

Magical Artifacts of Thindacarulle

A listing of the known artifacts of the world. Not all artifacts are listed. Those known to be firmly in the possession of someone, such as the **Belt of Abba** or the **Flower of Evil** listed as "Held Artifacts". The items here are (mostly) "in the wild". You could encounter them.

Ayesha's Wand

Minor Artifact.

A blue crystal wand 14" long. It shimmers with light internally.

History: Ayesha made the wand as one of her items of power as goddess of Havree. Then she pissed off two people you never want to do that to one at a time.

When the Domian Ambassador to Anorian and party were cast on the shores of her isolated little theocracy she, in her usual high handed fashion, had them all killed. Neither Toshira Nagara nor Tomarkin were the least amused.

They didn't delegate, they came themselves. Ayeaahs, "She Who Must be Obeyed" ended up the Whore of Hell, her nation slaughtered and enslaved, and her possessions scattered.

Powers: *Light* constantly.

-- *Disintegrate* at will fort DC 25 40d6

-- *Polymorph up to 25 people at once* 3/day Fort save DC 25

-- *Charm person*, at will DC 25.

-- *Bestow Wish*, on other than the rod user 3/day

Downside: *Any male that picks up the wand is immediately subject to a sex swap spell.* DC 25. Each time they pick it up and each time they use it, until they turn female.

-- *Females that use the wand (including formerly male females) suffer a creeping megalomania.* DC 25 each time the *bestow wish* power is used to avoid the insanity.



The Ax of the Dwarven Lords

Minor Artifact

In form a battle ax, a single bitted weapon sized for a Dwarf.

History: It is said that the ax was forged by Moridin the Soul Forger himself and he placed a bit of the very nature of the Dwarf in his creation. And none but a Dwarf can properly wield the weapon, although many have tried.

Tales of Dwarven heroes and the Ax abound. Often with a cautionary element. Hubris results in the loss of the weapon time and again. Tales of heroic sacrifice are frequent and considered laudable. The Ax never hangs around to be buried with the fallen Hero or to be passed down, tales usually end "And it has not been seen to this day."

The most recent known wielder was Droman Blackbeard a Paladin of Moridin that held that ax for well over a century and contrary to most tales died in bed an old man. But true to the tales once he had passed the Ax was not to be found.

Powers: +6 2d8 damage, *holy*, *ghosttouch*, *Goblinoid bane* critical 19-20 x3.

-- In spite of its size and weight it can be thrown, but only by a Dwarf. Range increment of 30. It will always return on the same round it is thrown and can only be thrown once a round.



--The Ax allows the wielder to rage as a Barbarian of their level.

-- Paladins of Moridin can double all "per day" Paladin abilities.

-- *Battle Shout* once a day, dishearten all foes (fear 120 yard radius, Will DC 30)

-- *Mass Heal* 60' radius once per day.

Downside: The Ax is meant for Dwarves. Anyone holding the Ax and using it for more than 30 days is going to slowly morph into a Dwarf over a period of 6 months. No matter what you start as a Dwarf you will become. The process can be reversed by giving the Ax to a Dwarf, if done before it is finished.

This will not happen if the item is merely carried.

Bloodaxe of Coran the Golden



Minor Artifact

A seven foot blood ax minus the spike. The handle is of Lothlorian wood and the blade of gold. The gold that forms the blade is taken from Coran's own hair.

History: Created by Coran the Golden. And the reason for his ascension to godhood. It is still kept by him although it has been seen in the hands of several of his Paladins over the years. Reports are that while the thing was indeed his creation, and a family quest responsible for death of three generations of men, it is not his preferred weapon. If it is not known if the investiture of the Bloodax is for life or by quest.

Powers: +6 2d12 base damage *Holy*, *ghosttouch*, *shocking* and *shocking burst*. x3 critical (evisceration) on a 19 or better.

-- *Grants an extra attack with the butt spike* (1d6) at your best attack bonus.

-- *Butt spike extends and retraces with the will of the wielder.* This is a free action.

-- *Aura of protection from evil* 10'r at will.

-- *Aura of fear on all foes*, as per spell. DC 30

-- *Overcomes DR*, any DR.

-- *Cast a 20d6 lightning bolt* from the ax as a standard action three times daily.

-- *Gate:* If you are not Coran the ax can gate Coran or one of his direct servants once a week.

The Brother Swords

Minor Artifacts

The Brother Swords are a set of nine blades created by Coran the Golden. All are great swords with mithril blades between five and six feet long. The hilts and crossbars vary one from another. However, they all share the trait of being set with gems of a color., red - ruby, orange - criterion, yellow- tourmaline, green - emerald blue - sapphire, indigo - zircon, violet - amethyst, black - onyx and white - moonstone.. The type of gem gives the sword its common name. All swords start with a blank oval on the ricasso where its given name will appear when the first owner decides on one. Once given this name it will not change no matter how many owners the sword may acquire.

The swords have set powers that they possess as well as the

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powers unique to each sword. Each sword has a special purpose that was developed by the sword's first owner. The set of standard powers is as follows:

- +6 Damage base of 4-32 (4d8) *Holy* and *ghosttouch*
- Dance at the will of the wielder
- *True sight* at will
- *Telepathy*, the swords do not speak, but the wielder can use this power as a *tongues* spell at will.
- *Channel offensive spells* (if the wielder can cast them) through the blade adding +2 to each die of damage, or plus the caster's level if the damage is fixed. The sword will not channel if dancing.

All the swords have an intelligence of 20 and an ego of 25. Once the sword's purpose is set it will seek to fulfill this purpose at every opportunity. Should a wielder force a sword to act in a manner contrary to its purpose or to the ethos of Coran, there is a cumulative (10% per act) chance that the god will recall the sword. In the case of great acts of evil this chance can be as high as 100%, and include other punishments as well.

There are a number of ways to acquire one of the swords. The following means are not exclusive.

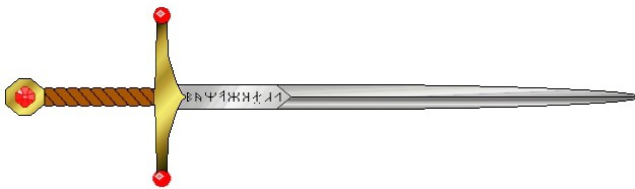
Complete a Quest: Coran places unclaimed swords at the end of dungeons of his devising. Characters who successfully complete these quests gain a sword.

Inherit a Sword: Owned swords are except for three in the hands of mortal men. A given sword may be passed down through a family or be an investiture of a position (Erinsweal is the symbol of the champion of Erin).

A Gift of Need: On rare occasions Coran may lend or gift a sword to a person with great need. The need must be a fight against mighty evil, or in aid of a goodly cause. A character must be very deserving to keep the sword when the quest is over.

The following is the description and history of each of the nine swords. The physical appearance of each sword is shown in the color plates if it is known.

Mandcryst -- The Ruby Sword



Special Purpose: Slay slavers and rapists

Wielder(s): *Past:* Moria OFersum, Evan Blackmane *Current:* Willis Blackmane

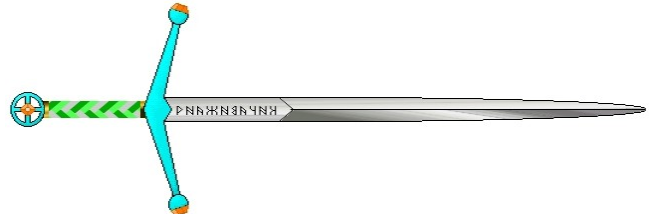
History: Moria OFersum won the sword in one of Coran's sword quests. Mandcryst has seen action in the Coranth-Saxon war, many Hell quests and all three Undying Wars. On her ascension with her husband Riley OFersom the sword once again went into the Quests. The blade was gained by Evan Blackmane in a sword quest into the Southern Mountains. On his accession he passed it to his son Willis Blackmane.

Powers: *Increase wisdom ability by +2* as long as the sword is owned.

-- *Impart a fair judgment once a week.* The sword will aid the wielder to properly judge a difficult case.

-- *Destroy slavers and rapists, disintegrate* DC 35. Not even *true resurrection* can recover them. The target creature must be by habit cruel and take pleasure from the helpless position of his victims. Owning slaves or having raped alone are not sufficient, slaving and rape must be their chosen life-style. The *disintegrate* effect is tied to the wielder's level.

Peacemaker -- The Criterion Sword



Special Purpose: Slay undead

Wielder(s): *Current:* None *Past:* King Llywelyn, James "Clay" Clayton Smythe.

History: Recovered on a sword quest by Clay and his party for the resurrected King Llywelyn, intended to be Fleica's salvation from the Undying King. Llywelyn proved unworthy of the sword and it was returned to Clay by Coran himself. Clay used it through the remainder of the First Undying War and later in the conquest of Greenhaven.

Greenhaven itself vanished at the beginning of the Second Undying War, Clay and the sword with it. Clay turned up again on the island of Fresca. Where he required of an adventuring party that had received his aid to place the sword where once again worthy mortals could find it. The company left the sword in the possession of the Great Lessor Phoenix, where it was placed after that is unknown. It is believed to be in the southern desert region called The Sea of Glass.

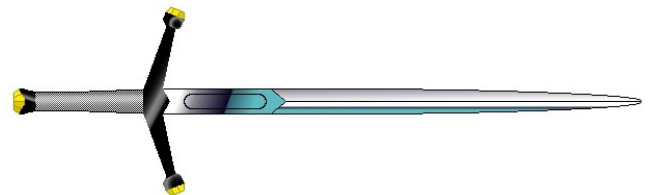
Powers: *Wielder uses fighter BAB when fighting with the sword.* Fighters gain an additional +2 on attack rolls.

-- *Detect Undead* within 50 yards. Wielder is aware of approximate numbers and strength even if they cannot be seen.

-- *Cast a Continual Light* 120 foot radius, centered on the sword.

-- *Destroy undead with a single blow.* Undead struck must make a fort save DC 35 vs *disintegration* in addition to normal damage. *Disintegration* damage is based on wielder level; levelx2d6..

The Tourmaline Sword



Special Purpose: unknown

Wielder(s): none

History: There is no known history for this sword. It is believed that Coran has not released it into the mortal world, or it has never been found. Assuming it follows the rest of the swords it would be set with yellow Tourmaline

Powers: unknown

Erinsweal -- The Emerald Sword



The Sword is the weapon and symbol of the Champion of Erin.

Special Purpose: Guard Erin

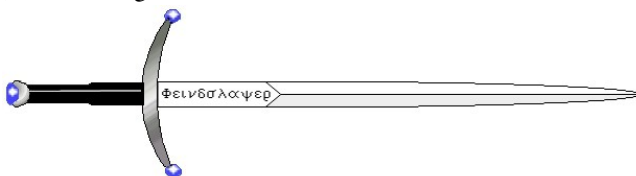
Wielder(s): *Current:* Aaron O'Fersom *Past:* Riley O'Fersum, Brier O' Connaught, Daffyd Cather, Eamon O'Aran.

History: The sword was gifted to Riley O'Fersum by Coran upon his taking the oath as a Knight of Eyrie. The sword saw extensive action during the Coranth-Saxon War, and in Riley's drive to the sea where he sent the Saxons packing from Erin. It remained his weapon of choice after he became Loguire and after he left Erin for the woman he loved. O'Fersum carried the sword back to Erin when Hugo Cather, the current Loguire, called him to be his champion. O'Fersum wielded Erinsweal until the end of his mortal days. After his ascent into Valinor he passed Erinsweal to Brier O'Connaught King of Connaught. Brier became the new Champion of Erin, wielding the sword until his death in battle. Daffyd Cather the son of the Loguire won the contest for the new champion when Brier O'Connaught left no worthy heir. Daffyd remained Champion until his death in 2238. Erinsweal was stolen from his funeral procession on its way to Tara by Fomorian. It was recovered by Eamon O'Aran and some of his old friends. On recovery of the sword and return of the defiler's head to Tara. Eamon was named Champion of Erin and remained so until he was killed in 2254. The Usurper attempted to claim the blade and was slain by it alone. Once again the Champion's Contest was held and Aaron O'Fersom the great-grandson of Riley O'Fersom was named Champion of Erin.

Powers: *Make the wielder aware of any threat to the land of Erin* (this is not the same as a threat to the crown) be it a creature or force.

- Give the effect of a Bless spell to the wielder and allies at will.
- Any creature facing the wielder in single combat must save vs. will DC 35 or flee in abject fear. The wielder may take one free attack on the fleeing creature.
- Slay any sworn foe of Erin in one blow, DC 40. This will not work on common enemies, they must have a deep desire to harm the nation of Erin.

Fiendslayer -- The Sapphire Sword



The chosen sword of Coran the Golden. The blade of Fiendslayer softly emits light at all times and never has any shadows. the light isn't noticeable in daylight conditions.

Special Purpose: Slay Fell Creatures

Wielder: Coran the Golden

History: Coran gained this sword of dancing early in his career as an adventurer. The sword gained its name in the first Hell quest to rescue Li'ona when Asmoedeus kidnapped her. While others saw to getting Li'ora out of his clutches Coran defended a door against Asmoedeus' crack Pit Fiends, slaying over 50 of them. Its major power came when he reforged the sword as the first of the brothers. Fiendslayer has been his weapon of choice as long as he has had it.

Powers: *Come to the wielder's hand* from wherever it is at will. Distance is no barrier not even the planes can keep sword and wielder apart.

-- *Strike fear into the being of evil creatures.* Any evil creature facing the sword attacks at -4 on their combat and damage rolls.

-- *Detect fell beings.* If an evil outsider comes within 50 yards of the sword it will glow with a strong blue light and urge the wielder to destroy it.

-- *Always hits the bare touch AC of evil creatures,* regardless of armor or protections.

-- *Slay fell creatures.* Any evil outsider killed by the sword is totally destroyed. Even extra-planar creatures slain off their home planes are forever dead. The only exception is primal powers. There is no save against this power.

Fido Foefinder -- The Zircon Sword



Special Purpose: Slay Outsiders

Wielder(s): *Current:* unknown *Past:* Mason Storm

History: Found by the Hoch Ta'lung Mason Storm in one of the quests of Coran's making. The sword had been purposed to deal with extra planar creatures. Since his accession it is unknown who currently holds the sword.

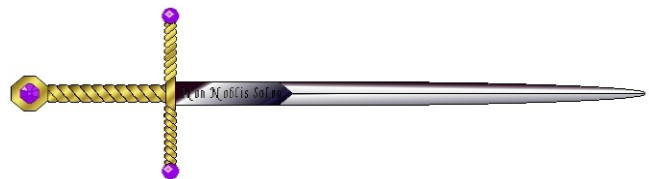
Powers: *Wield with fighter BAB* of the character's level without the necessity of a proficiency in that weapon.

-- *Detect extra planar creatures within 50 yards.* Good or evil does not matter.

-- *Force extra planar creature back to their home plane* on any hit DC 35. Good, evil it doesn't matter. Get back to your home plane.

-- *Any extra planar creature slain by the sword is destroyed utterly.*

Non Nobis Solun -- The Amethyst Sword



Special Purpose: Defeat evil magic

Wielder: Sir Emerson of the Lake Palmer

History: Sir Emerson acquired the sword in one of the quests. It has seen action in the Second Undying War, the Storm Giant invasion, the Third Undying War, and his term as King of Maunritainia (he retired). He has been the only known wielder.

Powers: *Act as a rod of cancellation* against magic of evil intent

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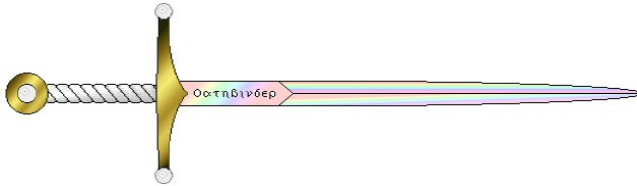
(Sword of wounding, adder staff, etc.).

-- *Detect evil* in a 50 yard radius. The wielder will be aware of the strength of the evil and whether it is a creature or item.

-- *Cause fear in evil casters.* Any evil caster viewing the sword must save vs. Will DC 25 or be struck with fear. If forced to fight the caster will do so with all the penalties of the *fear* spell

-- *Volley the spells of evil casters.* Any spell cast by a true evil will be volleyed, as the spell of the same name. The wielder does not need make a saving throw to gain this effect.

Oathbinder -- The Moonstone Sword



This blade has never been given to anyone. It is a sign and symbol of the Oathbinders, one of the Cults of Coran the Golden. It is never seen in the case of casual lies, only when the person that has broken their oath did so to the intent of great harm...the god's definition of harm. It cannot be solicited or asked for, it comes when he sees the need.

Special Purpose: Slay oathbreakers

Wielder: Coran the Golden

History: This sword was made to aid Coran in his role as the god of oaths. It is commonly lent to persons harmed by an oathbreaker as a symbol and means of executing the god's wrath. The sword always returns after the miscreant is punished.

Powers: *Geas.* Any oath sworn on its hilt is as binding as a Geas. Breaking this oath will bring angry divine intervention.

-- *Fight as a 25th level fighter.* Any person meant to have Oathbreaker will wield it at least as a 25th level fighter, regardless of class, race, strength or age, conversely a person not meant to have the sword cannot lift it with the strength of ten giants.

-- *Appear before anyone truly in need of it.*

-- *Slay oathbreakers.* Any oathbreaker struck by the sword dies, no save.

Vengeance -- The Onyx Sword



Special Purpose: Slay gods

Wielder: Coran the Golden

History: Originally made by a forgotten god in ages past Coran found and reformed the sword for the forces of good. While it is occasionally wielded by other gods in the Children of Eve, it is never found in the hands of mortals

Powers: *Damage base of 100-1000 points (10d10x10)* (Reputed that against beings without primal it does a tenth as much damage.)

-- *Cause enemy units within 60 yards of the wielder to rout.* The moral check is made with a -6 to the save. Heroes must save vs. Will DC 45 or flee also

-- *Cause the dysfunction of godly powers.* Gods when struck with Vengeance will temporarily lose the use of their powers, starting with the minor powers This loss will last for 10 to 30 rounds. Mortals so struck, that somehow survive the blow, will lose all spells, and any magic items they carry will also be destroyed.

Calaborleen: The Mother Tree

Major artifact/ Primal archetype

A Lotlorian tree a mile high and with a three mile spread. The tree itself is the city of Calaborleen.

History: In the aftermath of the Great Holocaust of God's Wound there was found a single Lotlorian sapling that survived in the shadow of a large rock. The Elves nurtured this tree and from it recreated the entire forest in its multitude of species. With the magics poured into it it became more and more magical and much much larger. Within ten thousand years the Tree had reached the proportions it currently has.

The Vala stepped in to protect the tree. It was made one of the Vala. While not sentient in such terms the Tree is a primal being of "tree". It is immortal, self healing and strong beyond words. The leaves of every tree in the forest are found on the Great Mother Tree. It is in truth the Mother of Trees.

Powers: *The Primal Archetype of Tree.* It is the most tree like tree you will ever see.

-- *Self Healing and strong beyond words.* Special rituals must be used to open voids in the tree lest they close within weeks.

--*The Song of Lothlorian:* The wind through the leaves creates a shimmering effervescent music.

Downside: It's a really big tree, obvious as all heck and you can't move it.



Child (Ariana's Child)

Major Artifact

Created by the Phoenix goddess Ariana. Child is a girdle of mithril plates featuring scenes of beauty with a massive star sapphire as the buckle.

It is believed to be in the possession of Abba Book, who sees that it is used. He himself does not wear it, but he is the guardian of the artifact.

History: The item was created by the Phoenix Goddess Ariana. She that healed the Desolation of the Dark Lord and made the plains of Airalan bloom once again. The girdle was worn by her to good effect in the first Undying War. However she herself was lost in the Second Undying war. Child ended up draped across the sarcophagus of the Undying King, and *pinned* him in place.

A foolish adventurer recovered the belt, freeing the Undying King and beginning the third and last war. On the good side Child is once again among the world of the living.

Powers: *Bring out the true beauty in any being.* +6 charisma as long as it is used to uplifting ends. Evil and destructive persons cannot even wear the belt.

-- *Wearer is immune to all poisons.*

-- *Attackers must save will DC 35 or be unable to attack the*



wearer.

-- *Calm/comfort aura at will* The effect of an aura of calming or a *comfort 1* on all persons within 60 feet.. the wearer themselves must be non-violent.

-- *Mass Heal once daily*, 60 foot radius

-- *Heal the Soul*: Any person three times daily can be touched and all insanity, corruption, possession, and woeful magical influences will be canceled. Effects get no save. Possessing beings must save will DC 40 or be cast out.

-- *Heal the Blighted Land*. It will restore any area that has been blighted by drought, fire or evil to full flower and beauty. A 10 mile radius circle is restored once per use of this power.

Crystal of the Goby King

Minor artifact

This item was once the possession of the Incubus Luhara. In the dissipation and backstabbing of the Hellish court when Luhara was chained for "high crimes and maintenance" the location of the crystal ball was lost. As Luhara had frequently used it as a lure for mortals it was thought lost in that fashion.



History: The origin of the item is lost to history. It may well have been made by Luhara himself. However its frequent use as a lure object is what brings it to light. The first recorded use resulted in James Clayton Smythe's one and only trip to Hell to rescue the soul of a companion trapped by it. That fiasco was strike one.

Powers: *Change size from two inches across or as large as eight inches across* at the will of the owner.

-- *Allows the use of pretty slight of hand* and splitting into as many as four objects.

-- *May be used as any of the common types of crystal balls*. Any divination type spell can be cast through one.

-- *See into any plane that touches the plane you are in*.

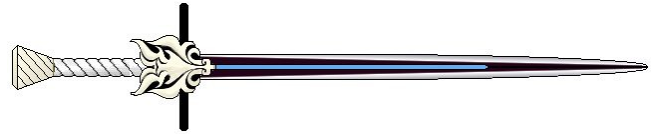
-- *Cast illusion spells* as a 20th level caster. Casters gain this above their own abilities.

Downside: *Holder is susceptible to the call of Hellish creatures*. Any *suggestion*, *charm*, or mental influence of a Hellish nature has a -4 to the save.

-- *Covetous possession*. The crystal becomes the holder's most importation possession. They will spend money not needed to protect it, suspect friends of wanting to steal it, and so forth. In time they will withdrawn from normal society to spend their time with the crystal and its visions. (Will DC 23 any time the crystal is used for viewing. Full onset is 2-5 months after the save is failed.

-- *Tainted with Evil*. Every time the crystal's powers are used there is a 1% cumulative chance that the holder will begin to detect as evil, even if their behavior never changes.

Fangtooth



Minor Artifact

The sword of Wolf the Hunter. Fangtooth is a bastard sword hilted for use by a Centaur. as a long sword It has a mithril blade four feet in length with a blood groove down three quarters of its length. The hilt is carved from ivory in the form of a wolf's head with the blade coming from the mouth of the wolf. The crossbars, are black metal, the grip proper also ivory

Hisotry: Fangtooth was created by Wolf for his own use. Wherever he went the sword went with him, or so it is thought. It has not been seen since Wolf himself vanished.

Powers: The sword is a +6 **Sword of Sharpness** Critical x3 on an 18 or better on the die. *ghosttouch*

-- *The sword will growl in the manner of a fighting wolf* when used in combat. When it strikes a critical hit it will howl in like fashion. This has the effect of disheartening enemies. Anyone in melee combat with the sword wielder must save will DC 30 every round or be stunned that round. The save made right before their own action. On a critical hit all foes within 30 yards must make a like save or be stunned one round.

-- *The wielder can scent like a wolf*

-- *Detect Traps, Snares and Pits, and Poison*

-- *Three times a day cast a disintegrate cone*. This has an area of a cone 5 foot and the base and 20 with at the mouth, it is 60 feet long. All within the cone suffer the effect of the *disintegrate* spell at 40d6. A normal fort save DC 16+half wielder's level is allowed. The sword can not attack normally that round.

The God Balls

Really Major Artifact (Not unique)



The god balls are a highly prosaic name for a highly dangerous to own and get artifact. Possession of this set of 10 to 12 crystal balls will make you a god.

A minor god to be sure but a real honest to goodness god.

The only place to get them is Abba Sanctuary. If that isn't enough to keep you away, good luck.

The god balls are different each time. Each crystal found adds to your growing list of powers until you get the last, and BAM, godhood.

Those gods that have ascended in this fashion are reluctant to talk about the artifact. Something to do with the aura of he Sanctuary.

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The Flower of Life

Major Artifact

The Flower of life is a plain white flower with leaves resembling the Trillium. An unremarkable plant but of the rarity and the properties that it contains.

The Flower is never found growing wild. A person that wanted to find even one of the plants would have to search half a lifetime before the gods would allow even a chance.

The power of true immortality is the gift the Flower gives and the gods are very jealous of that. The whole plant flower and all must be eaten to gain immortality. The eater becomes immune to age, poison and disease. But physical harm will still kill them at least for a while, they get better. Lesser parts of the plant will aid in other ways. As the only sample ever found was by the lost hero Gilgamesh. We may never know what wonders it could perform.



The Hand of Vecna

Major Artifact

The severed hand of an ancient lich. It is said it will attach itself to the stump of a living person's hand and function as an artifact of great power. The hand itself is a burnt and rotted looking hand.

History: The fact of this item is real. It has been encountered and an attempt to destroy it was made. From every indication that attempted destruction...failed. The hand was seen slowly sinking into a lake of lava. Not burning up as you would suspect. Sages suspect we have not seen the last of the Hand of Vecna.

Existence of an eye is rumored, but it has never been located.

Powers: Deal 1d10 cold damage to any target touched.

-- Drain 1d4 ability points (users choice of ability from a target temporarily gaining those ability points. Three times a day. DC 20

-- Once per day call on blasphemy and unholy aura DC 20

--With various finger positions cast a number of arcane spells. The exact spells are unknown as it has never known to have been investigated.

Downside: The hand must be attached to the stump of the left hand. The user permanently loses 2 points of dexterity. If removed the user dies.

-- Any use of the hand's power moves the user toward evil. The very act of accepting the hand makes the user detect as evil and they gain the evil subtype. Every use of the powers result in the will save DC 30 to avoid falling to the pride, madness, and evil that was Vecna.



The Ilúverin (True Copy)

Unique Item

The Great Elven book of History is not magical, Not even totally unique. However the True Copy, the original kept in the Library of the Great Mother Tree is beyond price.

The book is 10,000 volumes, each covering a century The books are three



foot high by two foot wide. All are hand written in fine script in Quenya, the old Elvish.

History: The Ilúverin began as a chronicle started by the First Father, Silanta Tommie, in the first days of the world. It was continued by other scribes until the Patriarch Council took over and decided what went into each Century Book.

Today the Ilúverin is compiled from all the suggestions and chronicles of the previous century then written in the century after the one it chronicles. It can take 50 years to get the last book in order to be written.

90,000 years ago the Crystal city of Old Calaborleen was destroyed by a meteor strike. The original Ilúverin lost. The volumes penned by the First Father gone. Once the more immediate issues of surviving in a devastated world and the massive lose of life were dealt with, the book was mourned. The reserve copy brought down from the Silver Mountains and the process of recovery begun.

Then came the expedition to the underdark below Gods Wound Lake. The lake bottom area had been excavated by the greedy to seek the lost treasures of Old Calaborleen. When the surface party got there the area leaked like a sieve, and only the one unmovable and impenetrable block stood. That block was the divinely protected library of Old Calaborleen. They got into it and recovered a treasure of Elven books beyond price.

The Original Ilúverin was returned in triumph. The adventures lacked for nothing. A tale by non Elves that did make the Century Book.

Currently the True Copy of the Ilúverin, is kept in the archives of the Tree. There is a copy in the Woodmanor Library. Abba Eecreeana has a copy in his Great Library off plane. And the original back up in the Silver Mountains of the Mithquendi

Powers: Protection for itself. Much magic has been spent to see that the very very old books remain not only intact, but usable. Each new Century Book is likewise treated. It has no powers outside of the knowledge it contains.

Downside: Massive. this one book is a 10,000 volume library. It has several hundred people that look to it, an army of Sages and Scribes that gather events to prepare and write the next Century Book. There is an even more massive and not as protected library of the "things we didn't put in the Ilúverin"

The Jug of Baba Yagga

Major Artifact

The Jug of Baba Yagga appears to be a plain pottery jug. About the middle the following legend is written in Crylic characters.



*Seven plagues I do here imprison, that my children
be troubled by them no more*

*You who would set them free, know this my curse
and tremble.*

*Ere one mortal fall from that held within, all you hold dear will
precede them, last of all yourself to suffer each plague in turn and
end thy days praying for thy death.*

*Know my words and tremble. Set with my own hand
Baba Yagga*

The Plagues spoken of are; Smallpox, Rabies, Leprosy, Bubonic Plague, Scarlet Fever, Diphtheria, and Rheumatic Fever.

Magical Artifacts

No Greyhawken has ever suffered these diseases.

The Jug is sealed with a Platinum stopper set in wax. Mystic symbols are set in the wax and carved in the stopper. The jug cannot be broken.

Justicar



Major Artifact

Justicar is a broadsword with a rather unusual hooked tip. It is made of mixed metals. And has Elven runes down the whole of its length. It is said the sword has the purpose of righting injustice and cruelty.

History: Justicar first appeared during the late Age of Heroes. It became known as the *Fall of Paladins* for the number of Holy Warriors that took up the blade and fell from grace.

The tale passed among the sages is that the sword once held up to seven souls. But a Major Devil was trapped in the sword and the sword hung on to it. The exacting nature of the devil has corrupted the item meant to be one of good into one of if not evil, something close to it.

Powers: +6 2d8 damage. *Vorpal, lightning*

Paralyzing touch 5/week, fort DC 30

– *At will: Detect evil/good, detect magic, detect poison, remove poison*

– Once/day *Berserk rage on all allies within 30' of the wielder* (as per the Barbarian class). (The rage is per the level of each ally individually.) Will DC 30 to avoid. Cast Spell turning 9 levels 130 minutes

– Capture the souls of up to six people to be released later. Living beings suffer a ray attack Will save DC 30 or be trapped in the sword. (Similar to a **mirror of life trapping**.) Once filled some must be released for more to be trapped.

– Once per week cause to be undone one act of cruelty or injustice (wish)

Downside: *Black & White morals.* Each time the wielder uses the major powers of the sword they lose perspective and migrate toward a stricter moral viewpoint. The nature of the viewpoint is not important, the rightness and black and white nature of it are.

In time they will see themselves as the sole correct judge of right and wrong. They will drive allies away, break friendships, and in extreme cases become the very people they despise.

Li'ona's Answer



Unique Item

A rapier made for a very tall woman, one in excess of 7 foot tall. As a result the rapier does d8 damage, but is an exotic weapon unless you are over 7 foot tall and have the delicate hands of an Elven woman.

The sword has a mithril blade that sheds light. The grip is

wrapped in red dragon hide and the pommel is a pearl of huge size.

History: "Answer" as she called it was the sword Li'ona made for herself, and throughout her adventuring career in spite of a chance at artifact grade swords it is the one she retained. Even as a god she used no other.

Sadly it was lost when she was wounded of the soul in the Second Undying War. Even Tesral himself could not find it. Frankly it is feared lost. However, you never know.

Powers: Rapier +5, *ghosttouch, sharpness*. 1d8 base damage Critical on a 18-20, x3 damage.

The Mace of St. Cuthbert

Major Artifact

An adamantite flanged mace dedicated to the Angels. It has seven flanges in the shape of the seven pointed star of the Angelic gods. There are however questions as to whether the artifact remains pure in purpose.

History: The mace is named for and reputedly created by an ancient member of the Knights of the Hospital of St. Jude. St. Cuthbert the Righteous. A man tireless in the defense of the faith and the servants of the faith.



The mace was seen in the hands of various paladins for about 1500 years. Thereafter it dropped out of sight until 2045 IC when it was found in the ruin of a keep in the grip of a dead knight surround by the dead. Traconus the Ambitious claimed the mace for his god Toshira Nagara. It did not hurt him when he picked it up at least it is said. Traconus himself never wielded the mace and it dropped out of sight again. It was last seen being wielded by Sir Marcus Flanery the Proud during the Second Undying war. A man no one would call virtuous. Hence the belief that the mace has been corrupted.

The current location or owner is unknown. The Angels would like it back.

Powers: +6 1d10 *holy, ghosttouch, impact* 19-20 x3 critical x4 vs any evil subtype. Over comes all hardness and DR

-- In the hands of a holy knight it has all the power of a holy avenger.

-- Any hit on undead or evil does double damage automatically.

-- Evil outsiders struck with the mace must save Fort DC 30 or be banished at once.

-- *Mass Heal* once per day all within 60 feet. Use of this power triggers the save below.

-- *Miracle* once a week Use of this power triggers the save below.

Downside: No evil being can touch the mace without suffering 1d6 damage a round.

-- *The mace is corrupted with the sin of pride.* The wielder of the mace in time comes to believe their actions and their actions alone reflex the will of the gods. Any disagreement with their viewpoint is worthy of death and damnation. Anyone with the good subtype that wields the mace must make a will save DC 35 any time the mass heal power is used or lose the good subtype.

-- *The Wilder's opinion is always the correct one and they cannot be argued off that.* No save it just is.

Magical Artifacts

Mammon

Demigod/artifact

Mammon appears as a large gold coin, about 2 inches across with a fancy star motif on both sides.

History: No one is really sure as this primal being is about the worst of the lot in terms of power and mobility. It seems to be a horrible curse and joke to be a gold coin.

As indicated this artifact has a mind of its own. A strong one. Mammon will make you rich, and totally unwilling to spend a bent copper. In the past his "clients" have starved amid splendor. His whole point seems to be to make a misery of plenty.

At one point he was the demon of greed. It is believed that Absu in the old days of the first Abyss made him over into an artifact as a punishment. His hatred of the mortals he is forced to serve is total.

Mammon's last known gig was in the pocket of the Eyrian Minister of the Treasury. That did not end well, for the treasurer or Mammon. The treasurer retired, cleaned of the foul influence. Mammon was last seen locked in a primally protected box rapidly sinking to the bottom of the ocean in a very deep spot. No, it will not hold him forever.

Powers: 50 hd, ac 10, bab --

Stats S --, C --, D --, I 26 +7, W 20 +5, Ca 25 +7

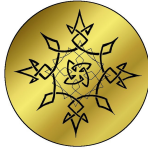
Saves F+100, R +0, W +40

HP 500

Primal hardness 500: Overcome only by primal power. Even if you destroy it it just gets better.

God pak, grant another's wish, primal evasion

Downside: *Just having it.* Mammon will use that primal Charisma to convince you to gather in and never spend, even for necessary things. You become the worst of misers concerned only with the treasure you have accumulated and caring nothing for living beings, including yourself. Mammon's afflicted die alone, in misery and neglect; and very rich.

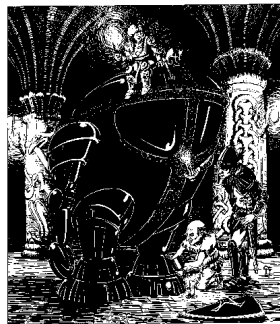


Mighty Servant of Leuk-O

Major Artifact

An epic artifact from ancient times beyond memory. Currently it is reduced to guarding a door. A door that is a giant magic proof metal plug. It takes the strength of the Mighty Servant to move the massive block. The words of power that command this artifact are lost. They are not even committed to paper in any place. The words are not enough. One must have the **Ring of Rior** as well. Gaining the long forgotten passwords would require three wishes per password. A wish that the wish you are about make will work. A wish to temporarily negate the anti-omniscience for one password you do not know, and a wish to get the password now unprotected. You might need a wish to know the wishes and the order to use them.

The Mighty Servant is located outside the Treasury of the



Kingdom of Rior in the Cryptic Citadel of Lankmar. The current passages are too narrow to allow it to leave. Either some serious magic or the destruction of a good part of the Citadel would be required to get it out.

Possessing the ring will allow you to command the movement of the Servant and to get it to guard something. You need the command glossary for any other functions.

Stats & Powers:

50HD, ac 50, bab +25/+20/+15/+5

Stats S 100 +50, C --, D 16 +3, I 16 +3, W 20 +5, Ca 25 +7

Saves F+34, R +37, W +39

-- DR 25/Epic (+6 or better), immunity to magic, low-light vision

-- *Grant one wish a month* (Word)

-- *Fly: The servant turns into a four person flying vessel.* (Word)

-- *Query the Wisdom: Accessing the power of the planes the Servant can answer one question a week.* (Word)

-- *Dross into Gold: Once a day the Servant chews 5# of base metals producing an equal weight of gold.* (Word)

Lightning bolt 25d6 Save reflex 35 for half.

Slam 2d12+50 +75/+70/+65/+60

HP: 500

Downside: the freakishly incredibly difficult method required to get the command words. It needs more?

Personal Servant's Collar

Minor to major artifact, not unique.

This usually takes the form of an endless loop collar that has the holy symbol of the god in the front. Only personal servants will wear one as the collar itself is a universal mark of the personal servant among the gods in the Council of the Children of Eve. (*Harimud of the Horseclans shown.*)



Powers: *The wearer is immune to all spells or divine coercion powers.*

-- *The wearer will resurrect within 10 minutes if slain, any degree of slain, even disintegrate, cannot prevent this.*

-- *The Collar cannot be removed by the wearer or anyone else but the god that placed it*

-- Other powers are commonly added to these collars by the gods that make them.

Downside: You need to be a personal servant to have one. A religious post with decided disadvantages from the average person's point of view. Easy enough to get if you have the stomach for sentient sacrifice, yours, and the will power to endure that. A feeling of great love or service to the god is also required.

The Peral of Great Price

Minor Artifact

A single white pearl ten inches in diameter. The pearl is a perfect sphere and frankly one cannot put a price on it.

The current location is anyone's guess

History: The pearl was located by Anne of Domain, She was one of the casualties of the



Magical Artifacts

First Undying War. She took the Pearl with her everywhere. She was never found, neither was the Pearl.

Power: When concentrated on the Pearl can give the user a perfect image of any printed page in the world or even other planes (no more than two removed) The user must have a target in mind at the time (see below) Only primal protections will keep a page from being viewable.

The Pearl can be used for one minute a day for each intelligence point the user has. At this point they are fatigued and cannot continue.

-- After viewing any page for two minutes an Intelligence check (Half level + int bonus) DC 15 allows the user to write out the page perfectly. Other methods like a **pen of dictation** can be used as well.

-- A spell caster can use the Pearl as a divination tool. Arcane caster use it as a **crystal ball**, Clerical as a *magical font* focus, and Craft as a *legend lore* focus or **crystal ball**.

-- The Pearl acts to grant any spell caster that owns it one additional spell per level per day.

Downside: Picking up the pearl without a focus forces a will check DC 25 vs insanity. Wisdom and intelligence damage of 3d6 (no less than 1, it will not kill) This can be recovered from. A layer of silk can prevent this unfortunate occurrence.

-- Attempts to use the Pearl while fatigued can result in the insanity check above for lack of focus. (Will DC 20) No information can be gained even if you don't slip up.

Ring of the Knights of Eyrie

Minor artifact (Not Unique)

History: The Knights of Eyrie were founded by Tesral 200 years after the founding of the Empire itself. Tesral created a select group of ultra-competent persons that is appointed to aid and defend the Empire. A Knight is strictly volunteer, and serves for life, no matter how long that life might be, and it can be very long. A Knight is second to Tesral himself in authority within the Empire. They speak with his voice and act with his will. In matters of law they can act as judge and executioner. They can call upon the resources of the Empire for whatever they deem necessary, and for personal reasons as well. Each Knight receives the **Ring of the Knights of Eyrie** upon induction to the order. Each Knight can call upon a horse of superior quality, and one of the Knight Hawks raised in the Woodmanor mews.

Powers: The ring does not take a ring slot and cannot be separated from the living Knight.

-- The wearer is immune to fire and decapitation or other limb removal.

-- Detect lie as a priest of Tesral's religion.

-- Wearer does not age.

-- The ring is a self contained seal. The owner can place the Imperial Seal of Eyrie on papers by pressing the ring against said paper and willing it.

Downside: To get such a ring you must first be chosen by Tesral and to swear the oath of office of the Knights of Eyrie "I do solemnly pledge my life and my honor to uphold and defend the Eyrian Empire and the Crown of the Empire in its person Tesral the Justice Giver. To uphold and prosecute his laws and their principles. To promote and expand the greater welfare. To



constitute myself the defender of his citizens and interests in foreign lands. This I swear by my name, my Lord Tesral, and what powers I hold sacred."

-- Any non-Knight that tries to wear such a ring will find themselves compelled to journey to Woodmanor and return the ring. The geas comes once a month. Starting with a Will save DC 30 and increasing by +5 every month. For a non-knight only the fire immunity and limb loss protection work.

Rock of Ahima

Major Artifact

The Sacred stone of the Romany followers of Sara Kali (Dezaki). This stone represents the land of the Romany, the home they have never had. It is traditionally held by the oldest Wise Woman of the Romany. The Stone of Ahima itself is a 8 inch diameter agate of flawless form. It swirls in deep blues greens and browns, with a hint of white here and there. It weights about thirty pounds.

History: The Rock was lost at the beginning of the second Undying War when the caravan that held it was over run by Orcs just outside the Fells. The Romany are now aware that the Rock has been lost and seek it. They will be quite firm about taking it back from who or what ever has it.

Powers. Any house the Rock is kept in (or ship) cannot be seen by other than a Romany Wise One If the welder of the stone so wishes.

-- The Rock when installed on a spelljammer will allow the helm unlimited mass.

-- Open a gate to the god plane of Dezaki (Dee-va-key). This may only be done by a Wise One of greater power. 18+ Level

-- Any oath sworn on the Rock has the power of a geas.

-- The Rock will compel truth from whoever holds it.

-- The Rock will glow a deep red should an enemy of the Romany or Dezaki come within 50' of it.

-- A Wise One can use the Rock as a Crystal Ball of the best kind.

-- The Rock will double the number of questions that may be asked under a commune, contact other plane, speak with dead, or like spell. While the Rock cannot compel truth from that which does not touch it it will pulse should a falsehood be spoken in its presence.



The Rod of Baalzebub

Major Artifact

An irregularly shaped rod of three foot in length with a bulbous end. It is a brown color and looks sticky (It is not) The bulbous head is topped by a mass of 666 biting flies that crawl around and make up said head.

History: The scepter and the symbol of power of the Devil Prince Baalzebub. When this prince was to be arrested for treason against Mephistopheles he fled to the prime to avoid arrest. His fleeing failed and he was brought to heel, tried, and chained on the Plain of Titans. There he remains.

The only "fly" in the ointment is that his Rod of Office couldn't be located. Where he hid it and how are unknown.



Magical Artifacts

Powers: +6 2d8 physical damage if used to attack and save Fort DC 30 vs a wasting disease -1d2 con drain per day two week run. A cure requires an *atonement*, a *remove curse* and a *cure disease*.

-- *Act as a **rod of rulership**, a **rod of beguiling**, and a **rod of cancellation**.* Without need of charges.

-- *Double any spell effect 10/day*

-- *Every other round it can deliver a 40d6 lightning bolt.* reflex DC 25

-- *Any "bug spell" insect plague, creeping doom, etc. as a free action once a round.*

Downside: *Any being that does not have the "evil" subtype will take a1d6 damage a round simply handling the rod.* Even picking it up is a reason for atonement for Paladins not of Hell.

-- *Scepter of a Prince of Hell.* Once that thing gets out certain people are going to know it. You might not want to be the one that is holding it at the time they find it

Shadowshard



Minor Artifact

A dead black sword of adamantite three foot long topped with a large skull pommel. The blade shows no features no matter the light.

History: Shadowshard was first seen in the Second Undying War. It kept turning up in the hands of various warriors, all of them crazy and murderous. It was last seen in the hands of the Novimeerian giant known only as Ubiytsa as he vanished into the wilderness after devastating a village because he could.

The fell blade is believed to have been forged in the fires of the Fell Keep by the Undying King himself. It was set loose on the world to sow murder, hate and fear. It does this very well.

Powers: +6, 4d8 base damage, *wounding, keen.* Overcome hardness, DR adamantite.

-- *Anyone that uses the sword has a fighter BAB.*

-- *See in any darkness.*

-- *+6 bonus to will saves* that do not involve resisting the sword.

-- *Paralytic fear:* causes fear DC 30 in those that contend against it, but you don't run, you cower there.

-- *Vampiric regeneration:* Half of the hit point taken by the sword are given to the wielder healing them or granting temporary hit points. Temporary hit points fade in 24 hours.

-- *Teleport:* A random teleport to a new location. The only constant is there will be people to murder.

-- *Dead Walk:* The sword will get you away from the site of your near death. At any point the wielder is under 0 hit points the sword teleports them semi-randomly away to allow them to recover their wounds and to slay again. Yes it does stabilize them. The spot will always be safe for them and a place they can get food and drink. The more willing the wielder the less random the spot.

-- *Damage the souls of the slain.* Those slain by the sword cannot be raised short of a godly wish.

Downside: *Aura of Evil:* Once the wielder has fallen to one of the murderous rages they will detect as evil and have the evil subtype.

-- *Murderous rages:* A rage similar to the barbarian rage, but not under the control of the wielder. They can happen at the start of any fight. Will DC 35, or just whenever, DC 25. The rager will fight until all living things in sight are dead, friend or foe. It tends to make you unpopular.

-- *Callous heart:* If the wielder is not already an evil murdering bastard the sword will see to that. With each use of the blade the wielder is brought closer to the ideal of the sword, a meat puppet for the sword's blood lust. DC 30 with each use of the sword or suffer a Wisdom drain of 1-4 until the wisdom is under 4. It doesn't want to kill its means of getting around. The wielder takes what they want, when they want. Food, sex, goods, the world belongs to them. However anything taken is soon forgotten in the next murderous rage.

The Sky Castle

Major Artifact

The origin of this item is unknown. Some believe it to be an ancient work of titans or even storm giants. The large fortified manor travels on a slab of foundation earth that floats within a permanent bank of clouds. You must fly to reach it.



History: It was found in the possession of Giants during the Invasion of the Giants. It was taken from them due to said invasion as they were using it as a headquarters for the attack. As said Giants did not have a native method of flying many of them made a mark on the landscape.

The current known owner is *Sir Emerson of the Lake Palmer.* *KoE.* He travels about seeking quests and generally doing good deeds from it.

Powers: *Fly.* The owner of the Castle can direct it about at will or alter the elevation, it will never touch down. The Castle moves slowly, covering only a few miles an hour.

-- *Provide air.* If you go high enough to need more air.

Downside: *One must have the **Amulet of the Lord** to work the castle.* Loss of that item ends your tenure as the Lord of the Castle.

-- *Obvious.* Moves slowly, big as a...well...house. Everyone sees you coming.

The Staff of the First Children



Minor Artifact

A six foot twisted Lothlorian staff wound with mithril and topped with a glowing green crystal.

History: It is said to have been gifted to Kadallia Illanyi Elsoria by her father Tommie Elsoria, the Elven Patriarch on her majority. She was the child of union between the surface Elves and the Moriquendi. Like many such things it was lost during the Undying Wars.

Powers: *All fey creatures see the staff wielder and friendly,* unless they make it plain they are not.

-- *Understand and speak all sylvan and Quenya related languages.*

-- *Unlimited speak with animal, speak with plants, stone tell.*

-- *Command all fey creature and plants within 250 yards.* 5/day. Intelligent fey gain a will save DC 20. plants will act as if under an *animate plants* spell.

-- *Knowledge of the Mother:* Once a week gain complete knowledge of one thing that is on the planet.

Downside: *Weirder become fey*, gaining a weakness to cold iron. This lasts even if the Staff is lost.

-- *Wielder becomes an Elf.* Each time the Knowledge of the Mother is used save fort DC 35 or turn into an Elf. Obviously not a problem if you are an Elf.

-- *Must obey the First Law.* Elf must not Fight Elf. Failure to obey this law, attacking any Elf before that Elf attacks you. (Yes self defenses is allowed.) will result in the wielder taking 20d6 damage, *no save* and the Staff vanishing.

The Staff of Zarabeth

Minor Artifact

The Staff of Zarabeth is a 7 foot mithril staff inlaid with onyx

History: Created by the Centaur goddess Zarabeth it was lost along with said goddess during the third Undying War. Current location anyone's guess.

Powers: +6 7d6 damage base, *ghosttouch*, *holy*, *impact*

-- *Increases wielder Charisma* by +8. Owning the staff is sufficient. It need not be on your person.

-- *Cast charm person, seduction, suggestion* three times a day each

-- *Cast 20d6 lightning bolt* three times daily.

-- *Time stop* once a day.

Downside: *Vanity.* Each time the staff is used the user has a will DC 30 to avoid vanity. This that fall to this vice will sped a third of their income on personal appearance; clothing, cosmetics, and so forth. They will do this even if they can't really afford to or want to save for other things.

Stars & Cups of Virtue

Major Artifacts

These items are sought and protected by the order of Paladin's known as the "Seekers" (The Order of the Star of St. Lanuiel) Physically the items are unremarkable. The Stars are gold medallions of the Heavenly seven pointed star with with the icons for the virtue of that star. The cups are gold chalices with the mark of the indicated virtue on the bowl.

Greater power comes when two matched items are used together, usually the star is placed in the cup.

Downside -- All: Should the possessor of these items fail in their personal practice of the virtues of the Angels the items will be lost to them. The only down side to these items is the rigorous lives of virtue that must be led to retain them. Sadly it means the Order has no lack of work. Even the best of men fails once in a while

The Star of Hope

Powers: *Hearten anyone that is within 60 feet of the star.* +4 to all will saves.

-- *Protection from Evil* 10 radius constantly.

-- *Wearer immune to all fear and influence spells.*



The Cup of Hope

Powers: *Give hope to anyone that drinks from it.* The effect of a *hero's feast* for any person once a day per person.

-- *Heal anyone that drinks from it.* three times daily.

-- *If a healing potion is poured in the cup it will give maximum effect if drunk. If it is poured back out it can be poured out seven times per potion put in it.*



Together

Powers: *Double all bonus' durations and effects of the normal powers.* The Heal power becomes *Mass Heal* three times daily (cast not drunk). In the case of the immunity to fear and influence that extents to those within 30 feet of the star and cup.

-- *Holy Word* three times daily

-- *True Resurrection* three times daily

The Star of Charity

Powers Create food and drink at double the normal strength three times daily.

-- *Calming effect* 120 radius three times daily. DC 35

-- *The wearer can walk among the beasts at will.*

Creatures of animal intelligence will neither fear nor attack the wearer as long as they are not themselves hostile.



The Cup of Charity

Powers: *If filled with holy water it converts it back to silver to give to the poor.* If you have no holy water it will do this with regular water once a day.

-- *Thrice daily if those with an argument drink from the cup they will gain insight to the solution of the issue.* Tempers and stubbornness are washed away.

+8 diplomacy to each drinker and a willingness to be negotiated with, -4 to check to resist diplomacy. the bonus doesn't apply. No save, the willingness to drink negates this.

-- *An undead that willingly drinks from the cup is no longer undead.* Even incorporeal creatures that want to and try to are affected. They are rendered alive.



Together

Powers: *Create food and drink for everyone you can see,* be that five or five thousand once daily.

-- *Aura of Harmony.* All within the vision of the cup and star, (120 yards in the open) is filled with a feeling of harmony. The urge and willingness to over come difficulty with other people is strong and the willingness to see other other point of view and compromise is present. The feeling lasts the whole day if the people remain within sight of the cup & star or not. If the feeling

Magical Artifacts

is resisted the DC is 40. People will seek out those they have standing arguments with and solve them. They gain a +8 diplomacy check in all such matters. Usable three times daily

- *Peaceable Kingdom*. No creature, sentient or animal can harm or will wish to harm any other creature. Is slight of the cup and star (120 yards) The lion will lie down with the lamb and both get up. The effect lasts for 24 hours. No save.

The Star of Faith

Powers: +6 to wearer's Charisma and Wisdom.

- *At will the wearer knows if their actions are in line with the will of the Angels.*
- *Major Awe* three times daily.



The Cup of Faith

Powers: Any water placed into the cup becomes holy water.

- *Greater restoration* to anyone that drinks of its water three times daily.
- *Atonement to those that drink from it*, three times daily. This only functions if they need and want atonement.



Together

Powers: *Avatar spell once per day*. The bearer is protected from the constitution burn.

- *Greater mass restoration* Three times daily. All persons within 60 feet benefit from a *greater restoration* spell.
- *Allies within 60 feet of the holder cannot fail will saves for one minute*, three times daily.

Suszan's Pearls

Minor Artifact

A necklace of pearls in graduated sizes and colors from large onyx black in the center to small snow white at the ends in brushed filigree mithril settings.

History: the pearls were made by Suszan McDonald as one of her first items. On reflection she realized she didn't need their protections as a goddess, however she likes how they look. Occasionally she lends the pearls out to those she considers have a need and are worthy. You are unlikely to simply encounter them.

Powers: *The wearer is immune to fear, poison and disease.*

- *They are able to breathe water* at will.
- *Cast 1 extra spell per level/day*, any spell casting class.
- *Any Fortitude save is made at +4.*
- *They may at will purify food and water, cure disease and neutralize poison.*
- *They may cast a Comfort spell* once per day.
- *Anyone seeking to sexually molest the wearer receives a 5 die lightning charge.*
- *It may only be removed by the free will of the wearer.* No magical influence will work.



The Throne of the Gods

Major Artifact

Located in the north escarpment of the Valley of Ancients this artifact is immobile. Sadly this makes its location knowable and easily so.

The cavern is difficult to reach and the interior does not look like the throne room of any god, or even a minor lord. The Throne is hewn from the living rock. No effort to improve the cave has been made.

History: The throne was first located by Reginald P Vanderfeller. They used it once to learn knowledge of the goddess Milikki, and happily did not suffer the ill effects of the artifact. Wisely Vanderfeller never tried to use it again. However knowledge of the Throne of the Gods got out.

It is believed that older adventurers did know of the item because the next party to seek the throne found the way blocked by Valkur, the immortals of Ivan. It is believed that Ivan and his companions found the throne and did not tell anyone. Once Vanderfeller had found and used it the secret was out, Ivan guarded the dodgy thing from further bad mistakes.

The Valkur will listen to reason. They will not absolutely forbid any use, but you get one shot and after that, good or bad, they toss you out.

The only widely known power of the Throne is to answer fully and completely one question of any sitter per sitting. Other powers it doubtless has and some very nasty side effects are known, such as an developing a over arching hubris and megalomania in anyone that uses the throne frequently.

Powers: *True Sight* while seated

- *Immune to baneful magic* while seated
- *Aura of Command:* Sitter has a +8 boost to charisma and their words are treated as a *suggestion* spell.
- *Finger of death* 3/day while seated.
- *Wish* once per day.
- *Answer fully and completely one question* of any sitter per day.

Downside: *Sitter losses 1-4 Charisma* when not on the throne Fort DC 25 if ever the *Wish* or *Answer* powers are used. Lost Charisma returns, along with the bonus if they are sitting on the throne. This only happens once, no further Charisma is lost once you fail the save.

-- *Prideful possession.* The sitter becomes increasingly obsessed with the power and might of the Throne and it consumes then when not sitting on it. They worry about other people sitting on it as well. Developing monomania, 1% cumulative chance with each sitting

-- *Megalomania:* Of course I rule the world. Developing megalomania 1% cumulative chance with each sitting.



Uriel's Rod

Major Artifact

A black rod 28 inches long topped with a celestial nethermetal mace head and a celestial nethermetal butcap.

History: Once the possession and rod of office of the disgraced seraphim angel. During the fall of Uriel the



rod was lost. Whether on the prime or on the planes is unknown. His replacement in the Heavenly hierarchy had no interest in the item and produced her own symbols and regalia. It remains missing.

Powers: +5 mace 2d20 damage base. *Holy, shocking burst* (All adds are d10)

-- *Detect evil at will*

-- *Evil creatures that view the rod (120 yard range) Must save vs fear DC 25 or flee.* The rod must be in use to get this effect.

-- *Disintegrate* evil creatures on a critical hit. 40d10

-- *Cast major awe three times daily.*

-- *Add +6 to wielders Charisma and Wisdom*

-- *Act as any of the following rods* **absorption, cancellation, resurrection, rulership**

Downside: *Any evil creature that touches the rod will suffer 2d20 points damage and must save vs fear.*

-- *The rod will urge one to battle evil, in the literal sense, at every turn.* Any time an evil creature is seen by the wielder they must save DC 25 or engage them in combat at once.

-- *The wielder and the rod will inescapably detect as good.* This aura cannot be hidden by any mortal magic, even a *wish*..

The Wand of Orcus

Major Artifact

In form an elaborate huge mace topped by a skull. The whole being ivory and obsidian. The item is three foot long, the skull that of a human, said to have been slain by Orcus himself.

History: The wand is believed to have been created by the Demon of Undeath himself. Fashioning it from the bones and the tortured souls of the damned. There is rumored to be the power of a forgotten rival in there as well. Perhaps even the skull on the wand itself.

In the tussle of the former Abyssal Lords with their new Masters in Hell Orcus kicked against the goads more than most. His powers and sphere were forced away from undead and toward sexual perversion. (undead sexual perversion... eew.)

By the time the three principle Deamons (as they are now called) had separated themselves from Hell, Grazat, Demigorgon and Orcus, Orcus has lost the wand. Its location is still unknown.

Powers: A +6 mace 2d10 damage *unholy, impact, ghosttouch*. It is a large weapon.

-- Grant a +6 deflection bonus to the wielder.

-- Cast the following spells once a day 20th level caster *abyssal might, call nightmare, clutch of Orcus, summon daemon, summon monster VII, wrack* (DC 18), and *wrenched blight* (15d6, DC 23)

-- *Cause fear* in mortals within 100 feet. Will DC 25.

-- *Control undead*. All undead within 300 feet of the wand will obey the Will of Orcus. Vampires and Liches are granted a will Save DC 25.

-- *Slay the living*. Any mortal touched by the wand must save fort DC 25 or be rendered dead. Only a true resurrection can restore them.

Downside: *He wants it back.* A powerful incentive to not go there. Demigorgon and Grazat would like it as well. There is a long list of powerful types that either wish to use the **Wand of Orcus** or guarantee it is never seen again.

-- *Save or die if you touch the wand.* The same as the slay living effect.



-- Any mortal that successfully uses the **Wand of Orcus** becomes *evil* and has all the features of the evil subtype.

Wind Walker

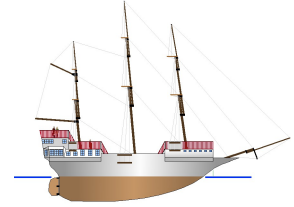
Minor Artifact

Many would not even class this as a minor artifact, it is merely a flying ship. It gains its status from its great age. The last known of the type made before the Holocaust of God's Wound. That makes the ship a remarkable 90,000 plus years of age.

History: It was recovered from a crew of pirates by the Steels. The couple that latter founded the Steel dynasty of Seahaven, a sadly short one. They used the vessel as their adventuring platform and Royal yacht. The technology was studied and was instrumental in the flying ships one sees today.

On the death of King Matten Steel the ship could not be located in its shed. In the political confusion of the time of national fusion the matter got swept aside and never really pursued. The vessel has never been located.

Powers. Wind Walker is a standard flying ship with no extraordinary abilities.



Wolf's Belt



Major Artifact

A belt braided from five flat one inch wide strands of metal. The metals are silver, white gold, electrum, platinum, and mithril. The belt clasp is a wolf's head in profile carved from black obsidian with an emerald eye.

History: Created by the Centaur god Wolf. The belt has been in his possession from the time of its creation. Wolf seemed to lose all interest in life after the loss of his wife Zarabeth in the first Undying War. The destruction of everything and anything that had to do with the Undying King became his sole passion. After the destruction of the Undying King in the third war Wolf ceased to frequent any of his old haunts and broke all contact with friends or family. He was last spotted in the mountains south of Konor by a ranger two years after the war. No one has seen him since.

The belt was located by the Centaur Scout Johnathan who currently wears it.

Powers: *Wearer is AC +10 natural*

-- *Damage Reduction 10 / --*

-- *Displacement* (as cloak) at will

-- *Non-detection from scrying or detection spells* at will

-- *Wearer moves at four times normal speed*

-- *Double strength strength spell* 3 times a day

-- *Spell Resistance 30*

-- *Invisibility* at will

-- *Wearer can track infallibility*

-- *Summon 5-50 Wolves* per day.

Magical Artifacts

The Held Artifacts

A list of known artifacts that are in the hands of those that are not giving them up any time soon. Many are items of great power and legend.

The Belt of Abba



Major Artifact

The Belt of Abba is a girdle of a blue web that resembles flowing water. The center is the symbol of Abba centered in Jet..

Holder: Abba Eecreeana

History: According to Abba himself the belt was a gift from Eve, The only other person that has every been seen with the Belt besides Abba Eecreeana is his wife and divine servant Molly Abba.

Powers: *Summon the Waters of Creation* as a body of water or as rain. The waters cannot remain pure on the prime material. Their effects are much attenuated. All dead things touched by the waters will become alive again. -*- Infertile soil is rendered fertile. -*- Evil creatures loose the evil subtype no save.

– *Summon the Waters of Oblivion.* The waters cannot remain pure on the prime material. Their effects are much attenuated, -*- Kill any living creature, no save. A *wish* or *miracle* followed by a *true resurrection* is required to raise them from the dead. -*- Render soil it touched barren and lifeless. Never to nurture life again.

Downside: The possessor of the belt can command Abba Eecreeana. It's a downside to Abba.

– If anything untoward happens to Abba Eecreeana the belt has primal wishes that make it appear on Molly Abba.

The Crystal of Scent Sensations

Major Artifact

The Crystal of Sence Sensations resembles a normal crystal ball of 4 inches round. Unless it is in use. In use it swirled with the color used and the accompanying scent fills the air.

Holder: Ivan Dimetrivich

History: Little is known of the crystal outside of the fact that Ivan found it in Weird Manor. Its history before this is lost to memory.

Powers: Each of the powers can be used once a day.

– Clear - The scent of rain - *Mass true resurrection* 60'r

– Red - The scent of roses - *Mass greater restoration* 60'r

– Orange - The scent of oranges - *Create food & water* for up to 150

– Yellow – *The Scent of lemons* – *cleanse and sterilize area* 600'r

– Green - *The scent of leaves* - *Mass cure critical wounds* 120'r

== Blue – *The scent of lavender* – *Mass remove disease* 120'r

– Violet – The scent of lilacs - *Mass heal* 60'r



– Black - *The scent of anise* - *Mass sleep* 120'r (will DC 30)

– No one can attack the holder of the crystal (Will DC 40)

Downside: Ivan has it. He has been known to loan this out to priests.

– No one can take a hostile action while holding the crystal.

The Flower of Evil

Major Artifact

This item is the Scepter of the Lord of Hell. An instrument of the office itself it has been passed down from one Lord to the next. If you see it outside of Hell something is very very wrong.

The Scepter takes the form of a long stemmed rose made of Fiendish Nethermetal. It is colored naturally, the flower being a blood red color and the stem and leaves dark green. It glitters like crystal in the light.

Holder: Mephistopheles

History: The origin of this item is unknown. It is believed that in the darkness of prehistory it was created by Lucifer himself. It has never been away from the grasp of the Lord of Hell in the billions of years it has existed

Powers: +8 ranged touch

– *Cause unendurable pain.* A ray from the **Flower of Evil** striking the touch AC of the target causes pain to the point of total incapacity of a primal nature. The target crumples and howls for 4d6 rounds. They remain incapacitated for as many minutes after the pain recedes being stunned. Even primal beings are subject to this power.

– The possessor can command all the least, lessor, and greater devils of Hell. They need not hold the **Flower of Evil** to do so, All soulless types have no save against this power and are compelled to obey. Souled devils can attempt to not obey Will save of DC 40.

– The Possessor can scry any part of Hell they wish and know what is happening there.

– The possessor will know the destination of the soul of any mortal standing before them.

Downside: We did say Scepter of the Lord of Hell. He is going to come after anyone that tried to make off with same.

– Any non-god that touches this item is blasted with soul consuming pain, no save. Your cells scream in agony.



The Orb of the Mother

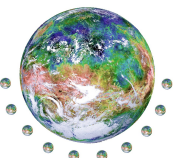
Minor Artifact

The stone is a foot across perfect agate that looks very much like a planet. Observing it you will see clouds move, so the globe is always changing.

Part of the item are the ten satellite stones that can be worn as pennants. They are an inch across.

Holder: Molly Abba

History: It is believed to have been created by one of the goddesses of earth and fertility from before the Holocaust. Some have called it the Heart of Thindacarulle.



Powers: Allow the possessor of the Orb of the Mother or one of its satellites stones to use the ability of Earth magic when none is present. A dead world, in space, or on other planes. No distance or different plane will prevent this. Only movement to a different universe.

– The Orb can be used as a scrying device. It gives +10 to scry attempts on the planet of Thindacarulle if there is opposition to the scrying.

Downside: The item is only usable by those that use Earth magic. It is useless to arcane or divine casters.

– Any place the stone is kept will develop a *Genus Loci* without any effort the *Genus Loci* will be a radius of 20 miles. It is believed that Molly keeps the Orb on Worldtop.

– No one that has the Orb or a satellite can willfully harm Thindacarulle.

The Ring of Poseidon

Minor Artifact

The ring is signet style made from a solid aquamarine of flawless nature. It has the symbol of Poseidon carved into it. Looking at it has the appearance of flowing water as it moves.



Holder: Tesral

History: The ring was gift from Poseidon to Tesral. It marks the friendship that has existed between these two gods since Tesral reached his maturity. Tesral has always worn the ring on his right middle finger.

Powers: Protect the wearer from harm by water in any form or any amount. Highly useful to a Phoenix

– Allow the wearer to control non-sentient sea creatures within a mile.

– In the possession of a Phoenix it will cycle with them.

Downside: Get it off Tesral's finger.

Staff of the Patriarch

Major Artifact



The Staff of the Patriarch is 6' long, made of glass from sand taken from the beach of the Waters of Creation. The three blades holding the power gem are of mithril as is the sphere on the butt.

Holder: Tommie Lanaran Elson, Patriarch of the Seelie Court

History: The staff is said to have been created in ages past by Lotlorian as the scepter of the Seelie Court. It has remained there except for the handful of times the Patriarch has himself been forced to go to war. It is one of the most underutilized artifacts which is also fully understood.

Powers: +6 Staff 2d6 damage. The blades at the top are sharp. It can be used as an exotic glaive.

– At will: *light, daylight, searing light* (max effect).

– 5x/day: Maximize empower any spell or spell-like ability.

– 1x/day each: *True resurrection, greater restoration, regenerate*

Downside: It belongs to the Patriarch of the Elves. A lot of people are going to have an opinion about you taking it.

– No one holding the Staff can break the **First Law**, *Elf shall not fight Elf*.

– Anyone not of the Races of the First Children that takes up the staff must make a will save DC 40 or be stunned for 2d10 minutes. The staff will ring loudly indicating it has been disturbed.

Appendix

Materials

Adamantine: the hardest metal known to exist. It takes adamantine to hurt adamantine. It can imbue an item with hardness, overcome hardness and damage reduction.

Cold Iron: This iron, mined deep underground, known for its effectiveness against fey creatures, is forged at a lower temperature to preserve its delicate properties. Armor made of cold iron costs twice as much to make as their normal counterparts. Also, any magical enhancements cost an additional 2,000 gp. Cold Iron armor is always -1 on any armor value, but it will give a +6 bonus against any spells or spell-like abilities used on the wearer. The abilities of fey creatures do not work at all.

Nethermetal: the metal that is the roots of the afterlife planes. Nethermetal is known for its ease of enchantment and willingness to focus magic. Only a smith with access to the “fires of Hell” can even work this metal. Nethermetal will triple the material cost of any armor, weapon, or other item. It is often used for staves and other spell items, but half the costs of enchantment. Nethermetal also gives the wearer a +1 against any save vs a spell or spell-like effect in addition to properties added to the item. “Spell Resistance” is also one degree better than paid for. It will produce armor or weapons of half the normal weight. And will allow a maximum Dex of two points higher than the armor would normally allow.

Nethermetal comes in three kinds. The properties do not differ but each kind is better suited to certain enchantments.

Celestial nethermetal – From the foundation of Paradise. Preferred when making items of protection or those with a good subtype. This type is best for energy gathering and is found in most arcane engines.

Penitent nethermetal – From the foundation of Coventry. The least flavored of the three types. It can be used for anything, but it is the hardest to come by. This type is ideal for converting one energy to another.

Fiendish nethermetal – From the bones of Hell. Preferred for weapons, and anything of an evil subtype. This nethermetal is the most plentiful being traded in Hellsgate. It is best for focusing items and the transmission of energy.

Mithril: the legendary *true silver*. Mithril doubles the cost of an item. Mithril adds a +1 to the armor value of any suit made out of it. It counts as silver for any resistances or weaknesses. It will produce armor of half the normal weight. And will allow a maximum Dex of two points higher than the armor would normally allow.

Mithril is the mainstay of magical rings and other jewelry. It is

Magical Artifacts

commonly found in any Elven made swords as well.

Spells

Abyssal Might

(Book of Vile Darkness, p. 84)

Conjuration (Summoning) [Evil]

Level: Blackguard 3, Demonologist 3, Cleric 4, Sorcerer 4, Wizard 4,

Components: V, S, M, Demon

Casting Time: 1 action

Range: Personal

Target: Caster

Duration: 10 minutes/level

The caster summons evil energy from the Abyss and imbues himself with its might. The caster gains a +2 enhancement bonus to Strength, Constitution, and Dexterity. The caster's existing spell resistance improves by +2.

Material Component: The heart of a dwarf child.

Call Nightmare

(Book of Vile Darkness, p. 87)

Conjuration (Calling) [Evil]

Level: Demonologist 4, Sorcerer 5, Wizard 5,

Components: V, S, Soul

Casting Time: 1 minute

Range: Medium (100 ft. + 10 ft./level)

Effect: One nightmare

Duration: One week

Saving Throw: None

Spell Resistance: No

The caster calls a nightmare from the Lower Planes to where they are, offering it the soul that they have prepared. In exchange, the nightmare serves the caster for one week as a mount or guard, although if the nightmare moves more than 150 feet away from them, it immediately returns from whence it came. Multiple castings of this spell replace the previous nightmare with a new one.

Charm Person

Enchantment (Charm) [Mind-Affecting]

Level: Brd 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One humanoid creature

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

This charm makes a humanoid creature (or any PC race) regard you as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.

The spell does not enable you to control the charmed person as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming.

Cleanse, Mass

Alteration/Invocation

Level: Primal

Components: V, S

Casting Time: 1 action

Range: 600' r

Effect: every one in range.

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

This spell removes the common "unclean influences" that gather upon a person in daily life. The stink of anger, the sour funk of resentment, the bitter tang of envy, etc. While it is not uncommon to use the spell to *cleanse* a worshiper that is to undergo an important ceremony, the primary use of the spell is in vesting. That is the cleansing of the Priest himself before performing the rites of his god. A secondary function is to freshen the appearance of the Priest and his vestments. Dirt and stains will be cleaned from his vestments, and small tears or wear spots will be mended. The priest himself will be free of odor or soil. So renewed in spirit and body he is fit to serve the god. Worshipers do not receive the physical benefits of the *cleanse* spell, only the spiritual benefits.

While the effects of the spell are Instantaneous, and they do not wear off, the spell does not prevent further spiritual or physical "contamination".

Clutch of Orcus

(Libris Mortis: The Book of Undead)

Necromancy [Evil]

Level: Cleric 7,

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One humanoid

Duration: Concentration

Saving Throw: Fortitude negates

Spell Resistance: Yes

A magical force grips the subject's heart (or similar vital organ) and begins crushing it. The victim reacts as if having a heart attack (it is paralyzed) and takes 1d3 points of damage per round.

Concentration is required to maintain the spell each round. A conscious victim gains a new saving throw each round to end the spell.

If the victim dies as a result of this spell, its smoking heart appears in the caster's hand.

Create Food and Water

(Player's Handbook v.3.5, p. 214)

Conjuration (Creation)

Level: Cleric 3, Healer 3, Savant 3 (Divine), Merchant Prince 3, Apostle of Peace 3, Gluttony (SpC) 3, Creation (CD) 3, Creation (DF) 3, Creation (DD) 3, Feast (ECS) 3,

Components: V, S

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Food and water to sustain three humans or one horse/level for 24 hours

Duration: 24 hours; see text

Saving Throw: None

Spell Resistance: No

The food that this spell creates is simple fare of your choice, highly nourishing, if rather bland. Food so created decays and becomes inedible within 24 hours, although it can be kept fresh for another 24 hours by casting a purify food and water spell on it. The water created by this spell is just like clean rain water, and it doesn't go bad as the food does.

Cure Critical Wounds , Mass

(Player's Handbook v.3.5, p. 215)

Conjuration (Healing)

Level: Special

Components: V, S

Casting Time: 1 standard action

Range: 120'r

Target: All creatures in the area of effect.

Duration: Instantaneous

Saving Throw: Will half (harmless) or Will half; see text

Spell Resistance: Yes (harmless) or Yes; see text

This spell cures 4d8 points of damage +1 point per caster level (maximum +40).

Like other *cure* spells, *mass cure critical wounds* deals damage to undead in its area rather than curing them. Each affected undead may attempt a Will save for half damage.

Daylight

Evocation [Light]

Level: Brd 3, Clr 3, Drd 3, Pal 3, Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: Permanent unless dispelled

Saving Throw: None

Spell Resistance: No

The object touched sheds light as bright as full daylight in a 60-foot radius, and dim light for an additional 60 feet beyond that. Creatures that take penalties in bright light also take them while within the radius of this magical light. Despite its name, this spell is not the equivalent of daylight for the purposes of creatures that

are damaged or destroyed by bright light.

If daylight is cast on a small object that is then placed inside or under a light-proof covering, the spell's effects are blocked until the covering is removed.

Daylight brought into an area of magical darkness (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect.

Daylight counters or dispels any darkness spell of equal or lower level, such as darkness.

Disintegrate

Transmutation

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: Instantaneous

Saving Throw: Fortitude partial (object)

Spell Resistance: Yes

A thin, green ray springs from your pointing finger. You must make a successful ranged touch attack to hit. Any creature struck by the ray takes 2d6 points of damage per caster level (to a maximum of 40d6). Any creature reduced to 0 or fewer hit points by this spell is entirely disintegrated, leaving behind only a trace of fine dust. A disintegrated creature's equipment is unaffected.

When used against an object, the ray simply disintegrates as much as one 10-foot cube of nonliving matter. Thus, the spell disintegrates only part of any very large object or structure targeted. The ray affects even objects constructed entirely of force, such as forceful hand or a wall of force, but not magical effects such as a globe of invulnerability or an antimagic field.

A creature or object that makes a successful Fortitude save is partially affected, taking only 5d6 points of damage. If this damage reduces the creature or object to 0 or fewer hit points, it is entirely disintegrated.

Only the first creature or object struck can be affected; that is, the ray affects only one target per casting.

Arcane Material Component A lodestone and a pinch of dust.

Heal, Mass

(Player's Handbook v.3.5, p. 239)

Conjuration (Healing)

Level: Cleric 9, Life (ECS) 9,

Components: V, S

Casting Time: 1 standard action

Range: Medium 60'r

Target: All creatures in the radius of effect

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Heal enables you to channel positive energy into a creature to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the Target: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feeble-minded, insanity, nauseated, sickened, stunned, and poisoned. It also cures 10 hit points of damage to a

Magical Artifacts

maximum of 250 points.

Heal does not remove negative levels, or restore permanently drained ability score points.

If used against an undead creature, heal instead acts like harm.

Light

Evocation [Light]

Level: Brd 0, Clr 0, Drd 0, Sor/Wiz 0

Components: V, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: No

This spell causes an object to glow like a torch, shedding bright light in a 20-foot radius (and dim light for an additional 20 feet) from the point you touch. The effect is immobile, but it can be cast on a movable object. Light taken into an area of magical darkness does not function.

A light spell (one with the light descriptor) counters and dispels a darkness spell (one with the darkness descriptor) of an equal or lower level.

Arcane Material Component A firefly or a piece of phosphorescent moss.

Polymorph

Transmutation

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: living creature touched

Duration: permanent

Saving Throw: Fort negates

Spell Resistance: Yes

This spell functions like alter self, except that you change the target subject into another form of living creature. The new form may be of the same type as the subject or any of the following types: aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin. The assumed form can't have more Hit Dice than your caster level (or the subject's HD, whichever is lower), to a maximum of 15 HD at 15th level. You can't cause a subject to assume a form smaller than Fine, nor can you cause a subject to assume an incorporeal or gaseous form. The subject's creature type and subtype (if any) change to match the new form.

Upon changing, the subject regains lost hit points as if it had rested for a night (though this healing does not restore temporary ability damage and provide other benefits of resting; and changing back does not heal the subject further). If slain, the subject reverts to its original form, though it remains dead.

The subject gains the Strength, Dexterity, and Constitution scores of the new form but retains its own Intelligence, Wisdom, and Charisma scores. It also gains all extraordinary special attacks possessed by the form but does not gain the extraordinary special qualities possessed by the new form or any supernatural or spell-

like abilities.

Incorporeal or gaseous creatures are immune to being polymorphed, and a creature with the shapechanger subtype can revert to its natural form as a standard action.

Material Component: An empty cocoon.

Regenerate

Conjuration (Healing)

Level: Cleric 7, Healer 7

Components: V, S, DF

Casting Time: 3 full rounds

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The subject's severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multiheaded creatures), broken bones, and ruined organs grow back. After the spell is cast, the physical regeneration is complete in 1 round if the severed members are present and touching the creature. It takes 2d10 rounds otherwise.

Regenerate also cures 4d8 points of damage +1 point per caster level (maximum +35), rids the subject of exhaustion and/or fatigue, and eliminates all nonlethal damage the subject has taken. It has no effect on nonliving creatures (including undead).

Remove Disease, Mass

(Player's Handbook v.3.5, p. 271)

Conjuration (Healing)

Level: Special

Components: V, S

Casting Time: 1 standard action

Range: 120'f

Target: all creatures in range.

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Remove disease cures all diseases that the subject is suffering from. The spell also kills parasites, including green slime and others. Certain special diseases may not be countered by this spell or may be countered only by a caster of a certain level or higher.

Note: Since the spell's duration is instantaneous, it does not prevent reinfection after a new exposure to the same disease at a later date.

Resurrection, Mass True

Conjuration (Healing) [Ectomancy]

Level: Primal

Components: V, S, M, DF

Casting Time: 10 minutes

Range: Medium 60'

Target: all dead in range

Duration: Instantaneous

Saving Throw: None; see text

Spell Resistance: Yes (harmless)

This spell functions like raise dead, except that you can resurrect a creature that has been dead for as long as 10 years per caster level. This spell can even bring back creatures whose bodies have been destroyed, provided that you unambiguously identify the deceased in some fashion (reciting the deceased's time and place of birth or death is the most common method).

Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no loss of level (or Constitution points) or prepared spells.

You can revive someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. This spell can also resurrect elementals or outsiders, but it can't resurrect constructs or undead creatures.

Even true resurrection can't restore to life a creature who has died of old age.

Resurrection, True

Conjuration (Healing) [Ectomancy]

Level: Cleric 9

Components: V, S, M, DF

Casting Time: 10 minutes

Range: touch

Target: one dead.

Duration: Instantaneous

Saving Throw: None; see text

Spell Resistance: Yes (harmless)

This spell functions like raise dead, except that you can resurrect a creature that has been dead for as long as 10 years per caster level. This spell can even bring back creatures whose bodies have been destroyed, provided that you unambiguously identify the deceased in some fashion (reciting the deceased's time and place of birth or death is the most common method).

Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no loss of level (or Constitution points) or prepared spells.

You can revive someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. This spell can also resurrect elementals or outsiders, but it can't resurrect constructs or undead creatures.

Even true resurrection can't restore to life a creature who has died of old age.

Restoration, Greater

Conjuration (Healing)

Level: Cleric 9

Components: V, S

Casting Time: 10 minutes

Range: Medium 60' r

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell functions like lesser restoration, except that it dispels all negative levels afflicting the healed creature.

Greater restoration also dispels all magical effects penalizing the creature's abilities, cures all temporary ability damage, and

restores all points permanently drained from all ability scores. It also eliminates fatigue and exhaustion, and removes all forms of insanity, confusion, and similar mental effects.

Restoration, Mass Greater

Conjuration (Healing)

Level: primal

Components: V, S

Casting Time: 10 minutes

Range: Medium 60' r

Target: all creatures within 60'

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell functions like lesser restoration, except that it dispels all negative levels afflicting the healed creature.

Greater restoration also dispels all magical effects penalizing the creature's abilities, cures all temporary ability damage, and restores all points permanently drained from all ability scores. It also eliminates fatigue and exhaustion, and removes all forms of insanity, confusion, and similar mental effects.

Searing Light

Evocation

Level: Clr 3, Sun 3

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Focusing divine power like a ray of the sun, you project a blast of light from your open palm. You must succeed on a ranged touch attack to strike your target. A creature struck by this ray of light takes 1d8 points of damage per two caster levels (maximum 5d8). An undead creature takes 1d6 points of damage per caster level (maximum 10d6), and an undead creature particularly vulnerable to bright light takes 1d8 points of damage per caster level (maximum 10d8). A construct or inanimate object takes only 1d6 points of damage per two caster levels (maximum 5d6).

Sleep, Mass

Enchantment (Compulsion) [Mind-Affecting]

Level: Special

Components: V, S, M

Casting Time: 1 round

Range: 120' r

Effect: Target creatures under 10hd sleep

Duration: See text

Saving Throw: Will negates

Spell Resistance: Yes

This spell causes all creatures of 10 HD or less within a 120 feet of the crystal to fall into a catatonic slumber for 3d6×10 minutes. Unlike with the *sleep* spell, sleeping creatures cannot be

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awakened by non-magical means before this time expires.

Spell Turning

Abjuration (Protection)

Level sorcerer/wizard 7, summoner 5; Domain luck 7, magic 7

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Personal

Effect: turn 7-10 spell levels.

Duration: until expended or 10 min./level

Saving Throw: None

Spell Resistance: No

Spells and spell-like effects targeted on you are turned back upon the original caster. The abjuration turns only spells that have you as a target. Effect and area spells are not affected. Spell turning also fails to stop touch range spells. From seven to ten (1d4+6) spell levels are affected by the turning. The exact number is rolled secretly.

When you are targeted by a spell of higher level than the amount of spell turning you have left, that spell is partially turned. Subtract the amount of spell turning left from the spell level of the incoming spell, then divide the result by the spell level of the incoming spell to see what fraction of the effect gets through. For damaging spells, you and the caster each take a fraction of the damage. For non-damaging spells, each of you has a proportional chance to be the one who is affected. If you and a spellcasting attacker are both warded by spell turning effects in operation, a resonating field is created. Roll randomly to determine the result.

Sterilize Area

Alteration

Level: Special

Components: V, S, M

Casting Time: 1 round

Range: 600' r

Effect: Kill bugs

Duration: 1 turn/level

Saving Throw: None

Spell Resistance: Yes

This spell kills all organisms of a quarter inch long or smaller in the area of effect, and continues to do so for the duration of the spell. It will render the air and surfaces in the area of effect completely sterile. The spell will not kill organisms that live inside creatures larger than the spell limit. It also will not prevent such organisms from returning once the spell duration has ended. The material component is an amount of carbolic acid dashed into and about the area to be affected.

Summon Monster VII

(Player's Handbook v.3.5, p. 287)

Conjuration (Summoning)

Level: Cleric 7, Sorcerer 7, Wizard 7, Summoning (DF) 7,

Components: V, S, AF, DF,

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One or more summoned creatures, no two of which can be

more than 30 ft. apart

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions.

The spell conjures one of the creatures from the 7th-level list, 1d3 creatures of the same kind from the 6th-level list, or 1d4+1 creatures of the same kind from a lower-level list. You choose which kind of creature to summon, and you can change that choice each time you cast the spell. Information on these creatures can be found in the Monster Manual.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. For instance, a celestial porpoise may only be summoned in an aquatic environment.

Arcane Focus: A tiny bag and a small (not necessarily lit) candle.

Wish

(All)

Level: Magician 9

Components: V

Casting Time: Special

Range: Special

Effect: Special

Duration: Special

Saving Throw: Special

Spell Resistance: Yes

The *wish* spell is a very powerful dewomer that allows the caster to bend reality to their will. The spell's verbal component is the spoken wish of the caster. This, and the *limited wish* spell, are the only cases in which the player must word the the verbal components of the spell. The wording of the *wish* describes its effects. A *wish* can perform any effect equivalent any level Magician or Craft spell, or a 7th level Clerical, Illusionist, or Healer spell. The *wish* can perform two clauses and may have no more than two restrictions on each clause. The *wish* will come to pass in the simplest manner possible. The player is warned to word wishes well.

Wrack

Complete Divine, p. 190)

Necromancy [Evil]

Level: Cleric 3, Sorcerer 4, Wizard 4,

Components: V, S

Casting Time: 1 standard action

Range: Close ((25 ft. + 5 ft./2 levels)

Area: One humanoid

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

A subject of the spellcaster's choosing is wracked with such pain that he doubles over and collapses. His face and hands blister and drip fluid, and the eyes cloud with blood, rendering him blind. For the duration of the spell, the subject is considered helpless and cannot take actions.

Even when the spell ends, the subject is still visibly shaken and suffers a -2 penalty on attack rolls, saves, and checks for 3d10 minutes. The subject's sight returns at the end of the spell's duration.

Wretched Blight

(Book of Vile Darkness, p. 110)

Evocation [Evil]

Level: Cleric 7,

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Fortitude partial (see text)

Spell Resistance: Yes

The caster calls up unholy power to smite his enemies. The power takes the form of a soul-chilling mass of clawing darkness. Only good and neutral (not evil) creatures are harmed by the spell.

The spell deals 1d8 pts. of damage per caster level (maximum 15d8) to good creatures and renders them stunned for 1d4 rounds. A successful Fortitude save reduces damage to half and negates the stunning effect.

The spell deals only half damage to creatures that are neither evil nor good, and they are not stunned. Such creatures can reduce the damage in half again (down to one-quarter of the roll) with a successful Reflex save.

CREATURES

Nightmare

(Monster Manual v.3.5, p. 194)

Large Outsider (Evil, Extraplanar)

Hit dice: 6d8+18

Initiative: +6

Speed: 40 ft., Fly 90 ft. (Good)

Armor class: 24 (-1 size, +2 Dex, +13 natural), touch 11, flat-footed 22

Base Attack/Grapple: +6/+14

Attack: Hoof +9 melee (1d8+4 plus 1d4 fire)

Full Attack: 2 hooves +9 melee (1d8+4 plus 1d4 fire) and bite +4 melee (1d8+2)

Space/Reach: 10 ft./5 ft.

Special Attacks: Flaming hooves, smoke

Special Qualities: Astral projection, darkvision 60 ft., etherealness

Saves: Fort +8 Ref +7 Will +6

Abilities: Str 18, Dex 15, Con 16, Int 13, Wis 13, Cha 12

Skills: Concentration +12, Diplomacy +3, Intimidate +10,

Knowledge (the planes) +10, Listen +12, Move Silently +11,

Search +10, Sense Motive +10, Spot +12, Survival +10

Feats: Alertness, Improved Initiative, Run

Environment: Gray Waste of Hades

Organization: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Always neutral evil

Advancement: 7-10 HD (Large); 11-18 HD (Huge)

Level adjustment: +4

At first glance, this creature looks like a large, powerful horse with a jet-black coat. A closer look, however, reveals its true nature. Flames wreath its steely hooves, trail from its flared nostrils, and smolder in the depths of its dark eyes.

Nightmares are proud equine creatures with hearts as black and evil as the dark abysses from which they come. They dwell on the plane of Hades.

A nightmare is a wild and restless creature. It roams the world doing evil and haunting the dreams of all who dare cross it. Although it has no wings, the creature can fly with great speed. It seldom allows anyone to ride it, but particularly powerful and evil creatures have been known to make mounts of nightmares.

A nightmare is about the size of a light war horse.

Combat

A nightmare does battle by biting with its viperish fangs and kicking with its powerful legs. A nightmare can fight while carrying a rider, but the rider cannot also fight unless he or she succeeds on a Ride check.

A nightmare's natural weapons, as well as any weapons it wields, are treated as evil-aligned for the purpose of overcoming damage reduction.

Flaming Hooves (Su): A blow from a nightmare's hooves sets combustible materials alight.

Smoke (Su): During the excitement of battle, a nightmare snorts and neighs with rage. This snorting fills a 15-foot cone with a hot, sulfurous smoke that chokes and blinds opponents. Anyone in the cone must succeed on a DC 16 Fortitude save or take a -2 penalty on all attack and damage rolls until 1d6 minutes after leaving the cone. The cone lasts 1 round, and the nightmare uses it once as a free action during its turn each round. The save DC is Constitution-based.

Because of the smoke it gives off, a nightmare has concealment against creatures 5 feet away and a total concealment against creatures 10 feet or farther away. The smoke does not obscure the nightmare's vision at all.

Astral Projection and Etherealness (Su): These abilities function just like the spells of the same names (caster level 20th); a nightmare can use either at will.

Carrying Capacity: A light load for a nightmare is up to 300 pounds; a medium load, 301-600 pounds; and a heavy load, 601-900 pounds.

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