

The World of Gaiah

TREASURES OF GAI AH

Version 1.1

Magical materials and objects from the world of Gaiah.

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Foreword

Treasures of Gaiah is the first in a series of Net Books derived from a long running Rolemaster campaign. It is the first because it was the easiest to assemble from the reams of notes that the campaign now covers, and because it is the most immediately useful for other Rolemaster GMs. The materials and items within can be easily dropped into any fantasy campaign, with just a few minor adjustments.

With that said, it is my belief that magic items serve a campaign best when they are an integral part of the story and background. In all the great works of fantasy and epic, a “magical item” is a rare and wonderful thing, more important for the way in which it drives the story than for the power it gives an individual. Excalibur, The One Ring, the Lifestone, Odysseus’ bow, Achilles’ armour, the Rhinegold, the Sampo, the Silmarils. All come to mean more than their physical value because of the human (or immortal) conflicts that spring up around them.

In an ideal roleplaying campaign, magic items would work in the same way. However, any practised GM knows that it is usually not possible to get away with this; players want items, and preferable lots of them. I compromise by giving virtually every magical item, regardless of how minor, some kind of campaign link; even something like a +1 adder is noted as being an heirloom of such-and-such a family. Occasionally I even succeed in creating an item that does drive the campaign – at least for a few months (both the artefacts described in this book became major campaign elements).

Most of the items in this book have a significant background. I’ve removed some of the details to make the material more immediately useful, but many of the objects are so intrinsically a part of their world that to remove the details would strip them of all their interest. Some GMs will re-invent the backgrounds, so the items can be slipped into their own worlds, but I hope you will also look through some of the other Net Books, to find out about the world that spawned these magical objects.

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December 1999

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New Materials

The craftsmen of Gaiah have a rich supply of raw materials with which to work; unique woods, diverse metals, the hides of magical creatures, gems of every colour and form. The ingenuity and unique talents (and failings) of humans and the mortal sidhe have meant that every culture has utilised the riches of the world in its own way. This has led to some wondrous new materials and craft methods.

Woods

Faerie Oak

A Faerie Oak is inhabited by a dryad. The faerie forms a symbiotic relationship with the tree, and this gives its wood a unique quality. Faerie Oaks appear to be normal, if near-perfect examples of their species. To someone with the Sight, they have an unmistakable Faerie aura (NB: The Sight, Faerie Auras etc. are explained in *The Faerie Codex*).

The quality of the wood from a Faerie Oak depends upon how it was gathered. If a branch is taken with the permission of the inhabiting dryad, the wood is of exceptional quality. Any object crafted from it will receive a +10 material bonus. Moreover, the magical quality of the wood means that it is much easier to enchant; alchemist enchantments take only half as long as normal when cast on Faerie Oak.

Gaining the permission of a dryad to harvest some wood from her tree can be difficult. In areas where dryads are still common, and belief in faerie is strong, a simple gift and asking with the right words can be enough. Unfortunately, the encroachment of civilisation means that dryads are becoming rare, and they will usually ask a difficult favour before granting permission to harvest their tree's wood.

If the wood is removed from the tree without the dryad's permission, it appears to have no special qualities. Faeries, and those with The Sight, recognise stolen Faerie Oak immediately. Forest faeries are likely to be wary or suspicious of anyone carrying stolen faerie oak. Dryads will probably be immediately hostile.

Should anyone cut down a Faerie Oak, killing the tree, and probably destroying the inhabiting dryad, they come under a powerful faerie curse, and the tree's wood is forever fouled. To anyone with The Sight, the killer of a dryad tree and the wood taken from a murdered tree, is forever shrouded in blood. Faeries and animals are openly hostile to the killer of such a tree; the killer's faithful hound may turn around and attack him on sight, horses throw him, and even insects seem to deliberately target him. This curse can only be removed by another dryad, who will expect a high price in return, assuming she will hear the killer's plea at all.

The wood of a murdered tree bestows a penalty of -20 on any object it is turned into. The wood is perfectly sound, but it seems to be difficult to work, and any object that it is turned into just doesn't seem to work right; a chair would be horribly uncomfortable; a quarterstaff would forever miss or even fumble; a spinning wheel would forever snap the thread etc.

Metals

Faerie Iron & Mithril

Faerie iron is found only in Faerie or in areas with a high faerie aura (i.e. Regios). It is naturally found only in its pure form, in long, silvery veins.

True Faeries and mortal sidhe can work faerie iron with no difficulty. When worked mundanely it is a dull silver metal with a +0 material bonus. It is used widely by the sidhe in the same ways that humans use their iron.

However, sidhe alchemists have long been able to fashion faerie iron into a beautiful, hard, pale silver metal that they call mithril. As far as human alchemists can determine, this is a fusion of faerie iron and magic. The resulting material is +20 material and strikes on the Mithril column of the Large and Super-Large tables.

For some reason, humans cannot work Faerie Iron. The greatest human metal crafter, regardless of his skill, is simply incapable of fashioning anything from the metal. An attempt at even the simplest item always results in an unmitigated disaster; the metal will just not co-operate.

Human's inability to work with faerie iron and mithril has driven them to develop their own materials. These vary from culture to culture, but many of them do seem to be derived from the human's observations of sidhe techniques in working with faerie iron.

Rose Steel

Rose Steel was developed by alchemists associated with the Cathedral of the Great Architect, a human church dedicated to a crafter god (see Religions of Gaiah for details). Details of its manufacture are considered sacred by the church, and are only passed on to its higher ranking members. Speculation suggests however, that it is an alloy of more mundane materials fused with magic.

In its finished form, Rose Steel is a silvery metal with a slight pink tinge. It is very strong but flexible, making it perfect for both weapons and armour. It weighs about the same as iron. Rose Steel gives a +20 material bonus, and weapons crafted from it strike on the Mithril column of the Large and Super-Large tables.

Soul Steel

Soul Steel is another development of The Cathedral of the Great Architect, and the secret of its manufacture is considered one of the church's greatest sacred mysteries.

Soul Steel is a flawless gold metal, which maintains a mirror-like finish when subjected to even the roughest treatment. Much lighter than iron (60% of the mass of iron) it is very hard, and so is usually reserved for weapons and armour.

Soul Steel gives a +30 material bonus and strikes on the mithril column of the Large and Super-Large tables.

Item Description Notes

Details on Materials and Design Features

Many of the following item descriptions refer to elements created by I.C.E and described in the published RM rulebooks. Refer to the following books for more details;

Description of metals;	Alchemy Companion or Treasures of Middle-Earth
Weapon design bonuses;	Arms Companion
Unusual spells;	Original source is noted.

Calculating Item Bonuses

Many of the items described below have separate bonuses listed for material, quality, design and magic. The GM should decide how he is going to run items with multiple bonuses, based on the type of campaign he wants to run. There are two obvious methods;

Total the bonuses; This is most suitable for high powered campaigns, since it can lead to items with very high bonuses. It does, however, give the GM a lot of scope for designing unique weapons. Some common sense guide-lines when using this method are; quality bonuses of more than +10 should not be possible for mortal smiths; magical bonuses of more than +10 or +15 should be rare, because alchemists of high enough level to create them are rare; and materials with more than about a +15 bonus should be correspondingly rare as well.

Use the highest bonus; This is more sensible if you want to keep the PCs item arsenal under control. In general use the item's highest bonus; however, in the case of a weapon being used against a creature that requires magic to hit, the magic bonus is used. This method does present a logical barrier though – why would any smith create a high quality, steel broadsword with a few design features, if the weapon would have been just as effective if he'd gone to only half the effort?

Bow and Missile Bonuses

A character fires an arrow with a bonus from a bow with a bonus; what bonus should be added to the OB in this case?

I personally use the average of the bow and missile's bonuses. Where a creature requires magic to hit, it is the magic bonus of the missile that is taken into consideration.

Level Based Items

A few of the items described below are level based; their abilities are listed next to a number. Very simply, a character cannot use the listed ability until he has reached the required level, regardless of how good his attunement roll is. For instance, a character using the Ring of Magic Lore (see below) would have to be 20th level before he gained the +20 bonus to magical rituals and spell research. Characters using a level based item gain all the abilities that are lower than their own level.

Item Descriptions

Described below are some of the more interesting and unique items that have been crafted on Gaiiah. There are many more mundane objects to be found there, but these are the most exceptional. Virtually all of these items should be in the possession of major, powerful characters in the campaign. They are sorted by item type (Rings, Swords, Armour etc.).

Rings

Hand of the Ghost

A heavy ring of lavender jade. Carved as ivy wrapping around the finger.

This is a level based item, known as the Hand of the Ghost or more recently as Stalker's Ring. It was a probably originally made for a mortal spy or assassin, but it has changed hands many times since then.

0. +5 DB

10. *Displacement II* 1x/day

20. *Misfeel True* 1x/day

30. *Invisibility II* 1x/day

40. *Unpresence True* 1x/day

50. *Passing* 2x/day

All spells are cast at 30th level.

Mage's Ring

A signet ring formed of a twist of white, yellow and red gold. The signet is red gold on white and shows the symbol for essence.

This ring is usable by any essence caster, though it is usually known as the Mage's Ring, and works best for a pure essence user. The item is level based;

0. +10 to Essence Lore (+15 for a pure)

10. Reduces ESF by 5 (10 for a pure)

15. Gives +10 to all directed skills (+15 for a pure)

20. 1x/day, user can double the damage from a single bolt (declared before the attack is made).

25. User spell casts at 1 level higher (2 for a pure)

30. Targets' RRs are at -10.

40. Reduces a target's Magic Resistance by 5 (10 for a pure).

50. 1x/day the user can roll any criticals delivered by one of their spells 3 times (and apply all the results - declared after the spell attack).

Ring of Magic Lore

Crafted of red gold with a silver inlay of runes around the rim. (The runes spell "Magic is the greatest knowledge").

This is a level based item. It has a very high intelligence and a will of 75. Its purpose is to forever seek greater magical knowledge.

- 0. Gives +10 to all magic lores (assuming the user already has at least one rank in them).
- 10. Casts *Item Analysis IV* 2x/day.
- 20. Gives +20 to all magical rituals and Spell Research.
- 30. Caster can read any spell list, assuming that it is not encrypted.

Rods

Minor Rod of Mathonwy

A plain oak rod with a gold band around each end.

This item's powers depend on who uses it: Anyone or anything evil that touches it is subjected to an *Absolution Pure* every other round. To a good non spell user it is just a piece of wood. To a good Mentalism user it acts as a +2 adder. To a good Channeling user it acts as a +2 adder and gives knowledge of Physical Enhancement to 10th. To a good Essence user it is a +2 adder and gives knowledge of Concussion Ways to 10th. To a hybrid of Mentalism and Essence or Mentalism and Channeling or an Arcane user, it gives +2 adder and the ability under the appropriate realm (the +2 adders are not cumulative). For an Essence/Channeling hybrid it is a +3 adder, gives knowledge of Concussion Ways and Physical Enhancement to 10th and Spell Reins to 20th.

Staves

Bellantia's Staff

A heavy oak staff, rather crudely whittled from a whole branch. Originally used by the Seelie queen Bellantia, it was presented to a mortal witch after she helped Bellantia's court to fight off an incursion of Unseelie.

This is a faerie item, and it loses its magical abilities in any area with no faerie presence (most notably in some cities). The staff is +10 quality +20 Magic. Against unseelie faeries it deals double damage and is slaying.

The staff can be planted into the ground, where it will rapidly take root and grow into a oak tree. Once it has grown into a tree it cannot be recovered. However, this oak tree will quickly become the centre of a faerie grove. A dryad will take possession of the tree within a few months, and within a few years the area's Regio rating will be increased by 2. (See The Faerie Codex for details of this).

Eye Staff

This short (5'), pale wood staff has a gold setting capping it, in which is set an eye-ball about 2 inches across. This "eye" is made of alabaster, onyx and blue fience, but it still has a disconcerting habit of blinking at people occasionally.

The staff allows the wielder to use *Detect Traps* and *Detect Invisible* 1x/day each. 3x/day the staff gives the user the ability to send their point of vision in the wake of one of their elemental bolts. The practical application of this disconcerting

effect is that it allows the user to apply his full directed OB to a Cornering or Following bolt. The shift of vision lasts only the short lifespan of the bolt.

Staff of the Last Day

This staff is carved from a single piece of ivory, nearly four and a half feet long, in the form of an immensely tall, slim tower, with a domed roof. Tiny faces can be seen at some of the windows. Close observation shows that there are cracks carved into the base of the tower.

This staff is designed to aid a sorcerer in their mission of destruction. It is a x5, +3 Sorcerer item. The wielder casts as if three levels higher. The range of any Sorcerer base spell the wielder casts is doubled (self and touch spells not affected). Any critical delivered by a sorcerer base spell cast by the wielder is increased by one in severity (E becomes an F - an E and A).

Swords

Albus Lumin

Rapier with a blade forged of white laen and engraved with a mythical lion. The hand guard is gilt and there are white opals set in the pommel and cross-piece. Is sheathed in white leather with gold trim. This sword was made only twenty years ago for an adventuring member of the Thevet family.

Laen (+25 material) +10 quality +10 magic. The sword is intelligent and telepathic and initiates a Will contest with any new user (Will 80). It will only freely accept those of good alignment and loyal to Orthlan. Hits as a Broadsword. Casts 10 power points a day from Light Law to 10th (directed must be learnt specially for the bolts).

Angel Sword

Mithril broadsword, with and angelic figure engraved on the blade in gold. It has deep blue spinels set into the pommel and cross-piece, and is sheathed in blue leather.

+20 material, +15 quality, +20 magic. Casts a *Sanctuary* spell around the caster 1x/day at 25th level (duration, 25 rounds). Is Holy.

Blessed Broadsword

Broadsword crafted entirely from Black Steel. The pommel and basket are set with small chips of garnet. The sheath is covered in black leather and decorated with silver and more garnet chips. Ornamentation takes the form of the compass and arch of the Great Architect.

+20 material, +10 quality, +5 magic. Holy- blessed by Cathedral of the Great Architect.

Broadsword

Black Adarcer blade, in a black sheath. Decorated with silver and pewter work. The cross-piece is set with a large black opal.

+15 material, +10 quality +10 magic. The blade casts 10 power points a day from Guardian Ways vs. Humans to 5th level (see Companion I). Acts at 20th level. Concentration spells maintained for 20 rounds.

Broadsword – Of the Pegasus Knights

Unusually ornamented broadsword, with a gilded hand guard set with precious stones and a heavily engraved blade showing a flying Pegasus. Sheath is covered in white cloth. Anyone knowing the military history of Orthlan, or having Weapon Evaluation, would recognise this as a sword made for the elite unit the Pegasus Knights. It is worth quite a lot as a historical item, as well as its other value.

High Steel (+10 material), +10 quality, +10 magic. Gives +10 to Riding-Pegasus and Airborne Combat-Pegasus. Casts *Landing* 1x/day and gives the user permanent *Animal Tongues* - Pegasus.

Demonbane

A broadsword with a mithril blade set into a gilded hilt and basket. A demonic looking creature is engraved upon the blade, entwined with the legend "Demon Bane" in latin. It has no sheath.

Mithril (+20 material), +10 quality +15 magic. Delivers double damage. It is Slaying vs. Demons, delivers triple damage to them, and makes the wielder immune to their natural Fear effects.

Lifeleech

Bastard sword with a black laen blade. The sword's name is carved into the blade in latin; "Lifeleech". The crosspiece and hilt are shaped to appear like bones. They seem to be carved from ivory.

Laen (+25 material) +10 quality +15 magic. On delivering a critical the sword casts *Lifestealing III* at 30th level (i.e. it attempts to drain 3 points of temporary constitution). It may also cast *Absolution True* and *Dark Channel III* (Desert Curse) 1x/day each.

Night Blade

Broadsword with a blade crafted from laen tinted a dark, midnight blue (almost black). Hand guard is gilded and the hilt is wrapped in deep blue leather. Sheathed in blue leather with gold trim.

Laen (+25 material) +10 quality +5 magic +5 design. -1 fumble. Wielder gains constant *Nightvision*. The blade can cast 10 power points a day from Dark Law (the Necromancer Base, see Companion II) to 5th.

Star Broadsword

Broadsword with a mithril blade and basket. There are three stars engraved on the sword blade. The sheath and hilt are covered in black leather, and studded with mithril stars and diamonds. The pommel is a ball of quartz crystal.

Mithril (+20 material) +10 quality +15 magic. The sword delivers an additional Cold critical, one less severity, different roll. The wielder is under the constant effect of a *Starpaths* spell (Astrologer base).

Witch's Rapier

A light, short rapier, made for a woman. Held in a delicate blue sheath. Blade is 32" long. High Steel (+10 material) +10 quality, +5 magic, with ribbed grip giving -1 fumble and +5 to parry, and a wavy quillon giving +5 to parry. When held forth, the rapier gives +10 to Summoning Ritual and Summoning skill and can modify rolls for creature Types (as rolled when using a summoning list) by +10 or -10 (users choice).

Other Weapons

Assassin's Stiletto

A long stiletto with a black steel blade and a silver leaf hilt.

Black Steel (+20 material) +10 quality, +10 magic. Hits as a Broadsword. The weapon can be made Slaying against a particular individual. This requires a personal item belonging to the desired target. The item is held against the stiletto's blade while the command word "périr" is spoken. Twenty-four hours after this small ritual is performed, the blade becomes Slaying against the designated target. The victim of this ability can be changed once a week.

Dagger

Slim dagger crafted from black steel, with silver runes engraved and set in its blade.

Black Steel (+20 material) +15 quality +10 magic. Engraved with a spirit rune; magic, the blade can cast the Warrior Mage spells *Shaped Strike*, *Power Strike* and *Return Blade* on itself. It has 40 power points a day. It is of very high intelligence, but cannot communicate in any way. The blade is also treated with a *Haste* rune (*Haste* at will).

Gallcium Axe

Full three-headed handaxe, crafted entirely of Adarcer. The design is completely plain and functional. Fitted with a leather wrist strap.

Adarcer (+15 material) , +10quality +5 magic. +10 design (shaft) +2 fumble and +15 OB due to weight of head.

Hand-crossbow

Notes regarding Hand-crossbows;

A small, hand-held crossbow which fires metal bolts about 3 inches long. The minimum quality materials needed for this weapon is a low steel body with a high steel bow and string. This is a +0 hand-crossbow. The bow is loaded using a small lever mechanism.

The metal hand crossbow described above, which is made in Orthlan, hits on the Light crossbow table with the range modifiers of a sling. It takes 100% to load the bow, which can be shortened to 50% with a -40 to the next shot. It has a fumble range of 1-5.

There are also examples of inferior hand crossbows made in Karsethra of wood. Although they use the same skill they strike as a dagger, with sling ranges. They take 50% of an action to reload. The string is drawn back by hand and the weapon fires wooden bolts. It has a fumble range of 1-4, but there is a flat 10% chance with ever shot is fires that the weapon will be damaged. The type of damage is determined by a D10; 1-5 the string, 6-9 the bow, 10 the body of the weapon (the weapon is unrepairable).

This hand crossbow is crafted entirely from Adarcer (including the string). There is some decorative work on the body - an elegant vine design.

The bow has a level mechanism for reloading. +7 material, +10 quality +5 magic.

Quiver

A flat, black leather case with compartments to hold twelve hand-crossbow bolts. The strapping has a loop for the right shoulder and a belt to fasten the whole thing across the chest. The whole thing is obviously designed for concealment. The quiver holds twelve steel bolts, six with blue enamel bands on the butt, two with red, two with yellow and two with white.

The quiver itself is not magical in any way (just useful). However, the bolts are. Those coded in blue are high steel (+10 material) +5 quality +5 magic. Those in red are high steel (+10 material) +5 quality +10 magic. Those in yellow are high steel +5 quality +5 magic and immune to *Aim Untrue*. Those in white are high steel +5 quality +10 magic and immune to *Aim Untrue*.

Armour

Arma Sacra

These suits of plate are the badges of high ranking paladins of Libriarna. They are of ribbed High steel, and are engraved in black enamel. The scales and sword symbol is prominent.

AT 20. High steel (+10 material) +10 quality +10 magic. Allows channeling casting.

Faerie Shield

A full mithril shield, with mounted blades. The shield face is decorated with a highly detailed, beautiful engraved image of a human woman in classical dress. Most people would regard it as a work of art.

Mithril (+20 material) +10 quality +10 magic.

Gallcian Paladin Armour

Suit of ribbed full field plate, crafted from black steel. The breastplate is embossed with a design showing the three faces of Gallcia. The helm is enclosed and has a purple "mane". These suits are worn only by high ranking paladins of Gallcia.

AT20 Black steel (+20 material) +10 quality +10 magic +10 design. Enchanted so that Channeling spells can be cast through it. x4 multiplier. Magical abilities keyed only to clergy of Gallcia.

Lion Gauntlets

Plate Gauntlets. Steel, embossed with a rampant lion in gold.

10% chance of negating hand or wrist crits. Summon any weapon that has already been used with it in actual combat from 100' away (25% activation). For one minute a day wearer can use a weapon in the wrong hand.

Mark of the Paladin

Suit of fine ribbed steel plate, inscribes with a gold infinity symbol across the chest. Holy item of the Church of the Eternal Path. Presented to the most senior paladins of the church.

Armour Type 20, High Steel (+10 material), +10 quality, +10 magic, +10 design. No ESF for Channlers of the Church of the Eternal Path. x4 Paladin multiplier.

Clothing

Boots

These boots are pretty nondescript; brown, a little tatty and quite plain.

Firstly, the boots alter size to fit any wearer. The boots allow the wearer to move at one times more than their armour type would normally allow (i.e. someone in AT19 could move at 4x, someone in no armour could move at 6x - 50 Exh.Pts./rnd). 1x/week the boots allow the user to use *Phasing* from Ethereal Mastery at 8th level (see Companion I).

Glove

A right handed wrist length glove, made from thin tan leather. To fit a man.

The glove can create up to five throwing daggers of energy each day. It can create no more than one dagger a round. The dagger does double damage and electricity criticals rather than normal ones. It is a +10 magic weapon. The dagger disappears as soon as it strikes its victim. Creating a dagger requires only an act of will by the wearer (i.e. it is instantaneous).

Gloves

A pair of black, wrist length gloves in fine silk. Would fit a man or woman of 5'5" - 5'8". They have the outline of a jester's mask embroidered on the back of each hand.

These gloves constantly give the wearer the benefits of the *Touch* spell (from the Sleuth base Sleuth's Senses – see RM Companion III) and will cast *Beguile* (from Distractions, the Nightblade Base in Companion I) 1x/day at 15th level.

Witch's Cloak

Long Cloak of green wool with a dull green lining. No hood.

Turns black at night. Gives +10 to hiding while in forested areas or at night. Seems to be oddly attractive to small rodents who will try and fall asleep in it given half a chance. Has the same strange effect on minor faeries. The user is advised to check the cloak at regular intervals for uninvited guests. While in faerie, the wearer can understand any faerie language and gets "strange feelings" if a faerie tries to trick or ensnare her. Only useable by a Faerie summoning Witch.

Miscellaneous Magic

Ars Creatio Carmen

A large book (18" x 8" by 3" thick) bound in wood covered in blue stained leather. It is embossed on the spine and the cover with the title "Ars Creatio Carmen" (The Art of Spell Creation).

When used during spell research as a reference, it automatically gives the user the highest bonus for quality of research materials (+50). Clearly magical, the book seems to hold more material than it should be physically capable of doing.

Crystal Ball

Small (2" diameter) perfect crystal orb.

Acts as a +3 adder to any mentalism user. 1x/day the user gains +15 to an attempt to overcome any form of sight or scrying guard (including those created by perimeter wards).

Eye of Azuth

Crystal orb with colourless iris.

When implanted in the eye socket it takes on the wearer's natural eye colour. It will cast *Eye Targeting True* 2x/day (see Companion IV).

Golden Swan

A 3 inch high statue of a swan, made in delicate gold wire. (Note, this item has a strong faerie aura).

When placed in a lake, the swan becomes a full-sized live swan. This creature has medium intelligence and a number of magical abilities - it constantly keeps the water in its lake pure, regardless of what is poured into it. It also attracts beneficial wildlife to the lake. Over a number of weeks, it will transform it's home into virtual paradise. Besides the discernible effects given above, the swan also attracts faeries to the lake and, over time, can transform it into a powerful regio.

If the swan is ever killed or removed from the lake, all of its benefits fade over a few weeks.

Holy Symbol of the Great Architect

A rose steel hand-held holy symbol of the Great Architect, in the form of the arch and dividers.

This symbol can only be used by a priest of the Architect that has used an *Aqua Philosophorum* (Adept base spell – see the Alchemy Companion). The symbol allows the user to cast *Sanctuary*, *Resistance V* and *Alkar* 1x/day each at their own level. An adept using this symbol while researching any of the spells on the Philosopher's Elixir list for the first time may subtract half their level from the research time (a minimum of 2 days is always required).

Orb of Isis

Small orb about 2 inches across. A hollow gold globe inlaid with enamels, lapis lazuli and green jade in minute scenes showing ceremonial scenes. Created in Tchauirek by priests of Isis for the use of their most trusted holy warriors.

The user must attune to the globe by meditating with it for 2 hours a day for 1 month. At the end of that time the user may choose one common Open list which he then gains knowledge of to his level -5. If the user ever loses the globe, he will be at -10 for one month (as well as losing the spell ability, of course). Once the owner reaches 20th level the orb will grant him a Closed list (of the same realm) at -7 in the same fashion. At 40th it grants a base at -10.

Prosthetic Hand

Prosthetic right hand, crafted from Adarcer and heavily engraved with gold thorn designs. The hand looks much like a black metal gauntlet. The hand would fit a man of 5'8" to 6'2". Note this item is constructed of a significant amount of metal (~1.5 lb).

Obviously the hand must be placed on the wrist in place of the user's own hand. Once attached and attuned to the hand animates and can be used normally. Any attack delivered by the hand does 2x damage. It will also cast *Touch of Disruption* 1x/day and *Crush* 1x/day (both at 25th level).

Puzzle Box

A puzzle box of moving parts crafted from cedar and walnut and inlaid in gold. As the pieces are twisted, they throw up different images. There seem to be more images than can be accounted for by the number of pieces.

The box can be used to open gateways to a number of different places, the trick being to assemble an image appropriate to the place you want to go. Getting such an image requires successive Reasoning rolls on the Medium, Hard, Very Hard, Extremely Hard, Sheer Folly and Absurd columns of the Manoeuvre table, within 24 hours. Each roll normally requires 1/2 hour but users can increase their chances by taking extra time - +5 for each extra hour. Successfully using the puzzle ages the user 5 years, and opens a gate for 15 minutes.

The puzzle can open gates to the first layer in all the outer planes, plus the elemental plane of Dark, and Gaiah.

Rose of Lordship

This is a heavy gold chain, holding a pendant in the form of a Lyonesse Rose set with a ruby cluster in the centre. This particular example is not among the best, so it is probably quite late - 15th or even early 16th century.

The rose must be worn for one week before its effects begin. The wearer gains +1 per level to Leadership, Diplomacy and Administration.

Scholar's Book

A hefty tome, covered in leather bound wood, with vellum pages. It measures 8" by 14" by 4". There is no labelling anywhere on the outside.

With a successful attunement roll (at -50), the book will change the information it holds. It will hold 5 basic ranks of the requested skill (usually has to be an academic skill). The book's contents can be changed once every 30 days (some skills may not be available - GM discretion).

Succubus Broach

A rather ugly silver broach, in the form of a mask with bars across the eye and mouth holes. The broach holds a Succubus trapped.

Any woman wearing the broach becomes alluring to men, and gains +20 to seduction. 1x/day the wearer can attempt to drain a victim of 5 points of temporary Constitution by kissing them (the victim must save vs. 25th lvl Channeling). The wearer absorbs the Constitution as 50 hit points, that may take them over their usual total for 10 minutes per level. Each use of this kiss ability allows the Succubus a chance to get free, as detailed in the Demon Imbedding list (see Alchemy Companion). The item is evil in alignment.

War Healer Bracers

Pair of long bracers, formed from two black metal plates, held together with leather straps. There are low reliefs of war scenes impressed in the metal.

1x/day the wearer of these bracers can cast any "Self" range healing spell at range "Touch". The bracers drop the users recovery time from healing spells to 75%. 1x/day the wearer of the bracers can use a *Transfer* spell to move injuries from one target to another (rather than to himself). Both targets must be within 100' of the user. The Transfer is considered an offensive spell-cast (i.e. the receiving target gets an RR).

Artifacts

Change's Sword

The hilt and cross-piece of the sword are simple and elegant in design. The hilt is wrapped in red cloth, and the fittings of the sword seem to be in copper and gold. The blade is far more unusual. It appears to be composed of some kind of liquid material,

which shifts its colour and the form of its reflection. It is very difficult to look at the blade too long - it tends to give people a headache.

The sword assumes the form most useful to its current rightful wielder (i.e. Change). However, its form has no effect on its powers. Change's Sword currently takes the form of a rapier.

The blade of the sword is created from Earthblood from Elysium and it responds to the actions of the wielder. Although the blade always delivers Essence criticals (see Companion V), its other powers vary depending on how "good" the wielder is being. It always strikes as a broadsword, but it delivers anything between 1/2x and 5x damage. The blade is usually Holy, but may lose that ability if the wielder is not worthy of it. The sword is always +20 material +10 quality and it is usually +20 magic - but it can vary.

The sword's other abilities, which lie in the hilt from Mount Celestra and the cross-piece from Arborea, tend to mix with each other, depending on where the wielder's alignment lies (the hilt is lawful, the crosspiece, chaotic). Both are united in a resistance to necromantic magic - no undead of Type IV or less will go within 10 ft of the sword, and all undead take Slaying criticals when struck by it. The other abilities are as follows, and are applied if the wielder is of the right temperament or in desperate need of them:

The hilt (law): Healing and restoration spells have double effectiveness on the wielder (this includes *Transfers* where applicable, i.e. a healer takes 50 hits, but the wielder is healed of 100). The wielder gains a 75% chance of spotting any lie. The wielder gains a 50% chance of spotting any illusion.

The Crosspiece (chaos): Luck - 1x a day the wielder can reroll any dice roll. The wielder can befriend any creature of animal intelligence or less. There is a 10% chance that any spell cast at the wielder (including beneficial ones) by anyone except himself, go wild and strike another random target within 20 ft.

The sword is essentially good, and very intelligent, and it can communicate via full telepathy. However, its exact alignment grows to reflect its wielder. It makes no attempt to directly influence its wielder, following his lead instead. The sword simply cannot be claimed by anyone except Change - it will teleport away (possibly in pieces), attack the false wielder, betray him at the best opportunity etc. There are suggestions that the sword will behave the same way if Change himself strays too far from good.

The sword is capable of taking independent action to benefit his wielder - it has been known to teleport him out of trouble, put him in stasis etc.

It is also believed that the sword can "interfere" with the operation of any planar gate, portal etc. that it passes through. It is also said that if the sword remains in any place for an extended period of time, it can also change certain properties of the area - including climate, abilities of native species etc.

The Mask of the Shadow Jester

A face mask of ebony, inlaid with a jester's features in silver. The mask is considered to be the most holy item of the Court of the Shadow Jester. It may well have been created by a minion of the god himself.

The mask has a Will of 200 and is very intelligent. It may well forgo an initial Will Contest if it believes the wielder can further its cause, but will impose one any time there is a significant conflict of interests. The mask's main aim is to gather around it a powerful thieves' guild, and it sets its wielder up as the master of the guild.

(Except where noted, the wielder only needs to have the mask on him to use the powers - he does not need to wear it). The wielder immediately gains +1 per level to all social skills and Streetwise. The mask will also cast the following spells 2x/day each, at the wielder's level; *Fly 450'*, *Nightvision*, *Invisibility II* (must wear the mask), *Change to Kind*, *Smokeflash III*. It can also use a number of unique abilities once a day ("cast" at user's level, must wear mask); Unlucky – Area of Effect: 1 target Duration; 1/2 rnd/lvl Range: 100' Causes target to be at + or - 1 per level of the caster (whichever is worse) for all rolls for the duration. Lucky – Area of Effect: 1 target Duration; 1/2 rnd/lvl Range: 100' Causes target to be at + or - 1 per level of the caster (whichever is better) for all rolls for the duration. Bane – Area of Effect: 1 target Duration; varies Range: 100' Target automatically fumbles his next action (rolls 01). The mask is very fickle, and can play "tricks" on its wielder. It is above moral considerations.