty	100	200

Table M3: CONTINUED

Dice	Result	E.P Value	G.P. Sale Value
57	Minor Necklace of Flaming Marbles	400	1000
58	Necklace of Fighting Prowess	300	500
59	Philter of Flatulence	--	--
60	Plume of the Peacock	200	500
61	Pocket Lilacs	50	400
62	Pocket watch of Narcolepsy	--	--
63	Prismatic Hood	50	100
64-65	Quill of the Thaumaturgist	400	800
66	Robe of Memory	500	1100
67	Screaming Stones	100	600
68	Seeds of Wisdom (D)	300	300
69	Slippers of Relaxation	50	300
70-71	Sentry Stones	100	200
72	Skull of Yam-Gregak (M)	600	1200
73	Spiderstone	200	800
74	Spike of Wizard Lock	50	200
75-76	Spoon of Stirring	50	100
77	Staff of Entanglement (D)	200	400
78	Staff of Knocking	200	300
79-80	Stein of Endless Ale	25	100
81	Stone of the Witching Hour	200	800
82-83	Time Chime	25	75
84	Tools of Picking (T)	100	700
85	Torc of Concentration	--	--
86-87	Towel of Drying	75	100
88	Vasili's Torc of the Rush Man	300	900
89	Vasili's Saddle	400	1100
90-91	Wand of Fog	100	700
92-93	Wizard's Everfull Quill	75	200
94	Wizard's Oaken Staff (M)	100	500
95-96	Wizard's Solar Lantern	100	500
97-98	Wonderbait	50	200
99-00	Wristbands of Atlas	75	300

# Item Descriptions

## Table M1

### **Altahar's Gauntlets:**

These chain mesh gauntlets allow the user to attack with a second weapon without penalty from Dexterity.

### **Armor of Feather Fall:**

This armor protects its wearer by automatic activation of a feather fall if the individual falls 5' or more. (see feather fall spell). This armor is leather 95% of the time and studded leather the other 5%.

### **Bow of Light:**

This bow resembles a normal composite shortbow, but is different in two respects; it is made of a glass-like material (although it bends like a normal bow) and it has no string. To use the bow, one holds it and utters the command word, and a glowing arrow and string appear where they would normally be. The bow gives a bonus of 2 to damage versus undead.

When the arrow hits something, a glowing sphere (Equivalent to a Light spell) appears for one round.

However, the bow has limited Charges (each charge creates one arrow). Leaving the bow in the sun for one turn will give it 1 charge, a Light spell will restore 4 charges, and a Continual Light spell will fully restore the bow. The bow may never have more than 10 charges at any one time. A small downside to the bow is that it loses 1 charge for every hour spent underground or in a lightless place. Also, a Darkness or Continual Darkness spell will make the bow lose 4 and all of its charges respectively. If the bow has no charges, it will not radiate magic (which will probably be true when it is first found in a treasure hoard).

### **Bow of Transmutation:**

This bow looks like a normal short bow, but when a command word is uttered the bow will magically transform into a light crossbow (and vice versa) this transmutation takes 1 round to complete, and the new version of the bow will be loaded and ready to fire. Furthermore if an arrow is placed onto the bow when it is in crossbow form the arrow will change into a normal quarrel, and a quarrel drawn while in bow form will become a normal arrow.

### **Fauxmail Armor:**

This suit of ring, scale, chain, or even plate (all four varieties are known to exist) will always have AC: 7. The armor is weightless when worn. The Fauxmail is not designed to protect, but to confuse. Thieves, rangers, wizards, even monks can wear this armor freely, receiving no penalties at all. Roll on the chart below to determine armor type.

- 1-2 ring
- 3-4 scale
- 5 chain
- 6 plate



**Hammer of Homing:**

This hammer looks and acts as a normal hammer until thrown by a fighter class character. When thrown by a fighter class character the hammer will receive a +3 on his to hit roll.

**Helm of Infravision:**

This tarnished small helm gives the wearer infravision as if he were a dwarf while the helm is worn.

**Hypnotic Shield:**

This highly polished small shield functions as normal until a command word is spoken. Once per day when a command word is spoken the shield produces a hypnotic pattern as the 1<sup>st</sup> level illusionist spell.

The shield bearer must remain still and silent to keep the hypnotic pattern functioning. If the bearer is hit in combat or moves the pattern will stop

**Leather Armor of the Chameleon:**

This relatively normal looking leather changes colors to blend with surroundings. Thieves will receive a +4% to hide in shadows when wearing this armor.

**Ogrillon Gauntlets:**

Not as powerful as gauntlets of ogre power, these gloves

imbue the wearer with 18 strength in his or her hands, arms, and shoulders.

When striking with the hand or with a weapon hurled or held, the gauntlets add +1 to hit probability and +2 to damage inflicted when a hit is made. They enlarge or shrink to fit human to halfling-sized hands.

**Scale mail of the Lizard King:**

This rough looking green colored scale mail gives the wearer the ability to breath underwater as the 3<sup>rd</sup> level druid spell water breathing but with no duration.

**Shield of Resist Magic:**

This looks like a well used small shield with plenty of dents and scratches, however when being used in combat it gives the user a 3% magic resistance.

**Stirge Blade:**

This dagger is thin and tapers to a sharp point. When this dagger strikes an opponent it lodges itself into its victim, draining 1-3 hit points each round thereafter until it has drained 12 hit points total, at which point it will dislodge itself. The victim may spend 1 round removing the dagger.

**Sword of Light:**

This sword will always appear as a high quality blade of its type. It will offer no plus to hit or damage, but with a command word acts as the source of a light spell, an additional command

word turns it off. The sword will be

01-50 Long Sword

51-80 Broad Sword

81-0 Short Sword

### **Sword of Striking:**

This sword is always of long or broad type.

It does not have any bonuses to hit or damage, but will affect creatures only harmed by magic weapons. It will do 1-6 points of damage on a creature that requires a +1 or better weapon to hit, and 1-4 points on a creature that requires a +2 or better weapon to hit.

## **Table M2**

### **Amulet of Distortion:**

This amulet will be in the shape of a small pair of eagle wings, the wearer is immune to the charming effects of a harpies song.

### **Amulet of Galidor:**

This beautiful gold amulet allows a cleric or druid to roll the appropriate number of dice for a healing spell twice, and keep the higher of the two rolls.

### **Aristor's Ring of the Gallant:**

This simple brass ring allows the wearer to damage creatures that require a +1 or better weapon to hit, with normal handheld weapons.

### **Braya'ark's Talisman:**

This amulet, carved from bone and set with oddly-coloured stones, allows the wearer to fluently speak and understand an extra language (regardless of intelligence), according to the table below

01-24 Goblin

25-43 Hobgoblin

44-58 Orc

59-62 Ogre

63-71 Gnoll

72-80 Bugbear

81-88 Goblin and Hobgoblin

89-95 Goblin and Orc

95-97 Orc and Ogre

98-99 Goblin, Hobgoblin and Orc

00 Ogre, Bugbear, and Hill Giant

Anyone attempting to speak Elvish or Dwarvish while wearing this amulet will have a horrible accent, resulting in an effective penalty of -3 to their charisma.

**Friendship Ring:**

This ring is often given to a childhood friend or relative. It confers a bonus of +1 to saves against charm-related spells as it reminds the wearer of what true friendship is and helps him/her fight off the adverse effects of magic which seeks to twist that notion.

If given to a character already under the effects of a charm-related spell by a dear friend (or lover), the charmed character may instantly make a saving throw (with the +1 bonus) to break the effects.

**Fumblers Ring:**

This silver ring is set with both a small sapphire and ruby. The wearer of the ring will receive a +1 to dexterity for as long as the ring is worn.

**Lakollan's Ring:**

This ring acts similarly to a ring of water walking, allowing normal movement over mud, marsh, or quicksand. It does not allow any bonuses to swimming, or walking on water.

**Nimbus Ring:**

The wearer of this ring will gain proficiency in the short bow for as long as the ring is worn. If the ring is removed the proficiency is lost.

**Prospero's Ring:**

This ring allows the wearer to summon a sylph, who will be friendly to the wearer. The sylph will willingly perform one task for the wearer, but will not endanger its self, nor will it enter combat.

The ring has 2-8 charges when found, and cannot be recharged. If the ring is used by an evil-aligned person, or if the ring is used twice within a three-day period, the ring will lose all of its charges and crumble into dust.

**Ring of Invisibility to Animals:**

This ring functions as the first level druid spell of the same name when a charge is expended. The duration of the invisibility is 1 turn, and the ring typically comes with 2-16 charges.

**Ring of Prestidigitation:**

A small copper ring with curvilinear markings etched across its surface, which, at the discretion of the bearer, allows a single coin (or its equivalent weight) to slowly rise from its position and can be directed as desired, at 1 inch per segment. The coin must be unattended and not in the possession of another.

**Ring of the Familiar:**

The wearer of this ring will be granted a familiar similar to the magic user spell of the same name. Although the familiars hit points are not added to the wearers. The familiar will be able to communicate with its master and will be loyal for as long as the ring is worn.

Roll on the table below to determine familiar.

1-5	House Cat
6-10	Rat
11-15	Sparrow
16-20	Toad

The familiar will have 1-4 hit points and an AC of 8. If the ring is removed for any reason the familiar will immediately lose its connection to the owner. The ring can only function for an individual once, so if a familiar is lost another cannot be gained by putting the ring back on.

**Thikas Rings:**

These pearl adorned rings radiate faint abjuration and divination magic. When handed out to friends, they will allow for either person to feel a tingle and know when the other wearer is in danger and his location. Each ring can only function like this twice in a 72 hr period before going dormant for 1 week.

**Tollamid's Ring:**

This ring prevents the wearer from being bitten or stung by normal insects. This ring also has a slight effect on giant and magically-generated insects, which are 50% likely to attack another target if one is available.

**Wizard's Promise:**

If this small golden ring is given to someone by a magic user while delivering a verbal promise of any sort, the wizard will be bound to fulfill the very letter of the promise as long as the ring is worn by the receiver.

Not acting on the promise causes the wizard great pain and suffering (-1 to all physical actions). If the receiver of the promise willingly gives the ring back to the giver, the Wizard is released from the promise. Some rumors state that the ring can be given to another non-magic-using character and the promise transfers to this new receiver as if the wizard had given it to this new person.

Eight of these rings were made for a king who surrounded himself with eight Magic Users - requiring each to promise loyalty as they placed one on a finger.

**Table M3**

**Backpack of Containing:**

This looks like a normal leather backpack, but it has an extra dimensional space which allows it to hold an additional 40 lbs more than a normal backpack without any added encumbrance.

**Boots of Dryness:**

These fur lined boots are water proof against all forms of normal liquid. They also will prevent the wearer from being harmed when stepping on green slime or black pudding.

**Borric's Cloak:**

This cloak is capable of assuming three different colors, each having its own command word.

(Black, Red, Green)

### **Box of Ghostly Enmity:**

This is a plain wooden box filled with valueless trinkets. Once a character opens the box he will be haunted by the vengeful spirit of the trinkets owner.

The haunting will grow progressively worse

Week 1 - The character will experience horrific nightmares and will be unable to get restful sleep for the first week of the curse. This will prevent hit point recovery, and will not allow spell casters to properly memorize spells.

Week 2 – Strange symbols will begin etching themselves into the characters skin as he sleeps. This will cause 1 hit point of damage.

Week 3 – The character will have to make a saving throw versus magic each day or else will go insane.

Week 4 – The apparition will begin to materialize each night draining 1 point of the characters constitution. Once the character reaches 0 constitution he will become an apparition himself.

A remove curse will reset the effects of the box back to week 1. A remove curse and dispel magic on the box will render the box inert and all constitution penalties and insanities will be reversed.

### **Bracers of Throwing:**

These leather bracers give the wearer a +1 to hit with a thrown weapon.

### **Bracers of Shadow Manipulation:**

Once per week the wearer of these bracers will be able to animate a shadow (not to be confused with the monster of the same name) (ac: 7, hp: 9, attacks: 1, damage: 1-4) the shadow will follow the wearers command and will last for 24 hours or until it is killed. The shadow is unable to lift or carry and items.

### **Broach of Awareness:**

The wearer of this silver and gold broach can only be surprised on a 1 in 6 chance.

### **Cap of Clear Thought:**

While wearing this red leather cap the wearer will gain a +1 on saving throws against charm person, fear, phantasmal force, hypnotic pattern, and hypnotism.

### **Cainen's Cabin:**

This appears to be a 6" x 6" wooden cube, but when a command word is uttered it transforms into a 10' x 10' wooden cabin. The cabin will contain a single cot and a wash basin but no floor. The cabin can sustain 50 points of damage before it collapses, the damage is cumulative.

### **Charm of the Grasshopper:**

This charm is a small figurine of a grasshopper 1" in height. The legs of the grasshopper are hinged or otherwise connected so as to allow them to move. Uttering a command word allows the possessor to act as if under a Jump spell. This ability is usable twice per day.

### **Cloak of Direction Sense:**

When on the prime material plane the wearer of this fur cloak will always know which direction is north, even when underground.

### **Cloak of Fearlessness:**

This plain looking cloak gives its wearer +2 on all saving throws versus magical fear attacks.

### **Cloak of the Traveler:**

When worn, this cloak allows the wearer to ignore natural weather conditions affecting his vision or movement. It does nothing though to enable him to endure heat or cold.

### **Clover of Luck:**

This item initially appears as a 4-leaf clover made of silk (the number of leaves representing the number of charges). However, it may appear with more or less leaves as the DM sees fit. Each charge in the clover may be used when luck is needed on a vital roll. Plucking a leaf allows any roll to be rolled twice, with the best roll taken (plus any bonuses and penalties applicable).

### **Clover of Unluckiness:**

This cursed item initially appears as a 4-leaf clover made of silk (the number of leaves representing the number of charges). However, it may appear with more or less leaves as the DM sees fit.

Each charge in the clover may be used when luck is needed on a vital roll. Plucking a leaf allows any roll to be rolled twice, with the worst roll taken (plus any bonuses and penalties applicable).

### **Coin of Chance:**

This silver coin is engraved with scales on both sides and has two possible effects. When flipped the coin will grant the user either a -1 to hit for 24 hours, or +1 to hit with a hand held weapon for 24 hours. When the 24 hours is up the coin may be flipped again.

01-50 -1 to hit

51-00 +1 to hit

### **Comb of Greater Appearance:**

When a character uses this elegant golden comb their charisma is increased by 1 for 10 rounds. This effect can be used once per day.

### **Declas's Door of Clothes Care:**

When placed on a solid wall, this magical door (looks like a 2 foot round door) creates a magical artificial realm, where when clothing is placed in, will come out cleaned, dried and ironed after 30 minutes. If left in for more than 1 hr, the items start to get damaged as if by many moths.

**Dog Whistle:**

This elegant silver whistle was made by a powerful cleric of a long forgotten god who used it to help drive packs of rabid dogs from a ravaged wilderness village.

If blown in the presence of a canine or canine-based creature, they will be affected as if they were undead of like HD being turned by a cleric of half the whistle blower's level (round up). Exception: no canine will be destroyed, only turned/forced to flee, regardless how high the whistle blower's level.

**Dust of Freshness:**

This powdery substance will, when sprinkled over a person, make them smell fresh as if they just had a proper bath, regardless of how stinky, smelly and grimy they have become.

The recipient does not need to remove their clothing, and the powder can even work if they are wet. Each pouch carries 5 doses, and it takes 1 dose to cover a man size person.

**Dweomer Switch:**

This slender willow branch can be used to strike an item or person, and will have the same effect as a dispel magic cast by a 6th level magic-user.

It will automatically dispel light or continual light spells. It will work only once then the branch turns black and dies.

**Earrings of Sisterly Contact:**

This simple pair of earrings are clipped to the wearer's earlobes. One of the earrings can be given to a friend to wear. From that point forward, the earrings can allow two-way communication like a quiet magical telephone system within line-of-sight.

Note that some of these devices are flawed and communication only works in one direction. The earrings have no charges, and will only work for females.

**Ever Burning Torch:**

With a command word this normal looking torch can be lit or extinguished, also it never burns down.

**Everhot Tea-Kettle:**

This beaten bronze tea kettle looks completely normal and uninspiring, until it is filled with water. Water placed in the kettle is immediately heated to steaming.

**Everlasting Coin Purse:**

Once per day this small coin purse creates 1 silver piece. The coin purse can only hold a single silver piece at a time, so if it is not emptied then no coin will be produced the next day.

### **Fetching Stick:**

Designed to entertain small children, the Fetching Stick can be thrown and it will turn and return to the thrower (similar to a boomerang, though the Fetching Stick looks more like a 12" natural stick).

If the stick strikes an enemy, it only causes 1 point of damage. However, a skilled thrower can use it to flip switches at a distance, knock something out of the surprised hands of an enemy, disarm crossbows by knocking the bolt out of place, etc. Such creative uses of the Fetching Stick require a Dexterity check, with penalties decided upon by the DM but relevant to the situation.

### **Figurine of Minor Power:**

There are various figurines, but all have the following in common. Each is apparently a statuette of small size, about a inch or so high. When the figurine is tossed down and a command word spoken, it becomes a living creature which obeys and serves its owner.

If any figurine is destroyed in its statuette form it is forever ruined, all magic is lost, and it has no power. If slain in animal form the figurine simply reverts to its Statuette conformation and can be used again at a later time as long as the statuette is not broken.

When figurines of minor power are indicated, roll on the table below to determine the type:

- 1-2 Golden Tabby
- 3-4 Ivory Hamster
- 5-6 Silver Sparrow

Golden Tabby: at a word this statue turns into a common house cat that can speak common (HP 1-4, AC 8, attacks 1, Damage 1-2) the transformation lasts 12 hours and can be used once per week.

Ivory Hamster: At a word this statue turns into a small white hamster that can communicate telepathically with its owner. (HP 1, AC 8) the transformation lasts for 6 hours and can be used once per week.

Silver Sparrow: at a word this statue changes into a normal sparrow that can speak common (HP 1, AC 9). The transformation lasts for 1 hour and can be used once per week.

### **Gilibar's Timer:**

This device will always tell you promptly when food is ready for consumption. No longer will you have to worry about under or over cooking anything.

### **Gloves of Magic Missile:**



These gloves can cast a magic missile spell (2 missiles) as a 3rd level mage it can hold a maximum of 10 charges, and is rechargeable.

### **Glove of Repetition:**

Made for a busy wizard's housewife, this simple glove is white with a wide opening. The owner can wear it and begin performing any repetitive task, then slip his/her hand out.

The glove will continue the task until the owner commands the gloves to stop. The task can only exert as much force as the owner exerted before slipping his/her hand out.

Examples of common use include stirring food, swinging a child in a seat, rubbing feet, or holding on to an object to keep it in the air. Although designed for domestic use, a clever adventurer might use it to hold a door shut, keep a lever from actuating, hold a prisoner in place, etc.

### **Horseshoes of Carrying:**

Any mount wearing these simple iron horseshoes will be able to carry an additional 100 lbs without adding to its encumbrance.

### **Ivory Flask of Transformation:**

This intricately carved ivory flask comes with a silver stopper. Any magical potion poured into this flask will be transformed into a different magical potion according to the chart below.

- 1-2 Healing
- 3-4 Levitation
- 4-6 ESP
- 7-8 Clairaudience

Any potion changed in such a way cannot be changed again.

### **Jug of Purification:**

This plain clay jug can hold 1 quart of liquid. Any liquid placed in the jug will become pure filtered water.

### **Kelannen's Whetstone:**

These magic items are rumored to have been manufactured by the Prince of Swords, or at least at his direction.

When used on a non-magical sword, dagger, or knife the stone imparts a bonus of +1 to both hit and damage.

The effects are due to the magically endowed sharpness of the blade so the weapon can be used against creatures only affected by enchanted weapons. Each successful hit, however, has a 5% cumulative chance of blunting the blade, returning it to its normal non-magical state.

Each use of the whetstone has a cumulative 1% of resulting in the stone breaking, thus rendering it useless. Sharpening takes 1 turn.

### **Kynimatia's Cloak:**

A person who falls while wearing this cloak will almost always (95%) land on their feet. Falling damage is reduced by -2 per dice (this does not affect damage caused by landing on spikes, etc.).

### **Lenses of Reading:**

Often attached to a wireframe set of spectacles, a character placing this enchanted glass before his eyes allows him to read text even in fog or thick darkness.

The lens creates no light, but magically allows the viewer to see the words clearly. The lens will not make the viewer understand a language he cannot already read, nor allow the illiterate the ability to read. Lenses of Reading will not see through magically summoned darkness.

The lenses have no charges and will work for about a thousand years or so before the glass degrades too far to hold the enchantment.

### **Merryman's Mandolin:**

This appears as a normal instrument until it is used by a Bard. When played by a Bard Merryman's mandolin creates a protection from evil spell in a 10' radius for as long as it is played.

### **Mess Kit of Plenty:**

This is a mess kit that once per day creates a full hot meal for 1 person.

### **Minor Necklace of Flaming Marbles:**

While a major version of this item has never been found, this necklace will have 2d20 beads.

The beads resemble red marbles, and can be removed from the necklace, but not reattached.

Once removed, each marble will detonate within 3 segments.

When it detonates, it will cause 1d4 damage to anyone it strikes directly, and 1 point of damage to anyone within 5'.

After the initial explosion, the marble will continue to burn brightly for about 10 minutes, illuminating everything within 30'.

### **Necklace of Fighting Prowess:**

Any character wearing this steel necklace will have 1 less subtraction for using a weapon they are not proficient in. (ex: a fighter would receive a -1 instead of a -2)

### **Philter of Flatulence:**

This potion causes the drinker to become extremely gassy and to have severe diarrhea. The drinker will need 12 hours of rest for the potion to pass, otherwise his movement rate is cut in half and he loses all reaction adjustment bonuses for 24 hours.

### **Plume of the Peacock:**

This long brightly colored feather gives the wearer a +10% to reaction adjustment when worn on a hat or helm.

**Pocket Lilacs:**

This small ceramic or glass flower radiates a slight magical aura visible even to those without the ability to cast detection spells.

If the owner places the tiny sculpture in his pocket, he will radiate a pleasant odor (not too strong, not so weak) that masks any unclean scent. Although the item is shaped like a flower, the scent the owner radiates is not necessarily floral in nature.

Each person around the owner will smell a different pleasant scent. Although this enchanted little item is relatively low in power, it can fetch an amazing price if offered to a woman of high social standing.

**Pocket Watch of Narcolepsy:**

This is a beautifully gem encrusted silver pocket watch. When the watches owner engages in any strenuous activity he has a 5% chance of falling asleep on the spot and will remain asleep until he is awoken by another person, or 15 minutes has past.

The owner will not be able to rid himself of the watch until a remove curse is cast upon him.

**Prismatic Hood:**

The wearer of this hood can pull it over his head, think of a hair color, and pull it back to reveal his/her hair has changed to the designated color.

The coloration will last until the hair grows out or until the hood is used again. Any coloration will do, even streaks, highlights, etc.

The hood itself attaches to the collar of any shirt, tunic, jerkin, cloak, etc., and will appear a color appropriate to the clothes to which it is attached. Each use drains one charge, and a Prismatic Hood normally has between 2 and 20 charges when found.

**Quill of the Thaumaturgist:**

This item allows a Magic-User to copy a total of 10 levels of spells from a scroll into his spellbook.

The Quill prevents the transcription process from erasing the scroll and the copied spell will be 100% error free. Once 10 levels of spells have been written using the Quill, it disappears in a puff of smoke.

**Robe of Memory:**

This set of robes will allow a spell caster to memorize 1 additional spell more than he normally would. What level spell should be determined from the below chart.

1-3 1<sup>st</sup> level

4-5 2<sup>nd</sup> level

6 3<sup>rd</sup> level

The spell must be one the character can normally cast.

**Screaming Stones:**

These tiny blue stones appear to have no special value except when magical detection is applied.

When a screaming stone is hurled, it makes a loud high-pitched screech as it streaks through the air. The farther it is thrown, the longer the duration of the screech. The harder it is thrown, the higher pitch the screech.

After being hurled, the stone loses its coloration and its enchantment. When found, the Screaming stones will number somewhere between 2 and 20.

### **Seeds of Wisdom:**

Specially prepared hazelnuts and acorns which, when eaten by a druid, enhance spell effectiveness, +50% range or duration, -1 to saving throws.

### **Slippers of Relaxation:**

These charmed footwear are made from the fur of rabbits- clearly so, since the heads of the coneys are still attached to the front of the slipper. They come in several colours, which have different enchantments. They must be worn for at least an hour before the wearer goes to sleep at night for their powers to be effective.

Pink: Anyone wearing these slippers for an hour before bed will sleep very restfully, and will regain d3 hit points instead of the regular 1.

Purple: A magic-user wearing these slippers in the evening will wake up refreshed enough to memorize one -extra- first level in the morning.

Grey: Anyone wearing these slippers prior to sleeping will wake up feeling alert and clear-headed. All saving throws made vs. spells the next day will be made as if the wearer had a wisdom two points greater than the actual wisdom score.

These slippers will only function for one person per day.

### **Sentry Stones:**

These are a handful of white-colored stones.. When setting up camp, the character places the stones in a ring approximately 30' diameter. Any living being who crosses the plane of the circle will alert the magic user with an alarm only he can hear.

Unfortunately, any bird, insect, or meandering rodent will cause the alarm to occur, making the character get a poor night's sleep.

### **Skull of Yam-Gregak:**

This staff is topped with a strange demonic-looking skull, with small curled horns and sharp teeth. A magic-user who bears it can turn skeletal undead as if a very low-level cleric (a roll of 16 is needed to turn ordinary skeletons, and only 1-6 skeletons will be affected).

If the mage is 5th level or above, s/he may animate a single skeleton (as per animate dead) once per week- this skeleton will obey the bearer of the staff only so long as s/he holds it.

Should the MU set down the staff, sleep, be disarmed or incapacitated, the skeleton will stand unmoving until the MU picks up the staff once more. The skeleton will collapse into dust if turned by a cleric, slain, or after the passage of a week.

**Spiderstone:**

A mottled black and red polished stone normally set into an amulet, brooch or necklace. When the command word is uttered, the stone transforms into a Large Spider and will attack any creature in sight as indicated by its owner.

Another command word will return it to stone form. If slain it likewise returns to stone. The stone may be used once/day, and when found has 2d4 charges. It cannot be recharged.

**Spike of Wizard Lock:**

When placed into a door or other item that opens/shuts, this item acts upon the door/item as if it has had Wizard Lock cast upon it.

All counters to Wizard Lock work on this item. If someone removes the spike from the door/item, the Wizard Lock is removed.

**Spoon of Stirring:**

When this large wooden spoon is placed in a container with liquid it will begin stirring continuously until removed.

**Staff of Entanglement:**

This acts as a normal staff for every class but a druid. For a druid the staff will allow the casting of an entangle spell once per day the spell will be equal to the druids level.

The druid may also expend a charge to cast a detect snares and pits at a 6<sup>th</sup> level of ability. The staff comes with 2-8 charges and can be recharged.

**Staff of Knocking:**

This normal looking staff acts as the magic user spell knock as if cast by a 4<sup>th</sup> level mage when a charge is expended. It holds 1-4 charges and can be recharged.

**Stein of Endless Ale:**

This steel beer stein is engraved with scenes of warriors at battle and has an attached lid that can be lifted by pushing a level over the handle with the thumb.

When the lid is lifted the stein will instantly fill with a high quality ale.

**Stone of the Witching Hour:**

This small smooth flat onyx pebble is 1" in diameter. Any offensive spell, cast by the holder of the stone between the hours of midnight and 1 AM will gain 1 dice of damage.

**Time Chime:**

This small brass disk has a convex shape, like a very flattened bell. It can be carried around by anyone interested in keeping careful track of the passage of time.

Once per half hour, the item makes a distinct chime noise, audible to the owner only.

**Tools of Picking:**

The enchanted version of lock picks allow the possessor to add 1d4% to his Pick Locks percentage.

If a 4 is rolled an additional 1d6% is added. The picks are often found in a leather case stamped with the sigil of Norebo or Olidammara.

### **Torc of Concentration:**

When this torc is worn properly on the brow, it slowly throbs and pulses giving the wearer a nasty migraine, but does not actually cause physical injury or impairment otherwise.

However, should something that requires concentration be attempted whilst the torc is worn, there is a 15% chance that concentration is broken, at which point the victim falls over in agony, remaining so for 1d4+1 rounds.

Actions, save those that need concentration, are possible during this state but are always resolved last and at -3 to any die roll needed. A remove curse will allow the person to remove the torc.

### **Towel of Drying:**

When this plain cotton towel is wiped once over skin and cloth and will instantly remove all excess water from such items expending a charge.

The towel can then be rung out, releasing the water.

The owner could become completely submersed in water fully clothed, step out of the water, and towel off in seconds, ringing a sizable puddle out of the Towel of Drying.

When found, the item has between 2 and 20 charges. When the charges expire, the item takes on a slight moldy smell but functions as a normal towel.

### **Vasili's Torc of the Rush Man:**

In order for this braided copper Torc to function, the user must first lash together a halfling-sized mannequin from rushes and saplings-a process taking no more than half an hour or so. Once crafted, the wielder of the Torc can use its power to animate and control the doll. The resulting creature (MV-6", AC 10, HP-8) cannot fight but can carry up to 100 lbs and does not tire.

Control is line-of-sight. Seven days after the Rush Man is activated, it begins to blacken and char, and by nightfall is consumed utterly.

### **Vasili's Saddle:**

This saddle of polished leather and sturdy willow frame may be used as a normal saddle, but the mount will find it somewhat uncomfortable.

To use the Saddle as intended, a Rush Mount must be created as per the Rush Men above-about an hour's work.

The Rush Mount (MV-18", AC 10, HP-20) is like the Rush Man in all respects save for the ability to carry a load of 500 lbs.

### **Wand of Fog:**

When a charge is expended this wand casts a wall of fog (1<sup>st</sup> level illusionist spell) at the 4<sup>th</sup> level of ability. The wand holds 2-5 charges and can be recharged.

### **Wizard's Everfull Quill:**

This quill, obviously plucked from some type of exotic creature, is enchanted to never require dipped into ink.

It will produce ink every moment the quill is in contact with paper or papyrus.

### **Wizard's Oaken Staff:**

This staff is made of oaks as old as the world, with a core cast of silver. Despite being wooden on the outside, the staff will harm creatures who require silver weapons to be harmed (such as lycanthropes).

Additionally, any spell with a range of "touch" will work through the staff, allowing such spells as Shocking Grasp to work through contact with the Wizard's Oaken Staff.

### **Wizard's Solar Lantern:**

This fist-sized sphere made of smokey glass can be left out in the light of the sun. If left outside for a complete day, it will shed light in a 30' radius, as a magic user spell light, until the sun next rises.

The globe's light cannot be turned off, but can be covered by a thick sack or cloth to conceal its radiance.

### **Wonderbait:**

This is a silvery, flexible worm-like length of gummy string. It can be placed on a normal fishing hook and lowered in the water.

If the body of water into which it is placed has any edible fish within half a mile, they will be called to the Wonderbait.

This allows even complete fishing novice to fish like a professional. The owner of Wonderbait can live off a body of water as long as that body of water contains any fish at all.

Wonderbait does not have charges, will never run out of enchantment... but there is a 1% chance of a fish making off with it any time it is used.

### **Wristbands of Atlas:**

These thick leather studded bands are the sort that may be worn by a wrestler or pugilist.

If detected, they radiate a weak alteration aura. Upon command, they cause powerful ripping muscles to appear all over the body of the wearer.

The wearer will appear as if he possesses strength of 19, clearly more powerfully muscled than any mere mortal man.

However, the character's Strength is unaffected, and he receives no form of bonus to any physical action. The added muscles look and feel real, but otherwise do nothing.

With the DM's permission, the added muscles might allow a bonus to a Charisma check to intimidate.

Wristbands of Atlas come in pairs and will not work individually. They have between 2 and 20 charges when found. Activating the bands drains one charge and lasts up to 30 minutes, though the effect can be dismissed before the duration expires.