

Magical Item Compendium

A Basic Fantasy RPG Supplement

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Armor and Shields

Bartleby's Barrier Shield: This magical item is an escutcheon shaped shield about four feet long and forged from mithril beautifully engraved and embellished with golden filigree emanating out from three large sapphires set in a triangle in the centre that emit a soft blue glow illuminating 5' in front of it. The shield functions as a normal +2 but when a command word is spoken or when it is exposed to large amounts of energy a transparent plane of force manifests centered around the shield 5 feet in every direction that curves backwards slightly at the edges. The barrier is impenetrable but can pass through air, stone and dirt without hindrance. The barrier also neutralizes any force impacting upon it to the effect that the wielder cannot be crushed underneath it or from high velocity impacts, it also reflects rays of energy and the petrification effect of a medusa's gaze. This plane last for three rounds after which one of the sapphires in the shield will fade and cease to glow. On the fourth round after the last sapphire has been used the sapphires will emit a blinding light in an 180 degree from the front of the shield for 120' and very bright light for 360' with the dim light extending 720' and a pillar of blue flames for 30' that does 3d12 damage after which the shield dissolves into embers. The sapphires may be recharged with 500gp of magic ink however once the final sapphire is used the shield is spent.

Heartshield: This heart-shaped shield of bright pink color is a +3 shield that grants its owner the following benefits:

- His or her Charisma modifier is treated as +5 for any Reaction Roll.
- Any opponent of no more than 2 HD that rolls a 1 when attacking with arrows or bolts must save vs. Spell or be cursed with a permanent fixation and idolatry towards the owner of the shield.

Potions

Oil of Etherealness: When applied to the body of a character or creature, this oil causes the subject to become ethereal. The subject can pass through solid objects but is not able to touch any normal object, as his or her hands pass right through. This effect can be canceled by the **phase door** spell; otherwise, the effect lasts until the normal potion duration expires.

Oil of Slipperiness: When applied to the body of a character or creature, this oil makes the subject immune to being held by any normal restraint or adhesive. Spider webs (including the **web** spell) will not stick to the subject, nor will ropes or cords restrain the oiled creature. This effect lasts for 24 hours.

Super-Heroism: This potion grants a temporary increase of four levels of ability to Fighters of levels 1-3, three levels to Fighters of levels 4-7, and two level to Fighters of 8th through 11th levels. These levels apply to attack rolls and saving throws and grant additional magical hit dice, from which damage is deducted first. It has no effect on characters of other classes.



Rings

Contrariness: This cursed ring causes its wearer to disagree with any course of action. Once put on it cannot be removed without the use of **remove curse**, which of course the wearer will oppose.

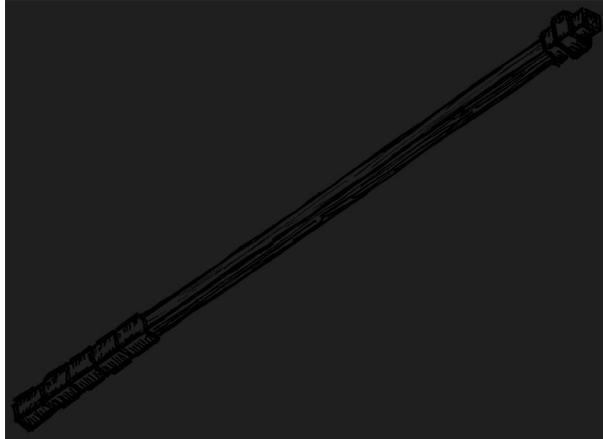
Many Wishes: This ring grants its wearer the power of 2d6 **wishes** (as the spell).

Shooting Stars: This ring's powers work only under the open sky at night. It grants its wearer the ability to:

- Cast **light** (as the spell) with a range of 240' up to once per hour
- Throw a **fireball** doing 3d6 points of damage (but otherwise working as the spell) once per night
- Launch a **magical missile** that does 3d6 points of damage to a single opponent (with a save

allowed for half damage) up to three times per night.

Rods, Staves, and Wands



Gilderwand: This wand is a simple, unassuming stick of dark wood, tapered slightly from base to tip; its command word is inscribed in magical script, visible to anyone using **detect magic**. The Gilderwand is normally found in its holster, a plain leather scroll tube with a wand pocket attached to the side.

If the **Gilderwand** is inserted into the holster, and a Magic-User spell scroll is placed in the scroll tube, in 1d4 rounds the scroll will suddenly burn to a fine ash as its magic is transferred to the wand. The **Gilderwand** can contain up to 20 levels of spells; if the wand is full, the scroll tube will not activate (and thus, will not destroy the scroll placed within it). If the wand is not full, and the scroll inserted contains more levels of magic than the wand can contain, excess levels will be lost as the scroll is annihilated.

Each time the wand is wielded and its command word is spoken, it will release one spell. Spells are released in the order they were stored, first in, first out; there is no way to change the order, and no way to find out what spells are stored in the wand other than to keep track manually. When a scroll containing multiple spells is "loaded" into the wand, the spells will normally be loaded in the order they appear on the scroll; however, there is a 1 in 4 chance they will be loaded in reverse order, and the user will not know which way they are stored.

The wand was reputedly created by the Archmage Socran Gilder as an experiment ("just to prove I can"

he supposedly said).

Rod of Absorption: This rod can absorb magic directed at the wielder. It can absorb up to 100 levels of magical energy, which can be used to power spells cast by the wielder; any spell the wielder knows may be cast through the rod without need for memorization. Once it has absorbed 100 levels of spells, it cannot absorb more, and when it has expended the full 100 levels it becomes permanently non-magical.

Rod of Beguiling: This rod causes all enemies within a 20' radius of the wielder to believe the wielder is a trusted friend or mentor. This effect lasts up to 4d4 turns. A **Rod of Beguiling** has 25 charges when created; roll 2d12+1 for remaining charges when found in a hoard.

Rod of Lifting: This magical crowbar grants a +3 bonus to opening stuck doors, pry out objects, etc.

Rod of Lordly Might: This rod is intended for use by a Fighter. A series of small studs on the side of the rod are the only sign of its function. Pressing the first stud causes a 2' blade to appear at the end of the rod, making it equivalent to a **Sword +2**. Pressing the same stud again elongates the rod up to a maximum of 12', causing it to function as a **Polearm +2**. Pressing that stud one more time retracts the blade and restores the rod to normal length.

The second stud activates the ladder feature. A spike that can anchor in granite is extruded from one end of the rod, while the other end sprouts three sharp hooks. The rod lengthens to anywhere between 5' and 50' in a single round, stopping when the second stud is pushed again. Horizontal bars three inches long fold out from the sides, 1 foot apart, in staggered progression. The rod is firmly held by the spike and hooks and can bear up to 40,000 coins. The wielder can retract the pole by pushing the second stud one more time (but note that the studs will be at the upper end of the pole in this configuration).

Pressing the third stud transforms the weapon into a **Sword of Fire** (as described below), and pressing that stud again restores the weapon to its normal form.

The fourth stud transforms the rod into an **Axe +2**, and pressing it a second time reverses the process.

Whenever the **Rod of Lordly Might** is used as a weapon, those enemies facing it must save vs. Paralyzation or be paralyzed for 2d4 rounds, and even if they succeed at this first save they must save again vs. Paralyzation or flee in **fear** (as the spell) for 2d4 rounds.

This rod neither has nor needs charges.



Rod of Reaching: This device, typically (but not always) made in the form of an ornately-engraved silver rod, allows the user to deliver spells having a range of "touch" by means of the rod instead. This has two benefits: first, it extends the user's reach by about 3 feet; and second, it protects the user from any unwanted effects of touching the target (i.e. energy drain, being turned to stone, being poisoned, and so on).

Rod of Resurrection: This rod will resurrect a deceased creature as if casting **raise dead** at a 9th level of ability. This rod never has more than 10 charges (roll 1d10 for charges remaining when found in a treasure hoard).

Rod of Rulership: This rod gives its user the power to temporarily **charm** up to 200 levels or hit dice of creatures within a 10' range. Any form of living creatures may be charmed, and they will remain under the wielder's control for 10 turns. This rod never has more than 10 charges (roll 1d10 for charges remaining when found in a hoard).

Staff of Lifting: Allows **telekinesis** as per the spell (50 lbs. per Magic-User level). In addition the caster may choose to lift something larger than his or her limit, but must make an ability roll with Intelligence bonus each round, or the effect ends, and takes 1d12 + 1d12 per 50 lbs. above the normal limit damage.

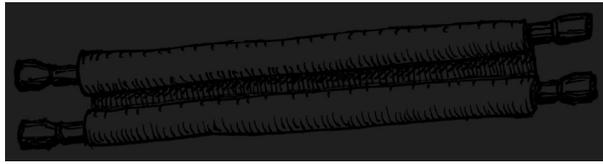
More than	Less than	Damage
Limit	Limit +50	1d12
Limit +50	Limit +100	2d12
Limit +100	Limit +150	3d12
Limit +150	Limit +200	4d12
+50	+50	+1d12

Staff of Withering: This weapon has no special bonus to hit or to damage, but on a successful hit it will do 1d6 points of normal damage and age the victim by 10 years. Aging effects are left to the referee's discretion. Note that only living creatures are affected by this magic.

Wand of Metal Detection: When activated this wand points in the direction of the largest body of metal within a 20' radius. The user will be able to sense the general type of the metal. This wand neither has nor needs charges.

Wand of Negation: When pointed at another wand or staff and activated, this wand suppresses some or all of that device's power. Other wands are suppressed completely, while staves may be suppressed only partially (reducing an 8 die fire ball to just 2 dice, for instance, since wands have 6th level power and staves have 8th level power). The effect lasts for 1d4+1 turns.

Scrolls



Scroll of Magic Mapping: When this scroll is activated the surrounding terrain within a certain range (GM discretion) is automatically drawn onto the scroll. This is purposely left ambiguous so that the GM can decide if it draws at the current elevation (e.g. as in a dungeon), or as a topographical map (e.g. in the wilderness), or any other way that the GM and/or player wants.

Scroll of Magic Mapping, Greater: When this scroll is activated the surrounding area is automatically drawn onto the scroll just as the lesser version, however as the scroll moves with its user it redraws itself to reveal the new terrain within range, and erase any terrain now out of range. It can be deactivated in the same way to allow the map to be moved to a new location without erasing useful information.

Scroll of Magic Scroll Copying: This item appears to be a standard blank scroll, however, when in contact with a written spell scroll it can copy its content after the command word is uttered. From that point forward the **Scroll of Magic Scroll Copying** will convert into a regular spell scroll.

Scroll of Sketching: This scroll will create a lifelike sketch of a person or creature whose name is mentioned while it is held unfolded.

Spell-Channeling Items

Magical spell-channeling items are a different sort of magical item that allows a spell-caster to convert the magical energies of currently-memorized spells into another predetermined spell. For example, a **Wand of Magic Missile Channeling** would convert any other currently-memorized first-level spell into a **magic missile** spell cast as if the caster actually had that spell memorized instead. Such an item may appear as a wand, rod, ring, staff, or other appropriate form, often dictated by the effect. For instance, a **Monocle of Detect Magic Channeling** or a **Crystal Ball of Clairvoyance Channeling**.

Several examples of spell-channeling items are detailed later, but detailing each and every variation would be as unnecessary as detailed lists of each and every magic scroll possible. However there are some issues that should be discussed such as specific limitations or special cases. Divine (Clerical) spell-channeling items are one such case. Additionally there are enhanced spell-channeling items that can augment or modify spell effects. Each case or exception is discussed below. In any case, the GM should design each item directly considering the spell effects carefully.

- There are Arcane (Magic-User classes) and Divine (Clerical classes) channeling items. Arcane spell-channeling items are more common because Divine spell-channeling items are usually associated with a particular deity, power, or pantheon and may not be usable by non-believers or non-worshipers. Even Clerics of one faith may not be able to utilize another faith's items. This may vary according to the GM's campaign and his or her ideas on how the divine powers interact with their followers.
- A spell-caster can only utilize a spell-channeling items that produces a spell that can be potentially cast by the user (as in it appears on his or her spell list). The character need not actually know the spell in question personally, but must be capable of casting the spell otherwise. This caveat occurs when additional supplement classes are used in the GM's campaign (such as Illusionists or Necromancers). When the specific spell exists at differing spell levels for different classes, the spell is channeled according to the caster's own spell list.
- Spells spent to power a spell-channeling items must be of the appropriate level or higher, but no benefit is gained by using a higher-level spell slot. For example, a **Wand of Magic Missile Channeling** (1st-level spell) powered by a memorized **fireball** spell (3rd-level spell) still only produces a single instance of **magic missile** cast normally by the caster, wasting the extra energies.
- Spells requiring additional materials must still have the necessary materials on hand for the spell to be produced. The memorized spell does not necessarily need the additional materials, but the channeled spell does.
- Multi-function items should follow a theme or otherwise be logical in their design. A magnifying

glass item that channels various **detect spells** would be appropriate. However **Slippers of Fire Ball and Ice Storm Channeling** would be odd and likely not to work.

- Enhancing items are possible. The most obvious would be increasing the effective caster level of the channeled spell. For example a **Wand of Fireball Channeling +2** would allow a fifth-level caster to cast the spell at 7th level with regard to damage, range, area of effect. Such enhancements should be very carefully considered.

Examples of Spell-Channeling Items

Spell-channeling items provide an alternative to many magical items that are charged. Charged items provide a temporary big boost to the character, often to the point of imbalance. A standard **Wand of Magic Missiles** enables a Magic-User to become very potent, at least until the charges expire, then is greatly reduced in power. A channeling item, by virtue of being tied to the character's existing casting expertise, scales with the character and simply provides the opportunity to be more creative with memorization of more esoteric spells. Rather than being prudent and memorizing one or more instances of 'tried and true spells' the character who owns one or more channeling items is freed from the necessity of memorizing that particular spell. Additionally, the item is permanent, not unlike a fighter's magical weapon, always usable throughout their career. It is only outgrown as the usefulness of the spell wanes as the character acquires levels such as **sleep** spell after the character moves onto more challenging monster types. The following list of examples is not meant to constrain one's imagination or to otherwise limit the possibilities, but as a quick starter.

- Wands are especially appropriate for spells that directed or aimed.
- **Wand of Magic Missile Channeling – Magic Missile (1st)**
- **Wand of Lightning Bolt Channeling – Lightning Bolt (3rd)**
- **Wand of the Fire Lord – Fireball (3rd), Wall of Fire (4th), Conjure Elemental (5th, Fire Elemental only)**
- Rings, Amulets, Talisman, or similar items work well for non-directional effects or personal affecting items

- **Amulet of Protection from Evil Channeling – Protection from Evil (1st)**
- **Ring of Transparency – Invisibility (2nd), Invisibility 10ft radius (3rd), Invisible Stalker (6th)**
- **Talisman of Charm Channeling – Charm Person (1st), Charm Monster (4th), Geas (6th)**
- **Holy Symbol of Bless Channeling (divine) - Bless (1st)**
- Various other items can be used as well.
- **Walking Stick of Doors – Hold Portal (1st), Knock (2nd), Dimension Door (4th), Passwall (5th).** Also functions as a **Walking Staff +2.** Rapping the stick against a door, wall, or floor is necessary to channel the various spells.
- **Spectacles of Detect Invisible – Detect Invisible (2nd)**
- **Holy Relic of the Healer (divine) - Cure Light Wounds (1st), Cure Disease (3rd), Neutralize Poison (4th), Regenerate (6th)**
- **Druid's Staff (divine) - Charm Animal (2nd), Speak with Animal (2nd), Growth of Animals (3rd), Speak with Plants (4th), Insect Plague (5th).** This item also functions as a **Walking Staff +2.** If the optional druid subclass is utilized by the GM, then the spells may be of other levels determined by the druid spell list.

This general concept of items that transform one spell into another is not entirely new, appearing in one form or another in various game editions and supplemental material produced for various games, however, the idea is new for the Basic Fantasy RPG. The mechanics presented here may be very similar to previous writings, but the explanations and presentation is entirely original.

Weapons

Arrow of Slaying: This arrow is enchanted to instantly kill a type of monster on a successful hit. The GM should choose which type of monster each such arrow can slay; for example, dragons, undead, giants, elementals, or any other type the GM can imagine. These arrows are rare, usually appearing individually rather than in bundles.

Axe, Hand, Fireman's: This is a **Hand Axe +1** that glows red when near (300 feet) any fire entity or fire out of control; it also deals double damage against any such creatures and when used to chop through doors.

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Crossbow, Distance: This magical crossbow has double the normal range for weapons of its type.

Crossbow, Heavy, Hailstorm: Once per day the user of this **Heavy Crossbow +1** can fire a bolt into the air and call down a shower of bolts in a 10-foot radius at a target location within range of the crossbow. Creatures in this area are hit by 1d6 bolts (save vs. Dragon Breath for half).

Crossbow, Mirdek's Clubowler: This somewhat clunky-looking device functions as a regular short crossbow, but which can be fired every round. Pressing a knot in the wood will activate its main magical function: the crossbow mechanism can be stowed away inside its body, and the whole device transforms into a stout wooden club (doing 1d6 damage). The transformation takes only a second, so the user may fire the crossbow in one round and use the club in the next. When the club is transformed into a crossbow again it will be reloaded, and the device never runs out of quarrels so none need ever be purchased or carried. By pressing another knot, the device may be transformed into another small wooden object like a box, tripod, or footstool, so it is highly useful as a concealed weapon. The device does not radiate magic although higher-level spells like **true seeing** will reveal that it is highly magical. It weighs about 8 pounds on average. Mirdek made them in numerous quantities but they were prone to breaking (1 in 100 chance per use as a club in melee) so only a few remain.

Crossbow, Speed: This magical crossbow is so swift that the wielder may fire it (if he or she holds it ready) even if surprised. The wielder is able to fire in a normal round at +3 initiative. Finally, this weapon re-cocks itself, allowing it to fire as swiftly as a regular bow.

Dagger, Bark and Bite: While this pair of **Daggers +1** work well with anyone, they work best in the hands of a Thief. Once per opponent (per 24 hours) on a successful attack with **Bark** (off-hand) the attacker can elect to forego the damage, and instead attack with **Bite** as though attacking from behind.

Dagger, Shadow Steel: 5 times per day this **Dagger +2** allows its user to turn invisible for 3 rounds (see the spell **invisibility** for details).

Javelin of Lightning: This javelin becomes a lightning bolt when thrown. It does 5d6 points of

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damage in an area 5' wide by 30' long centered on the point of impact. The javelin is consumed in the attack.

Longbow, Needle Threader: 5 times per day the user of this **Longbow +2** can ignore any cover or concealment penalties for his or her attack roll. The arrow must still be able to reach the target along a natural trajectory, and the attacker must be able to see, or otherwise know the location of their target. However no extra penalties are applied even if the trajectory would normally make the shot extremely difficult (e.g. arcing over a wall).

Longsword, Problem Fixer: This is a **Longsword +5** cursed weapon that once held will compel its bearer that using it will always be the best way to remedy any problem.

Mace, Disruption: This weapon appears to be a **Mace +1**; however, when it strikes any undead monster, that creature may be disrupted and destroyed. Monsters having a "D" in the Clerics vs. Undead Table on page 17 in the **Basic Fantasy RPG Core Rules** are instantly destroyed; for the others, roll 2d6. A roll of 7 or better is needed for a vampire to survive, 9 or better for a spectre, and 11 or better for a mummy.

Maul, Inertia: This **Maul +1** deals 3d6 damage on a successful attack, however this comes at a cost. On the round after any attack is made the user automatically loses initiative, cannot move more than 10 feet, and cannot make parting shots.

Shortsword, Recurrence: 5 times per day this **Shortsword +1** allows its user to make an extra attack on his or her turn. Both attacks must be made with **Recurrence**.

Spear, Checkpoint: On a successful attack, the user of this **Spear +1** may choose to force his or her opponent backward five feet.

Spear, Cursed with Backbiting: When initially discovered this spear will appear to have a bonus. This cursed weapon seeks to stab its wielder in the back, circling in the air if thrown or bending in an arc if wielded in melee. It will not show its true nature until actual combat begins; normal tests will not reveal it.

Sword +1, One Life Energy Drain: This weapon has the power to drain a life level (as the reverse of the

spell **restoration**). The wielder may use this power once only, after which time the weapon becomes a **Sword +1**. The wielder must choose when to use the power, and must score a successful hit to activate it.

Sword +1, Wishes: This sword will grant 2d4 **wishes**. After all wishes have been granted, it will thereafter be a **Sword +1**.

Sword +2, Dragon Slayer: This sword has a standard magical bonus of +2, but against one specific type of dragon (as chosen by the GM) the sword does 4d10 points of damage on a hit.

Sword +2, Nine Steps Life Energy Drain: This weapon has the power to drain life energy (as the reverse of the spell **restoration**). Each time the wielder scores a natural 20 on an attack, the weapon drains energy levels from the victim; on the first such hit, it drains 1 level, on the second it drains 2, and so on until it drains 9 levels from a foe. At that point its power is exhausted and it is thereafter a **Sword +2**.

Sword, Arcane Disrupter: This **Sword +1, +3 vs. Magic-Users** is covered in rough angular engravings. On an attack roll of natural 20 against a Magic-User it removes one spell the caster had memorized starting with the highest level spell known. Once per day the wielder of this weapon may dispel all magical effects in a 30-foot radius. Permanent effects dispelled this way return after one turn.

Sword of Cold: This **Sword +3** emanates a powerful aura of cold; against fire-using or fire-dwelling creatures its bonus becomes +5.

Sword, Dancing: Most of these weapons have a magical bonus of +3, but as many as 15% of them may have a different bonus. After having been used for 3 rounds in melee, the wielder may release the sword, at which point it will fight on its own for 3 full rounds. After the third round the weapon will return to its owner's hand, or fall to the ground if the wielder does not reach out to grasp it. After a minimum of 3 more rounds wielding it in melee, the owner may again release it to fight on its own for another 3 rounds, and so on. It cannot be attacked directly while dancing (though some spells might affect it) and always remains near the wielder, attacking his or her foes just as if the wielder were still holding it.

Sword of Fire: This **Sword +1** bursts into flame on command, gaining a bonus of +2 vs. trolls, pegasi,

hippogriffs, and rocs, and +3 vs. undead and treants. 10% of these swords are two-handed.

Sword of Random Enhancement/Curse, Lesser: At the beginning of combat roll 1d6-3 to determine the sword's enhancement/curse. If the result is less than 0, treat the item as cursed. The wielder believes it is enchanted and cannot switch to another weapon. This effect will last for 10 rounds. If the user continues to use the sword, re-roll the enhancement.

Sword of Random Enhancement/Curse, Greater: At the beginning of combat roll 1d10-5 to determine the sword's enhancement/curse. If the result is less than 0, treat the item as cursed. The wielder believes it is enchanted and cannot switch to another weapon. This effect will last for 10 rounds. If the user continues to use the sword, reroll the enhancement.

Sword of Sharpness: This is a **Sword +1** with the added ability to remove limbs or even the head of a foe. If the attack roll exceeds the number needed by 4 points, or if the die roll is a natural 19 or 20, the sword has cut off an appendage. Where there are choices, the GM should assign numbers and roll a die. For instance, against a human opponent (with the usual complement of head, arms, and legs) the GM might roll 1d6, with a 1 being the head, 2 and 3 the arms, 4 and 5 the legs, and re-rolling on a 6. A **Sword of Sharpness** will only perform its magic when wielded by a Fighter; in any other hands it is useless. If the Sentient Weapons optional rule is in use (see later in this supplement), these swords may only be Lawful.

Sword, Variable: A **Variable Sword**, when discovered, normally appears to be a **Dagger +3**. The weapon has three command words, each of which alters the size and power of the weapon; one word causes the weapon to become a **Shortsword +2**, another makes it a **Longsword +1**, and still another command word restores it to dagger length.

If affected by a **Scabbard of Shortening**, a **Variable Sword** is simply changed back into its **Dagger +3** form as if the relevant command word were spoken. The **Variable Sword** is thus fully immune to the damaging effect of the **Scabbard of Shortening**.

Sword, Vorpai: This sword is very similar to the **Sword of Sharpness** above. It has a magical bonus of +2, and if the number needed to hit is exceeded by 2 points, or is a natural 18 to 20, the sword has

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cut off the head of the foe. Like the **Sword of Sharpness**, a **Vorpal Sword** only works if used by a Fighter, and if intelligent may only be Lawful.

Trident of Commanding Water Creatures: This **Trident +1** can function in the same way as a **Potion of Animal Control** but only affects creatures that naturally dwell in the water. These devices may have up to 24 charges; the GM may wish to roll 2d12 to determine the number remaining, if the item is likely to have been used. Each use consumes a charge, and is effective up to 12 turns. Note that this item is still a magical weapon even after all charges have been expended.

Trident of Submission: This **Trident +1** has the power to subdue creatures struck by it; any such creature must save vs. Spells or submit to the wielder, acting as if charmed for 3d4 turns.

Trident of Warning: This **Trident +1** permits the wielder to sense sea creatures within a 240' radius sphere. The wielder will know the type, number, and location of all sea creatures which are likely to behave in a hostile manner.

Trident of Yearning: Any character wielding this weapon will be overcome by a desire to be immersed in water, and the deeper the better. Note that the item does not grant the wielder any ability to survive underwater. The wielder will proceed as swiftly as possible toward whichever body of water he or she believes can be reached fastest, and will enter it as soon as possible. The wielder cannot release the trident; a **dispel magic** or **remove curse** is required to free the victim.

War Hammer +3, Dwarven Throwing: This weapon performs as a normal **War Hammer +3** when wielded by non-Dwarven characters, but gains special powers when wielded by a Dwarf, as follows: if thrown, the weapon has a 60' range and returns to the wielder's hand after being thrown; it does 2d6 points of damage on a hit, adding the +3 bonus only when attacking a giant.

Warhammer, Justiciar: Once per day this **Warhammer +1** can be invoked to bind the appendages of any creature for up to 1 hour. A successful save vs. Spells negates the binding. Attacking or otherwise attempting to directly kill the bound target breaks the binds.

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Zentaril (Longbow): The **Zentaril** is a precious longbow with 20 glowing sapphires inserted into its black wood.

It functions as a **Longbow +1** when a normal or magical arrow is fired from it. Any normal arrow fired from it turns into a magical **Arrow +1** (the combo acts like a +2 weapon together). If the string is pulled without an arrow nocked, it fires a special arrow built from fire and lightning with a +4 attack bonus, dealing 1d8+2 points of lightning damage along with 1d8+2 points of fire damage. After such a shot one of the 20 sapphires turns dark. The gems will recharge one at a time every 8 hours. If all 20 shots are fired then it takes 24 hours to recharge the first gem; after that, it takes 8 hours per gem.

SENTIENT WEAPONS

Some magic weapons have an intelligence all their own. Only weapons proper (i.e. not ammunition) will be intelligent, and it is unusual for a sentient weapon to be smaller than a shortsword. These weapons think and feel the same way characters do and should be treated much like NPCs. Sentient weapons have extra abilities and sometimes extraordinary powers and special purposes. In general, less than 1% of eligible magic weapons have intelligence; it is recommended that the GM place each one specially, and not give them out as part of randomly-generated treasures.

Sentient weapons (also called "intelligent weapons") do not have the same sort of sentience as ordinary creatures. For instance, regardless of the stated intelligence score of a sentient weapon, they are not capable of extended thinking or planning, or any sort of design or engineering tasks. Sentient weapons have poor memories, remembering only the most important events of their existence. A very old sentient weapon might remember only its most famous (or infamous) wielders, and only the most significant battles in which it was wielded.

Unlike most magic items, sentient weapons can activate their own powers without waiting for a command word from their owner. A sentient weapon acts when its owner acts in initiative order, but acts of its own accord.

Weapon Affiliation or Purpose

Sentient weapons are created for some specific purpose. Generally, this is manifested as the

weapon's *affiliation*. A weapon may be affiliated with a religious association, a specific race, or some other group or order. An affiliated weapon will prefer to be utilized by members of the affiliated group; further, the weapon will avoid at all costs working against the interests of the affiliated group. So, a weapon affiliated to the Elves of the White Forest might permit a human to use it if no better choice is available, but the weapon would still resist being used *against* the Elves of the White Forest.

Alternately, a sentient weapon might be created to follow some particular philosophy or mission, at the GM's option. The wielder of such a weapon must behave in support of the weapon's philosophy or mission, or at least not against it, in order to be granted the advantages the weapon possesses.

Some sentient weapons also have a specific purpose, typically to fight some particular type of foe. Obviously, the affiliation and purpose of the weapon must not conflict. For instance, a weapon might have been created to defend the elves from trolls; thus, the weapon is affiliated with the elves, but fighting trolls is its purpose. The weapon will prefer to act in accordance with its purpose; for example, the aforementioned elf-made weapon created to fight trolls would prefer to be in the hands of an elf warrior fighting trolls. However, in the absence of a troll to fight, the weapon would find fighting orcs or dragons equally acceptable, just as it would likely tolerate being used by a human in the absence of a qualified elf wielder. There is no table or die roll to determine whether or not a sentient weapon has a purpose; this is up to the GM to decide.

A sentient weapon will naturally prefer some wielders over others, based on its affiliation and/or purpose. A sentient weapon which does not like its wielder may choose to hide its nature, pretending to be a common sort of magic weapon, until it is in the hands of someone it prefers. Alternately, such a weapon may choose to inflict damage directly on the wielder when it is drawn or handled, doing 2d4 points of fire or electrical damage per round so long as it is held. A sentient weapon may even choose to act as a cursed weapon, with a penalty equal to its usual bonus (-2 vs. +2 for example). One final option for a sentient weapon is to attempt to control the unwanted wielder (as explained below).

Intelligence of Weapon

d20	Intelligence	Powers	
		Lesser	Greater
1-5	8	1	–
6-10	9	2	–
11-14	10	3	–
15-17	11	3	1
18-19	12	3	2
20	13	4	3

Weapons with less than 9 Intelligence communicate by means of **empathy**: the possessor feels urges and sometimes emotions from the weapon that encourage or discourage certain courses of action. The weapon can understand the intent or desire of the wielder (with some limitations). Weapons having 9 or higher Intelligence will be able to speak.

Languages Spoken By Weapon

Sentient weapons which can speak will know Common (or the racial language of the weapon's creator, if that is different from Common) as well as one additional language per point of Intelligence above 9. Choose appropriate languages, taking into account the weapon's origin, affiliation, and purpose (if any).

Sensory Abilities

A sentient weapon typically has about the same visual and auditory abilities as its creator had; so Human-made weapons cannot see in the dark, but Elven or Dwarven weapons have Darkvision. A sentient weapon may also have powers granting additional sensory abilities.

Sentient Weapon Powers

Each sentient weapon will have a number of lesser and greater powers, as determined on the table above. Lesser powers are primarily detection abilities; when the sword activates one of these powers, it can scan an adjacent area 10' wide by 20' deep each round for up to a turn. A sword can activate only one lesser power at a time, and each such power can be used up to 6 times per day.

Greater powers are, in effect, spells; each sentient weapon which has greater powers will be able to activate each one up to 3 times per day, for at most 1d4+1 turns each time (for those powers which are not instantaneous). Though the sword chooses when to use its powers, once activated they are under the

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control of the wielder (so, for instance, the wielder controls any illusions created by the Phantasmal Force power). A list of suggested greater powers is provided below, but the GM may add any spells he or she sees fit. Note that offensive spells are not usually granted to a weapon, since the weapon is its own offense.

Lesser Powers

% Roll	Power
01-15	Detect Gems and Jewels
16-20	Detect Illusion
21-35	Detect Invisible
36-50	Detect Magic
51-60	Detect Metal
61-70	Detect Secret Doors
71-75	Detect Shifting Walls and Rooms
76-80	Detect Sloping Passages
81-00	Detect Traps

Greater Powers

% Roll	Power
01-09	Clairaudience (as the potion)
10-20	Clairvoyance (as the spell)
21-37	ESP (as the spell)
38-45	Flying (as the spell)
46-60	Cure Light Wounds (as the spell)
61-74	Levitation (as the spell)
75-81	Phantasmal Force (as the spell)
82-87	Telepathy (as the helm)
88-91	Teleport (as the spell)
92-00	X-Ray Vision (as the ring)

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Sentient Weapon Ego

Ego is a measure of the total power and force of personality that a sentient weapon possesses. To calculate a sentient weapon's ego, add together its Intelligence and combat bonus, plus 1 point for each lesser power and 2 points for each greater power. For weapons having more than one combat bonus, the weapon's ego may actually change when in the presence of creatures that would receive the higher figure. Consider a **Longsword +1, +3 vs. Regenerators**; in the presence of trolls, the sword's ego rises two points.

Weapons vs. Wielders

A sentient weapon is always true to its affiliation (and purpose, if it has one). If the character who possesses the weapon is not true to that affiliation or purpose, personality conflict (weapon against character) results.

A character's ego is equal to his or her Intelligence and Wisdom added together; this figure is reduced by half the Wisdom score if the character has half or less of his or her hit points remaining.

When a personality conflict occurs, the possessor's ego is compared to the weapons ego; if the weapon has a higher ego score (not merely equal), the character must make a saving throw vs. Spells. Failure of the save means that the weapon takes control of the character. If the save is made, the weapon can force another such check each round, until the roll is failed or the character releases the weapon (including sheathing it). Of course, if the situation which is causing the weapon to seek control passes before the wielder fails a save, the weapon will stop trying to take control.

Control lasts for one day or until a critical situation occurs (such as a major battle, a serious threat to either the weapon or the character, and so on), which forces another personality conflict check to be made. Should a weapon gain control, the character behaves as if charmed, doing the weapon's will. This may include:

- Removal of associates or items whose goals or personality are distasteful to the item.
- Causing the character to give away all other magic items or items of a certain type.
- Immediately seeking out and slaying creatures hateful to the weapon.

- Causing the character to relinquish the weapon in favor of a more suitable possessor due to personality differences or conduct.
- Forcing its possessor into combat.
- Forcing its possessor to surrender to an opponent.
- Cause the character to drop the weapon.

Naturally, such actions are unlikely when harmony reigns between the character's and item's affiliations or when their purposes and personalities are well-matched. Even so, an item might wish to have a lesser character possess it in order to easily establish and maintain dominance, or a more powerful possessor so as to better accomplish its goals.

All magic items with personalities desire to play an important role in whatever activity is under way, particularly combat. Such items are rivals of each other, even if they have the same affiliation. No sentient weapon wants to share its wielder with others.

Items with personalities are never totally controlled or silenced by the characters who possess them, even though the items may never successfully control their possessors.

Wearables

Amulet of Fortune: This item grants its power to any living creature which carries it; it need not be worn, brandished, or wielded, as it is enough that it be on its owner's person. So long as the amulet is carried by a creature, that creature receives the benefit of fortune on all of its die rolls (whether they be attack rolls, saving throws, Thief abilities, or any other sort of roll). The bearer of the amulet makes two rolls each time, and if either roll is a success, the bearer has succeeded. Each time the bearer benefits from the amulet (i.e. each time one or the other roll is a failure), the amulet accumulates a jinx point. If both rolls are a success, a jinx point is not added to the amulet.

If, however, both rolls are a failure, the amulet backfires. The jinx points accumulated by the amulet are distributed to the bearer and to all of its allies within a 10' radius who do not make saving throws vs. Paralyzation (the bearer never receives a save in this case). After determining how many creatures have been affected, the GM should divide the points as evenly among the victims as possible, with any remainder added to the bearer's total.

Each time a creature who has received jinx points makes a die roll (attack roll, saving throw, etc. as above), he or she must roll twice, and will only succeed if both rolls are successful. Each time this happens, one jinx point is removed. Jinx points are only removed for die rolls that are meaningful (i.e. picking your friend's pocket will not remove a point) and which will go badly for the victim if the roll fails (so attempting to backstab a friend, which is generally not a desirable thing to do, will not be impeded by the jinx magic).

Amulets of Fortune are not cursed as such, and so the bearer may dispose of one whenever he or she chooses. However, to dispose of an amulet of this sort properly, the bearer must relinquish it and then move at least 10' away from the amulet before it ceases to affect him or her. Jinx points, once transferred to a creature, may only be removed by making important die rolls (as noted above) or by remove curse (which removes just one point for each casting).

These amulets are subject to **detect magic** but any attempt to determine the exact sort of magic will fail (excepting a **wish**, which may succeed if properly worded). They are commonly made in a variety of forms, such as a rabbit's foot, various figurines, dream catchers, and so on. There are stories of a king who owned a ring carved from a single huge emerald which had this magic upon it. However, **Amulets of Fortune** are also sometimes made in forms not easily recognized, such as the famous "lucky penny" (a copper piece with this enchantment). This may in some cases make it hard for a character to divest him- or herself of such an amulet.

An **Amulet of Fortune** found in a treasure hoard has a 50% chance to already be storing jinx points; if so, roll 1d20 twice and take the smallest figure as the number it has within it. It is thus possible to suffer bad luck from such an amulet without having benefited from it first.

Amulet of Inescapable Location: This amulet appears to be an **Amulet vs. Crystal Balls and ESP** but actually works in reverse; those attempting to scry upon the bearer who have any chance of success at all will always succeed, while attempts to read the wearer's mind not only work but do so at double the normal range.

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Amulet vs. Crystal Balls and ESP: This silver amulet provides complete protection to the wearer against scrying and magical location, including of course crystal balls and any **ESP** magic.

Blood Ring: Protruding from the bridge of this dark iron ring is a demonic visage with mouth agape and sharp bristling teeth. A Magic-User may voluntarily cut themselves on the teeth, siphoning life energy into the ring. In return he or she may return a spell to memory. The amount of HP required for a spell is 3*(spell level). Spells remembered this way are forgotten in one hour if not used. The HP lost cannot be healed by magical means.

Boots of Dancing: These cursed boots will behave as if they were some other sort of magical boots, until the character is in a situation where he or she chooses to either fight or flee. At that moment, the boots show their true nature, forcing the wearer to dance. While dancing the victim may move no more than half normal movement, and suffers a penalty of -4 on all attack rolls and saving throws. On the other hand, attackers suffer a penalty of -2 on attack rolls against the victim so long as he or she dances. The dancing will last 2d6 turns, after which time the wearer will be exhausted, able to move at only half speed until he or she rests for one hour. The dancing curse will activate again any time the wearer needs to fight or flee. Once the curse is revealed, the boots cannot be removed without a **remove curse** spell.

Bow of Bowing: Any intelligent creature meeting the wearer of this bow (ribbon/bow tie), finds themselves compelled to bow (or curtsy as is appropriate), as though the wearer were someone of great importance.

Bracers of Defense: These magical protection devices grant the wearer the listed armor class. They do not function in combination with any type of armor or shield, but do work in concert with items granting magical protection such as rings or cloaks.

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Bracers of Defenselessness: Though they appear to be magical **Bracers of Defense**, these cursed bracers reduce the wearer's armor class to 10, absolutely countering any sort of armor, shield, or protective devices used; even the wearer's own Dexterity bonus, if any, is nullified. Furthermore, any creature attacking the wearer gains a bonus of +3 on all attack rolls. As with other cursed items, these bracers may only be removed through the use of the **remove curse** spell.

Cloak of Protection: This cloak functions in the same fashion as the **Ring of Protection**. It will not work in combination with any sort of metal armor.

Eyes of Charming: These two crystal lenses fit over the user's eyes. The wearer is able to cast **charm person** on one target per round merely by meeting a target's gaze.

Eyes of Petrification: These two crystal lenses fit over the user's eyes. As soon as they are put on, they turn the wearer to stone (as if affected by the gaze of a medusa).

Gauntlets of Dexterity: These thin leather gloves are very flexible and allow for delicate manipulation. They add 2 points to the wearer's Dexterity score while being worn (up to the normal maximum Dexterity of 18).

Gauntlets of Fumbling: These cursed gloves appear to be **Gauntlets of Dexterity**, but when worn they reduce the wearer's Dexterity score by 4 points and apply a penalty of -4 (or -20%) to any rolls the GM considers to be dependent on manual dexterity. Once put on, they can only be removed with a **remove curse** spell.

Gauntlets of Swimming and Climbing: These apparently normal lightweight gloves grant the wearer the ability to swim at a 120' rate and climb as well as a 9th-level Thief (or at a bonus of +15% if that is better).

Girdle of Gender Changing: This girdle instantly reverses the gender of any character who puts it on. Once buckled in place, the girdle can only be removed with **remove curse**, which restores the character to his or her original gender. Some 20% of these girdles cause a permanent change in gender; the girdle in this case can be easily removed but the character's gender remains altered. Such girdles can affect any number of characters, but only once per

character (so the same girdle cannot "correct" the gender of a character it has already reversed). **Remove curse** will not be effective in restoring the character's original gender.

There is no statistical difference between the character after this change; he or she is still a member of the same race and class and performs combat, class functions, and racial abilities exactly as before.

Glass Flower Charm: This is a small flower shaped from a single piece of glass. The flower is usually small enough to be worn as a lapel, or braided into hair without interfering too much. The dyes used are what give the charm its power, and the shape of the flower bends this power to a specific task. Thus two similar flowers may do very different things, or vice versa. Generally this falls in line with what the flower represents in "traditional" plant symbolism. For example: white heather symbolizes protection, and as such provides the wearer with protection from evil, as the spell.

Generally these charms give somewhere between a +1 and +3 bonus, depending on its situational usage, and the craftsmanship of the flower (GM's discretion). For example: one flower might give a +1 to attack and damage against creatures larger than the wearer, another might give +2 to attack and damage against specifically giants, and finally another might give a +3 to attack and damage against only one type of giant, e.g. Hill giants. Ultimately it's up to the GM to determine what each charm does.

Other possible charms:

- Buttercup: Symbolizes riches. Add 10% when rolling to determine whether a type of treasure is present in a horde e.g. gold, gems, magic items.
- Cabbage: Symbolizes profit. Add 5% to the value of treasure found by the wearer.
- Borage (i.e. Starflower): Symbolizes courage; +3 to saving throws to resist fear.

Hat of Renown: This big, bright colored hat will give great renown to its wearer. Everyone that sees the wearer will automatically know every fact of his life (that are known to the wearer) from food taste, name and place of origins, good and bad deeds done, etc...

The **Hat of Renown** will cause the best or worst reaction roll effects against the wearer depending on the situation. He or she will instantly be very famous

or infamous and people won't lose a chance to be in their company, talk to them, ask them favors, etc.

Helm of Brilliance: This normal-looking helm takes its true form and manifests its powers when the user dons it and speaks the command word. Made of brilliant silver and polished steel, a newly-created helm is set with many large magic gems. When struck by bright light, the helm scintillates and sends forth reflective rays in all directions from its crown-like, gem-tipped spikes. The helm's functions are as follows:

- It can create a **wall of fire** around its wearer on command.
- The wearer adds +1 point of damage to each die done by any **fire ball** spell he or she might cast.
- The wearer may command any sword he or she wields to become a flaming weapon, functioning exactly as a **Sword of Fire**. This is in addition to whatever abilities the weapon may already have (unless the weapon already is a flaming weapon).
- The wearer has fire resistance (as the ring) which reduces damage taken to one-quarter instead of one-half.
- If worn by a Cleric, he or she can re-cast any **light** or **continual light** spells one time (that is, each such spell is not expended until it is cast twice).
- Finally, the helm adds +2 to the reaction rolls of any fire-based creatures the wearer encounters, but it applies a similar -2 adjustment to all cold-based (or cold-dwelling) creatures encountered.

Magician's Hat: When the owner of this hat reaches inside he or she will be able to pull out a random mundane object. If the owner of the hat says a cheesy rhyming chant related to the object, then the owner can make an Intelligence check to successfully gain the desired item. Failure indicates that the object pulled from the hat is related, but decidedly less useful.

Mirdek's Traparatus: Mirdek the Gnome developed a special eyeglass which allows characters to search for traps or secret doors in a 10'x10' square that can be up to 60' away from the square they occupy. The character may also determine if doors are locked, at a similar range, and observe fine details such as the presence of keys, or small inscriptions on doors and

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other surfaces. The device does not normally allow the user to **detect magic**, although if the user has **detect magic** as a spell or ability, he or she may cast the spell through the apparatus. The apparatus functions well with infra-vision to a 60' range. It radiates magic, weighs only one pound, and resembles a small eyeglass. Only a handful were made.

Necklace of Missiles: This device appears to be nothing but beads on a string, sometimes with the ends tied together to form a necklace. If a character holds it, however, all can see the strand as it really is — a golden chain from which hang a number of golden spheres. The spheres are detachable by the wearer (and only by the wearer), who can easily hurl one as a **fire ball** spell. Necklaces may have 5, 7, or 9 spheres doing from 2 to 11 dice of damage; the distribution of the spheres are as follows:

No. of Spheres	Dice of Damage									
	3	4	5	6	7	8	9	10	11	
5			2		2		1			
7		2		2		2		1		
9	2		2		2		2		1	

Necklace of Strangulation: This item appears to be a rare and wondrous piece of valuable jewelry and, short of the use of something as powerful as a **wish**, can only be identified as a cursed item when placed around a character's neck. The necklace immediately constricts, inflicting 2d6 points of damage per round. It cannot be removed by any means short of a **limited wish** or **wish** and remains clasped around the victim's throat even after his or her death. Only when the victim has decayed to a dry skeleton (after approximately one month) does the necklace loosen, ready for another victim.

Poisonous Cloak: This cloak is usually made of a woolen material, although leather is also feasible. The garment can be handled without harm, but as soon as it is actually donned the wearer is killed instantly with no saving throw allowed. Once donned, this cloak can be removed only with a **remove curse** spell; doing this destroys the magical property of the cloak. The victim cannot be raised with the cloak on, and even if it is removed, a **neutralize poison** spell must be used before it is possible to revive the victim with a **raise dead** spell.

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Robe of Blending: When this robe is put on, the wearer intuitively knows that the garment has very special properties. A **Robe of Blending** enables its wearer to appear to be part of his or her surroundings; he or she can appear to be part of a rock wall, or just another hobgoblin among a group of hobgoblins. The robe alters not only the wearer's appearance but also his or her smell and natural sounds (such as breathing). Anyone acquainted with and friendly to the wearer sees him or her normally.

Robe of Eyes: This valuable garment appears to be a normal robe until it is put on. Its wearer is able to see in all directions up to 240' simultaneously due to scores of visible, magical eye-like patterns that adorn the robe. The wearer of a **Robe of Eyes** sees all forms of invisible, ethereal, out of phase, or astral things within the given range. The wearer cannot be surprised, for he or she can see all hidden things; indeed, the vision provided is so profound that the traces of a creature's passing (on foot, but not flying) can be spotted and tracked for up to one day after the passing of that creature.

Robe of Powerlessness: This cursed robe will appear to be a valuable magical garment, but when put on it reduces the wearer's ability scores to 3. The wearer's movement rate is reduced by half, and his or her class abilities are likewise reduced to the 1st level, though hit points are retained. This robe can only be removed with a **remove curse** spell.

Robe of Wizardry: When the wearer of this robe casts any **charm**, **hold**, or **polymorph** spell, the target of the spell suffers a penalty of -10 on his or her saving throw roll.

Scabbard of Holding: This item appears to be an ordinary dagger scabbard. However, it can accept any sword regardless of size, so long as its blade is not wider than 5 inches at any point; the scabbard widens to accept the blade if necessary (or shrinks to fit a narrow blade) but is never longer than an average dagger scabbard. Even a great sword can be contained and concealed by this scabbard, although in that case the large two-handed grip may give the deception away. While contained within the scabbard, it will only the weigh that of a normal dagger rather than the full weight of the sword, whatever that might be.

Scabbard of Shortening: This scabbard appears to all intents and purposes identical to the **Scabbard of**

Holding, but each time a sword is inserted into it, there is a chance equal to 1-6 on 1d20 that the sword will be permanently shortened to the length of the scabbard, thus becoming a dagger. Magic swords placed in the scabbard add their bonuses to the die roll, thus reducing the odds that the sword will be affected; for swords having multiple bonuses, the lowest bonus is applied. A magic sword which is shortened by the scabbard retains its full enchantment, and is otherwise unharmed, but its damage die becomes that of a normal dagger (i.e. 1d4).

Token, Locator: This is a small item that once given to someone creates a bond that allows the giver to always be aware of the receiver's location, their state of health, and whether the receiver has died. The token must be freely accepted by the receiver, although that does not mean they must know what it does. If the token is somehow taken by another person (stolen or given freely), or if the token and receiver are separated by a distance greater than 1,000 ft., then the bond is broken, and the giver is unaware of their location or state of health, although they are aware that the bond was not broken through death. The magic does not tell the giver where the token is, but where the receiver is, so simply setting the token aside will not give a false location

These tokens can be any shape or size, but are usually easily carried, and not readily traded. Common tokens include necklaces, coins of "worthless" metal (e.g. lead, tin, or iron), or perhaps a lock of hair.

Wings of Flying: A pair of these wings might appear to be nothing more than a plain cloak of old, black cloth, or they could be as elegant as a long cape of blue feathers. On command the cloak turns into a pair of bat or bird wings that empower the wearer to fly at 150' movement for 7 turns. After this time, the wings resume their cloak form for a minimum of 7 turns before they may be used again.

Miscellaneous

Animated Broom: This device resembles a **Broom of Flying** but attempting to ride upon it activates its curse, causing it to become animated and attack the character who tried to ride it. The broom is Armor Class 7, has 1+2 Hit Dice, and moves by flying at an 180' movement rate. It must be destroyed or affected by **dispel magic** to stop its attacks; if dispelled, the

broom's magic will return in 3d6 turns, but it will become dormant until some character attempts to ride on it again.

Arrow of Direction: This item appears to be little more than a shortbow arrow, though these devices are often decorated in some way (gold arrowhead, engraved or enameled shaft, rare feathers for fletching, or something similar). Should a character announce a location and throw the arrow into the air, it will fall to the ground pointing directly toward that location. Once activated in this way, it may be repeatedly thrown into the air and will, on each occasion, land pointing toward the previously-announced location. The arrow will function in this way up to 7 turns, and may be activated once per day.

Bag of Keeping: Any organic matter placed within this bag is not subject to decay, fermentation, or other similar processes. Flesh will not rot, perishable goods will not spoil, wine will not age, nor will any other similar process take place. A body preserved inside a **Bag of Keeping** could have the time limit for resurrection magic upon it be extended at the GM's discretion, but it would be no easy matter to procure a **Bag of Keeping** large enough to contain an average-sized adult human body.

Bag of Transmuting: This device appears to be a normal **Bag of Holding**. However, all precious metals placed within it will be transformed into lead, and the bag itself will burst 2d8 turns after performing this function.

Bag of Tricks: This small sack appears normal and empty. However, anyone reaching into the bag feels a small, fuzzy ball. If the ball is removed and tossed up to 20' away, it turns into an animal which serves the character who drew it from the bag until slain or ordered back into the bag, at which point it disappears. These creatures never check morale. Use the following table to determine what animals can be drawn from the bag. Animals produced are always random, and only one may exist at a time.

Roll 1d6	Animal Type
1	Bear
2	Bull
3	Lion
4	Jackal

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5	Ram
6	Wolf

Bartleby's Siege Stone: This stone appears as a smooth rounded pebble with a stylized 'S' carved into the surface but is otherwise unremarkable. The stone is always warm to the touch but does not give out any sort of heat. once a day when the rune is pressed for several seconds the stone will grow hot to the touch and move forwards one foot with the force of 100 tons. As a safety measure the stone will not move forwards if a living organism is in the way, preventing accidental suicides by pointing the stone the wrong way. It is highly useful as a less-subtle way of getting through doors as it can breach gates and thick doors.

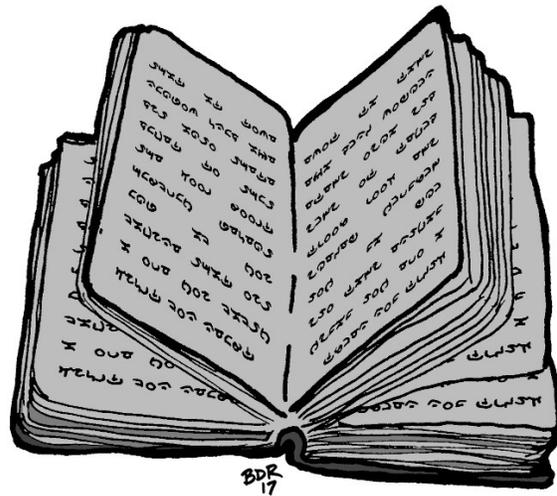
Bartleby's Terrifying Orbs of Doom: This item appears to be a vial of incredibly black viscous liquid that drinks in light, creating shadows around it no matter where it is placed. The vial weighs only two pounds but if picked up it feels like thirty. When the seal on the vial is broken the glass will explode outwards and the liquid will coalesce into the identical metallic spheres that levitate at eye level above the ground, slowly orbiting each other. It is at this point that the command word must be spoken or the orbs will begin attacking every living being in a 30' radius. When the command word is spoken the orbs will act as an extension of the speaker's will for ten rounds after which point the orbs will cease to exist. The speaker can use the orbs as weapons, willing them to fly at extremely high speed at enemies and dealing 2d8 damage each per turn, although a save vs. Spells is allowed for half damage. They may also spread out into discs large enough for a humanoid to stand on that will move at 60' per round in any direction. A save vs. Death Ray is required to maintain balance or the speaker will fall off. Finally the orbs can be used to dismantle fortifications. Upon command the orbs will revert to liquid and maneuver in between the stones of the wall, 1d4+1 rounds later exploding a 10'x10'x10' cube of stone in whatever direction the wielder desires. Regardless of use the orbs will cease to exist ten rounds after being unleashed.

Beaker of Plentiful Potions: This device may produce 1d4+1 different types of potions (as chosen by the GM or by random rolls on the Potions table on page 133 in the **Basic Fantasy RPG Core Rules**). On command it will fill itself with one of the potions,

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which may then be consumed; each type of potion may be produced once per week.

Blood Altar: This black iron portable altar depicts a dark being holding a bowl. At the time that a Magic-User prepares his or her spells they may give an amount of blood to the bowl. In return the Magic-User may prepare an extra spell that day. The amount of HP required for a spell is 5*(spell level). Spells prepared this way are forgotten in 24 hours if not used. The HP lost cannot be healed by magical means.



Book of Infinite Spells: This slim magical book has 24 pages; 3d6 of the pages will contain spells. There is a 70% chance each of these books contains Magic-User spells, with the remainder being Clerical. A **Book of Infinite Spells** may only be used by a character who is of the correct class to cast the sort of spells within the book; any other character attempting to open one of these books suffers 5d4 points of damage.

When the book is open, the character who opened it may cast whichever spell is on the page which is displayed as many times per day as he or she wishes. The book does not have to be in the owner's possession to be so used; it may be left in his or her tower or sanctuary. However, each time the book is used to cast a spell, there is a 10% chance the page will turn; if this happens, whatever spell is now exposed becomes the one which may be cast. If a blank page is exposed, the owner may not cast

further spells from the book until he or she manually turns the page.

Once a page is turned, it may not be turned back. When the last page is turned the book disintegrates into dust. If the book is closed, it may only be re-opened to the page following the last page exposed (thus effectively turning the page).

Note that a **Book of Infinite Spells** may be used by a Thief of 10th or higher level 80% of the time, much as if it were a scroll; roll just once when the book is first opened.

Bowl of Summoning Hostile Water Elementals: This device resembles the **Bowl Commanding Water Elementals** but any elemental summoned by it will immediately turn upon the summoner and attack.

Brazier of Summoning Hostile Fire Elementals: This device resembles the **Brazier Commanding Fire Elementals** but any elemental summoned by it will immediately turn upon the summoner and attack.

Censer Summoning Hostile Air Elementals: This device resembles the **Censer Controlling Air Elementals** but any elemental summoned by it will immediately turn upon the summoner and attack.

Chest, Companion: This is a semi-intelligent, nearly-indestructible treasure chest. It has a volume of about 4.5 cubic feet and follows its owner around on a multitude of centipede-like legs. A **Companion Chest** will always try to follow its owner to the best of its ability. It is surprisingly capable of swimming, jumping, and even climbing sheer surfaces. If the **Companion Chest** is prevented a path to its owner it may attempt to make one of its own.

Rarely a **Companion Chest** is found that has a much larger volume inside than out, and even fewer are the ones that are intelligent enough to defend its owner from attack.

Armor Class:	13†
Hit Dice:	10**
No. of Attacks:	1 slam
Damage:	1d10
Movement:	60' Climb: 50 Swim: 50
No. Appearing	-
Save As:	Fighter 5
Morale:	12
Treasure Type:	-
XP:	1,480

As stated above it is nearly indestructible except by powerful magic (+4 or higher magic weapon, or 5th-level or higher spells). It does not normally get involved in combat, unless it is truly exceptional. However if there is something that tries to prevent it from its duty it is capable of charging its foes (according to the normal charge rules).

Chime of Opening: This small chime will cause any single locked, stuck, or magically-secured door, gate, chest, or other portal or container to open. It will cancel all methods of securing the door, including locks, chains, and **hold portal** spells. A **Chime of Opening** may be used 1d12 times before it cracks and becomes useless.

Coins of Welgh the Lucky: Welgh was a Magic-User known for his remarkable luck and the use of a coin as his lucky charm; believing that his uncanny luck was of magical origin, he made several magical coins. These coins are similar to a silver coin, having a four-leaf clover on one side and a skull on the other.

Once a person flips the coin it will bestow a +4 bonus or -4 penalty for the next 24 hours depending on whether the coin ended up showing the clover or the skull. Once the coin is flipped it will lose its magical ability for 24 hours.

Crystal Ball with ESP: This device has all the powers of a **Crystal Ball** but also permits the viewer to employ **ESP** (as the spell) on any creature or character viewed.

Crystal Hypnosis Ball: This device will appear to be a **Crystal Ball** but if used the viewer will be hypnotized (no saving throw) for 3d8 turns. Placing a **magic mouth** on the ball will cause the viewer to

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carry out any commands spoken as if he or she were affected by a **suggestion** spell. The hypnosis effect will work each and every time the device is used by any character; it will even hypnotize non-Magic-Users who gaze into it.

Crystal Dove of Messaging: This magic item looks like a dove made of gorgeous translucent crystal. When someone tells a message to the dove and says the name of the receiver the statuette will animate and fly directly to that person (the dove will magically know who the receiver is and where it can be located).

The **Crystal Dove of Messaging** flies at a rate of 100' and once it reaches the receiver it will replicate the message; after the message ends it will go back to its inanimate form.

Cube of Force: This device is a cube about 1 (normal, not scale) inch across; it may be made of ivory, bone, or any hard mineral. It enables its possessor to put up a force field 8 feet on a side around his or her person. This cubic screen moves with the character at a maximum rate of 60' and is impervious to almost all attack forms. The cube may be activated at most 6 turns per day; the possessor may turn it on and off at-will by pressing on one side of the cube.

The force field may be brought down by extreme heat (such as a large quantity of flaming oil), 3 blasts from a **Horn of Blasting**, 12 or more dice of **fireball** or **lightning bolt** spells, phase door, or **passwall**. If the force field is brought down in any of these ways, the cube may not be reactivated for at least 1 turn.

Cup, Ivozor's: The mage Ivozor made this magical cup in order to help mariners on their adventures. This cup will transform any liquid into drinkable water as long as the content is drank or stays in the cup.

Cup, John Hawk's: It is said that Ivozor made this cup for the pirate John Hawk (whether it was made intentionally or under duress is still under debate).

This gorgeous cup will convert any liquid into the cup holder's favorite spirit or liquor as long as the content is drank or stays in the cup.

Decanter of Endless Water: If the stopper is removed from this ordinary-looking flask, a stream of fresh water pours out at a rate of about 10 gallons per

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turn. It will not stop until the stopper is replaced or the flask is smashed, destroying it.

Deck of Conjuring: A pack of 3d10 cards made of what appears to be ordinary pasteboard. The face side of each card contains a very realistic image of an object of some sort. When you speak the magic word and throw down one of the cards, it seems to catch fire and then transforms into the thing depicted.

The cards in a **Deck of Conjuring** are selected by rolling percentile dice on the table below. Duplicate items are possible (a **Deck of Conjuration** may have two or more of the same things).

The Deck must be kept together; as long as two or more cards are together, they are "stable," but any single card kept separate from the Deck has a chance equal to 1-2 on 1d6 of disappearing each day. However, the chaotic magic of the Deck is such that it randomly shuffles itself; each time a Deck having more than 3 cards is consulted, the owner must spend a full round looking for the correct card.

The object conjured persists for 3d6 hours, and then disappears without a trace.

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Table 1: Common Items

% Roll	Item
	A 10' section of ladder
	A lantern, already lit
	A sack of 2d20 gold pieces (disappears after 2d8 hours)
	Water, lots of water (1d12 gallons in various containers)
	Longbow and quiver (full)
	A heavy, hooded cloak
	An empty backpack
	A full beer keg
	Flask of flaming oil, already lit
	10 feet pole
	A small mirror
	A bell
	A full-length, floor-standing mirror
	A cape for cold weather
	Shackles
	An hourglass
	A small chest (empty)
	A full waterskin
	A pick and shovel
	A bundle of firewood
	A set of 6 throwing daggers
	A 2-person tent in a carrying case
	3d6 strips of preserved meat (jerky), wrapped in waxed paper
	Wulderg's Drinking Horn: any ale poured into this vessel will be the best-tasting beer ever experienced
86-00	Roll on Table 2

Table 2: Uncommon Items

% Roll	Item
	A campfire
	A feast, with a roast goose, several vegetable dishes, a pitcher of ale and a pie
	A spyglass
	A 4-person tent, already setup
	A set of Thief tools (with 20% bonus)
	A holy symbol
	An outhouse; anything left inside disappears when the duration expires (thank the gods)
	Two flasks of oil
	A compass (what makes this uncommon?)
	A gold and gem necklace (worth ?? gp)
	6 statues of an adventure group (looks like the real deal, ideal for set-ups)
	A wardrobe of 2d6 items in various clothing styles
	An authority credential
	2 vials of holy water
	A longsword with an ornate braided-leather grip; the bearer of this sword will gain the favor of any one person they salute (once a week)
	A small ceramic ocarina; when anything but horrendous music is played a nixie is summoned; she will "borrow" any item from someone the ocarina player wishes to have, but will also be unable to resist stealing from everyone else along the way...
86-00	Roll on Table 3

Table 3: Rare Items

% Roll	Item
	A heavy warhorse, with saddle, bit, and bridle
	A door. When activated, it becomes part of the nearest wall, providing an opening up to 10' deep. If 10' isn't enough to pierce the wall, the space behind the door becomes a 10' square room. When the card's duration expires, any contents in the room will be ejected through the door before it disappears.
	A Longsword +1
	Insect swarm
	A (false?) map of the party's current location
	Night (casting of darkness)
	2 war dogs
	A bloodhound
	A small hole opens next to where the card is placed
	Strongman (henchman type that will open door and bend bars, lift heavy things, etc.)
	X-ray vision (as the ring)
	A ballista, with 12 bolts
	A Bag of Holding
	A luxury carriage (with 6 horses and a well-mannered driver)
	A war elephant
	A Potion of Healing
	The "gasping ghost"; it appears she is lying on the floor unable to breathe, but will beckon you closer; if you do she'll whisper in your ear a quick song that will restore your HP, and increase your morale for a week.
	Slime ball: a hunk of opaque blue crud, it will maintain its round shape no matter how it's handled or thrown. If thrown against a stone wall, it will stretch out very thin in the shape of a doorway. If the thrower steps through (for it won't work for anyone else), he or she will be transported to the slime ball's original location at the bottom of a six-level dungeon. The player could use the ball to transport back (ie throwing it against a wall in the dungeon), but it takes several slain creatures to recharge the slime ball, which turns almost completely translucent and will become more and more opaque as

creatures are killed.

Drums of Deafness: When beaten, these drums will cause all within a 60' radius (including the character beating the drums) to become deaf. A saving throw vs. Spells is permitted to resist the effect, but whoever beats the drums suffers a penalty of -2 on this saving throw. Deafness caused by these drums lasts until a **remove curse** spell is applied; each deaf character or creature requires a separate casting of the spell.

Dust of Appearance: This powder appears to be a very fine, very light metallic dust. A single handful of this substance flung into the air coats objects within a 10' radius, making them visible even if they are invisible. It likewise negates the effects of a displacer cloak, and reveals mirror images, projected images, and all other illusions for what they are. The dust's effect lasts for 12 rounds. A bag of **Dust of Appearance** will generally contain enough of the powder for 2d12 uses.

Dust of Disappearance: This dust looks just like **Dust of Appearance** and is typically stored in the same manner; thus, a bag will normally contain enough for 2d12 uses. A creature or object touched by it becomes invisible. Normal vision can't see dusted creatures or objects, nor can they be detected by magical means, including **detect invisible**. **Dust of Appearance**, however, does reveal people and objects made invisible by **Dust of Disappearance**.

The invisibility bestowed by the dust lasts for 5d6 rounds. The invisible creature has no knowledge of the duration; it should be rolled by the GM and kept secret.

Dust of Sneezing and Choking: This powder appears to be a very fine, very light metallic dust. When thrown into the air it causes all creatures in a 10' radius area to sneeze and choke. Afflicted creatures must save vs. Poison or die, and even if the save is made they may take no action except to move at half-speed for 1d4 rounds. Naturally this powder does not affect undead creatures, or any other creature that does not need to breathe.

Expanding Sling Stones: These small, smooth 1-inch diameter, 1-ounce stones are engraved with images of blooming flowers. After being thrown from a sling, at the moment just before it strikes an object (whether it's the desired object or not), the stone expands to 4 times its size diametrically but maintains

its speed. This results in a total of 2d8 damage to the object that it strikes. After use, the stone retains its new (larger) form, and is too heavy to be easily used in a sling. A typical bag when found will contain 1d4+3 stones. A much rarer variety exists that reverts to its original form, and are reusable, barring that they are not lost. A typical bag of these will contain only 1d3 stones, and the GM should make sure there is a chance (~50%) of losing them.

Fan of the Phoenix: This paper, folding hand fan, on which is printed three suns and a flaming bird, often comes with a wooden egg-shaped case and is capable of emitting flames as a cone 25 feet wide, 10 feet long, and deals 1d8 damage. Using this ability causes a hole to be burned where one of the suns are. Once all the suns are gone the fan has one more use after which the entire fan will turn to ash.

All remaining "charges" may be used at the same time if desired, producing the same effect multiplied by the number of remaining charges. Once depleted, placing the ash in its case and waiting one week will produce a new fan.

Figurines of Wondrous Power: Each of the several kinds of **Figurines of Wondrous Power** appears to be a miniature statuette of a creature an inch (actual, not scale) or so tall. When the figurine is tossed down and the correct command word spoken, it becomes a living creature of normal size (except when noted otherwise below). The creature obeys and serves its owner. Unless stated otherwise, the creature understands Common but does not speak.

Figurines of Wondrous Power – Ebony Fly: When animated, an **Ebony Fly** is the size of a pony. It will have Armor Class 15, 4 Hit Dice, and flies at a 240' rate. The user may ride on it if he or she is man-sized or smaller. The **Ebony Fly** may be used for up to 24 hours each week; it can be restored to figurine form on command. If killed, the **Ebony Fly** is destroyed completely.

Figurines of Wondrous Power – Golden Lions: These figurines come in pairs. When activated, they become normal adult male lions. They may be activated once per week, persisting until slain in combat or until an hour has passed; if slain, they revert to their figurine form and may be retrieved and used again after a week has passed. A pair of **Golden Lions** may only be activated together; if separated,

their magic is nullified until they are reunited once again.

Figurines of Wondrous Power – Ivory Goats: These figurines come in sets of three. Each goat of this trio looks slightly different from the others, and each has a different function. These figurines may be activated only once, after which they revert to figurine form with all magic exhausted.

Figurines of Wondrous Power – Ivory Goat of Slaying: When called upon with the proper command word, this statuette becomes a destrier-like mount, with the statistics of a heavy warhorse. The goat's horns transform into weapons; one horn becomes a lance that does double damage on any hit, and the other a sword which does double damage on any hit. Both of these weapons are treated as being magical for purposes of hitting creatures only harmed by magic weapons. The **Goat of Slaying** will serve the user for a full day, until slain, or until the user is slain, at which time its magic ends as described above.

Figurines of Wondrous Power – Ivory Goat of Traveling: This statuette provides a speedy and enduring mount equal to a heavy horse in every way except appearance and speed – the **Goat of Traveling** moves at a 480' rate, even fully loaded. The **Goat of Traveling** must be given a destination, and it will carry its rider(s) and/or load for a full day or until the stated destination is reached, after which its magic ends as described above.

Figurines of Wondrous Power – Ivory Goat of Travail: This statuette becomes an enormous creature the size of a bull with Armor Class 18, 10 Hit Dice, and a 150' movement rate. It can attack once with each horn for 2d8 points of damage, and once with each of its two fore-hooves for 1d8 points of damage. If it is able to charge into combat, it will do a total of 6d8 points of damage as a single attack to whatever foe it is able to attack; on subsequent rounds it will fight as given above. The **Goat of Travail** fights whatever creatures the user designates until it is slain, or until an hour has passed, after which its magic ends.

Figurines of Wondrous Power – Marble Elephant: This is the largest of the figurines, the statuette being about the size of a human hand. Upon utterance of the command word, a marble elephant grows to the size and specifications of a true elephant; 10 feet tall

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and over 120,000 coins in weight. It has Armor Class 16, 8 Hit Dice, moves at a 120' rate, and can attack twice per round with its tusks, doing 2d6 points of damage with each tusk. The animal created from the statuette is fully obedient to the figurine's owner, serving as a beast of burden, a mount, or a combatant. The statuette can be used once per month for up to a full day. If slain, it is destroyed, but otherwise it will shrink at the end of the day of use (or upon command of the user) and be usable again in a month's time.

Figurines of Wondrous Power – Onyx Dog: When commanded, this statuette changes into a creature with the statistics of a wolf. It is endowed with an Intelligence of 8, can communicate in Common, and has exceptional olfactory and visual abilities. Its visual capabilities are as effective as if it wore a **Robe of Eyes**, and can track by means of scent with 90% accuracy. An **Onyx Dog** may be activated a total of 12 times for up to a day each time, and thereafter reverts to a non-magical figurine, its magic forever exhausted.

Flask of Curses: This device will resemble a decanter, bottle, etc. but when opened it will release a curse upon the opener. The GM should create this curse in the same way he or she would create a cursed scroll.

Flute of Ill Repute: This magical flute will bless the user with fantastic musical abilities. The downside is that he or she will be viewed with scorn by everyone (-2 to reaction rolls), believing that the user somehow does not deserve what they have accomplished, although they will never know exactly why. If asked why they feel that way they will simply say "It feels like they cheated", or similar.

Comparable to the Flute of Ill Repute are:

- The **Lute of Ill Repute**, which does basically the same thing.
- The **Suit of Ill Repute**, which will make the wearer appear however they desire (humanoid) in exchange for the same curse.
- The **Fruit of Ill Repute**, which permanently increases a characteristic by +1, in exchange for the same curse. The curse gets worse every time a fruit is eaten (more scorn, and cumulative reaction roll penalty).

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1d6	Effect
1	Strength
2	Intelligence
3	Wisdom
4	Dexterity
5	Constitution
6	Roll again +2 bonus, Ignore rolls of 6

In all cases, except the **Fruit of Ill Repute**, the curse can be removed by disposing of the object as any normal object. In the case of the **Fruit of Ill Repute**, anything that would remove the curse (such as the spell **remove curse**) also removes the bonus, and vice-versa.

Gem of Brightness: This gem emits a bright beam of light on command. The beam provides illumination equal to daylight in a path 10' wide and extending 60' from the user. If the beam is directed at the eyes of a living creature, that creature must make a saving throw vs. Death Ray or be blinded. This blindness reduces the victim's attack rolls by -4, and can only be healed with a **cure serious wounds** spell. Casting **darkness** on the gem will nullify its power for 1d4 turns, while **continual darkness** will prevent it from functioning for 1d4 days.

Gem of Seeing: This finely-cut and polished stone appears indistinguishable from an ordinary jewel. When it is gazed through, a **Gem of Seeing** enables the user to see creatures or objects which are invisible, ethereal, astral-projected, out of phase, or even just hidden. The user must stand still and concentrate to use the gem. In a single turn, the user may scan up to a 20' cubic volume.

Gold Magnet: This device, generally appearing as a bar of metal which may be straight or bent into a horseshoe shape, behaves in much the same way as an ordinary magnet, with one exception: instead of attracting ferrous metal, it attracts only gold. The magnet can lift up to a pound of gold at a time, and will attract golden objects up to 6" away.

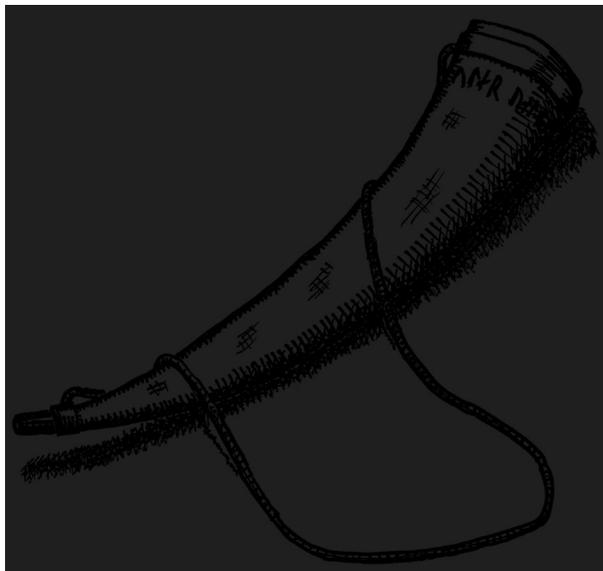
Golden Shears of Querillis Quick: This large pair of scissors, created by the famous gnome archmage and master thief Querillis Quick, have the ability to cut almost any non-magical rope, chain, or flexible material which its seven-inch-long jaws can encompass. Magical materials are allowed a saving

throw as follows: Strong metal items (chainmail, for example) save on a roll of 7 or better, weak metal on a roll of 10 or higher, heavy rope on a 12 or better, and lighter rope or fabric on a 15 or better. If the item to be cut is a suit of magical armor, apply the armor bonus to the roll.

Further, if the shears are opened wide, the two shear blades can be separated. In this form, each blade performs as a **Dagger +1**, or in the hands of a gnome, as a **Dagger +2**.

Horn of Bubbles: This device resembles one of the other sorts of magical horns. When blown, however, it creates a mass of bubbles much like sea-foam which surrounds the user of the horn, obscuring his or her vision for 3d4 rounds.

Horn of Collapsing: This horn will appear to be one of the other useful magical horns, but when blown will cause a 10' circular area of the ceiling area above the user to fall, doing 5d12 points of damage to all within the area (with a saving throw vs. Death Ray reducing damage by half). If blown outdoors it will cause hailstones to fall in a similar area, doing 5d6 points of damage (again with a saving throw vs. Death Ray for half damage).



Horn of Valhalla: When blown, one of these horns will summon warriors to serve the user; the warriors will appear in the next combat round. Fighters summoned by the horn will serve for up to one week (or until slain). The warriors summoned will disappear

if slain. These horns may not be used more than once per week.

- **Horn of Valhalla, Bronze:** This horn will summon 2d4 fighters of the 3rd level of ability, armored in plate mail with shields and armed with longswords.
- **Horn of Valhalla, Iron:** This horn will summon 2d4 fighters of the 4th level of ability, armored in plate mail with shields and armed with longswords.
- **Horn of Valhalla, Silver:** This horn will summon 2d4 fighters of the 2nd level of ability, armored in chain mail with shields and armed with longswords.

Horseshoes of Speed: These iron shoes come in sets of four like ordinary horseshoes. When affixed to the hooves of a horse, mule, or donkey, they double the animal's movement rate. All four shoes must be worn by the same animal for the magic to be effective.

Hourglass, Ever-flowing: The sand in this silly hour glass is inherently linked to the flow of time itself, and so flows endlessly from one side to another regardless of orientation or relative gravity. Obviously this makes it rather useless as a time keeper. The effects of breaking such a device is left up to the GM.

Hourglass, Ever-flowing, Greater: A **Greater Ever-flowing Hourglass** is superficially the same as the lesser variety, however once per week a command word can be spoken to reverse the flow of the hourglass, and by extension time itself, for one hour, after which the sand in the hour glass will not flow until the week (and one hour) has passed. Only the user of the hour glass will remember what happened in the hour that was rewound, and the only sign of time travel will be the hourglass no longer flowing. The effects of time travel are left up to the GM.

Hourglass, Ever-flowing, True: Much like the **Greater Ever-flowing Hourglass**, the **True Ever-flowing Hourglass** is capable of reversing time. However, instead of reversing a mere hour the **True Ever-flowing Hourglass** can reverse time in hour-long increments up to to the total time that it has been flowing (so an hourglass that has flowed for a week can reverse up to a week of time). After the reversal the hourglass will not flow for a week.

Hourglass, Ever-flowing, Truest: This hourglass is the grand timekeeper of the universe. The start of its

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flowing marks the beginning of time. By reversing its flow it is possible for the user to travel backward any length of time to the beginning (or forever depending on setting, cosmology, etc.). After a reversal the **Truest Ever-flowing Hourglass** will continue flowing at its normal rate in the forward direction.

Jewel of Attacks: Whoever possesses this large and beautiful gem will attract monsters, doubling the chance of a random encounter. Monsters encountered by the bearer of the jewel make reaction rolls at -2 on the dice.

Lamp of D'Jynn: This shiny golden lamp is a powerful evil object; once activated it will unleash an evil entity who will state that he can make one wish come true. If more of one person is present when the entity is unleashed then he will explain that everyone present must make the same wish in order to make it come true. If the wish is spoken then all present characters must save vs. Spells or enter into a permanent sleep-like state where they will dream that their wish has been fulfilled.

Loadstone: This cursed item will appear to be a **Luckstone** (see below), but whenever the bearer is being pursued (or is pursuing) it will slow him or her by 50%. This affects only movements, not the rate at which any other action is taken. Once its curse is revealed, the bearer cannot get rid of it without the use of a **remove curse** spell; no matter what is done with it, it will somehow find its way back into his or her backpack or pouch. It is rumored that if a **Loadstone** is stolen its curse will transfer to the thief.

Luckstone: This stone is typically a bit of rough polished agate or some similar mineral. Its possessor gains a bonus of +2 (or +10%) on all rolls to avoid danger (including saving throws) or to find or recover treasure (including the Thief ability to Open Locks). It also applies a penalty of -15% to the roll of any Thief who seeks to pick the pockets of the possessor.

Lyre of Building: If the proper chords are struck, a single use of this lyre negates any attacks made against all inanimate construction (walls, roof, floor, etc.) within a 300' radius. This includes the effects of a **Horn of Blasting**, a **disintegrate** spell, or an attack from a ram or similar siege weapon. The lyre can be used in this way once per day, with the protection lasting for 6 turns.

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The lyre is also useful with respect to building; its strings can be strummed so as to produce chords that magically construct buildings, mines, tunnels, ditches, etc.. The effect produced in 3 turns of playing is equal to the work of 100 humans laboring for a week. It may be used in this way at most twice a week.

Manual of Bodily Health: Whoever reads this book instantly gains a full point of Constitution. The book will work just once, and then its magic is expended. If the character already has 18 Constitution, the book has no effect and may be read by another.

Manual of Gainful Exercise: Whoever reads this book instantly gains a full point of Strength. The book will work just once, and then its magic is expended. If the character already has 18 Strength, the book has no effect and may be read by another.

Manual of Golems: There are three different types of these books; each provides critical instructions and some magical impetus for the creation of a golem of the given type. Construction of the golem will require 3d4 weeks time and 1,000 gp per hit point, and at the end of the operation the book's magic will be consumed in the process of activating the golem.

Any character other than a Magic-User who peruses this book will suffer 5d6 points of damage (with a saving throw vs. Spells allowed for half damage).

Use the table below to determine what sort of manual of golems is discovered:

Roll 1d10	Type of Golem Created
1-6	Flesh
7-9	Stone
0	Iron

Manual of Quickness of Action: Whoever reads this book instantly gains a full point of Dexterity. The book will work just once, and then its magic is expended. If the character already has 18 Dexterity, the book has no effect and may be read by another.

Mirror of Mental Prowess: This mirror resembles an ordinary-looking glass. It will function in a fashion similar to a **Crystal Ball with Clairaudience and ESP**. In addition, once per week the mirror accurately answers one short question regarding a creature whose image is shown on its surface.

Mirror of Opposition: This item resembles a normal mirror. If a living creature sees its reflection in the mirror's surface, an exact duplicate of that creature comes into being. This duplicate immediately attacks the original. A creature not aware of the nature of the device is 90% likely to see its own reflection. The probability of a creature seeing its reflection drops to 10% if the creature is aware that the mirror traps life and seeks to avoid looking at it.

The duplicate has all the possessions and powers of its original (including magic). Upon the defeat or destruction of either the duplicate or the original, the duplicate and all of his or her items disappear completely.

Pipes of the Sewers: These wooden pipes appear ordinary, but if the possessor learns the proper tune, he or she can attract 10d6 rats in 1d4 rounds. The rats are 95% likely to obey the piper so long as he or she continues to play; this control is exerted telepathically, so the piper need not speak. If the piper ceases to play, the odds of the rats obeying decreases 15% each round until they either cease obeying or the piper resumes playing.

Portable Hole: This item is a circle of cloth spun from the webs of a phase spider interwoven with strands of ether and beams of starlight. When opened fully, a portable hole is 6' in diameter, but it can be folded up to be as small as a pocket handkerchief. When spread upon any surface, it opens into an extra-dimensional space 10' deep. This hole can be picked up from inside or out by simply taking hold of the edges of the cloth and folding it up. Either way, the entrance disappears, but anything inside the hole remains.

The only air in the hole is that which enters when the hole is opened. It contains enough air to supply one man-sized creature for one turn. The cloth does not gain weight even if the extra-dimensional space is filled.

Rope of Constriction: This rope resembles a **Rope of Climbing**, but when its command word is spoken it immediately wraps around the character activating it (no saving throw) and up to 1d6 others within 20' (who may save vs. Death Ray to avoid the rope). It immediately constricts its victims, inflicting 2d6 points of damage each round until all victims are dead. The rope may only be stopped and its victims freed by a **dispel magic** or **remove curse** spell; it is resistant to cutting by any normal or magical means. Those

entangled by the rope may not use their arms or legs, as the rope wraps around their extremities, immobilizing them.

Rope of Entanglement: This rope looks just like any other hempen rope. Upon command, the rope lashes forward 20' or upward 10' to entangle up to 2d4 man-sized victims selected by the user (adjust numbers for larger or smaller opponents). The rope can be hit only on a roll of 20, and will be destroyed when it has taken 20 or more points of damage.

Rug of Smothering: This item looks very much like a **Flying Carpet**, but when used will roll up around those attempting to use it and smother them in 1d4+1 rounds; it can only be stopped by the spell **animate objects** or by a **remove curse** spell from a 10th-level caster, either one of which nullifies the hateful magic of the rug for 1d4+1 turns.



Scarab of Death: This small pin appears to be any one of the various beneficial amulets, brooches, or scarabs. However, if it is held for more than 1 round or carried by a living creature for more than 1 turn, it changes into a horrible burrowing beetle-like creature which tears through any leather or cloth, burrows into flesh, and reaches the victim's heart in 1 round, causing death. Once the victim is dead, the scarab resumes its disguise.

Scarab of Insanity: Whenever this device is held forth or worn exposed so that it can be seen, all living creatures (whether ally or enemy) within a 30' radius of the user will become insane, experiencing various delusions and behaving as if affected by a **confusion** spell. A saving throw vs. Spells is allowed at a penalty of -4 to resist the effect; victims having 8 or more hit dice or levels have no penalty on their saving throws. The effect lasts 12 rounds. This item has a maximum of 12 charges; the GM may wish to roll 2d6 for the

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number remaining if the device may have been used before.

Scarab of Rage: Whenever this device is held forth or worn exposed so that it can be seen, all creatures (whether ally or enemy) within a 10' radius of the user will become enraged, attacking immediately and never checking morale so long as they remain within 10' of the device and it remains exposed. There is a 50% chance each enraged creature will attack the nearest creature regardless of affiliation; otherwise, the creature will attack (or continue attacking) whichever enemy it was fighting when the scarab was revealed. Mindless creatures (such as golems) and undead monsters are not affected by this device, but it does affect "unintelligent" creatures such as animals.

Sphere of Annihilation: This 2' diameter sphere of utter blackness will obliterate anything it comes into contact with, leaving not even dust to reveal the fate of the object or creature destroyed. A **Sphere of Annihilation** may be controlled by a Magic-User, moving as if flying at a rate of 30'. The percent chance of success is given on the table below. Any Magic-User who fails an attempt to control it will cause it to approach at maximum speed.

If two or more Magic-Users try to control the same sphere, roll for both characters. If neither character succeeds, the sphere approaches the one with the lowest odds of success; if both make their roll, they are deadlocked and the sphere does not move. If only one of the Magic-Users makes his or her roll, that character may direct the sphere as he or she wishes for the round. Roll again each round until one or the other ceases trying to control the sphere. A Magic-User attempting to gain control of a **Sphere of Annihilation** may not move, but of course the attempt may be abandoned if the Magic-User decides to flee instead.

Magic-User Level	Intelligence						
	3-12	13	14	15	16	17	18
7 or less	25	28	31	34	37	40	43
8 – 9	33	36	39	42	45	48	51
10 – 11	42	45	48	51	54	57	60
12 – 13	50	53	56	59	62	65	68
14 – 15	58	61	64	67	70	73	76
16 – 17	67	70	73	76	79	82	85
18 or more	75	78	81	84	87	90	93

Ship in a Bottle: This is a magical bottle containing a tiny ship in its interior. Once the cork is removed the ship will grow into full size after 2d6 turns. If the ship is unleashed in deep enough water it will be ready for use.

The kind of ship is randomly determined:

d00	Ship
01-40	Carrack
41-70	Longship
71-90	Galley, Small
91-00	Galley, Large

Talisman of the Sphere: This device gives the user a bonus of 21% on any attempt to control a **Sphere of Annihilation**. Note that the chance of success may never be higher than 99% regardless of this bonus.

Tear of the Dragon: This is a dragon's tear that has been crystallized in a tear-shaped glass vial by exposure to the light of thirteen nights of full moons, forming a smooth gem that is harder than diamond and holding up to 18 magical charges that can be used as follows:

- Heal 1hd – 1 Charge
- Cure disease – 3 charges
- Neutralize Poison – 4 Charges
- Raise Dead – 5 charges
- Regenerate – 6 charges
- Restoration – 6 charges

A **Tear of the Dragon** may be recharged by leaving it out in the light of a full moon at the rate of 2

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charges per night. It will have 3d6 charges on it when found. If found in a dragon's hoard it has a 75% chance to be fully charged.

Tome of Clear Thought: Whoever reads this book instantly gains a full point of Intelligence. The book will work just once, and then its magic is expended. If the character already has 18 Intelligence, the book has no effect and may be read by another.

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Tome of Leadership and Influence: Whoever reads this book instantly gains a full point of Charisma. The book will work just once, and then its magic is expended. If the character already has 18 Charisma, the book has no effect and may be read by another.

Tome of Understanding: Whoever reads this book instantly gains a full point of Wisdom. The book will work just once, and then its magic is expended. If the character already has 18 Wisdom, the book has no effect and may be read by another.

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