**Chapter 2. Artefacts**

***Nature of Artefacts***

The present chapter deals with the creation and use within the D&D game of the most powerful type of magic items: the Artefacts.

An Artefact is the direct world of a divinity and contains part of his power, of his Immortal essence. Every artefact is therefore composed of the five founding forces of the Multiverse (Energy, Matter, Thought, Time and Entropy) and is able to recreate any magical effect without limit and without exhausting its powers, as all artefacts are able to regenerate their energy over time or through special methods. Furthermore every artefact is unique and belongs to the only group of items of divine powers, and as such artefacts are seen as legendary by mortals and are often the targets of epic quest by the most adventurous and intrepid heroes.

An artefact has no definite form; it can be an item of any type, shape or size, from a simple ring to a weapon, from a garment to a vehicle, from a precious item to an entire building! Usually an Immortal prefers to create resilient and practical objects, easy to carry and use, but this doesn’t prevent an Immortal from sometimes being forced by circumstance to opt for unusual artefacts that are much more complex to use than a simple weapon or jewel. It is also possible to place the Immortal’s powers into a pre-existing magic item (usually a weapon or armour): in this case, the use of the standard powers doesn’t affect in any way the artefact’s powers, and each follows the rules that govern the different uses.

**Purpose of Artefacts**

An artefact is created when an Immortal sacrifices part of his essence to make a magic item, which is more powerful than those made by mortals are, for a very specific purpose: acquiring him further power and helping his Sphere (for further details on the Spheres of Power of the Immortals and their objectives see the *Codex Immortalis*). There are various ways to achieve these objectives: The Immortal can directly use the artefact in the fight against a rival Sphere or a specific enemy. Alternatively, he could send it to one chosen to make radical changes in the world on his behalf, or even manoeuvre him to the cause of fratricidal struggles and chaos, feeding the thirst for power of mortals and push them to exceed their limits. Strengthen a specific dynasty to lead a pivotal nation for his machinations, causing new ideas or knowledge to emerge that revolutionise the existence of the mortals, and so on, based on the way more or less of the direct action of the divinity who intends to exploit the artefact.

**Inserting Artefacts into a Campaign**

Inserting an artefact into his campaign can answer various needs of the Dungeon Master. It can be the final objective of a long quest by one or more characters, the most sought after prize that crowns an entire campaign and around which all of the group’s adventures are centred, tending to take possession of the artefact to expand their own power or defeat a larger enemy. Alternatively, it could have the opposite purpose: find the way to destroy an evil artefact before it brings death and destruction to the world. In other cases, an artefact could be the only solution to curb a devastating event such as a terrible pestilence, the irrecoverable loss of an important person or the rise to power of a diabolic and invincible creature.

Whatever the final purpose, the appearance of an artefact should never be sudden or random. They are the instruments of the Immortals and their destiny should have been studied in minute detail. The DM should introduce an artefact built around a detailed mythology, allowing the characters to hear well-detailed histories on its origin, use and eventual disappearance. The quest for an artefact should therefore engage all the resources of any adventuring group, firstly to find indications scattered everywhere about the exact location of the divine object, and secondly leading them to encounter adversaries try to get hold of the same item with opposing motivations, or with guardians that protect the secret or don’t wish to relinquish control of it. The crowning of a campaign centred on an artefact must necessarily be reached only after epic fights, travels to the ends of the earth and long ordeals that help to temper the spirit of the adventurers and prepare them to face, control or fully exploit the devastating power of the artefact.

There is no way that a character can exploit his wealth to buy an artefact or use his magical ability to discover the location and recover it effortlessly: an Immortal would never allow it! However, it could be that his chosen ignores his true power, given that it is often not possible for mortals to determine the exact nature of an artefact even through magic. In this case the subject would only become aware of the item’s true abilities over time, as the powers of the artefact are revealed, his experience increases and makes him aware of being a pawn in the hands of one or more divinities, having finally decided how to deal with the destiny that has been chosen for him.

**Using an Artefact**

An artefact can therefore be used by mortals, but because of the immortal nature of its powers, any mortal who attempts to bend it to his will is likely to become overwhelmed or in the majority of cases of suffering some adverse effect. The aspiring heroes are naturally aware of the possible risks, but nobody can ever know the dangers they may encounter in handling a specific divine object (see *Adverse Effects of Artefacts*).

Most artefacts are already active when they are found: in fact, if it isn’t specified otherwise, an artefact telepathically communicates its powers to its possessor once he has proven his worth and shown that he is sufficiently powerful or deserving to use it.

Other artefacts are instead inactive and require a particular ritual or predefined circumstance (however complex) to manifest their true powers. In some cases, even the artefact could pass as a mundane object for centuries, until it falls into the hands of the individual chosen by the divinity, the only one able to exploit its powers. This type of artefact is however very rare, as it is very risky to create for an Immortal, seeing as their use depends exclusively on a single mortal, and if the latter is killed or he makes the wrong decision the divinity would have wasted his time and energy.

There are usually three ways to learn how to activate the powers of an artefact: through legends, via magical research or by exploiting prophesies of an oracle of the divinity who had created it.

In the first case, the character will have to refer to the popular accounts that tell how the item had been used in the past by epic heroes or notorious individuals in order to be able to piece together the powers and the way to invoke them.

In the second case, instead the subject could use complicated divinatory spells to analyse fully the artefact in his possession and to establish its obvious powers, although the most hidden ones risk passing unnoticed, based on what its creator established.

The third way is often the most exhaustive to fully understand the potential of an artefact, but needs a medium that could require the subject to prove himself worthy of the divine revelation to which he aspires, leading inevitably to other epic challenges and research on behalf of his worship or of his cause before granting aid.

The simple possession of an artefact therefore isn’t always sufficient to be able to exploit its powers: the character must discover them and learn how to invoke and control them. This should be a gradual process, so that the artefact always maintains a certain aura of mystery about its true abilities and the adverse effects that could be triggered, especially at low and medium level. Clearly, as the character matures and increase in experience, certain mechanisms become more predictable and even the artefacts can be fully understood.

**Destroying an Artefact**

Despite its extreme power and durability, an artefact isn’t indestructible, and indeed, in some cases destroying an Immortal artefact is the only possible alternative to prevent it falling into the hands of an adversary or to stop it causing irreparable damage to his cause.

Each artefact is, however, a physical case that holds an Immortal’s energy. So if the object is destroyed, the released energy returns to its immortal creator, who can then reuse it as he chooses, although he cannot recreate the same item.

|  |
| --- |
| An artefact can only be damaged by +5 weapons (which always cause minimum damage) or by other artefacts or divinities (which cause normal damage). Unless otherwise stated, it Armour Class is –20, its Damage Points are equal to half of the possessed PP, its Saving Throws are equal to 3 and it is immune to mortal magic below 5th level. |

Each artefact has a rudimental level of intelligence: it is incapable of reasoning or learning, and can only respond to a limited number of stimuli, i.e. in cases of personal danger or in situations that directly concern its original purpose. If it is however attacked, an artefact defends itself by automatically activating its offensive powers against those who threaten it (naturally avoiding those that could damage itself). If attacked it is treated as a 40 HD creature or a 40th-level spellcaster to determine the variables of its powers, although the damage produced is always the maximum possible for a mortal (e.g. a *fireball* causes 20d6). If it has no effective offensive powers, it would resort to its defensive powers.

The Damage Points (see Chapter 3, *Damage Points & Saving Throws of Items*) possessed by an artefact are equal to its Power Points (see *Artefact Powers*). After having suffered damage equal to 10% of its DP, an artefact always automatically defends itself, which could be dangerous to its owner. When it loses over 40% of its DP, its powers start to become compromised, losing the ability to invoke those of minor cost, and subsequently one power for every 10% of DP lost above 40%. If the lost DP exceed 80% of its total, there is a 1 in 6 chance each turn that its creator notices the danger and automatically recalls the artefact back to himself; the chance rises to 2 in 6 at 90% damage. If it is broken (no Damage Points left), it ceases to function temporarily and vanishes, magically returning to its creator’s possession, the only one able to repair it. The Immortal obviously will not be pleased about this event, seeing as repairing the item involves a further expenditure of energy, and there is a 1-in-4 chance that he seeks to avenge the deed by sending some of its servants to punish those responsible.

The definitive destruction of an artefact always demands the employment of a particular and unique method of extreme difficulty, which usually involves the employment of a legendary power (e.g. having it devoured by an Immortal monster, melting it by placing it in the heart of the Lord of Fire, and so on). The discovery of the exact method must involve a long and expensive quest, and certainly, the legends about the artefact can be a good starting point.

Naturally, the attempt to destroy it could attract its creator’s attention, but unless this happens outside the Prime Material Plane, he cannot directly confront the character, but may send emissaries to prevent it.

If an artefact is destroyed, its creator is immediately aware of the fact and becomes the archenemy of whoever dared hinder him, orchestrating a terrible revenge. Naturally, it is possible that an Immortal who will benefit from this event will favour those who destroyed the object. In this case, the item’s creator will have just one chance to complete his revenge: if this fails, he should consider himself defeated, and despite his smouldering rancour, every further assault directed against this or those mortals if discovered will be dealt with severely by the other Immortals.

**Adverse Effects of Artefacts**

Although created by an Immoral of a specific Sphere of Power, every artefact also possesses some entropic energy that makes it dangerous for the mortals who try to use it (Immortals ignore handicaps and penalties). These adverse effects cannot be decided by the item’s creator, but manifest spontaneously based on its characteristics and the amount of energy invested in its creation (see *Rules for creating an Artefact*).

There are two types of adverse effects common to all artefacts: handicaps and penalties.

Handicaps are permanent effects that cannot be dispelled as long as the character remains in possession of the artefact, and occur when a specific action takes place or a power is invoked for the first time. A handicap can also manifest more times with cumulative effects, until the artefact exhausts its Power Points (reduced to zero).

The handicap’s effects on a subject begin to lessen only when he abandons or loses the artefact and vanish completely after a period that depends on its magnitude:

* Minor: after 30 days
* Lesser: after 60 days
* Greater: after 120 days
* Major: after 240 days

Penalties are instead temporary and can be dispelled with *remove curse*, *dispel magic* or other specific spells, even when the artefact remains in the character’s possession. They can occur randomly or following a specific action, usually the use of a particular power. The standard chance of them occurring is equal to the cost of the used power minus five as a percentage: if the d100 roll is less than or equal to this value, the DM must randomly apply one of the artefact’s penalties, or the one linked to the used power (if specified).

***Rules for creating an Artefact***

Next are the rules that every Dungeon Master must follow in creating an artefact for his campaign. It is necessary to pay great attention in the planning of these objects, in order to avoid them from causing an unexpected imbalance in game balance by either the characters or their protagonists.

Firstly, it is necessary to invent a history or legend related to the creation and use of the artefact, consider also the addition of false or exaggerated rumours told to the characters to not make the research too easy. To this end, it is useful to consult books of mythology and legends to take inspiration about the possible effects and histories of legendary items, and some of these are presented as examples in the *Legendary Artefacts* sectionto ease the DM’s task.

It is likewise advisable establish the exact appearance of the artefact, determine the identity of its creator and it’s Sphere, and above all else the principal reason for which it has been made. Next it is necessary to define the item’s magnitude from amongst the four possible, and thus be able to determine the powers available for each category (see *Artefact Powers*), based on the object’s purpose and Sphere.

The DM must therefore establish the activation method of each power and the way in which this knowledge can be discovered and finally choose the permanent and temporary adverse effects given to the object and the conditions for their application. Naturally, it is logical to select effects that don’t interfere with the artefact’s primary purpose and don’t completely annul its powers, and giving it effects that are coherent with the item’s function is indeed favourable, modifying the seriousness based on its magnitude.

**Artefact Magnitude**

Based on the amount of energy (Power Points) that the Immortal chooses to sacrifice and place inside his creation, an artefact falls into one of the four places within the following range (in order of increasing power): Minor, Lesser, Greater and Major. Obviously, the number of powers and adverse effects of an artefact is directly proportional to is position in the above range: the more powerful the artefact, the more varied could be the effects attributed to it, but the penalties that derive from its use (see table 2.1) would also be greater. From this, it follows that the minor artefacts are the easiest to use and identify, and are usually the most attractive for an Immortal, given the contained cost in terms of sacrificed power, while the major artefacts are so rare and powerful that they had often been created for a legendary purpose, told in the most famous sagas.

Based on the artefact’s magnitude, the DM can select a certain number of effects for each category, and the sum total of the costs of the various effects determines the value of the artefact’s Power Points. This value cannot exceed the maximum allowed by the object’s magnitude, although it can be lower. The powers cannot exceed the maximum number given for every single category, although he isn’t forced to select from all four categories (e.g. it is possible for some artefacts not to have Attack, Change, Defence, or Movement effects).

Table 2.1 summarises the maximum number and type of powers that the artefacts have access to, based on their magnitude. It also gives the associated number of adverse effects (split between handicaps and penalties) at each magnitude, as well as hourly and turn-based regeneration rate of the artefact’s Power Points (PP). This is how many PP that the artefact recovers in a specific period, seeing as the use of each of its effects always involves an expenditure of PP equal to its cost.

**Table 2.1 – Artefact Magnitude**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Magnitude** | ***Minor*** | ***Lesser*** | ***Greater*** | ***Major*** |
| **Max PP** | 100 | 250 | 500 | 750 |
| **No. Powers** | 8 | 11 | 14 | 17 |
| **A Powers** | 2 | 3 | 4 | 4 |
| **B Powers** | 1 | 2 | 3 | 4 |
| **C Powers** | 2 | 2 | 3 | 4 |
| **D Powers** | 3 | 4 | 4 | 5 |
| **PP/hour** | 30 | 60 | 120 | 180 |
| **PP/turn** | 5 | 10 | 20 | 30 |
| **Handicaps** | 1 | 2 | 3 | 4 |
| **Penalties** | 1 | 3 | 5 | 8 |

*Note*: add 1 handicap and 1 penalty for every power of 100 PP that the artefact possesses.

**Artefact Powers**

Listed next are all the powers divided by category, each with abbreviated statistics within parenthesis that shows its category and level (B = Bard, C = Cleric, CS = Specialist Cleric, D = Druid, M = Mage, HM = Hin Master, S = Spiritual Shaman).

To establish the duration, range, area of effect, damage inflicted and other variables, ***it is treated as if it was a spell cast by a 40th-level character*** (maximum damage is always 20d6).The powers not listed in italics are the artefact effects that are not reproducible by mortal magic and are described in the paragraphs afterwards.

DM Note: The categories have been slightly revised in respect to the original rules given in the *D&D* *Master Set* (in particular, the Attack subcategories have been reduced from 5 to 4 and those of Divination and Movement from 4 to 3). The subdivision of these powers have been modified and implemented with the addition of all the spells in the volumes of the *Tome of the Magic of Mystara*.

**A. Attack Powers**

***A1: Direct Physical Attacks***

|  |  |
| --- | --- |
| ***Cost*** | ***Description*** |
| 10 | *Magic Missile* (M1st) |
| 10 | *Elemental Explosion* (M1st) |
| 10 | *Bleeding Wound* (CS1st) |
| 10 | *Inflict Light Wounds* (C1st) |
| 10 | *Chill* (M1st) |
| 10 | *Sonic Wave* (M1st) |
| 10 | *Stone Bolts* (M1st) |
| 10 | *Suffocate* (M1st) |
| 15 | *Burning Hands* (M1st) |
| 15 | *Elemental Ray* (M1st) |
| 15 | *Shocking Grasp* (M1st) |
| 20 | *Holy Weapon* (C2nd) |
| 20 | *Elemental Bolts* (M2nd) |
| 20 | *Blinding Bolt* (M2nd) |
| 20 | *Acid Arrow* (M2nd) |
| 20 | *Marine Vortex* (CS2nd) |
| 25 | Crushing Embrace |
| 25 | *Destroy Undead* (M3rd) |
| 25 | *Call Lightning* (D3rd) |
| 25 | *Boiling Blood* (CS2nd) |
| 30 | *Heat Stroke* (CS4th) |
| 30 | *Summon Whirlwind* (CS3rd) |
| 30 | *Inflict Serious Wounds* (C3rd) |
| 30 | *Hypothermia* (CS4th) |
| 30 | *Hand of Atzanteotl* (CS3rd) |
| 30 | *Pyrokinesis* (M2nd) |
| 30 | *Thunderclap* (M3rd) |
| 30 | *Entropic Sphere* (CS3rd) |
| 35 | *Black Arrow* (M4th) |
| 35 | *Arcane Breath* (M2nd) |
| 40 | *Circle of Devastation* (C5th) |
| 40 | *Burning/Freezing/Melting* (C5th) |
| 40 | *Scourge of Evil* (CS4th) |
| 40 | *Sacrilegious Influence* (CS4th) |
| 40 | *Oblivion* (M5th) |
| 40 | *Wind Squall* (M4th) |
| 40 | Turn Undead as a C24th |
| 40 | *Entropic Arrows* (CS5th) |
| 40 | *Thunder Drum* (CS4th) |
| 45 | *Windwhip* (M5th) |
| 45 | *Divine Ray* (C4th) |
| 45 | *Fiery Bolts* (M4th) |
| 50 | *Earthmaw* (M4th) |
| 50 | *Fragment* (M5th) |
| 50 | *Inflict Critical Wounds* (C5th) |
| 55 | *Sacred Breath* (CS4th) |
| 60 | *Ravaging Creepers* (D6th) |
| 60 | *Cone of Cold* (M3rd) |
| 60 | *Disintegration* (M6th) |
| 60 | *Finger of Death* (C5th) |
| 60 | *Purifying Flame* (M5th) |
| 60 | *Lightning Bolt* (M3rd) |
| 60 | *Death* (M6th) |
| 60 | *Fireball* (M3rd) |
| 60 | Turn Undead as a C36th |
| 60 | *Ball Lightning* (M4th) |
| 60 | *Boneshatter* (M6th) |
| 60 | *Lacerating Spines* (D6th) |
| 60 | *Acidic Spray* (M3rd) |
| 60 | *Spirit Storm* (S7th) |
| 65 | *Searing Light* (M4th) |
| 65 | *Wither* (C6th) |
| 65 | *Blackbolt* (M5th) |
| 65 | *Ice Spear* (M4th) |
| 65 | *Elemental Wave* (M5th) |
| 65 | *Burning Web* (M7th) |
| 65 | *Lightning Strike* (M5th) |
| 65 | *Freezing Sphere* (M6th) |
| 65 | *Ice Storm* (M4th) |
| 65 | *Icy Blizzard* (CS5th) |
| 70 | *Harmony of the Seasons* (B5th) |
| 70 | *Harm* (C6th) |
| 70 | *Soaring Fire* (M7th) |
| 70 | *Wail of the Banshee* (M7th) |
| 70 | *Delayed Fireball* (M7th) |
| 75 | *Earthgrip* (D7th) |
| 75 | Smash |
| 80 | *Destruction* (C7th) |
| 80 | *Perpetual Ice* (M8th) |
| 80 | *Explosive Death* (M8th) |
| 80 | *Deadly Breath* (C7th) |
| 85 | *Obliterate* (C7th) |
| 85 | *Horrid Withering* (M8th) |
| 85 | *Prismatic Spray* (M8th) |
| 90 | *Sunburst* (D7th) |
| 90 | *River of Sand* (M9th) |
| 90 | *Burning Fury* (M9th) |
| 90 | *Creeping Doom* (D7th) |
| 90 | *Thanatos’s Dark Grip* (CS7th) |
| 90 | *Power Word, Death* (M9th) |
| 90 | *Holy Word* (C7th) |
| 90 | *Polar Ray* (M9th) |
| 90 | *Acid Sphere* (M9th) |
| 95 | *Greater Shout* (M9th) |
| 100 | *Chain Lightning* (M7th) |
| 100 | *Divine Wrath* (C7th) |
| 100 | *Burning Stones* (M8th) |
| 100 | *Meteor Swarm* (M9th) |
| 100 | *Symbol of Death* (M9th) |
| 100 | *Lightning Storm* (M9th) |

***A2: Direct Mental Attacks***

|  |  |
| --- | --- |
| ***Cost*** | ***Description*** |
| 10 | *Fascinate Animals* (C1st) |
| 10 | *Friendship* (M1st) |
| 10 | *Terrify* (C1st) |
| 10 | *Stun* (M1st) |
| 15 | *Kiss of Valerias* (CS2nd) |
| 15 | *Stun* (C2nd) |
| 15 | *Charm Person* (M1st) |
| 15 | *Forgetfulness* (CS2nd) |
| 15 | *Hesitation* (M1st) |
| 15 | *Command Word* (C1st/M1st) |
| 15 | *Symbol of Weakness* (M1st) |
| 15 | *Sleep* (M1st) |
| 15 | *Colour Spray* (M1st) |
| 20 | *Hold Person* (C2nd/M3rd) |
| 20 | *Charm Animals* (M2nd) |
| 20 | *Ecstasy* (M2nd) |
| 20 | *Fear* (M2nd) |
| 20 | *Hideous Laughter* (M2nd) |
| 20 | *Time Trap* (CS2nd) |
| 20 | *Zone of Truth* (M2nd) |
| 25 | *Amnesia* (M3rd) |
| 25 | *Hold Animal* (D3rd) |
| 25 | *Control Humanoids* (M2nd) |
| 25 | *Loving Idyll* (CS3rd) |
| 25 | *Drunk’s Lament* (CS3rd) |
| 25 | *Hate* (CS3rd) |
| 25 | *Honesty* (CS3rd) |
| 25 | *Symbol of Stun* (M2nd) |
| 30 | *Calm Emotions* (CS3rd) |
| 30 | *Confusion* (M4th) |
| 30 | *Mental Confusion* (S5th) |
| 30 | *Control Animals* (M3rd) |
| 30 | *Suggestion* (M3rd) |
| 30 | *Grim Reaper* (CS3rd) |
| 35 | *Charm Monsters* (M4th) |
| 35 | *Control Emotions* (M4th) |
| 35 | *Crushing Despair* (M4th) |
| 35 | *Insatiable Hunger* (CS4th) |
| 35 | *Symbol of Fear* (M3rd) |
| 35 | *Deep Slumber* (M3rd) |
| 40 | *Hold Monster* (M5th) |
| 40 | *Unconscious Command* (M5th) |
| 40 | *Hypnotism* (M4th) |
| 40 | *Paralysis* (C4th) |
| 40 | *Melody of Requiem* (CS4th) |
| 40 | *Night Terrors* (M4th) |
| 45 | *Control Giants* (M5th) |
| 45 | *Weakness of Spirit* (S5th) |
| 45 | *Madness* (C5th) |
| 45 | *Symbol of Amnesia* (M4th) |
| 50 | *Command* (C5th) or *Geas* (M5th) |
| 50 | *Feeblemind* (M5th) |
| 50 | *Dominate Person* (M5th) |
| 50 | *Nightmare* (M5th) |
| 55 | *Control Dragons* (M6th) |
| 55 | *Symbol of Discord* (M5th) |
| 60 | *Mumble* (C6th) |
| 60 | *Mental Decay* (M6th) |
| 60 | *Mass Suggestion* (M6th) |
| 65 | *Vengeance* (CS6th) |
| 70 | *Demand* (M7th) |
| 70 | *Power Word Stun* (M7th) |
| 70 | *Magic Drain* (M7th) |
| 75 | *Collar of Enslavement* (M7th) |
| 75 | *Symbol of Sleep* (M7th) |
| 80 | *Open Mind* (M8th) |
| 80 | *Mass Charm* (M8th) |
| 80 | *Power Word Blind* (M8th) |
| 80 | *Empathic Resonance* (M8th) |
| 85 | *Control Living Beings* (M8th) |
| 85 | *Symbol of Insanity* (M8th) |
| 90 | *Dominate Monsters* (M9th) |
| 90 | *Deadly Illusion* (M9th) |
| 90 | *Mass Paralysis* (M9th) |
| 90 | *Power Word Sleep* (M9th) |

***A3: Attacks that Obstruct or Alter***

|  |  |
| --- | --- |
| ***Cost*** | ***Description*** |
| 10 | *Sea Legs* (M1st) |
| 10 | *Trip* (M1st) |
| 10 | *Entangle* (M1st) |
| 10 | *Push* (M1st) |
| 10 | *Dying Breath* (M1st) |
| 10 | *Ghoul Touch* (M1st) |
| 10 | *Paralysing Touch* (C1st) |
| 10 | *Cough* (M1st) |
| 15 | *Drown* (M2nd) |
| 15 | *Gust of Wind* (M2nd) |
| 15 | *Ray of Enfeeblement* (M2nd) |
| 15 | *Shadow Trap* (CS1st) |
| 20 | *Anathema* (C2nd) |
| 20 | *Disrupt Undead* (M2nd) |
| 20 | *Rot* (M2nd) |
| 20 | *Stinking Cloud* (M2nd) |
| 20 | *Web* (M2nd) |
| 20 | *Heat Metal* (D2nd) |
| 20 | *Warp Wood* (D2nd) |
| 20 | *Hypnotic Pattern* (M2nd) |
| 25 | Disarm |
| 25 | *Bad Luck* (CS3rd) |
| 25 | *Stone Grip* (M2nd) |
| 30 | *Phantasmal Killer* (M3rd) |
| 30 | *Hold Spirits* (S3rd) |
| 30 | *Blindness/Deafness* (C3rd) |
| 30 | *Contagion* (M4th) |
| 30 | *Unbearable Pain* (M3rd) |
| 30 | *Inflict Disease* (C3rd) |
| 30 | *Thieves’ Lament* (CS3rd) |
| 30 | *Slow* (M3rd) |
| 30 | *Bite of the Vampire* (M3rd) |
| 35 | *Control Plants* (M4th) |
| 35 | *Slow Time* (CS3rd) |
| 35 | *Steal the Breath* (M3rd) |
| 40 | *Seaweed to Snakes\** (CS4th) |
| 40 | *Sticks to Snakes\** (D4th) |
| 40 | *Sticks to Flying Vipers\** (CS4th) |
| 40 | *Capture the Soul* (CS4th) |
| 40 | *Consume Cinnabryl* (M5th) |
| 40 | *Lycanthropy* (CS4th) |
| 40 | *Polymorph Others* (M4th) |
| 40 | *Magic Muzzle* (M4th) |
| 40 | *Corpse Possession* (M4th) |
| 40 | *Vampiric Ray* (M4th) |
| 40 | *Rocks to Spiders\** (CS4th) |
| 40 | *Weresnakeform* (CS5th) |
| 40 | *Unclean Touch* (CS5th) |
| 40 | *Rainbow Pattern* (M4th) |
| 40 | *Soul Binding* (M4th) |
| 45 | *Spectral Aura* (M5th) |
| 45 | *Weakness* (M5th) |
| 45 | *Weariness* (M5th) |
| 45 | *Clumsiness* (M5th) |
| 45 | *Penetrate Defences* (M5th) |
| 50 | *Hold Undead* (M5th) |
| 50 | *Imprisoning Magic Circle* (C4th/M4th) |
| 50 | *Destroy Metals* (D5th) |
| 50 | *Spiritual Bond* (CS5th) |
| 50 | *Curse* (C3rd/M4th) |
| 50 | *Mind Fog* (M5th) |
| 50 | *Empathic Torture* (M5th) |
| 50 | *Force Transformation* (M5th) |
| 50 | *Bind Undead* (M5th) |
| 55 | *Magic Jar* (M5th) |
| 55 | *Blinding Light* (M6th) |
| 60 | *Alter Memories* (M6th) |
| 60 | *Charm Plants* (M6th) |
| 60 | *Control Undead* (M6th) |
| 60 | *Timeshift* (CS6th) |
| 60 | *Disperse* (M6th) |
| 60 | *Flame of Justice* (M6th) |
| 60 | *Shout* (HM6th) |
| 60 | *Eyebite* (M6th) |
| 60 | *Life Drain* (C6th) |
| 65 | *Control Totem* (CS6th) |
| 65 | *Plant Fist* (HM7th) |
| 65 | *Symbol of Pain* (M6th) |
| 70 | *Control Constructs* (M7th) |
| 70 | *Necromantic Fusion* (M7th) |
| 70 | *Hallucinatory Nightmare* (M7th) |
| 70 | *Arboreal Form* (D7th) |
| 70 | *Greater Polymorph* (M7th) |
| 70 | *Energy Drain* (M7th) |
| 75 | *Dance* (M7th) |
| 75 | *Dimensional Prison* (M7th) |
| 80 | *Destroy Phylactery* (M8th) |
| 80 | *Crushing Hand* (M8th) |
| 80 | *Polymorph Any Object* (M8th) |
| 80 | *Scintillating Pattern* (M8th) |
| 80 | *Arcane Trap* (M8th) |
| 85 | *Binding Chains* (M8th) |
| 85 | *Temporal Stasis* (M8th) |
| 90 | *Dispel Immunity* (M9th) |
| 90 | *Age* (M9th) |
| 90 | *Maze* (M9th) |
| 90 | *Divine Curse* (C7th) |
| 95 | *Sleep Curse* (M9th) |
| 95 | *Bind the Soul* (M9th) |
| 100 | Draw Power |
| 100 | Trap Life |

***A4: Attack Enhancements***

|  |  |
| --- | --- |
| ***Cost*** | ***Description*** |
| 10 | +1 Attack Roll Bonus |
| 10 | +1 Weapon Damage Bonus |
| 10 | *Offensive Impulse* (C1st) |
| 15 | *Returning Weapon* (M1st) |
| 15 | *Bless* (C2nd) |
| 15 | +2 Turn Undead Bonus, +1d6 HD |
| 15 | *Unmissable Shot* (M1st) |
| 15 | *Faerie Fire* (D1st) |
| 20 | +2 Attack Roll Bonus |
| 20 | *Sure Strike* (M2nd) |
| 20 | +2 Weapon Damage Bonus |
| 20 | *Poetic Inspiration* ((CS2nd) |
| 25 | *Magic Weapon* (M2nd) |
| 25 | +1 Weapon Enhancement Bonus |
| 25 | *Rage* (CS2nd) |
| 25 | *Fist of Thor* (CS2nd) |
| 30 | *Fire Bow* (CS3rd) |
| 30 | *Elemental Weapon* (M3rd) |
| 30 | +3 Attack Roll Bonus |
| 30 | +4 Turn Undead Bonus, +2d6 HD |
| 30 | +3 Weapon Damage Bonus |
| 30 | Bonus Spell Damage +1/dice |
| 30 | *Incendiary Darts* (M3rd) |
| 30 | *Spell of Striking* (C3rd) |
| 30 | *Battle Hymn* (B3rd) |
| 35 | *Blood Thirst* (CS3rd) |
| 40 | *Thunder Bow* (CS4th) |
| 40 | +4 Attack Roll Bonus |
| 40 | +2 Weapon Enhancement Bonus |
| 40 | +4 Weapon Damage Bonus |
| 40 | *Extended Range* (M4th) |
| 40 | *War Cry* (CS4th) |
| 45 | *Bow of the Rainbow* (D5th) |
| 45 | +6 Turn Undead Bonus, +3d6 HD |
| 45 | *Mighty Blow* (CS5th) |
| 45 | *Deadly Bolt* (M5th) |
| 45 | *Lethal Arrow of Mealiden* (CS4th) |
| 50 | +5 Attack Roll Bonus |
| 50 | +5 Weapon Damage Bonus |
| 50 | *Siege Fire* (M5th) |
| 55 | +3 Weapon Enhancement Bonus |
| 60 | *Deadly Weapon* (M6th) |
| 60 | Bonus Spell Damage +2/dice |
| 70 | +4 Weapon Enhancement Bonus |
| 70 | Damage Multiplier: Double Damage |
| 80 | *Devastating Attack* (M8th) |
| 80 | *Song of Triumph* (B7th) |
| 85 | +5 Weapon Enhancement Bonus |
| 90 | *Enchanted Weapon* (C4th) |
| 90 | Bonus Spell Damage +3/dice |
| 90 | *Hammer of Thor* (CS6th) |
| 90 | *Eagle Eyes* (CS6th) |
| 100 | Damage Multiplier: Triple Damage |
| 100 | *Victory* (CS7th) |

**B. Powers of Divination and Movement**

***B1: Sensory and Cognitive Enhancements***

|  |  |
| --- | --- |
| ***Cost*** | ***Description*** |
| 10 | *Analyse* (M1st) |
| 10 | *Genealogy* (CS1st) |
| 10 | *Intuition* (M1st) |
| 10 | *Read Languages* (M1st) |
| 10 | *Read Magic* (M1st) |
| 10 | *Longsight* (M1st) |
| 10 | Memorise +1 Bonus Spell Level |
| 10 | *Evaluate* (M1st) |
| 15 | *Life Status* (CS1st) |
| 15 | *Memory Visions* (M1st) |
| 20 | *Communication* (M2nd) |
| 20 | *Know Rune* (CS2nd) |
| 20 | *Nocturnal Guard* (M2nd) |
| 20 | *Speak with Animals* (M2nd) |
| 20 | Memorise +2 Bonus Spell Levels |
| 20 | *Swap Spells* (CS2nd) |
| 20 | *Memory Seal* (CS2nd) |
| 20 | *Arcane Senses* (M2nd) |
| 20 | *Whispering Wind* (M2nd) |
| 25 | *ESP* ((M2nd) |
| 25 | *Identify Species* (M3rd) |
| 25 | *Speak with Dead* (C3rd) |
| 25 | *See Invisibility* (M2nd) |
| 25 | *Truth of Blood* (M3rd) |
| 30 | *Geographic Map* (M3rd) |
| 30 | *Infravision* (M3rd) |
| 30 | *Tongues* (M3rd) |
| 30 | Memorise +3 Bonus Spell Levels |
| 30 | *Creeping Shadow* (M3rd) |
| 30 | *Speak with Plants* (D3rd) |
| 30 | *Clairaudience/Clairvoyance* (M3rd) |
| 30 | *Death Recall* (M3rd) |
| 35 | *Steal Skill* (M4th) |
| 35 | *Focused Map* (M4th) |
| 35 | *Corpse Eyes* (M4th) |
| 35 | *Second Sight* (M4th) |
| 35 | *Sixth Sense* (M4th) |
| 35 | *Technomancy* (CS4th) |
| 40 | *Commune with Nature* (D5th) |
| 40 | *Divination* (C4th) |
| 40 | Memorise +4 Bonus Spell Levels |
| 40 | *Wizard Eye* (M4th) |
| 40 | *Scrying* (M4th) |
| 40 | *X-ray Vision* (M4th) |
| 45 | *Universal Tongue* (M5th) |
| 50 | *Memory* (M5th) |
| 50 | Memorise +5 Bonus Spell Levels |
| 50 | *Dream* (M5th) |
| 50 | *Telepathy* (M5th) |
| 50 | *Trueseeing* (C5th/M5th) |
| 55 | *Telepathic Recall* (M6th) |
| 60 | *Converse* (C6th) |
| 60 | Memorise +6 Bonus Spell Levels |
| 60 | *Communicating Mirror* (M6th) |
| 60 | *Arcane Sight* (M6th) |
| 65 | *Holy Power* (C6th) |
| 70 | *Lore* (M7th) |
| 70 | Memorise +7 Bonus Spell Levels |
| 70 | *Hivemind* (M7th) |
| 75 | *Mirror of the Past* (M7th) |
| 70 | *Wizardry* (C7th) |
| 80 | *Absorb Knowledge* (M8th) |
| 80 | *Duplicate Spell* (M7th) |
| 80 | Memorise +9 Bonus Spell Levels |
| 85 | *Ultimate Divination* (M8th) |
| 90 | *Orb of Knowledge* (M9th) |
| 90 | *Revealing Map* (M9th) |
| 90 | *Greater Memory* (M9th) |
| 90 | Memorise +9 Bonus Spell Levels |
| 100 | *Universal Harmony* (D7th) |
| 100 | Memorise +10 Bonus Spell Levels |

***B2: Abilities to Detect and Precognition***

|  |  |
| --- | --- |
| ***Cost*** | ***Description*** |
| 10 | *Detect Totem* (CS1st) |
| 10 | *Compass* (M1st) |
| 10 | *Detect Secret Passages* (M1st) |
| 10 | *Detect Magic* (C1st/M1st) |
| 10 | *Detect Shapechangers* (M1st) |
| 10 | *Detect Undead* (M1st) |
| 10 | *Detect Poison* (S1st) |
| 10 | *Locate Water* (CS1st) |
| 10 | *Locate Metals* (M1st) |
| 10 | *Locate Species* (M1st) |
| 10 | *Weather Prediction* (D1st) |
| 10 | *Find Information* (M1st) |
| 10 | *Trance* (S1st) |
| 15 | *Detect Evil* (C2nd/M2nd) |
| 15 | *Detect Alignment* (C2nd) |
| 15 | *Locate Totem* (CS2nd) |
| 15 | *Detect Lies* (C1st) |
| 15 | *Reveal Curses* (S2nd) |
| 15 | *Detect Danger* (D1st) |
| 20 | *Locate Object* (M2nd) |
| 20 | *Find Traps* (C2nd) |
| 30 | *Vigilant Guardian* (M3rd) |
| 30 | *Omen* (M3rd) |
| 35 | *Oracle* (C3rd) |
| 40 | *Fate* (CS4th) |
| 40 | *Locate Creature* (M4th) |
| 45 | *Tracks of Fire* (M5th) |
| 50 | *Contact Outer Planes* (M5th) |
| 50 | *Commune with Spirit Lord* (S5th) |
| 50 | *Commune* (C5th) |
| 50 | *Déjà-vu* (M5th) |
| 70 | *Find the Path* (C6th) |
| 80 | *Moment of Prescience* (M8th) |
| 80 | *Reveal Location* (M8th) |
| 90 | *Foresight* (M9th) |

***B3: Enhancements to Movement***

|  |  |
| --- | --- |
| ***Cost*** | ***Description*** |
| 10 | *Spider Climb* (M1st) |
| 10 | *Longstride* (M1st) |
| 10 | *Jump* (M1st) |
| 20 | *Levitate* (M2nd) |
| 20 | *Swim* (M2nd) |
| 20 | *Shadow Door* (CS2nd) |
| 25 | *Exchange Places* (M3rd) |
| 30 | *Plant Door* (D4th) |
| 30 | *Fly* (M3rd) |
| 35 | *Pass Rock* (M4th) |
| 35 | *Automatic Pilot* (M4°) |
| 35 | *Dimension Door* (M4th) |
| 40 | *Fire Gate* (CS5th) |
| 40 | *Passwall* (M4th) |
| 45 | *Rock Door* (M5th) |
| 45 | *Dimensional Tunnel* (M5th) |
| 50 | *Teleport* (M5th) |
| 50 | *Transport via Plants* (D6th) |
| 50 | *Enchanted Vehicle* (M5th) |
| 60 | *Ethereal Form* (M6th) |
| 60 | *Blink* (M6th) |
| 60 | *Elemental Travel* (M6th) |
| 65 | *Transport via Rock* (M7th) |
| 70 | *Word of Return* (C6th) |
| 70 | *Planeshift* (M7th) |
| 70 | *Teleport Any Object* (M7th) |
| 75 | *Astral Body* (M7th) |
| 80 | *Rainbow Path* (CS6th) |
| 80 | *Spirit Walk* (S5th) |
| 90 | *Gate* (M9th) |
| 90 | *Teleportation Circle* (M9th) |
| 90 | *Travel* (C7th) |
| 100 | Time Travel |

**C. Powers of Creation and Change**

***C1: Invocation and Creation***

|  |  |
| --- | --- |
| ***Cost*** | ***Description*** |
| 10 | *Tar* (M1st) |
| 10 | *Floating Disc* (M1st) |
| 10 | *Spear of Thorns* (D1st) |
| 10 | *Invisible Servant* (M1st) |
| 10 | *Animal Servant* (D1st) |
| 10 | *Flaming Sphere* (M2nd) |
| 15 | *Walking Dead* (M2nd) |
| 15 | *Fairy Mount* (M1st) |
| 15 | *Animate Rope* (M2nd) |
| 15 | *Create Fire* (D2nd) |
| 15 | *Magic Flame* (M2nd) |
| 15 | *Light* (C1st/M1st) |
| 15 | *Faerie Lights* (M1st) |
| 15 | *Inexhaustible Ammunition* (M1st) |
| 15 | *Moonbeam* (M2nd) |
| 15 | *Solar ray* (M2nd) |
| 15 | *Call Herd* (S2nd) |
| 15 | *Darkness* (C1st/M1st) |
| 20 | *Cornucopia* (CS3rd) |
| 20 | *Summon Animal Ally* (M2nd) |
| 20 | *Flaming Liquid* (CS2nd) |
| 20 | *Obscure* (D2nd) |
| 25 | *Snow Storm* (D3rd) |
| 25 | *Create Air* (M3rd) |
| 25 | *Summon Totem* (CS3rd) |
| 25 | *Summon Shadows* (CS3rd) |
| 25 | *Call Animals* (D3rd) |
| 25 | *Secure Shelter* (M3rd) |
| 25 | *Liquid Assassin* (M3rd) |
| 30 | *Faithful Copy* (M4th) |
| 30 | *Create Projectiles* (M4th) |
| 30 | *Clothform* (M4th) |
| 30 | *Fist of Rock* (M3rd) |
| 35 | *Summon Lycanthropes* (CS4th) |
| 35 | *Summon Lesser Spirits* (S4th) |
| 35 | *Summon Refuge* (M4th) |
| 35 | *Continual Light* (C3rd/M3rd) |
| 35 | *Continual Darkness* (C3rd/M3rd) |
| 40 | *Create Poison* (C4th) |
| 40 | *Summon Monstrous Ally* (M4th) |
| 40 | *Shadow Monster* (M4th) |
| 45 | *Fabricate* (M5th) |
| 45 | *Rain of Terror* (M5th) |
| 45 | *Insect Swarm* (D5th) |
| 45 | *Sand Storm* (CS4th) |
| 45 | *Whirlwind* (M4th) |
| 50 | *Animate Dead* (C4th/M5th) |
| 50 | *Create Food and Water* (C5th) |
| 50 | *Create Fiery Beast* (CS5th) |
| 50 | *Create Ravenous Dead* (CS5th) |
| 50 | *Woodform* (M5th) |
| 50 | *Summon Elementals* (M5th) |
| 50 | *Shadow Evocation* (M5th) |
| 50 | *Cloudkill* (M5th) |
| 55 | *Summons* (M6th) |
| 55 | *Create Normal Animals* (C5th) |
| 55 | *Create Ice Zombies* (CS5th) |
| 55 | *Summon Skinner* (CS5th) |
| 55 | *Summon Horned Skull* (CS5th) |
| 55 | *Acidic Fog* (M6th) |
| 55 | *Fiery Tentacle* (M6th) |
| 60 | *Guardian Tree* (D6th) |
| 60 | *Animate Weapons* (M6th) |
| 60 | *Animate Objects* (C6th) |
| 60 | *Create Undead* (M6th) |
| 60 | *Stoneform* (M6th) |
| 60 | *Forceful Hand* (M6th) |
| 60 | *Poisonous Cloud* (M6th) |
| 60 | *Undead Plague* (CS6th) |
| 60 | *Elemental Power* (M5th) |
| 65 | *Heroes’ Feast* (C6th) |
| 65 | *Summon Planar Ally* (M6th) |
| 65 | *Planar Ally* (C6th) |
| 65 | *Succour* (M7th) |
| 70 | *Heroes’ Coming* (C6th) |
| 70 | *Ironform* (M7th) |
| 70 | *Create Normal Monsters* (M7th) |
| 70 | *Summon Object* (M7th) |
| 70 | *Shadow Twin* (M7th) |
| 70 | *Explosive Cloud* (M7th) |
| 70 | *Acid Rain* (M7th) |
| 70 | *Sword* (M7th) |
| 70 | *Sword of Fire* (S5th) |
| 70 | *Rod of the Wyrm* (M6th) |
| 70 | *Bind Extraplanar Creatures* (M7th) |
| 75 | *Magical Double* (M7th) |
| 75 | *Enchanted Vessel* (M7th) |
| 80 | *Steelform* (M8th) |
| 80 | *Create Magical Monsters* (M8th) |
| 80 | *Create Greater Undead* (M8th) |
| 80 | *Create Any Object* (M8th) |
| 80 | *Summon Greater Spirits* (S6th) |
| 80 | *Greater Shadow Evocation* (M8th) |
| 80 | *Corrosive Cloud* (M8th) |
| 85 | *Sandform* (M8th) |
| 85 | *Cloud Ship* (M8th) |
| 90 | *Alter Ego* (M9th) |
| 90 | *Clone* (M8th) |
| 90 | *Create Hybrids* (M9th) |
| 90 | *Create Any Monster* (M9th) |
| 90 | *Marine Fury* (CS7th) |
| 90 | *Miraculous Seeds* (D7th) |
| 90 | *Light Sword* (M9th) |
| 90 | *Ubiquity* (M9th) |
| 95 | *Army of Stone* (M9th) |
| 95 | *Tsunami* (M9th) |
| 95 | *Hurricane* (M9th) |
| 100 | *Wish* (C7th/M9th) |

***C2: Personal Changes***

|  |  |
| --- | --- |
| ***Cost*** | ***Description*** |
| 10 | *Ceremony* (CS1st) |
| 10 | *Aestheticism* (M1st) |
| 10 | *Lie* (M1st) |
| 10 | *Silver Tongue* (M1st) |
| 10 | *Psychokinesis* (M1st) |
| 15 | *Claws of the Demon* (CS1st) |
| 15 | *Aid Undead* (M2nd) |
| 15 | *Devastating Touch* (M2nd) |
| 20 | *Spirit Sending* (S2nd) |
| 20 | *Temporary Skill* (M2nd) |
| 20 | *Hunting Paint* (CS2nd) |
| 20 | *Elasticity* (M2nd) |
| 20 | *Sunbeam* (CS2nd) |
| 20 | *Melding* (M2nd) |
| 20 | *Silent Move* (S3rd) |
| 25 | *Authority* (CS3rd) |
| 25 | *Fascination* (CS3rd) |
| 25 | *Totemic Bond* (CS3rd) |
| 25 | *Stone Hands* (M2nd) |
| 25 | *Burning Eyes* (M2nd) |
| 30 | *Bravery* (CS3rd) |
| 30 | *War Paint* (CS3rd) |
| 30 | *Meld into Stone* (CS3rd) |
| 30 | *Liquid Form* (M3rd) |
| 30 | *Sandy Form* (M3rd) |
| 30 | *Enlarge* (M3rd) |
| 30 | *Plant Door* (D4th) |
| 30 | *Breathe Element* (M3rd) |
| 30 | *Lightning Reflexes* (M3rd) |
| 30 | *Shrink* (M3rd) |
| 30 | *Thief’s Talent* (CS3rd) |
| 35 | *Kiss of the Night* (CS4th) |
| 35 | *Gaseous Form* (M3rd) |
| 35 | *Animal Form* (M3rd) |
| 35 | *Spidershape* (CS3rd) |
| 35 | *Sustenance* (M3rd) |
| 35 | *Haste* (M3rd) |
| 35 | *Vigour* (S4th) |
| 40 | *Exceptional Skill* (C4th/M4th) |
| 40 | Thieving Ability |
| 40 | *Phoenix Wings* (M4th) |
| 40 | *Polymorph Self* (M4th) |
| 40 | *Heroism* (M4th) |
| 40 | *Primal Form* (M4th) |
| 40 | *Flaming Form* (M4th) |
| 40 | *Glacial Form* (M4th) |
| 45 | *Plant Form* (D4th) |
| 45 | *Body Manipulation* (M4th) |
| 45 | *Necromorph* (M5th) |
| 50 | *Cat’s Grace* (M5th) |
| 50 | *Trusting Wait* (CS5th) |
| 50 | *Elemental Form* (M5th) |
| 50 | *Champion’s Strength* (C5th) |
| 50 | *Bull’s Strength* (M5th) |
| 50 | *Telekinesis* (M5th) |
| 50 | *Iron Constitution* (M5th) |
| 55 | *Draconic Aura* (CS5th) |
| 60 | *Evanescence* (M6th) |
| 60 | *Righteous Might* (C6th) |
| 60 | *Flesh to Stone/Stone to Flesh* (M6th) |
| 60 | *Transformation* (M6th) |
| 70 | *Necromantic Frenzy* (M7th) |
| 70 | *Arboreal Bond* (D7th) |
| 80 | *Demonshape* (CS7th) |
| 85 | *Giants’ Strength* (M8th) |
| 90 | *Contingency* (M9th) |
| 90 | *Timestop* (M9th) |
| 90 | *Lord of the Storm* (CS7th) |
| 95 | *Shapechange* (M9th) |
| 100 | *Eyes of the Beholder* (CS7th) |

***C3: External Changes***

|  |  |
| --- | --- |
| ***Cost*** | ***Description*** |
| 10 | *Home Help* (M1st) |
| 10 | *Alter Writing* (CS1st) |
| 10 | *Heat Air* (M1st) |
| 10 | *Sacred Aura* (C1st) |
| 10 | *Goodberry* (D1st) |
| 10 | *Bless Rune* (CS1st) |
| 10 | *Evaporate* (M1st) |
| 10 | *Float in Air* (M1st) |
| 10 | *Float* (M1st) |
| 10 | *Luminosity* (D1st) |
| 10 | *Time Marker* (M1st) |
| 10 | *Precipitation* (M1st) |
| 10 | *Purify Food and Water* (C1st) |
| 10 | *Dig* (M1st) |
| 10 | *Bleach* (M1st) |
| 10 | *Grease* (M1st) |
| 15 | *Magic Mouth* (M2nd) |
| 15 | *Careen* (M2nd) |
| 15 | *Colour* (M1st) |
| 15 | *Shape Wood* (D2nd) |
| 20 | *Affect Normal Fires* (M2nd) |
| 20 | *Shape Coral* (CS2nd) |
| 20 | *Knock* (M2nd) |
| 20 | *Reinvigorating Soup* (D2nd) |
| 25 | *Control Temperature* (D3rd) |
| 25 | *Fertility* (M3rd) |
| 25 | *Silence* (C2nd) |
| 25 | *Sterility* (M3rd) |
| 30 | *Thaumaturgical Circle* (CS3rd) |
| 30 | *Climate* (M3rd) |
| 30 | *Consecrate* (C3rd) |
| 30 | *Cursed Container* (M3rd) |
| 30 | *Desecrate* (C3rd) |
| 30 | *Inscribe Rune* (CS3rd) |
| 30 | *Repair* (C2nd/M2nd) |
| 30 | *Rock to Pebbles* (M3rd) |
| 30 | *Pebbles to Rock* (M3rd) |
| 30 | *Move Sand* (CS3rd) |
| 35 | *Magic Container* (M3rd) |
| 35 | *Control Element* (M3rd) |
| 35 | *Manipulate Plants* (M4th) |
| 35 | *Transmute Liquids* (M3rd) |
| 40 | *Airy Water* (M4th) |
| 40 | *Liquid Air* (M4th) |
| 40 | *Magic Exchange* (M4th) |
| 40 | *Create Atmosphere* (M4th) |
| 40 | *Enchant Item* (M4th) |
| 40 | *Solid Fog* (M4th) |
| 40 | *Stone Shape* (M4th) |
| 40 | *Aqueous Transmutation* (M4th) |
| 45 | *Magnetism* (M4th) |
| 50 | *Magic Acceleration* (CS6th) |
| 50 | Container |
| 50 | Dissolve*/ Harden* (M5th) |
| 50 | *Spatial Distortion* (M5th) |
| 50 | Repair Temporary Magic Item |
| 50 | *Transparency* (M5th) |
| 55 | *Aura of Unpredictability* (CS6th) |
| 55 | *Magic Door* (M6th) |
| 55 | *Purifying Zone* (C5th) |
| 60 | *Control Liquids* (M6th) |
| 60 | *Control Winds* (M6th) |
| 60 | *Control Currents* (M6th) |
| 60 | *Ironwood* (M6th) |
| 60 | *Remove Barrier* (C6th) |
| 65 | *Control Inertia* (M6th) |
| 65 | *Lava to Rock* (M7th) |
| 65 | *Move Earth* (M6th) |
| 70 | *Alter Spell* (M7th) |
| 70 | *Calm/Agitate Water* (M7th) |
| 70 | *Flat Calm* (CS7th) |
| 70 | *Control Gravity* (M7th) |
| 70 | *Delay* (M8th) |
| 70 | *Rock to Lava* (M7th) |
| 70 | *Transfer Enchantment* (M7th) |
| 70 | *Transmute Solids* (M6th) |
| 75 | *Control Weather* (M7th) |
| 75 | *Dimensional Refuge* (M7th) |
| 75 | *Natural Transformation* (D7th) |
| 80 | *Eclipse* (CS7th) |
| 80 | *Permanency* (M8th) |
| 80 | *Magic Preparation* (M9th) |
| 80 | Repair Permanent Magic Item |
| 85 | *Glassteel* (M8th) |
| 90 | *Crystalbrittle* (M9th) |
| 90 | *Earthquake* (C7th) |
| 100 | *Sun Stone* (CS7th) |
| 100 | Empower |

**D. Defensive Powers**

***D1: Cures***

|  |  |
| --- | --- |
| ***Cost*** | ***Description*** |
| 10 | *Cure Light Wounds* (C1st) |
| 10 | *Invigorating Glyph* (CS1st) |
| 10 | *Necromantic Healing* (M1st) |
| 10 | *Remove Fear* (C1st) |
| 15 | *Remove Stun* (C2nd) |
| 15 | *Curative Power* (CS2nd) |
| 20 | *Remove Blindness/Deafness* (C3rd) |
| 20 | *Thaumaturgical Circle* (C3rd) |
| 20 | *Free Animals* (D3rd) |
| 20 | *Free Person* (C2nd/M3rd) |
| 20 | *Restorative Sleep* (CS2nd) |
| 25 | *Arrest the Red Curse* (CS3rd) |
| 25 | *Cure Serious Wounds* (C3rd) |
| 25 | *Cure Disease* (C3rd) |
| 25 | *Heal Undead* (M3rd) |
| 25 | *Free Spirits* (S3rd) |
| 30 | *Programmed Cure* (C4th) |
| 35 | *Mental Clarity* (S5th) |
| 40 | *Neutralise Poison* (C4th) |
| 40 | *Elemental Cure* (C5th) |
| 45 | *Healing Circle* (C5th) |
| 45 | *Mental Cure* (C5th) |
| 50 | *Phantasmal Lover* (M6th) |
| 50 | *Cure Critical Wounds* (C5th) |
| 50 | *Freedom* (M5th) |
| 50 | *Pardon* (C5th) |
| 55 | *Remove Curse* (C3rd/M4th) |
| 60 | *Resurrection* (C5th) |
| 60 | *Break Enchantment* (M6th) |
| 65 | *Reincarnation* (M6th) |
| 70 | *Heal* (C6th) |
| 75 | *Regeneration* (C6th) |
| 75 | *Purifying Energy* (M7th) |
| 80 | *Remove Spell* (M8th) |
| 80 | *Reanimate* (M8th) |
| 80 | *Breath of Life* (C7th) |
| 85 | *Free the Soul* (M9th) |
| 85 | *True Resurrection* (C7th) |
| 90 | *Restoration* (C6th) |
| 95 | *Longevity* (M9th) |
| 100 | Automatic Healing |

***D2: Personal Bonuses***

|  |  |
| --- | --- |
| ***Cost*** | ***Description*** |
| 10 | +1 AC Bonus |
| 15 | +1 ST Bonus |
| 20 | +2 AC Bonus |
| 25 | +2 ST Bonus |
| 30 | +3 AC Bonus |
| 30 | HP Bonus: +1 per HD |
| 35 | +3 ST Bonus |
| 40 | +4 AC Bonus |
| 45 | +4 ST Bonus |
| 50 | +5 AC Bonus |
| 55 | +5 ST Bonus |
| 60 | +6 AC Bonus |
| 60 | HP Bonus: +2 per HD |
| 70 | +7 AC Bonus |
| 80 | +8 AC Bonus |
| 90 | +9 AC Bonus |
| 90 | HP Bonus: +3 per HD |
| 100 | +10 AC Bonus |

***D3: Personal Protections***

|  |  |
| --- | --- |
| ***Cost*** | ***Description*** |
| 10 | *Divine Aid* (C1st) |
| 10 | *Holy Armour* (C1st) |
| 10 | *Oilskin* (M1st) |
| 10 | *Balance* (M1st) |
| 15 | *Bone Armour* (C2nd) |
| 15 | Anti-Magic Aura 10% |
| 15 | *Shimmer* (S2nd) |
| 15 | *Feather Fall* (M1st) |
| 15 | *Endure Elements* (M1st) |
| 15 | *Obscure Alignment* (C2nd) |
| 15 | *Protection from Evil* (C1st/M1st) |
| 15 | *Sanctuary* (C1st) |
| 15 | *Deflecting Shield* (M2nd) |
| 15 | *Shield* (M1st) |
| 20 | *Apnea* (M2nd) |
| 20 | *Reflection* (M2nd) |
| 20 | *Sure Step* (C2nd) |
| 20 | *Mind Shield* (M2nd) |
| 20 | *Elemental Resistance* (C2nd) |
| 25 | *Minor Luck* (CS3rd) |
| 25 | Parry |
| 25 | *Poison Resistance* (C2nd) |
| 25 | *Gentle Repose* (C3rd) |
| 25 | *Shield of Faith* (C2nd) |
| 30 | Anti-Magic Aura 20% |
| 30 | *Electric Barrier* (M3rd) |
| 30 | Immunity to Disease |
| 30 | *Spell of Parrying* ((C3rd) |
| 30 | *Barkskin* (M3rd) |
| 30 | *Protection from Normal Missiles* (M3rd) |
| 35 | *Magnetic Barrier* (D3rd) |
| 35 | *Protection from Poison* (D3rd) |
| 35 | *Repel Lightning* (D4th) |
| 35 | *Dragon Scales* (CS3rd) |
| 35 | Dodge Missiles |
| 40 | *Spirit Armour* (M4th) |
| 40 | *Defensive Aura* (M4th) |
| 40 | *Natural Barrier* (D4th) |
| 40 | *Walk on Lava* (CS4th) |
| 40 | *Immunity to the Elements* (C4th) |
| 40 | *Immunity to Spells* (C4th) |
| 40 | *Freedom of Movement* (C4th) |
| 40 | Protection, Minor |
| 40 | Shelter |
| 40 | *Purity of Spirit* (CS4th) |
| 40 | *Elemental Shield* (M4th) |
| 45 | Anti-Magic Aura 30% |
| 45 | *Atruaghin’s Favour* (CS5th) |
| 45 | *Life Protection* (C4th) |
| 45 | *Damage Resistance* (C4th) |
| 50 | *Dimensional Anchor* (M6th) |
| 50 | *Spellbinding Barrier* (M5th) |
| 50 | Immunity to Aging |
| 50 | *Skin of Amber* (CS5th) |
| 50 | *Stoneskin* (M5th) |
| 55 | *Aura of Security* (M5th) |
| 60 | Anti-Magic Aura 40% |
| 60 | *Anti-magic Barrier* (M6th) |
| 60 | Protection, Major |
| 60 | *Guardian Seal* (CS5th) |
| 65 | Evade Attacks |
| 70 | *Dimensional Shield* (M7th) |
| 70 | *Divine Blessing* (C7th) |
| 70 | Immunity to Energy Drain |
| 70 | *Steelskin* (M7th) |
| 70 | *Rock* (M7th) |
| 70 | *Dragon Shield* (CS5th) |
| 75 | Anti-Magic Aura 50% |
| 75 | *Barrier of Spell Turning* (M7th) |
| 75 | *Temporal Barrier* (CS7th) |
| 75 | *Protective Simulacrum* (M7th) |
| 75 | *Survival* (C7th) |
| 80 | *Elemental Aura* (M8th) |
| 80 | *Mindblank* (M8th) |
| 80 | Protection, Total |
| 85 | *Invulnerability* (M8th) |
| 90 | *Greater Spellbinding Barrier* (M9th) |
| 90 | *Immunity* (M9th) |
| 90 | *Magic Resistance 70%* (C5th) |
| 90 | *Entropic Shield* (M9th) |
| 100 | *Create Phylactery* (M8th) |
| 100 | *Luck* (C7th) |
| 100 | Immunity to Breath Weapons |

***D4: Misleading Illusions***

|  |  |
| --- | --- |
| ***Cost*** | ***Description*** |
| 10 | *Mystic Aura* (M1st) |
| 10 | *Disguise Self* (M1st) |
| 10 | *Invisibility to Undead* (M1st) |
| 10 | *Invisibility to Spirits* (S2nd) |
| 10 | *Pass without Trace* (M1st) |
| 10 | *Ghost Sound* (M1st) |
| 10 | *Ventriloquism* (M1st) |
| 15 | *Shadow Aura* (CS2nd) |
| 20 | *Phantasmal Force* (M2nd) |
| 20 | *Invisibility* (M2nd) |
| 20 | *Deathmask* (M2nd) |
| 20 | *Blur* (M2nd) |
| 20 | *Silence* (M2nd) |
| 25 | *Mirror Image* (M2nd) |
| 25 | *Secret Writing* (M3rd) |
| 25 | *Camouflage* (M2nd) |
| 25 | *Illusionary Wall* (M3rd) |
| 30 | *Confusing Harmony* (B2nd) |
| 30 | *Sphere of Invisibility* (M3rd) |
| 35 | *Massmorph* (M4th) |
| 35 | *False Thoughts* (M4th) |
| 40 | *Displacement* (M4th) |
| 40 | *Improved Invisibility* (M4th) |
| 40 | *Hallucinatory Terrain* (M4th) |
| 45 | *Disguise* (M5th) |
| 45 | *False Vision* (M5th) |
| 50 | *Persistent Image* (M5th) |
| 50 | *Image Multiplication* (M5th) |
| 50 | *Magic Sanctum* (M5th) |
| 55 | *Programmed Illusion* (M6th) |
| 55 | *Delusion* (M6th) |
| 60 | *Mislead* (M6th) |
| 60 | *Projected Image* (M6th) |
| 65 | *Veil* (M7th) |
| 70 | *Mass Invisibility* (M7th) |
| 80 | *Impersonate* (M8th) |
| 80 | *Mirage Arcana* (M8th) |
| 90 | *Illusionary Reality* (M9th) |

***D5: External Protections and Barriers***

|  |  |
| --- | --- |
| ***Cost*** | ***Description*** |
| 10 | *Song of Awakening* (B1st) |
| 10 | *Watcher* (M1st) |
| 10 | *Sound Barrier* (M2nd) |
| 10 | *Arcane Mark* (M1st) |
| 15 | *Alarm* ((M2nd) |
| 15 | *Simulation Circle* (M2nd) |
| 15 | *Wizard Lock* (M2nd) |
| 15 | *Explosive Runes* (M2nd) |
| 20 | *Dispel Fog* (D2nd) |
| 25 | *Devour Flame* (D2nd) |
| 25 | *Wall of Wind* (M3rd) |
| 25 | *Snake Sigil* (M3rd) |
| 30 | *Force of Will* (C3rd) |
| 30 | *Glyph of Interdiction* (C3rd) |
| 30 | *Fire Trap* (M3rd) |
| 35 | *Circle of Protection from Evil* (C3rd/M3rd) |
| 35 | *Impassable Defence* (CS4th) |
| 35 | *Repel Lycanthropes* (CS4th) |
| 40 | *Revealing Shell* (M4th) |
| 40 | *Mantle of Shadow* (CS4th) |
| 40 | *Wall of Thorns* (D4th) |
| 40 | *Eternal Rest* (CS5th) |
| 40 | *Repel Stone* (D5th) |
| 40 | *Wall of Water* (M4th) |
| 40 | *Wall of Fire* (M4th) |
| 40 | *Wall of Ice* (M4th) |
| 40 | *Seal Passage* (M4th) |
| 45 | *Magic Circle, Protective* (C4th/M4th) |
| 45 | *Interposing Hand* (M4th) |
| 45 | *Ice Trap* (M5th) |
| 50 | *Wall of Stone* (M5th) |
| 50 | *Dispel Magic* (C3rd/M3rd) |
| 50 | *Magic Lock* (M6th) |
| 50 | *Preservation* (M6th) |
| 50 | *Repel Wood* (D6th) |
| 55 | *Barrier* (C6th) |
| 55 | *Forcecage* (M6th) |
| 55 | *Seasons of Life* (D5th) |
| 55 | *Purifying Zone* (C5th) |
| 60 | *Dispel Evil* (C5th) |
| 60 | *Exile* (C6th) |
| 60 | *Globe of Invulnerability* (M6th) |
| 60 | *Anti-Magic Melody* (B4th) |
| 60 | *Wall of Iron* (M6th) |
| 60 | *Sphere of Elemental Protection* (M6th) |
| 60 | *Glyph of Warding* (M4th) |
| 60 | *Repel Metal* (D7th) |
| 60 | *Enchanted Standard* (CS6th) |
| 65 | *Invisibility Purge* (M7th) |
| 65 | *Hymn of Life* (B6th) |
| 65 | *Interdiction of the Tomb* (CS7th) |
| 65 | *Forbiddance* (C6th) |
| 70 | *Bastion* (M7th) |
| 70 | *Banish* (M7th) |
| 70 | *Barrier to the Undead* (C7th) |
| 75 | *Barrier to the Living* (C7th) |
| 80 | *Force Field* (M8th) |
| 80 | *Duelling Shield* (M8th) |
| 85 | *Sphere of Protection from Magic* (M8th) |
| 85 | *Zone of Interdiction* (M8th) |
| 90 | *Sphere of Security* (CS7th) |
| 90 | *Sacred Seal* (C7th) |
| 95 | *Prismatic Wall* (M9th) |
| 100 | *Disjunction* (M9th) |
| 100 | *Anti-Magic Ray* (M9th) |

**Descriptions of the Unique Powers of Artefacts**

**AC Bonus**

*Duration 6 turns, Effect personal*

The power gives the artefact’s owner a certain protection bonus to his Armour Class for 6 turns. The bonus is cumulative with other modifiers derived from worn armour or shields, but not with those from other protective items (like rings): in such cases only use the higher value.

**Anti-Magic Aura**

*Duration 6 turns, Effect personal*

The power manifests an invisible barrier for 6 turns that has a certain percentage (roll 1d100 under the stated value) of annulling any magical or supernatural effect of mortal or immortal origin within a radius of 5 feet around the artefact. The roll must be made separately for each magic effect that is in contact with the anti-magic aura, but permanent effects aren’t affected. The effect remains nullified for 1 turn after leaving the anti-magic area.

**Attack Roll Bonus**

*Duration 1 turn, Effect personal*

The power grants the artefact’s owner a specific bonus to all his Attack Rolls for 1 turn. The bonus is cumulative with any other modifier.

**Automatic Healing**

*Duration 6 turns, Effect personal*

It is possible to prepare the artefact so that it automatically produces the effects of a *heal* (6th-level divine spell) when the conditions placed by its owner are met within 6 turns. In such a case the artefact automatically heals whoever it is in contact with (usually its owner) of the requested effect (poisoning, paralysis, disease, stun, blindness and deafness, or damaged suffered). The PP are subtracted when the artefact is programmed, independent of the fact if the *heal* is activated later or not.

**Bonus Spell Damage**

*Duration instantaneous, Effect on 1 spell*

The power grants the artefact’s owner a specific bonus to every damage dice inflicted with a specific spell cast in the same round the power was activated.

**Container**

*Duration 6 hours, Effect on artefact*

The power allows its owner to insert any item into the artefact by simply moving to it and invoking the secret activation word. The artefact can only hold inanimate objects up to two sizes larger than its own and it maximum encumbrance capacity is equal to 50,000 coins. The power keeps the items in the container for 6 hours, and each round only the possessor can choose to draw any one of the items from the artefact, or have them all leave simultaneously (the action requires concentration like casting a spell). At the end of the six hours, anything still within the container is disintegrated, unless the possessor uses more Power Points to renew the effect. An artefact with this power cannot also have *Trap Life* or *Shelter.*

**Crushing Embrace**

*Duration 1 turn, Effect personal*

This power gives the artefact’s owner a crushing attack against one adversary per round. The attack involves a normal unarmed Attack Roll and it can only be made against a being of equal or smaller size. If the roll is successful, the victim suffers 2d6 damage plus the character’s Strength modifier, and must make an opposed Strength check to free himself from the embrace, otherwise he suffers the crushing damage each round. While the attacker crushes his adversary, he cannot move or take other actions or attacks.

**Damage Multiplier**

*Duration 1 turn, Effect personal*

The power allows the artefact’s owner to multiply the damage inflicted with any held weapon for 1 turn. This involves multiplying by the modifier given the damage derived from his mastery with the weapon and his Strength, adding afterwards any other bonuses that are derived from magic.

**Disarm**

*Duration 1 turn, Effect personal*

The power grants the artefact’s possessor the ability to use the homonymous Fighter Combat Option once per round for a turn.

**Dodge Missiles**

*Duration 1 turn, Effect personal*

The power allows the artefact’s owner to avoid any missile (both mundane and magical, including those of siege engines or created by a spell throw against him if he makes a successful ST vs. Wands. Until the effect’s end it is possible to avoid up to six missiles per round (one ST for each), and only if the subject is aware of them and able to move. This ability is totally free and doesn’t prevent the character from moving or performing other actions.

**Draw Power**

*Duration 24 hours, Effect personal*

The power gives the ability to draw all of the touched victim’s magical ability, allowing the artefact’s owner to invoke the spells studied by the victim in addition to his own for the next 24 hours, after which the victim regains his magical faculties. This power only functions on a subject who allows the artefact’s owner to draw on his magical ability without opposing him (voluntarily or by means conditioning mental magic), but doesn’t allow access to knowledge of the *wish* spell.

**Empower**

*Duration 1 round, Effect on spell*

The power allows the enhancing of just one of the following variables of a spell cast by the item’s owner in the round following the activation of this power: Range (excluding effects with a range zero or touch), Area of Effect (excluding effects that only affect one creature or object), Duration (excluding instantaneous or permanent effects). The variables can be increased by a factor of between 2 and 20, at the discretion of the artefact’s owner (the cost is always 100 PP).

**Evade Attacks**

*Duration 1 turn, Effect personal*

The power allows the artefact’s owner to avoid any attack directed against him (whether it is a melee or ranged attack or a spell with a directed physical manifestation) if he makes a successful ST vs. Wands. Until the end of the effect, it is possible to avoid one attack per round, as long as the subject is aware of it and has enough space to move and dodge it. This ability is totally free and doesn’t prevent the character from moving or performing other actions.

**HP Bonus**

*Duration 1 turn, Effect personal*

The power grants the artefact’s owner a certain number of additional Hit Points for every Hit Dice (not levels) for 1 turn. Any damage suffered is subtracted from these bonus HP first: after 1 turn any remaining extra HP disappear, if instead he has already lost them all the subject doesn’t suffer a further loss of HP.

**Immunity to Aging**

*Duration 18 turns, Effect touch*

The power grants the beneficiary touched by the artefact complete immunity to any aging effect for 18 turns, including those caused by spells or the special powers of items or creatures.

**Immunity to Breath Weapons**

*Duration 1 turn, Effect touch*

The power grants the beneficiary touched by the artefact complete immunity to any breath attack for 1 turn, including those caused by spells (like *arcane breath*) or special powers of items or creatures (like the breaths of dragons, gorgons, drolems etc.).

**Immunity to Disease**

*Duration 18 turns, Effect touch*

The power grants the beneficiary touched by the artefact complete immunity to any disease for 18 turns, whether caused by normal agents, spells, or special powers of items or creatures.

**Immunity to Energy Drain**

*Duration 6 turns, Effect touch*

The power grants the beneficiary touched by the artefact complete immunity to any energy drain for 6 turns.

**Memorise Bonus Spell Levels**

*Duration 24 hours, Effect personal*

The power grants the artefact’s owner the ability to memorise a certain number of additional spell. The power cannot be used to learn new spells or enhance the level of those he already knows, but only to memorise a greater number than his level allows, choosing from those known, without exceeding the bonus. The power can only be used by a spellcaster, during the time in which he meditates or studies to memorise his spells.

**Parry**

*Duration 1 turn, Effect personal*

The power grants the artefact’s possessor the ability to use the homonymous Fighter Combat Option once per round for a turn.

**Protection, Major**

*Duration 6 turns, Effect touch*

The power grants the beneficiary touched by the artefact complete immunity to any attack that involves the physical contact of another creature with 20 HD/Levels or less. Beings that fall into this limit cannot physically touch the subject or attack him in melee, but can wound him with ranged attacks or non-contact spells. The beneficiary can in his turn attack without losing the protection, which lasts for 6 turns.

**Protection, Minor**

*Duration 6 turns, Effect touch*

The power grants the beneficiary touched by the artefact complete immunity to any attack that involves the physical contact of another creature with 20 HD/Levels or less. Beings that fall into this limit cannot physically touch the subject or attack him in melee, but can wound him with ranged attacks or non-contact spells. The beneficiary can in his turn attack without losing the protection, which lasts for 6 turns.

**Protection, Total**

*Duration 6 turns, Effect touch*

The power grants the beneficiary touched by the artefact complete immunity to any attack that involves the physical contact of another creature. The beings cannot physically touch the subject or attack him in melee, but can wound him with ranged attacks or non-contact spells. The beneficiary can in his turn attack without losing the protection, which lasts for 6 turns.

**Repair Permanent Magic Items**

*Duration permanent, Effect touch*

The power allows the complete and instant repair of one permanent magic item (except other artefacts) touched by the artefact. The repair is permanent and returns the item to perfect condition (maximum Damage Points) even if had been destroyed (zero DP), but only if all its parts are present.

**Repair Temporary Magic Items**

*Duration permanent, Effect touch*

The power allows the complete and instant repair of one temporary magic item (i.e. with charges or activations) touched by the artefact. The repair is permanent and returns the item to perfect condition (maximum Damage Points) even if had been destroyed (zero DP), but only if all its parts are present. The effect also replaces any charges missing from the item, except for those with a single charge or that are normally non-rechargeable.

**Shelter**

*Duration 24 hours, Effect on artefact*

The power allows the artefact’s owner to enter and leave it as he chooses. Within the artefact the character doesn’t age or need any form of sustenance but the item can only hold its owner, who remains ignorant of what is happening outside the artefact. The activation of the power allows the subject to and leave the item for 24 hours simply by touching it (an action equivalent to using a magic item); if at the duration’s end that character is still inside it, he is automatically expelled, unless he consumes more Power Points to renew the effect. An artefact with this power cannot also have *Trap Life* or *Container*.

**Smash**

*Duration 1 turn, Effect personal*

The power grants the artefact’s possessor the ability to use the homonymous Fighter Combat Option once per round for a turn.

**ST Bonus**

*Duration 6 turns, Effect personal*

The power grants the artefact’s owner a certain protection bonus to all his Saving Throws for 6 turns. The bonus is cumulative with other modifiers derived from spells, skills or circumstances, but not with those from other protective items (like rings): in such cases only use the higher value.

**Thieving Ability**

*Duration 6 turns, Effect personal*

On each activation, the power grants the artefact’s owner a specific thief skill for 6 turns from amongst *Move Silently*, *Hide in Shadows*, *Remove Traps*, *Climb Walls*, *Open Lock*, *Hear Noise*, *Pickpockets* and *Find Traps*. The chance of success is equivalent to a thief of the same level as the character: if the subject already has an identical skill, he uses the value with a bonus of +20%.

**Time Travel**

*Duration special, Effect personal*

The power grants the artefact’s owner to travel backwards and/or forwards in time together with the object. The method and the limits of the travel always vary, but must involve a drastic physical change or the chance of dying in the transition.

This power can only be added to a Greater or Major artefact of the Sphere of Time.

**Trap Life**

*Duration special, Effect touched victim*

When the owner touches a creature with the artefact and speaks the activation word, the victim must make a successful ST vs. Spells with a –6 penalty to avoid being drawn inside the artefact; whether the trap works or not, the Power Points are deducted on the power’s activation. The trap can contain only one victim: if it traps a second, the previously imprisoned victim is immediately expelled. Within the artefact, the prisoner survives in an incorporeal state without aging or needing nourishment. However he is cut off from the rest of the world, cannot be detected in any way and the only way to communicate with him is through telepathy directed at the artefact.

An artefact with this power cannot also have *Shelter* or *Container*.

**Turn Undead**

*Duration 6 turns, Effect personal*

The power grants the ability to turn undead within 20 feet as a Cleric of a specific level (24th or 36th), by showing the artefact to the creature.

**Turn Undead Bonus**

*Duration 6 turns, Effect personal*

The power grants the artefact’s owner a specific bonus for 6 turns to all his rolls to Turn Undead, including the roll to determine the HD turned or destroyed.

**Weapon Damage Bonus**

*Duration 1 turn, Effect personal*

The power gives the artefact’s owner a specific bonus to all the damage inflicted with any weapon he uses for 1 turn. The bonus is cumulative with any other modifier.

**Weapon Enhancement Bonus**

*Duration 1 turn, Effect personal*

This power grants the artefact's owner a specific enhancement bonus with any weapon he uses for 1 turn. The bonus is cumulative with any other enhancement modifier, and thanks to it, the weapons are treated as enhanced with the total modifier.

**Handicaps and Penalties of Artefacts**

The handicaps (permanent effects) and the penalties (dispellable effects) associated to the artefacts must be chosen from the following list. The criteria for their selection should conform to the purpose for which the item had been made, or that are in keeping the item’s Sphere.

The DM can decide that a handicap or penalty is only caused by a specific event (like, for example, the use of a particular power or by a pre-established behaviour) or at a certain time of day or in a specific place. These conditions are particularly appealing to use as they give the characters limits in order to not abuse the artefact’s powers, and if they do otherwise it will bring dangerous consequences and severe punishments, as in the most classic of fables.

Unless it is specifically mentioned in the effect’s description, no Saving Throw is allowed to avoid the detrimental effect. If no predetermined action is given to activate a given penalty, the standard chance that the penalty occurs is based on the artefact’s magnitude:

* Minor: 15%
* Lesser: 20%
* Greater: 25%
* Major: 30%

If the d100 result is equal to or less than this value, the DM must randomly apply one of the artefact’s penalties, or the one linked to the power used (if specified).

When an effect involves a change in the character’s mental condition (e.g. new objectives, fear or a change of personality), the player involved must be informed secretly and must play the character to conform to the subject’s new wishes or objectives. If the player is unable to play the character properly, the Dungeon Master can decide to take control of it for a brief time; if instead the player gives up the character or refuses to play it correctly, the DM should turn it into a permanent NPC.

Table 2.2 lists the effects used as Handicaps or as Penalties: if an effect is in both columns, it means that it can be selected for both positions. In any case, the DM is encouraged to expand and enhance the list of handicaps and penalties given below to make it unique and unpredictable.

**Table 2.2 – Handicaps & Penalties of Artefacts**

|  |  |
| --- | --- |
| **Handicap** | **Penalty** |
| AC Penalty | AC Penalty\* |
| Additional Damage | Additional Damage |
| Aging | Aging |
| Attack Penalty | Amnesia |
| Attraction | Anti-Magic Field |
| Change in Alignment | Apathy |
| Change in Attitude | Attack Penalty\* |
| Change in Height | Attraction |
| Characteristic Penalty | Change in Alignment |
| Clumsy | Change in Attitude |
| Damage Penalty | Change in Height |
| Energy Drain | Characteristic Penalty\* |
| Fatal Destiny | Clumsy |
| Greed | Collateral Effect |
| Handicap | Damage Penalty\* |
| HP Penalty | Death |
| Limited Use | Energy Drain |
| Magic Destruction | Ethereal Escape |
| Magic Error | Gas |
| Mania | Gaseous Form |
| Mutation | Greed |
| Non-Automatic Recharge | HP Penalty\* |
| Operating Cost | Magic Destruction |
| Putrefaction | Malfunction |
| Reduced Range | Mania |
| Repulsion | Mutation |
| Sentient Artefact | Pain |
| Shapechange | Paranoia |
| Short Term Memory | Putrefaction |
| ST Penalty | Reduced Range |
| Weak Magic | Repulsion |
|  | Service |
| Shapechange |
| Short Term Memory |
| ST Penalty\* |
| Trap Life |
| Weak Magic |

\*These penalties are curses removable with *remove curse* spoken by a character of at least 20th level.

**AC Penalty**

The Armour Class of the artefact’s owner suffers a permanent penalty of between 1 to 10 points.

**Additional Damage**

The artefact’s owner receives a fixed amount of additional damage every time he is physically struck. The additional damage can be limited to a specific type of attack (like a category of weapons, creatures, or magic effects) or to a particular element.

**Aging**

The artefact’s owner or those that touch it age a number of years determined randomly or proportional to the PP cost of the power used last.

**Amnesia**

The victim immediately loses his class knowledge for a limited period (from 2 to 60 days): spellcasters lose their ability to cast spells; fighters lose their competence with weapons and their fighter combat options, while thieves lose their general and special thief skills. The amnesia is curable with a *heal*, *mental cure* or *remove curse* of at least 20th level.

**Anti-Magic Field**

The artefact creates a 100% anti-magic field with a 10 feet radius that negates the chance to use any magic powers within it (including those of the artefact). The anti-magic can only be dispelled with a wish or in the manner expected for the artefact.

**Apathy**

The subject stops where he is and refuses to perform any action, and he is incapable of reacting to any external stimuli, even if it threatens his life. The character remains in a state of apathy for 2d10 days, unless he receives a *heal*, *mental cure* or *remove curse* of at least 20th level.

**Attack Penalty**

The artefact’s owner suffers a permanent penalty of between –1 and –10 to his Attack Rolls.

**Attraction**

The artefact’s owner sees a sudden increase in his influence over members of the opposite sex, up to being suffocated and even tormented by his insistent admirers, who if they don’t receive the desired attention transform into molesters and jealous and vindictive persecutors.

**Change in Alignment**

The Alignment and behaviour of the artefact’s owner change to reflect the artefact’s Sphere or purpose. Normally two Alignments are listed for this effect: use the first unless that is already the subject’s, in which case use the second.

**Change of Attitude**

The artefact’s owner and other beings near him or that touch the item suddenly change behaviour and become aggressive or cowardly, angelic or diabolic, honest or dishonest, intolerant, lazy or hyperactive, friendly or rude, fussy or messy, peaceful or quarrelsome, jocular or pedantic, timid or brazen, suspicious or compliant, chatty or silent.

**Change in Height**

The artefact’s owner can shrink down to a minimum of 4 inches or grow to a maximum of 16 feet, along with his equipment; the transformation can be immediate or gradual, but always has a specific duration.

**Characteristic Penalty**

One of the character’s six characteristics is permanently reduced by 1-5 points. If because of this the characteristic is reduced to zero, the character dies (Constitution) or kills himself (Charisma), or becomes paralytic (Strength and Dexterity), or an idiot (Wisdom and Intelligence).

**Collateral Effect**

The artefact produces a negative effect for its owner. The effect can be random or predetermined, however it doesn’t consume Power Points. Select the effect from the following power categories:

A1 or A3 directly against the owner

C1 or C3 indirectly against the owner

D4 or D5 directly or indirectly against the owner

Naturally, not all the powers of categories C and D can be directed against the subject, so the DM should carefully select the collateral effect beforehand. All summoned or created monsters are always hostile to the artefact’s owner and they will quickly try to attack him. Finally, an offensive spell should offer a ST to avoid or halve the damage, unless stated otherwise in the specific description of that artefact.

**Clumsy**

Each of the subject’s attacks have between 10-50% chance of missing and hitting him instead. If the handicap happens, the character still benefits from any Saving Throws to reduce or negate the effects of a spell, while he cannot parry or dodge his own blows. If he suffers the effects of a *charm*, the subject becomes excessively vain and haughty for 24 hours.

**Damage Penalty**

The physical attacks of the artefact’s owner inflict 2-12 points less damage, but each blow that hits always does a minimum of 1 point of damage.

**Death**

The subject is instantly reduced to zero hp and enters a coma, dying within 1d10 minutes if no one provides adequate aid.

**Energy Drain**

The artefact’s owner permanently loses between 1-4 experience levels or 10-50% of his experience levels.

**Ethereal Escape**

The item’s owner enters the Ethereal Plane every time that he faces a dangerous situation. If he doesn’t have the magical means to move or return to his original plane, the victim remains trapped in the Ethereal until he is saved.

**Fatal Destiny**

Fatal destiny is a handicap that can only be linked to a set power (that costs at least 80 PP) of a Major Artefact. The character who activated the power linked to the fatal destiny suddenly vanishes from the world along with all his equipment and no one will be able to track him down, as he has been assimilated by the artefact. Only through a number of *wishes* equal to the victim’s level or the direct intervention of a divinity is it possible to restore the subject has he was the moment he disappeared.

Alternatively, the subject wouldn’t disappear, but his soul will be replaced by that of another creature, and to recover the original one it will be necessary to use one of the two methods described above. In this case the spirit that inhabits the subject’s body could be friendly, hostile, indifferent, vindictive or sneaky, either by random or the will of the DM, who informs the player of the situation and they will have to reach a common accord of how the change affects the rest of the group.

**Gas**

The artefact emits a cloud of gas whose size is proportional to the item’s magnitude. Every living being invested by the gas must make a ST vs. Poison (with a variable penalty from –1 to –10 based on the artefact’s magnitude) to not suffer the noxious effects of the poison, which can be paralysis, stun, transforming, damaging (hp loss), mortal or cause a drain of energy or characteristic points.

**Gaseous Form**

The subject assumes gaseous form and cannot perform any action except movement until he returns to his normal form (the specified duration is based on the artefact’s magnitude). The effect can be dispelled with *dispel magic* against a 40th-level spellcaster.

**Greed**

A powerful NPC or group of NPCs know the powers of the artefact and seek to get hold of it. The artefact’s owner is thus assaulted by theses greedy enemies, who use a trap or a direct attack to obtain the item they covet.

**Handicap**

The artefact’s owner suffers a serious handicap that hampers his actions. Some examples could be the loss of a limb, or of his fighting ability (THAC0 equivalent of a PC with half his level), or motive (movement halved), physical or cognitive (one of the characteristics is halved).

This handicap doesn’t apply to artefacts of the Sphere of Thought.

**HP Penalty**

The artefact’s owner permanently loses 1 to 3 hp per Hit Dice.

**Limited Use**

The artefact has precise limits on the use of its powers: it could be a frequency limit (it isn’t possible to invoke each power more than once within a certain period), a power limit (it isn’t possible to spend more than a certain number of PP per day or invoke more than a certain number of effects) or any other type of limitation the reduces the use of its special powers.

**Magic Destruction**

All the magic items in contact with the artefact’s owner lose their powers as long as it’s in his possession, excluding the artefact itself; alternatively, the items could lose their powers permanently.

**Magic Error**

The artefact’s owner suffers a curse that gives a chance of error every time he invokes a spell or uses a magic item. The chance varies from 10% to 80% (based on the artefact’s magnitude): if the error occurs, the effect he tried to invoke doesn’t take place and the spell is wasted as if it had been cast, or it could even give an unexpected or dangerous effect for whoever invoked it, based on the prefixed nature of the magic error.

This handicap doesn’t apply to artefacts of the Sphere of Energy.

**Weak Magic**

The artefact’s owner inflicts reduced damage (from –1 to –3 points per dice) when using offensive spells (the spell always causes at least 1 hp per dice) or gives his victim a bonus to his ST if the spell doesn’t cause damage.

**Malfunction**

The activation of the correlated powers completely or partially fails or invokes a different effect, consuming the indicated PP amount or more.

**Mania**

The subject becomes obsessed by a certain aim (e.g. eat a certain food, see a certain place, perform a certain action, meet a specific being, obtain a specific item, etc.), and attempts to achieve his goal in a maniacal manner, although he continues to safeguard his life. Once he has achieved his goal and satisfied his mania, he becomes perfectly normal again; alternatively, a *remove curse* uttered by a character of at least 25th-level can cure him.

**Mutation**

One or more of the subject’s body parts are subjected to slow or immediate mutation. The body part subjected to the mutation must be selected in relation to the power being activated (e.g. a power that improves his hearing could cause his ears to grow, whilst one that improves his vision could makes his eyes resemble those of a fly).

**Non-Automatic Recharge**

The artefact doesn’t recharge automatically but it must be fed by a predetermined energy source. Some examples of energy sources for artefacts are: an equivalent value in valuables and money, or the sacrifice of a certain number of creature Hit Dice for each power, or even the destruction of a magic item of a certain value, etc.

**Operating Cost**

The artefact’s owner loses between 10 and 50% of his owned treasures (including magic items, jewellery, coins and rare and precious items). The treasures vanish even if guarded and they cannot be recovered: they have been disintegrated and absorbed by the artefact. The handicap can occur on the activation of a single power or with the artefact’s first use.

**Pain**

Every time that he uses a specific power of the artefact, whoever uses it loses from 2 to 40 hp temporarily (they can be recovered by magic cures or by the normal healing process) or permanently.

**Paranoia**

The subject suddenly believes that all those present within 60 feet are his enemies and are trying to destroy him, so he consequently act to save himself. If he thinks he is able to kill them all, he immediately attacks without hesitation, until they are all dead or flee. Otherwise, if he believes the deed too risky, he can escape and try to kill his enemies later, when they have lowered their guard. The paranoia only vanishes when all the enemies perceived as such have been killed, or if the paranoid is cured with a *mental cure*, *heal* or *remove curse* of at least 20th-level.

**Putrefaction**

One or more of the character’s internal organs or limbs contracts a devastating slow or fast rotting disease, with adverse effects on the character that only ends when he is given an adequate magical cure (*cure disease* or *heal* of at least 25th level).

**Reduced Range**

The range of spells invoked by the item’s owner or the range of his ranged weapons are reduced in constant manner.

**Repulsion**

The artefact’s owner sees a decrease in his influence over others because of a sudden repulsion that alienates friends and acquaintances.

**Sentient Artefact**

The artefact contains the essence of an Immortal, which revolts against its owner when a pre-established event occurs (like the killing of a specific individual, a rare astronomical event or the reaching of a certain level of power). The Immortal’s reaction could be a direct attack to kill the subject with the powers available in the item, or an attempt to subjugate his mind and make him its slave for 2d4 weeks, or take over his body to be able to act as it likes (in this latter case the Immortal’s essence literally consumes the victim’s body, which is dispellable after a number of days equal to the character’s level). The DM should determine the Immortal’s intent and attack method.

**Service**

The subject suddenly believes that he must perform a specific action for himself, for another, currently absent, individual, or for a higher divinity. He can decide to dedicate himself to his cause immediately, or try to convince his most loyal friends to accompany him and help. This obligation ends once the subject has performed the required action, and no spells like *atonement* or *remove geas*, nor any denial or reassurance by the beneficiary will free him from the perceived bond.

**Shapechange**

The subject quickly or slowly transforms into a certain type of monster, acquiring the general characteristic before the physical transformation.

**Short Term Memory**

The memory of the artefact’s owner becomes faulty and in the case of a spellcaster he loses the ability to memorise the spells of a predetermined school or level, while those who don’t use magic halve a general skill or mastery in a weapon.

**ST Penalty**

The artefact’s owner suffers a permanent penalty of between –2 and –12 to one Saving Throw or between –1 and –6 to all his Saving Throws.

**Trap Life**

The subject is sucked inside the artefact along with all his equipment, and simultaneously appearing in his place is another creature expelled from the artefact, often hostile or dangerous. The victim cannot free himself until the system to activate the life trap has been discovered and another creature that uses the artefact is sent to take his place.

***Legendary Artefacts***

The introduction of an artefact into a campaign must always be carefully prepared, surrounding the item in myths and legends that will increase the epic sense that accompanies the quest to acquire and use it.

The following section describes various artefacts that have characterised the history of Mystara. The planning of each was inspired by the myths and literary works of the real world and by the stories of the heroes and Immortals of Mystara. The Dungeon Master can modify any statistic or power to adapt it to his own campaign, especially if the players are already experts in the items presented here, always paying attention to not transgress the general rules for the creation and use of an artefact. Not described here are the artefacts that are used exclusively by the Immortal, like the hammer of Thor (Mjolnir), the spear of Odin (Gungnir), the necklace of Freyja (Brisingamen), the axe of Tarastia (Sagaris), the mace if Razud (Sharur), the sword (Asi) and bow (Sharanga) of Ixion, the scythe of Thanatos (Mors), or the Cubic Labyrinth of the Six Planes of Mazikeen, etc. In regards to the holy relics of the demihumans, refer to the *Tome of Magic – Volume 2*, in the section dedicated to the Relic Keepers.

For each artefact, a physical description is given first, then its history and the legends about it (including any sources in the real world or that of Mystara). Then the statistics related to the artefact’s powers (Its Sphere and Immortal creator, magnitude and list of powers with related cost) are presented, followed by a note on its methods of activation and use, the way to destroy it and finally the item’s handicaps and penalties are described. Note: some of the powers listed for each artefact in the original manual (Master set) have been replaced here with others introduced in this manual or modified to give its characteristics or history, a greater coherence in the Mystara setting.

Below is a brief list of the artefacts presented here divided by Sphere and listed in ascending order of power.

**Sphere of Energy**

|  |  |  |  |
| --- | --- | --- | --- |
| ***Name*** | ***Creator*** | ***Magnitude*** | ***PP*** |
| Girdle of Armida | Idraote | Minor | 95 |
| Gifts of the Korrigans | Korrigans | Minor | 100 |
| Hand of Kindness | The Shaper | Minor | 100 |
| Pileus | Saturnius | Minor | 100 |
| Egg of the Phoenix | Mealiden | Minor | 100 |
| Iliric’s Nose | Iliric | Lesser | 185 |
| Celestial Planisphere | Pharamond | Lesser | 220 |
| Impenetrable Shield | Alphatia | Lesser | 245 |
| Bow of Gilgrave | Ixion | Lesser | 250 |
| Eye of Humbaba | Ninsun | Lesser | 250 |
| Carpet of Millicent | Eiryndul | Greater | 490 |
| Thirteen Treasures of Dawn | Ixion | Major | 715 |
| Deck of the Spheres | Ixion | Ultimate | NA |

**Sphere of Entropy**

|  |  |  |  |
| --- | --- | --- | --- |
| ***Name*** | ***Creator*** | ***Magnitude*** | ***PP*** |
| Arik’s Evil Eyes | Arik | Minor | var |
| Kala’s Bloody Kris | Hel | Minor | 95 |
| Ortnit’s Spear of Doom | Skuld | Minor | 95 |
| Mask of Bachraeus | Bachraeus | Minor | 100 |
| Bed of the Lizard King | Demogorgon | Lesser | 185 |
| Book of the Dead | Nyx | Lesser | 245 |
| Soul Gem | Thanatos | Lesser | 250 |
| Fiery Brand | Masauwu | Greater | 495 |
| Shadow Belt of Orcus | Orcus | Greater | 500 |
| Ring of the Modrigswerg | Thanatos | Major | 690 |
| Deck of the Spheres | Thanatos | Ultimate | NA |

**Sphere of Matter**

|  |  |  |  |
| --- | --- | --- | --- |
| ***Name*** | ***Creator*** | ***Magnitude*** | ***PP*** |
| Goblet of Silenus | Faunus | Minor | 90 |
| Hammer of Denwarf | Kagyar | Minor | 100 |
| Golden Wife of Ilmarinen | Ilmarinen | Minor | 100 |
| Sword of Heavenly Balance | Eternal Gen. | Minor | 100 |
| Golden Mirror of Ka | Ka | Minor | 100 |
| Collar of the Dragons | Great One | Lesser | 205 |
| Armet of Wayland | Wayland | Lesser | 220 |
| Shining Armour | Wayland | Lesser | 220 |
| Silver Net | Ninfangle | Lesser | 250 |
| Greatsword Camb | Maat | Greater | 450 |
| Regalia of the Dragonlord | Great One | Greater | 500 |
| Sampo Mill | Ilmarinen | Greater | 480 |
| Ivory Plume of Maat | Terra | Greater | 500 |
| Shard of Sakkrad | Ouranos | Major | 745 |
| Deck of the Spheres | Ouranos | Ultimate | NA |

**Sphere of Thought**

|  |  |  |  |
| --- | --- | --- | --- |
| ***Name*** | ***Creator*** | ***Magnitude*** | ***PP*** |
| Bag of the Winds of Zepher | Odin | Minor | 95 |
| Rainbow Scarf | Sinbad | Minor | 100 |
| Armour of the Five Dragons | Koryis | Lesser | 200 |
| Spear, Gáe Bulga | Diulanna | Lesser | 215 |
| Crystal Dagger of Cymorakk | Asterius | Lesser | 245 |
| Golden Plume of Fidias | Noumena | Greater | 435 |
| Dove of Peace | Pax | Greater | 440 |
| Sorona Crown | Odin | Greater | 450 |
| Tome of Knowledge | Ssu-Ma | Greater | 455 |
| Diamond Orb | Tyche | Greater | 490 |
| Turlock’s Mystical Harp | Korotiku | Greater | 500 |
| Sword of Destiny | Odin | Major | 750 |
| Deck of the Spheres | Pax | Ultimate | NA |

**Sphere of Time**

|  |  |  |  |
| --- | --- | --- | --- |
| ***Name*** | ***Creator*** | ***Magnitude*** | ***PP*** |
| Steaming Cauldron | Hymir | Minor | 95 |
| Claw of Mighty Simurgh | Simurgh | Minor | 100 |
| Book of Life | Fugit | Lesser | 200 |
| Hourglass of Verthandi | Verthandi | Lesser | 245 |
| Girdle of De’Rah | Chardastes | Greater | 490 |
| Hood of Mala | Khoronus | Major | 700 |
| Deck of the Spheres | Verthandi | Ultimate | NA |

**Arik’s Evil Eyes**

**Appearance:** There are one hundred rubies each as big as a human eye, each of which has a black rune inside. There are in total 10 types of rune, and if they are found and placed near all the rubies with the same rune, they magically meld into a single gem called Arik’s Evil Eye as large as a fist, for a total of ten eye artefacts.

**History:** The true nature of Arik’s eyes is obscure to most of Mystara’s sages, as he is an Immortal who has been trapped for some considerable time in an unreachable place through the work of the other Immortals. The reason for which Arik was confined in a dimensional prison is unknown to mortals and even the younger Immortals: only the oldest hierarchs, witnesses of the event, know the truth, but keep the secret. What they don’t know is that shortly before his conviction, Arik was able to leave in the Multiverse a trace of his immortal essence in what the legend calls Arik’s Hundred Eyes, one hundred rubies that if gathered together would allow the evil Arik to break free from the prison in which he is detained and return to the Multiverse. Only his cultists are aware of the possibility, individuals made mad from their contact with Arik’s alien mind or his artefacts, who work enslaved to his will to recover his eyes and permit him to create an new universe in his image where madness rules.

**Source:** Mystaran mythology. The adventure module “B3: Palace of the Silver Princess” introduces the figure of Arik and indicates that one of his eyes is the cause of the curse that weighs on the stronghold of Haven. Arik could also be responsible for creating Zargon and the fall of Cynidicea in the module “B4: The Lost City”.

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|  |
| |  |  | | --- | --- | | **Sphere:** Entropy (Arik) | | | **Magnitude:** Minor (Power Limits: 2A, 1B, 2C, 3D) | | | **Suggested Powers:** | | |  |  | | ***Eye of Corruption*** | ***(95 PP)*** | | A3. Unclean Touch | 40 PP | | C3. Zone of Putrefaction | 55 PP | |  |  | | ***Eye of Destruction*** | ***(100 PP)*** | | A1. Oblivion | 40 PP | | A1. Disintegration | 60 PP | |  |  | | ***Eye of Madness*** | ***(95 PP)*** | | A2. Madness | 45 PP | | A2. Feeblemind | 50 PP | |  |  | | ***Eye of Illusion*** | ***(100 PP)*** | | A3. Phantasmal Killer | 30 PP | | A3. Hallucinatory Nightmare | 70 PP | |  |  | | ***Eye of Mutation*** | ***(90 PP)*** | | A3. Polymorph Others | 40 PP | | A3. Force Transformation | 50 PP | |  |  | | ***Eye of Necromancy*** | ***(100 PP)*** | | A1. Wail of the Banshee | 70 PP | | A3. Bite of the Vampire | 30 PP | |  |  | | ***Eye of Fear*** | ***(75 PP)*** | | A2. Symbol of Fear | 35 PP | | A2. Night Terrors | 40 PP | |  |  | | ***Eye of Tyranny*** | ***(90 PP)*** | | A2. Hold Monster | 40 PP | | A2. Geas | 50 PP | |  |  | | ***Eye of Vengeance*** | ***(100 PP)*** | | A3. Curse | 50 PP | | A3. Empathic Torture | 50 PP | |  |  | | ***Eye of Vision*** | ***(90 PP)*** | | B1. Wizard Eye | 40 PP | | B1. Trueseeing | 50 PP | |
|  |

**Activation:** Each gem is inactive when it is recovered and functions as a simple +2 item of protection. If an individual manages to gather together all ten gems with the same rune, they will form an Evil Eye as large as a fist, and only at that point will it activate the powers of that specific artefact, which telepathically communicates its power to whoever touched it earlier.

When all ten Evil Eyes are reconstructed and activated, each owner will be obliged by Arik to meet in the same place and perform a mystical ceremony through which Arik’s essence will flow from its prison in the artefacts, freeing him and allowing him to reconstruct his body to return to exist in the Multiverse.

**Destruction:** Each eye can only be destroyed if all the others are activated, and the only way is to bless them by ten representatives of ten Lawful and Good Immortals who had never shed blood, who will then have to sacrifice themselves by taking the eyes into the Dimensional Vortex, where they will be lost along with the artefacts.

Once assembled, it is possible to split an Evil Eye into the ten original gems if it is struck by a spell of at least 5th level or by at least a +5 weapon until it suffers damage equal to half its Power Points; at this point it falls apart and the ten gems vanish, reappearing in random locations throughout the Multiverse.

**Handicaps (1)**

***Sentient Artefact:*** Each Evil Eye contains a small part of Arik’s essence and functions as his Avatar. For this reason, the owner receives visions that slowly undermine his sanity and forces him to do the Immortal’s will as his oracle. A character receives a –1 penalty to his Wisdom for each gem he possesses, whilst the owner of an Evil Eye must make a ST vs. Mental Spells (considering the Wisdom decreased by 10 points) each time that he uses the artefact: if the ST fails, he becomes a pawn in the hands of Arik, who can control him as he likes and force him to perform any action, even the most absurd or suicidal, which the victim cannot oppose in any way; only if the Eye is split into the ten gems does Arik’s control cease.

**Penalties (1)**

***Change of Alignment:*** After having used one of the eye’s powers, the subject becomes Evil, and if he is already Evil also becomes Chaotic.

**Armet of Wayland**

**Appearance:** A metal helm with a fixed or movable visor and an opening for the eyes that conceals the upper part of the face, leaving the mouth, chin, and neck uncovered (halfway between an open helm and a closed helm).

**History:** One of the most famous creations of the mythical smith Wayland, also known as Volund among the Norse (a dwarf according to some, an elf or human according to others, based on the region in which the legend is told), this helmet has the power to make anyone who wears it invulnerable, and legends say that it was worn by the greatest leaders of northmen history and even by the elven heroes of Wendar.

**Source:** English legend of the 12th century on the legendary smith Wayland, who is linked to Völundr of Scandinavian mythology, who corresponds to the god Vulcan of the Roman myths (Hephaestus for the Greeks).

|  |  |
| --- | --- |
| **Sphere:** Matter (Wayland) | |
| **Magnitude:** Lesser (Power Limits: 3A, 2B, 2C, 4D) | |
| **Suggested Powers (220 PP):** | |
| Helmet, permanent *see invisibility* | |
| B3. Fly | 30 PP |
| D2. +8 AC Bonus | 80 PP |
| D3. Immunity | 90 PP |
| D4. Invisibility | 20 PP |

**Activation:** The helm isn’t activated when it is found. To activate it the character wearing it must kill a dragon, by inflicting the killing blow or at least one third of the total damage. Each power is activated by moving the visor or touching a part of the helmet and invoking the aid of Wayland. The exact way to invoke each power can only be discovered by trial and error or if they are revealed by the helm’s previous owner.

**Destruction:** The armet can only be damaged and destroyed by the attacks of the dragon Immortals.

**Handicaps (2)**

***Change of Alignment:*** After the third use of the immunity power, the owner’s alignment changes to Lawful Good or Neutral Good.

***Additional Damage:*** The owner suffers double damage from the element of fire. The handicap begins from the moment that the armet is activated and lasts for as long as it remains in the character’s possession (even if not used).

**Penalties (3)**

1. ***Offensive Collateral Effect:*** An A1 type effect randomly chosen by the DM (max cost 50 PP) manifests centred on the owner.
2. ***Characteristic Penalty:*** –4 penalty to the Intelligence of the helm’s owner.
3. ***Reduced Range:*** The range of any missile weapon used by the helm’s owner is halved; removable by *remove curse* of at least 20th level.

**Armour of the Five Dragons**

**Appearance:** Five suits of plate armourof oriental design called *Do Maru*, typical of the samurai (Japanese warrior nobles), each painted in a colour the represents the element of the dragon to which each is linked: one red for fire, one blue for the sea, one azure for the sky, one yellow for the earth, and one green for the woods.

**History:** An ancient Ochalese and Myoshiman legend tells that centuries ago the evil Empress of Discord, in an attempt to sow confusion and misery among the humans, sent five demons to tempt the greatest warlords among the humans with promises and visions. They fell for the false flattery of the demons (who embody the five deadly sins according to Ochalese doctrine, i.e. Greed, Falsehood, Anger, Pride, and Cruelty), and began a series of wars against those that refused to bend to their will and to the doctrine of the Empress. Realising the danger, the benevolent Jade Emperor allowed his wisest and bravest disciples to be visited by the Five Celestial Dragons, who taught them the arts of tactics and war to face the enemy armies and organise the resistance and the counterattack. Before leaving, they gave the five generals a divine suit of armour each made from their scales and blood, able to protect them even from the demons’ traps and defeat for the last time. The five heroes joined and thanks to their instruction the mortals faithful to Koryis repulsed the evil army, while the demons were defeated and forever banished from the world by those who were later known as the Five Bushi (in Ochalea) or the Five Samurai (in Myoshima). Even today, the legend of their divine armour fills the hearts of demons and evil beings with terror, as it is said that upon the generals’ deaths, they had been hidden by the Dragons in five different places in the world, and that each would be claimed by a valorous hero when it becomes time to defeat Evil again.

**Source:** Mystaran mythology (Codex Immortalis).

|  |
| --- |
|  |
| |  | | --- | | **Sphere:** Thought (Koryis) | | **Magnitude:** Lesser (Power Limits: 3A, 2B, 2C, 4D) | | **Suggested Powers (200 PP each):** | |
|  |
| |  |  | | --- | --- | | ***Armour of the Woods*** | | | +3 plate armour, permanent *plant door* | | | A1. Lacerating Spines | 60 PP | | A3. Arboreal Form | 70 PP | | B1. Speak with Plants | 30 PP | | D5. Wall of Thorns | 40 PP | |
|  |
| |  |  | | --- | --- | | ***Armour of the Sky*** | | | +3 plate armour, permanent *fly* | | | A1. Lightning Bolt | 60 PP | | A1. Thunderclap | 30 PP | | C3. Control Weather | 75 PP | | D3. Repel Lightning | 35 PP | |
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| |  |  | | --- | --- | | ***Armour of the Fire*** | | | +3 plate armour, permanent *fire resistance* | | | A1. Fireball | 60 PP | | A3. Flame of Justice | 60 PP | | C2. Phoenix Wings | 40 PP | | D5. Wall of Fire | 40 PP | |
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| |  |  | | --- | --- | | ***Armour of the Sea*** | | | +3 plate armour, permanent *breathe water* | | | A1. Marine Vortex | 20 PP | | A1. Cone of Cold | 60 PP | | B3. Swim | 20 PP | | C3. Control Liquids | 60 PP | | D5. Wall of Ice | 40 PP | |
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| |  |  | | --- | --- | | ***Armour of the Earth*** | | | +3 plate armour, permanent *rock door* | | | A1. Earthmaw | 50 PP | | C2. Flesh to Stone\* | 60 PP | | C3. Earthquake | 90 PP | |
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**Activation:** Each suit is activated when it isfound and when the armour is worn it telepathically communicates to its owner the magic words that should be spoken to activate the various powers, although it doesn’t state which effect is linked to each command, and the character must discover them through experience.

What few know is that it is possible to combine all the suits to form the ***Armour of the Celestial Emperor***, +3 white suit armour that is in effect a Major Artefact of Thought with all the powers of each suit, compressing of the permanent powers of each, but also the handicaps and Penalties. In order to create the Armour of the Celestial Emperor requires that the five suits are within 30 feet of one another, each is worn by its owner and has at least 150 PP, and all concentrate to pool their powers. It needs a successful Wisdom check by all five owners and a stationary round of concentration: although if just one roll fails or someone dies or stops concentrating the attempt fails. If instead the communion is successful, the artefacts vanish and combine to form the Armour of the Celestial Emperor with the sum of the PP possessed by the artefacts at that moment, which appears on the hero chosen to wear it. The subject can only use it for as long as its PP aren’t exhausted and the fusion isn’t ended: at which point they return to their rightful owners.

**Destruction:** Each suit can be destroyed if it is taken to an Entropic plane, its PP are reduced to zero, and its Damage Points are reset because of damage produced by an entropic artefact or by demons loyal to Talitha.

**Handicaps (2)**

***Operating Cost:*** The owner loses 10% of the treasures he owns (wherever they are, vanish), considering the total value of valuables and magic items in his possession, the first time that he uses one of the suit’s powers and each time that the armour’s PP drop to zero.

***Characteristic Penalty:*** The subject’s Dexterity falls by 3 points the first time he wears the armour, and returns to normal one week after he abandons it.

**Penalties (3)**

***1. Change of Alignment:*** The character’s alignment changes to Lawful or Good.

***2. Malfunction:*** The evoked power doesn’t work but still consumes the PP.

***3. ST Penalty:*** All the character’s ST suffer a –2 penalty.

**Bag of the Winds of Zepher**

**Appearance:** a small sack of brown leather, with a golden cord that closes it and the image of a chubby child blowing embroidered on one side in silver.

**History:** Several Alasiyan and Thyatian legends speak of an expert sailor called Nemo who attracted the Protius’ wrath for having fished in a place holy to the Old Man of the Sea. To punish him for his insolence, the Immortal unleashed a tsunami against the poor man, which sent his ship off course to end up on another continent after days spent at the mercy of the waves. Nemo tried not to lose heart and headed back to sea after repairing the damage along with the sailors who had survived the incident, but nobody was able to navigate in those seas, and when strange sea creatures directed at them by Protius, discouragement began to spread and mutiny was the next step. Nemo was abandoned on an island by the ungrateful crew, but there he made friends with a mage who took his story to heart, and confide that he knew where he could find an item that would help him return home, but that he would only reveal the location after he had served him for a year. Nemo lived up to the commitment, and so did the mage, who eventually gave him a *flying carpet* with which he could reach a peak inaccessible to men, where a giant guarded the bag of Zepher, god of the winds. Nemo reached the cave of the giant Cyclops, and with guile managed to get hold of the bag, fleeing before the other could imprison him. In the escape the carpet however remained entangled in the giant’s bristly beard, and thus became completely unravelled, plunging Nemo into the sea. Fortune finally smiled on the fisherman when a passing ship picked him up, and with great surprise he discovered that it was his travelling companions, decimated by hunger and the sea monsters and still far from finding their way home. When Nemo recounted his adventures and showed them the magic bag, the survivors bowed their heads as a sign of apology recognising the wrong he had suffered, and once reconciled Nemo led the ship and its sailors back to their homeland thanks to the powers produced by the bag, which was later passed on to Nemo’s descendants, all skilled explorers. Nobody knows where it is hidden today, but the giant Cyclops still roams the world eager for revenge, in the desperate search for the lost treasure.

**Source:** Greek mythology. In the epic poem “Odyssey” by Homer, the bag of the winds of Aeolus is given to Ulysses so that the hero can complete his journey home without encountering adverse winds. In contravention to the captain's orders, the sailors open the bag, curious to see the valuable treasures it contains, end up freeing all the winds and forcing their ship off course, starting the odyssey of the title.

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| **Sphere:** Thought (Odin) | |
| **Magnitude:** Minor (Power Limits: 2A, 1B, 2C, 3D) | |
| **Suggested Powers (95 PP):** | |
| Bag of the *whirlwind* three times per day | |
| A3. Push | 10 PP |
| B2. Compass | 10 PP |
| C3. Control Weather | 75 PP |

**Activation:** The artefact is activated when it is retrieved and the knowledge of its powers is communicated to the first person that unties the cord and opens the bag. Afterwards it is sufficient to open it and concentrate on the required power to activate it.

**Destruction:** The bag can only be destroyed if it is eaten by the Cyclops, and after the latter dies melted in a volcano’s lava. The Cyclops is a titan in the service of Hel, with the task of recovering the artefact and using it to cause disasters in place chosen by his mistress.

**Handicaps (1)**

***Change of Attitude:*** The subject becomes a lover of travel. He refuses to stay in one place for more than a week, and he will try to travel even alone at least once per week.

**Penalties (1)**

***Malfunction:*** There is a 15% chance each time that a power is activated that is doesn’t happen as wished, but that in its place an uncontrollable tempest is unleashed (see the *control weather* effect) that consumes 75 PP.

**Bed of the Lizard King**

**Appearance:** A large sized bed consisting of a frame of time worn wood, on whose planks are stretched strips of mummified scaly leather and inscribed with strange glyphs and pictograms.

**History:** The Bed of the Lizard King (also known as the Lizardskin Bed)is an ancient artefact that dates back to the age in which humans still lived as cavemen and the reptilians ruled large parts of the world. It was created by Demogorgon to gain the support of an ever increasing group of followers demonstrating his immortality, until it allowed him to become a true deity, lavishing favours and cures in exchange for the submission of those who had benefited from the bed’s powers. Following the upheavals that caused the fall of the reptilians and the rise of humans, the bed was lost and is now found under the Alasiyan soil, in an underwater cavern that is the tomb of a lizardman priest near the well of the village of Kirkuk.

**Source:** Mystaran mythology. The geographical module “GAZ2: Emirates of Ylaruam” describes the Lizardskin Bed in detail, including its history and powers.

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| **Sphere:** Entropy (Demogorgon) | |
| **Magnitude:** Lesser (Power Limits: 3A, 2B, 2C, 4D) | |
| **Suggested Powers (185 PP):** | |
| D1. Cure Serious Wounds | 25 PP |
| D1. Cure Disease | 25 PP |
| D1. Resurrection | 60 PP |
| D1. Regeneration | 75 PP |

**Activation:** The bed isn’t activated when discovered, but to activate it, it is sufficient to pour at least a couple of pints of lizardman blood over it. At this point the powers are automatically activated each time a person lies on it and needs the appropriate care, although he is also automatically placed under a *charm* controlled by the bed’s owner (i.e. whoever poured blood over it to activate it). The bed deactivates if it is not used for a year.

**Destruction:** The bed can only be destroyed if it is used to resurrect an undead after it was killed and its soul purified. At this point if the corpse is laid on the bed and rises again because of it, the subject returns to life but the bed decomposes, irreversibly rotting away, also causing it owner’s death.

**Handicaps (2)**

***Attraction:*** Any subject who uses the bed is struck by a *charm*, and if he doesn’t resist the effect with a ST vs. Mental Spells at –4 is treated as fascinated by the bed’s owner.

***Shapechange:*** The bed’s owner and anyone who is cured by the bed is slowly transformed into a lizardman. After three months the mutation is final, but it can be interrupted earlier by a *remove curse* by a cleric of at least 20th-level.

**Penalties (3)**

***1. Pain:*** The artefact’s owner loses 3d8 hp, which can only be recovered via magical cures.

***2. Collateral Effect (Stun):*** The bed’s owner is stunned each time the bed is used or is likely to die (has less than 5 hp), unless he makes a ST vs. Spells with a –4 penalty. The stun lasts 1d6 turns, during which he is incapable of speaking and act sensibly (mumbling incoherently and acting in an uncoordinated manner), and cannot therefore invoke spells or magic items that require vocal activation or attack in any way.

***3. Mania:*** The owner slowly loses the memories related to his life, which are replaced by Demogorgon mortal ones. After three months, he believes himself to be Demogorgon and wants to pursue his plan to resurrect a reptilian empire and achieve immortality. This can be healed temporarily with *remove curse* (which recovers the original memories) spoken by a cleric of at least 20th-level.

**Book of Life**

**Appearance:** A book of 10 lbs weight that is three spans wide and as thick as a palm, with white marble covers on which are inscribed mystical symbols among which dominates a snake biting its own tail in the centre of the upper cover.

**History:** There is a legend common to all Mystaran sages about the existence of a book in whichis kept the entire past, present and future history of anyone who can read it. According to these sages, the Book of Life even allows people to change their own history by writing and erasing its pages by editing and erasing its pages, and as such is bitterly guarded by a sect of ascetic monks that has sworn to protect the course of history at the cost of their lives. Many have tried to find the tome, particularly many ruthless and power hungry individuals, but so far no one can boast of doing so… provided that it hasn’t already happened but no one remembers it, as the book also changes the memories of all the planet’s inhabitants.

**Source:** Mystaran mythology. The Immortal Fugit appears in the adventure module “IM3: The Best of Intentions”, although without mentioning the book.

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| **Sphere:** Time (Fugit) | |
| **Magnitude:** Lesser (Power Limits: 3A, 2B, 2C, 4D) | |
| **Suggested Powers (200 PP):** | |
| Book of *lore* once per week | |
| B2. Omen | 30 PP |
| B3. Time Travel | 100 PP |
| D1. Heal | 70 PP |

**Activation:** The book is activated as soon as someone touches its cover and opens it, starting to write on its pages the complete and detailed history of whoever had just become its new owner, from the day that they were born to the present taking up the volume’s first half, marked by a red ribbon bookmark, while in the second half is found an account of his life from the near future up to his death. The book takes one day per year of the subject’s life to write his entire history, and only once it has finished does it telepathically communicate its own magic powers to him, which can be activated by simply writing on the last page corresponding to its owner’s present the desired change (its powers can only affect the book’s owner), while anyone can use the *lore* by opening the book and concentrating for a turn to obtain the desired information.

**Destruction:** The book can only be destroyed if Fugit is forced to write on it that he never created it, using the Golden Plume of Fidias.

**Handicaps (2)**

***Amnesia:*** Each time that he tries to read his own future in the book, the owner is struck by amnesia for 1d8 days, forgetting as well as his class abilities the information on his future. The only way to avoid this handicap is by reading the book with the help of Fugit’s Spectacles.

***Limited Use:*** The time travel power allows the book’s owner to change just one event in his past. Doing so creates an alternative reality based on what was written, into which the subject is immediately transported at the moment of the event he had chosen to change. The subject will continue to live in the alternative reality from that moment, in the physical conditions that he had at the moment in the past in which he incarnates, while retaining the knowledge, skills and experience of the “future”. At that point however the subject loses possession of the book, which closes and its pages turn white whilst waiting for a new owner.

**Penalties (3)**

1. ***Aging:*** The owner ages 3d10 years in a permanent manner, if he makes a successful ST vs. Spells at –5 he only ages 1d10 years.
2. ***Characteristic Penalty:*** The subject’s Intelligence score is permanently reduced by 1d4 points.
3. ***Short Term Memory:*** The owner immediately forgets all memorised 1st and 2nd level spells.

**Book of the Dead**

**Appearance:** A book three spans wide with a cover bound in human skin that shows on its front a screaming face in relief, while the inner pages are of yellowed parchment and penned in red ink (the blood of its creator).

**History:** Also known as *Kitab al-Azif* by Nithians and Alasyians, *Necronomicon* by Milenians and Traldars and *Libris Mortis* by the Thyatians, this infamous text is a subject of heated discussion amongst all of the most erudite sages and necromancers of the world. It is said that the book was originally written by a brilliant and mad alchemist called Alhazred who belonged to a lost civilisation (Nithia), while others believe that it was a heretic of a different nationality (the monarch Filetas according to Milenian tradition or Wormius according to the Thyatians). According to the legend, the book was inspired by Our Lady of Darkness (Nyx) who revealed to the writer all the secrets of the necromantic arts. Unfortunately, the knowledge drove the man mad, and it is said that he fell from the tower in which he lived shortly after he had finished writing the book, which then passed from hand to hand bringing a similar fate on nearly all of its owners, ending up in the list of forbidden texts of many of the world’s churches and religions. There are numerous partial reproductions of the true Book of the Dead spread among the private libraries of many necromancers, each containing only the less disturbing parts of its knowledge, but none is able to emulate the true power enclosed in the original pages of the tome, whose real location there is no certain news.

**Source:** Egyptian mythology and fantastic literature. The book of the dead according to Egyptian tradition is in reality a document found in numerous tombs that lists a series of magic-religious practices useful to the dead in their passage to the Afterlife, which is believed fraught with difficulties. In this case it has been added to the cycle of tales created by Howard Phillips Lovecraft in the early 20th century called the “Cthulhu Mythos”, in which among the various texts of the pseudobiblia invented by the author the Necronomicon (“Book that classifies the dead” in Latin) figures heavily, useful for invoking the divinities of the Lovecraftian pantheon, even at the risk of their sanity.

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| **Sphere:** Entropy (Nyx) | |
| **Magnitude:** Lesser (Power Limits: 3A, 2B, 2C, 4D) | |
| **Suggested Powers (245 PP):** | |
| Book of *animate dead* once per day | |
| A1. Inflict Serious Wounds | 30 PP |
| A3. Corpse Possession | 40 PP |
| A3. Control Undead | 60 PP |
| B1. Speak with Dead | 25 PP |
| C1. Create Greater Undead | 80 PP |
| D1. Necromantic Healing | 10 PP |

**Activation:** The book is activated as soon as someone opens it, but if the reader is of Good alignment he must make a ST vs. Mental Spells at –4 or be struck by a *feeblemind*. All others are able to decipher the codex only with *read languages*, thus being able to read the formulae its pages contain in order to invoke the powers contained therein, which must be read from time to time holding the book open in front of him. Furthermore, possession of the book grants a +3 bonus to all *Black Magic* checks.

**Destruction:** The book can only be destroyed if it is blessed by a Good cleric devoted to an Immortal enemy of undead within a place consecrated to a divinity of Life. At this point if it is completely immersed in a basin containing ten pints of holy water and the same quantity of baby tears, the ink with which it was written is dissolved definitively and the book is reduced to ashes.

**Handicaps (2)**

***Change of Attitude:*** The book’s owner becomes obsessed with death, dresses in dark colours, tends to shun sunlight, always occupies himself with issues relating to necromancy, and develops a macabre black humour and necrophilia tastes.

***Shapechange:*** The owner is slowly transformed into a corporeal undead of equivalent level based on his class (Mummy if Cleric, Vampire if Mage, Wight if Fighter, Ghoul if Thief). The metamorphosis is slow and takes 1 week per character level before completing: if the subject loses possession of the book before he completely transforms, the process stops and the transformation slips. If instead the subject dies whilst undergoing, he immediately awakens as an undead of the indicated type.

**Penalties (3)**

***1. Collateral Effect (Conjuration):*** In front of the book’s owner appears an extraplanar creature (40%) or an undead (40%) with HD greater or equal to the subject. The being is convinced that only by seizing the book will it be able to return to its world, so it tries to deceive and kill its owner to get its hands on the book. If it is able to eliminate the book’s owner, the being vanishes along with the Book of the Dead, which reappears 1d100 days later in a tomb or library of the Prime Plane.

***2. Malfunction:*** The request effect doesn’t manifest but still consumes the PP, and the owner is struck by a *Feeblemind* (see the 6th-level arcane spell), which he can resist with a ST vs. Mental Spells with a –4 penalty.

***3. Characteristic Penalty:*** The subject’s Wisdom and Charisma are both permanently reduced by 3 points.

**Bow of Gilgrave**

**Appearance:** a short bow of bleached sandal wood with a grip of twisted beast skin and the string obtained from a unicorn’s mane.

**History:** The legend of Gilgrave is rather famous among the Darokinians and particularly among the inhabitants of Corunglain. During the first century after the founding of Thyatis, the Eastwind clan ruled the largest possession in the Streel Valley. When Ansel Darokin, leader of the Eastwind clan, gathered his supporters with the intent to unify the surrounding lands and free them from the humanoids’ threat. Gilgrave Corun, first-born of a small merchant family allies of Eastwind and skilful archer, responded to the call and participated in the military campaign against the humanoids and the clan leaders who refused to submit to the Eastwind. The war lasted a long time and when winter arrived, large parts of the Streel Plain were under the control of the Eastwind and the humanoids withdrew into the Broken Lands. Upon his return to the stronghold of Darokin, Ansel was crowned as the first King of Darokin, honoured by all those who had supported him or knelt before him. The following year however, the humanoids descended again from the north, and King Ansel organised a second expedition to repulse them, forcing them into the heart of the Broken Lands with his army to destroy them for the last time. The sudden change of climate and the treacherous ground cut the communications between the army’s advance guard led by the king and the rest of the army, who were reported missing. After waiting in vain for a month for positive news from the front, the regent Prince Edwin (Ansel’s younger brother) withdrew the troops, deploying some garrisons to guard the northern passes, and he was crowned the new king of Darokin with the support of the most unscrupulous and land hungry nobles. Many of the old monarch’s loyalists including Gilgrave, back from the front without an eye, were opposed to the claims of the young Edwin and tried to convince him to send reinforcements to his brother, but for their impudence they were clapped in chains and stripped of their lands, given to other knights who supported Edwin’s cause. Gilgrave did not give up, and along with a handful of veterans managed to escape from the royal prisons with the complicity of some servants, who had the go to the western border of the Canolbarth Forest. Here Gilgrave asked the elves for help, who promised help only if the legitimate king was returned to reclaim his thrown. Uncertain of the road to take, Gilgrave had a divine vision and convinced a group of companions-at-arms to follow him for a time in to the mountains of the Silver Sierras, certain that he would find the answers to his questions there. After many mishaps and fights, Gilgrave finally reached the peak of the Leg of the Cat, where an angel, sent by the gods, appeared to give him a miraculous bow and lead him to the place in which King Ansel was held prisoner in the Broken Lands. With his bow’s powers, Gilgrave saved the monarch from the humanoids, taking him to the safety of a small settlement situated in the north, in a gorge set between two tributaries of the Streel River. With the help of Gilgrave and the people loyal to him, tired of the harassment suffered due to the debauchery of the rule of Edwin and his lackeys in the intervening three years, Ansel fought against his brother, obtaining reinforcements also from the elves of Alfheim. It was quickly clear to Edwin that the conflict wouldn’t last too long, as the army suffered heavy defections in favour of the old monarch week after week. The usurper therefore decided to launch a deadly attack with all his armies at his brother’s stronghold. The battle in the gorge was memorable but it was concluded in the old monarch’s favour, and it is said that Edwin fell on the last day of the clash, transfixed by the arrows of Gilgrave who was able to hit him at over a thousand paces and although he was protected by a horde of loyal henchmen. The city of Corunglain was built by the monarch around the stronghold that had housed him in honour of his most faithful allies and saviour. It is said that before his death Gilgrave returned to the Leg of the Cat Mountain to hide the miraculous bow, respecting the promise made to the angel that had given him the promising weapon in exchange for peace for the realm of Darokin.

**Source:** Mystaran mythology. The adventure module “IM2: Wrath of Olympus” mentions the Bow in the background of the Immortal Lornasen.

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| **Sphere:** Energy (Ixion) | |
| **Magnitude:** Lesser (Power Limits: 3A, 2B, 2C, 4D) | |
| **Suggested Powers (250 PP):** | |
| Short Bow +3, permanent *flaming* | |
| A1. Blinding Bolt | 20 PP |
| A4. Unmissable Shot | 15 PP |
| A4. Extended Range | 40 PP |
| B1. Longsight | 10 PP |
| B1. See Invisibility | 25 PP |
| C1. Create Projectiles | 30 PP |
| C2. Haste | 35 PP |
| D3. Dodge Missiles | 35 PP |
| D4. Displacement | 40 PP |

**Activation:** The bow is activated when found. To unblock each of its powers it is necessary to use the bow to deliver the final blow that kills an evil creature that has an hp total of at least equal to the PP of the affected power. The bow reveals to its owner a maximum of one power per day at the moment in which the victim dies transfixed by his arrow, based on the order list above. To activate each of the powers it is necessary to nock the bow and concentrate on the desired effect.

**Destruction:** The bow can be permanently destroyed if it is used by an evil creature to give the deathblow to an Archon loyal to Ixion. In this case, the bow explodes and causes to everyone within a radius of 100 feet 1d6 damage for every 10 remaining PP.

**Handicaps (2)**

***Additional Damage:*** The artefact’s owner receives an additional 4 points of damage from cold-based attacks or from any attacks from creatures of cold.

***Characteristic Penalty:*** The subject’s Wisdom drops by 3 points for as long as he possesses the bow, and returns 2d6 days after he abandons it.

**Penalties (3)**

1. ***Weak Magic:*** Each spell cast by the bow’s owner grants its victim a +2 ST bonus.
2. ***AC Penalty:*** The owner suffers a permanent 3 point AC penalty when using the bow.
3. ***Paranoia:*** the owner becomes paranoid.

**Carpet of Millicent**

**Appearance:** A 10 foot long by 5 foot wide carpet, woven from the best fabrics and richly coloured, with geometric motifs that alternate with arcane glyphs, and at the centre a circle that surrounds a faceless smile.

**History:** The fable of Millicent’s magic carpet is a rather common story in the regions of the Savage Coast and Hule. Once upon a time there lived a cruel and powerful wizard named Khazud, lord of a small barony. Of despotic nature and unpredictable humour, his subjects were harassed by his whims as were his neighbouring nobles, who however didn’t dare make war on him due to his dark and powerful demonic allies. Khazud was envious of his neighbours’ treasures and proclaimed a contest with rich stakes: anyone who presented an item of such workmanship to be considered worthy of a king to beautify his castle and elevate him above all nobles, would receive his weight in gold and precious stones, while those who presented an unworthy gift would serve Khazud for the rest of their lives. Due to his despotic and insatiable character, nobody responded to the contest and so Khazud forcibly recruited the best craftsmen of his fief and those nearby, forcing them to work on the project in exchange for their freedom. When however none of them presented a gift to his highness, he imprisoned them as punishment. At that point a very beautiful, young woman called Millicent, daughter of one of the imprisoned artisans, left on an adventurous journey and after a year returned with a wonderful carpet, which she presented to Khazud in exchange for the prisoners’ freedom. Millicent explained that the carpet had the ability to take its owner anywhere he wanted, even to Heaven or Hell, keep your treasures better than a safe and create anything that whoever sat on it desired. Khazud seemed ecstatic, but when Millicent asked for the prisoners’ freedom, Khazud refused, trying to imprison her and steal her carpet. At that point the carpet animated on Millicent’s command, wrapping itself around the evil mage, who was drawn inside. The tyrant fell, Millicent freed her father and the rest of the prisoners, and with the carpet travelled from realm to realm imprisoning the cruel and freeing the oppressed. Upon her death the carpet passed from hand to hand until it was lost. It is said that it now lies abandoned in some castle, full of damned souls that angrily await their freedom to once again prey on the defenceless.

**Source:** Mystaran mythology. The adventure module “IM2: Wrath of Olympus” mentions the carpet of Millicent in the background of Iliric.

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| **Sphere:** Energy (Eiryndul) | |
| **Magnitude:** Greater (Power Limits: 4A, 3B, 3C, 4D) | |
| **Suggested Powers (490 PP):** | |
| Carpet, flying | |
| A3. Dimensional Prison | 75 PP |
| B3. Teleport Any Object | 70 PP |
| B3. Gate | 90 PP |
| C3. Container | 50 PP |
| C3. Dimensional Refuge | 75 PP |
| D4. Magic Sanctum | 50 PP |
| D4. Mirage Arcana | 80 PP |

**Activation:** The carpet is activated when discovered and already contains 1d10mvictims (see the “Non-Automatic Recharge” Handicap). The command words to activate its powers are hidden in the pattern of its weave. Only those who study it with *read magic* are able to discover one with each hour of observation, but only if they make a successful *Observe* check at –5. The magic word doesn’t describe the power, which must therefore be discovered through experience, and to invoke it, it is sufficient that the artefact’s owner speak the word, and the effect manifests centred on the carpet and on those who are upon it.

**Destruction:** The carpet can only be definitively destroyed if the single strand that it is made of is unravelled. To find the start however requires studying the carpet for 1d100 years without interruption, at the end of which the start of the thread can be identified with a Wisdom check: if the check fails another 10 years of study are needed before it can be reattempted. Once it has been transformed into a ball of wool the carpet loses its powers: then it is sufficient to burn it in the fire of a being of immortal rank to definitively destroy it.

**Handicaps (3)**

***Operating Cost:*** Each time that the carpet’s PP drop below 100 PP, its owner loses 10% of his possessed treasures, considering the total value of his owned valuables (wherever they are).

***Characteristic Penalty:*** A long as he remains in possession of the carpet, the subject’s Strength is reduced by 4 points (to a minimum value of 3).

***Non-Automatic Recharge:*** The carpet only recharges by absorbing spellcasters or monsters with magical powers through the *dimensional prison* effect. In this case the victim who touches the carpet is literally absorbed with all his equipment, the carpet recovers 10 PP for every Hit Dice of the absorbed creature. The carpet can absorb a maximum of 20 creatures, and afterwards to absorb others it must expel all those it contains (a command given by its owner), who return to life in exactly the same condition they were in when captured, and can naturally be reabsorbed in the same manner, allowing the artefact to recover more PP.

**Penalties (5)**

1. ***Greed:*** Anyone seeing the artefact’s owner produce a tangible effect must make a ST vs. Spells with a –4 penalty to avoid being assaulted by the irrepressible desire to attack the subject to possess the carpet at any cost.

2. ***Change of Height:*** The height of the carpet’s owner triples and remains in such a state for 2d4 days.

3. ***Collateral Effect (Teleport):*** The owner is magically teleported to a place similar to where he was, at least 600 miles distant, without being able to oppose it and without taking the carpet with him.

4. ***Short Term Memory:*** The owner suddenly forgets all the memorised spells of equal level.

5. ***Service:*** The carpet’s owner suddenly feels the obligation to take up arms and baggage and travel eastwards for 48 hours. During the journey he constantly seeks spellcasters or enchanted monsters of proven wickedness to openly challenge and destroy them, absorbing them in the carpet. His crusade ends after he has defeated at least four adversaries.

**Celestial Planisphere**

**Appearance:** A crystal globe three spans widefixed to a quartz support that allows it to rotate on its axis. The map of the planisphere is three-dimensional: at the centre can be seen a black sphere (Mystara), surrounded by a gas-like sphere (the Ethereal) in which is found four other spheres (the Elemental Planes) of red, blue, azure and brown colour, while the last layer is full of a glittering powder (the Astral) in which float stones of various form, colour and size (the Outer Planes).

**History:** The planisphere’s history is obscure and few know that it is the artefact created by Pharamond to achieve immortality. Once its creator disappeared, there was a no holds barred fight amongst his apprentices to claim his legacy, and each of the survivors ended up fleeing the tower before being killed, taking a part of the magical treasure and Pharamond’s knowledge. The planisphere then passed from hand to hand, often causing its owner’s death because of the perverse secondary effects it generates, until it was taken out of Alphatia and fell into the hands of a rather eccentric Makistan mage, who still keeps it sealed in his basement to study it, knowing full well the devastating effects its misuse can generate.

**Source:** Mystaran mythology. The geographical module “GAZ2: Emirates of Ylaruam” describes in detail the planisphere in the possession of the Makistan mage Istakhr, although the archmage Barimoor is trying to seize it to achieve immortality.

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| **Sphere:** Energy (Pharamond) | |
| **Magnitude:** Lesser (Power Limits: 3A, 2B, 2C, 4D) | |
| **Suggested Powers (250 PP):** | |
| Planisphere of *telepathy* once per day | |
| B1. Ultimate Divination | 85 PP |
| B3. Gate | 90 PP |
| C3. Control Weather | 75 PP |

**Activation:** When the planisphere is found there is a 50% chance that it is activated(see Limited Use for its reactivation). In this case, examining the various layers that compose it with *read magic* formulae can be seen that describe its powers. To invoke them requires touching the artefact and concentrating on the intended effect.

**Destruction:** The planisphere can be destroyed if it is taken in one of the elemental planes, the power of *Gate* is used to open gates with the other 3 elemental planes within one hour and three spells of at least 8th level based on the opposite element are released at the same time through all the gates and a fourth one is released against the planisphere in the same moment (this obviously requires 4 powerful spellcasters acting at the same time).

**Handicaps (2)**

***Limited Use:*** Each time that the artefact’s PP reach zero it deactivates, making it impossible to access its special powers. To activate it, it must be taken to at least two other planes to the one on which it is found (Prime, Ethereal, Elemental, Astral and Outer Planes). At that point, all the layers of the planisphere light up and it is reactivated.

***Energy Drain:*** When an individual activates the artefact for the first time, the subject suffers the permanent drain of 1d4 levels (no ST allowed), but afterwards can reactivate it without suffering the drain.

**Penalties (3)**

*Each penalty is always linked to the use of the associated power (ST to avoid it)*

1. ***Collateral Effect (Disaster):*** Each time that he uses ultimate divination the planisphere’s owner must make a ST vs. Spells with a –10 penalty. If the ST fails, after 1d6 minutes a natural disaster is unleashed either in the place seen through the planisphere, or within 1d50 miles of the artefact’s location. If the disaster happens within just ½ a mile, then it involves the place in which the planisphere is found. The disaster is chosen by the DM and is always a natural catastrophe appropriate to the area (e.g. a flood near to a river or seacoast, a landslide in mountains, a hurricane or earthquake on planes, even a meteorite shower, etc.), which causes severe damage and many victims.
2. ***Collateral Effect (Conjuration):*** Each time that he uses *control weather* the planisphere’s owner must make a ST vs. Spells with a –10 penalty. If the ST fails, a randomly determined elemental appears next to him and attacks him, knowing that the only way to return home is by killing him.
3. ***Malfunction:*** Each time that he uses *gate,* the planisphere’s owner must make a ST vs. Spells with a –10 penalty. If the ST fails, he is immediately transported to the place he was trying to contact, whilst the planisphere remains where it was and the PP are wasted.

**Claw of Mighty Simurgh**

**Appearance:** A 12 inch long curved, ivory-like claw that can be used like a dagger.

**History:** Many centuries ago, a large, eagle-like bird more majestic and imposing than the largest roc ever seen, appeared before a wise and pious man. It revealed that the world was near the end of its fourth cycle, after the first three had ended with tremendous upheavals caused by water, fire and ice, which had radically upset its appearance and wiped out the inhabitants. It had personally witnessed those events, and each time had protected humanity, succeeding effectively allowing it to survive until then. It then gave one of its smallest claws to the sage, carefully explaining the powers that it held, with the recommendation that solely be used for the cause of Good and the survival of the most deserving mortals. Over the centuries, the claw has passed from hand to hand, passed on the followers of a cult devoted to Simurgh, but recently there is the widespread belief that the cult has been exterminated and that the claw has fallen into the hands of unholy individuals devoted to Entropy, and hidden somewhere to encourage the rise of Chaos.

**Source:** Persian and Arabic mythology. According to the Persian legend, the Simurgh, which incarnates and protects the natural cycle of the universe, was such a large bird that its wings encompass the clouds, and when its moves all the trees of the earth are stirred by the wind.

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| **Sphere:** Time (Simurgh) | |
| **Magnitude:** Minor (Power Limits: 2A, 1B, 2C, 3D) | |
| **Suggested Powers (100 PP):** | |
| +5 Dagger, *fly* three times per day | |
| A2. Control Emotions | 35 PP |
| D1. Programmed Cure | 30 PP |
| D3. Poison Resistance | 35 PP |

**Activation:** The artefact is active and the knowledge of its powers is telepathically acquired the first time its owner sleeps after acquiring it. Each power is activated by concentrating on the desired effect whilst holding the claw.

**Destruction:** The claw shatters if it is used to deliver the coup de grace to any creatures of the outer planes allied to the Sphere of Time (including the Immortals).

**Handicaps (1)**

***Change of Attitude:*** The subject becomes a committed pacifist after activating one of the artefact’s powers for the first time. He refuses to attack first any living being (thus excluding undead and constructs), acting only to defend himself and only after having tried to calm things down with words.

**Penalties (1)**

1. ***Service:*** During extreme weather (floods, storms, tornadoes, tsunamis, earthquakes and tempests) there is a 25% chance that the claw’s owner receives a vision in which Simurgh orders him to appear before it for an important revelation. The subject instinctively knows that he must go to the highest peak within 64 miles northwards, and that he can try to gather some followers to accompany him and that he must depart within 3 days. The effects vanishes after he reaches the mountain’s summit.

**Collar of the Dragons**

**Appearance:** A black leather collar with gold and silver studs similar to a dragon’s head, which automatically adapts to the size of whoever wears it.

**History:** This artefact is the holiest relic of the draconic race, an artefact that the Great One created following the establishment of the Dragon Council and that he gave to his representative in the draconic nation as an endorsement and warning of its work. Over the centuries it had been carefully guarded in Windreach hidden among the Wyrmsteeth Mountains in Norwold, until it was stolen via deception by a renegade dragon. Following the heroic actions of the elf Thelvyn Foxeyes it was recovered and helped to halt the Draconic Feud and repulse the invasion of the Overlord and his armies from another dimension. When Thelvyn is made aware of his true nature as a child of the Great One, he gave the collar back to the guardians of Windreach and rose to the Celestial Spheres with the name Diamond, Lord of the Lawful Dragons. Currently the collar is still guarded in Windreach, in the heart of the temple consecrated to the dragon immortals, carefully watched by its guardians.

**Source:** Mystaran mythology. In the cycle of novels dedicated to the “Saga of the Dragonlord” the Collar is a holy artefact to the dragons, which is stolen by a renegade dragon in cahoots with an extraplanar being known as the Overlord to generate chaos in the draconic nation and weaken it in preparation of the invasion of Mystara by the forces of the Overlord. Only the intervention of Thelvyn Foxeyes was able to impede the Overlord’s advance and unite the dragons of Mystara, becoming the new Dragonlord, and afterwards transformed into Diamond, Lord of all Lawful Dragons.

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| **Sphere:** Matter (Great One) | |
| **Magnitude:** Lesser (Power Limits: 3A, 2B, 2C, 4D) | |
| **Suggested Powers (205 PP):** | |
| Collar, permanent *victory* | |
| A2. Control Dragons | 55 PP |
| A2. Demand | 70 PP |
| A4. Song of Triumph | 80 PP |

**Activation:** The collar is activated when it is found, but its powers can only be invoked by a being that has draconic blood in its veins (dragon, half-dragon, eldar, or similarly connected to dragons). The collar telepathically communicates to its rightful owner the powers it has available, which can be invoked by wearing the collar and speaking the magic word.

**Destruction:** If the collar is worn by a renegade dragon (who doesn’t worship the draconic immortals) and used directly against the Great One, it explodes inflicting on its owner damage equal to the remaining PP and is permanently destroyed.

**Handicaps (2)**

***Weak Magic:*** After having used control dragons for the first time, any dragon damaging spell of the collar’s owner is reduced by 2 points per dice.

***Characteristic Penalty:*** The Intelligence of the collar’s owner is lowered by 4 points, up to a minimum score of 3. The character recovers the lost Intelligence points one month after using the collar for the last time.

**Penalties (3)**

1. ***Anti-Magic Field:*** The owner is surrounded by a 100% anti-magic field that can only be dispelled if he manages to defeat a venerable dragon of the opposing alignment to his own; for Neutral characters, any Lawful or Chaotic dragon will be fine.
2. ***Collateral Effect (Maze):*** The owner is sent to a *maze* with no chance of opposing it.
3. ***Malfunction:*** The requested effect doesn’t work and in its place a *poisonous cloud* manifests centred on the collar’s owner.

**Crystal Dagger of Cymorakk**

**Appearance:** A dagger with a slightly curved blade made from azure crystal, with a hilt of ebony finely worked with designs that recall the lunar phases and in its end an eye sized ruby as a pommel.

**History:** The crystal dagger isn’t a well-known weapon and its legend is the prerogative of few sages, as it belonged to remote age and to a civilisation of which all trace has been lost due to the Immortals’ will. Cymorakk was a skilled Nithian thief who dared sneak into the house of the High Priest of Magian to rob him, and ended up discovering a plot against the Pharaoh by the entropic powers. Fearing for his life, Cymorakk fled from the empire’s capital vainly trying leave no tracks. Hunted in a distant country, he encountered vagabond who defended him from the umpteenth attack by the assassins sent by the High Priest. The man then handed him a crystal dagger, promising him that if he used it wisely he could defeat his enemies and save the empire from ruin, and he vanished a quickly as he had appeared. Over the following years Cymorakk managed to evade his pursuers and kill every hitman he encountered thanks to the daggers powers, but he continued to stay away from the capital for fear of the High Priest. When, finally, the laws proclaimed by the Pharaoh began to become absurd and ruthless, Cymorakk realised that the prophecy of the mysterious traveller was happening, and pushed by a surge of pride sought to identify and unmask those who had plotted to plunge the empire into chaos. His efforts led to the killing of the High Priest of Magian and some high-ranking accomplices, but the Pharaoh, now plagued by entropic forces, imprisoned him and then executed him for treason. Since then the crystal dagger has vanished and nothing has been heard of it. Some sages claim that when the world is again threatened by a great calamity the dagger may be the only hope to save civilisation from extinction.

**Source:** Mystaran mythology. In the adventure module “X10: Red Arrow, Black Shield” the reuniting of the pieces of the Dagger is the only way to definitively defeat the Master of Hule in the final direct encounter, and the Master is also searching for the artefact with the intent of seizing it.

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| **Sphere:** Thought (Asterius) | |
| **Magnitude:** Lesser (Power Limits: 3A, 2B, 2C, 4D) | |
| **Suggested Powers (245 PP):** | |
| Dagger +5 versus Evil or Chaotic beings | |
| A4. Deadly Weapon | 60 PP |
| C2. Haste | 35 PP |
| D1. Cure Critical Wounds | 50 PP |
| D4. Improved Invisibility | 40 PP |
| D4. Mislead | 60 PP |

**Activation:** The dagger isn’t whole when discovered and its activation require that its three parts be found and recombined. Only after this has happened does it function as a dagger +5 versus beings of Chaotic or Evil alignment, and inflicts 5d20 damage with each blow against one, while with other creatures the damage depends on its owner’s mastery and is treated as a normal dagger. To know what the dagger’s hidden powers are requires the use of a *lore* spell on the reassembled artefact during a night of the full moon: in any other case there is no answer. Each power can be invoked whilst brandishing the dagger and simply desiring it.

**Destruction:** If the dagger is used to destroy an entropic artefact created by Thanatos, upon completing this task it shatters, having fulfilled the task for which Asterius created it.

**Handicaps (2)**

***Limited Use:*** Every time its owner is killed, the dagger vanishes and divides into three parts (crystal blade, ruby pommel, ebony hilt), which reappear spread randomly throughout Mystara.

***Damage Penalty:*** Each of the owner’s physical attacks against Good creatures or followers ofAsterius inflicts 6 points of damage less (min. 1 hp) until he frees himself of the dagger by giving it to someone else or throwing it away.

**Penalties (3)**

1. ***Greed:*** Anyone seeing the unsheathed dagger must make a ST vs. Spells with a –4 penalty to avoid being assaulted by the irrepressible desire to attack the subject to gain possession of the artefact at any cost.
2. ***Aging:*** The owner ages 2d6 years.
3. ***Malfunction:*** The invoked power doesn’t function but wastes the required PP.

**Deck of the Spheres**

**Appearance:** A deck formed from thirty ivory cards the size of playing cards. On the back of each is engraved a series of mystical symbols, and according to the observer’s faith the holy symbol of his divinity appears to dominate, vice versa for non-believers the symbols are confused and without meaning. On the front side instead are engraved thirty different images, each of which names the card. The thirty cards are divided into five groups each formed from six cards, one set for each Immortal Sphere of Power.

**History:** The Deck of the Spheres is considered the most powerful and legendary artefact of all Mystara, and the rumours on its creation are diverse and odd, as are the epithets with which it is known among the mortals (Deck of Wonders, Deck of Immortal Destiny, Deck of Fate, Deck of Ambition, and so on). It can be said that there is a story for each population, as the artefact appears in various eras and among all the ethnic groups that inhabit the Multiverse. The real story behind the deck is known only to the Immortals and they don’t reveal it. The deck is unique among the artefacts as it was created by the joint effort of the Hierarchs of the five Spheres of Power of that time. It all started from a dispute between Ixion and Thanatos on the actual nature of mortals. Ixion insisted that they were imprinted to preserve life and the balance if it wasn’t for the destabilising actions of Entropy, while Thanatos believed the mortals fallacious by nature and drive for achievement of personal satisfaction at any cost. The discussion could have generated an open conflict between the Spheres of Order and Chaos, but in her infinite wisdom Pax acted as mediator and proposed the creation of an artefact to test the mortals and understand how they would behave if they were given an item powerful enough to change their own destiny. All the Immortal Hierarchs participated in the creation of the Deck of the Spheres, which from that day comes and goes throughout the Multiverse, testing mortals, while the gods watch the results of their experiment, as the matter has not been settled yet.

**Source:** Mystaran mythology. The “Dungeon Master Survival Kit” supplement introduces the rules to use the Deck of the Spheres (a unique item created by the gods) in the Mystara setting.

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| |  | | --- | | **Sphere:** All (Ixion, Ouranos, Pax, Thanatos, Verthandi) | | **Magnitude:** Ultimate Artefact | | **Suggested Powers:** | | Each card has a name and a specific effect that doesn’t consume PP but is only evocable once it is drawn from the deck, then disappears. The thirty cards that compose the deck are divided into five suits, one for each Sphere, and are described below. | |
| |  | | --- | | ***The Cards of Energy*** | | ***The Arena:***The subject is transported to an arena which is found on an outer plane, where he faces monsters chosen by the DM whose total Hit Dice don’t exceed the character’s level, who if he is able to kill them all gains an experience level, if however he dies he reappears with one experience level less. | | ***The Flame:***The subject becomes immune to any fire damage and is able of producing *burning hands* three times per day. However, he suffers double damage from cold-based attacks or from creatures of cold. | | ***The Lightning:***The subject becomes immune to any lightning or electricity damage and is able of producing *shocking grasp* three times per day. However, any contact with water stuns him for 1d4 rounds. | | ***The Mage:***The subject becomes immune to any magic effect, dangerous or beneficial, and he isn’t able to cast spells or use magic items that require activation. The effect is permanent and can only be dispelled with a *wish* expressed by someone else. | | ***The Enemy:***The card summons a powerful extraplanar creature in front of the subject (it is up to the DM to decide the type but it must always have has many Hit Dice as the character has levels). The creature knowing who summoned it, and that the only way home is by killing him, therefore immediately mercilessly attacks him. If the character is able to resist and kill it by himself, all his characteristics increase by 1 point; if he defeats it with the help of others, he still acquires a bonus point in a characteristic of his choice. | | ***The Sun:***All the character’s characteristics become 19 for 1d4 days, at the end of which his body explodes in a blaze of flames and is reduced to ashes; only a *wish* can return him to life. |  |  | | --- | | ***The Cards of Entropy*** | | ***The Assassin:***The Subject’s *Dexterity* becomes 19 for a year, after which it drops to 3 for the same amount of time before returning to normal. Only a wish can reinstate the characteristic’s original value. | | ***The Gauntlet:***The subject is cursed and suffers a –4 penalty to his attack and damage rolls and Armour Class for ten encounters with enemies of equal level or Hit Dice. If he is able to survive without dying, after the last encounter the curse vanishes and he gains one experience level. | | ***The Thief:***The subject’s Alignment becomes Chaotic; if it is already Chaotic he gains an experience level. | | ***The Spectre:***The subject is cursed and each night transforms into a spectre with equal Hit Dice who goes in search of nourishment (acting without control driven by hunger and evil instincts), in the morning he returns to normal without remembering anything. The curse can only be broken with a *wish*. | | ***The Tomb:***The subject is taken to a remote tomb 5d100 miles distance and dies within 1 hour of asphyxiation if not saved. In the tomb it is impossible to move or cast spells, but is the character somehow escapes his Constitution permanently increases by 1d6. | | ***The Asp:***The subject must make a ST vs. Poison at –4. If the ST fails he develops a vulnerability to poison that causes a –4 penalty to every ST to resist poison, and any damage suffered by contact with poisonous substances is doubled. If the ST succeeds, he becomes immune to any type of natural poison or poisonous attacks of monsters and receives a +4 bonus to his ST vs. alchemical or magical poisons. |  |  | | --- | | ***The Cards of Matter*** | | ***The Tree:***The subject’s skin is transformed into hard bark and his natural Armour Class becomes 2, with an Armour Value of 2 points that is subtracted from any damage taken. His Dexterity and Charisma are both reduced by 6 points. | | ***The Animal:***The subject acquires the permanent ability to transform into any normal animal, as per the *animal form* spell. However, one year after the first transformation, each time that the character assumes animal form he must make a Wisdom check: upon the first failure the metamorphosis can only be reversed with a *wish*, which also deprives the character of the power. | | ***The Dragon:***The subject instantly acquires a typical skill of a dragon with HD equal to his level (minimum Adult). Simultaneously, the nearest dragon loses this ability and is immediately made aware of the identity and location of the person responsible, knowing that it can only regain it by killing him. If the character kills the dragon, he keeps the special ability permanently. To determine the stolen ability and the type of dragon roll twice on the table: | | |  |  |  | | --- | --- | --- | | ***1d10*** | ***Ability*** | ***Dragon Type*** | | 1 | Breath | Black | | 2 | Armour Class | Blue | | 3 | Acute Senses | Green | | 4 | Claw Attacks | Red | | 5 | Bite Attack | White | | 6 | Spit Attack | Brass | | 7 | Alternative Form | Copper | | 8 | Terrifying Fear | Bronze | | 9 | Racial Magic Power | Silver | | 10 | Immunity | Gold | | | ***The Gem:***Within 24 hours the character finds a gem of rare perfection which on the market can reach a value equal to the Experience Points that he had when he drew the card (max. 500,000). | | ***The Giant:***The Subject’s *Strength* becomes 19 for a year, after which it drops to 3 for the same amount of time before returning to normal. Only a wish can reinstate the characteristic’s original value. | | ***The Sword:***The subject makes a ST vs Spells at –5. If the ST succeeds, his favourite weapon is empowered and its bonus permanently increases by 1d4 points (up to a maximum of +5). If the ST fails, his favourite weapon is cursed and its bonus permanently decreases by 1d4 points. |  |  | | --- | | ***The Cards of Thought*** | | ***The Fool:***The subject’s Wisdom and Intelligence are both permanently lowered by 6 points. | | ***The Arrow:***The subject gains a +4 bonus to Attack Rolls with any type of bow or crossbow, but anyone attacking him with these weapons has the same bonus. | | ***The Book:***The Subject’s *Intelligence* becomes 19 for a year, after which it drops to 3 for the same amount of time before returning to normal. Only a wish can reinstate the characteristic’s original value. | | ***The Paladin:***The subject’s Alignment becomes Lawful; if he is already Lawful he gains an experience level. | | ***The Mentor:***The subject’s Wisdom and Intelligence are both permanently increased by 3 points. | | ***The Stars:***The Subject’s *Wisdom* becomes 19 for a year, after which it drops to 3 for the same amount of time before returning to normal. Only a wish can reinstate the characteristic’s original value. |  |  | | --- | | ***The Cards of Time*** | | ***The Hourglass:***The subject instantly ages 30 years and must make a ST vs. Death Ray at –4; if he fails he dies due to the physical shock, vice versa his Charisma is permanently increased by 1d6 points. | | ***The Judge:***The subject undergoes the judgement of Fate. He should roll 1d100 and compare the result with his Personal Value (The sum of his Level and best Characteristic): if the result of the roll is lower than his VP, all his characteristics are permanently raised by one point, vice versa all his characteristics are permanently lowered by 1 point. | | ***The Elf:***The subject is instantly transformed into an elf (subrace based on his best characteristics); if he already belongs to this race, he gains a Level. | | ***The Healer:***The subject gains the extraordinary ability to regenerate 1 hp per turn. | | ***The Moon:***The subject’s Dexterity is permanently increased by 2 points, but at the first full moon he transforms into a lycanthrope (of a type based on the person’s character), and the lycanthropy can only be removed through a *wish*. | | ***The Tower:***The subject sees a small, ivory tower the size of a chess piece appear before him. By touching it, he is able to exploit the effects of the *dimensional refuge* spell in a permanent manner. | |  | |

**Activation:** The deck is activated when found and it is always found with the cards stacked and their backs uppermost, so that it is impossible for those looking at it to see the image on the front of each card. If he tries to tip it to peek underneath, the deck vanishes and a random card is drawn as if it had been at the bottom of the deck.

To use it, it is sufficient to draw a card from the deck, which is randomly determined by the DM rolling 1d5 (1d10 divided by two) to establish the suit (the suits are listed alphabetically above), and then 1d6 to identify the specific card of that Sphere as listed above. The card manifests it associated effect as soon as the subject looks at it, then vanishes and is no longer available. Note that only mortals can activate the card’s effect: any immortal being that touches the deck finds it impossible to draw a card. Each time that a card is drawn there is a 1 in 6 chance that the deck vanishes and reappears in some other part of the Multiverse after 2d12 days again complete with all cards. Once it vanishes, there is no way to trace the deck, even by a *wish*: it is fate (the DM) that decides when it will be found and by whom, and it cannot be controlled by anybody, not even an Immortal.

**Destruction:** The only way to destroy the deck is by a mortal managing to draw all thirty cards and suffer all the effects without dying or the deck disappearing. At that point, its purpose is deemed fulfilled and perhaps the Immortals will even have an answer on the true nature of mortals.

**Handicaps and Penalties:** As the only artefact common to all five Spheres, it has been created in such a manner that some cards have beneficial effects and others have totally negative effects, while the rest of the cards have balanced advantages and disadvantages. As such there are no specific handicaps or penalties in its use, the Deck also doesn’t use the Power Points with which artefacts are usually created but is based on effect that can only be invoked once.

**Diamond Orb of Tyche**

**Appearance:** A faceted crystal sphere of 20 inch diameter, with a white light that pulses inside it and that reflects on surfaces a myriad of colours if struck by the light of the sun.

**History:** It is said that the divine Tyche, patroness of the luck and fate of the mortals, had created this sphere and put it in the world as a game, challenging the mortal to take their destiny in their own hands and suffer the consequences. According to the legends linked to the orb, it seems that it only grants luck and wealth to those wise enough to not keep it for too long.

**Source:** According to Greek mythologyTyche is the goddess of luck and fate.

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| **Sphere:** Thought (Tyche) | |
| **Magnitude:** Greater (Power Limits: 4A, 3B, 3C, 4D) | |
| **Suggested Powers (490 PP):** | |
| Crystal sphere, *Scrying* three times per day | |
| A1. Divine Ray | 45 PP |
| A2. Mental Decay | 60 PP |
| A3. Blinding Light | 55 PP |
| B1. X-Ray Vision | 40 PP |
| C2. Gaseous Form | 35 PP |
| C2. Thieving Ability | 40 PP |
| C3. Container | 50 PP |
| D3. Mind Shield | 20 PP |
| D3. Luck | 100 PP |
| D4. Disguise | 45 PP |

**Activation:** The orb is activated when it is found and whoever holds it in his hands and focuses on it without losing concentration for at least a minute receives a mental impulse to maintain his concentration to obtain great knowledge. If the subject continues to maintain his contemplation, after an hour he gains the knowledge of the first listed power, and each day can learn the next power if he concentrates on the orb for at least an hour, until he has learnt them all. To then invoke each power it is necessary to touch the orb and concentrate for a round on the desired effect.

**Destruction:** The diamond orb can only be destroyed if it is swallowed by a great annelid, which must then be consumed by the eternal fire of a star of the Prime Plane or of the Elemental Plane of Fire.

**Handicaps (3)**

***Change of Alignment:*** After using Thieving Ability for the first time, the subject becomes Chaotic or Neutral.

***Magic Error:*** After invoking one of the orb’s powers for the first time, each time that the subject casts a spell (excluding those possessed by the artefact) that requires a verbal command there is a 10% chance that it doesn’t manifest and is wasted.

***Non-Automatic Recharge:*** If the orb is completely filled by use of its Container power, it stops automatically recharging. In order to recharge it from then it is necessary to insert treasures, which once absorbed are disintegrated, but allow it to gain 1 PP per 100 g.p. worth of valuables.

**Penalties (5)**

1. ***Apathy:*** The owner suffers from apathy.
2. ***Greed:*** 20% chance that anyone who sees the artefact’s owner produce a tangible effect is struck by greed and tries to attack the subject to take possession of the orb at any cost.
3. ***Collateral Effect (Summon Enemies):*** 1d4 enemies appear within 30 feet of the orb’s owner. These creatures belong to the same race, which must originate from the plane on which the subject is found. Each of them has a number of HD equal to half the character’s level, maximum Hit Points, and their only intent is to kill the artefact’s owner. They vanish if killed or if they complete their goal.
4. ***Collateral Offensive Effect:*** An A3 type effect, randomly determined by the DM (max cost 50PP) manifests centred on the owner.
5. ***Characteristic Penalty:*** Each time that he activates a power there is a 10% chance that the subject’s Intelligence is permanently lowered by 1 point.

**Dove of Peace**

**Appearance:** A fist-sized alabaster dove, with the symbol of the sun engraved on its right wing and a crescent moon on the left wing, linked to a string of pearls. The lower part of the dove’s body has a hole in which a shaft can be inserted, effectively transforming it into a light mace.

**History:** The oldest legends speak of an Immortal worshipped for her peaceful and benevolent nature, who one day created a dove and sent it onto the world to stop all conflict and fill mortal hearts with joy and love. Unfortunately, the gods of Chaos discovered the Immortal’s intent and with an evil spell causing the petrification of the holy animal as soon as it landed on the branch of a tree from their curse. The dove was then stolen by the servants of Evil before its creator could fix the atrocious spell, and hidden where it could never be found. It is said that the gods of Chaos had then pushed the Immortal to look for the artefact on another world, sealing her forever in a prison from which she still hasn’t managed to escape. This is why that even today war rages amongst mortals, and every time a champion of Good gains possession of the dove, the forces of Evil arrive *en masse* to destroy him and take the artefact, with the sole aim of hiding it and prevent it from being used to bring peace to the world.

**Source:** Mystaran mythology. In the adventure module “M5: Talons of Night” the Dove is often cited as a weapon used by Thothian heroes against Arachne Prime and its recovery was crucial to defeat the Night Spider.

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| **Sphere:** Thought (Pax) | |
| **Magnitude:** Greater (Power Limits: 4A, 3B, 3C, 4D) | |
| **Suggested Powers (440 PP):** | |
| Light Mace +3, +5 vs. Chaos or Evil | |
| A1. Divine Ray | 45 PP |
| A2. Control Emotions | 35 PP |
| A2. Mass Charm | 80 PP |
| B1. Lore | 70 PP |
| B2. Trueseeing | 50 PP |
| D1. Cure Disease | 25 PP |
| D1. Cure Serious Wounds | 25 PP |
| D1. Cure Critical Wounds | 50 PP |
| D5. Dispel Evil | 60 PP |

**Activation:** The dove is activated when recovered and mentally communicates all its powers and the words to activate them to any non-Evil or Chaotic being that touches it. If it is set on a shaft, it can be used as a *light mace* *+3, +5 versus beings of Chaotic or Evil alignment*, and each time that it strikes a being of the Sphere of Entropy it causes an additional 2d6 damage.

**Destruction:** The dove can only be destroyed if it is used by a Lawful Good being to kill a pure and innocent creature (like a unicorn, a new-born or an angel). In this case, the dove is tinged by a crimson colour and its healing powers can no longer be used. If at that point it is used to kill the physical manifestation of an Immortal of the Sphere of Thought, the artefact shatters and is destroyed forever.

**Handicaps (3)**

***Change of Attitude:*** After using the dove for the first time, its owner becomes extremely peaceful (will never attack first and always seeks a peaceful solution to any encounter), unless faced by an entropic creature, in which case he tries to destroy it by any means possible.

***Magic Error:*** Every spell of the dove’s owner has a 25% chance of failing if used to damage a non-Evil creature.

***Non-Automatic Recharge:*** The dove can only recover lost PP by absorbing the vitality of those around it. As soon as it loses PP it begins to recharge itself by aging by 1 year, for each 10 PP to be regenerated, a randomly chosen living being within 120 feet, recovering up to 20 PP per turn.

**Penalties (5)**

1. ***Change of Alignment:*** The owner’s alignment changes to Lawful or Good.
2. ***Weak Magic:*** There is a 50% chance that any of the owner’s offensive spells inflict 3 points of damage less per dice.
3. ***Malfunction:*** Each time that the dove is used to strike a non-Chaotic or Evil being, it loses 2d10 PP; if this reduces the dove’s PP to zero or less, the artefact automatically teleports to a random location on the same plane at least 600 miles away.
4. ***Damage Penalty:*** There is a 50% chance that the owner of the dove’s attack inflict 5 points less to no Chaotic or Evil beings.
5. ***AC Penalty:*** Each time that he uses the dove as a weapon, there is a 50% chance that the owner’s AC is penalised by 5 points for 1 hour.

**Egg of the Phoenix**

**Appearance:** An egg covered in red scales, very warm to the touch and two palms long.

**History:** According to the elven legend, the prosperous Mealiden Red Arrow led his people from the Sylvan Realm to a new land to escape the threat of powerful and ruthless enemies that encircled their homeland. After a long journey across the magic Rainbow Path and after along the way seeing several clans leave his enlightened guide, Mealiden finally brought his followers to an isolated steppe, where he created a flourishing forest and founded Alfheim. Loudly acclaimed the ruler of the new kingdom, Mealiden governed Alfheim with wisdom and justice for a long time, until one day he had a vision and abdicated with the intent of finding a way to ascend to the Celestial Spheres. Mealiden succeeded in his attempt after having tamed a phoenix that had threatened the Canolbarth Forest, and delivering the egg in which he had imprisoned it to his descendants, he was welcomed by the wise Ilsundal among the immortal protectors of the elves of Mystara. The Egg of the Phoenix is a relic of the Red Arrow Clan of Alfheim, and jealously guarded by its owner like a Tree of Life.

**Source:** Mystaran mythology. The Egg, created by Mealiden, is described in the geographic supplement “Gazetteer 5: The Elves of Alfheim” and its available powers in the adventure in which the artefact is stolen.

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| **Sphere:** Energy (Mealiden) | |
| **Magnitude:** Minor (Power Limits: 2A, 1B, 2C, 3D) | |
| **Suggested Powers (100 PP):** | |
| Egg, *summon greater phoenix* once per day | |
| A1. Fireball | 60 PP |
| D3. Immunity to Fire | 40 PP |

**Activation:** The egg is unactivated when it is found but it is activated if it is thrown in a bonfire or larger fire, only revealing its powers to whoever touches it whilst it is burning (1 power per round, while the subject suffers 3d6 fire damage per round). To use the powers you need to touch the egg a focus on the chosen power, while to summon the phoenix the magic word needs to be spoken.

**Destruction:** The egg can only be destroyed on the Elemental Plane of Water, after having blessed the artefact with the tears of an undine, summoning the phoenix and cause it to explode in an encounter with the Elemental Lord of Water.

**Handicaps (1)**

***Mania:*** The owner refuses to touch and approach water (even taking alternative drinks) and always tries to stay near flames.

**Penalties (1)**

***Collateral Effect:*** After the third time that the phoenix is summoned, there is a 30% chance that each summoning provokes the phoenix’s immolation in an explosion that destroys everything within 1,000 feet, causing another egg to appear from its ashes after one turn.

**Eye of Humbaba**

**Appearance:** A monstrous mummified eyeball of 4 inch diameter reddish in colour with a black iris, furrowed by many scarlet arteries and blue veins.

**History:** It is said that many centuries ago, when man was still young, there lived in the world hosts of monstrous giants with only one eye known as Cyclopes, who had enslaved the human race. Among them one man of incomparable strength dared stand against the cyclopes in defence of his kin: Gilgamesh. After having killed hosts of cyclopes with his bare hands, he walked into the palace of the ruler, King Humbaba, to permanently bring down the tyrant. Protected by the magic of his divine mother Ninsun, Gilgamesh was able to avoid the traps placed in his path by the treacherous and ruthless Humbaba and to kill him after a long fight, ripping out the eye with his bare hands. Thus ended the tyranny of the cyclopes, and the survivors fled in fear before the power of Gilgamesh, and sought refuge in the far corners of the world, holed up in the caverns and densest woods in fear of his wrath. Gilgamesh travelled far and wide to exterminate them all, and Ninsun altered the eye to help him in his quest, but Gilgamesh eventually realised that this wouldn’t happen, as he had now reached old age. He asked his mother to help him by revealing the secret of eternal youth, and she pointed the way forward. However, the hero failed to complete the winding path, and died after a long life full of epic deeds. It is said that the Eye of Humbaba has since passed from hand to hand and has been used by both heroes and tyrants to destroy their enemies, by virtue of the devastating powers it had inherited from the cyclopes and the magic of Ninsun.

**Source:** Sumerian and Akkadian mythology. Gilgamesh is the hero of the Assyrian-Babylonian epic, the oldest know, and Ninsun is his mother (see “Codex Immortalis”).

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| **Sphere:** Energy (Ninsun) | |
| **Magnitude:** Lesser (Power Limits: 3A, 2B, 2C, 4D) | |
| **Suggested Powers (250 PP):** | |
| A1. Fireball | 60 PP |
| A3. Blinding Light | 55 PP |
| A3. Flesh to Stone | 60 PP |
| B1. Trueseeing | 50 PP |
| C2. Burning Eyes | 25 PP |

**Activation:** The eye is activated when it is found, but to know its powers it is necessary to use a *lore* or *divination* spell. Alternatively, if the eye is placed in front of a reflective surface, it is possible to read within the pupil’s reflection one of the verbal commands that activates one of its powers (randomly chosen). The command that appears changes every day, so after 5 days of examination it is possible to know all the words of activation, although it takes a little practice to establish which word is linked to which power. To activate each of the eye’s effects, it is necessary to hold it pointing towards the target and using the command word of the invoked power.

**Destruction:** The eye can only be destroyed by the powers of another artefact eye.

**Handicaps (2)**

***Mania:*** The eye’s owner is obsessed with the quest for immortality. Every 10 days from when he activates the first power he must make a ST vs. Spells with a cumulative penalty of –1: at the first failure, he begins to pursue the search for a way to become immortal at any cost, ignoring any other interest or occupation, without unnecessarily endangering his life.

***Mutation:*** If the owner loses an eye, his head suddenly begins to grow until he is able to put the eye in the empty socket, and the subject insists on implanting it himself. The head remains disproportionally large until the subject loses the eye: at which point it returns to normal one month after the last time he touched the eye.

**Penalties (3)**

1. ***Aging:*** Anyone who uses the eye ages by 1d4×10 years permanently if they don’t make a successful ST vs. Spells at –5.
2. ***Characteristic Penalty:*** Each time he invokes *flesh to stone*, the subject’s Intelligence is permanently reduced by 1 point.
3. ***Shapechange:*** Each time that he uses *trueseeing*, the subject runs the risk or being transformed into a cyclops as per the *polymorph other* spell if he doesn’t make a successful ST vs. Spells. The transformation is removable by *dispel magic* with the normal chance of success against a 30th level spellcaster.

**Fiery Brand of Masauwu**

**Appearance:** A three foot long torchengraved with grotesque and macabre symbols.

**History:** According to an ancient legend in many countries of the Known World, the infernal guardian Masauwu travels the planet each night in the form of a giant with skin as black as darkness and invisible to most, carrying in his hand an always extinguished torch, which however lights up if he approaches a person who has completed acts of great evil or cowardness. At that point, Masauwu changes appearance and with a deceit subjects him to a test to judge his soul: if it doesn’t pass, it is devoured and he is sent to hell. According to another version widespread amongst necromancers and entropics instead, if the judge thinks that the individual is sufficiently powerful and treacherous, he grants him the use of his torch for a certain period, promising to return and evaluate his work: only if he has done enough reprehensible actions and spread the chaos in the world will he survive, otherwise he is destroyed, and Masauwu will continue to wander in search of the next candidate.

**Source:** Legend of the Hopi, American Indian tribe.

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| **Sphere:** Entropy (Masauwu) | |
| **Magnitude:** Greater (Power Limits: 4A, 3B, 3C, 4D) | |
| **Suggested Powers (495 PP):** | |
| Club +5, Flaming three times per day | |
| A1. Turn Undead as a 36th level Cleric | 60 PP |
| A1. Meteor Swarm | 100 PP |
| A2. Hypnotism | 40 PP |
| A4. Bonus Spell Damage +3/dice | 90 PP |
| B1. See Invisibility | 25 PP |
| B3. Teleport | 50 PP |
| D3. Anti-Magic Aura 20% | 30 PP |
| D4. Disguise | 45 PP |
| D4. Delusion | 55 PP |

**Activation:** The torch is spent and inactive when discovered. Each time that he kills a being with the club, its owner is telepathically made aware of one of its powers, starting with the cheapest and up to a maximum of two per day. To invoke its special powers it is necessary that the torch be lit, although the fire doesn’t consume it.

**Destruction:** The brand can only be definitively destroyed by first blessing it with an artefact of a Lawful Good divinity, and then frozen with the breath of an immortal dragon or thanks to the powers of the Lord of Water in the Elemental Plane of Water.

**Handicaps (3)**

***Change of Alignment:*** After using the club to kill someone for the first time, the subject becomes Chaotic or Evil.

***Operating Cost:*** The first time that he uses Turn Undead the brand’s owner loses 20% of his possessed treasures, considering the total value of his owned valuables (wherever they are).

***Characteristic Penalty:*** The subject’s Wisdom drops by 4 points for as long as he owns the brand, and returns to normal one month after abandoning it.

**Penalties (5)**

1. ***Collateral Effect (Summon Undead):*** Underground or at night there is the standard chance that within 1d6 rounds 2d6 undead of the same random type (max 2d6 HD) appear, who attack all those near the brand, fighting to the death.
2. ***Gas:*** The torch’s fumes become poisonous and expand to form a 20 feet radius cloud and lasts for 1d6 rounds if it isn’t dissipated earlier. All living creatures within it (except the artefact’s owner who is immune) must make a ST vs. Poison with a –2 penalty or die on the spot.
3. ***Death:*** The brand’s owner is suddenly reduced to zero hp and dies within 1d10 minutes if he doesn’t receive aid earlier.
4. ***Putrefaction:*** One of the subject’s body parts starts to rot due to a degenerative disease, and within an hour it literally drops from the body, followed by another each hour, until he is limbless and without any other appendages. The first body parts to be struck are the toes (one at a time), then the fingers, ears, nose, possibly the penis, and finally the lower and the upper limbs. The putrefaction can only be stopped via a *cure disease* or *heal* of at least 20th level.
5. ***Energy Drain:*** The subject permanently loses 2 experience levels.

**Gifts of the Korrigans**

**Appearance:** There are nine artefacts left by theKorrigans, one for each hero, and all share the same powers of a Minor Artefact, although each has a different use and power.

***Silent Hunter:*** a short bow +3 made from a branch of white birch and a string from the tendons of a dragon, with the permanent power of *create projectiles*.

***Fiery Champion:*** A long sword +2, +5 versus dragons made with an adamantine blade and a hilt made of filigree silver similar to vines, with the permanent power of *protection from normal missiles*.

***Eternal Wanderer:*** A span long golden key with the permanent power of emanating *purifying energy* once per day in a radius of 60 feet.

***Rainbow Singer:*** An ebony harp with silver inlay and strings made from the strongest silk with the permanent power of *control living beings* for as long as the harp is played.

***Spring Maiden:*** A 4 inch long, ivory comb made from a bony material, with thin and delicate teeth, which gives anyone who wears it the permanent power of *freedom of movement*.

***Silver Carver:*** A scroll full of mystical symbols with the permanent power of *divination*.

***Merciful Healer:*** A knobbly staff +3 made from an ancient and sacred oak with the permanent power of *repair* as a 20th-level cleric.

***Dreaming Seer:*** A two span wide mirror, made from a thin sheet of ice from the Plane of Dreams set in a silver frame, capable of producing a *dream* or a *nightmare* once per day.

***Verdant Caretaker:*** A cornucopia made from the horn of a giant ram capable of *creating food and water* as a 20th-level cleric once per day.

**History:** Many centuries ago a group of nine elven heroes lived in Wendar with superior magical and martial ability to their kind. They had chosen as the emblem of their company a mystical creature of the forest, the legendary Korrigan, so rare and elusive that nobody was really able to describe it. The nine Korrigans saved the inhabitants of Wendar and of the neighbouring lands from a variety of natural disasters, and protecting them from the attacks of terrible dragons and the ruthless humanoids of the north, until thanks to their knowledge and deeds they managed to ascend to the Celestial Spheres, becoming Immortals and patrons of that region of the Known World. Their greatest gift and artefact, the Elvenstar, is kept as a relic by the elves of Wendar, but there is talk of other artefacts that the nine left spread among the lands affected by their deeds, waiting to inspire new heroes able to pick up their legacy and stand as the defenders of Good.

**Source:** Mystaran mythology. The Master set describes the Comb of the Korrigans in the section on artefacts, here it is considered just one of the nine artefacts created.

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| **Sphere:** Energy (the Korrigans) | |
| **Magnitude:** Minor (Power Limits: 2A, 1B, 2C, 3D) | |
| **Suggested Powers (100 PP):** | |
| C2. Haste | 35 PP |
| C2. Polymorph Self | 40 PP |
| D1. Cure Disease | 25 PP |

**Activation:** Each of the nine gifts aren’t activated when recovered. To activate them, they must be thrown in a fire and burnt all night, and extracted from the embers at sunrise: at this point the gift is activated, and telepathically reveals its powers to any elf or half-elf. Every other individual can only discover its powers through a *lore* or if they save an elf’s life whilst carrying the gift, which telepathically communicates to its owner its true nature. To use each power it is sufficient to touch the gift and concentrate on the desired effect.

**Destruction:** The gifts can only be destroyed by gathering them in the sanctuary of Black Wing (The tenth Korrigan who betrayed her companions) hidden in the Dark Woods of Baamor in Wendar, and bringing down the building with an explosion caused by an artefact of Entropy during a might of the new moon, after having marked each of the Gifts with the blood of an innocent.

**Handicaps (1)**

***Shapechange:*** The owner begins to transform into an elf after using one of the artefact’s powers for the first time. The transformation takes 3 months, although after the first two weeks the subject can already notice some superficial signs of it (change of height, more graceful features, etc.). If the subject discards the artefact, the transformation is interrupted, and if he doesn’t use its powers for at least one month, he regresses. Once completed however, the metamorphosis is irreversible, even if the subject definitively loses the artefact.

**Penalties (1)**

***Collateral Effect (Slow):*** The owner suffers a permanent slow, removable with dispel magic versus a 30th-level spellcaster.

**Girdle of Armida**

**Appearance:** A two inch wide leather girdle, adorned with mystical symbols, with the ability to shrink or grow to automatically adapt itself to its wearer’s waist.

**History:** Armida was a very powerful Thyatian mage who lived centuries ago, descendent of the immortal mage Idraote. To help his descendent in her climb to the heights of immortality, Idraote created and had her find this artefact. She proved to be greedy and ruthless, using the belt to sow discord among her rivals, until the excessive use of its powers even against the innocent caused her death. The girdle however survived her, and it is said that Idraote guards it, only allowing those mages that he deems worthy of his aid in their quest for immortality to find it.

**Source:** Italian romantic literature. “Jerusalem Delivered” by Torquato Tasso, an epic poem of the 16th century set in the time of the First Crusade (1096-1099 A.D.), which introduces the witch Armida and her uncle Idraote, Lord of Damascus.

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| **Sphere:** Energy (Idraote) | |
| **Magnitude:** Minor (Power Limits: 2A, 1B, 2C, 3D) | |
| **Suggested Powers (95 PP):** | |
| Belt, permanent *shield* | |
| A2. Charm Monsters | 35 PP |
| A2. Confusion | 30 PP |
| B1. Memorise +3 Spell Levels | 30 PP |

**Activation:** The girdle is activated when found. To invoke each power it is sufficient to speak the associated magic word, as explained in the glyphs that adorn it, which can be deciphered with *read magic* or similar divinatory spells.

**Destruction:** The girdle can be destroyed if it is frozen in the Elemental Plane of Water, petrified in that of Earth, then electrified in that of Air and finally melted by the lava in that of Fire, in this precise order.

**Handicaps (1)**

***Additional Damage:*** The owner suffers an additional 1d10 damage when struck by a natural attack (punches, kicks, claws, bites, gores, etc.). The handicap disappears 10 days after losing the belt.

**Penalties (1)**

***Collateral Effect (Paralysis):*** The owner suffers a hold monster each time he uses charm or confusion against a non-evil Lawful individual, but can avoid the effect with a ST vs. Paralysis.

**Girdle of De’Rah**

**Appearance:** A belt formed from platinum rings interwoven with the white hairs taken from a unicorn, while the buckle is made from three oval plates of a highly polished blueish metal, which reflects infinitely the face of whoever looks at it.

**History:** Legend tells that the first owner of this artefact was the priestessDe’Rah, a woman of unearthly beauty who lived centuries ago in the now vanished Empire of Nithia. Numerous stories on the pious deeds of De’Rah are still passed on today that extol her incredible gifts of healing and her incredible astuteness and wisdom, with which she always managed to unmask liars and punish the wicked. Many mystics have exhibited the same powers over the centuries, and all have them have appeared to have possessed the same bizarre item, which appears to have been the origin of the divinatory and thaumaturgic powers of these sages.

**Source:** Mystaran mythology. In the adventure module “M2: Vengeance of Alphaks” the cleric Lambert Bohn guards the girdle to try to prevent it falling into the hands of his archenemy Coiger de Mory, an evil, unscrupulous priest.

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| **Sphere:** Time (Chardastes) | |
| **Magnitude:** Greater (Power Limits: 4A, 3B, 3C, 4D) | |
| **Suggested Powers (490 PP):** | |
| Belt of protection +3, permanent *sure step* | |
| A1. Divine Ray | 45 PP |
| A2. Open Mind | 80 PP |
| B2. Detect Lies | 15 PP |
| B2. ESP | 25 PP |
| B2. Trueseeing | 50 PP |
| C2. Righteous Might | 60 PP |
| D1. Cure Disease | 25 PP |
| D1. Neutralise Poison | 40 PP |
| D1. Heal | 70 PP |
| D3. Mindblank | 80 PP |

**Activation:** The girdle isn’t activated when it is found and its appearance is altered, as it looks like a worn belt of grey leather without any special marks. If however it is examined with *detect magic*, its magical nature and true form become evident to its examiner’s eyes, although he doesn’t know of the girdle’s hidden powers. To activate it, it is necessary to recover the mortal remains of De’Rah (locatable with magic or by following the legends related to the girdle’s last owner and to some temple or shrine that he built) and give them a proper burial, raising a temple over the tomb consecrated to an Immortal of the Sphere of Time of a value of at least 100,000 g.p. At that point, the girdle’s owner is informed by the spirit of De’Rah of all its powers, and to invoke them it is sufficient to think of the effect whilst wearing the artefact.

**Destruction:** The girdle can only be destroyed if the remains of De’Rah are unearthed, desecrated by a cleric of Entropy of at least 30th=level, and then burnt in the infernal fire of the prisons of the outer plane of Pyts together with a demon’s corpse.

**Handicaps (3)**

***Change of Alignment:*** By just wearing the girdle, its owner’s alignment changes to Lawful or Good.

***Aging:*** The first time that the owner invokes righteous might, he ages 1d4 × 10 years.

***Limited Use:*** The owner cannot spend more than 100 PP per day to invoke the girdle’s powers.

**Penalties (5)**

1. ***Attraction:*** A month after using the girdle’s powers for the first time, the artefact begins to attract the members of the opposite sex to its owner. Each day of every first week of the month there is a 30% chance that any individual of the opposite sex that passes within 30 feet of the girdle’s owner begins to feel an irresistible attraction towards him if she doesn’t make a successful ST vs. Paralysis. If she succumbs to the attraction, for the next 1d4 days she will do anything to stay close, get his attention and praise, trying to please him as much as possible and without risking her life. If she knows that the subject pays attention to others, the victim becomes jealous and needs to make a Reaction roll: if the reaction is Hostile, the victim attacks her rival (60%) or the object of her desire (40%). At the end of the period of attraction, each victim makes a Reaction roll, and if hostile has feelings of hate towards the character for real or perceived insults, and try to avenge themselves based on their resources and skills.
2. ***Pain:*** Each time that the girdle’s owner heals someone through magic, he suffers 1d4 damage per level of the spell used.
3. ***Collateral Effect (Finger of Death):*** Every time that he uses heal, the girdle’s owner suffers a *finger of death*, which can be opposed by a successful ST vs. Spells.
4. ***Malfunction:*** The first time that he uses *mindblank*, the owner suffers an *open mind* effect.
5. ***Characteristic Penalty:*** –3 penalty to the Strength of the belt’s owner.

**Goblet of Silenus**

**Appearance:** A polished wooden goblet with its border decorated with golden engravings of grape vines (capacity 1 pint).

**History:** Many legends mention the grand feasts and the lascivious pastimes of the god of the forest Silenus, always accompanied by a bevy of satyrs, dryads and other sylvan creatures intent to revel drunk on the music of his mystical pipes and the drinks that his fabulous goblet produces. According to these legends, the goblet is able to transform water into any alcoholic beverage and also produce wine and beer at will according to the whim of its creator. According to one such story, one day Silenus invited the Sun to drink with him in exchange for a ride on his fiery carriage. The two however overdid their drinking to such an extent that they ended up crashing in to the ship of the Moon, trapping them due to their intoxication and leaving the land in the dark for several days. When the two finally recovered they were driven so badly by the Moon who refuses to ever again face the Sun, and Silenus swore that he would never use his goblet again to avoid making more trouble, hurling the precious item beyond the horizon. No one knows where it can be found, but anyone who gets his hands on the goblet of Silenus should always keep in mind the troubles that may arise from indulging in experiencing the thrill of the liquor.

**Source:** Mystaran mythology. The adventure module “M5: Talons of Night” mentions the goblet of Silenus as the artefact used to activate the portal that connects the outer plane of Night with the Prime Material Plane (although doing so has deprived it of all power).

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| **Sphere:** Matter (Faunus) | |
| **Magnitude:** Minor (Power Limits: 2A, 1B, 2C, 3D) | |
| **Suggested Powers (80 PP):** | |
| Goblet, *transmute liquids* once per hour | |
| C3. Reinvigorating Soup | 20 PP |
| D1. Heal | 60 PP |

**Activation:** The goblet is activated when it is found, and anyone who drinks beverages from the goblet later sees a vision, in the alcohol fumes, that describes one of its magical properties. The goblet can give one vision per day, and to activate each power afterwards it is necessary to fill the goblet with any liquid and drink it all whilst concentrating on the desired effect.

**Destruction:** The goblet can be permanently destroyed by burning it in the flames produced by an artefact of Energy.

**Handicaps (1)**

***Clumsy:*** Each of the subject’s attacks have a 50% chance of failing and hitting him instead.

**Penalties (1)**

***Mania:*** The owner feels the need at all cost to drink liquor until he falls into a stupor, remaining unconscious for 1d8 hours. The subject will try to drink as soon as possible, resisting for a maximum of 1 hour per point of Wisdom before succumbing to the overwhelming desire to get drunk, abandoning any task and paying any price just to sate his thirst. Once he sobers up, the mania vanishes.

**Golden Mirror of Ka**

**Appearance:** A two span wide mirror with a sheet of glass that is always clean and perfect, an amber frame that ends in a reptile-shaped handle.

**History:** A rather famous legend among the inhabitants of northern tells of a powerful mage-king who ruled a luxuriant island and rich in materials who one day came to learn of the existence of a prodigious mirror able to see every corner of the world and reveal the things hidden from mortal eyes. The mirror was guarded by a rakasta community who lived in the southern continent, and the despotic king organised an expedition to destroy their village and take the mirror with which he could spy on his rivals and learn their secrets and weaknesses. Great was his surprise when none of the warriors he sent came back as expected, and he decided to personally lead a larger, stronger force to what had happened. Arriving at the village, they were greeted with kindness, and discovered that the previous expedition had disposed of their weapons were living peacefully in the village along with the rakasta. Their words to convince the mage-king to desist in his intent were to no avail: he used all his powers and the strength of his army to shackle every inhabitant, executing first the soldiers who had betrayed him, until the last one left revealed where the mirror could be found. At that point, only the village’s elderly shaman remained to protect the holy artefact, but once again the mage-king didn’t listen to the words of piety and warning spoken by the rakasta, and after having him tortured to learn the mirror’s secrets, he decided to set fire to entire village whilst its inhabitants were imprisoned in their houses and burnt them alive. The following night, the mage-king saw his horribly disfigured face reflected in the mirror and suddenly understood the folly of his deed and the wickedness of his actions. Seized by great torment and grief, he returned to his kingdom and decide to repair the committed wrongs, and from that day thanks to the mirror his people lived under the enlightened and benevolent leadership of the mage-king, who at his death wanted the mirror returned to the place from where it had come, burying it in a mound erected later to honour the souls of those he had brutally murdered. According to the legend, the mirror is still there, buried in a lost burial mound in the Davanian jungle.

**Source:** Mystaran mythology. The mirror is mentioned in the “Rules Cyclopedia” as the only object able to destroy the Mask of Bachraeus.

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| **Sphere:** Matter (Ka) | |
| **Magnitude:** Minor (Power Limits: 2A, 1B, 2C, 3D) | |
| **Suggested Powers (100 PP):** | |
| Mirror of *ultimate divination* once per day | |
| B1. See Invisibility | 25 PP |
| D3. Reflection | 20 PP |
| D3. Skin of Amber | 50 PP |

**Activation:** The mirror is activated when it is found, and to discover its powers it must be reflected in another mirror whilst both are illuminated by a *light* spell. At that point if you look into the infinite reflections of the golden mirror with *see invisibility* and *read magic* it is possible to see within them the magic words linked to each of the three powers. To activate each power, it is necessary that the owner hold the mirror and speak the correct word whilst looking at his own reflection.

**Destruction:** The mirror can only be destroyed if it reflected the Mask of Bachraeus during a night of the full moon. At that point there is a 30% chance that both items are permanently shattered per round that the mask is reflected in the mirror.

**Handicaps (1)**

***Change of Alignment:*** After having invoked amber skin for the first time, the mirror’s owner’s alignment changes to Lawful or Good.

**Penalties (1)**

***Collateral Effect (Petrification):*** The next person who looks at his reflection in the mirror becomes victim to a petrification (no ST).

**Golden Plume of Fidias**

**Appearance:** A goose feather with a golden tip.

**History:** An ancient and obscure legend tells of a Traldar sage calledFidias who received a mystic vision from his divinity that led him in search of the ultimate knowledge. After facing many adventures, he finally managed to find a lost shrine in which a mystical plume was kept. Great was his disappointment when he held it and tried to write on a parchment all the information related to his history, without getting anything. Even the simplest question related to his life, with him being well known, didn’t get a response from the pen, which however emanated a strong magical aura. Returning to his temple, he put to good use the instrument for the only thing that it seems able to do well and began to copy some manuscripts. It was at that point that he really understood the plume’s hidden power and the sense of his quest: the artefact would never give him the answers he was seeking, but it would allow him to understand any written language and collect every type of knowledge. Fidias then established a sect with the specific purpose of discovering the secrets of the universe and of magic to pass on to the wisest and prevent it from being used by the wicked. Since then the sect of the Illuminati continues to gather the darkest and most dangerous knowledge, and guard the plume in hidden and protected temple, to which only the most determined and worthy mortals have access.

**Source:** Mystaran mythology. The adventure module “IM2: Wrath of Olympus” mentions the Plume if the background of the Immortal Tourlain.

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| **Sphere:** Thought (Noumena) | |
| **Magnitude:** Greater (Power Limits: 4A, 3B, 3C, 4D) | |
| **Suggested Powers (435 PP):** | |
| Plume, permanent *faithful copy* | |
| A2. Symbol of Fear | 35 PP |
| A2. Symbol of Sleep | 75 PP |
| B1. Read Languages | 10 PP |
| B1. Universal Tongue | 45 PP |
| B1. Telepathy | 50 PP |
| C1. Fabricate | 45 PP |
| C1. Create Any Object | 80 PP |
| C3. Alter Writing | 10 PP |
| D1. Invigorating Glyph | 10 PP |
| D5. Glyph of Interdiction | 30 PP |
| D5. Magic Circle | 45 PP |

**Activation:** The plume is inactive when it is found by a new owner. To discover its powers, he must use it to copy in its entirety a manuscript worth at least 100 g.p.: at that point it telepathically communicates to the scribe all of it powers and the owner can use it to draw the glyph that corresponds to the desired effect on any surface (the plume doesn’t need ink).

**Destruction:** If the Plume of Fidias is dipped in the blood of a roaring demon and is then used to write a book of prayers to an Entropic divinity for an uninterrupted period of 30 days (24 hours per day), after its work the pen will be consumed and melt, destroyed forever.

**Handicaps (3)**

***Change of Attitude:*** After using the plume for the first time, the subject becomes finicky and pedantic bordering on the obsessive.

***Clumsy:*** Each of the subject’s attacks has a 15% chance of failing and rebounding on him.

***Mania:*** Every seventh day of the week, the plume’s owner refuses to speak with anyone or emit any sound (including casting spells with verbal components), and for the entire day only communicates through gestures, writing or telepathy.

**Penalties (5)**

1. ***Amnesia:*** The owner suffers amnesia for 1d20 days.
2. ***Aging:*** Anyone using the plume permanently ages by 1d4×10 years if he doesn’t make a successful ST vs. Spells at –3.
3. ***Damage Penalty:*** The attacks of the plume’s owner inflict 3 points of damage less.
4. ***Attack Penalty:*** The attacks of the plume’s owner receive a –3 penalty to hit.
5. ***Service:*** The artefact’s owner receives a vision in which Noumena orders him to recover lost knowledge kept in a ruin within a range of 1d100×5 miles. The subject instinctively knows where he must go to find the place in the vision (that really exists and must be prepared by the DM) and look for other companions to join him for the mission, determined to leave within 3 days of the vision. The effect vanishes once he has explored the ruin and discovered at least one of the secrets.

**Golden Wife of Ilmarinen**

**Appearance:** A 5’ 5” high statueof a very glamourous woman with perfectly chiselled features, with gold scales used for the skin and silver sheets used for the hair and the long and elaborate robes, which look like those of a northern queen.

**History:** The legendary craftsman Ilmarinen fell in love with the fairy Tellervo, the lady of Pojaara, when they met during his travels. After living for years at her side, he was forced to return home by the call of his patron Immortal, but promised his beloved that he would return in time to save her from the humanoid horde that was approaching and threatening her people. Unfortunately he failed to keep his promise and the humanoids invaded Pojaara, while Tellervo suffered an even worse fate turning into a hag. Distraught beyond imagination, Ilmarinen use his great magical knowledge to faithfully reproduce the body of his beloved using the most precious materials available, and finally gave it life animating it as a sentient construct and gave it magical powers to help and protect him. With time, he realised that the automaton could never replace Tellervo, and when he ascended to the Immortal Spheres he left it as a guardian for his people. Some legends say that it became the keeper of the Sampo Mill created later by Ilmarinen to help his people, while other stories recount that after helping the humans who lived beyond the Landsplit River, in the remote north of Norwold, to drive giants and humanoids from their lands, it is now sleeping somewhere in the remotest forests, waiting to reawakened to serve a new master.

**Source:** Finnish mythology has numerous legends on the deeds of the divine hero Seppo Ilmarinen, an Immortal craftsman able to make anything but very unlucky in love. After in fact losing his wife due to a curse, he tried to recreate her by forging a wife from silver and gold, but he realised that it was cold and soulless, and so left her (metaphor to explain that wealth doesn’t bring happiness). Afterwards, he competed with his brother Väinämöinen to win the hand of the Virgin of Pojhola: Ilmarinen passed all the tests, but when he asked her to go with him, she refused to leave her homeland, and Ilmarinen was forced to return home alone.

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| **Sphere:** Matter (Ilmarinen) | |
| **Magnitude:** Minor (Power Limits: 2A, 1B, 2C, 3D) | |
| **Suggested Powers (100 PP):** | |
| Silver and Gold Golem (20 HD – 120 hp) AC: –10 / ST: Fighter:20th / Mov: 36/12 / AL: L / N# attacks: 2 fists (damage: 1d10+7) / Str 24, Dex 11, Con 18, Int 10, Wis 10, Cha 10 | |
| A1. Crushing Embrace | 25 PP |
| A1. Sacred Breath | 55 PP |
| C3. Home Help | 10 PP |
| D1. Cure Light Wounds | 10 PP |

**Activation:** The wife isn’t activated when found, and awakening her requires an electrical discharge that in just one round causes as least 30d6 damage (possible with natural lightning or by invoking more than one *lightning bolt* simultaneously). Once awake, the wife understands any language and has the permanent powers of *trueseeing* and *detect magic*. She recognises as “husband” and master only the person who addresses her with the formula “Ilmarinen guide my steps” (which can only be discovered with the appropriate research, with *lore* or *wish*, or by directly contacting one of her previous masters or her Immortal creator). Otherwise, the wife ignores any of the characters’ requests and after 1 turn deactivates, counterattacking and defending herself if attacked. The golden wife clearly explains what powers are available to her legitimate husband, but it is only able to invoke them on its own initiative or on the direct verbal or mental request of her master, who it protects at the cost of its own life and who she blindly obeys.

**Destruction:** As a golem artefact, the wife can only be damaged by +5 weapons, and is immune to the normal elements, gaining and energy drain, but is vulnerable to any mortal spell, with the exception of those from the schools of Enchantment and Necromancy, from effects that can change its form (like *polymorph others*) and from effects based on lightning or electricity (which instead heal its wounds). If its hp drop to zero, the automaton deactivates but doesn’t die (see Penalties): to destroy it requires reducing both its PP and hp to zero, then throwing it into the lava of an active volcano after having cast on it an *divine curse* uttered by a servant of an Entropic Immortal with the powers of a cleric of at least 21st level.

**Handicaps (1)**

***Non-Automatic Recharge:*** The automaton doesn’t recharge its PP automatically, but needs to ingest gold and silver. In practice, for every 50 g.p. worth of gold or silver assimilated (and therefore lost), the wife recovers 1 PP.

**Penalties (1)**

***Magical Cleansing:*** If its hp drop to zero because of damage received, the automaton deactivates but isn’t destroyed, and can only be reactivated after receiving an electrical discharge that does 30d6 damage in a single round, which returns it to life with 8 hp. The wife can only recover hp through the *Repair Permanent Magic Items* power of an artefact, or thanks to electrical discharges (regenerating as many hp as the amount of damage the effect produced) or finally by finally by ingesting gold and silver (1 hp per 50 g.p. worth). In the latter case however, the gold and silver assimilated to heal its wounds doesn’t recover lost PP (so, for example, to recover 1 hp and 1 PP it would need to swallow 100 g.p.).

**Greatsword Camb**

**Appearance:** A greatsword with aleather hilt that ends with the head of gold dragon that holds a ruby in its mouth as a pommel.

**History:** The legendary Darokinian hero Balthac became famous during the 4th century AC by freeing the Streel Plain of all the monsters and humanoid bands that until then had infested it. The last and bloodiest battle Balthac fought was against the terrible red dragon Calor, who controlled all the remaining humanoid tribes in the northern region of Darokin and the Broken Lands. The legend says that the battle lasted a day and a night, with chases and direct clashes, until Balthac, after witnessing the death of his faithful companion, the elf Sinan, because of Calor’s breath, used all the power of his sword to sap his enemy before driving Camb into the middle of its skull. Calor sank into a cavern filled with the bodies of his followers, and at that point Balthac lay beside the now cold body of Sinan, refusing to leave the cavern. The legend says that his soul still watches over the tomb of his beloved elf and hated enemy to prevent anyone reawakening the dragon by drawing the sword from its skull.

**Source:** Mystaran mythology. In the adventure module “IM2: Wrath of Olympus” is narrated the epic story of the battle between Balthac and Calor and the Sword Camb is described in particular detail.

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| **Sphere:** Matter (Maat) | |
| **Magnitude:** Greater (Power Limits: 4A, 3B, 3C, 4D) | |
| **Suggested Powers (450 PP):** | |
| Greatsword +3, +6 versus dragons | |
| A1. Inflict Serious Wounds | 30 PP |
| A1. Disintegration | 60 PP |
| A4. Damage Multiplier: Triple Damage | 100 PP |
| B1. Trueseeing | 50 PP |
| B3. Jump | 10 PP |
| B3. Teleport | 50 PP |
| D1. Cure Critical Wounds | 50 PP |
| D3. Luck | 100 PP |

**Activation:** The weapon is activated when it is found and telepathically reveals its powers to any non-Evil person when he first uses it against a dragon. To use its powers, it simply needs to be held whilst concentrating on the chosen power.

**Destruction:** The greatsword can only be destroyed if it is simultaneously exposed to the breaths of all three Dragon Lords and splintered in one round.

**Handicaps (3)**

***Magic Error:*** Each time that Camb’s owner benefits from *luck*, for the next 24 hours there is a 70% chance that any spell or magic effect he tries to invoke (including the artefact’s powers) doesn’t manifest.

***Mania:*** After using the greatsword for the first time in combat, its owner refuses to use any other weapon and will never separate himself from the greatsword for any reason.

***Non-Automatic Recharge:*** The greatsword cannot recharge by itself, but only regenerates Powers Points by absorbing jewellery, coins and precious stones, which as soon as they are touched dissolve giving the weapon 1 PP for every 100 g.p. worth of valuables.

**Penalties (5)**

1. ***Apathy:*** The owner suffers from apathy.
2. ***Magic Destruction:*** The first magic weapon touched by the sword loses all its powers (no ST).
3. ***Pain:*** The artefact’s owner temporarily loses 3d10 hp, recoverable with magical cures or by the normal healing process.
4. ***Malfunction:*** The next invoked power doesn’t work and drains double the usual amount of PP.
5. ***ST Penalty:*** The character’s next ST receives a 2d6 penalty.

**Hammer of Denwarf**

**Appearance:** A Warhammer with an adamantine head and a haft of petrified wood, on which is engraved the symbol of Kagyar (crossed hammer and chisel).

**History:** According to the historical records of the dwarfs of Rockhome, after the cataclysm that shock the world, Kagyar sent to earth his chosen Denwarf to lead his chosen people to a new land and teach them all that they would need to survive and prosper. Denwarf’s wisdom and skill in the arts were surpassed only by his courage and battle prowess, strengthened by the holy hammer that Kagyar himself had forged for him. Denwarf taught the dwarves the secrets of magical forging and gave them the first Forge of Power, training them to become insuperable artisans and fearless warriors. With him at their head, the dwarves routed the hordes of goblinoids that infested the mountains and caverns that they had chosen as their new homeland and founded Rockhome there. Later, one day Denwarf descended into the deepest caverns without ever returning, ordering his followers not to look for him promising he would return in the future but only if Rockhome risked collapse. Legend has it that his mythical hammer disappeared with him, and lies somewhere in the deepest, unexplored caverns beneath Rockhome.

**Source:** Mystaran mythology. The geographical module “Gazetteer 6: The Dwarves of Rockhome” describes the dwarven history and the important contribution to the kingdom’s foundation of Denwarf, a titanic golem sent by Kagyar, which later disappeared into the deepest caves and today is in a state of suspended animation.

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| **Sphere:** Matter (Kagyar) | |
| **Magnitude:** Minor (Power Limits: 2A, 1B, 2C, 3D) | |
| **Suggested Powers (100 PP):** | |
| Warhammer +5, Disruptive | |
| A4. Offensive Impulse | 10 PP |
| A4. Rage | 25 PP |
| C3. Dissolve | 50 PP |
| D3. Protection from Evil | 15 PP |

**Activation:** The hammer is activated when found and telepathically communicates its powers to any dwarf or follower of Kagyar who holds it and there is no other way to discover them. To use each power it is sufficient to hold the hammer and invoke the appropriate prayer to Kagyar.

**Destruction:** The hammer can only be destroyed if it taken to dwarven Forge of Power and once drained of its PP is used to destroy that forge; the action causes the forge’s explosion and the hammer’s annihilation.

**Handicaps (1)**

***Shapechange:*** The owner begins to transform into a dwarf after using one of the artefact’s powers for the first time. The transformation is completed of the course of 3 months, although after the first two weeks the subject can already notice some aesthetic signs of the change (change in height, more marked features, excessive facial hair, fondness for beer, etc.). If the subject discards the artefact, the transformation is interrupted, and if he doesn’t use its powers for at least one month, it regresses. Once completed however, the metamorphosis is irreversible, even if the subject definitively loses the hammer.

**Penalties (1)**

***Paranoia:*** The owner is struck by paranoia.

**Hand of Kindness**

**Appearance:** A white wooden staff that ends in acarved open hand at its upper end.

**History:** According to a legendwidespread among the various Davanian peoples, at the beginning of the world’s creation everything was peaceful, all living beings dwelling peacefully together in an earthly paradise, the gods guided them wisely, and no one suffered pain or aged. One evil day however, Death complained to the other gods about his miserable state: no living being would ever approach his home, no one spoke to him or included him, and this was deeply unfair. The other gods took pity and allowed Death to summon the eldest among the living to him, who then began to die. All the intelligent beings began to respect Death and offered he sacrifices to flatter him and delay his arrival. Very soon, the fear of death unleashed greed, selfishness and envy in the intelligent beings, and the souls of mortals, corrupted by their fears, became infected with wickedness and violence. The wisest and most benevolent amongst the gods seeing the humans’ suffering and knowing that it had been caused by a divine decision, descended to the world to spread words of hope and kindness. The hearts of the mortals, however, had been hardened by foul emotions and fear, so many of them drove the Shaper away, while the cruellest took him and tortured him to death, finally dismembering him and throwing his remains to beasts of the forest. One of those who had heard and believed his words managed to save his right hand, and with great skill embalmed it creating a relic that he then attached magically on a staff. Thus the Prophet continued to spread to the weak and inflicted the message of hope and love of the Shaper, showing them, as proof of his teaching and sacrifice, the Hand of Kindness, his gift to the earthly people to alleviate their suffering.

**Source:** Mystaran mythology. The adventure module “IM3: Best of Intentions” mentions the creation of the Hand of Kindness as the work of The Shaper (Durblaga) in his background.

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| **Sphere:** Energy (The Shaper) | |
| **Magnitude:** Minor (Power Limits: 2A, 1B, 2C, 3D) | |
| **Suggested Powers (100 PP):** | |
| Staff of Healing with permanent *circle of prot. from evil* | |
| D1. Healing Circle | 45 PP |
| D1. Remove Curse | 55 PP |

**Activation:** The staff is activated when found and it communicates all its powers to any non-Evil creature that touches it, while Evil beings suffer 1d6 damage for each round they touch it. To invoke each power it is necessary to hold the staff and touch it to the subject or area on which the spell is invoked.

**Destruction:** The staff can be destroyed if it is desecrated by a priest of Entropy and then broken by an entropic artefact weapon while it is on the Shaper’s home plane.

**Handicaps (1)**

***Clumsy:*** The hand’s owner has a 30% chance that each of his damage causing attacks (with both weapons and spells) rebounds on him.

**Penalties (1)**

***Change of Alignment:*** After having used the hand for the first time, the subject becomes Lawful, and if he already is Good as well.

**Hood of Mala**

**Appearance:** A large and enveloping hood with an ornate rune border, which ends in a rust coloured tippet that descends to the shoulders.

**History:** The history of this artefact is very obscure and unknown to even the most erudite sages, although most think that is was the artefact created by Khoronus to permit himself to obtain immortality. Notes about the hood can be found in the legends about some great political figures of the past, who appear to have used this clothing in an attempt to establish his dynasty or achieve immortality. The best known in this regard is the only one who has clearly been linked to the artefact, is Mala, founder of the new realm of Thonia after the cataclysm that destroyed the Empire of Blackmoor. She managed to gather the diverse Thonian communities on the western mountains of Skothar before the cataclysm, persuading them that she had seen the future that awaited them thanks to the hood. Afterwards she returned to lead them to a more hospitable place when the land stopped shaking, founding the New Kingdom of Thonia and gave the survivors a few pointers to deal with the disasters that would threaten them in the future, promising to return one last time to lead them to prosperity. Since then the Thonians have no longer seen her (probably since she completed her path of the Dynast), and her figure is still today revered as a saint by the Church of Thonia. Of the hood there is no clear news, but some people swear of having seen it worn by this or that hero in various ages and in various civilisations.

**Source:** Mystaran mythology. The adventure module “IM2: Wrath of Olympus” mentions the Hood in the background of the Immortal Finidel.

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| **Sphere:** Time (Khoronus) | |
| **Magnitude:** Major (Power Limits: 4A, 4B, 4C, 5D) | |
| **Suggested Powers (700 PP):** | |
| Hood, permanent *endure elements* | |
| B2. Compass | 10 PP |
| B2. Detect Magic | 10 PP |
| B2. Moment of Prescience | 80 PP |
| B3. Time Travel | 100 PP |
| C2. Haste | 35 PP |
| C2. Timestop | 90 PP |
| C2. Shapechange | 95 PP |
| D1. Automatic Healing | 100 PP |
| D2. +2 AC Bonus | 20 PP |
| D3. Luck | 100 PP |
| D4. Invisibility | 20 PP |
| D4. Displacement | 40 PP |

**Activation:** The hood isn’t activated when it is discovered. The first time that its owner a *haste* spell it activates and suddenly the subject is made aware of how to use the category C powers. Afterwards if the owner receives an *invisibility* spell, the same thing occurs with the category D powers, while a *detect magic* grants access to the category B powers. To invoke each power it is sufficient to cover one’s head with the hood and concentrate on the desired effect.

**Destruction:** The hood can only be destroyed if it touches its future self, an event that destroys both hoods and the subjects that wear them.

**Handicaps (4)**

***Operating Cost:*** Each time that he invokes one of the 100 PP, the subject loses 10% of his possessed treasures (wherever they are, vanish), considering the total value of valuables and magic items in his possession.

***Aging:*** Each time that the owner travels in time he irredeemably ages by 20 years.

***Limited Use:*** The power of time travel allows the hood’s owner to travel up to 500 years into the future and remain there for a maximum of 3d6 months, after which the hood automatically returns the subject to the moment when he left. If the owner removes the hood whilst in the future, the subject remains in that time period while the hood instantly disappears and returns to the “present” in a random location.

***Characteristic Penalty:*** The subject’s Strength drops by 4 points for as long as he possesses the hood, and returns to normal one month after abandoning it.

**Penalties (8)**

1. ***Amnesia:*** The owner suffers Amnesia for 2d20 days.
2. ***Change in Height:*** The owner shrinks to half his normal height and remains in that state for 1d4 days.
3. ***Pain:*** The artefact’s owner temporarily loses 30 hp, recoverable with magical cures or the normal healing process.
4. ***Hindering Collateral Effect:*** An A3 type effect randomly chosen by the DM (max cost 60 PP) manifests centred on the owner.
5. ***Collateral Effect (Teleport):*** The owner is instantly transported to a random location within 3d20 × 5 miles.
6. ***Malfunction:*** The requested power doesn’t activate but still consumes the related PP.
7. ***ST Penalty:*** All the character’s ST suffer a –2 penalty.
8. ***Mutation:*** The subject’s hands begin to grow and in 2d4 days reach double their normal size. In this state, any manual skill check receives a –6 penalty and some can automatically fail.

**Hourglass of Verthandi**

**Appearance:** A 36 inch tall hourglasswith a wooden frame and crystal chambers, which contains white sand, which when inverted and pass into the lower cup turn black, returning to white once it has filled the lower cup.

**History:** Verthandi is one of the three Norns of Norse tradition, Immortals who preside over fate (Wyrd) which both mortals and Immortals must obey. The legend says that Verthandi, the one who rules the present, created this hourglass with the aim of giving to the most deserving mortals the ability to see through the mysteries of time and thus guide their kind with greater wisdom. It is believed that its powers are unlimited, but its effects are equally as dangerous on those who abuse it and aren’t able to use it with foresight. The legend says that the hourglass is guarded by the Norns in a peak hidden among the mountains of the north, and that only those who are predestined to encounter it can reach it.

**Source:** Scandinavian and Mystaran mythology. According to the myths of the northmen three divinities known as the Norns weave Fate (Wyrd) to which even the gods must submit. They are Urd, who rules the past, Verthandi, who watches over the present, and Skuld, guardian of the future. Similar figures are also found in the Greek (Parche) and Roman (Moire) mythologies. In the adventure module “M1: Into the Maelstrom” appears the Hourglass of Time, an artefact with the power of keeping a passage open to an outer plane of Entropy that Alphaks exploits to produce poisonous fumes on his island with which he brings death and pestilence to Norwold. The Hourglass of Time has been linked here to the artefact of Verthandi.

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| **Sphere:** Time (Verthandi) | |
| **Magnitude:** Lesser (Power Limits: 3A, 2B, 2C, 4D) | |
| **Suggested Powers (245 PP):** | |
| Hourglass, *timestop once per day* | |
| A2. Sleep | 15 PP |
| A3. Slow | 30 PP |
| B1. Analyse | 10 PP |
| B3. Gate | 90 PP |
| C1. Wish | 100 PP |

**Activation:** The hourglass is active when found and its powers are telepathically revealed to those who retain possession of it for at least one month, in ascending order of power (starting with *analyse* and ending with *wish*). Once per month, on the night of the full moon the character during his sleep receives a vision that explains one of the powers. To activate it, it is sufficient that its owner turns it so that the sand flows and concentrate on the desired power for a number of rounds equal to 1/10 of the effect’s PP cost (e.g. 1 round per *analyse*, 2 for *sleep* and 10 for *wish*). If his concentration is broken before the effect takes place, it is wasted and the PP lost.

**Destruction:** The hourglass can only be destroyed if it is taken to the outer plane of Entrem and that there the sand within it is turned into water. The crystal should then be pierced with an Immortal weapon and once all the water has flowed from the chamber, the artefact loses its powers.

**Handicaps (2)**

***Aging:*** The first time that the subject invokes one of the hourglass’ powers, from the artefact a mist escapes that extends up to a radius of 10 feet. Those who find themselves within it must make a ST vs. Spells or age 2d20 years.

***Short Term Memory:*** After having expressed the first *wish*, the hourglass’ owner forgets 1d4 randomly chosen spells after memorising them. This effect happens each day, effectively depriving him of 1d4 memorised spells.

**Penalties (3)**

1. ***Collateral Effect (Disintegration):*** The owner suffers a disintegration, which can be opposed with a successful ST vs. Spells.
2. ***Aging:*** The owner ages 1d6 years.
3. ***Characteristic Penalty:*** The owner permanently loses 1d6+5 Strength, to a minimum of 3.

**Hymir’s Steaming Cauldron**

**Appearance:** A black iron pot with a handle, 1½ feet wide and 1 foot tall (10 pint capacity).

**History:** The giant Hymir created this item with the aim of producing great quantities of high quality beer which he usually drank along with his friend Thor and the other Aesir.

**Source:** Scandinavian mythology. Hymir is the only giant who has earned the friendship of Thor, his famous drinking partner.

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| **Sphere:** Time (Hymir) | |
| **Magnitude:** Minor (Power Limits: 2A, 1B, 2C, 3D) | |
| **Suggested Powers (95 PP):** | |
| Cauldron, permanent *purify food and water* | |
| C3. Container | 50 PP |
| C3. Transmute Liquids | 35 PP |
| D1. Cure Light Wounds | 100 PP |

**Activation:** The cauldron isn’t activated when it is found. Activating it requires filling it with water and boiling it over a fire. Those who peer inside see strange runes form appear in the bubbles that form, which if translated with *read magic* or *know rune* reveal the cauldron’s powers. Each power is activated by anyone speaking the correct magic word and is within 10 feet of the artefact, but the effect is only applied to what is inside the cauldron (in the case of *cure light wounds*, the liquid that it contains can heal those who drink it within a minute).

**Destruction:** The cauldron can only be destroyed after being used to create a poison, by immersing it in the lava of the Elemental Plane of Fire for 1 turn.

**Handicaps (1)**

***Clumsy:*** The subject has 1 in 6 chance that each of his attacks rebound on him.

**Penalties (1)**

***Short Term Memory:*** For a spellcaster, he forgets one random spell per spell level after memorising is. For non-spellcasters, the subject loses the mastery of a random weapon that he knows. The memory functions normally again after 1d4 weeks, or earlier if healed with a *mental cure* or *heal* by a cleric of at least 20th level.

**Ilrics’s Nose**

**Appearance:** A helm of black leather with a crystal in the centre of the forehead, two pieces of tinted glass fixed over the eyes, and a nasal guard a palm long resembles a bird’s beak.

**History:** The helm was created by Iliric during his climb to immortality. Due to his pathological mistrust and misanthropy, he designed an item that would allow its owner to reveal every intimate secret of those who faced him, to expose his enemies and surround himself with trustworthy people or that couldn’t hide anything from him. The mage became so famous thanks to the intuition that item gave him that it coined the saying “having Iliric’s Nose” is still in use in the Savage Coast, to mean the ability to predict any action or thought of the speaker. Once he achieved immortality, Iliric left the helm in the keeping of his adepts, who later hid it in a sanctuary named after their mentor. The mysterious Crypt of Iliric is one of the most mysterious and fantastic places of Hulean legend, in which it is said are conserved magical treasures and arcane knowledge of unparalleled power.

**Source:** Mystaran mythology. The adventure module “IM2: Wrath of Olympus” mentions the creation of the Nose in the background of the Immortal Iliric.

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| **Sphere:** Energy (Iliric) | |
| **Magnitude:** Lesser (Power Limits: 3A, 2B, 2C, 4D) | |
| **Suggested Powers (185 PP):** | |
| Helm of permanent *trueseeing* | |
| A2. Charm Person | 15 PP |
| A2. Zone of Truth | 20 PP |
| A2. Hypnotism | 40 PP |
| B1. Divination | 40 PP |
| B1. Telepathy | 50 PP |
| C2. Temporary Skill | 20 PP |

**Activation:** The helm is activated when it is found, and communicates to its owner all of its available powers only if he speaks the phrase “Iliric show all”. To activate them it is sufficient to concentrate on the desired effect and blink twice.

**Destruction:** The helm can only be destroyed if it is reduced to zero DP while it is worn by an elf that is in the Nightmare Dimension.

**Handicaps (2)**

***Change of Attitude:*** The helm’s owner becomes suspicious and misanthropic, tending to subject anyone to a long list of questions to discover their secrets before figuring out whether or not to trust them.

***Mutation:*** The helm’s owner sees the size of his nose double until it becomes embarrassing, making him easily recognisable and giving a –2 penalty to every Charisma check and Reaction Roll when he must interact with other people.

**Penalties (3)**

1. ***Collateral Effect (Blindness):*** The subject becomes blind if he fails a ST vs. Paralysis at –4.
2. ***Paranoia:*** The subject is a victim of Paranoia.
3. ***Repulsion:*** The subject develops a repulsive aura that alienates the sympathy of those present within a radius of 30 feet after the first use of the artefact. The aura is permanent for as long as the helm is worn, and gives a –4 penalty to all of the character’s Charisma checks and Reaction Rolls.

**Impenetrable Shield of Alphatia**

**Appearance:** An oval, medium metal shield with different coloured patches along the edge that make it look like an artist’s palette.

**History:** According to Alphatian belief, the goddess Alphatia gifted this shield to her followers fleeing their homeland shortly before the planet exploded following the war between the Followers of Fire and those of Air provoked by the madness of Alphaks. Alphatia promised to lead those who would follow her word and laws and her laws to a chosen place where they would be able to rebuild their civilisation and make it more prosperous and peaceful than their previous one. Her followers never lost the hope that her promise would be fulfilled, and after centuries of wandering through various worlds, finally arrived on Mystara, where Alphatia finally showed them the place where they could build the capital of the new empire. Legend has it that the primate of the cult of Alphatia had the shield buried beneath the foundations of the first Alphatian settlement to protect it and guarantee its divine blessing. Since then, the shield has laid in that holy place, although the sources seem to disagree on the exact site, and some nobles instead suspect that the shield is guarded in one of the major temples dedicated to Alphatia, where usually reproductions of the holy artefact are displayed. They all still believe that if the shield is destroyed one day, then the Alphatian Empire is destined to fall shortly afterwards; as such many of Alphatia’s enemies seek the shield to test this legend.

**Source:** Mystaran mythology. In the “Wrath of the Immortals” supplement the Immortal Alphatia is described and her peculiar shield is mentioned.

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| **Sphere:** Energy (Alphatia) | |
| **Magnitude:** Lesser (Power Limits: 3A, 2B, 2C, 4D) | |
| **Suggested Powers (245 PP):** | |
| Medium Shield +5, permanent *freedom of movement* | |
| D2. +6 AC Bonus | 60 PP |
| D4. Sphere of Security | 90 PP |
| D4. Prismatic Wall | 95 PP |

**Activation:** The shield is activated when it is recovered, but only reveals its powers to a true follower of Alphatia. To invoke it, it is sufficient to hold the shield and speak the colour linked to each effect: Red for the bonus, Yellow for the sphere and blue for the wall.

**Destruction:** The shield can only be destroyed if it is struck by the Gáe Bulga Spear of Diulanna. In this case both artefacts explode and the deflagration of magical energy causes 1d6 damage, to everything within 100 feet, for every 10 PP remaining in both artefacts.

**Handicaps (2)**

***Change of Alignment:*** After using the shield for the first time, the subject becomes Lawful or Good.

***Mania:*** The artefact’s owner refuses to attack first, and only counterattacks to defend himself or any of his allies or to defend an innocent facing a threat or harassment.

**Penalties (3)**

1. ***Weak Magic:*** Every offensive spell cast by the subject does 3 points less per dice for the next 4d6 hours.
2. ***Damage Penalty:*** The owner’s melee and ranged attacks do 3 points less damage per dice.
3. ***Attack Penalty:*** The owner receives a –5 penalty to all melee and ranged attacks.

**Ivory Plume of Maat**

**Appearance:** A brooch in the shape of a feather 3 inches long made from ivory with fine carvings.

**History:** Many centuries ago lived a warrior-priestess of great virtue and wisdom, the beautiful Maat. It is said that one day she was visited by a majestic eagle, sent by Ra to come before him along with the most deserving amongst mortals and save them from an imminent disaster. She however chose to remain to save the world from chaos and destruction, and to help her in her task as his emissary Ra gave her a magic plume from his wings. Thanks to the powers of the plume Maat managed to save many just men from the tragic disaster that struck the world due to the sins of its most corrupt inhabitants, and continued to use in her eternal fight to prevent the forces of Evil from expanding, until she too won a place among the gods thanks to her virtue. It is said that the plume allows its owner to follow the same path of justice rod by Maat, although it isn’t clear if is now possessed by a secret order that venerates the heroine or by an evil cult that wants to prevent it being found and used.

**Source:** Egyptian mythology. Maat is the Egyptian goddess who judges the deceased by placing their heart on one dish of the scales of justice and on the other the plume that symbolises purity and lightness of mind: only those whose heart is as light as the plume obtain eternal life.

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| **Sphere:** Matter (Terra) | |
| **Magnitude:** Greater (Power Limits: 4A, 3B, 3C, 4D) | |
| **Suggested Powers (500 PP):** | |
| Plume of protection +5 | |
| A1. Divine Ray | 45 PP |
| A1. Turn undead as a 24th level Cleric | 40 PP |
| A2. Geas | 50 PP |
| B2. Detect Evil | 15 PP |
| B2. Detect Lies | 15 PP |
| B2. Déjà-vu | 50 PP |
| C1. Light | 15 PP |
| C3. Purify Food and Water | 10 PP |
| C3. Repair | 30 PP |
| D1. Heal | 70 PP |
| D3. Immunity to Disease | 30 PP |
| D3. Immunity to Energy Drain | 70 PP |
| D5. Dispel Evil | 60 PP |

**Activation:** The plume is activated when found and if it is touched by a non-evil being of Lawful alignment it telepathically reveals its powers, otherwise it is only possible to learn through questions directed to a Lawful Immortal of Matter through *commune* or *contact outer planes* (any other spell fails miserably). To use it, it is sufficient to wear the brooch and concentrate on its power.

**Destruction:** The plume can only be destroyed during a solar eclipse, if it is immersed in the blood of a hundred innocent beings killed by the same being of Chaotic alignment who concludes the ritual by sacrificing the life of a Lawful Good creature of the outer planes.

**Handicaps (3)**

***Change of Alignment:*** After using the plume for the first time, the subject becomes Lawful, and if he is already he also becomes Good.

***Magic Error:*** Each time that the plume’s owner invokes a spell or uses an item against a non-Evil Lawful or Neutral person there is an 80% chance that the effect doesn’t manifest, wasting the spell.

***Non-Automatic Recharge:*** The plume can only recharge its PP through the energy of evil creatures destroyed by its owner whilst wearing it, regenerating 1 PP for every 100 xp worth of the killed being and ignoring any excess PP once the limit is reached.

**Penalties (5)**

1. ***Apathy:*** The owner suffers the Apathy effect if he doesn’t perform at least one good action per month.
2. ***Collateral Damage (Summon Enemy):*** Once he invokes a power that costs more the 40 PP there is a 50% chance that 1d4 chaotic enemies appear within 30 feet of the plume’s owner. These enemies all belong to the same race, which must originate from the plane on which the subject is found, each of them has a number of HD equal to half the character’s level, maximum Hit Points, and their only intent is to kill the artefact’s owner, vanishing when killed or if they succeed in their goal.
3. ***Collateral Effect (Wall of Stone):*** When he uses the plume for the first time, a dome of stone is created around the subject with the same characteristics as a *wall of stone*. The wall is invulnerable to any form of external attack, while it can be damaged from the inside. The only way out is to open a gap, use a spell of transport, or finally by advancing whilst focusing on the idea of Goodness or Justice, in which case the owner passes through it and the dome vanishes. If instead the subject breaks through the dome, it collapses on him and all the damage that it took are permanently subtracted from his hp total.
4. ***Collateral Effect (Obliterate):*** Any being of Evil alignment that touches the plume is struck by the effects of*obliterate* (C7th) and the plume consumes 85 PP.
5. ***Death:*** If the subject kills a Lawful Good being, he is immediately reduced to zero hp and dies within 1d10 minutes if he isn’t helped first.

**Kala’s Bloody Kris**

**Appearance:** A silver kris (a wavy bladed dagger) with an ivory hilt in the shape if a snake’s head.

**History:** Among the populations of Sind andShahjapur the cult of the goddess Kala is well known and feared, as she embodies death as a process of purification, and its cultists are ruthless individuals who will stop at nothing to fulfil the will of the goddess. One of the many legends tells that one day the goddess was walking in the forest when she was suddenly attacked by a ferocious demonic tiger, which with the one paw that landed, held her under its weight to prevent her using her weapons in order to devour her. Kala waited until the demon came near to savage her, and with her tongue pierced both its eyes blinding it. Furious, the demon bit the tongue, which got stuck in its stomach and punctured it, causing its agonising death. Kala abandoned the impure carcass and went to wash her face in the first stream she found, where her tongue regrew by drinking the blood of a man who had drowned just before. When hunters found the demon tiger’s body they skinned it and opened it up, and within it found such a sharp, wavy metal tongue that when one of them touched it, he gashed his hand and ended up bleeding to death. The blade was then entrusted to the best smiths of the realm, who forged the bloody kris, consecrating it to Kala to thank her for having saved them from the demon. Since that day it is said the kris must regularly drink its blood offering each day, otherwise it takes its tribute from its owner, since Kala’s thirst never ends.

**Source:** Hindu mythology. Kalì (from the Sanskrit Kala that means “black”, like the skin of the goddess) is one of the forms of the spouse of Shiva, and incarnates death in its coldest, cruellest and inflexible aspect.

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| **Sphere:** Entropy (Hel) | |
| **Magnitude:** Minor (Power Limits: 2A, 1B, 2C, 3D) | |
| **Suggested Powers (95 PP):** | |
| Kris +5, permanent *bleeding wound* | |
| A1. Harm | 70 PP |
| B1. Truth of Blood | 25 PP |

**Activation:** The kris is activated when found, but only communicates its powers after it has first tasted its owner’s blood, and then that of a victim that was sacrificed to it by planting the kris into its heart once dead. At this point, the dagger’s owner sees images in the pool of blood that allows him to intuit the weapon’s powers without having any specific details. To invoke its powers, the weapon must be dipped in the victim’s blood (by wounding him or analysing his blood) and concentrating on the desired effect.

**Destruction:** The kris can only be destroyed by planting it in the stone heart of an avatar of Kala. The avatar must then make a ST vs. Spells: if successful, the kris is drawn into the body and dissolves, giving its remaining PP to the avatar (and thus to Hel). If the ST fails, the avatar is destroyed along with the kris.

**Handicaps (1)**

***Non-Automatic Recharge:*** The kris only recovers PP through a blood tribute. Generally, from the moment it loses PP, the weapon begins to take the tribute, and if 24 hours pass without it receiving it, it absorbs the blood of its owner at a rate of 1 hp per missing PP per round. If instead the kris is used to kill someone whilst its PP aren’t at maximum, it gains 1 PP for every hp taken from the victim, without then drawing it from its owner. This blood tribute ends for the subject when the kris finds a new owner that binds himself to it with the ritual of activation shown above.

**Penalties (1)**

***Repulsion:*** The subject develops a repulsive aura after the artefact’s first use. The aura is permanent as long as he is in possession if the kris, and every creature that interacts with the character must make a ST vs. Spells to endure his closeness: a failed ST provokes the subject’s hostility, who attacks the character to kill him (if he thinks he can overpower him), flees or make others alienate him. The ST is needed each new day in which he is in contact with the subject.

**Mask of Bachraeus**

**Appearance:** A blue, ceramic mask with a smooth surface that entirely covers the face, with vaguely feminine eyes, nose and mouth painted on in black.

**History:** It is said that this mask was created by the Nithian pharaohBachraeus following a divine curse to hide his horrible face from the people. Afterwards the mask changed hands ending up in the possession of a secret Milenian cult of worshippers of Bachraeus, who is believed to have risen among the Immortals as the patron of serpents and meduse. With the fall of the Empire of Milenia in Davania the cult disappeared and the mask was lost. It could still be on the Davanian continent, in the possession of some reptilian tribe or descendants of the Milenians, or even been transferred into the Hollow World along with the Milenians.

**Source:** Mystaran mythology. The “Rules Cyclopedia” briefly describes the Mask and its powers, while the “Codex Immortalis” describes Bachraeus and his history in detail.

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| **Sphere:** Entropy (Bachraeus) | |
| **Magnitude:** Minor (Power Limits: 2A, 1B, 2C, 3D) | |
| **Suggested Powers (100 PP):** | |
| Mask, permanent *reflection* | |
| A2. Charm Person | 15 PP |
| C2. Flesh to Stone | 60 PP |
| D3. Poison Resistance | 25 PP |

**Activation:** The mask is activated when discovered, and if analysed emits a powerful aura of evil. Once worn, it telepathically communicates its powers to its owner, who to invoke them need only focus on them without uttering a word.

**Destruction:** The mask can only be destroyed if it is reflected in the Golden Mirror of Ka during a night of the full moon. At that point there is a 30% chance that both items shatter for each round that the mask is reflected in the mirror. If the mask is destroyed, its owner is stunned for 1 turn, at the end of which he loses the memory of every action he undertook whilst in possession of the mask (including any xp gained).

**Handicaps (1)**

***Handicap:*** Once worn, the mask drains the owner’s spirit and distorts his features reducing his Charisma by 1 point per week until it reaches a minimum score of 4, when the drawn features also take on a distinctly evil air. Once worn, the mask cannot be removed from his face until the owner’s death, which causes the petrification of the subject all his equipment, with the exception of the mask itself.

**Penalties (1)**

***Characteristic Penalty:*** The subject’s Strength score drops by 1 point per hour and if it reaches zero he dies.

**Ortnit’s Spear of Doom**

**Appearance:** A six foot long spear with a point of polished steel with draconic like decorations.

**History:** This weapon made the legendary Nordic hero Ortnit famous, thanks to which he defeated an impressive number of giants that terrorised middle and lower Norwold. Ortnit then perished in a somewhat ignominious fight with a young white dragon, and his lance was claimed by the creature. A few centuries later it appeared in the hands of the famous Heldann, but he also fell poisoned by a trap set by his enemies’ trolls, and from that the day the weapon has gained the reputation of causing its owner’s death. The spear’s location is currently unknown, although sages believe that it is in the treasury of troll tribe in the Northern Lands.

**Source:** Germanic legend of the 13th century that tells of the deeds of the hero Ortnit along with his brother Wolfdietrich.

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| **Sphere:** Entropy (Skuld) | |
| **Magnitude:** Minor (Power Limits: 2A, 1B, 2C, 3D) | |
| **Suggested Powers (95 PP):** | |
| Spear +5, +10 vs. giants, Translating | |
| A2. Hold Monster | 40 PP |
| A4. Offensive Impulse | 10 PP |
| D2. +1 AC Bonus | 10 PP |
| D3. Dodge Missiles | 35 PP |

**Activation:** The spear is activated when it is recovered, and the first time that the subject brandishes the weapon against an enemy activates all the defensive powers, while the powers of *hold monster* and *offensive impulse* are automatically activated against the first creature it strikes. From then on, the powers are activated only when the subject holds the spear and if circumstances occur where it would be beneficial, or needed to save his life (particularly the defensive abilities). None of the powers are ever explained to the artefact’s owner, but must be deducted based on events.

**Destruction:** The spear can only be destroyed by the breath of one of the dragon immortals during a night of the new moon.

**Handicaps (1)**

***Operating Cost:*** Each time that the subject kills an enemy with the spear, he loses ⅓ of his possessed treasures (wherever they are, vanish), considering the total value of valuables and magic items in his possession.

**Penalties (1)**

***Additional Damage:*** Each time that the subject kills an enemy with the spear, for the next 24 hours he suffers double damage from any dragon’s breath; if he makes a ST vs. Breath Weapon to counter the attack, he still suffers normal damage.

**Pileus**

**Appearance:** A triangular red felt cap that adapts to the size of who wears it.

**History:** According to an ancient legend, centuries before the founding of the Empire of Thyatis a hero called Saturnius led a slave revolt against a tyrant who had oppressed them from time immemorial, managing to defeat him and free himself and his companions. Saturnius then founded the Free City of Kron, in which he welcomed refugees from all over the world fleeing from tyrants, with the promise that he would protect them forever. The legend of the city of Kron is still a synonym for freedom and hope for all of Mystara's oppressed, although no one knows if it is truly real. Equally famous thanks to this legend is the Pileus, the red cap that Saturnius and his companions had to wear as slaves. Once free, thanks to his magic, Saturnius infused spells into the pileus that would allow anyone wearing it to resist slavery and be free from every bond, and that would lead the most deserving to the legendary Kron. He then gave the cap to a group of adventurers to bring freedom to the world, and since then it is said that the pileus has passed from hand to hand, leading groups of refugees towards the mythical Free City of Kron.

**Source:** Roman mythology and French tales. The cap known as the pileus in ancient Rome was placed on the heads of slaves during the ceremony of manumission, and afterwards was adopted as a symbol of revolt against power and of the freedom of the masses during the French Revolution, renamed the Phrygian cap.

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| **Sphere:** Energy (Saturnius) | |
| **Magnitude:** Minor (Power Limits: 2A, 1B, 2C, 3D) | |
| **Suggested Powers (100 PP):** | |
| Cap, permanent *defensive aura* (natural AC 2) | |
| B3. Shadow Door | 20 PP |
| C3. Knock | 20 PP |
| D1. Free Person | 20 PP |
| D3. Freedom of Movement | 40 PP |

**Activation:** The cap is inactive when found, and activates only once that its owner has freed someone from captivity or from paralysis whilst worn. The next night, the character receives a series of dreams in which he learns each of the powers of the pileus, which can only be invoked whilst wearing the cap and simply concentrating on it.

**Destruction:** The pileus can be destroyed if it is worn and used by a tyrant, or by someone who has enslaved (captured and sold, or kept in service) at least 5 people over the course of his life. The pileus at that point is contaminated and can be destroyed by reducing it to zero PP and DP through direct attacks or spells, as long as it remains in the tyrant’s possession. Otherwise, the pileus can only be destroyed by cutting it with the scissors that cuts the life thread of every mortal, possessed by the Norns.

**Handicaps (1)**

***Repulsion:*** The subject develops a repulsive aura that alienates the sympathy of those present within a radius of 30 feet after the first use of the artefact. The aura is permanent for as long as he owns the cap, and every subject that is within this radius must make a ST vs. Spells to endure his proximity: a failed ST causes them to immediately flee from the subject or tells the owner of the pileus to go away. If the ST succeeds, the aura of repulsion never affects that particular person.

**Penalties (1)**

***Service:*** The artefact’s owner receives a vision in which Saturnius orders him to lead a group of deserving prisoners to the Free City of Kron. The subject must find and free at least 20 victims of tyranny and convince them to accompany him towards the desired goal, who however doesn’t exactly know how to get there until he has gathered the chosen. The effect vanishes after he has freed 20 people from slavery, unless the DM decides to actually point the way to the floating City of Kron, in which case it ends when they reach their goal.

**Rainbow Scarf of Sinbad**

**Appearance:** A silk scarf, one and a half feet long, tinted with colours of the rainbow.

**History:** According to a little known legend, the success of the famous explorer and adventurer Sinbad was the result of this particular item that he stole from a powerful efreeti noble during one of his first voyages. According to the arguments of the sages, the rainbow scarf gives luck and help to the daring, but at the same time whoever wears it will have much more than his normal share of trouble, as evidenced by the epic misadventures of Sinbad.

**Source:** Sinbad is a famous sailor quoted in the book of Arabian tales “Thousand and One Nights”, which in turn is linked to an ancient Persian legend of the 10th century.

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| **Sphere:** Thought (Sinbad) | |
| **Magnitude:** Minor (Power Limits: 2A, 1B, 2C, 3D) | |
| **Suggested Powers (100 PP):** | |
| Scarf of protection +2 | |
| A2. Terrify | 10 PP |
| A4. Bless | 15 PP |
| C2. Exceptional Skill | 40 PP |
| C3. Knock | 20 PP |
| D3. Protection from Evil | 15 PP |

**Activation:** The scarf is inactive when it is found. If it is worn during a sea journey, it is possible to peer among the waves with *read magic* and read in them the description of one of its powers for every turn of observation. Each power can be invoked by simple concentration by anyone wearing the scarf, and unless the owner thinks differently, each time he activates the *knock* power he automatically increase his Intelligence via the *exceptional skill*.

**Destruction:** The rainbow scarf can be destroyed if it is first immersed in the blood of ahowling demon, then washed in a waterfall the flows up, before being dried by the breath of a phoenix, and finally cut by an adamantine blade that was only forged during the nights of the full moon.

**Handicaps (1)**

***Characteristic Penalty:*** The subject’s Strength falls by 2 points for as long as he continues to won the scarf, and returns to normal 2d4 days after he abandons it.

**Penalties (1)**

***Collateral Effect (Summon Enemies):*** Every time that he invokes a power there is the standard chance that 1d4 randomly chosen monsters appear within 30 feet of the subject. They all belong to the same race, originate from the plane where the owner is and each has 2d6 Hit Dice.

**Regalia of the Dragonlord**

**Appearance:** There are three items in the regalia of the Dragonlord. The Armour is a suit of plate made with the scales of a red dragon and a helm shaped like a dragon’s face. The Shield is a rectangular medium shield covered by dragon scales of two colours, black and white. The Sword is a longsword with a silver blade with a golden hilt shaped to resemble a dragon’s neck which ends in a dragon’s head with open jaws, while the wings form the guard.

**History:** The legend of the regalia of the Dragonlord is well known by the Mystaran draconic nations and by those sages who enjoy the trust of lawful dragons. During the Age of Blackmoor, a brilliant scientist managed to develop a technology capable of harnessing the power of the dragons in the weapons he created, with the aim of ending the threat constituted by these creatures that often attacked the outer colonies. The Empire then created a select body from among its most loyal and heroic soldiers and gave it the draconic weapons, and also giving them a special armour and shields to protect them from the dragons’ wrath. When word spread amongst the dragons of humans able to face their powers and kill them, they began to raid with the sole aim of flushing them out and exterminating them to avenge their kind. The war as bloody, but in the end the dragons were forced to capitulate, and the surviving Dragonlords were dispersed as guards near to the Brun colonies, where the most turbulent dragons had taken refuge. The Great Rain of Fire wiped out the entire Blackmoorian civilisation and their technomantic weapons were destroyed or ceased to function correctly, becoming unstable and dangerous, thus ending up abandoned in the remotest corners of the world. Among all the Dragonlords, only one survived in his subterranean refuge situated among the western mountains of Brun, and he died keeping to the end the ancient vestiges of his power. It was only after fifteen centuries that someone was able to recover these precious artefacts: Thelvyn Foxeyes, mortal son of the Great One, in his quest to pacify the dragons of Mystara. It was then that the Great One altered the regalia so that they were fed by his immortal energy rather than the unstable technology of Blackmoor, and they thus became true artefacts. Following the ascension of Thelvyn as Diamond, the regalia was kept in the refuge known as Dragonwatch Keep, and only one other mortal has managed to retrieve it and proclaim himself Dragonlord: Bemarris, who later became an Immortal and known with the appellation of Dragonslayer. After this incident, the Great One knew that the regalia could be used against his people by unscrupulous mortals, so he thought it best to scatter them to the four corners of the world, and up to now no one has been able to recover all three to proclaim himself the new Dragonlord of Mystara.

**Source:** Mystaran mythology. The cycle of novels dedicated to the “Saga of the Dragonlord” speaks of these artefacts, used by the first Dragonlord in the Blackmoor era to drive the dragons beyond the empire’s borders and keep them at bay. The artefacts were then placed in a secret outpost in Brun (Dragonwatch Keep) forgotten by all, and two thousand years later Thelvyn Foxeyes retrieved them and used them to pacify the dragons and combat the advance of the Overlord.

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| |  |  | | --- | --- | | **Sphere:** Matter (Great One) | | | **Magnitude:** Greater (Power Limits: 4A, 3B, 3C, 4D) | | | **Suggested Powers (500 PP):** | | |  | | | ***Armour of the Dragonlord*** | ***(195 PP)*** | | Suit Armour +5 |  | | C2. Polymorph Self | 40 PP | | C2. Draconic Aura | 55 PP | | D3. Immunity to Breath Weapons | 100 PP | |  | | | ***Shield of the Dragonlord*** | ***(150 PP)*** | | Shield +5 |  | | B1. Tongues | 30 PP | | B1. Trueseeing | 50 PP | | B3. Fly | 30 PP | | D3. Elemental Shield | 40 PP | |  | | | ***Sword of the Dragonlord*** | ***(155 PP)*** | | Longsword +5, +10 versus dragons |  | | A1. Sacred Breath | 55 PP | | A4. Elemental Weapon | 30 PP | | A4. Damage Multiplier: Double Damage | 70 PP | |  |  | |

**Note:** The scales used to cover the armour and the shield further lower the AC by 1 point in respect to that of normal suit armour and shields, and increase the armour’s AV by 1 point. Moreover, the armour grants a +2 bonus to ST against fire, while the shield grants a +2 bonus to ST against acid and cold, while the items themselves are immune to any damage derived from that particular element.

The sword grants an additional +1 bonus to every Attack Roll and is immune to cold and fire based damage.

**Activation:** Each artefact is activated when found, there are only two ways to discover their hidden powers. The first is being allies or popular with dragons and contact a dragon wise enough to know the history of these artefacts to explain to the owner the powers of the item he has found, although despite any friendship with the character the dragon could try to seize the holy artefact (50% if Neutral, 30% if Lawful). The second method is by contacting one of the draconic divinities to gain insight regarding the artefact’s powers, but this is only given if the character is a follower of the divinity or if he has shown kindness towards dragons up ‘til then. To activate the powers of each artefact it is sufficient to wear or hold them and concentrate on the desired effect.

**Destruction:** To definitively destroy these artefacts, they must be used against each other.

**Handicaps (3)**

***Operating Cost:*** The first time that he uses each of the artefacts, the owner of the regalia loses half of his possessed valuables, considering the total value of the magic items and valuables in his possession, which suddenly vanish and materialise randomly divided in many dragon lairs around the world.

***Limited Use:*** Each artefact used individually is only able to use half the available PP. If instead they are owned by the same person who then becomes the new Dragonlord, the three items act as if they were just one artefact, adding up all the PP which they have at their disposal, which the owner can use to create each of their magic powers.

***ST Penalty:*** The owner of each of the three artefacts suffers a –3 penalty to all his ST against effects produced by dragons; for the Dragonlords (those who possess the three items) the penalty doubles to become a total of –6. The penalty vanishes 1d4 weeks after the subject gives up possession of the artefact.

**Penalties (5)**

1. ***Weak Magic:*** The artefact’s owner causes 2 points less damage per dice by spells or magic effects invoked against dragons.

2. ***Collateral Effect (Summon Enemies):*** Within 30 feet of the owner, 1d4 adult dragons of a random race appear. These creatures know who stands before them and their reaction depends on their Alignment: the Lawfuls try to convince the subject to give them the artefact without physically attacking him unless they are attacked, while the Neutrals and Chaotics immediately attempt to kill the character to get hold of the artefact. If they get the chance, the summoned dragons flee if they are reduced to less than 30% of their total hp, but continue to pursue the subject until they die or steal the artefact.

3. ***Gas:*** The artefact produces a cloud of poisonous gas with a 20 foot radius that lasts for 1d6 rounds before dissipating. All the living creatures within it (including the artefact’s owner) must make ST vs. Poison with a –2 penalty or die.

4. ***Malfunction:*** The power doesn’t function and the artefact uses double required amount of PP.

5. ***Service:*** The owner receives a vision from the Great One that causes him to go in search of a renegade dragon to defeat it and bring an end to it reign of terror (the dragon must always be of sufficient level to seriously challenge the subject and any companions). The owner of the regalia can wait up to a week to organise himself and gather any adventuring companions, then he will travel without further ado even alone. The subject doesn’t know the exact location of his enemy, but instinctively knows in which direction he must go to reach it. Once he has destroyed the renegade, the character is freed from his service until the next vision.

**Ring of the Modrigswerg**

**Appearance:** a gold ring with angular edges within which is an inscription in Nordic runes that bears the word to activate the *invisibility*. The ring seems apt for a human finger, but it will automatically adapt itself to the finger of any creature who picks it up.

**History:** Among the peoples of the Northern Realms and the dwarves of Rockhome, legends have circulated for centuries about the so-called “corrupted dwarves” of the Modrigswerg clan. These dwarves because of their insane magical research made a pact with the demons of Chaos to obtain forbidden necromantic knowledge, ended up losing their souls and land and were forced to live in deep below ground, sheltered from the sun and the punishment of their fellows. The most famous legend about the cause of their fall: the fabulous treasure that the Modrigswerg had accumulated over the centuries. When the Immortal Loki became aware of it, he sought to have it for himself, but each of his attempts were frustrated by the magic of the King of the Modrigswerg, the dwarf Alberich, who always managed to unmask him and magically recover the loot. Furious, Loki devised a diabolic plan to humiliate Alberich and bring ruin to his race. With subtle machinations, the Immortal incited numerous monstrous creatures so that they attacked Asgard, the home of the Aesir. Afterwards, he persuaded Odin to have a robust wall built that could protect Asgard from the dangers that sprang up against them, and he personally recruited the strongest and most skilled carpenters amongst the giants to erect the cyclopean wall. At the end of the work however, the leader of the giants, Surtr, stood before Odin and demanded the payment suggested to him by Loki for their work: nothing less than the Treasure of the Modrigswerg. If he didn’t keep his word given by Loki in his name, Surtr would gather his people and assault Asgard to destroy what they had built along with the divine fortress. Troubled by the possibility of a new bloody war with the giants and annoyed by the outrageous prospect of failing to keep his word (albeit from Loki’s mouth), Odin presented himself before Alberich together with Loki and Thor. He asked for his entire treasure as payment for the magical knowledge that he had bestowed on them at the dawn of time, thanks to which the dwarves had become the unsurpassed masters of the metallurgical and magical arts. Alberich kicked up a fuss, but finally relented, asking a single concession of the Father of the Gods: that he could at least keep the Royal Ring, symbol of his lineage and role. Odin seemed inclined to agree, but the treacherous Loki, suspecting that Alberich’s power came from that item, persuaded the father not to make the concession, and tore the ring from the dwarf’s finger without further ado. It was thus that Alberich cursed the ring: it would bring its owner to ruin, until it was returned to its legitimate owners, the Modrigswerg. Odin was very happy to rid himself of the gold and the ring by giving it all to the giants, who very quickly found themselves coming to blows while dividing the gold, until they clashed openly in a bloody and fratricidal war that caused the division between the various giant races that live in the world today, to Loki’s great delight. The ring became lost in the conflict, and it is said that from that day it has passed from hand to hand among giants, monsters, dragons, and humans, although no one has ever enjoyed its powers without losing their life tragically. According to the legend, it was to retrieve the ring and all their treasure with it that the Modrigswerg renounced the gods of Asgard and made a pact with the demons of Hel, but ended up being tricked again and forced to live forever in the depths without the light of the world. Even today, the Modrigswerg plot against the mortals and the gods to gain revenge and crave above all else recovering the Ring, thanks to which they could regain possession of their great treasure.

**Source:** Old Norse mythology. The story of the treasure of the Rhine, of the ring of the Nibelung (Nordic dwarves) and the curse of the lord of the Nibelung Alberich are told in the epic German poem of the 13th century entitled “*Das Nibelungenlied”*, in which the story revolves around the exploits of the tragic hero Siegfried at the Burgundian court, inspired by the 5th century Norse tales and the original Icelandic cycle of the “Völsunga Saga” (where he is called Sigurd).

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| **Sphere:** Entropy (Thanatos) | |
| **Magnitude:** Major (Power Limits: 4A, 4B, 4C, 5D) | |
| **Suggested Powers (690 PP):** | |
| Ring, *invisibility* once per turn | |
| A2. Power Word Stun | 70 PP |
| A2. Control Living Beings | 85 PP |
| B1. Know Rune | 20 PP |
| B1. Trueseeing | 50 PP |
| B3. Fly | 30 PP |
| C1. Wish | 100 PP |
| C2. Time Stop | 90 PP |
| C2. Shapechange | 95 PP |
| C3. Bless Rune | 10 PP |
| D3. Luck | 100 PP |
| D4. Displacement | 40 PP |

**Activation:** The ring isn’t activated when it is found. Only once the rune that is inscribed on its inner surface is invokes, is it activated and if the character views the golden item before a fire is he able to see a new rune appear that describes one of the artefact’s secret powers. The ring shows a new rune each week, starting with least costly powers (*bless rune*) and ending with *wish*.

**Destruction:** the ring can only be destroyed by aModrigswerg, who would have to use a dwarven Forge of Power to melt down all of the treasure of the Modrigswerg within it, an operation that requires at least one year of uninterrupted work. Only after the treasure’s last gold piece has been destroyed can the ring be melted and at that point, the artefact and the gold of the Modrigswerg disappear forever.

**Handicaps (4)**

***Greed:*** Every month, in which at least one of the artefact’s powers is used, a powerful, evil being becomes aware of its location and in order to get hold of it it must kill the current owner by any means.

***Fatal Destiny:*** Each time that the owner calls upon the *wish* he must make a ST vs. Death Ray with a –5 penalty to not be drawn into the ring.

***Handicap:*** After using *Time Stop* for the first time, the owner becomes hunchbacked and gains a limp. The handicap permanently reduces his Dexterity by 2 points and makes running impossible.

***Characteristic Penalty:*** The subject’s Charisma drops by 4 points while he possesses the ring, and returns to normal one week after abandoning it.

**Penalties (8)**

1. ***Change of Alignment:*** The character’s alignment becomes Chaotic or Evil.
2. ***Pain:*** The artefact’s owner temporarily loses 30 hp, which are recoverable through magical cures or the normal healing process.
3. ***Collateral Offensive Effect:*** An A1 type effect randomly determined by the DM (max cost 50 PP) manifest itself centred on the owner.
4. ***Ethereal Escape:*** the owner vanishes and enters the Ethereal Plane each time he is reduced to less than 1/5 of his total hp.
5. ***Aging:*** the owner ages 1d4 × 10 years.
6. ***ST Penalty:*** all the character’s ST suffer a–5 penalty.
7. ***Mania:*** each time that he sees an item of gold, a gem or jewellery the ring’s owner must make a ST vs. Spells or be attacked the sudden uncontrollable desire to possess it, without however using his assets to acquire it, so he must steal it or kill whoever possesses it so that he can have it.
8. ***Death:*** the ring’s owner is suddenly reduced to zero hp and dies in 1d10 minutes if he isn’t helped earlier.

**Sampo Mill**

**Appearance:** A wooden and stone will 40 feet high and 20 feet wide, with posts about six feet long connected to a beam that ends in the classic wheel at the centre of the structure, inside which is a table with two chairs and a double bed.

**History:** The people of Jääkansa who live beyond the Landsplit River in the Kingdom of Autuasmaa know well the story of the Sampo’s creation, which remains the nation’s most sacred temple, responsible for the good growth of crops and the security of the entire realm. After the war that brought about the liberation of Autuasmaa from the hordes of giants and humanoids that had invaded and ruled for nearly half a century, the people were decimated due to the war and disease, and the famine claiming victims every day. So in his infinite wisdom Ilmarinen descends once more among the mortals and made for his followers the divine Sampo, instructing the wisest and most worthy among the priests of its mysteries, before returning to live in the heavens. Since then the Sampo has protected the Autuasman kingdom from every calamity, has made the once marshy land fertile, and mitigated the harsh winter climate of Norwold, making Autuasmaa a true paradise for its inhabitants. The mystic mill is well hidden by the magic of Ilmarinen to the eyes of its enemies, and its mortal keepers continue to protect it and use it for the good of their compatriots.

**Source:** Finnish mythology. The epic Finnish poem of the mid nineteenth century by Elias Lönnrot introduces the figure of the mythical smith and craftsman Ilmarinen, who is sent by King Väinämöinen of Kaleva to Louhi, the witch of Pohjola, to make her a magical mill that created gold, flour and salt out of thin air, in exchange for the hand of her beautiful daughter, the Virgin of Pohjola. But since Ilmarinen also falls in love with the girl and it is apparently reciprocated, the witch refuses to give her daughter in marriage to Väinämöinen and announces a competition between the suitors: whoever passes the test will gain the Virgin. Ilmarinen ends up the winner with the girl’s help, and Väinämöinen at that point unleashed a war during which the mill was destroyed, attracting on his people the revenge of Louhi, who tried to starve and freeze the people of Kaleva to death, being defeated in the end.

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| **Sphere:** Matter (Ilmarinen) | |
| **Magnitude:** Greater (Power Limits: 4A, 3B, 3C, 4D) | |
| **Suggested Powers (480 PP):** | |
| Mill with permanent *zone of interdiction* and *veil* | |
| B2. Commune | 50 PP |
| C1. Wish | 100 PP |
| C3. Control Temperature | 25 PP |
| C3. Empower | 100 PP |
| D1. Breath of Life | 80 PP |
| D5. Purifying Zone | 55 PP |
| D5. Barrier to Undead | 70 PP |

**Activation:** The mill is always active, but only a true worshipper of Ilmarinen who isn’t guilty of any crime is able to find it. The mill is in fact protected by a *veil* spell so that it constantly appears to be some other common thing of little interest (a grove, a hill or even a ruined mill), even to those that pass nearby, while the *zone of interdiction* prevents anyone from entering or leaving via magic. If a pure individual (who has never offended the Immortal or shed blood) comes within 100 feet of the mill, he sees it in its true form and can enter it without problem, allowing anyone holding his hand to follow in turn (otherwise the others are rejected). Alternatively, the golden wife of Ilmarinen can find the Sampo and enter it, taking with her anyone touching her.

To understand the powers of the artefact it is necessary to study the legends about it, or question the Golden Wife or the priests of Ilmarinen to gin the knowledge. Only a non-Evil person can activate the mill’s powers: it I sufficient to work the wheel with a Strength check with a –10 penalty and anyone who does this becomes its owner for the next 24 hours, after which if someone else activates the wheel he gets control of the mill (with all the associated handicaps and penalties). Each hour, one of the powers can be activated by placing straw to grind between the grindstones and concentrating on the desired effect. The Sampo automatically activates the barrier to undead power if any being of that type comes within 100 feet of it.

**Destruction:** The mill can only be destroyed if its owner uses the wish to reverse its magical effects, and then use it to destroy the Kingdom of Autuasmaa. The moment in which more than half of the Autuasman population is dead due to the actions of the mill’s owner and it is invaded by the undead, the Sampo collapses and is definitively destroyed.

**Handicaps (3)**

***Magic Destruction:*** The mill’s owner isn’t able to use any arcane item outside the Sampo, and the only magic items that he can use with no problems are those imbued with the divine magic of Ilmarinen (created his followers).

***Limited Use:*** It isn’t possible to activate more than one power per hour, and to do so, it is necessary to grind straw under the grindstones for one turn, turning the wheel with a Strength check with a –10 penalty.

***Attack Penalty:*** The attacks of the mill’s owner suffer a –5 penalty to the Attack Rolls until someone else becomes the new owner by activating one of the powers.

**Penalties (5)**

1. ***Collateral Effect (Blindness):*** If the subject betrays the faith of a friend or ally he becomes permanently blind. The removal of this curse needs a *pardon* spell cast by a priest of at least 36th level.
2. ***Clumsy****:* Each of the subject’s melee attacks has 20% chance of failing and rebounding on him.
3. ***Malfunction:*** *The invoked power doesn’t work and the mill uses double the necessary PP*.
4. ***Mania:*** The Sampo’s owner refuse to leave the mill for an entire month.
5. ***Death:*** If the subject kills a Good being, he is reduced to zero hp and dies within 1d10 minutes if not helped before.

**Shadow Belt of Orcus**

**Appearance:** A palm wide leather belt with ten small, golden, skull shaped ornaments, a steel buckle and a grey leather bandolier to put across the shoulder, with the ability to shrink or grow to automatically adapt itself to its wearer’s waist.

**History:** The belt is a creation of the demonic Orcus, who uses it to test his candidates for immortality. In the outer planes there are numerous legends about it, but on the Prime the artefact is practically unknown.

**Source:** Mystaran mythology. In the adventure module “M4: Five coins for a Kingdom” the evil sorcerer Durhan the Conqueror uses the Belt is his attempt of reducing an entire plane to slavery to reach immortality under the patronage of Orcus.

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| **Sphere:** Entropy (Orcus) | |
| **Magnitude:** Greater (Power Limits: 4A, 3B, 3C, 4D) | |
| **Suggested Powers (500 PP):** | |
| Belt, permanent *globe of invulnerability* | |
| A1. Lightning Bolt | 60 PP |
| A2. Mass Charm | 80 PP |
| A3. Draw Power | 100 PP |
| B3. Levitate | 20 PP |
| C3. Empower | 100 PP |
| D1. Cure Critical Wounds | 50 PP |
| D3. Immunity | 90 PP |

**Activation:** The belt is inactive when found, but is activated as soon as it is worn in contact with the skin of a living being. It adapts itself to his size, and from its surface hundreds of filaments emerge that penetrate the wearer’s flesh like small veins, welding the belt to its owner: the belt cannot be removed until he either dies or achieves immortality. As soon as the belt merges with its owner he becomes aware of its powers, which can be invoked by simply concentrating on one per round.

Note on Draw Power: When this power is activated, one of the metallic skulls flies from the belt and heads towards a visible target within 100 feet, remaining attached to the belt via a golden filament. Each of these 10 primary skulls can be divided into 5 secondary skulls (50 skulls total) that can travel another 100 feet (secondary range 200 feet), and each of these secondary skulls can split into another 5 tertiary skulls (a total of 250 skulls within tertiary range of 300 feet); finally each of these tertiary skulls can divide into another 2 skulls that can strike anyone within 100 feet, for a total of 500 skulls within a maximum range of 400 feet. Each strand of wire has AC 3 and 50 DP, can only be damaged by +3 weapons or better or by 3rd level or higher spells, but once any victim attached to it or to one of its offshoots breaks free, it instantly vanishes. A physical barrier or an anti-magic area prevents the skulls from reaching a target and the anti-magic can instantly sever one of the golden strands, but not *dispel magic* or similar effects.

**Destruction:** The belt can only be destroyed after leaving it in the magma of the Elemental Plane of Fire for 1 month, and then to convince an archon to wear it voluntarily. At this point, if the archon is killed within 10 rounds, the belt is dissolved once and for all.

**Handicaps (3)**

***Change of Alignment:*** Whilst wearing the belt, the owner’s alignment changes to either Chaotic or Evil.

***Change of Height:*** The owner begins to grow 1d3 inches per day whilst wearing the belt, until he reaches a height of three times his original. His body assumes a grotesque and distorted form, and suffers from continual pain whilst growing, which imposes a –1 penalty to all his Wisdom and Charisma checks. Once he removes the belt, he instantly returns to his normal size, but takes 1d6 damage for every 12 inches of height he gained whilst wearing the belt.

***Non-Automatic Recharge:*** The belt can only recover its PP by drawing energy from the victims connected to it via the skulls. It recovers 1 PP per day per level of the victim, who however remains stunned whilst connected to the belt and it hasn’t completely regenerated its PP.

**Penalties (5)**

1. ***Pain:*** Each time that he invokes a lightning bolt, there is the standard chance that the belt’s wearer suffers 2d12 damage.
2. ***Collateral Effect (Tempest):*** A tempest with winds above 30 mph, rain, thunder and lightning (4d6 damage each, a being has a 10% chance of being struck for every hour he remains inside it, excluding the belt’s owner) manifests around the artefact’s owner, extending up to radius of 330 feet. The tempest moves with him and lasts for 1 hour for every 10 PP it has spent.
3. ***Malfunction:*** The first time that the immunity power is invoked it doesn’t work but still uses the PP.
4. ***Mania:*** The belt’s owner is obsessed with the quest for immortality and begins to pursue the search for a way of becoming immortal at any cost, ignoring any other interest or occupation, without unnecessarily endangering his life.
5. ***Characteristic Penalty:*** –5 penalty to the Charisma of the belt’s wearer.

**Shard of Sakkrad**

**Appearance:** A 3 foot longblue,hexagonal crystal with sharp edges.

**History:** According to an ancient giant legend, their race’s place of origin was such an imposing mountain that the sun rises from behind one of its peaks and sets behind the opposite one. The base of this colossal mountain was composed of an azure tough and magical stone called Sakkrad, whose reflection colours the world’s skies with the same shade. One day a forester (that according to the culture that recounts the legend that can be a local hero or divinity, as Loki, Korotiku, Sinbad or Nob Nar) presented himself at the feet of the giant’s sacred mountain and with deception managed to steal a small fragment of the sakkrad, unleashing the wrath of the giants who en masse left their holy mountain and descended into the mortal world to punish him. They vainly searched the seas and mountains, and after many peregrinations were no longer able to find the path back to their sacred mountain, ending up forced to live in the human world. It is said the powers of this shard are incredible, and sages explain the absence of other myths in which the shard was used by the fact that probably only the Immortals or giants can reveal and use its powers, while others instead believe that has been lost for some time or was hidden so well that no one has as yet been able to find it.

**Source:** North African creation myth.

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| **Sphere:** Matter (Ouranos) | |
| **Magnitude:** Major (Power Limits: 4A, 4B, 4C, 5D) | |
| **Suggested Powers (745 PP):** | |
| A1. Disintegration | 60 PP |
| A2. Mass Charm | 80 PP |
| A3. Polymorph Any Object | 80 PP |
| B2. Compass | 10 PP |
| B2. Detect Magic | 10 PP |
| B3. Planeshift | 70 PP |
| C1. Create Any Monster | 90 PP |
| C2. Telekinesis | 50 PP |
| C2. Shapechange | 95 PP |
| D1. Automatic Healing | 100 PP |
| D3. Luck | 100 PP |

**Activation:** The sharp is activated when recovered and all its powers are telepathically revealed to anyone who touches it, who also learns the verbal commands to activate them. This knowledge however vanishes as soon as his contact with the shard is broken, and only be touching it can he invoke its powers with the right activation word.

**Destruction:** The shard can only be destroyed if it is struck by the Hammer of Kagyar while it is on an adamantine anvil forged by a fire giant in the bowels of the earth.

**Handicaps (4)**

***Greed:*** Anyone who sees the artefact’s owner produce a tangible effect must make a ST vs. Spells with a –4 penalty to avoid being assaulted by the irrepressible desire to attack the subject to gain possession of the shard at any cost.

***Operating Cost:*** Every time that he invokes ones of the 100 PP powers, the subject loses 10% of possessed treasures (wherever they are, vanish), considering the total value of valuables and magic items in his possession.

***Fatal Destiny:*** Every time that he invokes one of the 100 PP powers there is a cumulative 2% chance that an Immortal of Matter appears. Those that it gazes at must make a ST vs. Death Ray at –10 or instantly die; those who look away receive no penalty to the Saving Throw to avoid death. In the next round the Immortal takes the artefact and its owner with him (impossible to avoid) and transports him to an outer plane where the subject is imprisoned, while the shard is returned to the Prime Plane at a random location (but at least 600 miles away from the point from which it had been taken).

***Magic Error:*** After having invoked one of the artefact’s powers for the first time, every time that the subject casts a spell (except those possessed by the artefact) there is a 25% chance that it doesn’t manifest and is wasted.

**Penalties (8)**

1. ***Amnesia:*** The owner suffer amnesia for 2d20 days.
2. ***Apathy:*** The owner risks the apathy effect if he doesn’t make a ST vs. Spells at –5 to avoid it.
3. ***Anti-Magic Field:*** A 100% anti-magic field surrounds the artefact, which can be only be dispelled through a *wish* or by plunging the crystal into the waters of one of the planet’s two polar circles.
4. ***Pain:*** The artefact’s owner temporarily loses 40 hp, recoverable though magical cures or the normal healing process.
5. ***Collateral Effect (Explosion):*** *A delayed action fireball* appearsat the feet of the artefact’s owner and explodes after 1d4 rounds.
6. ***Malfunction:*** Each time that he invokes the *automatic healing* there is the standard chance that the PP are spent but the cure only recovers 10 hp, with no other healing effect.
7. ***ST Penalty:*** All the character’s ST versus Fire-based effects suffer a –8 penalty.
8. ***Paranoia:*** The owner suffers from paranoia.

**Shining Armour**

**Appearance:** A suit of plate armour constantly surrounded by a radiant aura, which automatically adapts to the size of whoever wears it.

**History:** The legend of the shining armour is very well known among the kobolds, as it features the divine hero that they worship as The Shining One. According to the myth, this heroic and brilliant kobold leader was the first to organise his people and teach them the arts of tactics and ambush, was a great inventor and maker of traps, and his greatest work was the creation of the armour that due to its peculiar arcane lustre made him famous as The Shining One. The leader finished creating a powerful and feared kobold kingdom in the heart of the human lands, but his enemies plotted against him and during a particularly bloody battle they set a trap, managing to separate him from the rest of his loyal soldiers. Seeing he had lost, The Shining One preferred to sacrifice his life rather than be taken prisoner and betray his subjects, and drinking a compound of his own invention his body began to boil until it dissolved. At this point the land under his feet split open and swallowed him, as the gods had taken pity on his fate and wanted to give him an honourable burial. The Shining One was never captured, and although his kingdom fell, it is said that his spirit still survives and listens every day to the voices of his people. The kobolds never forgot his teachings, and still rely on them today and wander the subterranean depths in search of his mortal remains, as it is written that whoever finds his shining armour is destined to unite the tribes for the renaissance of the kobold race. Currently the armour is in the Falun Caverns in subterranean Soderfjord, and it has been claimed by the kobold warrior Psa’gh, who has gathered all the region’s kobolds under him.

**Source:** Mystaran mythology. The geographical module “Gazetteer 7: The Northern Reaches” describes the armour in the possession of the kobold leader Psa’gh.

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| **Sphere:** Matter (Wayland) | |
| **Magnitude:** Lesser (Power Limits: 3A, 2B, 2C, 4D) | |
| **Suggested Powers (220 PP):** | |
| Plate armour +2, permanent *scintillating aura* | |
| A3. Blinding Light | 55 PP |
| B2. Detect Danger | 15 PP |
| C1. Continual Light | 35 PP |
| D1. Reflection | 20 PP |
| D1. Longevity | 95 PP |

**Activation:** The armour isn’t activated when found, and can only be activate if its owner defeats at least three different adversaries (not necessarily simultaneously) whilst wearing it. After the third victory, the suit mentally speaks to its wearer recognising him as its owner and describes its powers, including the magic words to invoke them.

**Destruction:** The armour can only be destroyed if it is struck by the Sword of Destiny held by a follower of Halav. Once reduced to zero DP by way of attacks from this artefact, the armour shatters.

**Handicaps (2)**

***Mania:*** Once the armour recognises a new owner, he suddenly becomes obsessed by the desire to found a new kingdom, make war on all those who occupy the territory, study battle plans and astute political machinations to achieve his aim, with no interest in anything else. The mania lasts until he realises his dream and becomes the leader of a national of at least ten thousand individuals of his race, or up to three months after freeing himself from the armour.

***Characteristic Penalty:*** The owner loses 3 points of Constitution each time that he wears the armour, and regains them 24 hours after removing it.

**Penalties (3)**

1. ***Pain:*** The owner loses 3d8 hp, which can only be recovered through magical cures.
2. ***Gaseous Form:*** The subject involuntarily assumes gaseous form for 3d8 hours.
3. ***Malfunction:*** The invoked power functions in a way contrary to that desired.

**Silver Net of Ninfangle**

**Appearance:** A medium-sized net woven from strands of silver, with small weights at the end and a silken cord to recover it.

**History:** For the rakasta, Ninfangle is a legendary hero and divinity at the same time, the first hunter to have taught his descendants the use of the tools used to capture prey. According to the myth, the treacherous Rakshasa, lord of the white tigers, in an attempt to discredit Ninfangle in front of the rakasta people, slyly asked him if he was ready to risk his life to show them all that he was a peerless hunter. When Ninfangle accepted the challenge before them all, the evil Rakshasa gave him a week to capture the moon: otherwise he would kill all his children. Ninfangle know he couldn’t get out of it, as such conduct would irreparably stain his honour, and travelled over seas and mountains to find a solution, until the Great Father of the rakasta appeared in a dream, with a vision that allowed him to understand how to play his opponent. Ninfangle wove a net from strands of morning dew and the silk of planar spiders, solidifying it in the light of the moon and blessing it in the name of the Great Father Ka. He then went to Rakshasa and threw the net into a pool that reflected the moon, showing them all how the net had managed to trap and bring ashore the reflection of the silver star. Infuriated by the subterfuge, Rakshasa refused to concede victory to his rival and tried to kill him, but Ninfangle was more skilful and deft than his opponent and trapped him thanks to his scarf, humiliating before all the rakasta present at the meeting. To mark his wickedness and duplicity and in such a way that nobody would any longer fall for his traps, with a curse Ninfangle made the hands of Rakshasa turn, so his palms would face upwards and the thumbs reversed, and then drove him from the lands of the children of Ka forever. He thus became the protector of all the, while Rakshasa and his descendants swore vengeance against the race created by Ka and still to this day try to enslave mortals with the deceit and ferocity of the hearts.

**Source:** Mystaran mythology. In the adventure module “IM3: The Best of Intentions” the retrieval of the Net is the only way to complete a nearly impossible task.

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| **Sphere:** Matter (Ninfangle) | |
| **Magnitude:** Lesser (Power Limits: 3A, 2B, 2C, 4D) | |
| **Suggested Powers (250 PP):** | |
| Net +2 (which adapts to size of any prey) | |
| A2. Hold Monster | 40 PP |
| A3. Web | 20 PP |
| A3. Hold Undead | 50 PP |
| C2. Haste | 35 PP |
| C2. Cat’s Grace | 50 PP |
| D5. Forcecage | 55 PP |

**Activation:** The net is activated when found and its owner is made aware of its powers the first time he uses it to capture prey. Each power is activated with a verbal command only when the net is used, i.e. thrown at an enemy or spun in the air. The net, moreover, expands or shrinks to adapt itself to the size of any target.

**Destruction:** The net can be destroyed if it is first frozen by immersing it in the icy waters of Niflheim, then slashed to pieces by the scythe of Thanatos.

**Handicaps (2)**

***Magic Destruction:*** Every magic item touched by the net (except artefacts) loses all its powers if it doesn’t make a ST vs. Destruction at –5.

***Mania:*** The artefact’s owner always seeks to destroy any rakshasa that he encounters in his path, and will never leave an encounter with a rakshasa even at the risk of his own life.

**Penalties (3)**

1. ***Gaseous Form:*** The subject involuntarily assumes gaseous form for 1d4 hours.
2. ***Shapechange:*** The owner is immediately transformed into a rakasta (random subspecies); if he already belongs to that race nothing happens.
3. ***Paranoia:*** The owner suffers from paranoia.

**Sorona Crown**

**Appearance:** A golden circlet studded with thumb-sized gems, with a star-shaped red gem at the centre of the front, which adapts itself perfectly to the forehead of every legitimate heir to the throne or sovereign of the nation in which it is found.

**History:** The legend of the crown of sovereignty belongs to many of the civilisations of the past and present of Mystara, but is especially deep-rooted among the northmen, where it is also known as the Crown of the Sun or Sorona, and whose fabrication is wrongly attributed to Volund, the mythic smith of the Aesir, like almost all divine artefacts. Over the centuries, many leading candidates to rule a nation were able to find and use it, a test desired by the Immortals to understand their inclinations and ability, to be certain of inspiring only the most worthy towards the path to immortality. Among the most famous are Frey (the first High King of the Northern Reaches), Halav (King of Traldar and Kendach), Gorm (who reigned for a certain period in Cynidicea), and Ruthin, the one who first gave a code of laws to the people of the north and founded the monarchy in Vestland (later worshipped as Forsetta). After being passed from hand to hand through many nations, the Sorona returned into the possession of the Cult of Ruthin in the 7th century AC. Currently it is the most valuable treasure of the Vestlander royal treasures and is jealously guarded by the monarch of Vestland to maintain a tight control over the nation and resist the political and military pressures of the neighbouring Ostlanders and Ethengarians.

**Source:** Mystaran mythology. The adventure module “X13: Crown of Ancient Glory” introduces the Sorona as the magic crown of the legitimate heir to the throne of Vestland, and the aim of the adventure is its recovery to restore the royal Vestlander dynasty, putting an end to the civil war unleashed by the usurper.

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| **Sphere:** Thought (Odin) | |
| **Magnitude:** Greater (Power Limits: 4A, 3B, 3C, 4D) | |
| **Suggested Powers (450 PP):** | |
| Crown of protection +3, *ESP* once per day | |
| A2. Demand | 70 PP |
| B1. Divination | 40 PP |
| B2. Oracle | 30 PP |
| C1. Heroes’ Coming | 70 PP |
| C1. Wish | 100 PP |
| D3. Divine Blessing | 70 PP |
| D5. Bastion | 70 PP |

**Activation:** The crown is activated only when worn by a Lawful character, granting him the limited use of once per day of just two powers, *divination and* *oracle*. If instead it is worn by a legitimate heir to the throne of the region in which it is located (i.e. a person who is of the royal bloodline or is destined to reign), it telepathically reveals all its powers, which can be used by simply concentrating whilst wearing it. Any other owner can only use the two powers listed above, even if he becomes aware of the hidden powers, which remain prerogative of only the nation’s rightful ruler.

**Destruction:** If the crown is struck by the legitimate ruler of a people of equal or higher level to its owner, using another artefact of greater or higher magnitude, once reduced to zero DP it cannot be repaired and is definitively destroyed.

**Handicaps (3)**

***Operating Cost:*** Each time that he expresses a *wish*, the character sees 20% of his treasures vanish, wherever they are kept.

***Magic Error:*** Each spell of the crown’s owner has a 50% chance of failing if used to damage a member of the nobility of his people.

***Mania:*** After having invoked *divine blessing* for the first time, the crown’s owner refuses to relinquish the artefact for any reason, and if it is removed would be disposed to kill anyone just to regain it. The mania vanishes after having not worn the crown for one month, or if a new legitimate ruler is crowned in his place with the Sorona.

**Penalties (5)**

1. ***Weak Magic:*** Each spell of the crown’s owner grants a +3 bonus to avoid or reduce its effects.
2. ***Malfunction:*** The invoked power doesn’t work but still consumes the required PP.
3. ***Characteristic Penalty:*** The character’s Constitution score is permanently lowered by 2 points.
4. ***Gaseous Form:*** The subject involuntarily assumes gaseous form for 3d4 hours.
5. ***ST Penalty:*** The crown’s owner suffers a –3 penalty to all his ST against mental effects.

**Soul Gem**

**Appearance:** A two inch ruby with the three dimensional image of a white skull inside it.

**History:** This evil artefact was created by the lord of death to tempt and corrupt mortals, causing them to fall into his clutches, and apparently it has performed its task admirably over the centuries. The gem appears in several accounts related to the fall of powerful figures in the history of the Known World, betrayed by their greed and by the quest for the gem that according to the legend is said to fulfil any desire of whoever possesses it, but at a price. The gem was last seen in the Republic of Darokin near the end of the preceding century, but it vanished after causing serious disasters and the tragic death of its wealthy owner.

**Source:** Mystaran mythology. In the adventure module “X10: Red Arrow, Black Shield” the Master of Hule possesses the Gem and thanks to it manages to live for centuries, creating a powerful kingdom.

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| **Sphere:** Entropy (Thanatos) | |
| **Magnitude:** Lesser (Power Limits: 3A, 2B, 2C, 4D) | |
| **Suggested Powers (250 PP):** | |
| Gem of *create phylactery* | |
| A1. Fireball | 60 PP |
| A1. Thanatos’s Dark Grip | 90 PP |
| C1. Wish | 100 PP |

**Activation:** The gem is inactive when it is found. Only by bathing it in the blood of a friend who the owner must kill personally kill is the gem activated, binding to itself the subject’s soul as per the *create phylactery* spell, which in this case also protects its owner from aging and paralysis. The owner is only made aware of the three activation words of the gem’s secret powers only after having sacrificed many innocent and pure creatures to the artefact. The owner can invoke each power with the right word whilst just holding the gem.

**Destruction:** The gem is only destroyed if it is struck by the Crystal Dagger of during a night of the full moon, an action that destroys both the gem and the dagger.

**Handicaps (2)**

***Aging:*** The first time that a subject invokes each of the gem’s powers he ages 2d10 years (the effect is repeated for each of the three powers).

***Non-Automatic Recharge:*** The gem can only recover its lost PP if it is immersed in the blood of a being killed within the last hour, and recovers 1 PP for each hp that the victim possessed, up to a maximum of 100 PP per day.

**Penalties (3)**

1. ***Apathy:*** The owner suffers the effect of Apathy.
2. ***Collateral Effect (Explosion):*** *A delayed action fireball* appearsat the feet of the artefact’s owner and explodes after 1d4 rounds.
3. ***Trap Life:*** The owner suffers the effect of Trap Life, and in his place escapes the person who was already imprisoned in the gem, or a nightshade (if the gem didn’t contain a prisoner), which attacks anyone within its eyesight for 2d6 rounds before leaving.

**Spear, Gáe Bulga**

**Appearance:** A spear with an oaken haft and the head divided into seven points each with seven barbs carved from the bone of a marine monster.

**History:** The spear Gáe Bulga (which in Thratian means “spear of mortal pain”) is the principal weapon of the epic whose protagonist is one of the most famous Thratian heroes, Culainn. Born it is said from the union of Bel and Diulanna, Culainn lived with his mortal mother Deirdre, a priestess of Diulanna, in his uncle’s clan in the Davanian Forest, until the Mor’Rioghan, impressed by his strength and ardour, made a bet with Diulanna per for her son’s soul. The Mor’Rioghan tested Culainn on numerous occasions, which emphasised his cunning, strength and courage, to the point of leading Culainn far beyond the Sea of Dread, to the Isle of Dawn, with the hope of obtaining the hand of his beloved, Emer, only once he had become a great warrior in her father’s eyes. After having gained the trust of the weapon master Scatach, Culainn was trained in the arts of war and fought and defeated his master’s rival twin, the brave Aife. The epic deed convinced Scatach that Culainn was the warrior that the Mor’Rioghan had prophesied, and thus gave him the Gáe Bulga explaining its powers and dangers to him, to fulfil the vow made to the Mor’Rioghan. Before leaving Culainn succumbs to Aife’s wiles and helped by the wine lay with her, making her promise to let him know the son that would be born of their union. Back home however, at Emer’s father’s refusal to allow her to marry the young man, Culainn was invaded by the fury of the Mor’Rioghan and by himself destroyed the clan’s entire stronghold, taking the girl and the clan’s treasure away with him. In the following years many were the battles Culainn fought out always the victor thanks to the Gáe Bulga, enhancing his reputation as an invincible hero and attracting many enemies in the rival clans to that of his lord. Ten years later, the son he had had by Aife landed on his lands but refused to reveal his identity and asked to fight him, as his mother had instructed, so that Culainn would know by his deeds that his son stood before him. Culainn was so angered by the fact that he could not kill the youth that in the end he used the spear against him, killing Connla only to discover that he was his own son. This brought great misfortune upon him, and to right the wrong he chose to accept his lord’s offer and lead his armies against the neighbours in war, ending up fighting even his best friend Ferdiad. To win he again used the Gáe Bulga, but ultimately the blood shed by him was unbearable and he refused the Mor’Rioghan’s offers of glory, such that she cursed him. Culainn was finally betrayed by one of his servants and killed in an ambush, although legend has it that he died standing, and only when a crow landed on his shoulder to feast on his blood did the enemies gathered there know he was dead and had the courage to approach, after three days of waiting. Nothing was heard of his spear again, although some stories say that his faithful charioteer Laig took it from the battlefield before the enemy could seize it and hid it, some think in his homeland, or returned it to Scatach according to others.

**Source:** Celtic mythology. In the “Táin Bó Cuailnge” (“The Cattle Raid of Cooley”), the central book of a series of Irish tales called “The Ulster Cycle”, the hero Cú Chulainn (“Culain, Hound”) with his friend Ferdiad was taught in the land of Alba (Scotland) by the warrior Scathach, who taught them both the art of war, but only gave Cú Chulainn the deadly spear Gáe Bulga, and giving him the secrets of its deadly powers. Back home the paths of the two diverge, but at the end of the cycle they met again on opposing sides in the war triggered following the cattle raid of Cooley desired by Madb, adversary of the lord served by Cú Chulainn. Despite the brotherly affection that binds them, in the end for reasons of friendship Cú Chulainn resolves to use the Gáe Bulga, which pierced the man’s torso tearing it horribly and killing him when the spear was extracted.

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| **Sphere:** Thought (Diulanna) | |
| **Magnitude:** Lesser (Power Limits: 3A, 2B, 2C, 4D) | |
| **Suggested Powers (215 PP):** | |
| Toothed Spear +3, Piercing | |
| A1. Harm | 70 PP |
| A4. Offensive Impulse | 10 PP |
| A4. Exceptional Range | 40 PP |
| C2. Haste | 35 PP |
| C2. Righteous Might | 60 PP |

**Activation:** The spear is activated when it is discovered, but there is a particular ritual to invoke each of its powers that are passed down from one owner to the next. Only through the instructions of one of the previous owners or Diulanna herself is it therefore possible to know the true powers of the spear and how to use them. Invoking each power requires a brief ceremony that involves for some a war dance and for others the recitation of a battle song which takes the character’s movement action.

**Destruction:** The spear can only be destroyed if it is unleashed directly against the Impenetrable Shield of Alphatia or is intercepted by it. In this case both artefacts explode and the deflagration of magical energy causes 1d6 damage, to everything within 100 feet, for every 10 PP remaining in both artefacts.

**Handicaps (2)**

***Change of Attitude:*** The spear’s owner becomes particularly brave and courageous, eager to leap into any task or adventure, even at the risk of his own life.

***Mania:*** The owner is obliged to accept any explicit challenge that he receives from an enemy, and fight using any means at his disposal (only following the rules of duelling if Lawful) never running away from the enemy, until the challenge is resolved in his favour or his death.

**Penalties (3)**

1. ***Pain:*** The artefact’s owner loses 5d8 hp, only recoverable through magical cures.
2. ***Collateral Effect (Rage):*** The owner enters into a Rage like the 5th-level cleric spell *madness* (no ST allowed) for the next 2d6 minutes.
3. ***Characteristic Penalty:*** The subject’s Wisdom is permanently reduced by 3 points.

**Sword of Destiny**

**Appearance:** A longsword whose shape and workmanship change, which adapts to the style of the region in which it is found.

**History:** The Sword of Destinyappears in all mortal legends and is known by different names based on the culture and the region in which its myth is told. According to the northmen it was forged by the mythic smith Volund and given to Odin who with it cut the ash tree from which he was hung to discover the secrets of the runes of power, and planted it in the remaining stump, prophesying that only a great leader would be able to take it. According to the Dunael the sword was forged by the great bard Dallbard, and whoever wields can aspire to unite and rule the Isle of Dawn. Other peoples (like the Traldarians, Traldars, Hattians, Espans or the giants), believe that it was the favourite weapon of one of their heroes (Halav, Vanya, The Eternal General, and even the giant Surtr with his flaming sword) and that whoever manages to find it becomes invincible.

There are several heroes who boast of having extracted it: the legendary Northman warrior, who thanks to the sword Balmung killed the dragon Fafnir and freed Norwold from its terror; the tenacious Ostlander explorer Frithjof, who travelled to the ends of the world in search of the fountain of life, beating every enemy thanks to the sword Angurvadal; the contemptuous and bold Beowulf, who according to the Vestlander legend killed the monstrous Grendel thanks to the power of his sword Nagelring; the valorous Hattian leader Dietrich von Bern, whose sword is known as Gram; the fearless general Rodrigo Diaz called “El Cid Campeador”, a hero of the Ispan tradition famous for his victories and magic sword Tizona; the noble knight Roland of Eusdria, whose tragic ballad is as famous as his sword Durendal; the valiant Robrenn, who thanks to his sword Cruaidìn was able to found a kingdom named after himself by pushing the humanoids and giants from the Forest of Carnuilh; Zendrolion Tatriokanitas, first emperor of Thyatis and great conqueror, famous for the sword Crocea Mors; and finally the brave King Halav, protagonist of the epic battle against the gnolls and deified by the Traldar and their Traladaran descendants, while among the Dunael he is known as Hylaw, the one who pulled from the stone the sword Caledfwylch, also called Excalibur by the Thyatians and the Redstonians of the Isle of Dawn.

**Source:** Various mythologies. Frithjof is the protagonist of the Icelandic “Frithjof Saga” of the 14th century; Siegfried (or Sigurd in Norse) is a famous tragic hero of Germanic and Norse mould and appears in the “Nibelungen Saga”, in the “Völsunga saga” of the 13th century and in the epic poem “Nibelungenlied”; Beowulf is the hero who gives his name to the eponymous Anglo-Saxon epic poem of the 8th century; Dietrich von Bern is the main character of the chivalric poem “Thidrekssaga” of the 13th century inspired by the deeds of the king of the Ostrogoths Theoderic the Great; Rodrigo Diaz called El Cid (from the Arabic ‘el sidi’ which means ‘the/my lord) who was lord of Valencia in the 11th century and star of the Spanish Reconquista of the peninsula during the war with the Moors; Roland was inspired by the famous “Song of Roland”, chivalrous poem of the Charlemagne cycle of the 11th century, reprised by Ariosto and Boiardo in the figure of Orlando; Robrenn, Zendrolion and Halav are instead characters of Mystaran mythology: the first recalls the figure of the Irish hero Cu Chulainn, the second that of the Roman dux Julius Caesar, and the third refers to the mythical Arthur Pendragon, the famous King Arthur of the Breton cycle.

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| **Sphere:** Thought (Odin) | |
| **Magnitude:** Major (Power Limits: 4A, 4B, 4C, 5D) | |
| **Suggested Powers (750 PP):** | |
| Longsword +5 (Lawful), Slicing | |
| A1. Lightning Strike | 65 PP |
| A4. +5 Attack Roll Bonus | 50 PP |
| A4. Devastating Attack | 80 PP |
| B1. Trueseeing | 50 PP |
| B3. Fly | 30 PP |
| C2. Lightning Reflexes | 30 PP |
| C2. Heroism | 40 PP |
| C2. Bull’s Strength | 50 PP |
| D1. Automatic Healing | 100 PP |
| D3. Evade Attacks | 65 PP |
| D3. Immunity | 90 PP |
| D3. Luck | 100 PP |

**Activation:** The sword isn’t activated when recovered and only beings of Lawful alignment can move it (for others it is heavier than a mountain). Only after its owner has completed an heroic action that risks his life (ending on less than ⅓ of his total hp) while using the Sword of Destiny is it activated and during his sleep sends its owner a vision that reveals one of its powers per night in the same order as they are described above. It is up to the character to interrupt the vision and figure out what kind of power it refers to, since the only way to invoke them is by holding the sword in hand and concentrating on the desired effect.

**Destruction:** The Sword of Destiny can only be destroyed if it is left in the Forge of Wayland for a turn and broken with the Hammer of Kagyar.

**Handicaps (4)**

***Sentient Artefact:*** The sword contains a fragment of Odin’s power and soul, which forces its owner to follow a rigid code of moral conduct transforming him into a paladin of Good and Order. Whenever the sword’s owner fails to live up to Odin’s code of conduct, he must make a ST vs. Mental Spells at –5: if he fails, Odin’s will is imposed and he always chooses the most lawful and honourable conduct.

***Greed:*** When the news spreads, that the artefact’s owner has completed as least on heroic task using the sword, an equally powerful being will try to seize first using direct methods (an attack or threat) and then more subtle methods (betrayal or theft), and will continue until it has seized the weapon or been killed. Afterwards, every year in which the owner publicly demonstrates the sword’s powers or acquires fame thanks to his deeds, a new enemy of equal worth tries to take it away at any cost.

***Operating Cost:*** Each time he invokes one of the 100 PP powers, the subject loses 10% of his owned treasures (wherever they are, vanish), considering the total value of valuables and magic items in his possession.

***Mania:*** After having used one of the artefact’s powers for the first time, its owner refuses to use any other weapon and will never separate himself from the sword for any reason.

**Penalties (8)**

1. ***Apathy:*** The owner suffers from apathy.
2. ***Pain:*** The artefact’s owner temporarily loses 20+1d20 hp, which are recoverable through magical cures or the normal healing process.
3. ***Collateral Effect (Earthquake):*** An *earthquake* effect manifests centred on the owner.
4. ***Aging:*** The subject ages 2d10 years.
5. ***Malfunction:*** The next invoked power doesn’t function and draws double the normal amount of PP.
6. ***ST Penalty:*** The owner’s ST against Enchantment effects have a –5 penalty.
7. ***Attack Penalty:*** The attacks of the sword’s owner receive a–3 penalty to the Attack Rolls.
8. ***Death:*** The sword’s owner is suddenly reduced to zero hp and dies within 1d10 minutes if not helped in time.

**Swords of Heavenly Balance**

**Appearance:** These are two examples of katana, i.e. a bastard sword with a slightly curved steel blade. The Murasame is characterised by a black shadow along its edge, a black ebony hilt protected by a short, circular guard in gilt steel and a sheath also made of ebony. The Masamune instead has a shadowless blade, a guardless ivory hilt.

**History:** According to an ancient Myoshiman legend, two master swordsmiths once lived in the empire, Masamune and Murasame, who created and passed to their students the art of creating unparalleled swords, the first katanas and no-dachi. The Emperor wanted to test them to see who was superior, and ordered that they make the perfect sword, which he would then give to his, the heir to the throne. They each presented a katana made to perfection, and the Emperor entrusted the task of judging them to the wisest of his councillors, who decided to immerse along the course of a stream a short distance from the imperial palace. The sword of Murasame cut the water, every leaf and fish that passed by, and even the wind that blew over the watercourse. When it was the turn of the Masamune instead, not one leaf, fish or anything else was cut by its edge, which instead let the water pass without cleaving it. Murasame was sure he had won, but the wise councillor instead proclaimed the superiority of Masamune, explaining that the first sword was a blood thirsty item, as it had destroyed anything it had encountered in its path, while the Masamune had spared all that was truly pure and innocent. Mortified, Murasame retired with his sword, which afterwards was acquired by a pretender to the imperial throne, who then fought against the legitimate successor plunging the empire into the dark ages of civil war until the restoration of the rightful heir of the Emperor, who still carries the Masamune sword at his side as a symbol of his power. No one knows where the Murasame is, but the consensus is that if it is ever found and clashes with its twin, it could cause a new civil war.

**Source:** Japanese mythology. The legend of the swords forged by Masamune and Muramasa dates back to the 16th century (although the two master smiths had lived three hundred years apart from each other), and reprised by the epic novel of the 19th century “Nansō Satomi Hakkenden”.

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**Activation:** The swords aren’t activated when recovered. To activate them they must be used to deliver the killing blow to an enemy who had a number of Hit Dice or levels at least equal to the character’s level. At that point the blood runs on the blade until it forms two distinct words, each of which is connected one of the swords’ two powers, although he must find out which is which. Each power is activated by anyone speaking the right magic word whilst holding the sword.

**Destruction:** Each of the two swords can only be destroyed by clashing with the other, and yet if one destroys his brother he also falls apart and is irredeemably lost.

**Handicaps (1)**

***Change of Alignment:*** As soon as he uses it in combat, the owner of the Masamune sword’s alignment changes to Lawful or Good, while that of the Murasame sword’s owner changes to Chaotic or Evil.

**Penalties (1)**

***Pain:*** Each time he invokes a category A power, there is a 40% chance that the subject suffers 2d10 damage, curable normally or with magical cures.

**Thirteen Holy Treasures of Dawn**

**Appearance:** There are thirteen different magic items that if united with the correct ceremony make the Throne of Bel, a massive gold throne 6 feet high and three feet wide, decorated with all the symbols of the natives of the Isle of Dawn, with a sun decorated with precious stones at the top of its back. The Thirteen Treasures are the following, each of which has a common magic power whose variables are as if it had been cast by a 36th level spellcaster:

**Ring of Eluned the Fortunate:** A silver ring with Dawner runes able to invoke *luck once per day*.

**Ewer of Rhygenydd Ysgolhaig:** A 6 pint iron ewer with a gold-plated border able to *transmute liquids* three times per day.

**Cauldron of Dyrnwich the Giant:** A 4.5 gallon copper pot able to transform the water within it into a *reinvigorating soup* once per day.

**Cart of Morgan Mwynfawr:** A 4-wheeled wooden cart 10 feet long and 5 feet wide, with the power to *teleport* once per day, which can be activated by whoever sits in the driver’s seat, but that involves all those that are on it (impossible to oppose).

**Basket of Gwyddno Garanhir:** An arm-wide wicker basket which can produce a *fabricate effect* once per day.

**Horn of Bran Galed:** A horn made from a large shell that can *create food and water* once per day.

**Whetstone of Tudwal Tudglyd:** a whetstone capable of making any slashing weapon sharpened with it a *weapon of slicing* once per day.

**Yoke of Clydno Eiddyn:** A wooden yoke like that of an oxen that functions as a *collar of enslavement* on any creature it is placed on.

**Cloak of Tegau Eurfon:** A brown leather cloak with a good decorated with silver threads able to make its wearer invisible and able to *see invisibility* three times per day.

**Dagger of Llawfrodedd Farchog:** A dagger +3 with a silver blade and a leather hilt decorated with a golden star that is able to paralyse up to three times per day anyone who didn’t make a successful ST vs. Paralysis.

**Chessboard of Gwenddoleu ap Ceidio:** A normal sized chessboard without pawns, which is decorated with runes and glyphs that represent the thirteen clans, able of invoking *heroes’ coming* once per week.

**Sword of Rhydderch Hael:** A flaming longsword +3, with a hilt covered in yellow silk and arms that recall the classic Dawner glyphs.

**Shirt of Padarn Breisrudd:** A long-sleeved white woollen tunic that adapts to the size of whoever wears it and gives him the permanent ability to *endure elements*.

**History:** All the Dawners know the legend about the Thirteen Holy Treasures of their island. They were forged by the divinity who gave life to the original thirteen mortal clans (humans and elves) who inhabited the Isle of Dawn after the giants’ expulsion and gifted to each of their leaders as a tangible sign of their kinship and of the blessing received from the gods. Following the chaos brought by the wicked Nyt and her monstrous children, the Fomorians, the clans began to make war on each other and their divine patrons, disgusted by their ferocity and stupidity, abandoned the mortals to themselves. The Thirteen Treasures were lost in this period of great turmoil and chaos, until the arrival on the island of Dallbard, the prophet sent by the gods to give their descendants an opportunity to redeem themselves. He gathered the treasures and, to get them to renew their the faith in the ancient gods, before leaving he prophesised that only when the treasures had been reunited again with the collaboration of all the clans, would a supreme leader arise among them, who could unite the entire island and expel the invaders and the fomorians only after understanding the mystery behind the Thirteen Treasures and have recovered the sword Caledfwylch, which would confer his rise to High King of Dawn. Previously there has only been one person who tried to achieve this aim after recovering Caledfwylch, the great hero Hylaw Gruaigerua. Unfortunately, the machinations of some envious clan leaders prevented him from gathering all the treasures and he vanished with the holy sword in the final battle against the humanoids on the Kendach Plateau. Thus the Dawners are still trying to find all thirteen treasures and await the arrival of their liberator and great monarch, who will bring peace and unity across the island and allow the gods to walk amongst the mortals again.

**Source:** Irish and Gaelic mythology. According to the legend, before disappearing the Tuatha De Danaan left thirteen items of great magical power to the mortals as symbols of their heritage and of the promise that they would one day return. The legend is similar to both the Celts of Ireland, the Britons and the Welsh, who identify the same objects although the names, of the mythical figures to which they are attributed, often vary.

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| **Sphere:** Energy (Ixion) | |
| **Magnitude:** Major (Power Limits: 4A, 4B, 4C, 5D) | |
| **Suggested Powers (715 PP):** | |
| Throne of permanent *divine blessing* | |
| A1. Holy Word | 90 PP |
| A2. Demand | 70 PP |
| B1. Trueseeing | 50 PP |
| B1. Ultimate Divination | 85 PP |
| B2. Commune | 50 PP |
| C1. Heroes’ Coming | 70 PP |
| C2. Authority | 25 PP |
| C3. Control Weather | 75 PP |
| D1. Resurrection | 60 PP |
| D1. Heal | 70 PP |
| D5. Bastion | 70 PP |

**Activation:** Each of the thirteen treasure by itself is a simple magic item with a more or less common power, which however cannot be destroyed or damage in any way, and functions correctly if use by a non-evil person. If it comes into the possession of an Evil being, he receives a –2 penalty to all his Saving Throws until he frees himself of the treasure and he cannot use the item’s magical property.

The peculiarity of the treasures is that if they are all reunited it can summon a major artefact of Energy called the Throne of Bel, which grants the power to rule the Isle of Dawn. To be able to summon it requires that each of the Thirteen Treasures are spontaneously presented by a member of each of the thirteen clans, and that a priest of the Dawner religion place all the treasures together within the Cauldron of Dyrnwich, which must then be placed on the Cart of Morgan Mwynfawr. At that point, everyone has to sing the March of the Thirteen Heroes, a popular Dawner ballad, while the priest blesses the treasures. If the ceremony is completed without interruption, at the end of the ceremony they are enveloped in an aura of shining light that dazzles all present: when the light vanishes, in place of the treasures is the Throne of Bel, which is activated and telepathically reveals it powers only to a non-evil being who sits on it with the express invitation of thirteen exponents of the Dawn clans. To invoke the powers it is sufficient to sit on it and focus on the desired effect.

**Destruction:** The Thirteen Treasures can only be destroyed once the ceremony has been completed and the Throne of Bel has been invoked(see Activation above).

The Throne of Bel can be definitively destroyed if whoever sits in it uses its powers to kill each of the legitimate leaders of each of the original thirteen clans of Dawn. In that case, the throne explodes and cause to all present within a radius of 100 feet 20d6 fire damage that can be halved with a successful ST vs. Breath Weapon, except for whoever sits in the throne who cannot reduce the damage in any way.

**Handicaps (4)**

***Operating Cost:*** The first time that he summons one of the throne’s powers, the subject loses 70% of his possessed treasures (wherever they are, vanish) considering the total value of the valuables and magic items in his possession).

***Weak Magic:*** After using holy word for the first time, each damaging spell cast by the throne’s owner is reduced by 2 points per dice.

***Aging:*** The throne’s owner suddenly ages 2d20 years after having used it for the first time.

***Non-Automatic Recharge:*** In order to recharge the artefact’s lost PP requires treasures to be sacrificed to Bel. For every 100 g.p. worth of the items brought before the throne (each of which cannot be worth less than 20 g.p.), the artefact recovers 1 PP, but the items are consumed in the process.

**Penalties (8)**

1. ***Apathy:*** The throne’s owner suffers from apathy.
2. ***Collateral Effect (Teleport):*** The throne’s owner is magically teleported to a random location of 1d100 × 50 miles distance (no ST).
3. ***Gaseous Form:*** The subject involuntarily assumes gaseous form for 3d8 hours.
4. ***Clumsy:*** The throne’s owner has a 15% chance that each of his attacks with a weapon turn on him.
5. ***Malfunction:*** The next invoked power doesn’t work, but still drains the normal amount of PP.
6. ***Characteristic Penalty:*** The Constitution of the throne’s owner is permanently reduced by 2 points.
7. ***Attack Penalty:*** The attacks of the throne’s owner receive a –2 penalty to the Attack Rolls.
8. ***Short Term Memory:*** In the case of a spellcaster, he forgets one random spell per spell level. For non-spellcasters, the subject loses his best mastery of the weapons he knows. The memories function again correctly after 1d4 weeks, or earlier if he is cured with a *mental cure* or *heal* by a cleric of at least 20th level.

**Tome of Knowledge**

**Appearance:** A book of 20×20 inches and 12 inches thick, and weighing 10 pounds (100 cn), with two brown leather covers that are completely devoid of any type of symbols or writing, two metal plates on the covers and a golden padlock to seal it.

**History:** According to Ochalese tradition, the venerable Ssu-Ma is the father of writing and good calligraphy, the one who taught mortals to name things and abandon their barbaric and savage customs of the past, allowing every work of ingenuity to be accomplished thanks to which they have been elevated above the animals and the various humanoid races. His great wisdom is enclosed in his legendary tome, which contains everything there is to know and that therefore has the answer to every mortal question. The same volume appears in other Mystaran religions (e.g. the Tome of Gambia for the Alphatians, the Rig Veda for the Sindhi or the Pachydermions), where Ssu-Ma is however known by other names (Pangloss and Ganetra).

**Source:** Ssu-Ma C’hien was a Chinese sage who actually existed, to whom are attributed great talents of historiographer and calligraphy, while the adventure module “IM2: Wrath of Olympus” mentions the Tome of Gambia in the background of Arnelee.

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| **Sphere:** Thought (Ssu-Ma) | |
| **Magnitude:** Greater (Power Limits: 4A, 3B, 3C, 4D) | |
| **Suggested Powers (455 PP):** | |
| A2. Feeblemind | 50 PP |
| A2. Magic Drain | 70 PP |
| B1. Focused Map | 35 PP |
| B1. Lore | 70 PP |
| B1. Revealing Map | 90 PP |
| C2. Silver Tongue | 10 PP |
| C2. Temporary Skill | 20 PP |
| C2. Exceptional Skill | 40 PP |
| D3. Protection, Total | 80 PP |

**Activation:** The book is always sealed by its padlock when found, and no magic is able to remove it; only by picking the lock can it be opened, but the attempt incurs a –10 penalty. Once open, anyone can read the contents, which always appears in a language that the reader can understand. The first page contains a list of its powers and their cost, with reference to the page where each power is described in detail, including the verbal commands to invoke them, provided the book is in the owner's possession.

**Destruction:** The tome can only be destroyed by altering each of its pages with the Plume of Fidias and then burning it in the explosion of a greater phoenix in the Elemental Plane of Fire.

**Handicaps (3)**

***Change of Attitude:*** The first time that he uses *total protection* the subject becomes extremely cowardly and cautious in every action. He will never make the first move that could place him in danger and always seeks to avoid combat with some subterfuge or with dialogue, only fighting if he is threatened and cannot escape.

***Characteristic Penalty:*** The subject’s Strength falls by 4 points from the moment he reads the tome, and returns to normal 1d6 weeks after abandoning it.

***Mutation:*** Once he uses *lore* for the first time, the book’s owner grows a blatant hump on his back that forces him to move with great difficulty and imposes a 4 point penalty to his Attack Rolls, Armour Class, Dexterity checks and ST against avoidable effects, and reduces his standard movement rate to ⅔ normal.

**Penalties (5)**

1. ***Weak Magic:*** Each offensive spell cast by the subject causes 2 points of damage less per dice for the next 24 hours.
2. ***Gaseous Form:*** The subject involuntarily assumes gaseous form for 2d4 hours.
3. ***Damage Penalty:*** Each of the subject’s melee attacks does 3 points of damage less for the next 24 hours.
4. ***Mania:*** The subject is struck by the sudden impulse to draw a detailed map of a cavern complex, a series of ruins or of a known dungeon within 60 miles and tries to organise an expedition and leave within 3 days. The effect vanishes after he has completed the task of mapping the chosen location.
5. ***Short Term Memory:*** The victim suddenly forgets all memorised 1st-level spells.

**Turlock’s Mystical Harp**

**Appearance:** A harp of valuable mahogany coloured wood with thin strings like spider silk, decorated with sylvan designs.

**History:** The legend of the harp is best known amongst the inhabitants of the Isle of Dawn and particularly among sylvan creatures. It tells that Turlock, the wisest centaur, was also a skilled bard, and that the tales of his great musical skill reached the ears of Silenus, the lord of the satyrs, who offended from being compared to a mortal wanted to challenge him to a musical competition: the winner would ratify his superiority over the other and his race. Turlock wasn’t stupid and knew he couldn’t compete with the divine music of the lord of fauns, so he chose to ask an oracle for help in finding an instrument so potent that it would make him an equal of Silenus. Thus, it was that he became aware of the existence of a harp whose sound could rule the heart of any being, and even had power over the elements and the seasons. After agreeing with Inuus that the contest would take place in a year’s time, Turlock departed in search of the Mystical Harp accompanied by a group of loyal friends. After many adventures, he managed to retrieve the legendary instrument and return home just in time for the contest with Silenus. Turlock surprised everybody by managing to keep up with the lord of the fauns, who at the end was so excited and amused from finding a worthy opponent that he declared the duel a draw, and swore eternal friendship to the centaur and his race. Since then the satyrs and the centaurs have lived side-by-side in the woods respecting each other respectively, and it is said that the mystical harp is guarded by these creatures in some mysterious place as the holiest gift that Turlock left as a legacy for his followers after leaving with Silenus for the land of the gods.

**Source:** Mystaran mythology. The adventure module “IM3: The Best of Intentions” mentions the Harp in the background of the Immortal Tiresias.

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| **Sphere:** Thought (Korotiku) | |
| **Magnitude:** Greater (Power Limits: 4A, 3B, 3C, 4D) | |
| **Suggested Powers (500 PP):** | |
| Harp,*Control Emotions* once per hour | |
| A1. Harmony of the Seasons | 70 PP |
| A2. Melody of Requiem | 40 PP |
| A3. Dance | 75 PP |
| A4. Song of Triumph | 80 PP |
| C1. Animate Objects | 60 PP |
| C2. Silver Tongue | 10 PP |
| D4. Confusing Harmony | 30 PP |
| D5. Song of Awakening | 10 PP |
| D5. Anti-Magic Melody | 60 PP |
| D5. Hymn of Life | 65 PP |

**Activation:** The harp is inactive when discovered and is only activated when it iswhen it is played with a *Play Instrument* check that gets at least 15 points. At that point, it telepathically starts to tell its owner about its powers, and to invoke them merely requires the plucking of one of the strings and concentrate on the desired effect.

**Destruction:** The harp can only be definitively destroyed by a simultaneous attack by an example of each rank of the Tonal race, harmonic creatures of Energy, which live in the outer planes.

**Handicaps (3)**

***Attraction:*** The harp attracts hopelessly the attention of anyone that hears it play. All living beings that hear its sound at least twice must make ST vs. Mental Spells: if the ST is successful there is no effect, while if the ST fails they become so rapt in the music and by the musician and will do anything to accompany him and stay close to him to listen to the celestial music of the harp. The victims of the music never want to leave the harp and protect the instrument and its player from any threat or insult up to the point of becoming violent and fight in a berserk manner placing their lives at risk. Every victim attracted by the harp can make a ST vs. Spells at the end of each week to become themselves again and lose interest in the harp; the only other way to free a victim from this curse is to prevent them from hearing the harp’s sound for a month, although their protests at this might cause them to even become violent with the harp’s owner, just like a drug addict would do anything to get his drugs.

***Clumsy:*** The subject has 1 in 6 chance that each of his attacks rebound on him.

***Mania:*** One random day (DMs choice) per month the harp’s owner feels an irresistible urge to compose a song and perform it to receive the praise of an audience of at least 10 people, refusing to do anything else and forsaking any previous task. The entire day will be spent composing the song and later gathering enough spectators to perform his show to. If the result of the check (*Perform*, *Play* or *Sing*) is sufficient to generate applause without using the harp’s powers, the subject is elated and no longer feels the need to perform for a month. Otherwise, he is dejected (–1 penalty to all roles) and tries again once per week until he obtains the desired result.

**Penalties (5)**

1. ***Pain:*** The owner suffers 3d10 damage.
2. ***Collateral Mental Effect:*** An A2 effect randomly determined by the DM (max cost 60 PP) manifests centred on the owner.
3. ***Malfunction:*** The invoked power doesn’t work but still uses the PP.
4. ***Damage Penalty:*** The attacks of the instrument’s owner inflict 3 points less per dice.
5. ***Short Term Memory:*** For a spellcaster, he loses one random spell per spell level each day. For non-spellcasters, the subject loses the best mastery of a weapon that he knows. His memory returns to normal after 1d4 weeks, or earlier if he is cured with a *mental cure* or *heal* by a cleric of at least 20th level.