

Pre-generated Magic

This is the fourth and final document for magic items for Legend Weaver, the Making of Heroes (at last for the time being). The document has pre-made magic items.

One of a Kind

Many of these items were common in the past. However, just because they were once common, it does not mean that they are common now. In fact, they tend to be so un-common now that any given group will be lucky to have 3 or 4 of the items listed here.

Making These Magic Items

These items are considered unique and cannot currently be made by the players. Civilizations and cultures have been coming and going on Panjere for a good 20,000 years. Many of these items date back to times when more was known about magic and the formulas that make magical items. Materials and procedures that were common knowledge in the past may not even exist in current time.

If you wish, you may not even include a specific item in the game, but rather, include the instructions that allow the character to make it. If you do this though, you will have to determine the skill and money cost for making the item.

Rolling for a Magic Item

Four tables follow that list the magic items. Roll 1d4 to determine what table you roll on when generating a random magic item (i.e., a 1 = Table 1, a 2 = Table two etc). Once you know the table a d100 is rolled to determine the actual item found.

Once you have rolled for a magic item (i.e., determined it randomly) read the item over and make sure you want to allow it into your game. Some are powerful and some will downright complicate things.

Identifying These Magic Items

Identifying these magic items can be hard at times. The character must pass three checks when trying to identify one of these items. The first is against the character's Arcana skill; the second is against the character's Research skill. The third is rolled against the level of library / lab being used by the character to do the work. In this instance, the character needs both a library and lab to do the work; one or the other by itself will not allow the character to identify the item. A normal skill check is used against the character

own Arcana and Research skills. For the third check, the character must roll 1d10 and roll under the level of the library or lab (whichever is lower) to successfully identify the item.

To give an Example:

Merle has access to a level 7 library / level 5 lab. He has 18+7 in each of his Arcana and Research skills. This means he must roll 18 or less on both his Arcana and Research skills and a 5 or less on a d10 (for the library / lab check). If he makes all three rolls he then identifies the item.

If the character fails any of these checks, he or she can use luck to make a re-roll (only one re-roll is allowed per individual skill check).

Paying for Item Identification

The normal going cost of identifying one of these items is to be allowed to keep one for every two identified. Since the character should not be finding two at once, this is very hard. With this in mind, the cost of a successful identify is 1d4 * 10% of the items retail sales value. Remember, what a character can get for an item and the retail value of an item is two different things. The payment for such identification is normally paid after the item has been identified but before it is returned to the group. The actual cost of identifying an item should be worked out before the job is done. Any given item here will take 1d4 hours of work to identify (1d4 weeks if done by an outside source).

Identifying Cursed items

The bad news is that there is a very small chance that you can identify a cursed item. The whole idea of a cursed item is that the person does not know it is cursed (its one of those things where you actually want someone to use the thing for awhile or there is no real point in having the thing made).

To take into account just how difficult a cursed item is to identify, you have to roll a 1 on one of the skill checks. If the item is cursed and the character succeeds in identifying the item (while rolling a one on either his Arcana or Research skill) then he also identify the curse.

Selling Cursed Items

Most places really get mad when people sell cursed items (it would be the same as you buying a car, getting it home and finding out that every time it left the yard it would run one of your friends over). For this reason, no price is given for any cursed item.

Circumstance and Judgment calls determine the value of and the repercussions of selling these cursed items.

Miscellaneous Magic		
Table 1		
Dice	Item	Retail
01-04	Armband Of Missile Deflection	25000
05	Armor Of Regeneration	125000
06-08	Arrow: Firing Line	1200/one
09-10	Arrow: Hot Head	1700/one
11-12	Arrow: Splinters	1500/one
13	Bag Of Beastie Holding	80000
14-15	Bag, Dimensional Space	50000
17	Battle-Axe Of Betrayal (cursed)	-
18-24	Blanket Of Night Cover	8000
25-30	Boots Of Passage	25000
31-36	Boots of Water Walking	13000
37	Box: Tiny Might	60000
38	Bracers: Robber (cursed)	-
40-41	Chimes Of The Ringing Ear	-
42	Clock Of Anarchy (cursed)	-
43	Cloak of Sudden Death (cursed)	-
44-45	Cloak of Toughness	15000
46-48	Cloak of the Tough Weaking	18000
49	Cloak of Wounding (cursed)	-
50	Dust: Moon Dust	15000
51	Garrote Of Doom (cursed)	-
52-53	Gauntlets Of Darkness	23000
54	Gong of Warning	75000
55-56	Headband: Black Thirst	23000
57	Headband, Clear Thought	28000
58	Headband: Damage Focus	20000
59-60	Headband: I Wanna Be a Fighter	15000
61	Headband: Mind Shield	35000
62-63	Helm of Water Breathing	15000
64	Helmet Of Seeing	25000
65	Hide: Imposter	50000
66	Horn: The Far Call	100000
67	Hourglass Of The Time Compression	50000
68-69	Javelin Of Lightening	3500
70-72	Javelin: Illusion	7500
73-74	Mace: Death's Enemy	25000
75-76	Mace: Death's Friend (cursed)	-
77	Magic Bar	25000 each
78-79	Potion: Changeling	20000 each
80-82	Scabbard Of Sword Summoning	11000
83-87	Scroll: Night Caster	3000 each
88-89	Scroll Of Multiple Uses	4500 each
90-91	Shield: Breaking Strain (cursed)	-
92	Talisman Of The Horse	45000
93-94	Tarp Of Pit Covering	12000
95	Teeth: Rabid (cursed)	-
96-97	Torch: Ever Burn	3500
98-00	Torch: The Falling Torch	6500

Gems / Necklaces

Table 2

Dice	Item	Retail
01	Gem: Black Kiss	75000
02	Gem: Come And Go Mad (curse)	-
04-07	Gem: Death's Door	15000
08	Gem: Deathwatch	7000
09	Gem: Flash (curse)	-
10	Gem: Oasis	20000
01-13	Gem: Seedling	3500 each
14-17	Gem: Seeker	8000
18-24	Gem: Parasite	20000 each
25	Gem: The Cursed One (cursed)	-
26	Gem: The Chaos Weapon (cursed)	-
27-29	Gem: The Fire Came By	150000
30-37	Gem: The Restless One	5000
38-40	Gem: The Talking Stone	200,000 each
41-42	Gem: Torch Lighter (cursed)	-
43	Gem: Trapper (trap)	-
44	Gem Of Ill Fates (cursed)	-
45	Gem of Magic Magnification (cursed)	-
46	Gem Of Many Ways (cursed)	-
47-52	Gem of Summoning	24000
53-56	Necklace: Last Stand	15000
57-62	Necklace: Mind Bridge	23000
63-66	Necklace: Mind Sworn	15000
67-74	Necklace: Races	30000
75-83	Necklace Of Illusion	40000
84	Necklace Of Joining	35000
85-88	Necklace Of Location	12000
89-92	Necklace Of Magic Magnification	75000
93-95	Necklace Of Master Location	60000
96-98	Necklace Of Second Sight	20000
99-00	Necklace of the Elements	12000

Increases to a character's Synergy Bonus

If any magic item gives a Synergy bonus to a skill, then the character does not receive the bonus immediately. Only the character's maximum is increased, she must rest to go from his current level to his (new) maximum level in the skill.

For example, a ring might give the character +10 to his Move Un-noticed skill. First, ANY increase to a skill is always an increase to the skills Synergy Bonus (even if not stated specifically in the items write-up). If a character with a skill level of 18+6 put this ring on, she would still have a skill of 18+6. With rest the skill would increase to 18+16 (the skills level increases but not the amount actually in the skill). The character must gain bonus synergy in the normal way (i.e., through rest).

Rings / Staves / Wands

Table 3

Dice	Item	Retail
01-04	Ring: A Time Of Changes	22000
05-11	Ring: Babel	8000
12	Ring: Derelict (cursed)	-
13	Ring: Eye Of The Tiger	6000
14-18	Ring: Finder	7000
19-23	Ring: Mind Bane (cursed)	-
24	Ring: Ring Bane	250000
25	Ring: Rock Fall (cursed)	-
26-27	Ring: Stonework	18000
28-29	Ring of Accuracy	6000
30-31	Ring of Aid	75000
32-35	Ring Of ESP Detection	6000
36-39	Ring Of Hiding	15000
40-42	Ring Of Magic Resistance	45000
44-48	Ring Of Secret Wearing	60000
49-52	Ring Of Silence	14000
43	Ring of Spell Holding	40000
	Ring of the Thief	9000
53-56	Staff: Gateway	85000
57-59	Staff: Yellow Nightmare (cursed)	-
60-63	Staff Of Irritation	25000
64-74	Staff of Light	18000
75-78	Staff Of Passage	22000
79-81	Staff of the Water Master	45000
82	Wand: Impostor (cursed)	-
83-84	Wand: Sleep Tight	14000
85-86	Wand: Star Wall	23000
87-88	Wand of Fireballs	45000
89	Wand of Fireballs (cursed)	-
90-93	Wand of Force	20000
94-97	Wand of Magic Bolts	35000
98-00	Wand Of Poison Negation	20000

Command Words

Any magic item that does not work on a continuous basis requires a command word if you want to make use of a special power or ability possessed by the item. These command words must be spoken aloud and in a firm voice. This means that silence spells will prevent the use of these special powers or functions.

If the character is very lucky, the item will have the ability to communicate telepathically. In this instance the command work may be spoken or thought. However, any affect that prevents scrying will also prevent any and all types of telepathy and mind reading.

Long Swords

Table 4

Dice	Item	Retail
01	Sword: Arena	100,000
02-07	Sword: Coming Attraction (cursed)	-
08-09	Sword: Dancer	10000
10-11	Sword: Defender	45000
12	Sword: Demon Sword (cursed)	-
13	Sword: Eater Of The Dead	50000
14-16	Sword: Friend of Darkness	30000
17-24	Sword: Gemster	75000
25-26	Sword: Icetip	90000
27-30	Sword: Imposter	15000
31-37	Sword: Pathfinder	15000
38	Sword: Phoenix	90000
39	Sword: Phoenix/Icetip	125000
40-48	Sword: Quicksilver	16000
49-55	Sword: Shark Bait	12000
55-56	Sword: Short Step	45000
57-60	Sword: Soul Shield	80000
61-64	Sword: Stone Biter	40000
65-72	Sword: Stone Cutter	60000
73-78	Sword: The Awakener	30000
86-89	Sword Of Bluntness	25000
90-91	Sword Of Friendship	30000
92-93	Sword Of Lies (cursed)	-
94	Sword Of Lying Down (cursed)	-
95-96	Sword Of Monster Summoning ½ (cursed)	-
97	Sword Of Monstrous Hordes	55000
98-99	Sword Of Rust	18000
00	Sword Of Vampiric Regeneration	70000

Item Descriptions

This is an alphabetical listing of the magic items.

Armband Of Missile Deflection

This armband is made of thick black cloth interwoven with metal strands. It sits on the lower forearm. Only a character with No Focus can make use of this item.

Once the item is put on, it will give the character the ability to knock missile weapons (arrows and bolts only) out of the air. It is useless against bullets and the larger missiles such as boulders and rocks.

To use the armband the character must not be engaged in melee and must be able to see the missile coming (the missile must approach the character from the front half). The power of the magic is such that it will permit the character to knock multiple missile out of the air in a single combat round (up to two per combat instant). However, for each missile after the first, there is a 5% cumulative chance that the next one will not be intercepted.

Missiles that are successfully knocked from the air are knocked to the ground and will not strike other creatures.

To give an Example:

In combat instant three, two opponents each fire a arrow at the character. The character can deflect the first missile without having to roll percentile (100% chance). The character must roll 95 or less on percentile to deflect the second arrow. If a third had been fired in this combat instance the character could not deflect it. Also, the character can only deflect these two missiles since they are aimed at his front half (coming in on his front side).

It is now combat instant 6 (same combat round). Two other opponents each fire a missile at the character's front (not a good day for the character). The character has a 90% chance to deflect the first missile in round 6 and an 85% chance to deflect the second fired at him during that round.

The chance to deflect a missile may be adjusted by outside forces. For example you might have a missile that subtracts 20% from the chance of an outright deflection. This percentage would be subtracted from the character's normal chance to deflect a missile.

Armor Of Regeneration

So long as this armor is worn, the character heals at an incredible rate. The character heals one point per 1d6 combat rounds for each point of damage the character heals when staying for a day in a safe haven (i.e., if the character normal healing rate is 6 points per day, then the character heals 6 points each 1d6 combat rounds.

There is a downside to this armor. If the character should die while wearing this armor, any type of resurrection will cost double the normal amount.

Arrow: Firing Line

You will normally find 1d2 of these arrows at a time. When fired this arrow travels through the ethereal plain leaving a trail of smoke. When this arrow is fired it passes through all creatures and characters between it and its final target. If the arrow hits the final target (i.e., the character rolls a hit against the target) then each creature the arrow passes through on the way to the target must make a Spell Resistance dice roll or take 2d6 damage. The target of the shot must make a spell resistance dice roll or take 4d6 damage.

Arrow: Splinters

1d2 of these arrows will be found at one time. Before this arrow is fired the character must state a distance. Once the arrow has reached the specified distance it will explode into a thousand tiny fleshettes. The explosion forms a cone 30 feet long and 10 feet wide

at its far end. Everything in this cone can make a React or Escapist skill check to avoid the fleshettes. Those caught by the fleshettes take damage. Normal WR and APV rolls apply. Damage taken by those hit by the fleshettes is 6d4.

Arrow: Hot Head

1d2 of these arrows will be found at one time. Each of these arrows may only be fired from a bow once. When it hits a target, you roll damage as a normal arrow. The target does not take damage however but must take a Spell Resistance dice roll adding in the damage that the shot would have done (the target does not get to subtract his APV or WR dice rolls since he is not actually taking damage).

If the character fails the rolls, then his armor is enchanted until the end of the battle. The targets armor will not protect the character against fire damage. If the target is hit by fire based damage spell, the target will get his or her normal WR dice roll but no dice roll due to his armor (even if it is designed to protect against fire damage).

Bag Of Beastie Holding

The bag appears as a normal Bag of Dimensional Space. It has the same capacity as a normal Bag of Dimensional Space. The Bag of Beastie Holding radiates strong magic.

The bag actually holds a small monkey-like creature. Items put within the bag will remain there until no one is looking. They will then appear beneath the bag at a rate of 1 VL item per round – or until someone notices the pile... The creature within the bag is aware of its surrounding out to a distance of about 50 feet. Anything it does will be done when all those within 50 feet are preoccupied with other things.

The bag itself will always have an owner. The owner is either the person who created the bag and creature or the last person to have the creature's friendship. The creature's friendship may be obtained only if the previous owner has not held or used the bag within the last 2 years. Then and only then, the character must use some type of befriend animal spell on the bag to gain the trust of the creature.

Once the creature's confidence has been obtained the bag will function as a normal Bag of Dimensional Space. Old objects held within the bag will then be handed to the new owner, to do with, as he will.

When items are put into the bag the character can name the item. If he does this, then the character may say the name of the item and will find it is the first thing he finds when reaching into the bag. In addition

to this, the owner always knows how much more the bag will hold. If others try to dump out the bags contents the creature will hold the items in place in the bag.

If this bag is placed into another dimensional pocket, both bags are destroyed and all their contents are lost.

If the bag's owner should go into the bag (i.e., Uses a shrink spell), the creature inside will be found to be fairly intelligent (normal human). While inside the bag the creature may not be harmed and should any non-owner enter, he shall be thrown naked from the bag, with his equipment following in a lump soon after.

Bag of Dimensional Space

This is a Bag that looks fairly old and ratty but is actually a powerful magic item. The bag is larger on the inside than on the outside. Items placed within the bag enter a dimensional space. This means that the bag always looks and feels empty even when full. The bag will carry items totaling no more than 4000 pounds (1000 VL items). The items can be placed into the bag so long as they fit through the bag's mouth (a circle that is no more than 2 feet across). Because the items tend to jostle around as the bag is moved about, it takes a bit of time to dig around and retrieve the item you want. When this is critical to the situation, have the character roll 2d4. This is the number of combat rounds spent looking to retrieve a specific item.

Battleaxe Of Betrayal (cursed)

This great 2-handed battleaxe has a magical damage bonus of 1d6+3. The battleaxe is cursed however; a fact that will become very apparent the first time the curse kicks in. A roll of a 1 on a d10 will mean that the curse kicks in. A check is made at the start of a battle.

When the curse kicks in the Axe will rip itself from the character's hand. It will immediately fly over to the nearest character with a magic focus (on the character's own side) and start to hack that character to pieces. The weapon uses the same to hit and damage rolls the character used.

If the weapon drops the character, it will randomly choose another group member and start to hack away. It will do this until it takes enough damage to stop it (50 points) or the last of the group drops. The character who originally used the weapon will be the last attacked.

The weapon is easy to hit (no DA once the curse kicks in) but is fairly hard to damage (its WR dice

roll is 2d6+6). The weapon gets a WR dice roll against any and all damage (magic or melee).

Blanket Of Night Cover

When the character slips beneath this blanket it will seem as if she melds into the ground, with the blanket disappearing shortly after. It creates an extra-dimensional space in which the user sleeps. While asleep, the user may not be found except by the use of a detect invisibility or magic spell. The blanket may be walked over without ever being felt, although sound will reach the user as if she had never left her original spot (she may be woken up through shouting). The user is protected from the normal temperature ranges, but may be stranded in one of the astral planes should the blanket be dispelled. The power of the blanket will only work when the blanket is horizontal, although the surface upon which it rests may be fairly rough.

Boots Of Passage

The power held in these boots can be used once per day. They will allow a person to become ethereal. While ethereal, the character can walk through objects or doors. While in affect the character moves at his normal walking speed. The character has enough time to cross a room or walk through a door.

Boots of Water Walking

These boots give the character full and normal footing while on water. This means that the character may run, jump or walk on water as if it were solid ground. The character may even fall over and not enter the water (so long as the boots are worn). In fact if the character does want to actually enter the water she must first take the boots off.

Box, Tiny Might

This is a magic box measuring three feet by two feet by a foot and a half deep. It will radiate magic very strongly and weighs about 700 pounds (175 VL items) whether empty or full. The magic in the box is such that an object left within the box for a period of 1 hour will shrink to 1/100 of its original size and weight (a coin will become a grain of dust or sand). For the magic to work, the lid of the box must be closed and unopened for a full hour. To negate the magic the item must be taken from the box and left outside of its confines for another single hour.

Note: this item is designed to terrorize a group of adventurers. A palm full of "gold dust" will grow to fill a sack. What will a sack full of it do?

Bracers: Robber (Cursed)

A human that hated all non-humans created these bracers. If placed upon the wrists of a demi-human the bracers will shrink until the character is in actual pain (not great enough to affect skill rolls but always there). The character that wears the bracers loses all innate spells and sights (i.e., an Elf loses bush sight and a Calt loses night sight). The ability to learn and modifiers to Dice Rating are not affected.

There is only one known way to remove the bracers. The character must save the lives of 10 humans. The Legend Weaver determines if the character has fulfilled this condition.

Chime Of The Ringing Ear

This chime may be sounded once per day. Once this chime is sounded it will ring for 4d6 combat rounds. All creatures within 100 feet of the chime will hear a huge ringing sound in their ears. The sound is such that it makes it very hard to concentrate and cast spells. All spells cast within the Chimes AoE have an outright 75% chance of failing unless the magic user casting the spell can make a Concentration skill check at +10 on the dice. The roll to see if the spell is disrupted is made after the spell is cast but before the target receives any of its rolls against the spell.

In addition to the affect on spell casters, the chime confuses creatures that rely on sound for movement and direction (i.e., bats). So long as these types of creature are in the chimes AoE they are blind.

Earplugs will do nothing against the sound generated by the chime.

Cloak Of Anarchy (cursed)

This cloak is a cursed item. It appears to be normal in all ways. You must roll on the Cloaks powers table (table 13 under the Magic Armor Document) and supply the cloak with a normal power. In any battle, there is a 1 in 10 chance that the curse will kick in. When the curse kicks in, the Cloak will release a confusion spell at the start of the battle. All creatures and characters within 30 feet of the character must make a Spell Resistance check or be affected by the spell.

All those affected by the spell will be unable to tell friend from foe. This means that they must randomly determine their next target from all that are available (both friend and foe). The affect lasts until all the creatures on one side of the battle are dead or the character wearing the cloak dies.

The source of the confusion spell should not be readily apparent to the characters, although the

character actually wearing the cloak can make an Awareness Skill check to figure it out.

Cloak of Sudden Death (cursed)

This cloak is a cursed item. It appears to be normal in all ways. You must roll on the Cloaks powers table (table 13 under the Magic Armor Document) and supply the cloak with a normal power. In any battle, there is a 1 in 10 chance that the curse will kick in. When this happens, the character's normal WR and APV values are reversed, rather than subtracting to the damage the character takes, they add to it! So long as the curse is in affect, the cloak cannot be removed.

To give an example:

Eva is fighting an Orc and has a current WR dice roll of 1d4+1 (the plus one is due to the cloak). She is wearing chain armor with an APV of 1d7+3. The Orc's normal *To Wound* roll is 1d12+1d6. If he hits Eva in a battle in which the curse has kicked in, his *To Wound* roll becomes 1d4+1d6+1d7+1d12+4 (seeing this, it is pretty safe to say that Eva is in serious trouble). Eva gets to subtract nothing from the damage done by the blow since (in theory) all damage reduction increase either her WR or APV dice rolls.

Cloak of Toughness

When worn this cloak replaces the character's normal WR dice roll with a straight +3. This means that if the character's normal WR dice roll is +1d4, then it would become +3 (even if zero, it would become +3).

Cloak of the Tough Weaking

When worn this cloak adds 1d6 to the character's WR dice roll but halves the character Free Weight Figure.

Cloak of Wounding (cursed)

When this cloak is worn, it will add + 4 to the character's WR dice roll. The cloak does have a downside however. When worn, it will cause the character to take damage equal to his WR dice roll each time the character is hit in battle.

To give an example:

Gronk has a WR of 1d4 and is hit in battle. Gronk rolls 1d4 + 4 for his WR dice roll (Gronk's normal 1d4 plus the cloak's +4). The opponent gets to roll her damage plus Gronk's WR dice roll of 1d4.

Dimensional Pocket

This is a very special type of pocket. When found it looks like a small piece of cloth that is folded and stitched together to form a pocket. There is nothing unusual about this piece of cloth until it is placed within a real pocket. When this is done, a

Dimensional Pocket is created inside the normal pocket. This means that when you put your hand into the pocket, the space inside is larger than the space outside. Normally, a dimensional pocket will hold items up to 10 feet long, weighing less than 100 VL items. The restriction on these items is that any item placed within must fit through the entrance into the pocket (a circle no more than 4 inches across). Small items placed into the pocket drop down to the bottom of the area so it does take some thought on how to make effective use of this item.

Dust: Moon Dust

Moon Dust is a fairly unique magic powder. It glistens and sparkles in the least bit of light. To use it you take a small amount between forefingers and thumb and throw it into the air above a creature's head. A small jar of it is normally found with 2d4+2 applications within. When used on a creature, it will cause the creature to become invisible for 3d4 combat rounds. The invisibility carries a +15 modifier for those trying to detect the invisible creature. However, a creature that has been made invisible is able to see other creatures made invisible by the dust.

Garrote Of Doom (cursed)

The garrote is a thief or assassin weapon that can only be learned if the character joins the appropriate guild. Characters should not feel too put out if these guilds are not done yet since this particular garrote is cursed.

When used, this garrote carries a TKA bonus of 2d6. However, whenever used, there is a 1 in 10 chance that the curse will kick in. When this happens, the garrote's cord will slip through the victim's neck as if it did not exist (doing no damage while it does so). The handles will weld themselves to the bones within the murderer's hands and the cord will shrink to 1 inch in total length.

Once the curse is invoked, only the character's intended victim has the power to end the curse. The victim must state to the character that he forgives the character for his actions.

While the curse is in affect, the character's hands are welded to the garrote's handles and the cord is only one inch long. The chord can be cut (1000/10: it takes a 1000 points total damage and can absorb 10 points of damage from any single blow) but even if this is done you still have the handles bonded to the characters hands (so the hands will be fists and will be unable to hold anything).

If the character's victim ends up dying or refuses to forgive the character, then the character should have

to perform a lengthy quest to find the items needed to remove the garrote.

Gauntlets Of Darkness

These Gauntlets may be used with any non-magical set of armor. When worn they allow the character to fight in total or magical darkness with half the normal penalties.

Gem: Black Kiss

This is a very large black pearl of apparent great value (5000 talons). If a detect magic is cast it will radiate strong magic.

To make use of the gem, the character must physically touch it (i.e., no gloves). When this happens, the character will feel and shock and will immediately loose 1d20 soul points.

Thereafter, each time the character touches the gem he or she will loose an additional 1d20 soul points. The lose in soul points only ever affects the first character to touch the gem and will not happen if the character puts on any type of glove.

The power of the gem is that it protects the character's soul. So long as the soul points are in the gem they cannot be drained through any type of attack. The problem with the gem is two-fold. First, it is very fragile and takes little effect to break and if broken, all the held soul points are gone forever. Second, if the character's remaining soul points (the ones in his or her body) ever goes to zero, then he or she dies and cannot be resurrected.

If the character wishes to get soul points back out of the gem, all he or she must do is carry the gem on his person (without having actual physical contact). For each day so carried, one soul point will transfer from the gem, back into the character.

Gem: Come And Go Mad (curse)

This gem appears fairly valuable (2-3 thousand talons). If carried by a character the character may suffer hallucinations during battle. In any given battle there is a chance that the character will have to fight a hallucination. There is normally a one in 10 chance that this will happen. Increase this to a 1 in 6 chance if the group is fighting five or more monsters. If the curse kicks in, add one monster to the fight that will engage the character from behind and will fight until it dies or the character dies. No one else is able to see this monster or fight it and the character must defeat it alone (it is completely capable of killing him or her). While fighting this creature, no outside spells or aid will help the character (i.e., a heal spell cast on the character will have no affect).

Gem: Death's Door

If the character is killed while carrying this gem, the gem will release its magic into the character's system. The gem will cast a raise dead spell onto the character. There is a 60% chance that the spell will not cost the character any soul points (you can use luck to retake the roll). If this roll is failed, then the gem costs the character 2d20 soul points (when it fails, it fails in a big way).

The raise dead spell cast by the gem will leave the character one wound from actual death (if death takes place at -11 then it leave him at -10 wounds). At this point, the character is stable and will not loose additional wounds. The character will regain consciousness in 1d6 hours at which point he can help himself.

Gem: Death Match

Each of these gems appears to be diamond of about 500 Talon value. They radiate magic if detected for. Each may only be used once.

When the gem is placed upon the bare chest of a creature whose RS is 3 or less, it will disappear completely as it melts and is absorbed within his body. The next creature to have physical contact with the body (i.e., searches it) will find that the body explodes. All those within 20 feet of the body will take 2d12 damage (WR and APV dice rolls apply). Those at the edge of the AoE receive a React or Escapist skill check to avoid the damage completely (character decides which skill to roll against).

Gem: Flash (curse)

This is a very beautiful looking gem that is normally valued between 3 and 5 thousand talons. It will not radiate magic of any sort. This gem holds a very powerful magical curse that has a 1 in 10 chance of being invoked 1d3 rounds into a battle. When invoked, all within 50 feet of the gem holder will see a brilliant flash of light. All magical equipment in that area is temporarily dispelled for 2d4 combat rounds. There are no saving throws and no way to negate this. If it's magical it will not work or give benefit for the duration of the curse.

Any spells currently in affect are dispelled by the curse although new spells may be cast without penalty.

All items are affected for the same period of time (the 2d4 roll applies to all things in the area). The gem is consumed as it releases the curse so this is a one shot affair.

Gem: Oasis

This gem will radiate very strong magic. One or two of these gems will only ever be found at one time. To activate the magic the character must rub a tiny bit of sweat onto the surface of the gem and throw it to the ground beneath her feet. Each gem may be used only once.

Once activated, the gem will bring into existence an oasis. The oasis will be a patch of land fifty feet to the side with enough water to last 100 people and horses 100 days, after which the gem will return to a non-magical stone worth 10-100 gold pieces.

Gem: Seedling

There are twenty different types of these gems, each the size of a small valuable pearl. Each type radiates strong magic and has a different power. You will normally find 2d4 of these gems at one time. Unless otherwise stated the effects of the gems will last 2d6+2 combat rounds. Two gems may be used at the same time so long as their powers are non-contradictory (i.e., red and blue or white and black are contradictory).

To make use of the power within these gems you must throw them. If the gem is thrown it constitutes the character's attack for that round (2d12 attack rank). The distance the gem may be thrown is equal to double the Power rating of the character. The base chance to hit the target you are aiming at (presumably a section of floor) is 10 or less on a d20. For each point over 10 on the dice the throw is off by 1 foot (so if you roll a 15 the gem lands 5 feet from the intended target). To determine the direction of the drift roll a d8 (each 1 on the dice is equal to 45 degrees in a circle).

If the target of the gem is in a position to see the gem coming (i.e., it approaches from the targets Front side) then he or she gets a React or Escapist skill check to avoid the gem (player chooses which skill to roll against).

Upon hitting its designated target it will "explode" into action. This explosion does no damage but any gems that fail to hit their designated targets are forever useless. In the following descriptions, if no specific target is needed then the target may be anything that the wielder feels like throwing the gem at. Colors and powers are as follows.

Roll 1d20

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- 1 Red Brown
When thrown this gem bursts into a pile of raw meat. It is enough to feed 20 people (if that's all you want to eat).
- 2 Red
When thrown the gem will burst into an intense ball of flame that will stick to any surface that it touches. The fire will ignite any combustible materials within a 3-foot radius, as well as burn through 2 inches of wood in 4-5 combat rounds. If it is thrown at plate metal armor, it will superheat a section of the armor for the spell's duration. Damage Time is 1d3 combat rounds with 3d6 wounds per roll. Against chain or less Damage Time is 1d4 combat rounds with 2d6 wounds per roll. Against flesh damage time is 1d6 Combat Rounds with 1d6 Damage per roll. Effected creatures do not get the benefit of their armors protective value but do gain the benefit of their own Wound Resistance dice rolls. The fire generated from the burning stone may be put out by total submersion in water.
- 3 Blue
When thrown this will act as a red stone only damage is from freezing. Of coarse, it will not burn through wood but it will cool metal and freeze 10 gallons of water in 3d6 combat rounds. Jumping into a pit of fire will negate the stones magic but may result in fire damage to the character.
- 4 Green
When thrown at a patch of grass the stone will burst and cause all small plants, bushes and grass within 30 feet of the impact area to wind up and ensnare whoever is standing in the area. Potential targets receive an Escapist Skill check to avoid the plants. Creatures on the edge of the area of effect may make a React or an Escapist Skill check to avoid the plants (player choice as to which skill to roll against). Creatures that fail to avoid the plants have a 50% chance of having their arms caught by the plants as well as their legs. Creatures who have their arms free may cut their legs free in 1d2+1 combat rounds. Creatures that have a Relative Size (RS) of 2+ may free themselves using brute strength but this will take 3d4 combat rounds (minus one 1d4 for each half point of RS rating over 2). The plant growth is permanent and will not go away with a dispel magic.
- 5 Yellow
This gem will purify the air within a 30-foot radius circle as well as negate the effects of any poison if someone is standing within the gems area of effect when the gems magic is released.
- 6 Orange
This gem purifies all water within a 30-foot radius. This one must be swallowed in order to work upon a creature (i.e., to use it as a cure poison). If swallowed, not only will it instantly remove all poisons from the eaters system, it will also make the imbiber immune to all poisons for a period of 1d6 days.
- 7 Purple
When this gem is thrown, all beings within 30 feet of the point of impact will become enraged unless they make a Spell Resistance dice roll (they must make a roll each time they step out of and back into the gems area of affect). The affects will last for as long as the creature is within the gems area of affect (2d6+2 Combat Rounds). Enraged creatures will attack the closest creature and will not try to defend themselves from the enemy's blows (they receive no defensive adjustments for weapons, shields or nets). Note that a creature will only leave the area if the nearest creature is outside the area (i.e., they leave the area to go and kill it). Once out of the area the creature returns to normal.
- 8 Brown
When striking the ground this gem will remove 1000 cubic feet of earth (dirt and loose ground). The gem's magic will dig a hole that is 10 feet to a side. It will not disintegrate the dirt; it will merely throw it from the hole. This digging takes place at such speed, that if the gem is thrown to land at the foot of a creature, the creature will suffer a 1d4 wound roll from its fall into the pit. The target can make a React or Escapist Skill check to avoid the damage and fall (target chooses which skill to roll against). Creatures that are within 10 feet of the hold cannot fight on the round that the hole is being dug. If the gem is thrown at and hits a creature made of dirt or clay, it will do 3d12 wounds worth of damage. Such creatures do not get their normal WR dice roll against this damage.
- 9 Pink
When this gem is thrown, all within 30 feet of its point of impact will become placid, unless they

can make a Spell Resistance dice roll. While within the area no creature can lift a hand to fight. However, if they are attacked they may run out of the area to escape harm. Other creatures that have watched their friends being attacked may also run out of the gems field of influence, although left alone, everyone inside the sphere will be content to stay there until the spell wears off.

10 Ivory

When this gem is thrown down a hallway, it will completely fill a 10' by 10' by 10' area with thick strong webs. The webs are very sticky and may not be broken by any creature whose relative size is under one and a half. The webs will not burn and any edged weapon that tries to cut through them has a 10 percent chance per round of itself being entangled and made useless. The webs may be cut at 1 foot per combat round.

If the gem is thrown so as to hit a flying creature it may completely entangle the creature in webs. Please note that hitting a creature while it is flying is very hard and will normally carry its own to-hit penalties (specific to the creature and explained in the creatures write-up). In addition, a flying target is always considered on the edge of an AoE spell or affect. As such it always gets a React or Escapist skill check to avoid the affect (target chooses which skill to roll against). This includes fairies because of their small size but larger targets like a Rac or Eldorin as well since these types of targets must move fairly fast to remain in the air.

Even if you do hit a flying creature that is in the air, the gem will only generate enough webs to affect a creature whose RS rating is 4 or less. In addition, any flying creature hit by the gem gets an Escapist skill check to avoid the webs.

11 White

When thrown this stone will burst with a brilliant flash of such intensity that all within 30 feet must make a successful React roll or be blinded for 2d6+2 Combat Rounds. The entire area is filled with light so it is impossible to 'face away' from the flash.

12 Gray

When striking the ground this gem will remove 1000 cubic feet of stone. The gem's magic will dig a hole that is 10 feet to a side. It will not disintegrate the stone; it will merely throw it from the hole. This digging takes place at such

speed, that if the gem is thrown to land at the foot of a creature, the creature will suffer a 1d8 wound roll from its fall into the pit. The target can make a React or Escapist Skill check to avoid the damage and fall (targets choice as to which skill to roll against). Creatures that are within 20 feet of the hole cannot fight on the round that the hole is being dug. If the gem is thrown at and hits a creature made of stone, it will do 3d12 wounds worth of damage. Such creatures do not get their normal WR dice roll against such damage.

13 Black

When thrown the gem will burst into a 30-foot radius sphere of darkness. The sphere will center on the point of impact but will not move if the original point of impact moves (i.e., if thrown at a person it will detonate when hitting the person but will not attach itself to him or her). All normal special forms of vision are negated by the blackness, except for All Sight. The area is also filled with a powerful smell as well as a high frequency sound negating the "sights" that rely on these things.

14 Violet

This gem cannot be thrown against a living or animated creature. When it is thrown against a solid object (wood or stone) then it will explode. Any creature within 20 feet of the blast will be affected by the blast. Those within 10 feet of the blast's center suffer 4d8 wounds. Those that are between 11 and 20 feet from the center suffer 2d8 wounds (normal WR and APV dice rolls apply). All creatures within the blast area are thrown 1d10 feet from the blast's center. If on the edge of the blast (15-20 feet from the blasts center) a creature may avoid the blasts affect by making a React or Escapist Skill check (characters choose which skill to roll against).

15 Ash

When this gem hits its target it bursts to cover the area in a fine gray power. The power settles in a sphere with a radius of 20 feet. All items within the area become super slippery for the duration of the spell effect. No weapon can be held or grasped. A character will fall if he / she fails to make a Balance Skill check when moving through the area.

16 Bone

This gem must be thrown at a solid, inanimate object. When it hits it will burst into 3d4 lightning

bolts. The bolts will spread out from the center hitting the nearest target first, the second nearest second, the third nearest third, until all the bolts have found targets not hit by other bolts. If two targets are at the same range, then it will go after the one with the biggest weapon or most armor first. A lightning bolt that has been generated from a single gem will hit any one creature once. Range limit on the bolts is 100 feet. Each Bolt does 2d10 damage (normal WR and APV dice rolls apply).

17 Translucent

When this gem bursts it acts much like the ash gem. With this gem all things in the area of effect are covered and made visible. The effect lasts (the items are visible) until the ash comes off (about 4d6 combat rounds of activity).

18 Pale Green

This gem's magic will affect a circular area with a 20-foot radius. Any spell cast in the area has a 25% chance of failing. This only affects spells that are cast from within the gems area of affect. It will not affect innate spells or deity granted spells or affects or Psionics based magic.

19 Crystal Clear

When this gem is thrown it will burst and cover an entire area in holy water. All creatures within 20 feet of the gem's point of impact are hit by the holy water. The holy water will damage each undead creature for 3d6+6 wounds.

20 Gold

When this gem is thrown it will hit the ground and explode in a small shower of gold Talons. 50+1d100 coins are created. The coins will not do damage

Gem: Seeker

This is a very powerful magic item. It is always a clean crystal gem that usually has a 4-inch long teardrop shape. It radiates magic strongly and if placed beside another magic item for a period of one month, an image of that item will form within the bubble end of the crystal. From that moment on the crystal may be used to find the object. Any character that holds the crystal and concentrates upon the image within will find that the end of the crystal glows when pointing in the direction of the object. No known object or barrier has been found that will negate the effectiveness of the crystal, although many things have been found that will stop the character holding the crystal from reaching the object shown within...

Gem: Parasite

This gem has the overtones of an item with a great curse although nothing could be further from the truth. A group should not find more than 1 of these gems.

When first found these gems have the appearance of a gem worth between 100 and 250 talons. The gems do not radiate magic. Nothing unusual will take place until the person carrying the gem is fast asleep. At that time the gem will either take the shape of a small thin worm (to wiggle out of pouches and bags) and/or a small flat disk (to float over the ground). The gem will work its way up to the hollow found at the base of the neck. Feelers will extend from the gem to attach to the person's spinal cord. The person will awaken in the morning and will feel the gem in place.

It will take a few days for the power of the gem to manifest itself. If the character wishes, he or she may try to remove the gem. The easiest way is to have someone ripe it off your neck. If this is done, the gem is destroyed and the character goes to zero wounds and must make an immediate Rate of Death check. Other ways of getting the gem off is left to the imagination of the Games Legend Weaver.

If the gem is allowed to remain in place for several days, the character will get used to the feeling and will get so that he does not even know it is there. After this period of time, the gems power will manifest itself in the character. Roll 2d10 on the list below to determine the color and power of the gem.

2 Scarlet

Upon concentration the wearer may know if another has been charmed.

3 Incandescent Blue

The wearer is immune to all diseases.

4 Deep Red

The wearer may not be paralyzed by the touch of the undead.

5 Pink

This gem gives immunity to sleep and charm spells.

6 Green

Upon concentration the gem holder will know if a statement made by another is a lie or is the truth.

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- 7 Pale Green
The character is given bush sight.
- 8 Clear
The character is able to see invisible objects including creatures and characters made invisible by Mood Dust.
- 9 Iridescent
The character is never surprised. The character automatically passes any check made to see if the character is surprised.
- 10 Pearly White
The character is given the ability to determine depth and direction. Using this ability requires one combat round.
- 11 Pale Lavender
Wielder may tell if an item is magical or not. Will not give information as to the nature of the magic, just that magic is present in an object. Takes one combat round to check one item.
- 12 Dark Green (Almost Black)
The character is given night sight.
- 13 Vibrant Purple
This gem doubles the character's current vision acuity (the character will see things that are 100 feet away as if they were 50 feet away).
- 14 Dusty Rose
The character never loses a round of combat to a failed awareness roll.
- 15 Gray
The character will be able to see alignments. One alignment may be checked per combat round.
- 16 Orange
Even a vampire or similar creature cannot drain the character's soul. Resurrection spells cost the character half the normal number of soul points.
- 17 Pale Blue
Upon concentration, the wearer may determine if any substance holds poisons or drugs. The substance may be anything that is within plain sight and is no more than 5 feet from the gem holder. The material need not be physically touched or eaten in order for the wielder to know.
- 18 Yellow
The character may see objects that are on the ethereal plain (even when they are not manifesting themselves on the earthly plane).
- 19 Ivory
The character cannot be the randomized target of a lightning bolt. The only lightning bolt that can hit the character is one directed directly at the character (i.e., a magic user casts and lightning bolt and says the character is the target). If you have to determine the target of a lightning bolt through a randomized dice roll, then re-roll if the dice roll indicates that this character is the target of the bolt.
- 20 Black
The character is given dark sight.
If a character does have the ability or power granted by the gem, then the gem will remain on the character for a few days, then return to its original form (the character will find it back in his or her pouch one morning). To attach itself to a character that character must carry it.
The powers of the gem are never permanent. You lose the benefits of the gem after they are removed. Forcible removing the gem destroys the gem.

Gem: The Cursed One (cursed)

This is a terrible gem although nothing bad will ever happen unless the gem is physically touched or moved. At that moment the character to have contact with the gem will become paralyzed (no saving throw). An illusion will then be cast around the character, of a most terrible monster. Upon its creation the creature will look the party over (using its many eyes) and say, "Who dares to summon me from my place in the abyss?" It will again scan the party and say, "You will all die for your insolence."

At this point the creature will start attacking the group. You can have the group roll initiative and the battle can start. Character's that want to fight the creature will not lose a combat round due to surprise or hesitation. You can tell the group that the creatures many tentacles allow it an attack on all group members that are standing within 10 feet of it. Oddly enough, even though the creature has multiple attacks, none ever hit.

When the group members attack back, they are not actually attacking the image but the character beneath the image. Since the character is paralyzed, there is no modification to the groups to hit dice rolls

although there is to the Wounds the character takes (the character's WR and APV still come into play).

There are two ways for the illusion to end. One is to not fight the creature (or stop fighting it). When this happens the creature will try to taunt the group into fighting it. Failing this, it will scream at them, "Then you are doomed, for this insolence you shall be my guests in the abyss. Be wary on the day that I send for you." With this, the illusion ends and the character that touched the gem is free of the paralysis.

The other way to end the illusion is to kill the character beneath the illusion. When the character drops (goes to zero or lower wounds) the illusion will go into a hysterical bout of laughter as it fades from sight. In either case, once the illusion is gone, the gem is gone with it.

The gem trap is only dangerous to one member of the party. The DM should not let that player know what is going on with his character until the group has dealt with the illusion (the Legend Weaver should take the character's sheet and keep track of things himself). If the character is persistent in wanting to know what is going on tell him, "It appears that you have gone to Hell. As soon as the group deals with the demon prince, I'll let you know what his demons are doing with you."

Gem: The Chaos Weapon (cursed)

This gem is a very powerful magic item although it radiates weak magic at best. If carried within 10 feet of a living being for more than 1 day, the nature of its magic will be felt. It will exchange (in a random fashion) all the powers and pluses of the magic equipment possessed by the character that is holding it.

As can be imagined, the effects of this mix up may be terrible indeed. When mixing up the magic items the following guidelines should be adhered to:

- Potions will exchange with scrolls (eat the scroll...only takes 1d3 combat rounds per scroll), but in a pinch their magic may be found in anything small such as a gem or brooch (the brooch would be the painful one to eat). Both gems and brooches would dissolve in the character's stomach as the potion's magic was released.
- Scrolls may exchange with anything. (Do you know how hard it is to cast a spell (by having to read it) off the torso piece of your own armor?).
- Swords (and like magic weapons) like to exchange their powers with wands and other

small blunt objects (the base damage may suck but the damage bonus is pretty amazing).

- The power found in armor tends to transfer into potions (making them one use affairs).
- Containers favor helmets (have you put on your helmet of dimensional space lately? And that dimensional pocket just doesn't want to hold all that gold anymore...).
- Artifacts are (thank heavens) unaffected.

The switching of powers is instantaneous. The only character that will be affected is the person actually carrying the gem. Characters that have intelligent weapons will probably be the first to know that something is amiss. It's a mighty big hint to the player when his ring of stonework starts spouting off about how screwed up the world is getting lately.

The above list, showing what items will exchange powers with what items is only a list of preferences. The powers of any non-artifact may exchange with any other non-artifact. It must be stressed that all non-artifact items will exchange properties. Many of the powers in the items will be lost, but this is something that the players will have to deal with (easy for me to say...).

Gem: The Fire Came By

This is a very strange magic item. The gem is used as a protective device. It burns in an eternal sphere within the ethereal plane. The terror of this item is that there is a chance that its magic will activate a portal and flood the earthly plane with fire.

When you approach this flame on the earthly plane, you can see it flickering and burning in a surreal insubstantial way. Putting your hand into it, you will feel no heat. There is a 5% chance per combat round that the gem will activate a portal and flood the earthly plane with its fire. The damage roll against the fire is 5d10 (APV and WR dice rolls apply). The fire will only last for a combat round after which the portal is closed. Normally, the gem is built to flood an entire room or area with fire (the largest ever reported protected an area 100 feet to a side).

Searching and moving through the ethereal fire is hard. Line of sight is decreased to a foot or so (half normal walking speed to move through the area without risking tripping over objects or knocking yourself out by running into a wall).

A command word is needed to start the gem's fire and to turn it off, but this must be delivered to the gem on the ethereal plane. If the gem is approached on the

ethereal plane, then the fire does damage on a round to round basis.

Gem: The Restless One

This is a very small black gem that may be mistaken for a black pearl (worth about 500 Talons). The gem radiates a weak magic aura if detected for. Between 1-10 of these gems will be found at a time. The gems power is not released until a character actually eats it. Once this is done the individual will find that he does not require sleep or rest for a period of 1 month (30 days). At the end of the month however, the character will fall into a deep slumber that will last for one day. Nothing can wake the character from this slumber (not even physical damage).

Ten percent (10%) of these gems will negate the effects of sleep and fatigue for 1 year (with a 1 week recovery period).

All these gems will work in unison. If 10 are taken then the character will not sleep for 10 months, after which he will sleep for 10 days solid. The individual must take the second, or subsequent gems before the affects of the first one wear off. The sleep will come on suddenly; one moment the character is wide-awake, in the next he is slumping to the floor.

The character will have to eat normally while awake although he will not have to worry about food and drink while in the sleeping phase of the magic.

The character natural healing rate is halved if unable to sleep due to the magic in these gems.

Gem: The Talking Stone

No one is sure of the origin of the talking stones, although legend has it that there is a tome hidden deep within the earth that tells how the talking stones were made and lists the current location of the 10 gemstones that are rumored to exist.

When you place one of the Talking Stones into your campaign, treat the stone as a full NPC. You will want to generate or develop a personality for the stone since each stone is fully sentient and can speak 2-8 languages.

Each stone is a wise sage and acts like a level one library. The knowledge held by each stone complements the others that were made so if two stones are owned, you have access to a level two library, if three are owned, then you have access to a level three library and so on.

Treat each stone as a person. Each stone may or will talk about a wide variety of topic (unless a personality trait suggests otherwise). They cannot physically see

around them, but they are not dumb and may learn from what they hear.

Gem: Torch Lighter (cursed)

This gem looks to have a value of about 10 talons. If checked, it will radiate magic. When in the presence of humans for more than one day, it will cause every torch within 100 yards to burst into flame and burn fiercely. The torches will burn out quickly (10 combat rounds for a new torch) and take one combat round per torch to put out. The burning torches will ignite packs or other non-magical containers (burn damage may be extensive). Once extinguished, the torches may be relit and will burn normally (with no lessening of the time they will burn for). The danger is not having the time to put out all the torches (since it should take 1d3+1 combat rounds to get a backpack off the character's back, open and emptied of all its torches).

Gem: Trapper

This is a large very valuable looking gem (at least 5000 talons in value) that will not radiate magic. When this gem is examined, the character must make a React or Escapist skill check or be trapped in a soft, transparent, plastic like bubble. If the character makes the check, the bubble will form and collapse. If the character fails to make the check, he is trapped inside the bubble as it forms. While in the bubble the character has little to no weight. If any force is applied to the bubble, the bubble as well as the character will go rebounding off the walls and down the dungeons corridors. This ride will not be all that pleasant for the character (every time the bubble hits the wall, the character hits the wall).

While the bubble exists, it cannot be dispelled or cut. It will dissolve after an hour or two but while present it cuts the character off from the group since spells cannot damage it or pass through it.

There is a 60% chance that when the trap is activated, the gem will emit a large shrill wail that will alert all nearby creatures that something is going on (out to a range of about 200 feet or 10 dungeon doors).

Gem Of Ill Fates

This cursed gem will start to work 24 hours after the character starts carrying it around on her person. The gem appears very valuable (between 4 and 6 thousand Talons). If checked, it does not radiate magic.

The gems curse may be a hard one for the character to see. If the character is ever in the room with an assassin, then that assassin must make a spell resistance dice roll. If the assassin fails his roll, he

will come after and attempt to assassinate the character within the next 24 hours. As can be imagined, the character will still have to fight the assassin even if he does not manage to roll the assassination attempt.

Gem Of Magic Magnification (Cursed)

This gem appears to be a stone of little value (5 to 10 talons). If carried for more than 24 hours, there is a 1 in 6 chance per battle that its magic will be released. The Legend Weaver should check at the start of each battle. If the gem's magic is released then any spell cast by the group or the creatures the group is fighting does automatic maximum damage (do not make spell based damage rolls, just assume the character or creature rolled the maximum amount possible).

The gem is destroyed in the process of releasing its magic.

Gem Of Many Ways (cursed)

This looks like a semi-valuable gemstone worth 25 to 50 Talons. If picked up by a group or individual its magic will begin to work within 1d6 turns. All creatures within the holder's party are affected so long as they are within 100 feet of the gem holder.

Each time the group comes upon a bend of a "T" intersection within the dungeon, they will see a 4-way intersection ahead of them. Regardless of the direction that the group believes themselves to be traveling, they will always go down an existing corridor. Example: A group of adventurers is heading towards a right hand bend. They see before them a 4-way intersection. They come to the intersection and decide to turn left. Believing they have gone left, they will turn right and continue on.

The gem will radiate strong magic when detected for. If it is detected for when its power is being used (the group is at an intersection) then its aura will be noticeably greater (assuming they are able to compare).

Gem of Summoning

This Gem may be used once. When found it will not radiate magic although it will appear very valuable (between 7 and 8 thousand Talons). When thrown to the ground the gem will shatter. When it shatters it will cast a summoning spell that will cause one monster to come to the aid of the character. The monster summoned must come from the area's Wandering Monster Encounter tables and will join the group in 1d3 rounds. It will run up to the character that summoned it and wait for instructions. The character will know the summoned monster when

he or she sees it (i.e., will not think that he is about to be attacked by the monster he or she just summoned).

Gong of Warning

This is a very large specialized magic item. It is normally built into an area with the Gong itself being at least 4 feet across and several inches thick. The ringer is normally a large wooden club at least 5 feet long.

The Gong is normally built as part of the defense of an area. When you ring it, everyone in the castle or dungeon will know that it has been rung. When you strike one of these magic items, it will ring for no less than 6d6 combat rounds (whoever rings the gong is considered to be defending the area from outsiders).

All creatures in the same room with the gong are affected by its magic. There is no way to lessen the affects of its magic since the sound is as much physical as magical in nature (you negate the actual sound but still feel the magical vibrations that go along with it).

Roll on the following table to see what additional power the gong has. Remember, everyone in the same room as the gong is affected by its magic. As you can imagine, the gong is normally placed with more than a few guards in a very large room. Roll a d8 when someone rings the gong and check the table below to see what additional affect the sound has.

1. All friendly units have their TKA dice rolls doubled so long as the gong is ringing.
2. All friendly units have their WR dice rolls doubled so long as the gong is ringing.
3. All friendly units have their APV dice rolls doubled so long as the gong is ringing.
4. All friendly units have a straight 50% magic resistance to all point based damage spells cast by the enemy. There is a straight 50% chance that an AoE spell (cast by the enemy) will not go off in the area. Roll once for the spell rather than making individual rolls for the each potential target.
5. All friendly units can roll the to hit and to-damage dice twice and apply the results that are of the greatest benefit to them.
6. All enemy units have their TKA dice rolls halved so long as the gong is ringing.
7. All enemy units have their WR dice rolls halved while the gong is ringing.

8. All enemy units have their APV dice rolls halved while the gong is ringing

Headband: Black Thirst

This headband is woven from black spider silk. When placed on the head of a creature, it will shrink to fit snugly and comfortably. The headband has a thirst for magical darkness and has a chance to negate any magical darkness that the character enters (so long as the character is wearing the headband). It has the greatest chance of negating the darkness if the character is not wearing other headgear (hoods included). The chance a darkness spell or affect will be canceled the first time the character enters the area is 60% (half this chance if the character has anything over or covering the headband).

Headband, Clear Thought

This headband is made of a translucent milky gray material. Were you can see the weave in most headbands, in this one you cannot. The headband almost looks like it was poured and not woven. Regardless of this, the headband will shrink into place when worn and fit tightly and comfortable on the character head.

While this headband is worn, the character is immune to the affect of confusion or spells that try to make the character stupid. In addition, any spell cast by the character cannot be given an outside penalty (cannot be modified by the affects of a spell cast at the character).

Headband: Damage Focus

This headband is woven of the finest platinum thread. If detected for it will radiate magic strongly and will shrink in place about the head of any character with a magic focus.

This headband is both good and bad. It is good in that the character has the option to make use of the headband. If this option is taken then spell damage done by the character is rolled twice with the character able to apply the greatest set of damage rolls to the target.

There is a downside to the headband. When used, there is a 1 in 6 chance that the damage done by the caster is channeled back to the caster. If this happens, the caster takes the damage. Armor cannot prevent this damage but the casters own WR dice roll may negate some or all of the damage. If the character does take damage, roll percentile. If the roll is less than or equal to the damage taken, then the character is stunned for the remainder of the current combat round as well as for the next complete combat round.

Headband: I Wanna Be A Fighter

This headband is woven of the finest platinum thread. If detected for it will radiate magic strongly and will shrink in place about the head of any character with a magic focus.

When on the character's head this headband increases the character's personal WR dice roll by +4.

Headband: Mind Shield

This headband is woven of the finest platinum thread. If detected for it will radiate magic strongly and will shrink in place about the head of any character with a magic focus.

The Mind Shield is a powerful magic item. It totally and completely protects the character's mind from outside influence (even the type of influence exerted by a vampire). In addition to this, the last control spell cast at the character will be caught and held by the headband for a time (this does not include natural abilities for control such as those possessed by a vampire). If the character wishes, he may use the caught spell and cast it back onto an enemy as if he had the spell memorized. The spell so used is only a one shot affair and casts at the same level as the creature or character that cast it. If the spell is not used during the current battle, its drains from the headband at the end of the battle.

Helm of Water Breathing

When this helm is worn the character can beath while underwater. In addition, the character can enter and exit water without interruption to his breathing. The helm actually keeps air in the character's lungs so there is no need to fill or flush the lungs when the character leaves or enters water.

Helmet Of Seeing

There are two types of these helmets, one that is useable by a character that has a fighting focus and one that is useable by a character with a Magic Using focus (roll high/low on a d6 to see which helmet is found).

Fighting Focus

This item may be used with any non-magical set of armor. When worn by a character with a Fighter Focus, the character is able to fight in darkness or against invisible opponents at half the normal penalty. This goes for the detection dice rolls to locate these opponents as well (i.e., the dice roll to detect an invisible opponent).

Magic Focus

This helmet is made of bone. It gives the wearer +2 on her WR dice roll when worn. If worn with a set of non-metal armor (in place of the armors regular helm) it adds +1 to the armors APV value. If worn with metal armor (in place of its regular helm) it subtracts one from the armors normal APV. It cannot be used with other armor that has been magiced (i.e., cannot sub in the normal helm on a set of magical plate armor).

If the character has a magic focus then she is able to see magic spells. The character will see all magic spells that are cast, who cast them and who the target was, even if not in her normal line of sight.

Hide: Impostor

These hides may be one of any medium sized non-magical creature. Each is tanned and preserved with as much of the original animal's outer covering (skin) as possible. Each will radiate strong magic.

If the character places the hide upon his body so that the head corresponds to his head, the front legs with his arms and the hind legs with his legs, and speaks the animal's name, he will become the animal in all respects save the mind. Equipment is also changed. The character will receive the movement, armor class and attacks of the creature whose shape he assumes. He may change back at will, but the overall magic of the skin may be used only 3 times a day.

Typical hides that may be found are as follows:

1. Beaver
2. Cheetah
3. Leopard
4. Black Bear
5. Lion (Spotted 50% Or Mountain 50%)
6. Wolf

Horn: The Far Call

This type of horn is always associated with a family line. Each horn will be made for a specific member of a family. Before it may be made, samples of flesh must be obtained from at the least 3 generations of the family line. In addition to this, ten objects are needed from 10 living blood relatives.

The horn will make a sound that only one family line may hear. Family members will only hear the horn if a family member actually sounds it. When this happens, then everyone in the family will know direction and distance to the horn blower. Those that can teleport can actually use the sound as a beacon and can teleport to the horn blower's location.

As can be imagined, these horns are passed down through the generations. They are made for family lines and are cherished by those family lines. Generally, if one is found, the family will pay well to get it back.

Hourglass Of Time Compression

This item is a small hourglass with but 2d4 grains of sand. To each end of the hourglass there is a clasp to which a small chain may be placed, allowing it to be worn around the neck as a pendant. Each time the hourglass is used, one of its grains of sands is destroyed. When the last grain is used up, the hourglass loses its magical properties.

To use this item, a command work is spoken and the glass is turned upside down. When this is done, time stops in the area of the hourglass. The only creature or character immune to this time stop is the character that made use of the hourglass. That character may take 1d3+2 combat rounds worth of actions, all of which will come to pass and be resolved on the round following the time stop. These are free actions done by the character. The targets of these actions cannot perform their own actions against the character although they can react to the character's actions.

To give an example:

Eva uses the hourglass to stop time since her group is in dire straights. She rolls and manages a 3 on the d3. She has five complete rounds of actions.

Eva's first two combat rounds are spent fighting her current opponent. The opponent still gains benefit from his defense adjustment, WR and APV dice rolls, but his is not able to take action against Eva. After the two combat rounds he has taken 22 points of damage, which is enough to kill him (or so Eva hopes). Eva makes her Awareness skill check and turns her attention to another character in the group and on round three she casts a 12 point healing spell on Khalid). She again makes her Awareness skill check and on round four she draws a bow and shoots a magic user that is hanging in the back of the area. Again, the target gets his normal rolls versus her actions but can take no action back. Eva spends her last free round casting a lightning bolt at the magic user. Between the arrow(s) she fired and the Lightning Bolt, the magic user takes 23 points of damage.

The time stop comes off at the end of the fifth round (combat instant 25 of Eva's fifth free round). At the start of the next round, Eva's actions are applied. The fighter she is facing takes 22 points of damage and as she hoped, he drops, Khalid is healed 12 points worth

of damage and the magic user at the back of the room takes 23 points of damage. If the magic user wishes to cast a spell this round, he will have to add 23 to the To Cast dice roll (for the damage he took from Eva).

Javelin Of Lightening

This javelin must do actual damage to the target for its special power to be invoked. The target gets a Spell Resistance dice roll against the Javelin's special power adding one to the dice roll for each point of damage done by the Javelin.

If the target passes his Spell Resistance dice check, nothing happens and the Javelin may be picked up and thrown again. If the target fails the roll, the Javelin is destroyed as its magic is released.

The target of the javelin's magic will find that he or she loses mass (even though they are the same physical size they lose half their power rating). The net result of this change is that the target loses his WR and TKA rolls. The effect lasts for 4d6 combat rounds.

Javelin: Illusion

This javelin must do actual damage to the target for its special power to be invoked. The target gets a Spell Resistance dice roll against the Javelin's special power adding one to the dice roll for each point of damage done by the Javelin.

If the target passes her Spell Resistance dice check, nothing happens and the Javelin may be picked up and thrown again. If the target fails the roll, the Javelin is destroyed as its magic is released.

The target of the Javelin's magic must fight an illusion of the character to throw the Javelin. This illusion will wield melee weapons that the attacking character normally wields (at the same level of ability) but cannot cast spells. The target of the spell will realize that he is fighting an illusion if the real character attacks him or when he kills the illusion or if the illusion does an amount of damage equal to the character's total hit points.

To give an Example:

Khalid has failed his Spell Resistance dice roll and is fighting the illusion. Melee fighting Eva while watching her run around casting spells at others does not strike him as odd (he would think it odd if she cast a spell at him or caught him in an AoE spell... doing either would immediately dispel the illusion). While Khalid melees Eva's illusion, he takes a total of 35 points of damage from it, and another 12 damage from non-illusion, non-Eva sources. This is enough damage to kill him but he does not drop and

still does not find this odd. During this time he has had an incredible string of bad luck and has only managed to do 22 points of damage on the Eva Illusion. The Eva illusion has one wound left. If he hits the Eva illusion for one more point of damage, it will be dispelled and he will realize that he is fighting an illusion. If the Eva illusion hits Khalid for 12 more points of damage, he will also realize it is an illusion. The damage done by the illusion cannot kill Khalid and goes away as soon as the Illusion goes away.

Mace, Death's Enemy

The character that wields this 2 handed mace must be of good alignment (ng or good) and must worship a deity (any deity). A character that meets these requirements will find that the mace has a magic damage bonus of 2d6, in addition to its normal damage. In addition to this, whenever the mace hits an undead and does damage, it will flash sunlight to a range of 30 feet. Any undead that take damage from sunlight will take 3d8 damage from this flash (WR dice rolls apply against this damage but not the targets APV dice roll).

Mace, Death's Friend (cursed)

The character that wields this 2 handed mace must be of good alignment (ng or good) and must worship a deity (any deity). A character that meets these requirements will find that the mace has a magic damage bonus of 2d8, in addition to its normal damage.

There is a problem associated with this mace however. When an undead takes damage from this mace, the mace releases a healing spell that will heal any type of undead creature. The amount healed is 3d8, so, although the mace may eventually kill a creature, it will take a long time to do so. The good news is that the creature must survive the entire round of combat to benefit from the healing. The healing takes place on combat instant 25 after all other damage and spell effects have been resolved. If the creature's wound total goes to zero during the round it dies and the healing spell will not stop this.

The Legend Weaver should roll for the amount healed and not tell the characters directly what is going on.

Magic Bar

There are actually three versions of this bar, Fast Fall, Magic Barrier and Strip. Roll a d6 to determine which bar is found

- 1 Fast fall
- 3-5 Magic Barrier
- 6 Strip

Except for the markings found on the bars, all the bars look similar and are activated the same way as explained below.

This is a lightweight metal bar is a foot long and will radiate magic if detected for. It may be used once for once used, it remains in place until destroyed or its magic is dispelled. The bar is always set as a trap and may never be used as a weapon. When placed sideways in a corridor it may be commanded to grow or shrink by as much as 9 feet in order to allow both ends to weld to the stone walls that they touch. A second command word will bring into existence a glistening wall that will stretch from the bar to the floor, and from wall to wall. This glistening screen will be semi-transparent.

Fast Fall Version

Whoever steps through the glistening screen is taking a step though another dimension. The doors into this area and out of it are not really opposite each other. For this reason any creature or character stepping through the wall must make a balance skill check at +10 on the dice or fall on its face when it exits the screen.

Magic Barrier Version

The glistening wall is actually a doorway into another dimension. Although items and flesh can pass though this area without harm, all magic is trapped in the area. This means that any spell cast at a target on the far side of the glistening wall will not reach its intended target.

Strip Version

The shimmering wall enters and exists an extra dimensional space. When a creature passes through this space, all of its equipment and items end up on the side it was on when it entered the bar.

Five percent of the bars that are this type employ a stronger form of magic. When a creature steps through, all of its equipment is left behind in the dimensional space between the two bars, and is lost forever. This version of the bar carries the same price as a cursed item.

Necklace: Last Stand

The character may use this necklace at any time. When the character activates the necklace he cannot make any attacks against his enemies. For this sacrifice all opponents must add an additional +4 to

their to hit and to cast dice rolls if making attacks against the character. This penalty applies to all incoming attacks and spells, regardless of the direction they come from.

Necklace: Mind Bridge

Two necklaces of apparent worthless value comprise this magic item. However, separate or together, both will radiate weak magic. If examined, it will be noticed that both necklaces are identical in every way, even to the scratches that they may have been picked up by them (what appears on one will appear on the other). If two separate individuals each wear one of the necklaces they will find that full telepathic communications is possible between them.

Necklace: Mind Sworn

When this necklace is worn, the character can never be made to betray the group or take action against the group.

Necklace: Races

There are 12 of these necklaces, each associated with a different race. Roll 1d12 and consult the following table to find which race the necklace in question represents.

1. Calt
2. Dwarf
3. Eldorin
4. Elf
5. Fairy
6. Gnome
7. Human
8. Lazinar
9. Leonid
10. Nagis
11. Rac
12. Trock

These necklaces cast an illusion about the creature that wears them. The illusion corresponds to the necklaces race (i.e., the Trock necklace casts an illusion of a Trock). No special abilities or knowledge is granted by wearing the necklace, this is pure visual illusion only. If the character wearing the necklace speaks, the illusion will mouth the words but it will be the character's voice that is heard (people may wonder when they see that Trock is squeaking away in perfect Fairy).

Necklace Of Illusion

This necklace comes with two gems (if it does not have both gems it starts out pretty much useless). The necklace is fairly valuable looking (2 to 3 thousand talons) and carries a magic aura if detected for.

The necklace allows the wearer to pull off one of the gems. This gem is normally referred to as the Sender. The gem that remains behind on the necklace is normally called the Mirror. If the Sender is given to a creature or character, then a small image of the creature or character will form in the Mirror. This image will remain in the Mirror so long as the original creature to get the gem owns the Sender Gem; the original creature to receive the gem remains alive and the character that wears the mirror gem continues to wear the necklace.

If the character that wears the necklace should take the necklace off for any reason, the Sender gem will teleport back to its spot on the necklace. Should the creature give the Sender Gem away, the gem will instantly teleport back to become part of the necklace. Should the creature given the sender gem die, the creature's image will fade in the Mirror gem. In this case the gem must be found and rejoined with the necklace before the necklace will function again.

So long as the Mirror gem has an image within it, the character wearing the necklace can invoke its true power. That power is the ability to assume the form of the creature in the Mirror Gem. The necklace does not give knowledge, just physical form. The form taken must be of something that is intelligent and must have an RS rating of between .25 and 3.

Necklace Of Joining

The necklace of joining comprises a single gemstone broken in two with each half hanging from its own gold chain. With two creatures each wear one of the necklaces, it is possible to transfer wounds between the two creatures. The character that wishes to transfer wounds must choose and roll a dice twice. The dice can be any dice between a d4 and a d20. The lower of the two rolls is the number of wounds transferred to the other character. The higher of the two numbers is the number of wounds lost by the character doing the transfer. The wounds are gained or lost on combat instant 25 (so the target must survive the round to gain benefit from the transfer).

An Example is in order

Eva and Hardwyn wear the necklaces. Eva decides that Hardwyn is in trouble and decides to transfer some of her wounds to Hardwyn. She has 25 wounds remaining and is not close to the fight so she decides on a d20 and rolls it twice. Eva rolls the d20 twice and comes up with an eight and a 15. Hardwyn gets eight wounds back and Eva loses 15 wounds.

Necklace Of Location

While the character wears this necklace she cannot be teleported unless she is willing. This does not prevent gate magic (which forms a door that must be stepped through). If the character were to walk onto a teleport pad and activate the pad, she would know that the pad was active and that the magic required to teleport her was being held in check by the necklace. Only if she decides to allow the teleport will it happen.

The necklace gives no information about the teleport (i.e., no idea about where a teleport might go). It just prevents one from working. Depending on the specifics but this may well prevent the entire group from being teleported against its will (i.e., the teleport magic teleports everything on the pad or nothing).

Necklace of Magic Magnification

When this necklace is worn, the character is allowed to take one of his damage dice and re-roll it. This re-roll does not use a point of luck and the character may re-roll the entire set of damage dice with a point of luck.

An example is in order:

Eva casts a spell that does 4d8 damage. She rolls a 2, 4, 6 and an 8. She uses the necklace to re-roll the 2. On the re-roll she gets a 3 (not a whole lot better). Eva can take the damage as it is now rolled or use a point of luck to re-roll the entire lot (all 4d8). If she uses a point of luck, then she would not be able to use the necklace to re-roll the low number (can only use it once for a given spell).

Necklace Of Master Location

This necklace has 6 silver chains, each ending in a single red gem. The necklace and gems radiate strong magic. If a person places all six chains around his neck, he will find that the chains may be removed separately with each one breaking off a small piece of gem, thus forming a necklace and gem of its own (which will also radiate magic). The one to do this will be called the master. The master may do this up to 5 times (there are 6 chains, 5 may be removed).

So long as the Master wears the original necklace and does not remove it, he has access to the lesser necklaces. At any time he may:

- Know distance and direction to each of the lesser necklaces.
- See and hear what is going on around the lesser necklaces as if he were in the lesser necklace.

- Communicate telepathically with any creature or character actually wearing the lesser necklaces.
- Control the actions of the character or creature that is wearing a lesser necklace so long as the wearer of the necklace is asleep and fails a Spell Resistance dice roll. Making the dice roll will wake the creature and will prevent any further attempt at control for 24 hours. The controlled character can be jarred awake fairly easily (and thus control lost). This means that the controller cannot make the character attack or run. Think of it as a sleepwalker. The person moves from thing to thing slowly (rummaging through packs, moving items from one pack to the next) all the time not seeing the group's stares of disbelief.

Necklace Of Second Sight

This gold necklace is strung with a pendant of two men fighting. If checked, it will not radiate magic and appears to have a value of about 1000 talons. The character that puts this necklace on has a 50% increase to his Second Sight Synergy bonus (to a maximum bonus of 25 points). As is normal for all such bonus increases, the character's maximum increases and must be gained through normal means; if the character has 18+10 then he would still have 18+10 with the necklace. However, rest and relaxation would allow him to get up to 18+15 in the skill.

Necklace of the Elements

These necklaces do not radiate magic. In addition, they have a very expensive look to them and are worth between 4 and 5 thousand talons as pieces of jewelry. Each necklace features gems and stones that bestow a bonus to the wearer. Of all the stones in the necklace, only one holds magic (and it may be the cheapest looking stone in the set). Only one necklace may be worn at a time. If the stones are removed from the necklace and sold separately, then the magic in the necklace is ruined and will not function. The possible colors of the keystone and associated benefit are listed below.

1. Black gives partial immunity to poison (+1d6 WR versus all poison damage)
2. Blue gives the character the ability to breathe water.
3. Red gives the character partial immunity to heat and burn damage (+1d6 versus all fire or heat based damage).

4. Green gives wearer natural invisibility to plant life. The character will not be attacked by a plant creature unless he or she attacks one first.
5. Gold makes the character immune to the effects of hunger or dehydration. The character does not need to eat or drink.
6. Silver toughens skin so as to give the character 1d4 bonus to his or her WR dice rating.
7. Ivory gives the character partial immunity to cold (+1d6 WR versus all cold based damage).
8. Gray gives the character partial immunity to electrical damage (+1d6 versus all electrical damage).

Potion: Changeling

There are twelve known versions of this potion. Each potion will turn the character into one of the twelve character races. This means that a Calt could drink the potion and become a Trock. The change is permanent until another potion is taken. Roll 1d12 on the table below to determine what the character's final form will be.

1. Calt
2. Dwarf
3. Eldorin
4. Elf
5. Fairy
6. Gnome
7. Human
8. Lazinar
9. Leonid
10. Nagis
11. Rac
12. Trock

All the character's physical strengths and weaknesses change. Mental ones do not. This means that if a Trock becomes an Elf, he would not get the Elf's dice rating for Long Bow (and it could be argued that a Trock character would lose his or her dice rating for 2-Handed Sword since both size and cultural attitude contribute to the Trocks dice rating in it).

A character that wishes to drink one of these potions should talk it over with the games Legend Weaver. Your current games Legend Weaver has final say as to which dice ratings change and which remain the same. Even though the character's dice rating may change in his or her skills, the actual skill level is unaffected. In addition, the character cannot spend or earn affinity on the character for a period of one game year since the new form would be very alien to him or her.

If a character drinks this by accident then the affects can be calculated after the game but before the next game. Saying the change is not instantaneous makes it a little easier on game play.

Ring: A Time Of Changes

This ring will reverse the characters sex so long as it is worn. A character's sex that changes will find that they are of average build and beauty for the gender they assume.

Ring: Babel

This ring allows the character to speak and understand any spoken language. Note that there must be a spoken language. It does not allow the character to understand the thoughts or gestures of animals or the like.

Ring: Derelict (Cursed)

This ring will identify and work as a ring of Magic Resistance (described below under its own heading).

The ring carries a curse however. Once every few days, the ring will destroy all the gold and non-magical gems and jewelry carried by the character. When the character first starts to use the ring, roll 1d10. This is the number of days that will pass before the ring will do its work. Once the ring has destroyed all the Gems, Gold and Jewelry carried by the character, there is a 1 in 6 chance that it will do the same to all the Gems, Gold and Jewelry carried by the group.

Ring: Eye Of The Tiger

This ring gives the character Night Sight. So long as the ring is worn, the character benefits from its magic.

Ring: Finder

This is another variation of a ring of invisibility. This ring acts as a normal ring of invisibility except that once the character is invisible he or she is able to see all other objects and beings that are invisible. This ring carries a -8 on the detection dice rolls when creatures or characters are trying to find the wearer.

Ring: Mind Bane (cursed)

This ring identifies and works as a ring of Spell Holding (see the write up under its own heading below for this item).

The ring does carry a curse. In any given battle there is a 1 in 10 chance that the curse will kick in. When it kicks in, the character will find that his mind clouds and thought becomes very difficult. At this point the character has a straight 50% chance of failing to cast a spell. Each spell must be rolled for separately.

While the character's mind is affected by the curse he or she will not think of or comprehend any command that tells him to remove the ring.

Ring: Ring Bane

This ring is much sought and much feared. If the ring is put onto the character's finger it will destroy the magic of every other ring worn (including the magic within itself). However, there is a base 40% chance that while doing this, it will make one of the powers in one of the rings being worn a permanent character ability. This base chance is increased by 5% for each ring worn (this is the one time you will want to wear more than 2 rings).

An example is in order:

You can normally wear two rings. Wearing more means that none of the rings you wear will function... except for this one... the more the merrier.

Eva places 7 rings onto her fingers (no thumbs allowed). She numbers the rings 1 to 7 (for later reference) and finishes by slipping Ring Bane on her last free finger. With 7 (other) rings in place there is a 75% (40+35) chance that the power in one of the rings she is wearing will become a natural ability for her. She rolls percentile and scores 67%. She gains an ability! She now rolls randomly from among the seven rings. Whatever powers belong to the ring she rolls, that power now becomes a permanent part of her character.

Ring: Rock Fall (cursed)

When this ring is worn the character WR dice roll gets a 2-point bonus. The ring does carry a curse however. So long as it is worn, the character will take automatic maximum damage from any fall, even if the character has the ability to land safely without damage. The ring does not increase or affect the chance the character will die outright from a fall (the maximizes the rolled fall damage).

Ring: Stonework

This is a very unique ring of great value and worth in the making and animation of stone statues and guardians. The ring may be invoked once per day. When invoked, the ring will allow the user to manipulate up to about a cubic foot of stone each day. The stone cannot have a magical affect or be protected by magic in any way. Thus, the ring cannot be used to shape the stone in a magical stone door (nor would it allow the wearer to work stone protected by an Aegis Stone).

In addition to its ability to work stone, the ring protects the wearer from all spells and affects that

would turn the user to stone (i.e., the wearer cannot be turned to stone by any means). When employed to help make golems, the rings cuts the time required by half.

Ring Of Accuracy

When this ring is worn, it negates up to 4 points of any penalty when firing any type of missile weapon. The ring does not add or subtract from the dice rolls, it decreases the penalty by up to four points. For example, Eva is firing a bow at a point target. A point target normally requires +12 on the dice roll. Wearing this ring she adds +8 to the dice roll.

Ring of Aid

Two plain brass rings of apparent worthless value comprise this magic item. Neither will radiate magic although a close examination will show the character that the two rings are identical, even down to the nicks and marks found on them.

When the power of these rings is invoked, it will work once and only once. Both individuals with the rings must actually be wearing them for the power to work. Either character may invoke the power. When invoked, the character or creature wearing the second ring will know that the character wearing the first ring is in trouble and requires aid. When this knowledge is gained, the character wearing the second ring has the option to use the rings power to teleport and aid the character wearing the first ring.

Ring Of ESP Detection

When this ring is worn the wearer will automatically know when her mind is being read. She will know this regardless of method employed (short of having a god read her mind). The ring gives no defense against the mind reading, although it gives a 50% chance of knowing when another individual is scrying upon the wearer. If the wielder already has a percentage change to detect scrying, then it is increased by 50%.

Ring Of Hiding

When worn, this plane brass ring will not radiate magic (although it will radiate magic if not worn). If the ring is placed upon an object and a command word is spoken, the object will vanish to another plane of existence. By speaking the command word again, the object is summoned back to the rings location. Any single object may be held by the ring (4VL item size or less).

Ring Of Magic Resistance

This powerful ring looks like a plane gold band. When worn it will give the wearer a 25% resistance to

any point based magic spell cast at the wearer. This roll is in addition to and made before any other rolls the character may get against such magic.

Ring Of Secret Wearing

When this ring is placed upon a person's finger, all magic rings (including itself), as well as all magic brooches, pins, belts, necklaces and like magical items will become invisible. A detect magic will not show up the items, nor will a detect invisibility. The items may be physically touched and felt, although finding them takes a Search Skill check (no modifier).

Ring Of Silence

This ring may be invoked at any time by the wearer. When invoked the wearer must state a duration, which may be between 1 and 24 combat rounds. 1d6 combat rounds must pass between the rings magic ending and the character being able to invoke its power again.

While the ring is invoked, the character cannot make sound, either intentionally or unintentionally (cant even speak to activate other magic items). The good news is that so long as the rings magic is in affect, the character makes all his Move-Unnoticed dice rolls twice and applies the result that are most favorable (this also means that if a character uses a point of luck to re-roll then both sets of dice are re-rolled).

Ring of Spell Holding

This ring will hold one spell each of levels 1 to 4. The spell must be cast into the ring by the character wearing it.

The character that put the spell into the ring can cast it out of the ring at any time. In this cast, the to cast speed dice is 8/2d4. When casting the spell this way there is always a 1 in 20 chance that the spell will fail when coming back out of the ring.

The character to put the spell into the ring can give the ring to another and (giving them the command word) can have the other cast the spells back out of the ring. The spells go off as if cast from the original magic user. However, when being used by another this is a 1 in 10 chance that the spells will fail to cast out of the ring and even if they do cast, the casting speed dice is 24/2d12.

Once a spell is cast out of the ring, 24 hours must pass before a replacement spell may be cast back into the ring. The ring will hold a maximum of four level 1 to 4 levels spells (one of each level).

Ring of the Thief

When this ring is worn, it increases the character's Locksmith and Sleight of Hand Synergy bonus by 50% (or 25 points, whichever is the least). This means that should the character have 18+10 in each of these skills, they would become 18+15 (base skill in unaffected, even if below 18). Like all objects that give synergy bonus, the character does not receive the bonus immediately. Only the character's maximum is increased, he must rest to go from his current level to his (new) maximum level in the skill.

Scabbard Of Sword Summoning

This is a very odd type of scabbard for it is made up of a belt with two small pieces of leather that will cling to each other and to any part of the belt. The whole ensemble radiates magic.

If you take the two pieces of leather and place them on either side of a sword blade (down by the hilt), you will find that they will remain in place and may only be pulled off by someone wearing the belt. The sword may then be hung from the belt, by touching either leather strap to any place on the belt. Regardless of location or circumstance the sword will never cut the wielder and any strong desire will instantly teleport the sword to the wielder's hand. As long as the wielder is using the scabbard he or she gets an automatic re-roll versus surprise. The re-roll does not cost a point of luck, but may not be taken again, even if using a point of luck.

Another power of the scabbard happens should the wielder place the tip of the blade upon any solid surface (ie. wall, table, ceiling, etc.) and then lets the weapon go. The weapon will not fall from its resting place even if suspended from the ceiling. No single being of less than 3 RS / 25 Power can move the sword unless he has the belt on. In such instances, the wearer of the belt may summon the sword to himself by reaching for the sword. The sword must however be within a direct line of sight and will not teleport to the owner, but fly into his hand.

Scroll: Night Caster

This scroll paper is of a magical nature, and is very valuable to a magic user. Any magic user who uses this paper to write his scrolls will find that the scroll emits a soft radiance in the dark. The light given off is enough to permit the casting of spells from the scroll and is of a nature as to not ruin the affects of any special sights the magic user may have (dark sight, night sight etc). Others facing the spell caster will not see the glow from the scroll if they are further away than 5 feet from the scroll paper.

The paper will not work within a magically imposed darkness.

You will have to wait for me to add a document for generating magic scrolls before really making use of this magic item.

Scroll Of Multiple Uses

These scrolls will radiate very powerful magic if checked for. Each scroll will hold one and only one spell upon its surface. The difference with this type of scroll paper is that once the spell has been cast, it will reform upon the surface within the next 12 hours (basically amounting to a reusable scroll). Initially, a scroll of this nature will hold 10 spells, with the number decreasing with each one that is cast. Once all 10 spells have been cast the scroll will cease to radiate magic, becoming ordinary vellum.

You will have to wait for me to add a document for generating magic scrolls before really making use of this magic item.

Shield: Breaking Strain (cursed)

This is a medium sized shield that carries a DA of 3 (rather than the normal value of 4). In addition to this, roll once on table 16 in the Magical Armor document. Please note that rolling on table 16 may result in a curse. This is ok. If the result is a curse, then this shield carries two curses (the one rolled plus the one described here).

There is a 1 in 10 chance that this curse will activate. If it activates, then make note of the first blow that comes from the character's front or shield side that misses the character. Because of the curse, the blow will actually hit the shield. When this happens, the shield shatters into a dozen pieces. When the shield shatters the character takes a hit as if he or she had been hit normally. The character must continue on and finish the fight with the shield in pieces by his or her feet.

2d12 hours after the shield shatters the pieces of the shield will move back together and form a new shield. This will not happen if all the pieces have been separated (i.e., the character takes one or two of the pieces for some reason).

Staff: Gateway

This staff carries a DA of 4 (rather than the normal 5). In addition, it has one main power. The staff has a 70% chance to activate any permanent portal in the world. Make note of the first attempt to activate a portal. If it works, the staff is always able to activate the portal. If it does not, then the staff in question will never work with the portal.

If using the staff to activate a portal, the portal will remain open for 3d6 combat rounds.

Staff: Yellow Nightmare (Cursed)

This staff is a cursed item. It will check out as a staff with a damage bonus of 2d6. However, the first time the staff hits a target and does damage, it will explode to create a huge spore cloud. The spore cloud will engulf all creatures and characters within 50 feet of the explosion. Creature and characters on the edge of the blast can make a React or Escapist skill check to avoid the spore cloud. Those within the cloud take 4d6 damage on the round the spores are released. The character's WR dice roll may negate part or all of the damage taken by the character (treat the damage as being from a poison you breath in). The character's APV dice roll will not affect the damage taken by the spore cloud.

The spore cloud only affects those within the cloud on the round it is released even though it may take several rounds to settle out of the air.

Staff Of Irritation

This staff is not made of wood but living mold. Whenever the staff hits the target, a small piece of it breaks off and engulfs the target in a cloud of gray / yellow spores. This cloud is released onto the target only if the target does not take damage from the blow (so the wielder must hit the target but not damage it).

The spore cloud released by the staff is magical in nature so the target must always make a Spell Resistance check to avoid its affects. A target that fails this dice roll takes 4d6 damage from the spore cloud and suffers a +1 penalty to all spell casting and weapon skill checks. The penalty is cumulative and lasts until the end of battle (i.e., if the target fails 6 Spell Resistance checks, it gets +6 to all of its Spell Casting and Weapon skill checks). The target does not get its WR or APV dice rolls against the damage or affect.

The penalty given to the staff's victim is the reason for the staff's name. The spore cloud produces such a sense of itching that some have seen survivors go into a frenzy of scratching (once that battle is over) that can last for hours.

Staff of Light

This staff allows the wielder complete control over how much light or dark is in the area. The staff can affect the amount of light present to a distance of 20 feet. The level of light may be from total darkness to bright daylight (and anywhere in between). Note that

the staff can create real daylight that can harm undead.

Staff Of Passage

This is a powerful staff with 2d4 charges. When the last charge is used up, the staff becomes non-magical and useless. Until then it carries a damage bonus of 2d6+3.

When the main power of the staff is invoked, it will cause all glyphs within 50 feet to light up and show themselves. Each glyph will remain in this state for 4d6 combat rounds (roll separately for each glyph). If the staff is placed within a lit glyph, the glyph is canceled and dispelled.

Staff of the Water Master

Only a character with a magic focus may wield this staff. This is a very powerful magic item that has 2d4 charges. When these charges are used up, the staff is useless.

So long as the staff has charges, it carries a Damage bonus of 2d6. If used against creatures of water this bonus is increased to 2d12.

The staff can cast the a Water Breathing spell at no cost. This spell allows the recipient to actually breath water for up to 1 day. When the recipient goes from air to water or vice versa, 1d3 rounds must pass while the character's lungs fill or empty of water. During this period the character is helpless.

The staff can cast a Water Walking spell at no cost. This spell allows the recipient to walk on water for up to 24 hours. This is not really compatible with the Water Breathing spell since the character cannot enter water so long as the Water Walking spell is in affect.

The staff can summon a Water Elemental to fight for the character. However, this costs the staff one charge if the following conditions are met. There are no water elementals on the areas wandering monster encounter charts or the staff has already summoned a Water Elemental in the last 24 hours.

What this means, is that if an area has wandering Water Elementals, then the first one is free; all the rest cost one charge (in a given 24 hour period).

Sword: Arena

A gladiator used this very powerful Long Sword for several years in the Northern Eir fighting pits. Using a magic weapon in the fighting pits is highly illegal and got several individuals (including the gladiator) put to the death.

Legend Weaver: The Making of Heroes, Magic of Myth and Legend

Arena's power depends totally on the plus of the weapon. The weapon's plus depends on the skill of the character that wields it. However, the sword will not initially work for anyone whose Synergy level is less than 15+0 or greater than 18+4. Even if the character's initial synergy level is correct, the sword must still like the character (meaning it is intelligent and has a personality). A dice roll made when the sword is first picked up determines this. The following table lists the chance the sword will like the character.

Fighter Focus + Good	80%
Fighter Focus + Neutral Good	40%
Fighter Focus	20%
All others	10%

If the sword likes the character it will become the character's friend. Although the weapon is a very powerful magic item, it will cease to radiate magic once it has chosen a friend. Once the sword has chosen a friend, it will act as a non-magical blade to all but its friend. The sword's powers as well as its damage bonus increase as its friend's skill increases. This is shown on the table below.

Skill Level	Damage Bonus
<18+5	1d6
<18+15	1d12
<18+25	1d6+1d12
<18+45	2d12
<18+65	2d12+6
<18+85	2d12+12

Besides its damage bonus, the sword develops other powers as it increases in strength. These powers are as follows.

1d6

The sword can be commanded to radiate light up 40 feet away. The sword's wielder has complete control over this, even adjusting the radius of the area lit.

1d12

The character may fight in darkness or against invisible opponents at half the normal penalty.

1d6_1d12

The sword will stabilize and prevent the character from taking further wounds once the character has dropped in battle. Any further damage the character takes must come from outside sources. Keep track of how the character would have done without the sword. If the character would have died without it, then she

will waken and be able to help herself in 2d4 hours.

2d12

The character can fight in total darkness or against invisible opponents with no penalty. Detection of invisible opponents is automatic so long as the sword is in hand, the battle has started and the character is not surprised.

2d12+6

Within any given battle, the sword will absorb 1d8+1 levels of spells. Each battle is different, with the player (or Legend Weaver) rolling at the start to see how many levels of spells the sword will absorb. Spells that would be partially absorbed are not absorbed at all.

2d12+12

In battle, the sword will give the wielder the same magic resistance as that possessed by the opponent. If there are multiple opponents, then the magic resistance will be equal to the highest held by any single enemy. The magic resistance the character receives is determined by who is fighting the group, and not just the character.

Sword: Coming Attraction (cursed)

This sword carries a 2d8 damage bonus. However, this damage bonus does not come without a price. So long as this sword is owned or wielded by a group member, no monster need ever roll for surprise, it will be impossible for the group to surprise a monster or other opponent.

Sword: Dancer

This sword carries a 2d8 damage bonus. Whenever the character drops a monster in battle using the sword, the character will spend the following round doing a little jig and laughing at his fallen foe. This happens even if other creatures are attacking the character at the time. The jig does prevent the character from actively attacking or defending, however, it does not affect the weapon's normal DA (i.e., opponents still have to contend with it).

Sword: Defender

Defender is a Long Sword that can be used by any of the races except Fairy and Gnome. The sword comes with a Defense Adjustment of 3, rather than 6.

Sword: Demon Sword (Cursed)

This long sword carries a 2d6 damage bonus. Against any type of Demon or Devil the sword carries a 2d12

damage bonus. The sword may be used by any of the character races except for Gnome and Fairy.

The sword has a demon trapped within. The demon will come out at night and steal small items from the character (dagger sized and smaller). The demon has a Sleight of Hand skill level of 18+32 and a Search skill level of 18+28. If the demon fails its rolls to steal from the character, it instantly vanishes back into the sword (so even if the character wakes he will only remember feeling a tug at his pocket... there will be nothing there when the character's eyes open). The demon will steal one item each night. When the character is out of items, the demon will start to steal from other group members. This will happen until there is nothing left to steal (at which time the demon will throw a temper tantrum (waking everyone) before vanishing back into the sword.

The demon cannot be harmed because the instant an outside force acts on it, it vanishes back into the sword. The demon will never fight and any items stolen by the demon are gone forever. The characters will find it hard to get a good night's sleep if the demon is unable to steal something. The disturbed sleep patterns should result in no more than a two-point penalty after a week of two of temper tantrums though.

Sword: Eater Of The Dead

This sword can only be used by character of good alignment. It is a long sword and carries a damage bonus of 2d6. Whenever the sword hits an undead or living dead creature, there is a 25% chance per blow that the sword will release a charge of positive (i.e., good) energy into the creature. It this happens the undead creature must make a Spell Resistance dice roll or take 4d12 damage (WR dice roll only against this damage). Any creature killed outright by this damage bonus appears to be consumed in a blaze of white light, looking as if the sword had consumed the creature.

Sword: Friend Of Darkness

When this sword is in hand and the battle is engaged, the character is under no penalty to fight in total darkness. The sword carries no other bonus.

Sword: Gemster

This sword contains a socket that will hold a gem. When a gem is placed into the socket it will slowly increase in value. The gems value will increase by 100 talons a week to a maximum value of 1000 talons. When the gem is worth 1000 talons, it will pop out of its socket and a new gem can be inserted.

If the character using the sword wishes, she can command the sword to consume the gem in the socket. If this happens, then the character adds 1d4 for each 100 talons of value of the gem consumed (rounding the gems value down to the next even 100). This means that if the gem is worth 854 talons, the swords next hit will do 8d4 damage bonus. It takes 1 combat round to put a gem in the socket. If a gem worth 1000 talons is placed in the socket, it will remain in the socket for 1 day before "popping" out.

Sword: Ictip

Many have wondered about the origins of Ictip. The long sword may be used by any of the character races except for Fairy and Gnome. The blade looks to be made of glass or crystal and although cool to the touch, the blade does not freeze the unprotected hand.

The sword's to damage bonus is 2d12. This damage bonus is cold based and is rolled for separately from the swords normal damage bonus and is only rolled if the sword does one or more points of actual damage to the target (i.e., the target must actually take a wound for the damage bonus to kick in). If the target does take a wound then roll the swords damage bonus. The target gets its normal WR dice roll against this damage but not its APV dice roll.

So long as the sword is in hand and the battle has started (and the character is not surprised) the character holding the swords gets +2d12 on his WR dice rolls against all natural cold based damage.

Whenever a creature or character hostile to the sword wielder casts a cold-based damage spell at the swords wielder (or the wielder is caught in the AoE of a spell cast by an enemy) the sword's main power comes into play. The sword will absorb the spell completely, storing the level of the spell as damage potential. The sword will then keep the level of the spell stored inside, and the next successful to hit will receive a damage bonus equal to the level of spell that is absorbed. The damage bonus is only good against 1 creature and will drain off at the end of the battle if not used. If two or more spells are cast and absorbed, the damage bonus will be equal to all the spell levels put together. The sword then returns to a normal state after the damage bonus has been discharged into an enemy (the damage bonus stays in the sword until the battle ends or the character actually hits something).

The swords damage bonus is applied to the swords normal damage roll, and not to the swords bonus damage roll.

Sword: Imposter

This long sword can be used by any of the races except for the Fairy and Gnome. The sword carries a damage bonus of 2d6 (which only applies if the sword is in its natural state). When a living intelligent creature is not actually holding the sword, it will appear as a mundane object. The size of the object will be between that of a toothpick and staff. While in its mundane form, the weapon will not radiate magic. Picking up the mundane object and holding it in your hand causes it to revert to its original form (that of a long sword). When not being carried by a person, the DM must decide what shape the sword will assume. It may be of any non-living object in the world. When in hand it can actually be commanded to take a specific form (i.e., a broach, pin or ring) and may be worn as a normal item. It will not revert to its true form until taken and held in hand for a full combat round (i.e., you take the ring from your finger and hold it in your hand).

Sword: Pathfinder

This long sword may be used by any of the character races except for the Fairy and Gnome. The sword carries a normal damage bonus of +2d6. In addition to this damage bonus, the sword's wielder will always know true north as well as the direction to the last creature the sword wounded.

Adventure Hook

An assassin attempts to kill a King. The king's head guard wounds the assassin with his pathfinder. The king hires the group to track down the assassin (who has left to enter another country) and find out who hired him.

Sword: Phoenix

The Phoenix blade is another oddity that many have wondered about. It is a long sword that may be used by any of the races except for fairy and gnome. The blade is neither metal nor glass steel. To look at it one sees a mass of shimmering rippling flames in the shape of a blade. Although warm to the touch, the blade does not burn the unprotected hand.

The sword's damage bonus is 2d12. This damage bonus is fire based and is rolled for separately from the sword's normal damage bonus and is only rolled if the sword does one or more points of actual damage to the target (i.e., the target must actually take a wound for the damage bonus to kick in). If the target does take a wound then roll the sword's damage bonus. The target gets its normal WR dice roll against this damage but not its APV dice roll.

So long as the sword is in hand and the battle has started (and the character is not surprised) the character holding the sword gets +2d12 on his WR dice rolls against all natural heat and fire based damage.

Whenever a creature or character hostile to the sword wielder casts a fire based spell at the sword's wielder (or the wielder is caught in the AoE of a spell cast by an enemy) the sword's main power comes into play. The sword will absorb the spell completely, storing the level of the spell as damage potential. The sword will then keep the level of the spell stored inside, and the next successful hit will receive a damage bonus equal to the level of spell that is absorbed. The damage bonus is only good against 1 creature and will drain off at the end of the battle if not used. If two or more spells are cast and absorbed, the damage bonus will be equal to all the spell levels put together. The sword then returns to a normal state after the damage bonus has been discharged into an enemy (the damage bonus stays in the sword until the battle ends or the character actually hits something).

The sword's damage bonus is applied to the sword's normal damage roll, and not to the sword's bonus damage roll.

Sword: The Phoenix Icetip

Any character except for a Gnome or Fairy may be able to use this weapon. It is among the most powerful Long Swords ever made. It is rumored that its creation requires the destruction of both a Phoenix and an Icetip long sword. The Phoenix Icetip is intelligent and has a personality that includes likes and may include dislikes.

From one side you may see through the blade as if it were made of glass or ice crystal. This side of the sword is cool to the touch, although not so cold as to inflict damage upon normal creatures.

When you flip the sword, you find that no longer is the blade as clear as glass. The second side shimmers and wavers like contained fire. This side of the sword is warm to the touch, but again the warmth is such that it will not in itself do damage to those that touch it.

The sword's maximum damage bonus is 2d12+12. The damage bonus is tailored to the creature wielding the sword as well as to the creature being hit. How it is tailored to the creature wielding the sword is explained below. For now, know that the damage is adjusted depending on the target's resistances. If the target is immune to fire or if the target takes extra

damage from the cold, then the damage bonus is cold based. If the target is immune to cold damage or takes extra damage from heat or fire, then the damage bonus is heat based. The damage bonus is automatically tailored to the current opponent. If it makes no difference as to which damage is done to the target then assign the damage by a low/high dice roll (low for cold, high for fire).

The damage bonus given to the sword only applies if the sword's normal wound roll actual does one or more wounds to the target. The damage bonus is applied each time the target takes a normal wound. Against this bonus damage the target gets its normal WR dice roll but not the target's APV dice roll.

So long as the sword is in hand and the battle has started (and the character is not surprised) the character holding the sword gets a bonus to her WR dice rolls against all natural and magical damage done by cold or heat. The damage bonus is always equal to the sword's current damage bonus.

Being intelligent the sword has to like the individual that picks it up. Not only that, but the sword will only ever use its full damage bonus after it has built a certain level of trust and friendship to the character wielding it. This bond cannot be forced but must develop over time. This means that the character that wants to use the sword, must wield it for a long time before she has access to its full damage bonus.

To have any chance of obtaining the sword's friendship the character must have the following

- A fighting skill focus
- A good Alignment (good or neutral good)

Other than these, additional likes (and even dislikes) may be assigned or rolled for by the Legend Weaver that puts the weapon into the game (you can use Table 30 in the Magical Weapon document for ideas).

The sword will increase its damage bonus in increments shown below. A character that has a fighting focus and is of good alignment may use the sword with a +1d6 damage bonus. The damage bonus corresponds to the bonus the weapon gives to the character's WR dice rolls versus fire and cold damage.

Once the character uses the sword and the bond is forged between them, the sword's damage bonus will progress as follows.

- 1d6
- 1d12
- 1d6+1d12
- 2d12
- 2d12+6
- 2d12+12

Things that will increase the sword's liking of the character:

- Doing good acts
- Not letting others use it
- Defeating Monsters

Things that will cause the sword to like the character less:

- Doing evil acts
- Letting others use it
- Using other weapons (including missile weapons)
- Casting magic spells in battle
- Killing anything that has a good alignment

Once the sword reaches a certain level of power (starting at 1d12 damage bonus), the character wielding it receives extra bonuses from the weapon. The level of power as well as these extra bonuses is described below.

1d12

The sword gains the ability to speak telepathically to its wielder. Distance is not a factor in its ability to communicate, however, any magic that prevents scrying, prevents this ability from operating.

1d12+6

The character cannot be controlled by outside forces. The character gains immunity to all control magic or affects. This means that a vampire draining the character's soul could not control the character. This does not prevent the character's soul from being drained. It merely gives the character resistance to the control affects that can accompany such forms of attack.

2d12

The character need not fear the effects of any cursed item. However, if the character should use a cursed weapon, the Phoenix Ictip will activate the weapons curse each and every battle (this is viewed as punishment to the character for using another weapon).

2d12+6

The sword begins to act as if a Scabbard of Sword Summoning were attached to it (see the separate write up on the Scabbard). Once at this point, the sword will not work for anyone other than the current wielder (it's damage bonus goes to zero for all others at this point).

2d12+12

The sword protects the character's soul. This means that the character's soul cannot be drained while the sword is in hand and the character is not surprised. In addition, if the sword is near, it will shelter the character's soul should the character die. The sword will hold the soul and protect it for up to a week. So long as the sword holds the character's soul, any resurrection magic will cost the character half the normal amount.

Your games current Legend Weaver determines the current bonus of the sword. It should take the sword a long time to develop a friendship with a character. Think of the sword's trust as hard to gain and easy to lose. As a rough guideline I list below the relative synergy levels in long sword before the next damage level is granted.

18+0	1d6
18+5	1d12
18+10	1d6+1d12
18+20	2d12
18+40	2d12+6
18+80	2d12+12

These are guidelines only and may be ignored or embraced as your current Legend Weaver sees fit.

Sword: Quicksilver

This powerful long sword may be used by any race except for Gnome or Fairy. The sword carries a Damage bonus of 2d6+6 and has an attack speed rank of 2d6.

Sword: Short Step

Only the Fairy and Gnome cannot use this Long Sword. Once per battle the character may use this Long Sword to teleport to an opponent. The sword must be in hand and the battle started for this to work (i.e., the character cannot be surprised). The character always appears in front (first) or to the side of the opponent (if the front spot is taken). The sword will not work if the character is trying to teleport to the targets back.

Sword: Shark Bait

Only the Fairy and Gnome cannot use this Long Sword. From a distance, whomever carries this long sword looks like a scrawny little runt with no armor, ragged cloths and rusty sword. The illusion ends as a creature approaches (i.e., the scrawny little runt looks a lot bigger now for some reason...). By the time you are 20 feet away from the character, he appears in his true form.

Sword: Soul Shield

This long sword has a damage bonus of 2d4+2. Any character other than a Gnome or Fairy may wield it. While in hand and the battle has started, the character's soul is protected; it cannot be drained or attacked. In addition, the character cannot be controlled so long as the character is in battle and the sword is in hand (even if the character were controlled before the battle, the control will be broken as if the character had made the appropriate roll).

If a creature is controlling the character through the character's soul, you should not assume it will know what the character has for a weapon or that it will know what this weapon does.

Sword: Stone Biter

This long sword gets a 2d8+4 damage bonus against all constructs made of stone. Any character except for a Fairy or a Gnome may use this weapon.

Sword: Stonecutter

This sword carries a damage bonus of 2d12 versus all constructs made of stone. In addition, there is a 10% chance per blow of the sword cutting off the constructs head and ending the battle on the spot.

Sword: The Awakener

This long sword carries a bonus of 1d8+3. Any character except for a Gnome or Fairy may wield it. The sword is intelligent and is forever alert. Any person to own and wield the sword will find that he may never be attacked while asleep. The sword will jolt the character awake with a vision of his death at the hands of the creature that is about to attack him (the character comes fully awake the round before the attack). If the sword is within the owner's hand and the battle has started (i.e., the character is not surprised), the character may not be assassinated; monsters attacking from behind receive the normal bonuses associated with side attacks and not rear attacks.

Although the sword will wake the character from a magical sleep, it will not save the character from paralysis or drug-induced sleep.

Sword of Silence

This long sword carries a damage bonus of 1d6+3 and may be used by any character other than a Fairy or Gnome. So long as the sword is unsheathed and in the character's hand, the character will not make unintentional sound. It silences armor, boots and equipment.

The sword will not negate the sounds of itself if used to chop through a door or similar object, and in no event is it able to negate its wielder's own ability to speak.

Sword Of Bluntness

This long sword may be ordered to deliver slashing damage or blunt damage. If the sword delivers blunt damage then it may be used to damage creatures that require blunt weapons to wound (i.e., skeletons are much more susceptible to blunt damage).

Sword Of Friendship

This sword carries a powerful enchantment. Once per battle the character may attempt to use this power. What the power does, is to turn an enemy to a friend that will fight for the group. This is how it is done.

The character must invoke the power and hit the creature. Roll damage against the creature taking into account its normal WR and APV dice rolls. The creature then gets a Spell resistance dice roll and is able to subtract an amount equal to the damage done by the blow.

If the creature fails its spell resistance dice roll it will stop fighting the character and will fight for the group until it is attacked by a member of the group, it dies, or it runs out of things to fight (at which point it will start attacking the group again).

If the character does not use the weapons power, then for each fight he or she is in, the spell Resistance dice roll is made at a one-point penalty (to a maximum of a 20 point penalty). The character must fight with the sword for one complete battle to get the one-point penalty (i.e., it is one point per battle used).

An example is in order.

Eva is fighting a group of Orcs. She has fought in 12 previous fights and has not invoked the weapons main power. Since the group is facing a large group of Orcs she invokes the swords power and heads for the biggest Orc she can get to. She meets this Orc and on her first blow she does 8 wounds worth of damage to

it (her original blow did 15 wounds but the Orcs WR and APV dice rolls took it down to 8 wounds). This means that the Orc must make a spell resistance dice roll at -8 on the roll or turn on his fellow Orcs. Even if the Orcs Spell Resistance were only 5+0 it would mean that the Orc would have to roll a 13 or less to make the roll (not great odds). However, the Orc's roll is further modified by +12 since Eva has not used the weapon's power for 12 battles. This means that at +12 to the dice roll, the Orc will have to roll a 1 on the d20 or he will turn and fight for the group.

Sword Of Lies

This long sword has full speech and knows pretty much what is going on and being said around him. It is able to speak to anything with a language. The sword's personality has one character flaw; it is a pathological liar. It will talk freely about everything and anything, but will never tell the truth (and pity the group that uses it to translate a request to a dragon).

The sword is a very good liar. It has a guile level of 18+35 and will seldom contradict itself. "Yes, I do have a damage bonus of 2d12... well you have to stand properly before you can use it... I would have used it during the last fight but you forgot to say the word that activated it... Well, yes, you did say the word but after you say it you have to woot three times and jump up and down twice... honest... I would never lie to you".

Sword Of Lying Down (cursed)

This long sword can be used by any character other than a Fairy or Gnome. It carries a fairly nice damage bonus of 1d12+6. The sword does come with a curse. 1d6 combat rounds into the battle, the character must make a React or Balance skill check or fall down (it is as if a rug has been pulled out from under the character). The character may choose which skill to roll against.

Sword Of Monster Summoning ½

This Long Sword may be used by any of the character races except for Gnome and Fairy. Whenever this long sword hears an approaching party or group it will use full verbal communications to get their attention. This includes getting the attention of any nearby monsters. It is impossible to sneak with this sword, as it likes to sing dirty songs very loudly and generally likes having everyone know it is there with its newfound buddies. Other than this annoying bit of personality trait, the sword carries a 2d8 damage bonus.

Sword Of Monstrous Hordes

Any character other than a gnome or fairy may use this long sword. This sword carries a normal damage bonus of 1d4+2. In addition to the damage bonus, the sword has one great power. The character can hold within the sword the essence of one previously killed opponent. To take the opponent into the sword, the sword must perform the killing blow. Once into the sword, the weapons wielder may call forth the character or creature and have it fight on behalf of the party (the creature appears on the round following the summoning). Once the battle is finished or the creature dies it vanishes forever (i.e. once in the sword once, it cannot be taken back into the sword a second time). 24 hours must pass between a creature being summoned from within the sword and a new creature being drawn into the sword.

Sword Of Rust

This long sword looks old and rusty and about to turn to a fine red pile of dust. It will not radiate magic and is in fact on its last legs. The killer is that the weapon (for whatever weird reason) is meant to fall to pieces in a short time. Before it does so though, it carries a (beautiful) 2d12 damage bonus.

Each time this weapon is in battle, have the character roll 1d10. On a roll of a 1, this is the last battle the sword will see. It turns to powder once the fight is over.

Sword Of Vampiric Regeneration

The blade of this long sword is never bloodied. It carries a +2d6 damage bonus. Whenever the weapon delivers damage onto an opponent, the weapon absorbs the blood left on its blade. When the sword delivers a deathblow, the sword's wielder heals by an amount equal to the damage done by the blow (the actual number of wounds taken by the target).

Talisman Of The Horse

Although this talisman can be any one of several shapes, its most common form and name is that of a small statue of a horse. Roll 1d20 on the table below to determine the actual form the talisman takes.

01-05	Horse/0.75 (small)
06-12	Horse/1.25 (medium)
13-15	Horse/1.5 (large)
16	Giant Wolf/0.6
18	Unicorn/1.25
19	Pegasus/1.25
20	Elephant/4.0

Each talisman will only work for a single character once (i.e., the character activates the Talisman and it

becomes a real animal). When the command word is spoken the Talisman will grow to an animal of full size with the maximum stats it can have for the animal. The animal will have human normal intelligence and will belong to the character that spoke the command word. If the animal should be killed, it will revert to its statue form for a minimum of 10 years.

Although the animal can understand all languages it does not speak any. The character will have to employ some form of magic if he or she wants to understand what the animal is saying or trying to tell him or her.

Tarp Of Pit Covering

This tarpaulin may be made in any size up to 20x20 square feet. Whenever it is stretched over a hole that is smaller than its size it becomes very stiff (almost board-like) and will take on the coloring and patterns of the surface upon which its edges rest. Any character or creature to step upon any portion of the hole will fall through the tarpaulin to the pit below unless he or she can make a React or Escapist skill check. The pressure necessary to break through the tarpaulin is a good push (should a character under the tarp wish to get out).

The tarp is very susceptible to bladed magic weapons. If an unsheathed bladed magic weapon passes through it or is used to cut the tarp, the tarp is ruined.

Teeth: Rabid (cursed)

These teeth radiate magic and will always be found in odd numbers (ie. 1,3,5). No more than 13 have ever been found in one place. Once thrown onto the ground, the teeth will grow into Rabid Wolves (use normal wolf stats allowing the wolves to make all their damage rolls twice applying the greatest damage to their bites).

The wolves will fight until they are killed. Their first target will always be someone or something hostile to the character, but after that they will attack random targets until they are killed.

Torch: Ever Burn

When found, this torch will radiate magic. It will always carry with it a smell of oil, although no command word or flame will ever cause it to burn. However, if at any time the torch has physical contact with a human and the human is thrust into darkness, the torch will burst into flame and light in a 30-foot radius circle. Even if the torch holder is within a magical darkness, this torch will still permit him to

see objects in a ten-foot radius. Its light will not negate the darkness but will push it back.

The torch will stay lit only so long as there is no other light source present. Note: starlight is insufficient light to extinguish the torch.

Torch: The Falling Torch

This is a scabby looking torch (looking half burnt and unused for a long period of time) that will radiate magic if it is detected for. Although it will not light upon command, it may be lit and extinguished as any normal torch. The torch will never burn out (and will burn forever if not put out). Its main power comes to light (forgive the pun) when the torch is burning.

When lit, the action of throwing it to the ground will extinguish every form of non-magical light within a 100-foot radius. It will work on fires of up to 4 square feet of ground space but have no affect on larger fires or magical light sources.

Note: The handle is impervious to normal flame, so even if this torch were thrown into a bomb-fire it would come out looking like it went in (an old half-burnt torch).

Wand: Imposter (Cursed)

This is a fairly tricky wand with 2d4 charges. Research will show that it is a Wand of Magic Bolts (described below under its own heading). The wand will appear to function as a wand of Magic Bolts as well. When used in anger, the caster (and all individuals friendly to him) will see the streak of a powerful magic bolt issue forth to strike the opponent. The character using the wand even gets to roll for damage and the targets gets its normal Spell Resistance dice rolls against the affect. However, if the target fails its Spell Resistance dice rolls, then the wand heals the target rather than damages it.

Wand: Sleep Tight

This wand comes with 4d6 charges and cannot be recharged. When used against a willing creature, the wand engulfs the target in a dimensional space that surrounds the target. Once surrounded the target vanishes from sight accompanied by a pop and a sucking sound.

What the wand has done is put the character into a dimensional space for 8 hours. There is no connection between this space and the earthly plane so there is no way to detect a character or creature within the space. The space the character enters is small but comfortable. The character can get a good nights rest within it (treat it as if the character spent 24 hours in a safe haven). Eight hours after the space is entered, the

character will leave the space and return to the earthly plane.

The character will know when he is about to leave the space. The wand may be used once per combat round and may be used on the character that is wielding it.

Wand: Star Wall

This wand comes with 1d20 charges and cannot be recharged. When invoked, it fills a 10-foot cube with a mass of swirling lights that look much like stars. This wall will last for 4d6 combat rounds. Any creature that passes through this area will be hit by 3d8 of these little balls of light. Each hit causes one of the stars to flair up in a tiny flash of real sunlight. This sunlight may do damage to certain undead. If this is the case, then each flash of light does 1d6 damage. Total all the damage done by all the stars that hit the target before given the target a WR dice roll.

An example is in order.

The count boldly enters and walks through the star wall (first and last time even if he does survive). The 3d6 roll adds up to a 12. This means the count takes 12d6 damage. Roll and total all the damage dice from the Star Wall before subtracting the counts WR dice roll (you only subtract his WR dice roll once). Armor does not lessen the damage.

Wand of Fireballs

This wand casts fireballs. It will hold 2d4 fireballs and cannot be re-charged. The fireballs have a radius of affect of 20 feet and will do 2d8+4 fire damage to all within the AoE. Those on the edge of the AoE receive a React or Escapist skill check to avoid the damage. Those that are caught in the fireball's AoE receive their normal WR and APV dice rolls against the damage.

Wand of Fireballs (cursed)

This is identical to the wand of fireballs in every way except for one thing. Each time the wand is used, roll 1d6. If a one comes up on the dice roll, the wand releases the fireball at the character using the wand (the character is ground zero).

Wand of Force

This wand holds 2d4 charges and cannot be recharged. When it is used against a target, the target must make a React or Balance skill check (player chooses which skill to roll against) or be knocked over by the wands energy. The range on the wand is 50 feet.

Wand of Magic Bolts

This wand carries 2d4 charges and cannot be recharged. The wand is fired at any single target within 50 feet of the wand's wielder. The target of the wand's spell receives a Spell Resistance dice roll to avoid the affects. If the target fails to make this roll, then it takes 2d12 wounds worth of damage.

Wand Of Poison Negation

This wand comes with 2d4 charges and cannot be recharged. The wand will remove the poison from a character or creature. If the wand is used to remove the poison from a creature (i.e., remove the poison from a rattle snake) then the creature receives a WR dice roll against the affect. If the wand is being used to remove the poison from a character's body, the character does not roll to see if it is successful (unless he wants the poison in his system...).