

9 Treasure

One of the most important objectives of characters in the **Tales of the Iron League** game is to acquire treasure. This is the mission of the Iron League, after all, and therefore amassing items of monetary value furthers the aims of that organization. But finding treasure also helps the characters directly, both by allowing them to purchase goods and services that increases their effectiveness and survivability, and by adding to the characters' experience point tallies which expands their capabilities in other ways.

Treasure can be loosely divided into two categories: items that have value because they can be exchanged for money, and items that have value because characters can use them in effective ways. Some treasures can fall into both categories; a *potion of treat wounds*, for instance, is often the kind of item that a character might want to put in their backpack and save in case they need emergency healing during a difficult battle; however, if that character has an overabundance of such items, they might instead want to sell it to a street vendor for as much money as they can get. It's up to the players to decide whether an item has value, and what kind of value it has, or even if it has any practical value at all. Two heavy chests filled with twenty thousand copper pieces certainly could represent a significant treasure if presented at a money-changer's store in a major city, but if it's located at the top of a rugged mountaintop many miles from civilization, players may decide its actual value is zero!

This chapter presents treasure in two parts: 1) items with no magical properties but the potential for monetary value, and 2) items that are magical, are therefore of no interest to the Iron League, but that might be valuable for other reasons. A good mix of both kinds of treasure is a guaranteed way to maintain the interest of the players in the game. **Tales of the Iron League** is all about characters braving risks and overcoming challenges to find that box full of gold coins, that ancient scepter that is missing most of its pearls (but not all!), that unique clockwork music-box that only needs a few repairs to fetch a decent price in a curio shop, that glass flask full of fizzing liquid that imparts unknown effects when consumed, and that sword whose appearance is ordinary save for the cold blue light shed by its blade...

A Few Words on the Distribution of Treasure

Treasure that can be converted to money is the lifeblood of the Iron League; the tenth part of whatever the characters earn constitutes the entire incentive for clients to hire that organization. It's also important to the characters for reasons already described. An important question for GMs to consider is: what is the right amount of monetary treasure to place in the world? If the adventuring party finds too little, the players will be disappointed – after all, part of the fun of this game is being rewarded with rich treasures after facing risks and challenges. However, if the characters find too much, they will gain levels too readily, they will be able to afford the most expensive equipment at very low levels, and the relative value of treasure decreases – where is the thrill in finding an old pot of mixed coins when every character's pockets are already full of 100 gp gems? It is essential that GMs find a good balance between the extremes of too much and too little treasure. Here are a few guidelines for how to allocate treasure in a sandbox game like this one.

If the game weren't a sandbox, this problem might be easier to solve. One challenge is that the 'right amount' of treasure should climb as characters gain experience; a few dozen gold pieces might be an enticing incentive for first level characters who have only starting equipment and who need only a few experience points to advance in level. In contrast, a group of characters averaging the fifth level of experience needs a lot more experience points to advance, and their equipment is probably already improving in quality; treasure might need to number in the hundreds of gold pieces before it piques their interest. As for characters who are tenth level or higher, any treasure smaller than thousands of gp might be something beneath their notice! If you were designing a dungeon or a game world for a fixed group of characters, you could tailor your treasure to the party's average strength; if the characters advance in levels at approximately the same rate, you could start to phase out smaller treasures and place larger ones in the party's path. But in a sandbox world, you don't know where the characters are going

to go, and you don't know what level they will be when they get there! Such a world should have opportunities for low-, medium-, and high-level characters, such that regardless of the progression of characters or the composition of a party on any given day, something fun and challenging can be found.

The first rule should be that easily gotten treasure should be rare. If gold were simply lying on the ground, or were not hidden from easy view, individuals less competent than the characters would have found it already; indeed, there would be no reason to hire the Iron League with their specialized skillsets. Most treasure placed by the GM should require some sort of challenge to be overcome before the treasure can be gained. That challenge could be a guardian monster, a trap, a natural hazard, a puzzle or riddle, an ethical dilemma, or anything else that cunning GMs can invent to tax the imaginations of their players. The classical buried treasure is fine occasionally, but ideally getting it should involve finding and following an old map, and perhaps encountering one or more dangers along the way.

However, it's easy to create a game that devolves into nothing but a combat simulation, where characters must fight and kill many monsters to gain treasure. That's an acceptable mode of play – slaying of monsters is an important part of this game's genre – but it shouldn't become an exclusive mode of play. The reason is that when it is correctly run, combats entail risk. Whenever a party chooses to engage in a fight, the players must know that there is a chance that their characters will not escape with their lives. It is a clever party, therefore, that considers the option of avoiding a fight, and perhaps considers using trickery, or stealth, or bargaining, or other non-combat options to obtain treasure. This option may not always gain the full value of experience points for fighting and defeating a monster, but it may also let the party acquire the treasure without exposing themselves to risk. This leads to the second rule: attempt to plan encounters where options exist for clever players to get the treasure by multiple mechanisms, some of which don't require a fight.

But by whatever mechanism the treasure is obtained, it is best to provide some balance between the risks that are taken and the value that is derived from it. If a party must face a small and weak band of *kobolds* to gain their treasure, it would be disproportionate for the value of their loot to be extremely high. Similarly, if the party travels far and faces many dangers to finally attack a *red dragon* in its lair, that monster's hoard should be large and impressive. Therefore, a third rule: the experience value of a treasure should be somewhat balanced with the experience value of the challenges faced to obtain it. Treasure ranks are described in detail in Chapter 6, and monster ranks are described in Chapter 8. A balanced encounter might be where a treasure of rank 5 can be acquired by facing a monster of rank 5. A more challenging encounter might increase the monster's rank or add additional monsters. A less challenging encounter might decrease the monster's rank or increase the rank of the treasure. It's best to keep the two ranks within 1 or 2 of each other; this allows the party to choose 1) to face the challenge head on and potentially earn 100% of the possible experience points, or 2) use cunning to avoid the risk, gain around 50% of the possible experience points, and potentially gain some experience for good non-violent play as well.

Ah, but how do players know which are the easy encounters and which are the hard ones? In a world where there could be both a band of *kobolds* and a *red dragon* right around the corner, how do low level parties know where to adventure in relative safety? And how do high level parties know how to find encounters that are a better fit for their capabilities? In a truly random sandbox world, there would be no clear signposts that say **YOU MUST BE AT LEAST 5TH LEVEL TO ENTER THIS DUNGEON**. The GM is encouraged, however, to take some randomness out of the equation by following the fourth rule: provide some not-so-secret guidelines to the players regarding where to find increasing danger and reward. In the classical example of an enormous multi-level dungeon environment, for instance, it is traditional that the more dangerous monsters and more enticing treasures are to be found on the lower levels. Make such rules explicit to the players (but not to the characters); tell them; in general, you will face nastier threats as you go lower, but you will also find better treasures; it will be up to the players to decide which level is best for them to adventure in. Which is not to say that you can't place a more dangerous encounter on the top level; these guidelines are not intended to take all the randomness out of a risky adventuring career. But said

dangerous encounter should also hopefully give the party the opportunity to gain treasure that is similarly disproportionate to the encounter's depth! Similarly, it's not hard to make pointers about the wilderness environment. If your campaign area has a large mountain in the distance, you can tell the players: the closer you get to that mountain, the more dangerous things are going to get. You can then create a gradation of encounters that generally (but not uniformly) climbs as the party gets closer to the mountain. It's always best to place easy encounters close to the Iron League Headquarters; leave the really dangerous stuff for parties that travel far to get to it.

Of course, these guidelines regarding treasure only apply to items that can be assigned a monetary value. Magical items cannot be valued the same way, and some ideas for how to distribute them are provided later in this chapter.

Coins of Uroth

There are many forms of coinage and currency on Uroth, but they tend to be convergent and interchangeable. The oldest continuous culture of Uroth, the **Eternal City of Attapoor**, standardized its coinage thousands of years ago. Their system of coinage was based on one golden Swan, which was worth ten silver Beacons, which was worth one hundred Wheats. The early traders of Attapoor ranged far and wide, and although that nation did not engage in widespread conquest, other cultures that wanted to trade with Attapoor modified their coinage systems to align with Attapoor's merchants. This is why the **Savarharad Empire**, now long defunct but once a great power in the eastern part of the world, used coins similar in size and metals to the Attapoor equivalents – the golden Cobra, the silver Eagle, and the copper Waves.

Many centuries ago, when the **Poldaran Empire** exploded across the world in a wave of rapid conquest, their sphere of influence butted up against the borders of Attapoor. The Eternal City was not made part of Poldar in part because their financial resources and value as a trading partner was too great. Indeed, the robust coinage of Attapoor swayed the Poldaran Emperors to eliminate their old non-uniform systems of legal tender and standardize around the golden Eagle (a different design from the Savarharad silver coin), the silver Lion, and the copper Bull. The coins of the Poldaran Empire became the default currency for the world for the better part of a millennium.

The Poldaran Empire has since collapsed, and new coins of those types are no longer being minted. However, the standardization of sizes and weights of coins has become so universal that most nations make currency that follows the Poldaran model. The **Gulf States** of the west, for instance, use a system of golden Pounds, silver Shillings, and copper Pence that use the same 1:10:100 exchange rate. The warring nations of **Bergryt** and **Khawhaz** in the north nevertheless trade with the nations in the east and west, and to make this as easy as possible, their coins follow the standard template: golden Crowns, silver Lunes, and copper Swords in Bergryt, and golden Morningstars, silver Torches, and copper Wheels in Khawhaz. There is something about the gold refining processes in Khawhaz that imbues their golden coins with a distinctive reddish tinge, leading others to refer to gold pieces from Khawhaz as *blood gold*, but their coins are similar in size and weight to those made throughout the rest of the world.

The practical result of this standardization of coinages is that in most parts of the world, coins from one nation are accepted as having similar value in other places. A merchant in **Maxxali** might look at a gold piece from **Arm**, a Radiant, with suspicion – such a coin will have traveled a long distance – but they would be likely to bite it, shrug, and move on with a transaction. Even exotic coins from **Daraban**, which have unusual shapes and have holes drilled in the middle, are close enough in weight to carry equivalent value across the world. A few nations such as Arm and Daraban also make a large coin made out of platinum, and each of these is worth ten gold pieces, but these coins are not commonly found outside those places.

Not all cultures in Uroth use the gold/silver/copper standard. The people of the **Beast Isles** typically use barter for transactions, although it is said that tiny seed pearls are sometimes used as a means of exchange. The conquered

ice-nation of **Othos** once used small tokens of polished wood, but since that nation has essentially collapsed under **Angarr**'s iron rule, their coinage has little accepted value and anybody who wants to get value for their money in Othos uses the golden Skull, the silver Skull, and the copper Skull – the nefarious Lich-King of Angarr is not known for creativity. For more information on the coins of various parts of Uroth, refer to **Chapter 10**.

The important point for GMs and players both is that, for the most part, a gold piece is a gold piece. It may be an interesting detail or an important clue to tell the players the minting of coins in a hoard, but in terms of value for the purposes of spending the money and assessing experience points, most coinage is the same. The GM is free to invent coins from hoards that predate the Attapoor/Poldaran standard, but these should be rare - if only because they make the GM's life more complicated!

As described in Chapter 5, typical coins are small items. Each one is about 1" across and is flat enough that a stack of ten coins stands no taller than 1" high. Coins usually have designs or patterns on both faces, possibly including writing in the native language of the country of origin. To discourage the practice of coin-shaving or -clipping, many coins have patterning along the edges. Counterfeiting can be a real problem, however, and it is not unknown for criminals to make fake coins out of tin and then coat them with a thin wash of precious metal; for this reason, many merchants make it a practice to bite gold coins to ensure they are as soft as a pure gold coin should be. Coins can last a very long time in a hoard, especially if they are left undisturbed; gold is not very reactive, and such coins left in a trove for thousands of years can look newly minted when discovered. Silver and copper coins are more likely to react to the presence of oxygen and may turn black (silver) or green (copper) over time. These effects are more pronounced when coins are submerged; depending on the oxygen and mineral content of the water, even gold can degrade over time.

Gems, Jewelry, and Valuable Items

Coins have been used throughout the history of Uroth as a medium of exchange, and they are therefore frequently part of meaningful caches of treasure. However, valuable objects of many different kinds have been created, fought over, hidden away, found, lost, relocated, pursued, and died over since the people of the Known Lands first drew breath. Before any culture of Uroth devised coinage as a medium, for instance, the sentient species treasured gemstones.

Gemstones are minerals that are inherently valuable, often because they are rare and beautiful to look at. Some kinds of minerals form crystals that cut easily along certain planes, and this can result in faceted stones that reflect light in attractive ways. Gemstones can be loosely categorized into **precious** and **semi-precious** stones. There are four types of precious stones: diamond, ruby, sapphire, and emerald. These minerals are quite hard and facet nicely; they are all rare, and therefore extremely valuable. The most common forms of diamond are clear, whereas typical rubies are red, sapphires are blue or purple, and emeralds are green; however, there are variations in color in all of these stones. Semi-precious stones are those that don't fall into the precious category, but this does not mean that they are less valuable. Semi-precious stones may be faceted minerals or they may not, and this category also includes many types of organic or semi-organic stones such as pearls or coral. Some types of semi-precious stones include topaz, aquamarine, agate, jasper, amethyst, jet, and many other varieties that come in all sizes and colors. There may be types of gemstones on Uroth that do not exist in the real world.

Some gemstones are found in their raw form, and in this state they may be exceptionally beautiful without any need for improvement. Examples of such stones may include quartz or fluorite. Other gemstones may simply look like dull pebbles in their natural form, and only cutting by an experienced lapidary reveals their true beauty. This can sometimes be a risky operation; the cutting of hard gemstones can result in a misstep that greatly reduces the value of the stone, and exceptionally skilled artisans can command vast prices to improve the value of faceted stones. Another way to improve the value of gems is via matching; one pure white diamond without obvious flaws can be worth a lot of money, but if one can find ten such stones that are practically identical in appearance, the value of such a matched set skyrockets.

The earliest cultures of Uroth used raw gemstones, and also naturally occurring deposits of precious metals such as gold nuggets, as trade currency. Indeed, many barbarous peoples still use such objects for barter, or they may use them as decorations. Other cultures have advanced the science of working with these materials such that their natural beauty can be increased by creating intricate objects using many types of valuable metals and minerals in combination. This has led to the art of jewelry-making – the creation of bodily adornments using precious materials – which has contributed many an object to a treasure hoard.

Some forms of jewelry are made principally from a single solid metal object – a gold ring, for instance, or a copper circlet, both tooled to display patterns or representational images. Other items involve stringing together beautiful objects such as matched pearls or beads made from nacre. Once metals, especially soft workable metals such as gold, could be crafted to make jewelry settings that could hold gemstones, it became possible to make exceptionally complex and beautiful precious objects – a glittering tiara with many diamonds, or a hinged cameo brooch holding a portrait, or jeweled studs intended to pierce flesh in a variety of decorative ways. Some bejeweled objects are not solely decorative in nature; a wealthy warlord might have covered the hilt and scabbard of a favored sword in silver and tiny pearls, or a noble courtier might have had a scroll case fashioned from rare wood and amber.

Not all precious objects must be made from materials that have inherent value. If the value of an object can arise from its attractiveness and aesthetic qualities, any form of art can become a valuable part of a treasure hoard. A particularly well-woven carpet can be made from horse-hair and other mundane fibers, yet the finished product could be worth hundreds of gold pieces to the right buyer. Similarly, a well-wrought and polished wooden table or a sumptuous dress could be the most valuable object in a trove, provided the finder has the sense to determine its true value. An oil painting of a centuries-old painter could be of incalculable value... or it could be utterly worthless, and yet the wooden frame that holds it could be a work of art unto itself. Sometimes the most surprising things may be the ones that allow a determined and perceptive party of adventurers to reap the most rewards.

Items need not be beautiful or rare to be treasures; sometimes useful objects can have great value as well. A brief examination of the items listed in Chapter 5 will reveal that a trove worth thousands of gold pieces can be assembled from those pages. Warriors must invest considerable money arming themselves; even selling such objects on the used markets, the collected armor and weapons of fallen foes can reap a windfall. The same is true of tools, animals, furnishings, and other objects whose chief value is in their utility. A pair of brigands may have little in the way of coins or trinkets on their persons, yet their rowboat in good repair could be worth dozens of gold pieces!

A GM must assemble the treasures that their players find from such disparate sources. It's important to keep treasure interesting; when the players stifle a yawn from finding yet another sack of gold coins, you will know it is time to mix things up a little. Try to use a little common sense in your placement of treasure, and also use this opportunity to hone your storytelling skills. That beautifully illuminated vellum scroll is worth 30 gp – but would it have retained its value if it sat at the bottom of a bog for hundreds of years? If so, what circumstances can you put in place that explains it – was it kept in a wax-stoppered bone tube that somehow stayed dry all these years? That Savarharad tomb, its seals intact for thousands of years, probably shouldn't hold a small pot of modern coinage – or should it? Perhaps thieves broke in and used the ancient edifice as a base of operations? If so, is there a secret entrance somewhere around? And are the thieves themselves still skulking about? Creating fun, interesting treasures creates the stakes of the game that the players are playing for; it is worth putting time and energy into doing it right.

Here is a random selection of valuable treasures that a GM can place for the characters to find. The actual values are not set here; they are for the GM to assign.

Table 9-1: TOTIL Random Non-Magical Treasures

d100		d100	
1	a sack of mixed coins of various ages and mintings	51	a scattering of small rubies in a matrix of melted wax
2	a pair of earrings and a matching necklace	52	a short sword with a large sapphire in the pommel
3	a polished wooden case with two silver duelling daggers	53	a wooden prosthetic hand, jointed, with copper fingernails
4	eight matching painted wooden statuettes of soldiers	54	a veil made from impossibly fine golden chains
5	a 10' long chain, slender, made of precious metal	55	beads of semi-precious stones still strung on braids of hair
6	two pewter candlesticks each made to hold 3 candles	56	builder's tools in a mahogany box carved with initials
7	a small pouch with a handful of uncut precious stones	57	a filthy sack full of silver forks and spoons, none matching
8	a velvet-lined case holding a medal and ribbon	58	a set of gaming dice carved from crystal, probably loaded
9	a small vial of glittering diamond dust	59	a rolled-up wall hanging showing an ancient battle
10	an oil painting by a long-dead artist, wrapped in canvas	60	a gaudy hat bedecked with many feathers of rare birds
11	a ceramic vase studded with semi-precious stone tiles	61	a goblin's lower jaw with many small gems set into each tooth
12	a ceremonial gold dagger, useless as a weapon	62	a small coffer with coins of the same denomination neatly stacked
13	a silken shawl of a type worn by Attapoor's wealthy	63	a box packed with straw and a half dozen flasks full of acid
14	a crumbling jug of coins dating back to the Poldaran Empire	64	a clay smoking pipe wrapped with silver wire
15	a slender silver diadem, made for a child	65	a solid ingot of silver, cast with an orcish rune
16	a sumptuous woven rug, dusty but still brightly dyed	66	a large natural gold nugget wrapped in gauze
17	eleven porcelain plates with elaborate patterning	67	a golden statuette of a horse, partially melted from extreme heat
18	a set of drafting tools worked in silver	68	a wedding gown made from many exotic fabrics and sewn with pearls
19	a copper goblet, the rim studded with emeralds	69	a marble bust of a woman's head dating back to the Poldaran Empire
20	a sack of assorted rings and finger bones	70	a small cask of aged and highly prized wine from Serjus
21	a pair of spectacles, the lenses missing but with gold rims	71	a leather-upholstered armchair with carved wooden arms and legs
22	a very rare illuminated folio showing rare beasts	72	a golden and enameled scarab bearing Ancient Savar sigils
23	an oval silvered glass mirror, very fragile	73	a hand-sized pyramid of milky quartz, surprisingly heavy
24	a light helm with an obsidian insignia of a noble house	74	a handmade quilt showing a pieced image of a two-headed dragon
25	a priest's ceremonial robe decorated with gold threads	75	several cloth sacks holding gold and silver coins, probably payroll
26	the skull of an orc with a large embedded gem	76	a crystal flask carved to resemble a hydra, containing alchemist's fire
27	a string of pearls, broken, but well matched	77	manacles plated with gold, possibly for a noble captive
28	a set of hair combs made of ivory	78	a crystal chandelier still connected to its iron anchoring post
29	extremely warm boots made from pure white fur	79	a wax hand from a display case still modeling a clasp bracelet
30	a belt made from plates of copper with an inset ruby	80	an hourglass, irretrievably broken, its frame made of copper
31	a string of knots separating Daraban platinum pieces	81	a small bronze oil lamp made to be worn strapped to one's forehead
32	a life-sized statue of a nightingale covered in gold leaf	82	a golden spike with "Complete!" etched in Dwarvish runes
33	a small case holding vials of rare perfumes and oils	83	a large silver ring sized for the nose of a giant
34	a musical instrument bearing the mark of a master crafter	84	a delicate model of a ship inside a glass jar, its bat wings unfurled
35	a gold and jade bracelet with a broken clasp	85	a jeweled egg with a hinged lid, containing very pure salt
36	a folding fan brilliantly painted with a dragon turtle	86	a 2' long bronze and agate flambeau made for holding sunrods
37	a cape made from the feathery fur of an owlbear	87	a silver platter worked to show Esseanlye the World-Tree
38	a vial of ink with gold glitter in suspension	88	a small pouch containing eight perfectly matched beryls
39	a brooch made of copper in the shape of an owl	89	a box containing crystal slippers packed in balls of parchment
40	a scattering of Bergryt coins, loose on the ground	90	a sack of caltrops made from copper wire to resemble porcupines
41	a wind-up turtle toy that walks and chatters its beak	91	a sledgehammer with the head wrought to resemble a charging bull
42	an empty picture frame ornamented with gold inlays	92	a set of silver ear gauges within which a silver bird perches on a wire
43	the silver shears of an ancient tailor, still sharp	93	a platinum bos'un whistle in the shape of a dolphin
44	a whalebone drinking horn carved in the style of Othos	94	a geode the size of a grapefruit, neatly sawn in half
45	playing cards in an enameled case	95	a sack of assorted keys, some of which are made from precious metals
46	a pouch full of varied coins, clearly cut from a belt	96	a skullcap crafted from a fine silver mesh and lined with fur
47	a golden brooch, hinged, which opens to reveal a portrait	97	a set of drinking cups carved from heartwood from the Wildwoods
48	a single golden ring set with chips of chalcedony	98	a long spear with a head carved from the horn of a narwhal
49	a jade idol of a frog, but with long fangs	99	a torc made of silver and gold, and studded with tiny opals
50	a set of matching gold rings made to hold napkins	100	a damaged saddlebag containing apples and mixed coins from Chiel

Treasures of monetary value are interesting, but characters find them most enticing when they are found alongside treasure of a different sort. Magic items are generally not bought or sold; their value comes in providing characters with expanded and enhanced capabilities. The remainder of this chapter discusses the types of magic items commonly found, what they can do, and how they are created and destroyed.

Magic Items

The practices of working magic, both Divine and Arcane in nature, go back as far as Uroth's recorded history extends. The oldest written work still in existence, the **Codex of the Beacon**, which was finished over 2,500 years ago in Attapoor, gives an accounting of a contest between wizards and priests to see whose magic was more powerful. That same book also spoke of the prize that was ultimately won by the priesthood – an amulet, a copper plate in the shape of an 8-pointed star that one could wear slung on a chain as a kind of breastplate. This item reportedly gave the wearer the power of immunity to physical weapons – probably an exaggeration. However, this tale is evidence that as far back as anybody can document, casting spells with finite durations was not the only way that magic could be performed. Magic can also be used to create persistent magic items – items that grant powers to the people who use them. Not only does this practice make items that can be used long after their creation, it also potentially places magical abilities in the hands of those who do not have access to either an Arcane or Divine power source.

In modern-day Uroth, magic items are created for use by the elite. As spellcasting ability is integral to the procedure for creating such objects, Magic-users and Clerics are often the instigators and principal creators in such efforts; however, people who are not members of those classes can assemble a team to build enchanted items as long as they have spellcasting help. The process for creating magic items is detailed later in this chapter; it is time-consuming, costly both in monetary resources and personal vigor, risky, and has uncertain results. Adventurers such as members of the Iron League will typically not be in the business of creating magic items for these reasons, but they are quite likely to be users of magic items. This is usually because magic items are sometimes found in treasure caches that adventurers find; magic items are usually not freely bought or sold in most parts of Uroth. Although magic items are often the most valued of an adventurer's possessions, most people do not engage in commerce for these objects.

This is for a variety of reasons. It is not necessarily obvious upon casual inspection what magic items do, so without the expensive services of arcanists, most people would have no idea what they are buying or selling. Since illusion magic exists and is commonly used by unethical practitioners to make fraudulent transactions, ordinary consumers are at the mercy of con artists selling things that are too good to be true. A side effect of creating magic items is that sometimes they don't do exactly what they're supposed to do, and these flawed wares often find themselves on the market anyway; other times, nefarious creators of magic items build curses or other downsides into the objects to plague their users. Then there are the sunk material costs; even the least expensive magic potion requires more gold to create than most people earn in an entire year; this places magic items well outside the buying range of the vast majority of the peoples of Uroth.

The Iron League washes their hands of these issues. Rather than attempting to establish a value for magic items, they advise their members that demonstrably enchanted objects have no value they wish to assess for the purposes of paying the Iron League's cut. (More than one unscrupulous adventurer has attempted to bypass the League's percentage by passing off a jeweled object as a 'magic item'. This rarely ends well.) This does not mean that magic items cannot be bought and sold, however. A sophisticated merchant might have both the means and interest to buy something extraordinary. A shady dealer by the docks might have something glimmering to sell, which could be the real deal or a clever imitation. Magic items are openly sold in only two places on Uroth: the **Great Bazaar** in Attapoor, and the **Conciliatum Arcanum** in Bordilar. In all other places, it's catch as catch can...

Magic items can be sorted into categories. The rules for how magic items work vary from category to category, but some rules are common to all such items. The basic categories for magic items are:

- Potions. These single-use items can be drunk to produce a magic effect on the user.
- Scrolls. These single-use items can be read to cast a spell – if the reader understands the language it is written in and is skilled in the use of the magical tradition used to create it.
- Rings. These jewelry items are worn on fingers and grant abilities to the wearer.

- Rods. A tool used only by Divine magic wielders; rods may enhance a spellcaster's inherent abilities while granting them access to extra spells. It is also a weapon.
- Wands. These items are strictly used by Arcane users of magic, and they enhance spellcasting abilities while also providing a pool of bonus spells.
- Staffs. All kinds of spellcasters may benefit from using this item, which is both a weapon and a spellcasting aid.
- Armor. These are magic versions of armor equipment found in Chapter 5.
- Weapons. These are magic versions of weapon equipment found in Chapter 5.
- Consumables. These single- or limited-use items may be magic versions of consumable equipment found in Chapter 5.
- Tools. These items which enhance the user's skills may be magic versions of tool equipment found in Chapter 5.
- Gear. This catch-all category may be magic versions of gear equipment found in Chapter 5, or it may represent equipment that doesn't fall into any other category.

An accounting of the rules for each category is found later in this chapter.

Worn or wielded magic items have the property that they resize themselves to the size that is most naturally useful to the wielder. This happens when the user attempts to handle the item in the way it is meant to be used; a halfling-sized suit of magic armor, for instance, will remain the size it is found in until a human tries to put it on, and then they will find to their wonder that it is larger than it first appeared. A resized weapon somehow knows what size best suits the wielder; for creatures with the ability to wield giant-sized weapons, for instance, the weapon will make itself giant-sized even if the wielder is not giant-sized.

Unfortunately, while most magic items are beneficial, a few have negative properties that are also only revealed when the item is usefully handled; see later in this chapter.

Magic items that are worn attune themselves to the body energies of the wearer to grant them unusual abilities. A person's body can only accommodate limited magic interfacing. No character may use more than ten magic items that are worn. This has no impact on magic items that are held (such as weapons or other items that are wielded in one or more hands) and this limit does not affect items that do not touch the body of the user. If a character finds themselves in a situation where more than ten items appear as 'worn' on their inventory, all the items stop providing any powers or ability to the wearer. This immediately changes as soon as the number is reduced back down to ten.

Additionally, there are limits to how much magic may be worn on each part of the body. A character might be so lucky as to find two sets of magic boots, but they cannot wear them and use them at the same time. Even if the character finds a way to physically make both sets of boots coexist on their feet simultaneously, neither set of boots will provide any magical benefit until one of them is removed. We define **slots**, and their item limitations, as follows:

- *Head* slot. A character may use a single magic item worn on their head. This includes helms, crowns, hats, or hoods. Monsters with the *fey*, *giant*, and *humanoid* traits have *head* slots; *lycanthropes* while in their humanoid or hybrid forms do as well, as do intelligent *undead*. *Elemental* and *extraplanar* creatures with sufficiently humanoid characters may qualify, and possibly *dragons* as well. Other creatures do not. Even creatures with multiple heads only gain one *head* slot.
- *Neck* slot. A character may wear a single magic item around their neck. This includes necklaces, torcs, or sashes. Monsters with the *fey*, *giant*, and *humanoid* traits have *neck* slots; *lycanthropes* while in their humanoid or hybrid forms do as well, as do intelligent *undead*. *Elemental* and *extraplanar* creatures with sufficiently humanoid characters may qualify, and possibly *dragons* as well. Other creatures do not. Even creatures with multiple necks only gain one *neck* slot.

- *Body* slot. A character may wear a single magic outer garment. This does not include armor; a suit of magic armor does not occupy the *body* slot. This slot includes robes, cloaks, mantles, or coats. Monsters with the *fey*, *giant*, and *humanoid* traits have *body* slots; *lycanthropes* while in their humanoid or hybrid forms do as well, as do intelligent *undead*. *Elemental* and *extraplanar* creatures with sufficiently humanoid characters may qualify. Other creatures do not.
- *Belt* slot. A character may wear a single magic object around their waist. This includes belts and backpacks. Monsters with the *fey*, *giant*, and *humanoid* traits have *belt* slots; *lycanthropes* while in their humanoid or hybrid forms do as well, as do intelligent *undead*. *Elemental* and *extraplanar* creatures with sufficiently humanoid characters may qualify. Other creatures do not.
- *Hands* slot. Not counting rings, a character may only wear one magic item on their hands. This includes gloves, gauntlets, or bracelets. Monsters with the *fey*, *giant*, and *humanoid* traits have *hands* slots; *lycanthropes* while in their humanoid or hybrid forms do as well, as do intelligent *undead*. *Elemental* and *extraplanar* creatures with sufficiently humanoid characters may qualify. Other creatures do not. Even creatures with more hands than usual do not gain additional *hands* slots.
- *Feet* slot. A character may wear a single magic garment on their feet. This includes boots, sandals, or shoes. Monsters with the *fey*, *giant*, and *humanoid* traits have *feet* slots; *lycanthropes* while in their humanoid or hybrid forms do as well, as do intelligent *undead*. *Elemental* and *extraplanar* creatures with sufficiently humanoid characters may qualify. Other creatures do not. Even creatures with more feet than usual do not gain additional *feet* slots.
- *Ring* slots. A character may only wear two magic rings. Any creature that has a finger-like digit has *ring* slots, subject to the GM's interpretation. No matter how many fingers the creature has, they may never have more than two *ring* slots.

Not all worn items occupy a slot. The descriptions of items found later in this chapter will include what slot, if any, that magic item occupies. If it is worn but does not occupy one of the slots listed above, it is usually accounted for as an *other* slot. A character may wear any number of *other* slot items provided their total number of worn items does not exceed ten. Items such as *ioun stones* (see later in this chapter) are 'worn' by being placed in orbit around the user's body, but even though the item is not touching the user's physical person, it still counts as a worn item with the *other* slot. A space to account for a character's worn magic items can be found on the Inventory page of the character sheet.

IMPORTANT: In the specific case of helms and suits of armor, these items do not occupy a specific slot OR consume an *other* slot; they do not count against the maximum 10 worn items limitation. See the section on magic armor later in this chapter.

If a creature changes forms magically, such as with the use of a *polymorph* spell or via petrification, the new form does not have slots and it cannot take advantage of worn magic items. When the spell takes effect, all equipment in the target creature's inventory, worn or otherwise, is absorbed into the creature's new form – it is not visible or accessible, and magic items on their person do not detect as such. When the magic causing the change ends, the items reappear. If the target drops items from their inventory before being changed, those items are up for grabs!

All descriptions of magic items also include a characteristic called a **magic tier**. This is a rough measurement of how much magic energy was invested in the item's creation. Players may choose to use magic tier as a way to gauge a magic item's value, since such things do not have a fixed gold piece cost. However, a character may find an item with a low magic tier to be significantly more useful than another item with a high magic tier -- because characters have very different strengths and weaknesses, and their players have widely varying tastes. Your mileage may vary! Rules found later in the chapter will describe how magic items are created, and magic tier plays an important role there.

All magic items have amazing properties beyond what non-magical items can do. Some magic items grant a continuous benefit to the wearer, such as a bonus to a defense, or an enhancement of an ability score. Other magic items give the user the ability to create an effect identical to casting a spell. Still other items allow the user to change shape, cross a portal between worlds, summon a guardian animal, or generate any other spectacular effect limited only by the players' imaginations. Each such property of a magic item is called a **special quality**. Later in the chapter, in the section related to the creation of magic items, special qualities are tabulated. A magic item's special qualities are fixed upon the item's creation; special qualities cannot be added or subtracted later on.

Many times, an item's special quality is that the user may use it to cast one of the spells found in Chapter 4; these are called **spell-like abilities** because they function somewhat differently from true spellcasting.. All magic items have a **caster level** consisting of a spellcasting class and a character level; this corresponds to any spell-like abilities being generated as if they were cast by a character of the associated class and level. This is usually abbreviated with a letter and a number, so 'C8' corresponds to a magic item that casts spells like an 8th level Cleric. The spell attack bonuses of spellcasting classes is found in Chapter 2, but they are listed here as well:

Table 9-2: TOTIL Spell Attack Bonuses by Caster Level

Caster Level	Cleric	Elf	Magic-user
1	+0	+0	+1
2	+1	+1	+2
3	+1	+1	+2
4	+2	+2	+3
5	+2	+2	+4
6	+3	+3	+5
7	+3	+3	+5
8	+4	+4	+6
9	+4	+4	+7
10	+5	+5	+8
11	+5	+5	+8
12	+6	+6	+9

The default caster level for a magic item is the minimum level that spellcaster would have to have to be able to cast the highest level spell-like ability associated with that item, but this is dependent on the spellcaster who created the item. As an example, if a magic wand was created by a Magic-user, and it has the ability to cast *magic missile* and *lightning bolt* spells, the latter spell is 3rd level, and a 5th level Magic-user is the minimum level necessary to cast that spell – therefore, as a default, the caster level of that item will be M5, or a 5th level Magic-user. However, that same item could have been created by a 5th level Elf, and the caster level might be listed as E5 with corresponding changes to the spell attack bonus. The caster level will never be lower than the default, but it may be higher.

Some types of magic items are built to act as if the user of the item is the caster of any spell effects this item can create. When determining the total spell attack bonus for this type of magic item's spell-like ability, the item's caster level bonus is combined with the magic item user's associated ability score. If an item has an Arcane caster level, that ability score is Intelligence. If an item has a Divine caster level, that ability score is Wisdom. Items that use Sorcery magic will use the user's Charisma ability score. A user of a magic item may therefore benefit from having a high ability score in the relevant category, but they may also derive no benefit or even suffer a penalty! A Thief with a Wisdom of 3 may be able to trick a magic rod into letting them operate it as if they are a Cleric, but their spellcasting will suffer the -3 penalty for low Wisdom. This may yield a spell attack bonus for the item's spells

that is very different from the spell attack bonus for spells cast by the character, if any. Other types of magic items are built to act as if the creator of the item is the caster of any spell-like abilities built into the item. In this case, the user's ability scores have no impact on spell attack rolls; the creator of the spell is treated as if they have an ability score modifier of +0 when calculating spell attacks. This is true even if the creator had relevant ability score bonuses; the act of 'baking in' a spell's casting causes that bonus to have no value.

Most magic items do not look any different from non-magical items. They are also not any more resistant to damage; a typical magic item breaks just as readily as any other item of its type, which can be very distressing to a Fighter when their favorite magic sword shatters. One interesting attribute of magic items is that they are highly resistant to the slow degradation of time; magic swords will not corrode, not even when left in water; a magic potion found in a tomb after thousands of years will still have an intact seal and its contents will be liquid and drinkable. This can be a dead giveaway that items are magical; otherwise, a *detect magic* spell will reliably tell which items have magic properties, although this reveals nothing about exactly what the item does -- an *identify* spell is required for that. Characters without access to either spell can spend 10 minutes engaged in a careful examination of an item using their Intuition skill to try to notice faint surface vibrations that betray enchantment, or for even longer to try to determine the item's special qualities; rules for this are found in Chapter 3.

Descriptions of the rules for each magic item category, and an accounting of some of the items that might fall under that category, follow.

Potions

Potions are bottled magic. An alchemist collaborates with a spellcaster to contain the essence of a spell within a liquid matrix. When a person drinks a potion, the magic is released, exactly as if that spell had been cast upon themselves. However, anybody who can swallow a liquid can drink a potion; one doesn't have to have any spellcasting ability to make the magic item work. The spellcasting was already done back when the potion was created; drinking the potion merely releases the delayed effect of the spell.

Potions are always contained within a flask. The traditional glass flask described in Chapter 5 is the typical container for these items; glass is a neutral material that allows the potion's magical suspension to remain effective, potentially indefinitely. Other 1-space glass containers may also be used, such as jars of any shape, glass bulbs, wine bottles, or any similarly-sized object that can be securely sealed. A 0-space glass vial is too small to contain enough liquid for an effective potion, and a container larger than 1 space would be too large. All glass containers have the *fragile* property, although expensive non-fragile alternatives may exist. Potions cannot be transferred to any container other than another flask without causing them to lose their potency immediately.

Potion bottles do not need to be transparent, and many potions are contained within opaque glass containers. Other times the liquid can be seen through the sides of the potion flask, and no two potions appear the same. Potions may be all colors of the rainbow; they may have a watery consistency or they may be thicker, like a smoothie; potions may have solids in suspension; they may be effervescent. Sometimes a potion flask may be cold or warm to the touch; other times they may have a strong odor or emit a thin fog when the flask is opened. The creators of potions may have the presence of mind to label their contents, but often the true nature of a potion remains a mystery until it is experimented upon. Individuals who repeatedly use the same formula to create the same potion may make items that are recognizable; for instance, the priests of **Shamdaash** are famed for making and selling *potions of treat wounds*, and their odor of roast chestnuts is well known. Another potion creator may make the exact same potion using a different formula, however, and that odor may be entirely absent.

A potion may contain a spell whose target is a living creature, and whose range is **self** or **touch**. No other spell may be made into a potion. The spell is also always as described in Chapter 4, although spells may be staged. The spell's duration and effects are exactly as if it were cast by a character of the caster level listed for the item. The person who created the item is considered to be the caster of the spell. This means that the user of the item has no power to prematurely end any magical effects. Similarly, any decisions associated with casting the spell were made when

the item was created, with the exception of the user designating a target. If a special ability requires an attack roll, its attack roll bonus is listed with the item, and the user's ability score modifiers do not apply.

An entire potion must be consumed for it to be effective. It is a standard action to consume a potion; this action triggers attacks of opportunity. It is usually a basic action triggering attacks of opportunity to remove a potion from one's inventory and ready it for consumption; similarly, handing a potion to another creature within 5' is a basic action triggering attacks of opportunity, and if that creature has a free hand, they may take the potion as a reaction. A potion takes effect as soon as it is consumed, just as if that standard action had been used to cast a spell. The consumer of the potion is always the target of the spell. The duration of a potion is the same as the duration of the spell. A person may use a standard action to feed a readied potion to an unconscious or dying character; this triggers attacks of opportunity. A potion can even be fed to a creature that is *petrified*. One cannot feed a potion to a dead creature, however. One cannot feed a potion to an unwilling creature unless it is completely helpless.

A potion is a magic item and it therefore can be detected with a *detect magic* spell. The glass of the flask is thin enough that it does not prevent the magical emanations from being noted through the container. However, it can be perceived with a minimal Seeing check whether the flask or its contents are what is radiating magic; for most potions, only the liquid is magic, while the flask is not. Once the potion is consumed, the flask no longer radiates magic, but the person who drank it does – exactly as if they were the target of a spell that is in effect.

Figuring out what a potion is can be challenging. The most reliable way to know a magic item's properties is to cast an *identify* spell, or have somebody do it for you; however, this can be expensive, or there may not be a spellcaster handy who knows that spell. A person may choose to spend a standard action that triggers attacks of opportunity sipping a potion in hopes of learning something about it. With such a sip, not enough of the potion is consumed to reduce its effectiveness, but enough is consumed to trigger any negative properties that item may have – see later in the chapter. A sipping character makes an Intuition check, and on a minimal success, the GM may choose to give the player a clue about what the potion does. A healing potion may give a character a warm glow of well-being, for instance; a potion that increases a character's Strength may grant the taster a momentary burst of energy. These clues may not be consistent or give enough information to give the players certainty about the potion's nature; some things may remain a mystery. Sipping a potion does not require four hours as does the process of learning a magic item's properties using your Intuition as described in Chapter 3.

A list of many potions that may be encountered follows:

Table 9-3: TOTIL Magic Potions

Item Name	Magic Tier	Caster Level	Spaces	Hands	Damaged HP	Destroyed HP
Potion of Aid	4	3	1	1	N/A	1
Potion of Arcane Ward	2	1	1	1	N/A	1
Potion of Cure Malaise (removes trauma)	6	5	1	1	N/A	1
Potion of Death Ward	8	7	1	1	N/A	1
Potion of Delay Affliction	4	3	1	1	N/A	1
Potion of Divine Ward	2	1	1	1	N/A	1
Potion of Elemental Aegis (cold)	4	3	1	1	N/A	1
Potion of Enhance Ability Score (Dexterity)	4	3	1	1	N/A	1
Potion of Enlarge (1 step)	2	1	1	1	N/A	1
Potion of Fly	10	9	1	1	N/A	1
Potion of Freedom	8	7	1	1	N/A	1
Potion of Gaseous Form	6	5	1	1	N/A	1
Potion of Guidance	2	1	1	1	N/A	1
Potion of Haste (potion user only)	10	9	1	1	N/A	1
Potion of Heal	12	11	1	1	N/A	1
Potion of Infravision	6	5	1	1	N/A	1
Potion of Invisibility	4	3	1	1	N/A	1
Potion of Jump	2	1	1	1	N/A	1
Potion of Meld Into Stone	6	5	1	1	N/A	1
Potion of Remedy Injury (cure blindness)	4	3	1	1	N/A	1
Potion of Remove Fatigue	4	3	1	1	N/A	1
Potion of Resist Elements (acid)	2	1	1	1	N/A	1
Potion of Restore Health (cure ability score damage)	8	7	1	1	N/A	1
Potion of Spider Climb	2	1	1	1	N/A	1
Potion of Stone to Flesh	12	11	1	1	N/A	1
Potion of Strength	4	3	1	1	N/A	1
Potion of Treat Wounds (cure damage)	2	1	1	1	N/A	1
Potion of True Seeing	10	9	1	1	N/A	1
Potion of Water Breathing (potion user only)	6	5	1	1	N/A	1

Magic Scrolls

Scrolls are tools used by spellcasters to increase the number of spells they can cast every day. A scroll consists of a single piece of paper, although scrolls can also be written on sheets of birchbark or vellum. Magical writings are scribed on the paper using ink, but magical rituals and processes are enacted as the ink flows, resulting in the capturing of a single spell on the piece of paper. When a person who is fluent in the language of the writings reads the scroll out loud, the spell is released just as if the reader had cast it. Unlike a potion, a scroll is unlimited on the types of spells that can be scribed; however, only a character who can use Arcane magic can use an Arcane scroll, and only a character who can use Divine magic can use a Divine scroll.

A scroll is a 0-space item. Scrolls are commonly stored in a cylindrical case; up to twenty pieces of paper (including scrolls, but also blank pieces of paper, maps, letters, or other rolled-up objects) can be stored in such a case. Scrolls don't have to be kept in a case, but this is usually done because they provide some amount of protection for paper which is quite subject to damage by fire or water. Scrolls that are not stored in scroll cases will almost certainly be destroyed if the person carrying them is engulfed in water or fire, such as being attacked by a spell that inflicts fire damage. In the same circumstances, scrolls protected in a case are likely to escape damage; for every such object, the user rolls 1d6, and the object is destroyed only on a 1. Just like ordinary paper described in Chapter 5, if a scroll takes even 1 hp of damage, it is destroyed and cannot be repaired.

A scroll requires only 1 hand to wield, and the act of retrieving a scroll from one's inventory is a basic action that triggers attacks of opportunity. The act of reading a scroll is a standard action that triggers attacks of opportunity; focusing on reading the scroll means that the reader must let their guard down somewhat if they are menaced. If

an attack of opportunity successfully attacks a person while reading a scroll, this serves as an interrupt which may disrupt the casting of the scroll. Note, however, that this does not trigger a roll on the Scroll Malfunction table listed later in this section. An interrupted scroll reading never causes a loss of the spell on the scroll; the entire scroll must be read for its magic to take effect.

A scroll may contain the magic of any spell. The spell is always as described in Chapter 4, although spells may be staged when the scroll is written (but not on the fly as the scroll is used). The spell's duration and effects are exactly as if it were cast by a character of the caster level listed for the item. The person who reads the scroll is considered to be the caster of the spell. Just as a spellcaster may choose to prematurely end a spell before its duration expires, the reader of the scroll may choose to end the scroll's effects as a free action. Similarly, if any decisions must be made by the spellcaster while casting the spell, the reader of the scroll gets to make those decisions. For example, a *scroll of enhance ability score* requires the caster to decide which ability score is affected, and that decision is made as the scroll is read. For any spell that requires an attack roll, the attack bonus is set when the item is created, but the scroll user's ability score modifier applies – Intelligence for Arcane magic, Wisdom for Divine magic.

Potions can be tricky to identify, but scrolls are more straightforward. All scrolls are written in a language; Arcane scrolls are written in the language of Magic, while Divine scrolls may be written in several languages: Angelic, usually for good-aligned spellcasters; or Daemonic or Diabolic, typically for evil-aligned spellcasters. If a person is fluent in that language, they may read its writings (without speaking them out loud) and understand its contents; this can be done in a single round as a basic action that triggers attacks of opportunity, with no skill check required. Note, however, that merely scanning the contents of a scroll may trigger any negative properties such an item occasionally has; see later in this chapter. Persons who are not fluent in that language may not understand a scroll's identity or use it. Using a scroll requires that the character must be able to speak freely; the magic does not work if the user is whispering or muffled.

A scroll is a magic item and it therefore can be detected with a *detect magic* spell. A cylindrical case is thin enough that it does not prevent the magical emanations from being noted through the container. However, it can be perceived with a minimal Seeing check whether the case or its contents are what is radiating magic; for most scrolls, only the paper is magic, while the case is not. Once the scroll is read, the case no longer radiates magic, but any targets of the scroll do – exactly as if they were the target of a spell that is in effect. Once a scroll has been read, the paper atomizes into dust.

If a spellcaster using a scroll has caster level equal to or greater than that of the item, then using that scroll is safe even if the user does not have access to that spell in their spellbook. If a person's caster level is too low to cast that spell, however, there is a chance that the spell will not work. After the character uses their standard action, but before the magic of the spell manifests, the user makes a caster level check. This requires them to roll 1d20 and add their caster level. If the result exceeds the caster level of the scroll, this is a success and the scroll is cast normally. If this roll is failed, roll on the table below:

Table 9-4: TOTIL Scroll Malfunction

Roll 1d20	Malfunction
1-5	The scroll is not read properly. The action is wasted but the scroll is still intact.
6-8	The scroll is ruined. The action is wasted and the scroll disappears.
9-10	The scroll has a 50% reduced effect with respect to range. If the spell has a range of self or touch, the spell operates normally.
11-12	The scroll has a 50% reduced effect with respect to area of effect. If the spell has a range of self or touch, the spell operates normally.
13	The scroll has an effect as close to the reverse of the intended function as the GM can envision.
14-15	The scroll has a 50% reduced effect with respect to duration. If the spell has an instantaneous duration, the spell operates normally.
16-17	The scroll has a 50% reduced effect with respect to damage. If the spell has no roll for hp, either damage or healing, the spell operates normally.
18	The scroll is consumed in a heatless green fire and makes a loud screeching sound with effects similar to a <i>shrieker's</i> scream.
19	The scroll is consumed in a 5' radius blast of a random energy type. The damage is dx hp, where dx is set by the scroll's caster level.
20	A random spell of the same level is cast instead; the caster makes all decisions regarding the casting, exactly as if they intended this to happen.

Scrolls are potentially useful for Arcane spellcasters in another way – if the spell on a scroll is one that is not currently in the caster's spellbook, and it is of a level that they could cast, then they may copy it into their spellbook. This destroys the scroll – it may be used, or it may be copied, but not both. Rules for coping spells into spellbooks are described in Chapter 4 – note that an expenditure of XP is required. Scrolls that are too high a level to safely use cannot be copied into spellbooks, but they can be saved for doing so in the future.

Since any spell may be contained in a scroll, the list of possible scrolls is the same as the spell lists found in Chapter 4. A generic list of scrolls that may be encountered follows:

Table 9-5: TOTIL Magic Scrolls

Item Name	Magic Tier	Caster Level	Spaces	Hands	Damaged HP	Destroyed HP
1st level Arcane scroll	2	1	0	1	N/A	1
2nd level Arcane scroll	4	3	0	1	N/A	1
3rd level Arcane scroll	6	5	0	1	N/A	1
4th level Arcane scroll	8	7	0	1	N/A	1
5th level Arcane scroll	10	9	0	1	N/A	1
6th level Arcane scroll	12	11	0	1	N/A	1
1st level Divine scroll	2	1	0	1	N/A	1
2nd level Divine scroll	4	3	0	1	N/A	1
3rd level Divine scroll	6	5	0	1	N/A	1
4th level Divine scroll	8	7	0	1	N/A	1
5th level Divine scroll	10	9	0	1	N/A	1
6th level Divine scroll	12	11	0	1	N/A	1

Magic Rings

Rings are items of jewelry intended to be worn on fingers or finger-like digits. While rings certainly can be worn in many ways on the bodies of humanoid creatures, magic rings must be worn on fingers to be effective. Rings may be made out of many sorts of materials – metal is the most common, with or without the adornment of precious or semi-precious stones, etchings, inlays, or other decorations – but rings made from wood, stone, beads, or even fabrics are also possible. Magic rings do not need to be decorative; a collection of rings may sparkle and shine, but perhaps the plain iron band is the item that adventurers of the Iron League are the most likely to covet...

Any creature with sufficiently finger-like digits has two *ring* slots – they may wear only two magic rings at a time. If they wear more than two rings, the magic properties of all rings stop working until the number of rings worn is reduced down to two. A creature may wear one or both magic rings on the same hand, or even on the same finger; however, a creature that has no hands, either because it normally has no such limbs or due to injury, cannot use magic rings. Typical rings are usable by all character classes unless stated otherwise in the item description. A ring is a zero-space item that takes no hands to hold when worn and one hand to hold when not worn.

Rings may have multiple benefits that they grant to a wearer. They may have permanent effects that are enjoyed by the user as long as the ring is worn, such as a bonus to certain skill checks; they may also have temporary effects, such as spells that can be triggered by the user. When a ring has spell-like effects, they are triggered through the use of surges – the wearer of the ring spends one of their own surges as a standard action, and this manifests the effect. Unlike casting a spell, this standard action does not trigger attacks of opportunity – spellcasting requires concentration and complicated gestures, but causing a ring to work requires only a trivial amount of effort that gives opponents no special openings to attack. Furthermore, this action can be done quietly and without calling attention to itself, so magic rings are often the friend of characters who wish to go about their business stealthily. Even if the triggering of the ring's special qualities is quiet, however, the effect itself may not be subtle – a ring that creates a *fire ball* may cast it quietly, but the detonation of the spell effect will most assuredly draw attention to itself! Since rings use the wielder's surges to cast spell-like abilities, there is no way to recharge it; as long as the wielder has a surge left, its spell-like abilities can be used again and again. A spell can even be passed around between individuals so they can each make use of the spell's powers. Note that a creature without surges cannot make use of a magic ring's spell-like abilities.

When a ring generates spell-like effects, that spell is always as described in Chapter 4, although spells may be staged when the ring is created (but not on the fly as the ring is used). The spell's duration and effects are exactly as if it were cast by a character of the caster level listed for the item. The person who uses the ring is considered to be the caster of the spell. Just as a spellcaster may choose to prematurely end a spell before its duration expires, the user of the ring may choose to end the ring's spell-like effects as a free action. Similarly, if any decisions must be made by the spellcaster while casting the spell, the user of the ring gets to make those decisions. Permanent abilities may not be suspended by the user unless specifically stated in the item's description. For any magical special ability that requires an attack roll, the attack bonus is set when the item is created, but the item user's ability score modifier applies – Intelligence for Arcane magic, Wisdom for Divine magic, Charisma for Sorcery.

A magic ring is a magic item and it therefore can be detected with a *detect magic* spell. If a ring has a permanent effect on the wearer, the wearer of the ring carries a faint magic aura as long as the ring is on their finger, but that aura disappears when the ring is removed. If a ring has a temporary effect on the wearer or any other creature, that will likewise be reflected by a magic aura around the target, exactly as if a spell had been cast on them. Effects of spell-like special qualities can be dispelled just as would be the associated spell as described in Chapter 4.

Rings are generally quite difficult to damage – they don't have moving parts and are usually of simple, robust construction. A ring therefore requires 6 hp of damage to destroy it. A ring can never be partially damaged; once it sustains 6 hp, it is destroyed and cannot be repaired.

A list of many rings that may be encountered follows:

Table 9-6: TOTIL Magic Rings

Item Name	Magic Tier	Caster Level	Summary of Properties
Ring of Animal Influence	14	C5	<i>speak with animals</i> (surges), 18 CHA for <i>Convince (animals only)</i>
Ring of the Apparition	17	M5	<i>phantasmal force</i> (surges), Sorcery - Phantasms as M1
Ring of the Carp	20	E5	<i>water breathing</i> (surges), Sorcery - Water Magic as E1
Ring of the Chameleon	19	M5, C1	<i>alter self</i> as M5, <i>sanctuary</i> as C1 (surges), 18 CHA for <i>disguise</i> skill checks
Ring of the Despot	24	M7	<i>sleep, scare, suggestion</i> as M7 (surges)
Ring of Disappearing	15	M5	<i>invisibility</i> as M5 (surges), 18 DEX for <i>Stealth</i> checks
Ring of Elemental Influence	17	C5	Conjuration - Elemental Servitor as C3 (surges), 18 CHA for <i>Intimidation (elementals)</i>
Ring of Energy Attunement	15	C5	continuous <i>resist elements, elemental aegis</i> (surges)
Ring of Extraplanar Influence	19	C5	continuous <i>divine ward</i> , 18 CHA for <i>Convince/Deceive (extra-planars)</i>
Ring of the Hidden Servant	18	M5	continuous <i>floating disc, angry bludgeon</i> (surges)
Ring of Humanoid Influence	15	E5	<i>charm humanoid</i> (surges), 18 CHA for <i>Convince/Deceive (humanoids)</i>
Ring of the Intercepting Shroud	19	M5	continuous <i>shield, missile screen</i> (surges), +1 Dodge
Ring of the Invisible Hand	17	E5	<i>levitate</i> (surges), Sorcery - Mind Over Matter as E1
Ring of Life Shielding	24	C7	continuous <i>invisibility to undead, death ward</i> (surges), +1 Fortitude
Ring of the Open Sky	19	E5	<i>light</i> (surges), <i>lightning bolt</i> (surges), 18 CHA for <i>Convince (fey)</i> , only under open sky
Ring of Plant Influence	22	C7	<i>speak with plants</i> (surges), 18 CHA for <i>Convince (plants only)</i>
Ring of Protection	10	C5	supplemental defensive bonus of +1
Ring of Renewal	20	C5	<i>regeneration (3, fire)</i> 1/day for 10m (1 in 6 fails), <i>remove fatigue</i> (surges)
Ring of the Salamander	20	M5	<i>scorching ray</i> (surges), Sorcery - Fire Magic as M5, doesn't work when wet
Ring of Sight Mastery	20	E5	<i>enhanced senses (normal vision)</i> for 10m, <i>share senses</i> (surges, visual), +2 Seeing
Ring of Sound Mastery	20	E5	<i>enhanced senses (normal hearing)</i> for 10m, <i>share senses</i> (surges, auditory), +2 Hearing
Ring of Spell Storing	14	M5	6 levels of bonus stored spells (max 3rd level), 2 levels spell staging, arcanists only
Ring of Spell Turning	24	M7	<i>globe of invulnerability</i> (surges), +2 Dodge/Toughness/Poise against spell attacks
Ring of the Spider	15	E5	continuous <i>spider climb, web</i> (surges)

A more detailed description of the rings listed above follows:

Ring of Animal Influence

Magic Tier 14	Spaces 0	Hands 1 or worn
Damaged hp N/A	Destroyed hp 6	Caster Level C5

This ring is a wrought silver band about a quarter of an inch wide. The band is wrought in the form of twelve animals in a loop, nose to tail: a fox, a fish, a bear, a hawk, a bobcat, a snake, a wolf, a stork, a rabbit, a toad, a weasel, and an owl. The animals appear to be dancing joyfully.

The wearer of this ring may expend their surges to cast a spell, *speak with animals*, as a 5th level Cleric. They continuously have an 18 Charisma for the purposes of making Convince skill checks, but only for creatures that have the *animal* primary trait. This item occupies one of the user's *ring* slots.

This item cannot be damaged; if it is struck for enough damage to destroy it, it breaks into pieces and will never function again.

Ring of the Apparition

Magic Tier 17	Spaces 0	Hands 1 or worn
Damaged hp N/A	Destroyed hp 6	Caster Level M5

This ring is a loop of frosted glass, magically hardened to be no more fragile than a similar metallic band. There is patterning in the frosting of swirling, vaguely humanoid forms. Unsettlingly, over time the position and configuration of these subtle forms seems to shift.

The wearer of this ring may expend their surges to cast a spell, *phantasmal force*, as a 5th level Magic-user, using an attack roll of +4 plus their own Intelligence modifier against Poise defenses when making attacks. They continuously are able to use the Sorcery – Phantasms special ability as if they were a 1st level Sorcerer, including using *flashing lights* with an attack roll of +0 plus their own Dexterity modifier against AC defenses to inflict the *intoxicated* condition on a hit, and using *psychedelic welter* with an attack roll of +1 plus their own Charisma modifier against Poise defenses to inflict one point of trauma damage. This item occupies one of the user's *ring* slots.

This item cannot be damaged; if it is struck for enough damage to destroy it, it breaks into pieces and will never function again.

Ring of the Carp

Magic Tier 20	Spaces 0	Hands 1 or worn
Damaged hp N/A	Destroyed hp 6	Caster Level E5

The head of this slender golden band takes the form of two stylized fish, head to head and seemingly kissing, with one eye of each fish facing outwards; these eyes are tiny rubies. The balance of the band is worked to resemble twining vines and leaves of ivy, a hallmark of elvish construction.

The wearer of this ring may expend their surges to cast a spell, *water breathing*, as a 5th level Elf. They continuously are able to use the Sorcery – Water Magic special ability as if they were a 1st level Sorcerer, including using *jet of water* with an attack roll of +0 plus their own Dexterity modifier against AC defenses to inflict the *blinded* condition on a hit, and using *hydraulic blast* with an attack roll of +1 plus their own Charisma modifier against Dodge defenses to inflict 1d4 hp damage and possibly knock the target *prone*. This item occupies one of the user's *ring* slots.

This item cannot be damaged; if it is struck for enough damage to destroy it, it breaks into pieces and will never function again.

Ring of the Chameleon

Magic Tier 19	Spaces 0	Hands 1 or worn
Damaged hp N/A	Destroyed hp 6	Caster Level M5,C1

This ring is made of black iron and has a rough, pebbly texturing. This ring assumes the coloration of any surface it is placed next to, matching the skin tone of any creature wearing it, or blending in with surfaces it is found upon. A good Seeing check is necessary to spot this item even if it is out in the open.

The wearer of this ring may expend their surges to cast two spells: *alter self* as a 5th level Magic-user, or *sanctuary* as a 1st level Cleric. For the latter spell, the wielder uses an attack roll of +0 plus their own Wisdom modifier against Poise defenses when making attacks; on a hit, the victim cannot directly target the wearer. The wearer has an effective Charisma score of 18 for the purposes of making disguise skill checks. This item occupies one of the user's *ring* slots.

This item cannot be damaged; if it is struck for enough damage to destroy it, it breaks into pieces and will never function again.

Ring of the Despot

Magic Tier 24	Spaces 0	Hands 1 or worn
Damaged hp N/A	Destroyed hp 6	Caster Level M7

This plain copper band is intended to be worn on the pointer finger. At the head of the ring, a bar stretches out towards the fingertip; it is in the shape of a silhouette of an outstretched arm with the hand extending past the wearer's first knuckle. The pointer finger of the hand is outstretched, and worked in minuscule detail on that finger is what appears to be a tiny copper ring.

The wearer of this ring may expend their surges to cast three spells: *sleep*, *scare*, and *suggestion*. All spells are cast as a 7th level Magic-user, using an attack roll of +5 plus their own Intelligence modifier against Poise defenses when making attacks. This item occupies one of the user's *ring* slots.

This item cannot be damaged; if it is struck for enough damage to destroy it, it breaks into pieces and will never function again.

Ring of Disappearing

Magic Tier 15	Spaces 0	Hands 1 or worn
Damaged hp N/A	Destroyed hp 6	Caster Level M5

This ring is made of twisted iron wire covered with white enamel. The head of the ring is a white-enamaled figurine of a squatting toad the size of a thumbnail; its eyes are chips of milky quartz, and the toad appears to stare into space as if its cataract-filled eyes have rendered it blind.

The wearer of this ring may expend their surges to cast *invisibility* as a 5th level Magic-user. The wearer has an effective Dexterity score of 18 for the purposes of making Stealth skill checks. This item occupies one of the user's *ring* slots.

This item cannot be damaged; if it is struck for enough damage to destroy it, it breaks into pieces and will never function again.

Ring of Elemental Influence

Magic Tier 17	Spaces 0	Hands 1 or worn
Damaged hp N/A	Destroyed hp 6	Caster Level C5

The slim gold band of this ring secures a circular golden head, raised on posts, with many small diamond chips spaced evenly around its edge. A raised escutcheon in the center of the head is inscribed with four symbols which can be readily identified as the symbols for the four elements in the language of Magic.

The wearer of this ring has an effective Charisma score of 18 for the purposes of making Intimidate skill checks against creatures with the *elemental* primary trait. The wearer may expend their surges to summon an *elemental* as if they had the Conjunction – Elemental Servitor special ability at 3rd level, summoning 2 HD creatures. This item occupies one of the user's *ring* slots.

This item cannot be damaged; if it is struck for enough damage to destroy it, it breaks into pieces and will never function again.

Ring of Energy Attunement

Magic Tier 15	Spaces 0	Hands 1 or worn
Damaged hp N/A	Destroyed hp 6	Caster Level C5

This band does not appear to have any metal components, but seems to be groups of precious gemstones joined together with some kind of unseen adhesive. Aquamarine, sardonyx, citrine, and fire opal form the four quadrants of the band, remaining largely distinct from each other but blending between the types of stones where the quadrants meet.

The wearer of this ring enjoys the benefits of a continuously operating *resist elements* spell, taking half damage from one energy type. At the beginning of their turn, the wearer can change which of the four elements is granted protection by the spell; this is a free action. If the spell is dispelled, the wearer of the ring may recast it as a standard action that does not trigger attacks of opportunity. The wearer may also expend their surges to cast the *elemental aegis* spell, gaining 4d6 temporary hp against damage of a designated energy type. All spell effects are cast as by a 5th level Cleric. This item occupies one of the user's *ring* slots.

This item cannot be damaged; if it is struck for enough damage to destroy it, it breaks into pieces and will never function again.

Ring of Extraplanar Influence

Magic Tier 19	Spaces 0	Hands 1 or worn
Damaged hp N/A	Destroyed hp 6	Caster Level C5

This ring is made of silver and is circumscribed by many small silver spheres. These spheres are hollow and each contains a tiny silver ball; by shaking their hand vigorously, the ring's user can make a delicate chiming sound. It is said that creatures from the Edifice find this sound fascinating.

The wielder of the ring has an effective 18 Charisma score when used to perform Convince or Deceive skill checks involving creatures with the *extraplanar* primary trait. The wearer of this ring enjoys the benefits of a continuously operating *divine ward* spell, granting a bonus of +1 to all defenses, +2 against attacks of an opposite alignment, and warding from direct physical contact by summoned creatures. If the spell is dispelled, the wearer of the ring may recast it as a standard action that does not trigger attacks of opportunity. This item occupies one of the user's *ring* slots.

If this item is struck for enough damage to destroy it, it breaks into pieces and will never function again.

Ring of the Hidden Servant

Magic Tier 18	Spaces 0	Hands 1 or worn
Damaged hp N/A	Destroyed hp 6	Caster Level M5

This ring has a broad copper band patterned with the rococo scrolling commonly found in the decorative patterns of Attapoor. Set into the head of the ring is a copper lamp in miniature, with flaring base, a looped handle, a removable lid, and a gracefully arched nozzle with a flared wick-hole. A thin ribbon of steam continually rises from the nozzle, although there is no source of heat or smoke.

The wearer of this ring enjoys the benefits of a continuously operating *floating disc* spell. If the spell is dispelled, the wearer of the ring may recast it as a standard action that does not trigger attacks of opportunity. The wearer may also expend their surges to cast the *angry bludgeon* spell, which still requires the use of a staff as a material component. This spell is as cast by a 5th level Magic-user, using an attack roll of +4 plus their own Intelligence modifier to hit AC defenses when using their standard action to attack and inflicting 2d6 hp plus their Intelligence modifier on a hit, and using an attack roll of +4 with no Intelligence modifier to hit AC defenses when allowing the spell to attack on its own, inflicting 2d6 hp, without factoring in their Intelligence modifier, on a hit. This item occupies one of the user's *ring* slots.

If this item is struck for enough damage to destroy it, it breaks into pieces and will never function again.

Ring of Humanoid Influence

Magic Tier 15	Spaces 0	Hands 1 or worn
Damaged hp N/A	Destroyed hp 6	Caster Level E5

This broad brass ring's head is a stylized stick figure of a bipedal figure with two raised arms, two splayed legs, and a head. Two separate bands loop around to join the hands and feet. No identifying features to the face or the body of the stick figure can be seen; it could be just about any kind of humanoid creature.

The wearer of this ring has an effective Charisma score of 18 for the purposes of making Convince and Deceive skill checks against creatures with the *humanoid* primary trait. The wearer may also expend their surges to cast the *charm humanoid* spell. All spell effects are as cast by a 5th level Elf, using an attack roll of +2 plus their own Intelligence modifier against Poise defenses when making attacks. This item occupies one of the user's *ring* slots.

This item cannot be damaged; if it is struck for enough damage to destroy it, it breaks into pieces and will never function again.

Ring of the Intercepting Shroud

Magic Tier 19	Spaces 0	Hands 1 or worn
Damaged hp N/A	Destroyed hp 6	Caster Level M5

This slim gold band has a raised head with a 6-tined cage holding a lustrous pearl the size of a pencil eraser. When the ring is placed on a finger, a pearlescent bubble expands from the ring that is about 1" in diameter; this makes an entire joint of the wearer's finger appear as if it is a single enormous pearl.

The wearer of this ring enjoys the benefits of a continuously operating *shield* spell. If the spell is dispelled, the wearer of the ring may recast it as a standard action that does not trigger attacks of opportunity. The wearer may also expend their surges to cast the *missile screen* spell, making themselves immune to the attacks of normal missiles. All spell effects are as cast by a 5th level Magic-user. This ring grants a bonus of +1 to the wearer's Dodge defense. This item occupies one of the user's *ring* slots.

This item cannot be damaged; if it is struck for enough damage to destroy it, it breaks into pieces and will never function again.

Ring of the Invisible Hand

Magic Tier 17	Spaces 0	Hands 1 or worn
Damaged hp N/A	Destroyed hp 6	Caster Level E5

This gaudy ring has overlapping bands of silver and gold that braid around each other before capturing a single enormous rock crystal in an elaborate setting. The crystal is not particularly clear and is not obviously of any great value by itself, but close examination reveals a flaw at the heart of the crystal that resembles an outstretched hand.

The wearer of this ring may expend their surges to cast a spell, *levitate*, as a 5th level Elf. They continuously are able to use the Sorcery – Mind Over Matter special ability as if they were a 1st level Sorcerer, including using *hurl objects* with an attack roll of +0 plus their own Dexterity modifier against AC defenses to inflict 1d4 hp (but non-proficiency penalties for improvised weapons apply), and using *kinetic punch* with an attack roll of +1 plus their own Charisma modifier against Toughness defenses to inflict 1d4 hp damage and possibly move the target 5'. This item occupies one of the user's *ring* slots.

This item cannot be damaged; if it is struck for enough damage to destroy it, it breaks into pieces and will never function again.

Ring of Life Shielding

Magic Tier 24	Spaces 0	Hands 1 or worn
Damaged hp N/A	Destroyed hp 6	Caster Level C7

This powerful ring features a pink sapphire gemstone in a heart-shaped cut. The gemstone is suspended in a cage of silver filigree set on a broad circular base, and the silver band is set with chips of various colors of sapphire.

The wearer of this ring enjoys the benefits of a continuously operating *invisibility to undead* spell. If the spell is dispelled, the wearer of the ring may recast it as a standard action that does not trigger attacks of opportunity. The wearer may also expend their surges to cast the *death ward* spell, granting a +4 defensive bonus against death magic effects and making the wielder immune to energy drain. All spell effects are as cast by a 7th level Cleric. This ring grants a bonus of +1 to the wearer's Fortitude defense. This item occupies one of the user's *ring* slots.

This item cannot be damaged; if it is struck for enough damage to destroy it, it breaks into pieces and will never function again.

Ring of the Open Sky

Magic Tier 19	Spaces 0	Hands 1 or worn
Damaged hp N/A	Destroyed hp 6	Caster Level E5

This gold ring has a broad escutcheon base with loops of stylized vines and ivy leaves surrounding it. Rectangular blocks of gold stand in a pattern around the escutcheon, giving the effect of a circle of standing stones seen from above. The band of the ring has both gold and silver wires intertwined.

The wearer of this ring has an effective Charisma score of 18 for the purposes of making Convince skill checks against creatures with the *fey* primary trait. The wearer may also expend their surges to cast the *light* and *lightning bolt* spells. All spell effects are as cast by a 5th level Elf, using an attack roll of +2 plus their own Intelligence modifier against Dodge defenses when making attacks. The *light* spell inflicts the *blinded* condition on a hit. The *lightning bolt* inflicts 4d6 hp lightning damage on a hit, half damage on a miss. This ring only functions under an open sky; otherwise, its special qualities do not function. This item occupies one of the user's *ring* slots.

This item cannot be damaged; if it is struck for enough damage to destroy it, it breaks into pieces and will never function again.

Ring of Plant Influence

Magic Tier 22	Spaces 0	Hands 1 or worn
Damaged hp N/A	Destroyed hp 6	Caster Level C7

This ring is made of rattan – thin stems of a fibrous vine cunningly woven together and shellacked to create a material just as stout as any metallic band. The centerpiece of the ring's head is a tiny perfect acorn surrounded by oak leaflets, again stained and coated to be resistant to damage.

The wearer of this ring has an effective Charisma score of 18 for the purposes of making Convince skill checks against creatures with the *plant* primary trait. The wearer may also expend their surges to cast the *speak with plants* spell. All spell effects are as cast by a 7th level Cleric. This item occupies one of the user's *ring* slots.

This item cannot be damaged; if it is struck for enough damage to destroy it, it breaks into pieces and will never function again.

Ring of Protection

Magic Tier 10	Spaces 0	Hands 1 or worn
Damaged hp N/A	Destroyed hp 6	Caster Level C5

One of the most common types of magic rings, this item's appearance can vary widely. The priesthood of Shamdaash is known for making this ring in the form of a broad silver band adorned only with circular depressions coated with black enamel to represent the Midnight Sun of their faith.

This ring grants a +1 supplemental defensive bonus to the wearer. This item occupies one of the user's *ring* slots.

This item cannot be damaged; if it is struck for enough damage to destroy it, it breaks into pieces and will never function again.

Ring of Renewal

Magic Tier 20	Spaces 0	Hands 1 or worn
Damaged hp N/A	Destroyed hp 6	Caster Level C5

The plain iron band of this ring secures an iron head wrought to look like the head of a troll. Its toothy mouth and hollow eye-pits are stained dark to look like empty holes, and its carotty nose may sometimes be a snagging hazard when putting on garments. From time to time the nose seems to twitch, especially when in the presence of strong odors.

Once per day the wearer of this ring may activate the special power of *regeneration* (3, fire) for 10 minutes. The wearer may also expend their surges to cast the *remove fatigue* spell on one touched creature. All spell effects are as cast by a 5th level Cleric. This item has a finicky nature; every time the regeneration special ability is activated, there is a 1 in 6 chance that it will not work and cannot be activated again until dawn of the next day. This item occupies one of the user's *ring* slots.

This item cannot be damaged; if it is struck for enough damage to destroy it, it breaks into pieces and will never function again.

Ring of the Salamander

Magic Tier 20	Spaces 0	Hands 1 or worn
Damaged hp N/A	Destroyed hp 6	Caster Level M5

This golden band has no head but it is almost an inch wide. It has a pattern of tiny ruby chips set into it at intervals, as well as a series of striations and ridges around its circumference; the overall effect resembles the exotic hide of some scaled creature. This ring is always warm to the touch, but never uncomfortably so.

The wearer of this ring may expend their surges to cast a spell, *scorching ray*, as a 5th level Magic-user, using an attack roll of +4 plus their own Intelligence modifier against Dodge defenses when making attacks. The *scorching ray* inflicts 4d6 hp fire damage on a hit. The wielder is continuously able to use the Sorcery – Fire Magic special ability as a 5th level Sorcerer, including using *hurl embers* with an attack roll of +2 plus their own Dexterity modifier against AC defenses in a 5' radius to inflict 1d3 hp fire damage on a hit, and using *burst of fire* with an attack roll of +4 plus their own Charisma modifier against Dodge defenses to inflict 1d6 hp fire damage on a hit or half damage on a miss. None of this item's special qualities function while the ring is wet, but they resume functioning at the start of the next turn as soon as it is dry. This item occupies one of the user's *ring* slots.

This item cannot be damaged; if it is struck for enough damage to destroy it, it breaks into pieces and will never function again.

Ring of Sight Mastery

Magic Tier 20	Spaces 0	Hands 1 or worn
Damaged hp N/A	Destroyed hp 6	Caster Level E5

This silver ring has a band that is worked to resemble intertwined vines and ivy leaves. It flares out to a head that looks like a half-size humanoid eye with eyelids. The eye is open and contains a crystal with inserts that resemble a pupil and iris. The eyeball seems to spin freely in its setting and look wherever the wearer is looking.

Once per day the wearer of this ring may activate the special power of *enhanced senses (normal vision)* for ten minutes. The wearer may also expend their surges to cast the *share senses* spell. All spell effects are as cast by a 5th level Elf. Only visual senses may be shared using this spell-like ability. This ring grants a +2 bonus to Seeing skill checks. This item occupies one of the user's *ring* slots.

This item cannot be damaged; if it is struck for enough damage to destroy it, it breaks into pieces and will never function again.

Ring of Sound Mastery

Magic Tier 20	Spaces 0	Hands 1 or worn
Damaged hp N/A	Destroyed hp 6	Caster Level E5

This silver ring has a band that is worked to resemble intertwined vines and ivy leaves. It flares out to a head that looks like a wolf-like ear with a pointed tip. The earhole is deep and seems to extend deeper than the thickness of the ring, although this may be an optical illusion. The ear twitches in the presence of loud noises.

Once per day the wearer of this ring may activate the special power of *enhanced senses (normal hearing)* for ten minutes. The wearer may also expend their surges to cast the *share senses* spell. All spell effects are as cast by a 5th level Elf. Only auditory senses may be shared using this spell-like ability. This ring grants a +2 bonus to Hearing skill checks. This item occupies one of the user's *ring* slots.

This item cannot be damaged; if it is struck for enough damage to destroy it, it breaks into pieces and will never function again.

Ring of Spell Storing

Magic Tier 14	Spaces 0	Hands 1 or worn
Damaged hp N/A	Destroyed hp 6	Caster Level M5

This gold ring has a plain band that supports a broad head worked in the form of a lectern's surface sloped to facilitate the reading of a book. A stylized tome rests on the lectern, its pages open, but no writing can be seen on the pages.

This item can only be used by Elves, Magic-users, or other creatures who have the ability to cast Arcane spells from spellbooks. At the beginning of their day, when they are preparing spells, the wearer of this ring may designate 6 additional levels of spells that will be stored within the ring. They may break these levels up however they like, but no stored spell may be higher than 3rd level. Unlike the other spells that the character prepares, the specific spells that will be stored within the ring must be determined at the time of spell preparation and then cannot be changed until the following day. Spells stored in the ring do not affect the number of spell points the character receives for the day. The spells in the ring are cast in the normal way, but this casting is a standard action that does not trigger attacks of opportunity. When a spell is cast from the ring, it is gone and cannot be recast until the ring's stored spells are reloaded. This ring also grants the spellcaster two free spell stagings per day, which may be applied together or separately to the spellcaster's spells without staging up the spell point used to cast the spell. This item occupies one of the user's *ring* slots.

This item cannot be damaged; if it is struck for enough damage to destroy it, it breaks into pieces and will never function again.

Ring of Spell Turning

Magic Tier 24	Spaces 0	Hands 1 or worn
Damaged hp N/A	Destroyed hp 6	Caster Level M7

This curious ring is wrought from both gold and silver swirled together in an alloy that does not quite blend the two metals together evenly. The head of the ring features a miniature icon of a human hand clenched in a fist with the pointer finger raised upwards. If the ring successfully prevents a spell from affecting the wearer, the finger waggles admonishingly.

The wearer of this ring may expend their surges to cast *globe of invulnerability* as a 7th level Magic-user. The wearer also enjoys bonuses of +2 to their Dodge, Toughness, and Poise defenses, but only against spell attacks. This item occupies one of the user's *ring* slots.

This item cannot be damaged; if it is struck for enough damage to destroy it, it breaks into pieces and will never function again.

Ring of the Spider

Magic Tier 15	Spaces 0	Hands 1 or worn
Damaged hp N/A	Destroyed hp 6	Caster Level E5

This silver ring has a broad band wrought to resemble overlapping layers of webbing. Sitting on the head of the ring is a figurine of a silver spider about half an inch long. Its long legs wrap around a portion of the band such that the spider appears to be clinging to the wearer's finger.

The wearer of this ring enjoys the benefits of a continuously operating *spider climb* spell. If the spell is dispelled, the wearer of the ring may recast it as a standard action that does not trigger attacks of opportunity. The wearer may also expend their surges to cast the *web* spell. All spell effects are as cast by a 5th level Elf, using an attack roll of +2 plus their own Intelligence modifier against Dodge defenses when making attacks, and on a hit a victim acquires the *entangled* condition. This item occupies one of the user's *ring* slots.

This item cannot be damaged; if it is struck for enough damage to destroy it, it breaks into pieces and will never function again.

Magic Rods

Rods are tools used by casters of Divine spells to enhance their magic. They are batons at least 18" long, but they may be as long as 36"; they are always constructed to be held in a single hand. A rod may be made of metal, wood, or ivory, and it may be ornately carved or relatively unadorned. Some rods are inlaid with precious stones or plated with valuable metals. A typical rod is built to be usable as a blunt weapon, and its statistics for combat are the same as those of a club as described in Chapter 5.

When a rod is wielded in a hand, that hand counts as a free hand for the purposes of casting Divine spells. Furthermore, all rods have enchantments that provide at least a +1 bonus to spell attack rolls made when the wielder casts Divine spells; for some rods, this is their only magic property. This bonus also applies to any Divine spell-like powers built into the rod that the wielder can trigger. Some but not all rods are also enchanted as magic weapons, granting bonuses to combat attack rolls, combat damage rolls, or providing other benefits when using the rod as a melee weapon. Any creature with a hand can wield a rod as a weapon, even if they cannot make use of the item's other abilities. A creature can only make use of one magic rod, wand, or staff at a time; if a creature is wielding several such items, none of them function. A rod is a 2-space item by default. Only a creature that can cast Divine spells may trigger a rod's spell-like powers.

Rods may have both permanent properties and temporary properties. If a rod has the ability to cast spells, they are always drawn from the Divine spell lists. They do not require the wielder's spell points or surges to trigger this magic; each spell may be cast a certain number of times per day – typically 3 times per day for spells of level 1 or 2, 2 times per day for spells of level 3 or 4, and 1 time per day for spells of level 5 or 6. Unlike casting a spell, this standard action does not trigger attacks of opportunity – spellcasting requires concentration and complicated gestures, but causing a rod to work requires only a trivial amount of effort that gives opponents no special openings to attack. Furthermore, this action can be done quietly and without calling attention to itself, even if the spell effect is loud and obvious. Rod spell-like abilities cannot be recharged; they generally return at midnight.

When a rod generates spell-like effects, that spell is always as described in Chapter 4, although spells may be staged when the rod is created (but not on the fly as the rod is used). The spell's duration and effects are exactly as if it were cast by a character of the caster level listed for the item. The person who uses the rod is considered to be the caster of the spell. Just as a spellcaster may choose to prematurely end a spell before its duration expires, the user of the rod may choose to end the rod's spell-like effects as a free action. Similarly, if any decisions must be made by the spellcaster while casting the spell, the user of the rod gets to make those decisions. Permanent abilities may not be suspended by the user unless specifically stated in the item's description. For any magical special ability that requires an attack roll, the attack bonus is set when the item is created, but the item user's ability score modifier applies – Intelligence for Arcane magic, Wisdom for Divine magic, Charisma for Sorcery.

A magic rod is a magic item and it therefore can be detected with a *detect magic* spell. If a rod has a permanent effect on the user, the wielder of the rod carries a faint magic aura as long as the rod is wielded, but that aura disappears when the rod is no longer held in their hand. If a rod has a temporary effect on the wearer or any other creature, that will likewise be reflected by a magic aura around the target, exactly as if a spell had been cast on them. Temporary effects of spell-like special qualities can be dispelled just as would be the associated spell as described in Chapter 4.

As a rule, it is not possible to trigger spell-like abilities using rods with the *damaged* property; additionally, *damaged* magic rods suffer all the weapon penalties of non-magical clubs with the *damaged* property. Rods are of robust construction; each rod must take 3 hp damage in a single round to acquire the *damaged* property, and 6 hp damage in a single round, or 3 hp damage in a single round if already *damaged*, to be destroyed. However, a rod contains unstable magical energies, and *damaged* rods are likely to discharge these energies in an unpredictable

manner. When a rod first acquires the *damaged* property, at the start of the wielder's next turn, roll on the table below to determine how the rod malfunctions. When a rod is destroyed, at the start of the wielder's next turn, roll on the table below with a +3 bonus. Malfunction effects with dx are set by the item's caster level. A wielder may use a standard action that triggers attacks of opportunity to voluntarily give a rod in their hand the *damaged* property, and they may use a standard action that triggers attacks of opportunity to voluntarily destroy a rod in their hand. A rod that has the *damaged* property may be repaired by an artisan capable of working with the principal material of the rod's construction; this requires a fantastic skill check in a well-equipped workshop. This repair work requires 3 days and generally costs 50gp.

Table 9-7: TOTIL Rod Malfunction

Roll 1d20	Malfunction
1-6	No malfunction
7-10	Remove half the rod's daily uses; these are unavailable until repaired
11-12	Remove all the rod's daily uses; these are unavailable until repaired
13-14	Rod discharges a <i>soundburst</i> spell centered on the wielder. No other ongoing effects
15	Reduce by 1 the results of any die rolled to generate the results of a rod's spell (except for an attack roll) until repaired
16-17	Immediately discharge 1 use of the rod in a random direction. No other ongoing effects
18	Immediately discharge 1d3 uses of the rod in random directions. No other ongoing effects
19	Every round the rod inflicts 1d3 hp untyped damage on anybody within 1' until repaired.
20	Rod explodes, 10' radius, attack Dodge defense with rod's Magic Tier as a bonus, dealing 3dx hp untyped damage upon a success. Rod destroyed

A list of many rods that may be encountered follows:

Table 9-8: TOTIL Magic Rods

Item Name	Magic Tier	Caster Level	Summary of Properties
Rod of Alertness	10	C4	club with +1 combat attack bonus, +1 combat damage bonus, +1 divine spellcasting attacks bonus, 3/day <i>detect magic</i> , 3/day <i>detect alignment</i> , 3/day <i>find traps</i>
Rod of the Chiurge	8	C4	club with +1 combat attack bonus, +1 combat damage bonus, +1 divine spellcasting attacks bonus, 3/day <i>treat wounds</i>
Rod of Flailing	11	C5	club with +1 combat attack bonus, +1 combat damage bonus, +1 divine spellcasting attacks bonus, changes form between club/light flail/heavy flail, 3/day <i>shield of faith</i> , 2/day <i>wind wall</i>
Rod of the Hourglass	21	C9	club with +2 combat attack bonus, +2 combat damage bonus, +2 divine spellcasting attacks bonus, 3/day <i>godspeed</i> , 2/day <i>speak with dead</i> , 1/day <i>breath of life</i>
Rod of Mighty Blows	21	C9	club with +1 combat attack bonus, +1 combat damage bonus, +1 divine spellcasting attacks bonus, 2/day <i>striking</i> , 1/day <i>righteous might</i> , 1/day Rage - Furious Strength as level 1 berserker for 10 minutes
Rod of the Mole	17	C11	club with +1 combat attack bonus, +1 combat damage bonus, +1 divine spellcasting attacks bonus, 3/day <i>magic stone</i> , 3/day <i>meld into stone</i> , 3/day <i>stone tell</i>
Rod of One Thousand Uses	9	C4	club with +1 combat attack bonus, +1 combat damage bonus, +1 divine spellcasting attacks bonus, change form between a variety of tools, 3/day <i>guidance</i>
Rod of Passage	15	C9	club with +1 combat attack bonus, +1 combat damage bonus, +1 divine spellcasting attacks bonus, 2/day <i>air walk</i> , 1/day <i>transposition</i> , 1/day <i>plane shift</i>
Rod of Resurrection	15	C9	club with +1 combat attack bonus, +1 combat damage bonus, +1 divine spellcasting attacks bonus, 3/day <i>call from beyond</i> , 2/day <i>speak with dead</i> , 1/day <i>raise dead</i>
Rod of the Stentor	23	C11	club with +2 combat attack bonus, +2 combat damage bonus, +2 divine spellcasting attacks bonus, 3/day <i>holy chant</i> , 2/day <i>damning sermon</i> , 1/day <i>excoriating sermon</i>
Rod of Vermin	17	C7	club with +1 combat attack bonus, +1 combat damage bonus, +1 divine spellcasting attacks bonus, 2/day <i>giant vermin</i> , 1/day Conjuration - Call Swarm (only ants/leeches/wasps) powered by user's surges
Rod of the Zephyr	17	C11	club with +1 combat attack bonus, +1 combat damage bonus, +1 divine spellcasting attacks bonus, 3/day <i>spiritual weapon</i> , 2/day <i>wind wall</i> , 1/day <i>aerial servant</i>
Rod +1/+1/+1	8	C4	club with +1 combat attack bonus, +1 combat damage bonus, +1 divine spellcasting attack bonus
Rod +2/+2/+2	13	C4	club with +2 combat attack bonus, +2 combat damage bonus, +2 divine spellcasting attack bonus
Rod +3/+3/+3	24	C6	club with +3 combat attack bonus, +3 combat damage bonus, +3 divine spellcasting attack bonus

A more detailed description of the rods listed above follows:

*Rod of Alertness***Magic Tier 10****Spaces 2****Hands 1****Damaged hp 3****Destroyed hp 6****Caster Level C4**

This magic tool is built from a hollow bar of iron, 18" long, which is carefully wrapped in dark brown leather. It has a tooled grip and a small brass escutcheon above the grip to protect the hand. The leather covering is decorated with many stylized eyes dotted all over the object.

This item can be used as a magic weapon – it is a club with a +1 bonus to combat attack rolls and a +1 bonus to combat damage rolls. It is also a tool built to facilitate Divine spellcasting; the hand holding the rod counts as a spellcasting hand, and the wielder receives a +1 bonus to Divine spellcasting attack rolls. Wielders with Divine spellcasting ability may use the rod 3/day to cast each of the following spells: *detect magic*, *detect alignment*, *find traps*. Spells are cast as by a 4th level Cleric.

A *damaged* rod cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of a *damaged* weapon as described in Chapter 5. *Damaged* rods must roll on Table 9-7. Repairing this rod requires a fantastic Build check which consumes 3 days at a weaponsmith's shop and costs 50gp.

*Rod of the Chiurge***Magic Tier 8****Spaces 2****Hands 1****Damaged hp 3****Destroyed hp 6****Caster Level C4**

This magic rod is an 18" long bar of ironwood, tapered at the butt end. The bar features two carved wooden serpents, twined around one another, with their heads looking in opposite directions at the head of the rod. The entire thing is stained a dark brown and the heads of the serpents are clad in iron, making this a good clubbing weapon.

This item can be used as a magic weapon – it is a club with a +1 bonus to combat attack rolls and a +1 bonus to combat damage rolls. It is also a tool built to facilitate Divine spellcasting; the hand holding the rod counts as a spellcasting hand, and the wielder receives a +1 bonus to Divine spellcasting attack rolls. Wielders with Divine spellcasting ability may use the rod 3/day to cast the spell *treat wounds*. Spells are cast as by a 4th level Cleric, using a touch attack roll of +5 plus their own Wisdom modifier against Dodge defenses when making attacks. The *treat wounds* heals 1d6+4 hp damage or removes the *paralyzed* condition.

A *damaged* rod cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of a *damaged* weapon as described in Chapter 5. *Damaged* rods must roll on Table 9-7. Repairing this rod requires a fantastic Build check which consumes 3 days at a weaponsmith's shop and costs 50gp.

Rod of Flailing

Magic Tier 11	Spaces 2	Hands 1 or 2
Damaged hp 3	Destroyed hp 6	Caster Level C5

This rod is an iron bar with a leather grip at one end. A second iron bar is secured parallel to the first by unseen means, occupying the entire length except for the grip. This item has a black coating except for the butt of the rod, which is a hemisphere of polished amber. A small figurine picked out in gold leaf is suspended within the amber butt; it looks like a palm tree bent almost double in a strong wind.

If the butt is rotated clockwise, the shorter bar releases from the longer one, joined end to end by a length of fine black chain; in this form it functions as a light flail. If the butt is rotated counter-clockwise, the light flail form is assumed and then both shaft sections gain a foot in length; in this form it functions as a heavy flail. Changing the form of the item is a free action that may be done once at the start of the wielder's turn. In all of its forms this item can be used as a magic weapon – it is a club, light flail, or heavy flail with a +1 bonus to combat attack rolls and a +1 bonus to combat damage rolls. It is also a tool built to facilitate Divine spellcasting; any hand holding the rod counts as a spellcasting hand, and the wielder receives a +1 bonus to Divine spellcasting attack rolls. Wielders with Divine spellcasting ability may use the rod 3/day to cast the spell *shield of faith*, and 2/day to cast the spell *wind wall*. Spells are cast as by a 5th level Cleric.

A *damaged* rod cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of a *damaged* weapon as described in Chapter 5. *Damaged* rods must roll on Table 9-7. Repairing this rod requires a fantastic Build check which consumes 3 days at a weaponsmith's shop and costs 50gp.

Rod of the Hourglass

Magic Tier 21	Spaces 2	Hands 1
Damaged hp 3	Destroyed hp 6	Caster Level C9

This rod is a bar of stainless steel 18" long and wire-brushed to a dull gleam. It has a leather hand-grip. At the end of the rod is a pair of round brass plates bolted together with stout brass bars, and sandwiched between the two plates is a thick glass cylinder, tapered in the middle, containing a fine sand. The rod therefore has a working hourglass set into its end, built solidly enough that using it as a weapon will not damage the glass parts.

This item can be used as a magic weapon – it is a club with a +2 bonus to combat attack rolls and a +2 bonus to combat damage rolls. It is also a tool built to facilitate Divine spellcasting; the hand holding the rod counts as a spellcasting hand, and the wielder receives a +2 bonus to Divine spellcasting attack rolls. Wielders with Divine spellcasting ability may use the rod 3/day to cast the spell *godspeed*, 2/day to cast the spell *speak with dead*, and 1/day to cast the spell *breath of life*. Spells are cast as by a 9th level Cleric.

A *damaged* rod cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of a *damaged* weapon as described in Chapter 5. *Damaged* rods must roll on Table 9-7. Repairing this rod requires a fantastic Build check which consumes 3 days at a weaponsmith's shop and costs 50gp.

*Rod of Mighty Blows***Magic Tier 21****Spaces 2****Hands 1****Damaged hp 3****Destroyed hp 6****Caster Level C9**

This weapon is actually a granite icon of a crouching strongman, muscles bulging, but curiously elongated until it is 18" long and only 2" across. A plain twine wrapping around the butt provides a handgrip. Despite its stone construction, this rod is curiously light and can easily be wielded as a weapon.

This item can be used as a magic weapon – it is a club with a +1 bonus to combat attack rolls and a +1 bonus to combat damage rolls. It is also a tool built to facilitate Divine spellcasting; the hand holding the rod counts as a spellcasting hand, and the wielder receives a +1 bonus to Divine spellcasting attack rolls. Wielders with Divine spellcasting ability may use the rod 2/day to cast the spell *striking*, allowing a targeted weapon (possibly including this one) to inflict an additional 1d8 hp with every hit, and 1/day to cast the spell *righteous might*, which enlarges the target, gives them a +2 bonus to every defense, and allows them to shrug off some damage. Spells are cast as by a 9th level Cleric. The wielder can give themselves the special ability of Rage – Furious Strength as if they were a 1st level Berserker; this lasts for 10 minutes and is powered by the user's surges.

A *damaged* rod cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of a *damaged* weapon as described in Chapter 5. *Damaged* rods must roll on Table 9-7. Repairing this rod requires a fantastic Build check which consumes 3 days at a weaponsmith's shop and costs 50gp.

*Rod of the Mole***Magic Tier 17****Spaces 2****Hands 1****Damaged hp 3****Destroyed hp 6****Caster Level C11**

This 18" long bar of iron has a leather handgrip and terminates in an iron bulb with many small gemstones set into it, creating bands of color. The tip of the bulb is fitted in bronze and has a protuberance, a splayed inverse cone with many small fingers ringing the open end, resembling something like the proboscis of a star-nosed mole. The fingers sometimes twitch when this rod is being wielded.

This item can be used as a magic weapon – it is a club with a +1 bonus to combat attack rolls and a +1 bonus to combat damage rolls. It is also a tool built to facilitate Divine spellcasting; the hand holding the rod counts as a spellcasting hand, and the wielder receives a +1 bonus to Divine spellcasting attack rolls. Wielders with Divine spellcasting ability may use the rod 3/day to cast the spell *magic stone* which creates missiles that inflict 2d10 hp damage, 2/day to cast the spell *meld into stone*, and 1/day to cast the spell *stone tell*. Spells are cast as by an 11th level Cleric.

A *damaged* rod cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of a *damaged* weapon as described in Chapter 5. *Damaged* rods must roll on Table 9-7. Repairing this rod requires a fantastic Build check which consumes 3 days at a weaponsmith's shop and costs 50gp.

*Rod of One Thousand Uses***Magic Tier 9****Spaces 2****Hands 1 or 2****Damaged hp 3****Destroyed hp 6****Caster Level C4**

This stainless steel rod is cylindrical and 18" long, but it is practically covered with a patchwork quilt of irregular seams, studs, levers, plates, and sliders. Every piece of the rod seems to be capable of being twisted, turned, folded, or otherwise manipulated to assume a new form.

By working the components of the rod, the wielder can transform it from its normal form (a club) into any one of the following tools: the contents of a builder's kit; a crowbar; a sledgehammer; a tinker's hammer; a 10' ladder; a miner's pick; a telescoping pole; a shovel; thieves' tools; or tongs. Changing the form of the item is a free action that may be done once at the start of the wielder's turn. In club form this is a magic weapon with a +1 bonus to combat attack rolls and a +1 bonus to combat damage rolls. It is also a tool built to facilitate Divine spellcasting; any hand holding the rod (in any of its forms) counts as a spellcasting hand, and the wielder receives a +1 bonus to Divine spellcasting attack rolls. Wielders with Divine spellcasting ability may use the rod 3/day to cast the spell *guidance*, granting a +1 bonus to skill checks. This spell is cast as by a 4th level Cleric.

A *damaged* rod cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of a *damaged* weapon as described in Chapter 5. *Damaged* rods must roll on Table 9-7. Repairing this rod requires a fantastic Build check which consumes 3 days at a weaponsmith's shop and costs 50gp.

*Rod of Passage***Magic Tier 15****Spaces 2****Hands 1****Damaged hp 3****Destroyed hp 6****Caster Level C9**

This oak bar is 18" long and reinforced with iron bands. At the tip of the rod is an iron cap bearing what is plainly a weathervane – a stylized rooster squatting atop four arrows pointing in the cardinal directions. The vane swings freely in even the slightest breeze, but it is also solid enough to be the business end of a dangerous weapon.

This item can be used as a magic weapon – it is a club with a +1 bonus to combat attack rolls and a +1 bonus to combat damage rolls. It is also a tool built to facilitate Divine spellcasting; the hand holding the rod counts as a spellcasting hand, and the wielder receives a +1 bonus to Divine spellcasting attack rolls. Wielders with Divine spellcasting ability may use the rod 2/day to cast the spell *air walk*, 1/day to cast the spell *transposition*, and 1/day to cast the spell *plane shift*. Spells are cast as by a 9th level Cleric, using a touch attack roll of +7 plus their own Wisdom modifier against Dodge defenses when making attacks.

A *damaged* rod cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of a *damaged* weapon as described in Chapter 5. *Damaged* rods must roll on Table 9-7. Repairing this rod requires a fantastic Build check which consumes 3 days at a weaponsmith's shop and costs 50gp.

Rod of Resurrection

Magic Tier 15	Spaces 2	Hands 1
Damaged hp 3	Destroyed hp 6	Caster Level C9

The shaft of this rod is made of ebony with toothlike barbs of ivory firmly affixed along its length. The end of the rod is a ball of iron molded to resemble a skull and coated with a white enamel. Detail work of the iron head shows a ring of enameled flowers – seemingly a lei worn around the neck of the skull.

This item can be used as a magic weapon – it is a club with a +1 bonus to combat attack rolls and a +1 bonus to combat damage rolls. It is also a tool built to facilitate Divine spellcasting; the hand holding the rod counts as a spellcasting hand, and the wielder receives a +1 bonus to Divine spellcasting attack rolls. Wielders with Divine spellcasting ability may use the rod 3/day to cast the spell *call from beyond*, 2/day to cast the spell *speak with dead*, and 1/day to cast the spell *raise dead*. Spells are cast as by a 9th level Cleric, using an attack roll of +5 plus their own Wisdom modifier against Toughness defenses when making attacks.

A *damaged* rod cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of a *damaged* weapon as described in Chapter 5. *Damaged* rods must roll on Table 9-7. Repairing this rod requires a fantastic Build check which consumes 3 days at a weaponsmith's shop and costs 50gp.

Rod of the Stentor

Magic Tier 23	Spaces 2	Hands 1
Damaged hp 3	Destroyed hp 6	Caster Level C11

This rod's shaft is an 18" length bar of oak reinforced with iron bands. The butt has a leather handgrip, and the far end has a curious construction made of riveted brass plates. The object is something like a cylinder impaled by the shaft midway down the curved side, with the ends open and of irregular sizes; one end flares open like a trumpet bell. This rod is therefore something like a bullhorn on a stick, but the bullhorn is stoutly constructed and can serve well as the business end of a weapon.

This item can be used as a magic weapon – it is a club with a +2 bonus to combat attack rolls and a +2 bonus to combat damage rolls. It is also a tool built to facilitate Divine spellcasting; the hand holding the rod counts as a spellcasting hand, and the wielder receives a +2 bonus to Divine spellcasting attack rolls. Wielders with Divine spellcasting ability may use the rod 3/day to cast the spell *holy chant*, 2/day to cast the spell *damning sermon*, and 1/day to cast the spell *excoriating sermon*. Spells are cast as by an 11th level Cleric.

A *damaged* rod cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of a *damaged* weapon as described in Chapter 5. *Damaged* rods must roll on Table 9-7. Repairing this rod requires a fantastic Build check which consumes 3 days at a weaponsmith's shop and costs 50gp.

Rod of Vermin

Magic Tier 17	Spaces 2	Hands 1
Damaged hp 3	Destroyed hp 6	Caster Level C7

This rod is a bar of iron 18" long and encased in tight-fitting grey leather. Leather decorations in the form of two stylized centipedes wrap their way in a spiral around the bar until terminating at the end with two stylized iron balls that represent the centipedes' heads, complete with gaping iron mandibles.

This item can be used as a magic weapon – it is a club with a +1 bonus to combat attack rolls and a +1 bonus to combat damage rolls. It is also a tool built to facilitate Divine spellcasting; the hand holding the rod counts as a spellcasting hand, and the wielder receives a +1 bonus to Divine spellcasting attack rolls. Wielders with Divine spellcasting ability may use the rod 2/day to cast the spell *giant vermin*. The spell is cast as by a 7th level Cleric. Additionally, the wielder of the weapon gains the use of the Conjunction – Call Swarm special ability, but only *ant swarms*, *leech swarms*, and *wasp swarms* may be summoned. This special ability is used as a 1st level Conjurer and is powered by the wielder's surges.

A *damaged* rod cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of a *damaged* weapon as described in Chapter 5. *Damaged* rods must roll on Table 9-7. Repairing this rod requires a fantastic Build check which consumes 3 days at a weaponsmith's shop and costs 50gp.

Rod of the Zephyr

Magic Tier 17	Spaces 2	Hands 1
Damaged hp 3	Destroyed hp 6	Caster Level C11

The shaft of this rod is a silvered iron bar 18" in length. The butt is wrapped in a leather handgrip. The head of the rod flares into a wrought iron statuette, also coated in silver, of a nearly-naked titan with billowing hair. The figure is caught in the act of blowing air out of its lungs, its cheeks bulging. A hole in the back of the head of the titan causes any wind to whistle through the figure's mouth giving off a high-pitched tone.

This item can be used as a magic weapon – it is a club with a +1 bonus to combat attack rolls and a +1 bonus to combat damage rolls. It is also a tool built to facilitate Divine spellcasting; the hand holding the rod counts as a spellcasting hand, and the wielder receives a +1 bonus to Divine spellcasting attack rolls. Wielders with Divine spellcasting ability may use the rod 3/day to cast the spell *spiritual weapon*, 2/day to cast the spell *wind wall*, and 1/day to cast the spell *aerial servant*. Spells are cast as by an 11th level Cleric, and for the *spiritual weapon*, attacks are made using an attack roll of +8 plus their own Wisdom modifier against AC defenses when using their standard action, inflicting 1d10 + Wisdom modifier hp on a hit, and using an attack roll of +8 without Wisdom modifier against AC defenses when the weapon attacks on its own, inflicting 1d10 hp on a hit.

A *damaged* rod cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of a *damaged* weapon as described in Chapter 5. *Damaged* rods must roll on Table 9-7. Repairing this rod requires a fantastic Build check which consumes 3 days at a weaponsmith's shop and costs 50gp.

Magic Wands

Wands are tools used by casters of Arcane spells to enhance their magic. They are long and slender, sometimes as thick as a pencil or possibly as big around as two fingers; they are always constructed to be held in a single hand. A wand may be made of metal, wood, crystal, or ivory, and it may be ornately carved or relatively unadorned. Some wands are inlaid with precious stones or plated with valuable metals. Typical wands are not built to be usable as weapons.

When a wand is wielded in a hand, that hand counts as a free hand for the purposes of casting Arcane spells. Furthermore, all wands have enchantments that provide at least a +1 bonus to spell attack rolls made when the

wielder casts Arcane spells; for some wands, this is their only magic property. This bonus also applies to any Arcane spell-like powers built into the wand that the wielder can trigger. A creature can only make use of one magic rod, wand, or staff at a time; if a creature is wielding several such items, none of them function. A wand is a 1-space item by default. Only a creature that can cast Arcane spells may trigger a wand's spell-like powers.

Wands may have both permanent properties and temporary properties. If a wand has the ability to cast spells, they are always drawn from the Arcane spell lists. They do not require the wielder's spell points or surges to trigger this magic; each spell may be cast using a bank of charges which by default is 10 when the wand is fully charged. When casting a wand's 1st or 2nd level spell, one charge is consumed; when casting a wand's 3rd or 4th level spell, 2 charges are consumed; when casting a wand's 5th or 6th level spell, 3 charges are consumed. If a wand has insufficient charges to cast a spell, that spell may not be cast. Wands may be recharged by casting a spell at the wand, using the wand as the target, of one of the same type that are built into the wand's construction. This recharges the same number of charges that is required to cast the spell using the wand, and this process takes 10 minutes. Any caster may recharge a wand, even if their caster level is lower than the caster level of the wand; however, item spell-like abilities may not be used to recharge a wand. Unlike casting a spell, using a wand's spell functions is a standard action that does not trigger attacks of opportunity – spellcasting requires concentration and complicated gestures, but causing a wand to work requires only a trivial amount of effort that gives opponents no special openings to attack. Furthermore, this action can be done quietly and without calling attention to itself, even if the spell effect is loud and obvious.

When a wand generates spell-like effects, that spell is always as described in Chapter 4, although spells may be staged when the wand is created (but not on the fly as the wand is used). The spell's duration and effects are exactly as if it were cast by a character of the caster level listed for the item. The person who uses the wand is considered to be the caster of the spell. Just as a spellcaster may choose to prematurely end a spell before its duration expires, the user of the wand may choose to end the wand's spell-like effects as a free action. Similarly, if any decisions must be made by the spellcaster while casting the spell, the user of the wand gets to make those decisions. Permanent abilities may not be suspended by the user unless specifically stated in the item's description. For any magical special ability that requires an attack roll, the attack bonus is set when the item is created, but the item user's ability score modifier applies – Intelligence for Arcane magic, Wisdom for Divine magic, Charisma for Sorcery.

A magic wand is a magic item and it therefore can be detected with a *detect magic* spell. If a wand has a permanent effect on the user, the wielder of the wand carries a faint magic aura as long as the wand is wielded, but that aura disappears when the wand is no longer held in their hand. If a wand has a temporary effect on the wearer or any other creature, that will likewise be reflected by a magic aura around the target, exactly as if a spell had been cast on them. Temporary effects of spell-like special qualities can be dispelled just as would be the associated spell as described in Chapter 4.

As a rule, it is not possible to trigger spell-like abilities using wands with the *damaged* property. Wands are fragile in construction compared to rods; each wand must take 2 hp damage in a single round to acquire the *damaged* property, and 4 hp damage in a single round, or 2 hp damage in a single round if already *damaged*, to be destroyed. A wand contains unstable magical energies, and *damaged* wands are likely to discharge these energies in an unpredictable manner. When a wand first acquires the *damaged* property, at the start of the wielder's next turn, roll on the table below to determine how the wand malfunctions. When a wand is destroyed, at the start of the wielder's next turn, roll on the table below with a +3 bonus. Malfunction effects with dx are set by the item's caster level. A wielder may use a standard action that triggers attacks of opportunity to voluntarily give a wand in their hand the *damaged* property, and they may use a standard action that triggers attacks of opportunity to voluntarily destroy a wand in their hand. A wand that has the *damaged* property may be repaired by an artisan capable of working with the principal material of the wand's construction; this requires a fantastic skill check in a well-equipped workshop. This repair work requires 3 days and generally costs 50gp.

Table 9-9: TOTIL Wand Malfunction

Roll 1d20	Malfunction
1-6	No malfunction
7-10	Cross off half the wand's charges; these cannot be recharged until repaired
11-12	Cross off all the wand's charges; these cannot be recharged until repaired
13-14	Add 1 to the number of charges each use requires until repaired
15	Reduce by 1 the results of any die rolled to generate the results of a wand's spell (except for an attack roll) until repaired
16-17	Immediately discharge 1 charge of the wand in a random direction. No other ongoing effects
18	Immediately discharge 1d3 charges of the wand in random directions. No other ongoing effects
19	Every round the wand inflicts 1d3 hp untyped damage on anybody within 1' until repaired.
20	Wand explodes, 10' radius, attack Dodge defense with wand's Magic Tier as a bonus, dealing 3dx hp untyped damage upon a success. Wand destroyed

A list of many wands that may be encountered follows:

Table 9-10: TOTIL Magic Wands

Item Name	Magic Tier	Caster Level	Summary of Properties
Wand of Arclight	10	M5	+1 arcane spell attack bonus, 10 charges, shocking grasp (1ch), lightning bolt (2ch)
Wand of Building	17	M9	+1 arcane spell attack bonus, 10 charges, create pit (2ch), tiny hut (2ch), wall of matter (3ch), serves as tinker's hammer
Wand of Chilling	10	M5	+1 arcane spell attack bonus, 10 charges, polar vortex (1ch), cone of cold (2ch)
Wand of Conflagration	10	M5	+1 arcane spell attack bonus, 10 charges, scorching ray (1ch), fire ball (2ch)
Wand of Corrosion	10	M5	+1 arcane spell attack bonus, 10 charges, shower of acid (1ch), cloud of acid (2ch)
Wand of Daggers	17	M9	+1 arcane spell attack bonus, 10 charges, angry dagger (1ch), angry cloud (3ch), serves as dagger +1/+1
Wand of Luminosity	8	M4	+1 arcane spell attack bonus, 10 charges, light (1ch)
Wand of Mental Mastery	23	M11	+3 arcane spell attack bonus, 10 charges, amnesia (1ch), confusion (2ch), mist of mindlessness (3ch)
Wand of the Mirage	8	M4	+1 arcane spell attack bonus, 10 charges, phantasmal force (1ch)
Wand of Missiles	11	E7	+1 arcane spell attack bonus, 10 charges, magic missile (1ch)
Wand of Reshaping	18	E11	+2 arcane spell attack bonus, 10 charges, alter self (1ch), polymorph (3ch)
Wand of Terror	14	M7	+2 arcane spell attack bonus, 10 charges, scare (1ch), fear (2ch)
Wand +1	5	M4	+1 arcane spell attack bonus
Wand +2	7	M4	+2 arcane spell attack bonus
Wand +3	12	M6	+3 arcane spell attack bonus
Wand +4	20	M10	+4 arcane spell attack bonus

A more detailed description of the wands listed above follows:

*Wand of Arclight***Magic Tier 10** **Spaces 1** **Hands 1****Damaged hp 2** **Destroyed hp 4** **Caster Level M5**

This item is a baton made of a single bar of blue crystal, about 12" long. The tip of the wand is a spherical blue bead. Touching the wand is likely to cause a harmless static discharge, particularly on cold and dry days. On stormy days when there are lightning strikes overhead, an instantaneous blue flash – also harmless - may sometimes pulse sympathetically through the wand.

This item is a tool built to facilitate Arcane spellcasting; the hand holding the wand counts as a spellcasting hand, and the wielder receives a +1 bonus to Arcane spellcasting attack rolls. This wand has a bank of 10 charges which are expended to cast spells and which can be recharged. Wielders with Arcane spellcasting ability may expend 1 charge to cast the spell *shocking grasp* and 2 charges to cast the spell *lightning bolt*. Spells are cast as by a 5th level Magic-user. *Shocking grasp* uses a touch attack roll of +7 plus the wielder's Intelligence modifier against Dodge defenses when making attacks, and a hit inflicts 2d6 hp electrical damage, or 3d6 hp electrical damage against targets wearing substantially metal armor. *Lightning bolt* uses an attack roll of +5 plus the wielder's Intelligence bonus against Dodge defenses when making attacks, and a hit inflicts 4d6 hp electrical damage, half damage on a miss.

A *damaged* wand cannot trigger any spell-like abilities, but its other special qualities function. *Damaged* wands must roll on Table 9-9. Repairing this wand requires a fantastic Build check which consumes 3 days at a lapidary's shop and costs 50gp.

*Wand of Building***Magic Tier 17** **Spaces 1** **Hands 1****Damaged hp 2** **Destroyed hp 4** **Caster Level M9**

This wand looks just like a tinker's hammer, and in fact it functions as one as well. Very little betrays the fact that this is also a magic wand, apart from the two glaring stylized eyes etched into either side of the hammer's head. This item is not useful as a weapon.

This item is a tool built to facilitate Arcane spellcasting; the hand holding the wand counts as a spellcasting hand, and the wielder receives a +1 bonus to Arcane spellcasting attack rolls. This wand has a bank of 10 charges which are expended to cast spells and which can be recharged. Wielders with Arcane spellcasting ability may expend 2 charges to cast the spell *create pit*, 2 charges to cast the spell *tiny hut*, and 3 charges to cast the spell *wall of matter*. Spells are cast as by a 9th level Magic-user. *Create pit* uses an attack roll of +7 plus the wielder's Intelligence modifier against Dodge defenses when making attacks, and on a hit the target falls into a pit. This item also grants a +1 bonus to Build skill checks while it is wielded.

A *damaged* wand cannot trigger any spell-like abilities, but its other special qualities function. *Damaged* wands must roll on Table 9-9. Repairing this wand requires a fantastic Build check which consumes 3 days at a metalsmith's shop and costs 50gp.

Wand of Chilling

Magic Tier 10

Spaces 1

Hands 1

Damaged hp 2

Destroyed hp 4

Caster Level M5

This slender rod is a spindle of annealed glass 12" long, but its irregular and asymmetric shaping makes it resemble a large icicle. It is in fact cooler to the touch than ambient temperature, and when it is at all humid outside, beads of moisture condense on its surface.

This item is a tool built to facilitate Arcane spellcasting; the hand holding the wand counts as a spellcasting hand, and the wielder receives a +1 bonus to Arcane spellcasting attack rolls. This wand has a bank of 10 charges which are expended to cast spells and which can be recharged. Wielders with Arcane spellcasting ability may expend 1 charge to cast the spell *polar vortex* and 2 charges to cast the spell *cone of cold*. Spells are cast as by a 5th level Magic-user. *Polar vortex* uses an attack roll of +5 plus the wielder's Intelligence modifier against Toughness defenses when making attacks, and a hit inflicts 2d6 hp cold damage, half damage on a miss. *Cone of cold* uses an attack roll of +5 plus the wielder's Intelligence bonus against Dodge defenses when making attacks, and a hit inflicts 4d6 hp cold damage, half damage on a miss.

A *damaged* wand cannot trigger any spell-like abilities, but its other special qualities function. *Damaged* wands must roll on Table 9-9. Repairing this wand requires a fantastic Build check which consumes 3 days at a glassblower's shop and costs 50gp.

Wand of Conflagration

Magic Tier 10

Spaces 1

Hands 1

Damaged hp 2

Destroyed hp 4

Caster Level M5

This iron bar is 12" long and about the thickness of a finger at its base, tapering to the thickness of a pencil at its tip. The last 1" or so of the wand looks like it glows red hot, starting to shade from grey to orange to cherry red at its tip. The end of the wand can in fact be touched safely without burning, but the entire wand does feel unaccountably warm to the touch.

This item is a tool built to facilitate Arcane spellcasting; the hand holding the wand counts as a spellcasting hand, and the wielder receives a +1 bonus to Arcane spellcasting attack rolls. This wand has a bank of 10 charges which are expended to cast spells and which can be recharged. Wielders with Arcane spellcasting ability may expend 1 charge to cast the spell *scorching ray* and 2 charges to cast the spell *fire ball*. Spells are cast as by a 5th level Magic-user. *Scorching ray* uses an attack roll of +5 plus the wielder's Intelligence modifier against Dodge defenses when making attacks, and a hit inflicts 3d6 hp fire damage. *Fire ball* uses an attack roll of +5 plus the wielder's Intelligence bonus against Dodge defenses when making attacks, and a hit inflicts 4d6 hp fire damage, half damage on a miss.

A *damaged* wand cannot trigger any spell-like abilities, but its other special qualities function. *Damaged* wands must roll on Table 9-9. Repairing this wand requires a fantastic Build check which consumes 3 days at a metalsmith's shop and costs 50gp.

Wand of Corrosion

Magic Tier 10	Spaces 1	Hands 1
Damaged hp 2	Destroyed hp 4	Caster Level M5

This wand appears as a bar of aluminum about 12" long. This object appears damaged because its shiny milled finish is marred by many blackened pits and scorings all along its length, making it appear as if it has been exposed to etching that has rendered it almost ready to crumble. In reality this wand is very much intact.

This item is a tool built to facilitate Arcane spellcasting; the hand holding the wand counts as a spellcasting hand, and the wielder receives a +1 bonus to Arcane spellcasting attack rolls. This wand has a bank of 10 charges which are expended to cast spells and which can be recharged. Wielders with Arcane spellcasting ability may expend 1 charge to cast the spell *shower of acid* and 2 charges to cast the spell *cloud of acid*. Spells are cast as by a 5th level Magic-user. *Shower of acid* uses an attack roll of +5 plus the wielder's Intelligence modifier against Toughness defenses when making attacks, and a hit inflicts 1d6 hp acid damage, half damage on a miss. *Cloud of acid* uses an attack roll of +5 plus the wielder's Intelligence bonus against Toughness defenses when making attacks, and a hit inflicts 4d6 hp acid damage, half damage on a miss.

A *damaged* wand cannot trigger any spell-like abilities, but its other special qualities function. *Damaged* wands must roll on Table 9-9. Repairing this wand requires a fantastic Build check which consumes 3 days at a metalsmith's shop and costs 50gp.

Wand of Daggers

Magic Tier 17	Spaces 1	Hands 1
Damaged hp 2	Destroyed hp 4	Caster Level M9

This wand looks just like a dagger, and in fact it functions as one as well. It has a 10" blade, no hand protection to speak of, and a rounded bezel attached to the butt. Two glaring stylized eyes are etched into either side of the bezel, and there are just the hints of a toothy jaw etched into the blade.

This item is a tool built to facilitate Arcane spellcasting; the hand holding the wand counts as a spellcasting hand, and the wielder receives a +1 bonus to Arcane spellcasting attack rolls. This wand has a bank of 10 charges which are expended to cast spells and which can be recharged. Wielders with Arcane spellcasting ability may expend 1 charge to cast the spell *angry dagger* and 3 charges to cast the spell *angry cloud*. Spells are cast as by a 9th level Magic-user and the wand is absorbed into the spell effects while they are active. *Angry dagger* uses an attack roll of +9 plus the wielder's Intelligence modifier against AC defenses when making attacks using a standard action, inflicting $1d8+1 + \text{Intelligence modifier}$ hp on a hit, or an attack roll of +9 with no Intelligence modifier against AC defenses when the dagger attacks on its own, inflicting $1d8+1$ hp on a hit. *Angry cloud* uses an attack roll of +9 plus the wielder's Intelligence bonus against Dodge defenses when making attacks using a standard action, and a hit inflicts $2d8+2 + \text{the wielder's Intelligence modifier}$ hp damage, or an attack roll of +9 with no Intelligence modifier against Dodge defenses when the spell attacks on its own, and a hit inflicts $2d8+2$ hp damage. This item is also a magic dagger with a +1 bonus to combat attacks and a +1 bonus to combat damage.

A *damaged* wand cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of a *damaged* weapon as described in Chapter 5. *Damaged* wands must roll on Table 9-9. Repairing this wand requires a fantastic Build check which consumes 3 days at a weaponsmith's shop and costs 50gp.

Wand of Luminosity

Magic Tier 8	Spaces 1	Hands 1
Damaged hp 2	Destroyed hp 4	Caster Level M4

This wand is a length of glass secured in a frame of copper wires. The glass is cut into brilliant crystalline patterns, like the ornamentation of a chandelier, which captures light and scatters it in fascinating ways. Sometimes a faint gleam of light can be seen in its depths, even in absolute darkness.

This item is a tool built to facilitate Arcane spellcasting; the hand holding the wand counts as a spellcasting hand, and the wielder receives a +1 bonus to Arcane spellcasting attack rolls. This wand has a bank of 10 charges which are expended to cast spells and which can be recharged. Wielders with Arcane spellcasting ability may expend 1 charge to cast the spell *light*. Spells are cast as by a 4th level Magic-user. *Light* uses an attack roll of +4 plus the wielder's Intelligence modifier against Dodge defenses when making attacks, and on a hit the target acquires the *blinded* condition.

A *damaged* wand cannot trigger any spell-like abilities, but its other special qualities function. *Damaged* wands must roll on Table 9-9. Repairing this wand requires a fantastic Build check which consumes 3 days at a glassblower's shop and costs 50gp.

Wand of Mental Mastery

Magic Tier 23	Spaces 1	Hands 1
Damaged hp 2	Destroyed hp 4	Caster Level M11

This baton is made of ceramic and is about 15" long; it is about 1" thick. The wand has been carefully molded to have many organic-looking folds and bulging crenelations, looking something like the surface of an exposed brain. A glaze has been baked onto the surface of the wand that is sickly green and shiny.

This item is a tool built to facilitate Arcane spellcasting; the hand holding the wand counts as a spellcasting hand, and the wielder receives a +3 bonus to Arcane spellcasting attack rolls. This wand has a bank of 10 charges which are expended to cast spells and which can be recharged. Wielders with Arcane spellcasting ability may expend 1 charge to cast the spell *amnesia*, 2 charges to cast the spell *confusion*, or 3 charges to cast the spell *mist of mindlessness*. Spells are cast as by an 11th level Magic-user, with an attack roll of +11 plus the wielder's Intelligence modifier against Poise defenses.

A *damaged* wand cannot trigger any spell-like abilities, but its other special qualities function. *Damaged* wands must roll on Table 9-9. Repairing this wand requires a fantastic Build check which consumes 3 days at a potter's shop and costs 50gp.

Wand of the Mirage

Magic Tier 8	Spaces 1	Hands 1
Damaged hp 2	Destroyed hp 4	Caster Level M4

This object is a slim black 12" length of wood, a uniform thickness of a pencil all along its length, and with a white tip. Looking at this wand makes one believe that one's eyes are unfocused, because it continuously shows two images – one imaginary and the other real – within an inch of each other.

This item is a tool built to facilitate Arcane spellcasting; the hand holding the wand counts as a spellcasting hand, and the wielder receives a +1 bonus to Arcane spellcasting attack rolls. This wand has a bank of 10 charges which are expended to cast spells and which can be recharged. Wielders with Arcane spellcasting ability may expend 1 charge to cast the spell *phantasmal force*. Spells are cast as by a 4th level Magic-user, with an attack roll of +4 plus the wielder's Intelligence modifier against Poise defenses.

A *damaged* wand cannot trigger any spell-like abilities, but its other special qualities function. *Damaged* wands must roll on Table 9-9. Repairing this wand requires a fantastic Build check which consumes 3 days at a woodworker's shop and costs 50gp.

Wand of Missiles

Magic Tier 11	Spaces 1	Hands 1
Damaged hp 2	Destroyed hp 4	Caster Level E7

This object is carved from a single branch of beechwood; it is curved, about 12" long, and pointed at the tip. Elaborate scrollwork of vines and ivy leaves are carved all along its length, a testimony to its Elvish crafting. Carved into the side of the widest part of the base is a stylized image of a centaur shooting a bow.

This item is a tool built to facilitate Arcane spellcasting; the hand holding the wand counts as a spellcasting hand, and the wielder receives a +1 bonus to Arcane spellcasting attack rolls. This wand has a bank of 10 charges which are expended to cast spells and which can be recharged. Wielders with Arcane spellcasting ability may expend 1 charge to cast the spell *magic missile*. Spells are cast as by a 7th level Elf, and each missile inflicts 2d8 hp damage.

A *damaged* wand cannot trigger any spell-like abilities, but its other special qualities function. *Damaged* wands must roll on Table 9-9. Repairing this wand requires a fantastic Build check which consumes 3 days at a woodworker's shop and costs 50gp.

Wand of Reshaping

Magic Tier 18	Spaces 1	Hands 1
Damaged hp 2	Destroyed hp 4	Caster Level E11

This wand is created by fusing together masses of multi-colored crystals. It is 12" in length but it is not quite straight; the wand twists this way and that, starting about 2" wide at its base but tapering down to a very sharp point. The wand never seems to move, but when it is not being watched, the curvature of the shaft and the pattern of crystal coloration shifts slightly.

This item is a tool built to facilitate Arcane spellcasting; the hand holding the wand counts as a spellcasting hand, and the wielder receives a +2 bonus to Arcane spellcasting attack rolls. This wand has a bank of 10 charges which are expended to cast spells and which can be recharged. Wielders with Arcane spellcasting ability may expend 1 charge to cast the spell *alter self* and 3 charges to cast the spell *polymorph*. Spells are cast as by an 11th level Elf. *Polymorph* uses an attack roll of +7 plus the wielder's Intelligence modifier against Toughness defenses when making attacks.

A *damaged* wand cannot trigger any spell-like abilities, but its other special qualities function. *Damaged* wands must roll on Table 9-9. Repairing this wand requires a fantastic Build check which consumes 3 days at a lapidary's shop and costs 50gp.

Wand of Terror

Magic Tier 14	Spaces 1	Hands 1
Damaged hp 2	Destroyed hp 4	Caster Level M7

This wand is made of hemp rope, 12" long with a knot at one end, stained a matte black and treated with a resin to make it hard. It is a lumpy and unlovely thing, made worse by the fact that it is constantly in motion. The thing constantly shivers and undulates slowly, the pace quickening when it is grasped as if it wants to escape capture.

This item is a tool built to facilitate Arcane spellcasting; the hand holding the wand counts as a spellcasting hand, and the wielder receives a +2 bonus to Arcane spellcasting attack rolls. This wand has a bank of 10 charges which are expended to cast spells and which can be recharged. Wielders with Arcane spellcasting ability may expend 1 charge to cast the spell *scare* and 2 charges to cast the spell *fear*. Spells are cast as by a 7th level Magic-user, with an attack roll of +7 plus the wielder's Intelligence modifier against Poise defenses.

A *damaged* wand cannot trigger any spell-like abilities, but its other special qualities function. *Damaged* wands must roll on Table 9-9. Repairing this wand requires a fantastic Build check which consumes 3 days at a ropemaker's shop and costs 50gp.

Magic Staffs

Staffs are tools used by all sorts of casters of spells to enhance their magic – both Arcane and Divine spell casters may make full use of this type of item. As described in Chapter 5, staffs are long straight poles, usually made of wood but sometimes shod with other materials; they are up to 6' long and are always constructed to be held in two hands. A staff may be ornately carved or relatively unadorned. Some staffs are inlaid with precious stones or plated with valuable metals, or are topped by crystals, glass ornaments, or metal sculpture. A typical staff is built to be usable as a blunt weapon, and its statistics for combat are the same for a staff as described in Chapter 5.

When a staff is wielded in two hands, those hands count as free hands for the purposes of casting spells. Furthermore, all staffs have enchantments that provide at least a +1 bonus to spell attack rolls made when the wielder casts Arcane or Divine spells. This bonus also applies to any spell-like powers built into the staff that the wielder can trigger. Additionally, every staff grants a caster at least one bonus spell point, which the user may choose to allocate to either Arcane or Divine spellcasting if they have access to both. If a spell point is too high a

level to be used by the wielder, that wielder cannot take advantage of that benefit. Some but not all staffs are also enchanted as magic weapons, granting bonuses to combat attack rolls, combat damage rolls, or providing other benefits when using the staff as a melee weapon. Any creature with two hands can wield a staff as a weapon, even if they cannot make use of the item's other abilities. A creature can only make use of one magic rod, wand, or staff at a time; if a creature is wielding several such items, none of them function. A staff is a 3-space item by default. Only a creature that can cast spells may trigger a staff's spell-like powers.

Staffs may have both permanent properties and temporary properties. If a staff has the ability to cast spells, they may be drawn from either the Arcane or Divine spell lists, and a caster of either type of spell may activate all spell-like abilities even if they normally cannot cast spells of that type. Staff spell-like abilities do not require the wielder's spell points or surges to trigger this magic; each spell may be cast a certain number of times per day – typically 3 times per day for spells of level 1 or 2, 2 times per day for spells of level 3 or 4, and 1 time per day for spells of level 5 or 6. Unlike casting a spell, this standard action does not trigger attacks of opportunity – spellcasting requires concentration and complicated gestures, but causing a staff to work requires only a trivial amount of effort that gives opponents no special openings to attack. Furthermore, this action can be done quietly and without calling attention to itself, even if the spell effect is loud and obvious. Staff spell-like abilities cannot be recharged; they generally return at midnight.

When a staff generates spell-like effects, that spell is always as described in Chapter 4, although spells may be staged when the staff is created (but not on the fly as the staff is used). The spell's duration and effects are exactly as if it were cast by a character of the caster level listed for the item – items that have both Arcane and Divine spells will have two different caster levels, and the one associated with the spell-like ability is the one that applies. Staffs differ from wands and rods, however, in that if the user's caster level exceeds the item's caster level, the user's caster level may be used instead for the purposes of determining attack rolls and all effects of the spell-like ability. The person who uses the staff is considered to be the caster of the spell. Just as a spellcaster may choose to prematurely end a spell before its duration expires, the user of the staff may choose to end the staff's spell-like effects as a free action. Similarly, if any decisions must be made by the spellcaster while casting the spell, the user of the staff gets to make those decisions. Permanent abilities may not be suspended by the user unless specifically stated in the item's description. For any magical special ability that requires an attack roll, the attack bonus is set when the item is created, but if the user's inherent attack bonuses exceed those built into the item, the user's attack numbers apply. Additionally, the item user's ability score modifier applies – Intelligence for Arcane magic, Wisdom for Divine magic, Charisma for Sorcery.

A magic staff is a magic item and it therefore can be detected with a *detect magic* spell. If a staff has a permanent effect on the wearer, the wielder of the staff carries a faint magic aura as long as the staff is wielded, but that aura disappears when the staff is no longer held in their hands. If a staff has a temporary effect on the user or any other creature, that will likewise be reflected by a magic aura around the target, exactly as if a spell had been cast on them. Temporary effects of spell-like special qualities can be dispelled just as would be the associated spell as described in Chapter 4.

As a rule, it is not possible to trigger spell-like abilities using staffs with the *damaged* property; additionally, damaged magic staffs suffer all the weapon penalties of non-magical staffs with the *damaged* property. Staffs are of robust construction; each staff must take 4 hp damage in a single round to acquire the *damaged* property, and 8 hp damage in a single round, or 4 hp damage in a single round if already *damaged*, to be destroyed. A staff contains unstable magical energies, and *damaged* staffs are likely to discharge these energies in an unpredictable manner. When a staff first acquires the *damaged* property, at the start of the wielder's next turn, roll on the table below to determine how the staff malfunctions. When a staff is destroyed, at the start of the wielder's next turn, roll on the table below with a +5 bonus. Malfunction effects with dx are set by the item's highest caster level. A wielder may use a standard action that triggers attacks of opportunity to voluntarily give a staff in their hands the *damaged* property, and they may use a standard action that triggers attacks of opportunity to voluntarily destroy a

staff in their hand. A staff that has the *damaged* property may be repaired by an artisan capable of working with the principal material of the staff's construction; this requires a fantastic skill check in a well-equipped workshop. This repair work requires 3 days and generally costs 50gp.

Table 9-11: TOTIL Staff Malfunction

Roll 1d20	Malfunction
1-5	No malfunction
6-7	Every round, inflicts 1d3 hp untyped damage on anybody within 1'. Continues until repaired
8-9	Every time the staff is used to cast a spell, roll 1d6 - on a 1, the standard action is wasted and the spell does not occur. Continues until repaired
10-11	Staff grants half as many bonus spell points until repaired
12	Staff grants no bonus spell points until repaired
13	Spells cast using staff are cast at minimum caster level, not staff's caster level or user's level, until repaired
14	Caster immediately loses all spell points of a random spell level. No other ongoing effects
15	Every creature within 30' loses one spell point of a random spell level. No other ongoing effects
16	Immediately cast 1 random spell in a random direction. No other ongoing effects
17	Immediately cast 1d3 random spells in random directions. No other ongoing effects
18	Energy discharge, 30' wide, 30' long cone of magical energy, attack Dodge defense with staff's Magic Tier as a bonus, 3dx untyped damage upon a success. Recurs next round, then staff destroyed
19	Staff explodes, 30' radius including user, attack Dodge defense with staff's Magic Tier as a bonus, dealing 4dx hp untyped damage upon a success. Staff destroyed
20	Staff explodes, 30' radius excluding user, attack Dodge defense with staff's Magic Tier as a bonus, dealing 5dx hp untyped damage upon a success. Staff destroyed

A list of many staffs that may be encountered follows:

Table 9-12: TOTL Magic Staffs

Item Name	Magic Tier	Caster Level	Summary of Properties
Staff of Dominion	16	M7	Combat attacks +1/+1, Spell attacks +1/+1, (1) bonus 4th level spell point, 2/day charm monster
Staff of the Ghoul	21	M7	Combat attacks +1/+1, Spell attacks +1/+1, (1) bonus 2nd level spell point, 3/day ghoul touch, 1/day paralyzing touch as 2HD ghoul for 10m
Staff of the Mist	23	M9	Combat attacks +1/+1, Spell attacks +2/+2, (1) bonus 3rd level spell point, 3/day fog cloud, 2/day gaseous form, 1/day cloudkill
Staff of Necromancy	21	C7	Combat attacks +1/+1, Spell attacks +1/+1, (2) bonus 1st level spell points, 2/day animate dead, 1/day Companion - Ancestral Spirit
Staff of Putrefaction	20	C7	Combat attacks +1/+1, Spell attacks +1/+1, (1) bonus 1st level spell point, 2/day cause malaise, 1/day corrosive as 2HD gray ooze for 10m
Staff of the Pyre	24	E7	Combat attacks +1/+1, Spell attacks +1/+1, (1) bonus 1st level spell point, 2/day shower of acid with energy type changed to fire, acts as torch
Staff of Radiance	13	C7	Combat attacks +1/+1, Spell attacks +1/+1, (1) bonus 1st level spell point, 2/day daylight, has a continual light spell cast on it
Staff of the Rust Monster	22	M7	Combat attacks +1/+1, Spell attacks +1/+1, (1) bonus 3rd level spell point, 3/day jump, 1/day hard on metal as 2HD juvenile rust monster for 10m
Staff of the Serpent	24	C7	Combat attacks +1/+1, Spell attacks +1/+1, (1) bonus 3rd level spell point, 2/day sticks to snakes, 1/day Conjunction - Call Swarm (snakes only) powered by user's surges, 1/day staff changes into giant constrictor snake for 10m
Staff of the Sirocco	20	E7	Combat attacks +1/+1, Spell attacks +2/+2, (1) bonus 1st level and (1) bonus 2nd level spell point, 2/day gust of wind, 2/day disarming vortex
Staff of the Tentacle	16	M7	Combat attacks +1/+1, Spell attacks +1/+1, (1) bonus 1st level spell point, 2/day vampiric touch, 2/day black tentacles, 1/day melee attack range is 25' for 10m
Staff of Withering	25	C7	Combat attacks +1/+1, Spell attacks +1/+1, (1) bonus 1st level spell point, 3/day cause fatigue, 2/day destroy health, 1/day energy drain as 4HD wight for 10m, on combat attack natural 20 can trigger one of its spells as a free action
Staff +1/+1/+1/+1	11	C7	Combat attacks +1/+1, Spell attacks +1/+1
Staff +1/+1/+2/+2	15	C7	Combat attacks +1/+1, Spell attacks +2/+2
Staff +2/+2/+2/+2	19	C7	Combat attacks +2/+2, Spell attacks +2/+2
Staff +2/+2/+3/+3	25	C7	Combat attacks +2/+2, Spell attacks +3/+3

A more detailed description of the staffs listed above follows:

Staff of Dominion

Magic Tier 16	Spaces 3	Hands 2
Damaged hp 5	Destroyed hp 10	Caster Level M7 or higher

This length of twisted yew is about 5' long, shod with an iron foot, and stained a nut brown. The head of the staff is the full-size and very lifelike carving of an outstretched human hand, palm facing forward and fingers splayed. When the staff is unattended it is quite inert, but when it is held, the hand carving's fingers flex slightly as if groping something unseen.

This item can be used as a magic weapon – it is a staff with a +1 bonus to combat attack rolls and a +1 bonus to combat damage rolls. It is also a tool built to facilitate both Arcane and Divine spellcasting; any hand holding the staff counts as a spellcasting hand, and the wielder receives a +1 bonus to both Arcane and Divine spellcasting attack rolls. Wielders with the ability to cast 4th level Arcane or Divine spells gain one bonus 4th level spell point. Additionally, 2/day the wielder can cast the spell *charm monster*. Spells are cast as by a 7th level Magic-user or the wielder's caster level, whichever is higher, and attacks are made with a +6 attack roll plus the wielder's Intelligence modifier, or the wielder's numbers if they are better, against the Poise defense.

A *damaged* staff cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of a *damaged* weapon as described in Chapter 5. *Damaged* staffs must roll on Table 9-11. Repairing this staff requires a fantastic Build check which consumes 3 days at a woodworker's shop and costs 50gp.

Staff of the Ghoul

Magic Tier 21	Spaces 3	Hands 2
Damaged hp 4	Destroyed hp 8	Caster Level M7 or higher

This staff is built from a piece of driftwood drawn from its long-time resting place in the mud at the bottom of an estuary. It is a length of maple almost 5' long, stripped of all bark but with many insect borings and rotted sections giving this object an almost leprous quality. A thick knot at the head of the staff has many small leafless twigs protruding from it, giving it an appearance of a grotesque claw.

This item can be used as a magic weapon – it is a staff with a +1 bonus to combat attack rolls and a +1 bonus to combat damage rolls. It is also a tool built to facilitate both Arcane and Divine spellcasting; any hand holding the staff counts as a spellcasting hand, and the wielder receives a +1 bonus to both Arcane and Divine spellcasting attack rolls. Wielders with the ability to cast 2nd level Arcane or Divine spells gain one bonus 2nd level spell point. Additionally, 3/day the wielder can cast the spell *ghoul touch*. Spells are cast as by a 7th level Magic-user or the wielder's caster level, whichever is higher, and *ghoul touch* initial touch attacks are made with a +8 attack roll plus the wielder's Intelligence modifier, or the wielder's numbers if they are better, against the Dodge defense, and a hit inflicts the *paralyzed* condition. Secondary attacks are made with a +6 attack roll plus the wielder's Intelligence modifier, or the wielder's numbers if they are better, against the Toughness defense, and a hit inflicts the *nauseated* condition. 1/day the wielder can activate the monster special power of *paralyzing touch*, where any hit requires a +0 attack roll against the victim's Toughness defense to inflict the *paralyzed* condition, for 10 minutes – this applies to damaging staff attacks as well as touch attacks.

A *damaged* staff cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of a *damaged* weapon as described in Chapter 5. *Damaged* staffs must roll on Table 9-11. Repairing this staff requires a fantastic Build check which consumes 3 days at a woodworker's shop and costs 50gp.

*Staff of the Mist***Magic Tier 23****Spaces 3****Hands 2****Damaged hp 4****Destroyed hp 8****Caster Level M9 or higher**

This staff is made from black iron with a sharpened butt that can be embedded in soft earth. It flares to a cluster of spreading black cones at the head, each one of which continuously spews a thin stream of light grey smog. This mist does not have any harmful effect if breathed.

This item can be used as a magic weapon – it is a staff with a +1 bonus to combat attack rolls and a +1 bonus to combat damage rolls. It is also a tool built to facilitate both Arcane and Divine spellcasting; any hand holding the staff counts as a spellcasting hand, and the wielder receives a +2 bonus to both Arcane and Divine spellcasting attack rolls. Wielders with the ability to cast 3rd level Arcane or Divine spells gain one bonus 3rd level spell point. Additionally, 3/day the wielder can cast the spell *fog cloud*, 2/day the wielder can cast the spell *gaseous form*, and 1/day the wielder can cast the spell *cloudkill*. Spells are cast as by a 9th level Magic-user or the wielder's caster level, whichever is higher, and *cloudkill* attacks are made with a +9 attack roll plus the wielder's Intelligence modifier, or the wielder's numbers if they are better, against the Toughness defense.

A *damaged* staff cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of a *damaged* weapon as described in Chapter 5. *Damaged* staffs must roll on Table 9-11. Repairing this staff requires a fantastic Build check which consumes 3 days at a metalsmith's shop and costs 50gp.

*Staff of Necromancy***Magic Tier 21****Spaces 3****Hands 2****Damaged hp 5****Destroyed hp 10****Caster Level C7 or higher**

This object is a length of 4' long beech wood, peeled and bleached bone white. Atop this staff is a skull of some kind of horned creature, too humanoid to be a common animal – possibly a devil? The skull is stained glossy black but the horns and teeth are very white, and two reflective glass beads are suspended in the eye sockets.

This item can be used as a magic weapon – it is a staff with a +1 bonus to combat attack rolls and a +1 bonus to combat damage rolls. It is also a tool built to facilitate both Arcane and Divine spellcasting; any hand holding the staff counts as a spellcasting hand, and the wielder receives a +1 bonus to both Arcane and Divine spellcasting attack rolls. Wielders with the ability to cast 1st level Arcane or Divine spells gain two bonus 1st level spell points. Additionally, 2/day the wielder can cast the spell *animate dead*. Spells are cast as by a 7th level Cleric or the wielder's caster level, whichever is higher. The wielder of the staff has the character special ability of Companion – Ancestral Spirit, as used by a 1st level Cleric.

A *damaged* staff cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of a *damaged* weapon as described in Chapter 5. *Damaged* staffs must roll on Table 9-11. Repairing this staff requires a fantastic Build check which consumes 3 days at a woodworker's shop and costs 50gp.

*Staff of Putrefaction***Magic Tier** 20**Spaces** 3**Hands** 2**Damaged** hp 4**Destroyed** hp 8**Caster Level** C7 or higher

This staff is a twisted hunk of some very stiff vine, almost 5' high. It has several tight coils that form the head of the vine, as if it grew strangling some large tree before being removed, and the tip of the vine extends horizontally from the head like some disquietingly accusatory finger. The surface looks shiny and slick but it is quite dry.

This item can be used as a magic weapon – it is a staff with a +1 bonus to combat attack rolls and a +1 bonus to combat damage rolls. It is also a tool built to facilitate both Arcane and Divine spellcasting; any hand holding the staff counts as a spellcasting hand, and the wielder receives a +1 bonus to both Arcane and Divine spellcasting attack rolls. Wielders with the ability to cast 1st level Arcane or Divine spells gain one bonus 1st level spell point. Additionally, 2/day the wielder can cast the spell *cause malaise*. Spells are cast as by a 7th level Cleric or the wielder's caster level, whichever is higher, and touch attacks are made at +6 against the Dodge defense, inflicting 3d8 hp damage (or better) or various conditions on a hit. 1/day the wielder of the staff may activate the monster special power of *corrosive* as used by a 2 HD juvenile *gray ooze*; this lasts for 10 minutes, inflicts 1d4 hp acid damage, and it does not affect the wielder's worn or wielded equipment, but it does affect anything else.

A *damaged* staff cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of a *damaged* weapon as described in Chapter 5. *Damaged* staffs must roll on Table 9-11. Repairing this staff requires a fantastic Build check which consumes 3 days at a woodworker's shop and costs 50gp.

*Staff of the Pyre***Magic Tier** 24**Spaces** 3**Hands** 2**Damaged** hp 4**Destroyed** hp 8**Caster Level** E7 or higher

This black cylinder of iron is about four and a half feet long and tipped with a multi-tiered inverted black cone. The cone continuously belches greenish-tinged flames, and the smoke has the spell of alchemy. If submerged in water, the fire goes out – but it relights itself when the staff is brought back out into the air. If smashed open, the cone is found to contain nothing.

This item can be used as a magic weapon – it is a staff with a +1 bonus to combat attack rolls and a +1 bonus to combat damage rolls. Any such hit does not inflict any extra fire damage. It also serves as a torch that never goes out, and it can be used to attack with its flaming end as a torch, but unbalanced weapon and non-proficiency penalties may apply. This staff is also a tool built to facilitate both Arcane and Divine spellcasting; any hand holding the staff counts as a spellcasting hand, and the wielder receives a +1 bonus to both Arcane and Divine spellcasting attack rolls. Wielders with the ability to cast 1st level Arcane or Divine spells gain one bonus 1st level spell point. Additionally, 3/day the wielder may cast the *shower of acid* spell, but the spell has been staged to change its energy type to fire. Spells are cast as by a 7th level Elf or the wielder's caster level, whichever is higher, and attacks are made with a bonus of +4 plus wielder's Intelligence modifier, or caster's numbers if better, against the Toughness defense. On a hit the spell inflicts 1d8 hp fire damage (or better), and half damage on a miss.

A *damaged* staff cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of a *damaged* weapon as described in Chapter 5. *Damaged* staffs must roll on Table 9-11. Repairing this staff requires a fantastic Build check which consumes 3 days at a metalsmith's shop and costs 50gp.

Staff of Radiance

Magic Tier 13	Spaces 3	Hands 2
Damaged hp 4	Destroyed hp 8	Caster Level C7 or higher

This staff has a shaft made of oak clad in copper and polished to a high shine. The head of the staff is a cage of copper horns, and suspended by copper wires in the center of this cage is a small glass bead. A *continual light* spell has been cast on this bead so that it serves as an ongoing light source, but this illumination is not part of the permanent enchantment of the staff and can be dispelled.

This item can be used as a magic weapon – it is a staff with a +1 bonus to combat attack rolls and a +1 bonus to combat damage rolls. It is also a tool built to facilitate both Arcane and Divine spellcasting; any hand holding the staff counts as a spellcasting hand, and the wielder receives a +1 bonus to both Arcane and Divine spellcasting attack rolls. Wielders with the ability to cast 1st level Arcane or Divine spells gain one bonus 1st level spell point. Additionally, 2/day the wielder may cast the *daylight* spell. Spells are cast as by a 7th level Cleric or the wielder's caster level, whichever is higher, and attack rolls are made at +4 plus the wielder's Wisdom modifier, or wielder's numbers if better, against the target's Dodge defense, and a hit inflicts the *blinded* condition.

A *damaged* staff cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of a *damaged* weapon as described in Chapter 5. *Damaged* staffs must roll on Table 9-11. Repairing this staff requires a fantastic Build check which consumes 3 days at a metalsmith's shop and costs 50gp.

Staff of the Rust Monster

Magic Tier 22	Spaces 3	Hands 2
Damaged hp 4	Destroyed hp 8	Caster Level M7 or higher

This staff is a hollow tube of steel tipped with a head that is shaped like a two-lobed propeller about 8" across. The propeller does not spin. The whole staff appears to be in an advanced state of rusting and its color is more red than steel in places, but it is structurally quite sound.

This item can be used as a magic weapon – it is a staff with a +1 bonus to combat attack rolls and a +1 bonus to combat damage rolls. It is also a tool built to facilitate both Arcane and Divine spellcasting; any hand holding the staff counts as a spellcasting hand, and the wielder receives a +1 bonus to both Arcane and Divine spellcasting attack rolls. Wielders with the ability to cast 3rd level Arcane or Divine spells gain one bonus 3rd level spell point. Additionally, 3/day the wielder may cast the *jump* spell. Spells are cast as by a 7th level Magic-user or the wielder's caster level, whichever is higher. 1/day the wielder may activate the *hard on metal* monster special power as used by a 2 HD juvenile *rust monster*; this effect applies for both touch attacks and staff combat attacks, and it lasts for 10 minutes.

A *damaged* staff cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of a *damaged* weapon as described in Chapter 5. *Damaged* staffs must roll on Table 9-11. Repairing this staff requires a fantastic Build check which consumes 3 days at a metalsmith's shop and costs 50gp.

Staff of the Serpent

Magic Tier 24	Spaces 3	Hands 2
Damaged hp 4	Destroyed hp 8	Caster Level C7 or higher

This ornately carved hardwood stick stands over 5' tall. It is stained a brownish green and patterned carvings starting at the foot of the staff resemble the scales of a snake. The staff is essentially straight, but at the head it curves into a question mark shape terminating in a broad snake head, its mouth opened to reveal many sharp teeth, and its slitted eyes staring.

This item can be used as a magic weapon – it is a staff with a +1 bonus to combat attack rolls and a +1 bonus to combat damage rolls. It is also a tool built to facilitate both Arcane and Divine spellcasting; any hand holding the staff counts as a spellcasting hand, and the wielder receives a +1 bonus to both Arcane and Divine spellcasting attack rolls. Wielders with the ability to cast 3rd level Arcane or Divine spells gain one bonus 3rd level spell point. Additionally, 2/day the wielder may cast the *sticks to snakes* spell. Spells are cast as by a 7th level Cleric or the wielder's caster level, whichever is higher. 1/day the wielder may activate the Conjunction – Call Swarm character special ability as a 1st level Conjurer; they may spend their own surges to call only *snake swarms*. 1/day the wielder may throw the staff on the ground and it transforms into a *giant constrictor snake* (see Chapter 8) which obeys the wielder's commands for 10 minutes. If the serpent is killed, it immediately reverts into staff form; the serpent may be summoned as usual the next day.

A *damaged* staff cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of a *damaged* weapon as described in Chapter 5. *Damaged* staffs must roll on Table 9-11. Repairing this staff requires a fantastic Build check which consumes 3 days at a woodworker's shop and costs 50gp.

Staff of the Sirocco

Magic Tier 20	Spaces 3	Hands 2
Damaged hp 4	Destroyed hp 8	Caster Level E7 or higher

This cunningly wrought staff is seemingly carved from a single piece of wood but is almost a work of Elvish statuary. It seems to be a slender sapling entwined with many vines and leaves of ivy, but the leaves are blown back from the 'trunk' as if the wielder is pushing through a strong headwind. Despite the apparent fragility of these carvings, this staff is as stout as any simple staff weapon of its type.

This item can be used as a magic weapon – it is a staff with a +1 bonus to combat attack rolls and a +1 bonus to combat damage rolls. It is also a tool built to facilitate both Arcane and Divine spellcasting; any hand holding the staff counts as a spellcasting hand, and the wielder receives a +2 bonus to both Arcane and Divine spellcasting attack rolls. Wielders with the ability to cast 1st level Arcane or Divine spells gain one bonus 1st level spell point. Wielders with the ability to cast 2nd level Arcane or Divine spells gain one bonus 2nd level spell point. Additionally, 2/day the wielder may cast the *gust of wind* spell, and 2/day the wielder may cast the *disarming vortex* spell. Spells are cast as by a 7th level Elf or the wielder's caster level, whichever is higher. *Gust of wind* achieves the equivalent of 7 successes at its Feats of Might check, or the wielder's level if that is better. *Disarming vortex* uses an attack roll of +5 plus the wielder's Intelligence bonus against Dodge defenses when making attacks, or the wielder's numbers if they are better, and a hit disarms targets.

A *damaged* staff cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of a *damaged* weapon as described in Chapter 5. *Damaged* staffs must roll on Table 9-11. Repairing this staff requires a fantastic Build check which consumes 3 days at a woodworker's shop and costs 50gp.

Staff of the Tentacle

Magic Tier 16	Spaces 3	Hands 2
Damaged hp 4	Destroyed hp 8	Caster Level M7 or higher

This staff was originally carved from a very dark wood, but it has been worked to a degree that its original species is hard to identify. It now resembles a craggy and sucker-studded tentacle, terminating at a sensitive pointed tip 5' off the ground. A pulsing blue glow sometimes shoots through the staff when it is being held.

This item can be used as a magic weapon – it is a staff with a +1 bonus to combat attack rolls and a +1 bonus to combat damage rolls. It is also a tool built to facilitate both Arcane and Divine spellcasting; any hand holding the staff counts as a spellcasting hand, and the wielder receives a +1 bonus to both Arcane and Divine spellcasting attack rolls. Wielders with the ability to cast 1st level Arcane or Divine spells gain one bonus 1st level spell point. Additionally, 2/day the wielder may cast the *vampiric touch* spell, and 2/day the wielder may cast the *black tentacles* spell. Spells are cast as by a 7th level Magic-user or the wielder's caster level, whichever is higher. *Vampiric touch* makes a touch attack at a bonus of +8 against the Dodge defense, or the wielder's numbers if they are better, and it drains 3d8 hp (or better). *Black tentacles* uses an attack roll of +6 plus the wielder's Intelligence bonus against Dodge defenses, or the wielder's numbers if they are better, and a hit inflicts 1d8 hp (or better) and grapples. 1/day the caster may animate the tentacle which stretches out far from the wielder; for 10 minutes the user of the staff has a melee attack range, and therefore a threatening range, of 25'.

A *damaged* staff cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of a *damaged* weapon as described in Chapter 5. *Damaged* staffs must roll on Table 9-11. Repairing this staff requires a fantastic Build check which consumes 3 days at a woodworker's shop and costs 50gp.

Staff of Withering

Magic Tier 25	Spaces 3	Hands 2
Damaged hp 4	Destroyed hp 8	Caster Level C7 or higher

This slender staff looks like it was wrought from very smooth pale birchwood, but then the 'skin' of the staff was soaked for a very long time in water, giving it a shriveled, prune-like texture. The head of the staff is a two-pronged fork, and suspended between these tines is a large milky crystal. The stone intermittently pulses with a soft greenish light when the staff is held in the hands of a living being.

This item can be used as a magic weapon – it is a staff with a +1 bonus to combat attack rolls and a +1 bonus to combat damage rolls. It is also a tool built to facilitate both Arcane and Divine spellcasting; any hand holding the staff counts as a spellcasting hand, and the wielder receives a +1 bonus to both Arcane and Divine spellcasting attack rolls. Wielders with the ability to cast 1st level Arcane or Divine spells gain one bonus 1st level spell point. Additionally, 3/day the wielder may cast the *cause fatigue* spell, and 2/day the wielder may cast the *destroy health* spell. Spells are cast as by a 7th level Cleric or the wielder's caster level, whichever is higher. *Cause fatigue* makes a touch attack at a bonus of +6 plus the wielder's Wisdom bonus against the Dodge defense, or the wielder's numbers if they are better. *Destroy health* makes a touch attack at a bonus of +6 plus the wielder's Wisdom bonus against Dodge defenses, or the wielder's numbers if they are better, and a hit inflicts 4d8 hp (or better) or various conditions. 1/day the caster may activate the staff's power to inflict the monster special power of *drain energy* as used by a 4 HD *wight* which makes a touch attack at +4 against the Dodge defense; on a hit this drains 1 energy level and fatigues, but this power may not be used in concert with a melee attack to cause damage. This power lasts for 10 minutes. On a roll of a natural 20 on a combat attack using this staff, the user may trigger any of its spells on the target as a reaction, assuming any uses are left; these spells automatically hit.

A *damaged* staff cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of a *damaged* weapon as described in Chapter 5. *Damaged* staffs must roll on Table 9-11. Repairing this staff requires a fantastic Build check which consumes 3 days at a woodworker's shop and costs 50gp.

Magic Armor

Magic pieces of armor use the same types and statistics as the non-magical versions found in Chapter 5. Sometimes magic armor is built to be unassuming and it is not immediately obvious that it is different from a non-magical item of its type. Other times, the creator of the armor wanted their magic item to be ostentatious and clearly of a higher quality than the norm; such items are sometimes adorned with precious metals or gemstones. They may be carefully carved or wrought with patterns, pictures, or words in a variety of languages. Sometimes aspects of magic armor's decoration gives a hint regarding what the item's properties might be; a suit of plate armor that protects against fire, for instance, may have a picture of a fire-breathing dragon emblazoned on the chest. Only one magical suit of armor, one magical helm, and one magical shield can benefit a wielder at one time; even if the user somehow equips more than one of each such item, none of them will provide any magical benefits until any extra items are removed.

All pieces of magic armor worn on the body, and all magic shields, provide at least a +1 bonus to AC defense. Suits of armor may have a magic property of being unusually light; such armor may take up fewer inventory spaces, although never less than 1 space. For each reduction in inventory spaces, the walking movement allowance for that armor type is +5' higher per turn, but this can never exceed the user's unarmored walking movement allowance. Additionally, any type of armor may have both permanent properties and temporary properties. If armor has the ability to cast spells, they may be drawn from either the Arcane or Divine spell lists, and they can be activated by any wearer, not just those capable of casting that type of spell. Armor spell-like abilities do not require the wielder's spell points or surges to trigger this magic; each spell may be cast a certain number of times per day – typically 3 times per day for spells of level 1 or 2, 2 times per day for spells of level 3 or 4, and 1 time per day for spells of level 5 or 6. Unlike casting a spell, this standard action does not trigger attacks of opportunity – spellcasting requires concentration and complicated gestures, but causing armor to work requires only a trivial amount of effort that gives opponents no special openings to attack. Furthermore, this action can be done quietly and without calling attention to itself, even if the spell effect is loud and obvious. Armor spell-like abilities cannot be recharged; they generally return at midnight.

When armor generates spell-like effects, that spell is always as described in Chapter 4, although spells may be staged when the item is created (but not on the fly as the item is used). The spell's duration and effects are exactly as if it were cast by a character of the caster level listed for the item – items that have both Arcane and Divine spells will have two different caster levels, and the one associated with the spell-like ability is the one that applies. Permanent abilities may not be suspended by the user unless specifically stated in the item's description. The person who created the item is considered to be the caster of the spell. This means that the user of the item has no power to prematurely end any magical effects. Similarly, any decisions associated with casting the spell were made when the item was created, with the exception of the user designating a target. If a special ability requires an attack roll, its attack roll bonus is listed with the item, and the user's ability score modifiers do not apply.

A piece of magic armor is a magic item and it therefore can be detected with a *detect magic* spell. If a piece of armor has a permanent effect on the wearer, the user carries a faint magic aura as long as the armor is worn (or a shield is wielded), but that aura disappears when the item is no longer worn or wielded. If magic armor has a temporary effect on the wearer or any other creature, that will likewise be reflected by a magic aura around the target, exactly as if a spell had been cast on them. Temporary effects of spell-like special qualities can be dispelled just as would be the associated spell as described in Chapter 4.

As a rule, it is not possible to trigger spell-like abilities using armor with the *damaged* property; additionally, *damaged* pieces of armor suffer all the penalties of non-magical armor with the *damaged* property. However, *damaged* armor retains its permanent effects. Magic armor has the same thresholds to damage or destroy it as described for the same type of non-magical armor described in Chapter 5. Armor that has the *damaged* property may be repaired by an artisan capable of working with the principal material of the armor's construction; this

requires a fantastic skill check in a well-equipped workshop. This repair work requires 3 days and generally costs 50gp.

A list of many types of magic armor that may be encountered follows:

Table 9-13: TOTIL Magic Armor

Item Name	Magic Tier	Caster Level	Summary of Properties
Banded Mail of Resistance	18	C5	+1 AC, -1 inventory space, continuous resist cold, 1/day energy immunity (cold) for 10m
Chain Mail of Elven-kind	19	E5	+1 AC, -1 inventory space, continuous infravision, Seeing 1, use surges to speak with plants as Sylvan Elf 1
Heavy Helm of Brilliance	16	C6	+1 AC, 2/day searing light, 2/day daylight, use surges to employ Casting Out Radiance of Prana as Exorcist 1
Leather Armor of the Shadows	13	E7	+1 AC, -1 inventory space, +4 to Stealth checks, 2/day dimension door but only to/from shadows
Light Helm of Telepathy	21	E6	+1 AC, +3 Poise, 2/day ESP, 1/day telepathy as a 2HD pseudodragon for 10m
Padded Armor of Halfling-kind	20	M5	+1 AC, -1 inventory space, continuous +1 Initiative, Shenanigans 1, use surges to turn invisible as Country Halfling 1
Plate Mail of Invulnerability	22	M7	+3 AC, -1 inventory space, 2/day stoneskin, 1/day damage resistance (magic) as a 2HD grick for 10m
Scale Mail of Alacrity	17	M5, C1	+2 AC, -1 inventory space, 2/day haste (user only), 3/day godspeed, continuous Fighter class ability to move fast in armor
Shield of Missile Deflection	10	M5	+1 AC, additional +2 AC vs. missile attacks, 2/day missile screen
Splint Mail of Dwarven-kind	20	C5	+1 AC, -1 inventory space, continuous +2 to Recovery, Stonecraft 1, use surges to gain +2 to all defenses as Dwarf 1
Studded Leather Armor of Gravity	17	M5	+2 AC, -2 inventory spaces, continuous feather fall, 3/day jump, 3/day levitate
Magic Armor +1	4	M3	+1 AC
Magic Armor +2	6	M3	+2 AC
Magic Armor +3	12	M6	+3 AC
Magic Armor +4	20	M10	+4 AC

A more detailed description of the armor listed above follows:

Banded Mail of Cold Resistance

Magic Tier 18 **Spaces** 4 **Hands** 2 or worn

Damaged hp 8 **Destroyed hp** 16 **Caster Level** C5

This suit of armor is lightly plated with copper and is quite reflective. A design worked into the breastplate shows what appears to be monstrous creatures cavorting on icy peaks, but an emerging sun seems to both melt the ice and make the monsters flinch. The 'sun' might actually be some kind of celestial being's radiance, but the artwork appears to be deliberately unclear.

This suit of banded mail has a +1 bonus to the AC defense, and it takes up 1 less inventory space than does a non-magical suit of armor. The wearer's walking movement allowance is 5' faster per turn than is usual for armor of this type. The wearer of the armor enjoys the continuous benefits of a *resist elements* spell selected to resist cold, reducing cold damage by half. Spells are cast as by a 5th level Cleric. If the spell is dispelled, the wearer may recast the spell as a standard action which does not trigger attacks of opportunity. 1/day the armor's wearer may trigger the *energy resistance (cold)* monster special power of a 1 HD *irradiant angel*, which stacks with the *resist elements* effect to provide *energy immunity (cold)* for 10 minutes; this grants immunity to all cold damage.

A *damaged* piece of armor cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* armor as described in Chapter 5. Repairing this armor requires a fantastic Build check which consumes 3 days at an armorer's shop and costs 50gp.

Chain Mail of Elven-Kind

Magic Tier 19	Spaces 3	Hands 2 or worn
Damaged hp 7	Destroyed hp 14	Caster Level E5

The links of this armor's chain shirt are crafted to resemble ivy leaves, the loops of the links hidden under the foliage such that it appears as a solid curtain of ivy. A device on the chest depicts a beautiful Elf woman shrouded in a loop of ivy vine; she is Melistar First-Queen, an important figure from Elvish history.

This suit of chain mail has a +1 bonus to the AC defense, and it takes up 1 less inventory space than does a non-magical suit of armor. The wearer's walking movement allowance is 5' faster per turn than is usual for armor of this type. The wearer of the armor enjoys the continuous benefits of an 1st level Sylvan Elf character's infravision, and they also gain the Seeing skill at level 1 if they do not already have it. They gain the ability to use their surges to *speak with plants* as a 1st level Sylvan Elf does, but they may not use this ability to *speak with animals*. Each such use lasts for 10 minutes.

A *damaged* piece of armor cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* armor as described in Chapter 5. Repairing this armor requires a fantastic Build check which consumes 3 days at an armorer's shop and costs 50gp.

Heavy Helm of Brilliance

Magic Tier 16	Spaces 2	Hands 1 or worn
Damaged hp 4	Destroyed hp 8	Caster Level C6

This sallet helmet has a long plate down the back to protect the neck, and the wearer can see only through a narrow slot. The rest of this steel helm is covered in precious stones of many different sizes and colors, and in bright light it shimmers impressively. When it is used to create magic effects, the gemstones strobe their own internal lights.

This heavy helm has a +1 bonus to the AC defense. The wearer of the armor can 2/day cast the spell *searing light*, and 2/day cast the spell *daylight*. Spells are cast as by a 6th level Cleric. *Searing light* attacks with a +3 bonus with the wearer's ability score modifiers not added against the Dodge defense, and on a hit it inflicts 2d6 hp fire damage, or 4d6 hp fire damage against undead. *Daylight* attacks with a +3 bonus with the wearer's ability score modifiers not added against the Dodge defense, and a hit inflicts the *blinded* condition. The armor's wearer has the special ability of Casting Out – Radiance of Prana, which is used as a 1st level Exorcist, and this uses the wearer's skills and ability scores as well as surges.

A *damaged* piece of armor cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* armor as described in Chapter 5. Repairing this armor requires a fantastic Build check which consumes 3 days at an armorer's shop and costs 50gp.

Leather Armor of the Shadows

Magic Tier 13	Spaces 1	Hands 2 or worn
Damaged hp 4	Destroyed hp 8	Caster Level E7

This close-fitting suit of leather armor is glossy black and has almost no visible stitch work. In reduced lighting conditions the armor seems to fade into the background, breaking up the outline of the wearer such that they blend into their surroundings.

This suit of leather armor has a +1 bonus to the AC defense, and it takes up 1 less inventory space than does a non-magical suit of armor. The wearer of the armor enjoys a continuous bonus of +4 for Stealth skill checks. 2/day the armor's wearer may cast the spell *dimension door*. Spells are cast as by a 7th level Elf, and attack rolls are made at +3, with the wearer's ability score modifiers not added, against the Dodge defense. The *dimension door* spell-like

ability only works if the target starts and ends in some degree of shadow; it does not function in bright lighting conditions.

A *damaged* piece of armor cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* armor as described in Chapter 5. Repairing this armor requires a fantastic Build check which consumes 3 days at an armorer's shop and costs 50gp.

Light Helm of Telepathy

Magic Tier 21 **Spaces 1** **Hands 1 or worn**

Damaged hp 3 **Destroyed hp 6** **Caster Level E6**

This silvery conical helm has an ornate decoration in the form of a statuette of a tiny, winged dragon, also silvered, seemingly perched on the wearer's head. Its wings are outstretched and its eyes seem to bulge with alarm. When the wearer of the helm feels threatened, a crest on the back of the dragon's neck stands up straight.

This light helm has a +1 bonus to the AC defense, and it also grants a +3 bonus to the Poise defense. 2/day the helm's wearer may cast the spell *ESP*. Spells are cast as by a 6th level Elf, and attacks are made at +3, with the wearer's ability score modifiers not added, against the Poise defense. 1/day the helm's user may trigger the *telepathy* monster special power of a 2 HD *pseudodragon*, and this lasts for 10 minutes.

A *damaged* piece of armor cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* armor as described in Chapter 5. Repairing this armor requires a fantastic Build check which consumes 3 days at an armorer's shop and costs 50gp.

Padded Armor of Halfling-Kind

Magic Tier 20 **Spaces 2** **Hands 2 or worn**

Damaged hp 4 **Destroyed hp 8** **Caster Level M5**

This padded armor is tailored to resemble an overstuffed version of the simple homespun jerkins commonly worn by Country Halflings. Regardless of their body type, whoever wears this armor takes on the appearance of having a slightly rounded belly, also a Halfling characteristic.

This suit of padded armor has a +1 bonus to the AC defense, and it takes up 1 less inventory space than does a non-magical suit of armor. The wearer's walking movement allowance is 5' faster per turn than is usual for armor of this type. The wearer of the armor enjoys the continuous benefits of a 1st level Country Halfling's +1 bonus to Initiative, and they also gain the *Shenanigans* skill at level 1 if they do not already have it. They gain the ability to use their surges to turn invisible as 1st level Country Halflings do. Each such use lasts for 10 minutes.

A *damaged* piece of armor cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* armor as described in Chapter 5. Repairing this armor requires a fantastic Build check which consumes 3 days at an armorer's shop and costs 50gp.

Plate Mail of Invulnerability

Magic Tier 22 **Spaces 5** **Hands 2 or worn**

Damaged hp 9 **Destroyed hp 18** **Caster Level M7**

This suit of plate armor has a leaden sheen and a curiously pebbled texture. A device on the breast plate displays an eyeless horror with four tentacles framing a gaping beak; two of the tentacles seem to run down the shoulders of the armor towards the wearer's arms, while the other two snake past the beltline and down towards the legs.

This suit of plate mail has a +3 bonus to the AC defense, and it takes up 1 less inventory space than does a non-magical suit of armor. The wearer's walking movement allowance is 5' faster per turn than is usual for armor of this type. The wearer of the armor can 2/day cast the spell *stoneskin*, granting a further +2 bonus to AC and 4d8

temporary hp. Spells are cast as by a 7th level Magic-user. 1/day the armor's wearer may trigger the monster special power of *damage resistance (magic)* as enjoyed by a 2 HD grick, which reduces damage from non-magical weapons by 5 hp. This lasts 10 minutes.

A *damaged* piece of armor cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* armor as described in Chapter 5. Repairing this armor requires a fantastic Build check which consumes 3 days at an armorer's shop and costs 50gp.

Scale Mail of Alacrity

Magic Tier 17 **Spaces 3** **Hands 2 or worn**

Damaged hp 6 **Destroyed hp 12** **Caster Level M5, C1**

The scales of this suit of armor have a golden sheen, and matching that color are streamers of gold tinsel that connect to the shoulders, neck, waist, and the backs of the arms. These tassels stream back behind the wearer whenever they are in motion, even if they are only moving at a slow walking pace.

This suit of scale mail has a +2 bonus to the AC defense, and it takes up 1 less inventory space than does a non-magical suit of armor. The wearer of the armor can 2/day cast the spell *haste* which is cast as by a 5th level Magic-user. This spell may only affect the wearer of the suit and grants +1 to initiative and the ability to make an additional weapon attack as part of the same standard action. The wearer of the armor can also 3/day cast the spell *godspeed* which is cast as by a 1st level Cleric, and this may affect more than just the wearer. The wearer of this armor has a 1st level Fighter character's class ability to move quickly while wearing armor.

A *damaged* piece of armor cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* armor as described in Chapter 5. Repairing this armor requires a fantastic Build check which consumes 3 days at an armorer's shop and costs 50gp.

Shield of Missile Deflection

Magic Tier 10 **Spaces 2** **Hands 1**

Damaged hp 5 **Destroyed hp 10** **Caster Level M5**

This shield is made of stout planks of oak closely joined and surrounded with a circular steel frame. The central boss of the shield is also steel and is painted with concentric circles of white and red making it look like an archery target. Half a dozen ersatz steel arrow shafts protrude from this central boss, making it look like the wielder has been subjected to some accurate archery.

This shield has a +1 bonus to the AC defense, but it enjoys a further +2 bonus to the AC defense for missile attacks only. The wielder of the shield can 2/day cast the spell *missile screen* which is cast as by a 5th level Magic-user, and this protects the wielder from normal missiles.

A *damaged* piece of armor cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* armor as described in Chapter 5. Repairing this armor requires a fantastic Build check which consumes 3 days at an armorer's shop and costs 50gp.

Splint Mail of Dwarven-Kind

Magic Tier 20 **Spaces 5** **Hands 2 or worn**

Damaged hp 8 **Destroyed hp 16** **Caster Level C5**

The thin splints of this type of armor suit are typically made of metal, but these are made of coarsely-grained granite, using methods of crafting stone that only Dwarvish armorers understand. The device on the chest of this armor displays the hammer, the pick, and the axe – the three classic weapons of Dwarvish warriors.

This suit of splint mail has a +1 bonus to the AC defense, and it takes up 1 less inventory space than does a non-magical suit of armor. The wearer's walking movement allowance is 5' faster per turn than is usual for armor of this type. The wearer of the armor enjoys the continuous benefits of a 1st level Dwarf's +2 bonus to Recovery rolls, and they also gain the Stonecraft skill at level 1 if they do not already have it. They gain the ability to use their surges to gain a +2 bonus to all of their defenses as 1st level Dwarf characters do. This lasts for 10 minutes.

A *damaged* piece of armor cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* armor as described in Chapter 5. Repairing this armor requires a fantastic Build check which consumes 3 days at a stonemason's shop and costs 50gp.

Studded Leather Armor of Gravity

Magic Tier 17	Spaces 1	Hands 2 or worn
Damaged hp 5	Destroyed hp 10	Caster Level M5

This suit of studded leather armor appears to have a perfectly ordinary appearance until it is worn. The armor shifts and billows around the body of the wearer exactly as if that person were continuously in free-fall. It feels as light as a fabric shirt to the wearer.

This suit of armor has a +2 bonus to the AC defense, and it takes up 2 less inventory spaces than does a non-magical suit of armor. The wearer's walking movement allowance is 10' faster per turn than is usual for armor of this type. The wearer of the armor enjoys the continuous benefits of a *feather fall* spell. If the spell is dispelled, the wearer of the armor may recast this spell as a standard action that does not trigger attacks of opportunity. 3/day they may cast the spell *jump*, affecting themselves only, and 3/day they may cast the spell *levitate*, likewise only targeting themselves. Spells are cast as by a 5th level Magic-user.

A *damaged* piece of armor cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* armor as described in Chapter 5. Repairing this armor requires a fantastic Build check which consumes 3 days at an armorer's shop and costs 50gp.

Magic Weapons

Magic weapons use the same types and statistics as the non-magical versions found in Chapter 5. Sometimes magic weapons are built to be unassuming and it is not immediately obvious that they are different from non-magical items of its type. Other times, the creator of the weapon wanted their magic item to be ostentatious and clearly of a higher quality than the norm; such items are sometimes adorned with precious metals or gemstones. They may be carefully carved or wrought with patterns, pictures, or words in a variety of languages. Sometimes aspects of magic weapon's decoration gives a hint regarding what the item's properties might be; a sword that inflicts extra cold damage, for instance, may have a pommel worked to resemble an icicle. One person can simultaneously use as many magic weapons as they have hands to wield them, but only wielded weapons confer any kind of benefit; magic weapons not in a hand are of no help.

All magic weapons provide at least a +1 bonus to either attacks or damage. Missile and melee weapons may have bonuses to both attacks and to damage, but they may have only one or the other, and the bonuses they grant need not be the same – it is perfectly acceptable to have a magic mace with a +0 bonus to attacks and a +2 bonus to damage, for example, and this is typically abbreviated as a +0/+2 weapon. Ammunition fired by missile weapons may also have bonuses to attack and damage, but if two attack or damage bonuses stack, only the biggest applies – if a bow with +2 to attack rolls and +1 to damage rolls fires arrows with a +1 to attack rolls and a +2 to damage rolls, the arrows are fired with bonuses of +2/+2. Additionally, any type of magic weapon may have both permanent properties and temporary properties. If weapons have the ability to cast spells, they may be drawn from either the Arcane or Divine spell lists, and they can be activated by any wearer, not just those capable of casting that type of spell. Weapon spell-like abilities do not require the wielder's spell points or surges to trigger this magic; each spell may be cast a certain number of times per day – typically 3 times per day for spells of level 1

or 2, 2 times per day for spells of level 3 or 4, and 1 time per day for spells of level 5 or 6. Unlike casting a spell, this standard action does not trigger attacks of opportunity – spellcasting requires concentration and complicated gestures, but causing a weapon’s spell-like ability to work requires only a trivial amount of effort that gives opponents no special openings to attack. Furthermore, this action can be done quietly and without calling attention to itself, even if the spell effect is loud and obvious. Weapon spell-like abilities cannot be recharged; they generally return at midnight.

When a weapon generates spell-like effects, that spell is always as described in Chapter 4, although spells may be staged when the item is created (but not on the fly as the item is used). The spell’s duration and effects are exactly as if it were cast by a character of the caster level listed for the item – items that have both Arcane and Divine spells will have two different caster levels, and the one associated with the spell-like ability is the one that applies. Permanent abilities may not be suspended by the user unless specifically stated in the item’s description. The person who created the item is considered to be the caster of the spell. This means that the user of the item has no power to prematurely end any magical effects. Similarly, any decisions associated with casting the spell were made when the item was created, with the exception of the user designating a target. If a special ability requires an attack roll, its attack roll bonus is listed with the item, and the user’s ability score modifiers do not apply.

A magic weapon is a magic item and it therefore can be detected with a *detect magic* spell. If a magic weapon has a permanent effect on the wearer, the user carries a faint magic aura as long as the weapon is wielded, but that aura disappears when the item is no longer in hand. If a magic weapon has a temporary effect on the wearer or any other creature, that will likewise be reflected by a magic aura around the target, exactly as if a spell had been cast on them. Temporary effects of spell-like special qualities can be dispelled just as would be the associated spell as described in Chapter 4.

As a rule, it is not possible to trigger spell-like abilities using weapons with the *damaged* property; additionally, *damaged* weapons suffer all the penalties of non-magical weapons with the *damaged* property. However, *damaged* weapons retain their permanent effects such as bonuses to attacks and to damage. A magic weapon has the same thresholds to damage or destroy it as described for the same type of non-magical weapon described in Chapter 5. A weapon that has the *damaged* property may be repaired by an artisan capable of working with the principal material of the weapon’s construction; this requires a fantastic skill check in a well-equipped workshop. This repair work requires 3 days and generally costs 50gp.

A list of many types of magic weapons that may be encountered follows:

Table 9-14: TOTIL Magic Weapons

Item Name	Magic Tier	Caster Level	Summary of Properties
Battle Axe of Life Drinking	20	C5	+2 combat attack rolls, +2 combat damage rolls, 1/day drain (energy) as 4 HD vampire servitor for 10 minutes
Club of Good Fortune	22	C6	+3 combat attack rolls, +3 combat damage rolls, force a reroll at but lose +1/+1- bonuses regenerate at dawn every day
Dagger of Venom	16	M5	+1 combat attack rolls, +1 combat damage rolls, 1/day poison touch as 4 HD mammoth centipede for 10 minutes
Great Sword of Defending	22	C6	+2 combat attack rolls, +2 combat damage rolls, +2 AC, spend surges to use Sacrificial Defense - Interposition
Hand Axe of Sharpness	14	E5	+2 combat attack rolls, +2 combat damage rolls, critical hit on 19 or 20
Hatchet of Woodmastery	19	E6	+1 combat attack rolls, +1 combat damage rolls, additional +3 combat damage against plant creatures, cuts through wood like butter
Heavy Crossbow of Autonomous Action	13	M5	+1 combat attack rolls, can 'dance' even though missile weapons usually cannot do this
Heavy Flail of Divine Wrath	24	C5	+2 combat attack rolls, +2 combat damage rolls, additional +2 combat damage against evil targets, continuous light, continuous divine ward
Heavy Pick of the North	19	C6	+1 combat attack rolls, +1 combat damage rolls, continuous resist elements (cold), 1/day +2d6 hp cold damage for 10 minutes
Light Crossbow of the Barrage	13	M5	+1 combat attack rolls, not slow, spend surges to use Fighter's ability to make a second attack with this weapon as part of the same standard action
Light Flail of the Sun	21	C5	+2 combat attack rolls, +2 combat damage rolls, additional +2 combat damage against undead targets, continuous light, 2/day daylight, 2/day searing light
Light Hammer of Sundering	18	M4	+2 combat attack rolls, +2 combat damage rolls, critical hit inflicts +10 hp on a construct, tool usable as a sledgehammer, additional +4 to Feats of Might when smashing things
Light Pick of Stonemastery	19	M4	+1 combat attack rolls, +1 combat damage rolls, additional +3 combat damage against elemental earth creatures, cuts through stone like butter, usable as miner's pick
Long Bow of the Blood Oath	18	E6	+3 combat attack rolls, swear an oath against specific target as a standard action, gain +3 combat damage to that creature, but while it lives, combat damage is -2 against all other targets
Long Spear of Fish Command	19	C5	+2 combat attack rolls, +2 combat damage rolls, fluent in Merfolk, 2/day water breathing, 1/day special power of telepathy (fish only) as 2 HD sahuagin
Long Sword of Giant's Doom	23	M6	+2 combat attack rolls, +2 combat damage rolls, additional +3 combat damage against creatures with the giant primary trait, fluent in Giantish, critical hit stuns a giant for 1 round
Mace of Disruption	20	C11	+2 combat attack rolls, +2 combat damage rolls, 1/day rebuke undead, on a critical hit may trigger spell as a free action
Morningstar of Wounding	22	C7	+1 combat attack rolls, +1 combat damage rolls, 3/day cause wounds, 1/day activate monster special power of wound as 7 HD bearded devil for 10 minutes
Polearm of Dragon Slaying	22	M6	+2 combat attack rolls, +2 combat damage rolls, additional +3 combat damage against creatures with the dragon primary trait, fluent in Draconic, critical hit frightens a dragon (Rec 15)
Rapier of Speed	21	M6	+1 combat attack rolls, +1 combat damage rolls, spend surges to use special ability of Rage - Vengeful Response, 1/day activate monster special power of fast as 1 HD kobold for 10 minutes
Short Bow of Force Arrows	15	E5	+1 combat attack rolls, makes own force arrows that are +1 damage
Short Spear of the Thunderbolt	13	M5	+1 combat attack rolls, +1 combat damage rolls, 1/day additional +1d6 hp electricity damage for 10 minutes, 2/day lightning bolt, may throw spear and trigger lightning bolt on a hit but then spear is hot for 1 hour

Table 9-14: TOTL Magic Weapons (continued)

Item Name	Magic Tier	Caster Level	Summary of Properties
Short Sword of Dancing	12	M5	+1 combat attack rolls, +1 combat damage rolls, after 1 round dances to fight autonomously
Sling of Acid Bullets	15	M5	+1 combat attack rolls, makes own bullets, 1/day additional +1d6 hp acid damage for 10 minutes, 2/day acid cloud
Staff of Subdual	16	C5	+1 combat attack rolls, +1 combat damage rolls, 1/day trigger monster special power of stunning touch as 4 HD stunjelly for 10 minutes
War Hammer of Throwing	12	C3	+2 combat attack rolls, +2 combat damage rolls, may throw as hatchet, returns automatically to thrower
Melee weapon +1/+1	5	C3	+1 combat attack rolls, +1 combat damage rolls
Melee weapon +2/+2	9	C3	+2 combat attack rolls, +2 combat damage rolls
Melee weapon +3/+3	18	C6	+3 combat attack rolls, +3 combat damage rolls
Missile weapon +1	4	C3	+1 combat attack rolls
Missile weapon +2	6	C3	+2 combat attack rolls
Missile weapon +3	12	C6	+3 combat attack rolls
Missile weapon +4	20	C10	+4 combat attack rolls

A more detailed description of the weapons listed above follows:

Battle Axe of Life Drinking

Magic Tier 20

Spaces 3

Hands 2

Damaged hp 5

Destroyed hp 10

Caster Level C5

This battle axe has a haft made of ash and a steel chopping blade that has been stained a matte black. At the top and the bottom of the blade's edge are two protruding prongs that are stained white, a bit like fangs, and cruel glaring eyes are etched into either side of the head. The bottom of the haft is whittled to a point and might serve as a sharpened stake.

This battle axe has bonuses of +2 to combat attack rolls and +2 to combat damage rolls made using this weapon. 1/day the wielder of this weapon may trigger the monster special power of *drain (energy)* as used by a 4HD *servitor vampire*. As a touch attack, the axe attacks at +5 with the wielder's ability score modifiers not added against the Dodge defense, and a hit drains one energy level and also *fatigues*. This lasts for 10 minutes.

A *damaged* weapon cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* weapons as described in Chapter 5. Repairing this weapon requires a fantastic Build check which consumes 3 days at a weaponsmith's shop and costs 50gp.

Club of Good Fortune

Magic Tier 22	Spaces 2	Hands 1
Damaged hp 3	Destroyed hp 6	Caster Level C6

This club is made of knotted pine, is stained a dark brown, and it has a leather cord wound around the handle for a grip. The knots of the pine begin to sprout greenery at the beginning of the day, and by noon each knot has grown a 4-leaf clover. Towards the end of the day these wither and fall off until the club is bare at nightfall.

This club has bonuses of +3 to combat attack rolls and +3 to combat damage rolls made using this weapon. The wielder of this weapon may trigger its luck power as a reaction which allows the player to force a reroll of any die rolled on the table; however, each use reduces the combat attack bonus and the combat damage bonus by 1 apiece. This weapon may be reduced down to +0/+0 at which point the luck power no longer functions. Every day at dawn the weapon's bonuses regenerate.

A *damaged* weapon cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* weapons as described in Chapter 5. Repairing this weapon requires a fantastic Build check which consumes 3 days at a weaponsmith's shop and costs 50gp.

Dagger of Venom

Magic Tier 16	Spaces 1	Hands 1
Damaged hp 3	Destroyed hp 6	Caster Level M5

This weapon is made of steel but is stained a rusty brown color. It has no cross guard to speak of, and its grip is covered with a chitinous brown material that looks like a segmented body. Two arthropod legs trail off the butt of the handle, and when the magic of the dagger is activated, these jerk reflexively.

This dagger has bonuses of +1 to combat attack rolls and +1 to combat damage rolls made using this weapon. 1/day as a free action, the wielder may activate the monster special power of *poison touch* which is the same as that of a 4 HD *mammoth centipede*; on a hit the poison attacks at +4, with the wielder's ability score bonuses not applied, against the victim's Toughness defense to inflict 1d6 hp and 1 Dexterity damage on a hit, 1 hp damage on a miss; every 2 hours thereafter the poison attacks at +4, with the wielder's ability score bonuses not applied, against the victim's Toughness defense to inflict 1d3 hp and 1 Dexterity damage on a hit, 1 hp damage on a miss; every 4 hours the victim may attempt a Recovery roll with an initial threshold of 20. The envenomation lasts for 10 minutes and applies to all hits made with this weapon.

A *damaged* weapon cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* weapons as described in Chapter 5. Repairing this weapon requires a fantastic Build check which consumes 3 days at a weaponsmith's shop and costs 50gp.

Great Sword of Defending

Magic Tier 22	Spaces 5	Hands 2
Damaged hp 6	Destroyed hp 12	Caster Level C6

This great sword is almost 6' long and is made of brightly polished steel. The quillons and two other bars jutting out above and below the primary hand protection create the trefoil cross of San Marinetti, defender of orphans and the weak. When this weapon is wielded in defense of the defenseless, the movement of the blade through the air seems to almost sing.

This great sword has bonuses of +2 to combat attack rolls and +2 to combat damage rolls made using this weapon. It also provides a bonus of +2 to the wielder's AC defense. The wielder of this weapon has the continuous use of the special power of Sacrificial Defense – Interposition, as used by a 1st level Paladin with the *nobility* set of holy orders, using their own surges.

A *damaged* weapon cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* weapons as described in Chapter 5. Repairing this weapon requires a fantastic Build check which consumes 3 days at a weaponsmith's shop and costs 50gp.

Hand Axe of Sharpness

Magic Tier 14	Spaces 2	Hands 1
Damaged hp 4	Destroyed hp 8	Caster Level E5

The head of this axe is made from the glossy black volcanic glass sometimes found in lava tubes accessed through the Deepways. This material cleaves into exceedingly sharp edges, but only Shadow Elves have learned the trick of working with it to make weapons. The handle of the axe looks like it is made from a pale wood but it has no grain; it is made from desiccated fungal strands.

This hand axe has bonuses of +2 to combat attack rolls and +2 to combat damage rolls made using this weapon. Hits made with this weapon score a critical hit on both a 19 and a 20. Note, however, that a 19 is not an automatic hit – it only scores the critical hit if it hits the target's AC defense.

A *damaged* weapon cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* weapons as described in Chapter 5. Repairing this weapon requires a fantastic Build check which consumes 3 days at a weaponsmith's shop and costs 50gp.

Hatchet of Woodmastery

Magic Tier 19	Spaces 1	Hands 1
Damaged hp 3	Destroyed hp 6	Caster Level E6

This weapon is made from a single piece of wood, including the head – only the Sylvan Elves understand the art of working spicewood into blades as sharp and durable as anything made of metal. Scrollwork up the handle and wrapping around the back of the head seems to depict creeping vines and ivy leaves.

This hatchet has bonuses of +1 to combat attack rolls and +1 to combat damage rolls made using this weapon. It also provides an additional +3 combat damage bonus against monsters with the *plant* primary trait. This weapon is also a tool, and it is capable of cutting through even the hardest of woods and vines like soft butter, although it is no sharper than usual when used against non-wood products.

A *damaged* weapon cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* weapons as described in Chapter 5. Repairing this weapon requires a fantastic Build check which consumes 3 days at a woodworker's shop and costs 50gp.

*Heavy Crossbow of Autonomous Action***Magic Tier 13****Spaces 4****Hands 2****Damaged hp 3****Destroyed hp 10****Caster Level M5**

This weapon is made of black iron, including its spring bow, cranequin, and stock. The stock has an unusual shape and texture; the smooth surface of the front of the weapon gives way to reptilian scaling towards the rear. The back portion of the weapon looks like the bat-wings of a dragon-like creature, folded back serenely and at rest.

This heavy crossbow has a bonus of +1 to combat attack rolls. This weapon has the *dancing* special quality, usually only available to melee weapons; after wielding it for at least 1 round, the user may release the weapon which unfurls its bat wings and may move up to 30' away from the user, autonomously attacking and reloading via mental direction, for no more rounds than it was initially wielded. Any ammunition it uses is drawn from the user's inventory even if it is remote.

A *damaged* weapon cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* weapons as described in Chapter 5. Repairing this weapon requires a fantastic Build check which consumes 3 days at a weaponsmith's shop and costs 50gp.

*Heavy Flail of Divine Wrath***Magic Tier 24****Spaces 3****Hands 2****Damaged hp 5****Destroyed hp 10****Caster Level C5**

This weapon has a 4' oak shaft shod with iron and a head-cap connecting three chained balls. The balls, which are iron, glow continuously – one with a white radiance, one with a red aura, and one with a blue light. Whirling the three balls over the head of the wielder creates an interesting strobing effect.

This heavy flail has bonuses of +2 to combat attack rolls and +2 to combat damage rolls made using this weapon. It has an additional combat damage bonus of +2 against targets of the *evil* alignment. The wielder of this weapon enjoys the continuous protection of a *divine ward* spell, which grants a +1 bonus to all defenses, +2 against enemies with opposite alignment, and it hedges out summoned creatures. This item also continuously has a *light* spell cast upon it. Both spells are cast as by a 5th level Cleric. If these spells are dispelled, the wielder may cast either of them again as a standard action which does not trigger attacks of opportunity.

A *damaged* weapon cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* weapons as described in Chapter 5. Repairing this weapon requires a fantastic Build check which consumes 3 days at a weaponsmith's shop and costs 50gp.

*Heavy Pick of the North***Magic Tier 19****Spaces 3****Hands 2****Damaged hp 5****Destroyed hp 10****Caster Level C6**

The bottom portion of the handle of this weapon is made of ivory with fur wrappings for a grip, but the upper part of the 3' shaft is a rod of solid ice; the magic of this weapon sustains the shaft in frozen form, even in hot weather or when exposed to magical or non-magical fire. The steel head of the weapon is always frosted over.

This heavy pick has bonuses of +1 to combat attack rolls and +1 to combat damage rolls made using this weapon. The wielder of this weapon continuously enjoys the protection of a *resist elements (cold)* spell as cast by a 6th level Cleric, which halves cold damage. If this spell is dispelled, the user may recast it as a standard action which does not trigger attacks of opportunity. 1/day the wielder may activate the weapon's cold power; a miniature blizzard surrounds the head of this weapon and hits inflict an additional 2d6 hp cold damage for 10 minutes.

A *damaged* weapon cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* weapons as described in Chapter 5. Repairing this weapon requires a fantastic Build check which consumes 3 days at a weaponsmith's shop and costs 50gp.

*Light Crossbow of the Barrage***Magic Tier 13****Spaces 3****Hands 2****Damaged hp 2****Destroyed hp 8****Caster Level M5**

The stock of this weapon is made from a single piece of pine stained a light brown, while the bow and crank mechanisms are made of iron. Carvings of animals are worked into each side of the stock – a hummingbird on the left side, a striking cobra on the right. The entire weapon seems to continuously vibrate slightly, but not enough to throw off one's aim.

This light crossbow has a bonus of +1 to combat attack rolls. The *slow* property of this weapon is removed; reloading this weapon is part of the standard action of firing it. Additionally, the wielder of this weapon has a 1st level Fighter character's special ability to make an additional attack with this weapon as part of the same standard action; this is powered by the wielder's surges.

A *damaged* weapon cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* weapons as described in Chapter 5. Repairing this weapon requires a fantastic Build check which consumes 3 days at a weaponsmith's shop and costs 50gp.

Light Flail of the Sun

Magic Tier 21	Spaces 2	Hands 1
Damaged hp 4	Destroyed hp 8	Caster Level C5

This weapon appears to be entirely made of glass – its handle is a solid translucent bar, the chain joining it to the ball has glass links, and the ball itself is solid glass sphere with many points drawn to sharp peaks. It looks fragile but isn't, probably due to its magic. A clear light wells up from deep inside the ball.

This light flail has bonuses of +2 to combat attack rolls and +2 to combat damage rolls made using this weapon. It has an additional combat damage bonus of +2 against targets with *undead* primary trait. This weapon continuously has a *light* spell cast upon it, and if this spell is dispelled, the wielder may cast it again as a standard action which does not trigger attacks of opportunity. 2/day the wielder may cast the spell *daylight*, and 2/day the wielder may cast the spell *searing light*. Spells are cast as by a 5th level Cleric. *Daylight* makes attack rolls at +2, with the wielder's ability score modifiers not added, against the Dodge defense, and a hit inflicts the *blinded* condition. *Searing light* makes attack rolls at +2, with the wielder's ability score modifiers not added, against the Dodge defense, and on a hit it inflicts 2d6 hp fire damage, 4d6 hp fire damage against *undead* targets.

A *damaged* weapon cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* weapons as described in Chapter 5. Repairing this weapon requires a fantastic Build check which consumes 3 days at a glassblower's shop and costs 50gp.

Light Hammer of Sundering

Magic Tier 18	Spaces 1	Hands 1
Damaged hp 3	Destroyed hp 6	Caster Level M4

The head of this weapon is in two pieces – a flat-headed face joins to a heavy steel casing with a ball peen. The two are linked with a spring-loaded assembly that cocks itself when the weapon is poised to strike, and which releases the spring at the moment of impact. This deals disproportionately heavy blows.

This light hammer has bonuses of +2 to combat attack rolls and +2 to combat damage rolls made using this weapon. It strikes creatures with the *construct* primary trait particularly hard; on a natural 20 hit it inflicts an additional 10 hp damage on top of the other damage it might inflict. This light hammer serves as a tool that has the properties of both a tinker's hammer and a sledge hammer; additionally, when used to smash things, it has a +4 bonus to Feats of Might skill checks which stacks with the sledge hammer bonus.

A *damaged* weapon cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* weapons as described in Chapter 5. Repairing this weapon requires a fantastic Build check which consumes 3 days at a weaponsmith's shop and costs 50gp.

Light Pick of Stonemastery

Magic Tier 19 **Spaces 1** **Hands 1**

Damaged hp 3 **Destroyed hp 6** **Caster Level M4**

This weapon is clearly of Dwarven construction because it is carved entirely from a single piece of coarse-grained granite – a trick unfamiliar to most weaponsmiths. Only the tip of the pick is metal, and it is set organically into the stone of the head with tendrils of metal reaching up to fill tiny cracks. The metal tip is steel polished to a high shine.

This light pick has bonuses of +1 to combat attack rolls and +1 to combat damage rolls made using this weapon. It also provides an additional +3 combat damage bonus against monsters with the *elemental* primary trait, but only those associated with the Elemental Plane of Earth. This weapon is also a tool, and it is capable of cutting through even the hardest of stone like soft butter, although it is no sharper than usual when used against non-stone products. It functions as a full miner's pick despite its small size.

A *damaged* weapon cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* weapons as described in Chapter 5. Repairing this weapon requires a fantastic Build check which consumes 3 days at a stonemason's shop and costs 50gp.

Long Bow of the Blood Oath

Magic Tier 18 **Spaces 3** **Hands 2**

Damaged hp 3 **Destroyed hp 10** **Caster Level E6**

This long bow is shaggy with actual vines and ivy leaves, which have somehow been grafted onto the yew shaft and which grow profusely even with no light and food. At the point of the arrow sill, two tiny red lights shine forward from the shadow of the ivy leaves, like two baleful eyes peering out of the darkness.

This long bow has a bonus of +3 to combat attack rolls. The wielder of this bow may choose to swear a **blood oath** against a specific creature; this requires a standard action that does not trigger attacks of opportunity, and it requires a name or a very specific identification. All attacks made against the target of the *blood oath* that are made with this weapon inflict an additional 3 hp when they hit; however, while the target of the *blood oath* still lives, all attacks made against other targets with this weapon inflict 2 hp less.

A *damaged* weapon cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* weapons as described in Chapter 5. Repairing this weapon requires a fantastic Build check which consumes 3 days at a weaponsmith's shop and costs 50gp.

*Long Spear of Fish Command***Magic Tier 19****Spaces 4****Hands 2****Damaged hp 5****Destroyed hp 10****Caster Level C5**

This trident is seven feet long and made of bronze with a faintly greenish cast. The central tine is longer than the other two. Several streamers are attached to the butt end that are made of greenish ribbons with pale yellow spheres attached to it. When submerged, these streamers trail behind the weapon like strands of kelp.

This long spear has bonuses of +2 to combat attack rolls and +2 to combat damage rolls made using this weapon. The wielder has the ability to speak the language of Merfolk fluently. 2/day the wielder may cast the spell *water breathing*. Spells are cast as by a 5th level Cleric. 1/day as a free action, the wielder may trigger the monster special power of *telepathy* as used by a 2 HD *sahuagin*; this power only allows communication with fish, and it lasts for 10 minutes.

A *damaged* weapon cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* weapons as described in Chapter 5. Repairing this weapon requires a fantastic Build check which consumes 3 days at a weaponsmith's shop and costs 50gp.

*Long Sword of Giant's Doom***Magic Tier 23****Spaces 3****Hands 1****Damaged hp 5****Destroyed hp 10****Caster Level M6**

This gleaming steel weapon has runes carved across every square inch of its blade. The runes are written in the Giantish language and they read: "**Drown the world in your tears, abandoned children of the gods, for now comes SCIAGON and your doom is upon you.**" The pommel has an ornament that looks like a small golden skull; it has only one eye socket.

This long sword has bonuses of +2 to combat attack rolls and +2 to combat damage rolls made using this weapon. This weapon grants an additional +3 bonus to combat damage against targets with the *giant* primary trait. The wielder has the ability to speak the language of Giantish fluently. On a natural 20 hit on a target with the *giant* primary trait, in addition to the normal damage inflicted by the weapon, the weapon inflicts the *stunned* condition for 1 round.

A *damaged* weapon cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* weapons as described in Chapter 5. Repairing this weapon requires a fantastic Build check which consumes 3 days at a weaponsmith's shop and costs 50gp.

Mace of Disruption

Magic Tier 20

Spaces 2

Hands 1

Damaged hp 4

Destroyed hp 8

Caster Level C11

This weapon's ball is hollow and it has an unscrewable lid. Removing the lid reveals a cavity where a quantity of burning incense can be placed; the ball has many tiny pores that allow the incense to waft out as the mace is swung. Burning incense in this weapon does not have any appreciable positive effect, but it sure smells nice.

This mace has bonuses of +2 to combat attack rolls and +2 to combat damage rolls made using this weapon. 1/day the wielder may cast the spell *rebuke undead*. Spells are cast as by a 11th level Cleric, and attack rolls are made at +5, with the wielder's ability score modifiers not added, against the Toughness defense; on a hit this inflicts 6d10 hp damage against *undead* creatures, half damage on a miss. On a natural 20 hit with the mace, if the *rebuke undead* spell-like ability has not yet been used, it can be triggered as a reaction that centers its effect on the creature struck; this automatically hits the creature struck by the weapon, but attacks must be rolled against any other *undead* creatures in the area of effect.

A *damaged* weapon cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* weapons as described in Chapter 5. Repairing this weapon requires a fantastic Build check which consumes 3 days at a weaponsmith's shop and costs 50gp.

Morningstar of Wounding

Magic Tier 22

Spaces 3

Hands 2

Damaged hp 5

Destroyed hp 10

Caster Level C7

This long spiked club is sheathed in black iron. This sheath is studded with many tiny mouths which appear to be grinning, displaying many sharp teeth made of black iron. Most of the time these mouths are inert and decorative only, but when the weapon's power is activated, they do what diabolical mouths do best...

This morningstar has bonuses of +1 to combat attack rolls and +1 to combat damage rolls made using this weapon. 3/day the wielder may cast the spell *cause wounds*. Spells are cast as by a 7th level Cleric, and the wielder makes a touch attack at +5, with the wielder's ability score modifiers not factored in, against the target's Dodge defense; on a hit, the spell inflicts 1d6+1 hp damage. 1/day as a free action, the wielder may activate the monster special power of *wound* as a 7 HD *bearded devil* which inflicts the *bleeding* (3) condition on any hit with this weapon; this lasts for 10 minutes.

A *damaged* weapon cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* weapons as described in Chapter 5. Repairing this weapon requires a fantastic Build check which consumes 3 days at a weaponsmith's shop and costs 50gp.

Polearm of Dragon Slaying

Magic Tier 22	Spaces 5	Hands 2
Damaged hp 6	Destroyed hp 12	Caster Level M6

This long wooden pole is tipped with two parallel steel blades, and lettering is etched into the blades' surface. The runes are written in the Draconic language and they read: "**Cruel invaders from beyond the veil, ONSIDORAX shall give you the greatest treasure of all – your demise.**" The butt of the pole has an ornament that looks like the triangular tip of a winged dragon's tail.

This polearm has bonuses of +2 to combat attack rolls and +2 to combat damage rolls made using this weapon. This weapon grants an additional +3 bonus to combat damage against targets with the *dragon* primary trait. The wielder has the ability to speak the language of Draconic fluently. On a natural 20 hit on a target with the *dragon* primary trait, in addition to the normal damage inflicted by the weapon, the weapon inflicts the *afraid* condition, Recovery 15.

A *damaged* weapon cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* weapons as described in Chapter 5. Repairing this weapon requires a fantastic Build check which consumes 3 days at a weaponsmith's shop and costs 50gp.

Rapier of Speed

Magic Tier 21	Spaces 2	Hands 1
Damaged hp 4	Destroyed hp 8	Caster Level M6

This ordinary-appearing slim blade has a basket-style handguard whose detail appears to be two chromed comets and their tails whizzing in circles around the grip. Its magical nature is somewhat betrayed when it is held by a creature capable of speech; the words tumble out of the wielder's mouth in a jumble as if they cannot collect their thoughts fully before speaking.

This rapier has bonuses of +1 to combat attack rolls and +1 to combat damage rolls made using this weapon. The wielder has the special ability of Rage – Vengeful Response as used by a 1st level Berserker character, which is powered using the wielder's surges. 1/day as a free action the wielder may trigger the monster special power of *fast* as used by a 1 HD *kobold*; this lasts for 10 minutes.

A *damaged* weapon cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* weapons as described in Chapter 5. Repairing this weapon requires a fantastic Build check which consumes 3 days at a weaponsmith's shop and costs 50gp.

Short Bow of Force Arrows

Magic Tier 15

Spaces 2

Hands 2

Damaged hp 2

Destroyed hp 8

Caster Level E5

This decorative short bow has a metal recurve with plated silver and gold along the edges. Fine scrollwork of vines and ivy leaves can be seen along its length. Most interesting is the absence of a bow string, nor any place to secure a bow string to. However, if one mimics drawing the bow, the limbs curve back exactly as if a string were being pulled into place.

This short bow has a bonus of +1 to combat attack rolls. When its invisible string is pulled back, an arrow made of shimmering energy appears in place, ready to fire. This arrow is a force effect and fully damages monsters with the *insubstantial* special power; this ammunition also has a +1 bonus to combat damage rolls. This weapon never runs out of ammunition, but it cannot fire substantial arrows. Whether they hit or miss, the force arrows disappear and cannot be reused.

A *damaged* weapon cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* weapons as described in Chapter 5. Repairing this weapon requires a fantastic Build check which consumes 3 days at a weaponsmith's shop and costs 50gp.

Short Spear of the Thunderbolt

Magic Tier 13

Spaces 2

Hands 1

Damaged hp 4

Destroyed hp 8

Caster Level M5

This entire spear – shaft and head – is made of solid copper. The head is shaped like a jagged bolt of lightning. A tracery of static electricity constantly plays over the surface of this weapon unless the butt is touched to a grounding surface. Dogs will generally react negatively to this weapon's presence.

This short spear has a bonus of +1 to combat attack rolls and a bonus of +1 to combat damage rolls. 1/day as a free action the wielder may activate the weapon's lightning power; a miniature lightning storm surrounds the head of this weapon and hits inflict an additional 1d6 hp electricity damage for 10 minutes. 2/day the wielder may cast the spell *lightning bolt*. Spells are cast as by a 5th level Magic-user, and attacks are made at +4, with the wielder's ability score modifiers not added in, against the Dodge defense; on a hit the spell inflicts 4d6 hp lightning damage, half damage on a miss. If the wielder throws this spear and still has an unused casting of the *lightning bolt* spell-like ability, on any hit they may choose as a reaction to trigger the spell which arcs from the thrower to the target – the thrower is not harmed. However, after this usage the spear is too hot to touch for an hour unless magical protection from heat is available.

A *damaged* weapon cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* weapons as described in Chapter 5. Repairing this weapon requires a fantastic Build check which consumes 3 days at a weaponsmith's shop and costs 50gp.

Short Sword of Dancing

Magic Tier 12	Spaces 2	Hands 1
Damaged hp 4	Destroyed hp 8	Caster Level M5

This elegant blade is clad in gold yet still retains a razor-sharp edge. Etched into one side of the blade is the elongated representational form of a graceful tutu-clad dancer; on the other side of the blade is a similarly lengthened figure of a dancer with a cape and spurs. Both figures raise their hands up to the tip of the blade, seemingly touching fingers as they dance.

This short sword has a bonus of +1 to combat attack rolls and a bonus of +1 to combat damage rolls. This weapon has the *dancing* special quality; after wielding it for at least 1 round, at the start of the next turn the user may release the weapon which may move up to 30' away from the user, autonomously attacking via mental direction, for no more rounds than initially wielded. While it is dancing, the wielder may use their action economy for other things, but when the appointed period of dancing is done, the weapon must either return to the wielder's hand or drop to the ground.

A *damaged* weapon cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* weapons as described in Chapter 5. Repairing this weapon requires a fantastic Build check which consumes 3 days at a weaponsmith's shop and costs 50gp.

Sling of Acid Bullets

Magic Tier 15	Spaces 1	Hands 1
Damaged hp 3	Destroyed hp 6	Caster Level M5

This leather strap has a cup that is made of brass which is then lined with glass – a curious construction since stones or bullets would ordinarily scratch the glass. A faint odor of vinegar always arises wherever this weapon is; it's not enough to be annoying or unpleasant, but it's noticeable.

This sling has a bonus of +1 to combat attack rolls. It may certainly use any sling bullets or sling stones the wielder has equipped, but if they whirl the sling around while the cup is empty, a sling bullet appears in the cup. Whether the bullet hits or misses, it immediately disappears – this ammunition cannot be reused, but the sling can create its own ammunition indefinitely. 1/day as a free action the wielder may grant any bullet the weapon fires an additional +1d6 hp acid damage for 10 minutes. 2/day the wielder may cast the spell *acid cloud*. Spells are cast as by a 5th level Magic-user, and attacks are made at +4, with the wielder's ability score modifiers not added in, against the Toughness defense; on a hit the spell inflicts 4d6 hp acid damage, half damage on a miss.

A *damaged* weapon cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* weapons as described in Chapter 5. Repairing this weapon requires a fantastic Build check which consumes 3 days at a weaponsmith's shop and costs 50gp.

Staff of Subdual

Magic Tier 16	Spaces 3	Hands 2
Damaged hp 3	Destroyed hp 6	Caster Level C5

This ordinary appearing quarterstaff is a 5' long cudgel of oak that must have been cut from a tree with heavy overgrowth of stranded moss; a bearded mop of the pale stringy stuff festoons both ends. Only when the staff's magic is activated does the moss animate and reach out for its enemies.

This staff has a bonus of +1 to combat attack rolls and a bonus of +1 to combat damage rolls. 1/day as a free action the wielder can trigger the monster special power of *stunning touch* as a 4 HD *stunjelly* – for 10 minutes, any hit with this weapon makes an additional attack of +4 against the target's Toughness defense, with the wielder's ability score modifiers not added in, and on a hit the target acquires the *stunned* condition for 1 round.

A *damaged* weapon cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* weapons as described in Chapter 5. Repairing this weapon requires a fantastic Build check which consumes 3 days at a weaponsmith's shop and costs 50gp.

War Hammer of Throwing

Magic Tier 12	Spaces 3	Hands 2
Damaged hp 5	Destroyed hp 10	Caster Level C3

This war hammer is clearly of Dwarvish construction as the entire thing is carved from a single piece of coarse-grained granite, and only the Dwarves know how to make such weapons. It is curiously light despite being made of such dense stuff, particularly in light of the huge stone ball at the butt of the weapon that gives the hammer a symmetric center of gravity and a uniform spin.

This war hammer has a bonus of +2 to combat attack rolls and a bonus of +2 to combat damage rolls. It is enchanted to be accurate when thrown; it can be thrown like a hatchet with ranges of 20/40/60. Additionally, when this weapon is thrown, whether it hits or misses, it immediately reappears in the hands of the wielder. When thrown, this weapon has the *hefty* property.

A *damaged* weapon cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* weapons as described in Chapter 5. Repairing this weapon requires a fantastic Build check which consumes 3 days at a stonemason's shop and costs 50gp.

Magic Consumables

Magic consumables use the same types and statistics as the non-magical versions found in Chapter 5. Usually, no great expense goes into making a magic consumable item ostentatious since it is designed to be used up.

Sometimes, however, aspects of magic consumable's decoration or labeling gives a hint regarding what the item's properties might be; a quiver of arrows meant to kill dragons, for instance, may be fletched with oddly scaly feathers.

As consumable items are not made to be permanent, they typically do not confer permanent bonuses to a user, but they commonly have temporary abilities. If consumables have the ability to cast spells, they may be drawn from either the Arcane or Divine spell lists, and they can be activated by any user, not just those capable of casting that type of spell. Consumable magic items are generally single-use, but some may have multiple uses, in which case they use a bank of charges similar to wands to generate a spell-like effect. Unlike casting a spell, this standard action does not trigger attacks of opportunity – spellcasting requires concentration and complicated gestures, but causing a consumable's spell-like ability to work requires only a trivial amount of effort that gives opponents no special openings to attack. Furthermore, this action can be done quietly and without calling attention to itself, even if the spell effect is loud and obvious. However, some consumable objects have effects that are triggered by

simply using the item. Such actions, and whether they trigger attacks of opportunity, are as described in Chapter 5. Consumable spell-like abilities cannot be recharged even if they have a set of charges.

When a consumable item generates spell-like effects, that spell is always as described in Chapter 4, although spells may be staged when the item is created (but not on the fly as the item is used). The spell's duration and effects are exactly as if it were cast by a character of the caster level listed for the item – items that have both Arcane and Divine spells will have two different caster levels, and the one associated with the spell-like ability is the one that applies. The person who created the item is considered to be the caster of the spell. This means that the user of the item has no power to prematurely end any magical effects. Similarly, any decisions associated with casting the spell were made when the item was created, with the exception of the user designating a target. If a special ability requires an attack roll, its attack roll bonus is listed with the item, and the user's ability score modifiers do not apply.

Several rules apply for quivers or pouches of ammunition that do not apply to other kinds of consumables. Magic ammunition, once fired, cannot be recovered (unlike non-magical ammunition) – its magic energies are expended at the moment of firing. However, unlike other types of magic items, special qualities that last for 10 minutes such as additional dice of energy do not need to be activated – the user chooses at the moment of firing which special qualities to activate, and that is done as a reaction to using the weapon. Note that a single quiver or pouch of ammunition can be treated as a single item with respect to adding bonuses to combat attack rolls, combat damage rolls, bonus energy dice, or critical hit affects, but other special quantities must be added to individual weapons. Different kinds of magic ammunition or stackable weapons must be enchanted separately, but they are still storable in the same container with other types of magic ammunition or stackable weapons, subject to the limitations of the container as described in Chapter 5.

A magic consumable is a magic item and it therefore can be detected with a *detect magic* spell. If a magic consumable has a temporary effect on the wearer or any other creature, that will be reflected by a magic aura around the target, exactly as if a spell had been cast on them. Temporary effects of spell-like special qualities can be dispelled just as would be the associated spell as described in Chapter 4.

The effects of a consumable suffering the *damaged* condition varies from item to item and will be described in the entry for each item below. All *damaged* magic consumables also suffer the penalties incurred by damaging non-magical versions of the same item as described in Chapter 5.

A list of many types of magic consumables that may be encountered follows:

Table 9-15: TOTIL Magic Consumables

Item Name	Magic Tier	Caster Level	Summary of Properties
Arrows of Acid	6	E3	+1d6 hp acid damage
Bag of Beans	12	M6	10 charges, throw a bean to summon a monster
Bead of Force	7	E7	single use, casts resilient sphere
Bolts of Fire	6	E3	+1d6 hp fire damage
Brooch of Shielding	3	M1	5 charges, counterspells magic missile
Bullets of Ice	6	E3	+1d6 hp cold damage
Caltrops of Grappling	8	E7	single use, casts black tentacles
Candles of Divine Attention	6	C3	6 items, each casts bless
Chalk of Portals	13	M9	8 items, each casts passwall
Chime of Opening	5	E3	5 charges, casts knock
Coin of Decisions	7	C5	5 charges, casts augury
Cube of Force	11	M9	5 charges, casts wall of force
Cylinder of Many Scrolls	13	M6	5 charges, generates a random scroll
Darts of the Hornet	11	E5	+1 Combat Damage Bonus, turns into 10'x10' swarm and attacks all targets
Dragon Teeth	8	C3	10 items, plant to grow a human warrior with warrior (1) enhancement
Dust of Appearance	6	C5	single use, casts invisibility purge
Dust of Disappearance	10	M7	single use, casts invisibility as a 10' emanation
Feather Token	10	M5	single use, creates a variety of unique effects
Flask of Many Potions	13	M6	5 charges, generates a random potion
Folio of Enhancement	24	C9	single use, read for a week to gain elite (1) enhancement
Incense of Meditation	11	C5	6 items, allows Clerics to prepare spells that roll damage with advantage
Ink of Scribing	12	M5	6 uses per item, allows spells to be scribed in a spellbook in 10 minutes
Javelins of Lightning	6	E3	+1d6 hp lightning damage
Keoghtom's Ointment	10	C7	5 charges, cast restore health to cure trauma, ability scores or conditions
Libram of Improvement	23	M9	single use, read for a week to gain +1 Strength
Oil of Sharpness	6	C5	single use, cast striking on a sharp weapon
Pot of Marvelous Pigments	14	E5	10 charges, use Perform skill to paint objects into existence
Robe of Useful Items	11	M6	limited number of patches which can be removed to summon objects
Scarab of Protection	13	C6	5 charges, automatically remove conditions
Sovereign Glue	13	M6	5 charges, creates a magic bond between two surfaces
Tome of Experience	25	M9	single use, read for a week to gain a level of experience
Universal Solvent	7	M3	5 charges, breaks any glue or sticky bond
Ammunition +1	2	M1	+1 Combat Damage Bonus
Ammunition +2	6	M3	+2 Combat Damage Bonus
Ammunition +3	12	M6	+3 Combat Damage Bonus
Ammunition +4	20	M10	+4 Combat Damage Bonus

A more detailed description of the consumables listed above follows:

Arrows of Acid

Magic Tier 6 **Spaces 1** **Hands 1 or worn**

Damaged hp 2 **Destroyed hp 4** **Caster Level E3**

These arrows have blackened flint heads and shafts that are black and stippled with green spots. They have a harsh alchemical smell. The fletching is made from ivy leaves painstakingly feathered for optimal aerodynamics, a clear sign of Elvish manufacture.

When one of these arrows is fired the user may choose as a reaction to activate the arrow's acid power, which adds +1d6 hp acid damage to each arrow hit. Once these arrows are fired, they may not be recovered.

A *damaged* quiver loses half its arrows rounded down, which cannot be replaced.

Bag of Beans

Magic Tier 14

Spaces 1

Hands 1

Damaged hp 1

Destroyed hp 2

Caster Level M6

This leather sack is secured with a knotted cord for a drawstring. It has a very narrow throat, only wide enough for a person with a normal-sized hand to reach into. The bag seems to be half-full of lumpy items whose bulges are visible. Disquietingly, sometimes the bulges are seen to move around.

This bag must be on a person's inventory to be used, or wielded in a hand, but it does not need to be worn. Once per round, the user of the bag may as a free action reach into the bag and take hold of one of the **beans** inside – fuzzy, squirming, thumb-sized objects which represent the potential of a random *animal* or *beast* monster. The specific bean is randomly determined by rolling on the following chart:

Table 9-16: TOTIL Bag of Beans

Die Roll (d20)	Creature
1	black bear
2	giant boar
3	leopard
4	giant eagle
5	brown bear
6	lion
7	mobat
8	giant wolverine
9	dire wolf
10	carnivorous ape
11	giant owl
12	osquip
13	gibbering mouther
14	hippogriff
15	giant crocodile
16	giant constrictor snake
17	griffon
18	cave bear
19	sabre-toothed tiger
20	elephant

Once a bean is in the user's hand, they intuitively know which monster will be generated by that bean. At that point they have a choice: put the bean back as a free action, in which case the bean is not used, or draw it out and throw it, which is a standard action that triggers attacks of opportunity. The bean is thrown as a grenade (see Chapter 7) and wherever it lands, the randomly determined creature appears. It immediately gets a set of actions, following the mental instructions of the user. It persists for up to ten minutes before disappearing. This item has ten beans in it and they may not be recharged.

When this item is damaged, half the beans rounded down are lost and cannot be replaced.

Bead of Force

Magic Tier 7	Spaces 0	Hands 1
Damaged hp N/A	Destroyed hp 1	Caster Level E7

This tiny white bauble is sometimes mistaken for a large pearl; it is lustrous and perfectly spherical. It is commonplace to find these items packed carefully in straw or cloth, or possibly in a protective case lined with velvet.

This bead is a single use item. It can be thrown as a grenade (see Chapter 7) as a standard action that triggers attacks of opportunity, and wherever it impacts serves as the focus for a *resilient sphere* spell. Spells are cast as if by a 7th level Elf, and the spell attacks at +3, with the wielder's ability score modifiers not added, against the Dodge defense. On a hit, targets are trapped in a bubble. This item has the *fragile* property, and if it breaks, it immediately triggers the spell centered on the item's location.

Once broken, this item cannot be repaired.

Bolts of Fire

Magic Tier 6	Spaces 1	Hands 1 or worn
Damaged hp 2	Destroyed hp 4	Caster Level E3

These bolts appear to be fairly typical examples of a group of such ammunition; they have stout wooden shafts and razor-sharp four-edged heads. The steel heads are coated with some sort of rough substance – it is red, crumbling, and stinks of brimstone.

When one of these bolts is fired the user may choose as a reaction to activate the bolt's fire power, which adds +1d6 hp fire damage to each bolt hit. Once these bolts are fired, they may not be recovered.

A *damaged* quiver loses half its bolts rounded down, which cannot be replaced.

Brooch of Shielding

Magic Tier 3	Spaces 0	Hands 1 or worn
Damaged hp 1	Destroyed hp 2	Caster Level M1
		Slot Other

This silver decorative object has a hinged catchment and pin, and it is commonly used to secure a cloak, although it may simply be worn anywhere on one's person. It is shaped like a shield two inches across, with a chevron-shaped top edge and a rampant single-horned lion – the coat of arms of Bordilar.

This brooch has 5 charges which cannot be recharged. When the spell *magic missile* is cast with the brooch's user as a target, the user may use an interrupt action to spend a charge. This casts *magic missile* as a counterspell which automatically negates the incoming spell. This also functions on *magic missile* cast as a spell-like special ability, but it has no effect on spells similar to *magic missile* such as *meteor swarm*. This item occupies an *other* slot.

When this item is damaged, half its charges round down are lost and cannot be replaced. This item cannot be repaired.

Bullets of Ice

Magic Tier 6	Spaces 1	Hands 1 or worn
Damaged hp 2	Destroyed hp 4	Caster Level E3

Each one of the bullets found in this pouch is clearly made of lead, judging from their weight, but their exterior is always frosted over, and they are always cool to the touch. It is sometimes necessary to beat the pouch against a hard surface to keep the bullets from sticking together.

When one of these bullets is fired the user may choose as a reaction to activate the bullet's cold power, which adds +1d6 hp cold damage to each bullet hit. Once these bullets are fired, they may not be recovered.

A *damaged* pouch loses half its bullets rounded down, which cannot be replaced.

Caltrops of Grappling

Magic Tier 8	Spaces 1	Hands 1
Damaged hp 1	Destroyed hp 2	Caster Level E7

This thick cloth sack at first glance appears to contain ordinary caltrops; the sharp black iron points can be seen poking through the sack despite its heavy material. However, the entire sack moves as if it contains living things, and the points poking through the material seem to struggle to escape. It is best not to wear this prickly object close to the skin.

This sack of caltrops is deployed similar to a sack of ordinary caltrops, filling an area that is 100 square feet. However, the tiny, spiked iron balls are mobile and act like living things, quickly burrowing into the surface they are placed upon, even if that surface is solid stone. If any creature enters the zone occupied by these caltrops, a *black tentacles* spell effect is triggered as a reaction within that area only. Spells are cast as by a 7th level Elf, and attacks are made at +3, with the user's ability score modifiers not factored in, against the Dodge defense; on a hit this spell inflicts 1d8 hp damage and grapples. These caltrops cannot be used again – they do NOT want to get back into the bag.

A damaged sack loses half its caltrops and therefore affects only half the area. Lost caltrops cannot be replaced.

Candles of Divine Attention

Magic Tier 6	Spaces 1	Hands 1
Damaged hp 1	Destroyed hp 2	Caster Level C3

This item comes in a batch of 6 candles. The candles are wax dips and look fairly ordinary, apart from the letters carved into the side of each one. These words are written in the Angelic language and each one is a different non-denominational request that the faithful should receive the benevolent stewardship of the divine powers.

Each candle functions the same as a non-magical version – it burns for 1 hour. At the time of lighting the candle, a basic action which triggers attacks of opportunity, all who are within the circle of dim light, a 10' radius, receive the benefit of a *bless* spell, granting bonuses of +1 to attacks and damage rolls. Spells are cast as by a 3rd level Cleric. The candle can be doused before it burns out, but its magic function only happens once – after that it becomes a non-magical candle. It is rumored that *bane* versions of this candle also exist that affect every creature within 10' except for the one who lit the candle.

A damaged bundle of candles loses half its candles, rounded down, and these cannot be replaced.

Chalk of Portals

Magic Tier 13	Spaces 0	Hands 1
Damaged hp 1	Destroyed hp 2	Caster Level M9

This item comes in a bundle of 8 pieces of chalk. Each piece of chalk has an ordinary appearance, but a close examination reveals a high degree of sparkle to the material. It otherwise works as normal, but if it ever draws a closed loop the magic will be triggered...

Each piece of chalk functions the same as a non-magical version. If a piece of chalk is used to draw a loop of any size on a hard permanent surface, a basic action that triggers attacks of opportunity, the piece of chalk disappears and a *passwall* spell is cast perpendicular to the surface, with the closed loop describing the outline of the tunnel created. Spells are cast as by a 9th level Magic-user.

A damaged bundle of chalk loses half its pieces, rounded down, and these cannot be replaced.

Chime of Opening

Magic Tier 5	Spaces 0	Hands 1
Damaged hp 2	Destroyed hp 4	Caster Level E3

This slim tuning fork is made of steel with a slight brass alloy which gives it a coppery sheen. The two tines are not perfectly straight but have many loops and crenelations, giving the thing the overall appearance of a key. It has a broad base which allows the fork to be placed in contact with a hard surface for harmonic transmission.

This chime has 5 charges which cannot be recharged. When the chime is rung and the base placed against a hard surface, a basic action which triggers attacks of opportunity, one of the charges is spent and the spell *knock* is cast, with the target being any openable lock, latch, door, or window most closely associated with the surface the item is placed upon. Spells are cast as a 3rd level Elf, and the spell attacks with an attack roll at +1, with the user's ability score modifiers not factored in, to determine the number of successes on an equivalent Mechanisms skill check to open the object.

When this item is damaged, half its charges rounded down are lost and cannot be replaced. This item cannot be repaired.

Coin of Decisions

Magic Tier 7	Spaces 0	Hands 1
Damaged hp 3	Destroyed hp 6	Caster Level C5

This gold coin superficially resembles the Ancient Poldaran eagle, the gold piece that most coinage of Uroth is based upon. However, both sides of the coin have the heads of some long-gone Poldaran emperor in profile; one of them is giving a jaunty thumbs-up, and the other frowns while giving a thumbs-down.

This coin has 5 charges which cannot be recharged. When the coin is flipped in the air and allowed to land on the ground, and a question is asked while the coin is midair, one of the charges is spent and the spell *augury* is cast. Spells are cast as a 5th level Cleric. The user's Intuition skill is used to determine the result. Positive or negative results will result in the thumbs-up or the thumbs-down sides of the coin landing face up. If the result is indeterminate, the coin will land on its edge and may or may not roll in a direction or towards an object that may give a clue regarding a more complex answer.

When this item is damaged, half of its charges rounded down are lost and cannot be replaced. This item cannot be repaired.

Cube of Force

Magic Tier 11	Spaces 0	Hands 1
Damaged hp 3	Destroyed hp 6	Caster Level M9

This small object looks like a decorative gaming cube – it is made of some kind of frosted glass, about 2" on a side, with spots ranging from 1 to 6 on its various faces. It can be rolled on a surface as normal. It will be noted, however, that each of the six faces can be pressed, and that face will yield a bit before springing back.

This cube has 5 charges which cannot be recharged. When the cube is held in the user's hand, they may press one of the buttons to spend one of the charges and cast a *wall of force* spell. The face that is pressed relative to the user determines the wall's orientation, so pressing the side in front of the user places the wall vertically there, while pressing the top side places the wall horizontally overhead. The spots of the face pressed determines the range; for every spot, the wall is placed 20' distant. The wall generally makes a square shape but it conforms to hard surfaces that may be in the way. Spells are cast as by a 9th level Magic-user.

When this item is damaged, its spell-like ability does not function. Repairing this item requires a fantastic Build check which consumes 3 days at a jeweler's shop and costs 50gp.

Cylinder of Many Scrolls

Magic Tier 13	Spaces 0	Hands 1 or worn
Damaged hp 1	Destroyed hp 2	Caster Level M6

This unusual leather cylindrical case has no caps on the ends that can be removed; instead, there is a slit running along the longitudinal axis, and the tip of a piece of parchment can be seen peeking out of it. There is a rotary dial set into one of the ends that has the numeral '5' showing through a window.

This case has 5 charges which cannot be recharged. This item contains 5 random magic scrolls which could be either Arcane or Divine in nature. Only the top scroll is accessible, and reading the portion of its writing visible or an *identify* spell will reveal its nature but not the natures of the other scrolls in the case. If that scroll is pulled from the case, it must be used within 1 round or it will disappear; the next scroll becomes available. The GM should randomly determine the scroll by whatever means seems convenient, and the caster level of the scroll is the minimum necessary to cast that spell. In all other senses, these scrolls function as described earlier in this chapter.

When this item is damaged, half its scrolls rounded down are lost and cannot be replaced. This item cannot be repaired.

Darts of the Hornet

Magic Tier 11	Spaces 1	Hands 1 or worn
Damaged hp 2	Destroyed hp 4	Caster Level E5

The darts in this quiver have relatively bulbous bodies that are painted yellow with black stripes. The head of each dart is an iron prong about 12" long, and two angry eyes are painted on the body just before the head. These darts therefore look something like an angry stinging insect with a sharp nose.

These darts have a combat damage bonus of +1 for attacks with this ammunition. When a dart hits, as a reaction the user may cause it to immediately transforms into a cloud of darts identical to the first; every creature within a 10'x10' area centered on the original target (including the original target) is immediately attacked one time by this swarm using the same attack modifiers as the initial attack. That dart then disappears.

A *damaged* quiver loses half its darts rounded down which cannot be replaced.

Dragon Teeth

Magic Tier 8	Spaces 1	Hands 1 or worn
Damaged hp 2	Destroyed hp 4	Caster Level C3

This ordinary looking pouch contains up to ten teeth from some kind of large carnivorous creature. They are almost 2" long, yellowed, and quite pointy. The roots of the teeth still dangle from the ivory, but strangely, these roots look more like plant matter than animal – they are brownish-green and covered with small hairlike fibers.

A typical pouch has 10 teeth in it. When the user places a *dragon's tooth* in the ground and covers it with dirt, a standard action which triggers attacks of opportunity, a remarkable transformation takes place. Within that same turn the tooth, planted as a magical seed, rapidly grows into a *human warrior* with warrior (1) enhancement (2 HD total) as described in Chapter 8. The warrior comes equipped with chain mail, a battle axe, a dagger, a short bow, and a quiver of arrows. At the beginning of the user's next turn the warrior gets a full set of actions. The warrior persists for 10 minutes and obeys the mental commands of the user. After 10 minutes the warrior and all their gear vanishes.

A *damaged* pouch loses half its teeth rounded down which cannot be replaced.

Dust of Appearance

Magic Tier 6	Spaces 0	Hands 1
Damaged hp N/A	Destroyed hp 1	Caster Level C5

This item comes in a plain square paper packet that must be torn open to access its contents. The packet holds a pinch of fine, slightly sparkly powder. There isn't much of it but it is so finely milled that it vanishes almost immediately when scattered.

This is a single usage item. When the *dust of appearance* is thrown in the air, a basic action that triggers attacks of opportunity, the spell *invisibility purge* is cast centered on the user, which eliminates magical invisibility effects. Spells are cast as by a 5th level Cleric.

Once broken, this item cannot be repaired.

Dust of Disappearance

Magic Tier 10	Spaces 0	Hands 1
Damaged hp N/A	Destroyed hp 1	Caster Level M7

This item comes in a plain square paper packet that must be torn open to access its contents. The packet holds a pinch of fine, black, smoky powder. There isn't much of it but it is so finely milled that it vanishes almost immediately when scattered.

This is a single usage item. When the *dust of disappearance* is thrown in the air, a basic action that triggers attacks of opportunity, the spell *invisibility* is cast as a 10' emanation centered on the user, and all creatures within that area become invisible. Spells are cast as by a 7th level Magic-user.

Once broken, this item cannot be repaired.

Feather Token

Magic Tier 10 **Spaces 0** **Hands 1**

Damaged hp N/A **Destroyed hp 1** **Caster Level M5**

These tokens consist of a cast bronze disc about the size of a gold piece. One face of the disc fastens firmly to a brightly colored bird feather, about 10" long. The other face has a cast relief of a stylized image of some sort. No two feather tokens look alike; in any collection found, the images on the tokens will never match.

These tokens are single usage items. A token is used by throwing it on the ground as a basic action that triggers attacks of opportunity. The token immediately disappears and transforms into something else – something related to the image on the token that persists for a time and then disappears at the end of a set time limit. The list of *feather tokens* below is just a sampling of possible tokens that is limited only by the imagination of the GM:

Table 9-17: TOTIL Feather Tokens

Common Types of Feather Tokens	Effect
Anchor	Freezes a ship in place for a day
Bird	Conjures a messenger bird for a day
Campfire	Creates a huge roaring campfire, burns for a day
Dowsing Rod	Allows detecting closest water, gold, or magic for an hour
Egg	Hatches 1,000 obedient ducks
Fan	Creates a directional wind for a day
Gauntlet	Disembodied glove holds something in one place for 10 minutes
Hook	Operates as block and tackle, fastened to nothing, for 1 hour
Iceberg	Freezes mass of water solid if nothing alive is in it
Jail	Creates 10'x10'x10' barred stone enclosure
Knapsack	Magic backpack holds 20 spaces for 1 day
Ladder	Creates 50' ladder or rungs set into a surface
Mirror	Creates a body double projection while real self goes to sleep
Nimbus	Creates floe of floating cloudstuff that can be slowly moved
Oasis	Creates shady spring in a wilderness or underground area
Platform	Creates a 20'x20' stone platform fixed in space for 1 hour
Quagmire	Creates a 20'x20' area of quicksand
Ram	Creates a ram that can deal 1d4 shp per round, for 10 minutes
Swan	Creates a self-propelled boat for 1 day
Tree	Creates a full-grown 30' tree instantaneously for 1 day
Utensil	Creates any tool for 1 day
Volcano	Creates 30' diameter mini-volcano with lava and smoke for 1 hour
Whip	Creates disembodied weapon for 10 minutes
X-Ray	Makes everything within 30' translucent for 1 hour
Yurt	Makes a magical shelter, bigger inside than out, for 1 day
Zebra	Makes an obedient steed for 1 day

A fuller description of each token follows:

Anchor: This creates a heavy boat anchor made of iron, taking up ten spaces of inventory, next to the user. If this anchor is thrown overboard from a sailing vessel of some kind, even though no chain or hawser is attached to it, it

magically freezes the craft in place for a full 24 hours. Once this duration expires, the vessel can resume normal movement.

Bird: This creates a small colorful parrot on the user's shoulder that can understand commands and mimic words. For 1 day the parrot will go where it is told, but the only instructions it is capable of following is relaying messages. At the end of the day the bird disappears.

Campfire: Wherever the token is thrown within 30', a huge roaring campfire springs to life; it is 10' across and easily hot enough to roast an animal or burn somebody unlucky enough to be standing where the token is thrown. It continues to burn for 24 hours without the need to add fuel, and then it suddenly vanishes.

Dowsing Rod: This creates a magical tool, a y-shaped branch the size of a frying pan, in the hands of the user. When a user holds both y tines in their hand, they may command the dowsing rod to locate the closest water, gold, or magic, and provided some of each is within 500 yards, the end of the rod will unerringly point the way. This item persists for 1 hour and then disappears.

Egg: A large egg is created within 30' that cracks open and begins disgorging ducklings that rapidly grow in size. In the space of a round, a horde of 1000 full-grown ducks stands watching the user attentively. These ducks will follow the verbal commands of the user; they may not be of tremendous help in a fight, but doubtlessly a creative player can find a use for these creatures. After 1 hour they disappear.

Fan: The friend of sailors and fire fighters, this feather token creates a directional wind above the user's shoulder that blows at a steady 20 miles per hour in the direction of the user's choice, following the user and reorienting if they move. It lasts for 1 day and then blows itself out.

Gauntlet: An armored gauntlet is created in a fixed location of the user's choice within 30', possibly floating in midair. It immediately grasps something and does not let go. The gauntlet is impossibly strong; it will not injure anything it holds, but nothing short of magical translocation will free something from its grasp. Once it is placed, the gauntlet cannot move until ten minutes passes, and then it disappears.

Hook: A pulley, a 50' line, and hook appear at a location of the user's choice, with the bottom or top of the rope within 30'; the pulley anchors itself rigidly in the designated location, possibly floating in midair, and it persists for an hour before disappearing. It can be used to lift heavy objects up and down from the pulley's location.

Iceberg: A mass of water within 30' is frozen solid provided there is nothing alive in it, although living creatures could be swimming in the water below it. A total of 1000 square feet of water can be frozen in a shape designated by the user, which could be a solid 10'x10'x10' block or a sheet of ice, 100'x100' and just over an inch thick. After 1 hour it spontaneously melts.

Jail: A solid stone structure is created at a location of the user's choice within 30'; it must be placed on solid ground. It has a solid reinforced door and three barred windows; there is no lock on the door, but it may be padlocked or barred from the outside. This structure lasts for 1 day before disappearing.

Knapsack: A backpack appears on the ground at the feet of the user. This magic item can hold 20 spaces of inventory within extra-dimensional spaces. It disappears after 24 hours.

Ladder: When the token is thrown down within 30', a ladder up to 50' in length is created. This can either be a freestanding ladder, although a 50' ladder is quite heavy and difficult to maneuver, or it can be 50' of rungs set firmly into a vertical surface. Either way, the creation lasts for 24 hours before disappearing.

Mirror: A ghostly, insubstantial twin of the user is created, and the user immediately falls into a very deep sleep. They control the twin, however, and can see through its eyes. For 1 hour the twin can move at the user's movement allowances, although it cannot interact with its environment. After the hour expires, the twin disappears and the user awakens and knows what it experienced.

Nimbus: A poofy cloud appears within 30'; it is 10' tall and 20'x20' across. It is somewhat solid, like a mass of packing foam, and it can support the weight of up to 20 human-sized creatures. As a standard action that does not trigger attacks of opportunity, the user can mentally direct the movement of this cloud, which can move 60' per round horizontally or vertically. It lasts for a full day before disappearing.

Oasis: A ring of trees surrounding a clear pool appears in an underground or outdoor location, with its edge not more than 30' from the user. It is 100' across, the water is drinkable, and the greenery provides shade and hiding places. No hostile creatures are present when the oasis appears, although some might move in immediately. After 24 hours the oasis evaporates.

Platform: A 20'x20' stone platform, one foot thick, appears floating horizontally in a location of the user's choice within 30'. It is absolutely fixed in space. After one hour it crumbles away to nothingness.

Quagmire: Within 30', a 20'x20' location in an underground or outdoor area turns to quicksand. The surface of the quagmire is very hard to distinguish from what it used to be; a creature must make a great Seeing check to notice it is there. If a creature steps into the quagmire, it should be treated as the *mire* outdoor hazard in Chapter 6. This lasts for 1 day.

Ram: A huge battering ram appears, 20' long with an iron head, floating in space in a location of the user's choice within 30'. It can move 30' per round if the user spends a standard action that does not trigger attacks of opportunity to do so. The user can command it to attack structures, and it can inflict 1d4 shp per round; it cannot be used as a weapon against monsters. It lasts for ten minutes.

Swan: A giant white swan-boat appears floating in water in a location of the user's choice within 30'. This boat can accommodate up to 20 human sized creatures. Furthermore, the swan-boat has legs that can paddle the boat along at a movement allowance of 60' per round if the user spends a standard action that does not trigger attacks of opportunity to direct it. The swan-boat cannot attack. It lasts for 1 day.

Tree: Wherever the token is thrown within 30', a tree begins to sprout from the ground. It grows incredibly rapidly, and by the end of the round it is a 30' tall oak tree, just as large across, with spreading branches and concealing foliage. The tree persists for 1 day and then disappears.

Utensil: The user envisions any one tool found in the lists in Chapter 5, and that implement appears within 30'. The user or anybody else may use it for 1 day, but then it disappears in a puff of smoke.

Volcano: Wherever the token is thrown within 30', a miniature volcanic eruption begins. A volcano grows rapidly into a cone 30' across and half that height, spewing molten lava and choking ash that makes a 60' radius area inhospitable owing to heat and fumes. After 1 hour the volcano melts away.

Whip: A long bullwhip appears, floating in midair in a location of the user's choice within 30'. The whip animates and may attack as a *dancing* weapon, using its own set of actions, following the user's mental commands. It must remain within 30' of the user but attacks with their combat statistics, inflicting 1d4 hp base damage with a reach of 10'. After only 10 minutes the whip vanishes.

X-Ray: Wherever the token is thrown, everything within 30' becomes translucent for an hour. The contents of chests or a person's pockets can be seen, the location of a hidden pit trap is revealed, and a treasure long buried becomes known. After the duration, the translucence fades and returns to normal.

Yurt: Wherever the token is thrown within 30', a conical teepee-like structure appears that is 10' across and about 15' tall. Inside, however, it is much larger: 50' across, warm and comfortable, and the floor is clean and dry regardless of what things are like outside. After one day the yurt disappears.

Zebra: At a location of the user's choice within 30', a zebra appears. It can understand the user's mental commands and will serve as a steed, although it will not fight. It can move at its top speed of 240' per turn while

carrying one human-sized creature, or at 120' per round while carrying two. After a day, the zebra whinnies and disappears.

Once broken, these items cannot be repaired.

Flask of Many Potions

Magic Tier 13

Spaces 1

Hands 1

Damaged hp N/A

Destroyed hp 1

Caster Level M6

This rather unusual glass flask is filled with liquid of five different colors and consistencies which has formed five layers; even if the flask is shaken, the different layers will settle back into their patterns according to density.

Instead of having one opening on the top, this flask has a sipping tube jutting from the side at an angle, stoppered and dipping into the bottom liquid layer.

This flask has 5 charges which cannot be recharged. Even though this is a normal flask in size (1 inventory space, *fragile*), it contains five random potions. Only the potion in the bottom layer is accessible, and sipping or an *identify* spell will reveal its nature but not the natures of the other potions in the flask. Once that potion is used or discarded, the next potion will become available. The GM should randomly determine the potion by whatever means seems convenient, and the caster level of that potion is the minimum necessary to cast the associated spell; the GM makes all decisions related to how the spell is cast. In all other senses, these potions function as described earlier in this chapter.

Once broken, the flask cannot be repaired. The potions all leak away and cannot be used.

Folio of Enhancement

Magic Tier 24

Spaces 2

Hands 1

Damaged hp 3

Destroyed hp 6

Caster Level C9

This large book is 18" on a side and 4" thick. Its cover is made of leather and is secured with a clasp that seems to be made of obsidian. The pages are stained a tobacco brown. There is writing tooled into the cover, and this can be translated as being written in the Diabolical language. The writing says: **"As per our agreement, a treatise for achieving a perfection of body and spirit. May your desires all be fulfilled."**

The pages of this book are filled with writing in the Diabolical language. This book can be used one time and then it disappears. To use the book, the reader must be able to read Diabolical fluently, and they must retain this ability continuously for seven days. The reader must spend 12 continuous hours of every day doing nothing but reading this book. At the completion of reading the book, it disappears and the reader permanently gains the *elite (1)* template, which grants them a +1 bonus to all attack rolls, +5 bonus hp, and the reader may choose one of their Strength, Constitution, or Dexterity scores to gain an increase of +1. Two sources that grant the *elite (1)* template do not stack.

When this item is damaged, its magic does not function. Repairing this item requires a fantastic Build check which consumes 3 days at a bookbinder's shop and costs 50gp.

Incense of Meditation

Magic Tier 11	Spaces 0	Hands 1
Damaged hp N/A	Destroyed hp 1	Caster Level C5

These bricks of incense come in paper bundles. Each brick is about an inch across and can easily be lit with flint and steel. When it has been ignited, it generates as much light as a candle but also puts off a thin smoke with odors of various spices, citrus, and other smells that are not readily identifiable.

There are six pieces of incense in a typical paper bundle. When a block of incense is burned while a Cleric or other character capable of casting Divine spells is preparing their spells in the morning, each spell so prepared gains the advantage that if a die is rolled involving hit points – either for damage or for healing – the player may roll that die twice and take the better of the two results. A new block of incense is required every time a character prepares spells, and only one character may benefit from each piece of incense.

Once broken, a brick of incense crumbles into an inert powder and has no magical benefits.

Ink of Scribing

Magic Tier 12	Spaces 0	Hands 1
Damaged hp N/A	Destroyed hp 1	Caster Level M5

This glass vial has an unscrewable lid and it contains a dark liquid. There is a label wrapped around the vial's sides, and the label says '**INK OF SCRIBING**' in the Common language. The label itself has no seam but wraps continuously around the vial, flipping over once at the back – a continuous ouroboros infinite label.

This vial of ink has 6 uses, the same as for a non-magical ink vial. This normal vial is *fragile* and contains magic ink which can be detected through the vial's sides. When one usage of this ink is used to scribe a spell into a spellbook, the words seem to flow onto the page with impossible rapidity. Scribing a scroll normally takes a day, but using this ink it only requires 10 minutes. The user must still pay any XP costs for transcribing spells.

Once broken, the vial cannot be repaired. The ink leaks away and cannot be used.

Javelins of Lightning

Magic Tier 6	Spaces 1	Hands 1 or worn
Damaged hp 2	Destroyed hp 4	Caster Level E3

These javelins have shafts that are ordinary in appearance, carved from yellow pine. The heads and the bases of these weapon are clad in copper, and there is a representational figure etched into both sides of the head. The figure looks like a goggle-eyed creature with a bulbous head and a broad, segmented tail.

When one of these javelins is thrown the user may choose as a reaction to activate the javelin's lightning power, which adds +1d6 hp lightning damage to each javelin hit. Once these javelins are thrown, they may not be recovered.

A *damaged* quiver loses half its javelins rounded down which cannot be replaced.

Keoghtom's Ointment

Magic Tier 10	Spaces 1	Hands 1
Damaged hp N/A	Destroyed hp 1	Caster Level C7

This cylindrical pot is made of earthenware and is 6" in diameter and 5" tall. It has a tightly fitting lid rimmed with wax to ensure an airtight seal. Pictographs etched into the lid are writing in the language of Ancient Savar, and these can be translated to read, "**Behold the ointment of KEOGH-TOM, restorer of well-being!**"

This pot contains five doses of a powerful curative which must remain inside the jar until used or it loses its potency; these charges cannot be recharged. When this salve is rubbed on a creature, a standard action which does not trigger attacks of opportunity, the user may choose one of three effects: cast a *restore health* spell with the effect of curing trauma damage, cast a *restore health* spell with the effect of curing ability score damage, or cast a *restore health* spell with the effect of removing conditions. It has no effect on hit point damage. Spells are cast as by a 7th level Cleric. The jar is *fragile*.

Once broken, the jar cannot be repaired. The ointment becomes contaminated and has no potency.

Libram of Improvement

Magic Tier 23	Spaces 2	Hands 1
Damaged hp 3	Destroyed hp 6	Caster Level M9

This book is 12" by 10" and 6" thick. Its cover is made of thin layers of wood wrapped many times with the leaves of the kocha trees which grow profusely in the jungles of the Ivory Realms, and which stain black any fingers that handle it for up to a week. There is writing tooled into the cover, and this can be translated as being written in the Attainu language. The writing says: "**Exercises for attaining perfection of the muscular-skeletal system**".

This version of the book affects the Strength ability score, but similar books for all six ability scores exist. The pages of this book are filled with writing in the Attainu language. This book can be used one time and then it disappears. To use the book, the reader must be able to read Attainu fluently, and they must retain this ability continuously for seven days. The reader must spend 12 continuous hours of every day doing nothing but reading this book. At the completion of reading the book, it disappears and the reader permanently increases their Strength ability score by 1, subject to a maximum of 20. Such a book may only be useful to a reader one time in their lives.

When this item is damaged, its magic does not function. Repairing this item requires a fantastic Build check which consumes 3 days at a bookbinder's shop and costs 50gp.

Oil of Sharpness

Magic Tier 6	Spaces 1	Hands 1
Damaged hp N/A	Destroyed hp 1	Caster Level C5

This ordinary-looking glass flask contains a coffee-colored liquid which can be seen to be highly viscous. The flask is sealed with a plug of white wax, and a seal has been impressed into the top of the plug. It shows a sword crossed with a battle axe within a ring – an insignia known to be associated with the Fighting Pits of Helior, a gladiatorial organization in Chiel.

This flask contains a single use of magic oil which detects as magic through the glass of the flask. When the entire contents of the flask are poured over a weapon with the *sharp* property and rubbed in with a cloth, requiring a standard action that triggers attacks of opportunity, the *striking* spell is cast upon that weapon only and hits inflict an additional 1d6 hp damage. Spells are cast as by a 5th level Cleric.

Once broken, the flask cannot be repaired. The oil leaks out and cannot be used.

Pot of Marvelous Pigments

Magic Tier 14 **Spaces 1** **Hands 1 or worn**

Damaged hp 2 **Destroyed hp 4** **Caster Level E5**

This cylindrical pot is made of copper and is 6" in diameter and 5" tall. It has a tightly fitting lid rimmed with wax to ensure an airtight seal. Within the pot are pie-piece segments of oil paint in different colors: red, blue, yellow, black, white, and brown. Clipped inside the lid is a collapsible paintbrush. There is writing on the lid in the language of Elves, and this reads: **"Let your art increase the glory of the world"**.

This pot contains ten applications of a magical paint which must remain inside the jar until used or it loses its potency; these charges cannot be recharged. Each application may paint a picture on any type of paper or smooth surface up to 10 square feet in size. This is not typically an activity that can be taken within the timescale of an encounter. The user of the paint makes a Perform check to determine the results of their painting. On a failure, the painting is not good enough for the magic to work. On a success, any object painted takes on three-dimensional reality and may be removed from the surface and used. Minimal successes last for 10 minutes before crumbling, good successes last for an hour, great successes last for a day, and fantastic successes are permanent. Only non-living objects may be created.

A *damaged* pot loses half its applications rounded down, which cannot be replaced. This item cannot be repaired.

Robe of Useful Items

Magic Tier 11 **Spaces 1** **Hands 1 or worn**

Damaged hp 2 **Destroyed hp 4** **Caster Level M6** **Slot Body**

This loose brown robe of homespun cloth appears to be nothing to write home about; in fact, it appears to have been repaired so many times over that it is more patchwork than the original material. This robe is large enough that it can be worn over armor or other clothing.

When the robe is worn, the user can perceive that some of the patches on the robe are different from others – they are representational forms that hint at the patch's function, and they can be trivially torn off the robe by its wearer. Non-wearers cannot perceive the special patches, let alone know what they do, and they cannot be removed from the robe, although the robe can be intentionally damaged (but this will not trigger the robe's magic powers).

Each robe has a different number of special patches, and the magic of the robe is that a special patch can be removed as a basic action that triggers attacks of opportunity, and it instantly transforms into a real physical object. The wearer of the robe can tell from each patch's shape what it will become when it transforms. A typical accounting of the number of types of patches on a robe can be found below:

Table 9-18: TOTIL Robe of Useful Items

Commonly Found Contents	Number
Potion of treat wounds	2
Dagger	2
10' pole	2
Small mirror	2
Lantern (filled and lit)	2
50' hemp rope	2
Large sack	2
Dog, War (friendly to user)	2
Snake Swarm (can be thrown as a grenade)	1
24' ladder	1
Door, iron (up to 10'x10', barred, attaches itself)	1
10'x10'x10' pit (can be thrown as a grenade)	1
Rowboat and oars (seats 2 comfortably)	1
Small sack holding 100 gp	1
12 small squealing piglets	1
Large gong and mallet	1
Fishing rod, line, hook, and lure	1
10'x10' net	1
100 pound stone boulder (thrown as a hill giant)	1
10" diameter iron ring (sets itself into a surface)	1
Tent, pavilion (already set up)	1
6' long sandwich (feeds 12)	1
Large bucket full of water	1

Living creatures created by transforming a patch will understand and follow the verbal commands of the wearer of this robe. All living creatures summoned will persist for 10 minutes; everything non-living is permanent. This item occupies the *body* slot.

A *damaged* robe loses half its patches rounded down which cannot be replaced. The GM will determine randomly which patches are lost.

Scarab of Protection

Magic Tier 13	Spaces 0	Hands 1 or worn
Damaged hp 1	Destroyed hp 2	Caster Level C6

This decorative pin is made of silver but has gold leaf and black lacquer finishes. It is shaped like a large beetle about 2" long, its jaws open and its legs splayed. The pin has a hinged catchment. A careful examination of the scarab reveals that one of the beetle's six legs is missing – it wasn't broken off, but looks like it was never part of the pin's crafting.

This scarab has 5 charges which cannot be recharged. This item must be worn in order to provide any magical benefit. If the wearer of the scarab receives any condition other than *cursed*, at the wearer's option, as a reaction one of the legs of the scarab breaks off and removes that condition immediately before any negative effects can be felt. It has no effect on attacks that do not cause conditions. This item occupies an *other* slot.

A *damaged* scarab loses half its remaining legs rounded down which cannot be replaced. It cannot be repaired.

Sovereign Glue

Magic Tier 13	Spaces 0	Hands 1
Damaged hp N/A	Destroyed hp 1	Caster Level M6

This ordinary looking vial has a very tightly fitting unscrewable lid. It is wrapped in many layers of onion skin which is usually a little ragged in appearance, as if pieces of this thin paper-like substance were torn away in patches from the vial over time. The cap has a crude icon of a warrior wearing a heavy helm, seemingly levitating underneath a heavy beam, their legs splayed and kicking.

This vial contains 5 uses of powerful magical glue which cannot be recharged. This thick transparent liquid can be placed on any surface, horizontal or vertical, and it remains potent for 1 minute. If any other item comes into contact with the glue during that time, it irretrievably sticks to the original surface of application. The glue is more powerful than the strongest of creatures, which could theoretically tear themselves to pieces trying to unstick themselves. The bond is permanent but can be dissolved with *universal solvent* (see below) or any kind of acid, even a relatively weak acid such as vinegar. It is probably impossible to use this substance effectively in combat, but applying a usage to a portion of a hostile creature would be a standard action used as a touch attack that would trigger attacks of opportunity. Other uses would be basic actions that trigger attacks of opportunity.

Once broken, the vial cannot be repaired. The glue leaks out and hardens instantly.

Tome of Experience

Magic Tier 25	Spaces 2	Hands 1
Damaged hp 3	Destroyed hp 6	Caster Level M9

This book is an unusual shape – 18" long but only 6" wide, and 3" thick. Its cover is made of wood covered with many layers of resin, and oil paintings showing nautical scenes decorate the front and back. There is writing painted in vertical rows into the cover, and this can be translated as being written in the Daraban language. The writing says: **"For the Glory of Empire, let your star shine"**.

The pages of this book are filled with writing in the Daraban language. This book can be used one time and then it disappears. To use the book, the reader must be able to read Daraban fluently, and they must retain this ability continuously for seven days. The reader must spend 12 continuous hours of every day doing nothing but reading this book. At the completion of reading the book, it disappears and the reader permanently increases their experience point total to place them at the bottom of the next experience level. Such a book may only be useful to a reader one time in their lives.

When this item is damaged, its magic does not function. Repairing this item requires a fantastic Build check which consumes 3 days at a bookbinder's shop and costs 50gp.

Universal Solvent

Magic Tier 7	Spaces 0	Hands 1
Damaged hp N/A	Destroyed hp 1	Caster Level M3

This ordinary looking vial has a very tightly fitting unscrewable lid. It is wrapped with thin laces of rawhide, tightly bound, to give this vial a firm grip. The cap has a crude icon of a strange plant, clearly leafy but also arranged to resemble a starfish with groping branches and a gaping central maw.

This vial contains 5 uses of powerful magical solvent which cannot be recharged. When a usage of this solvent is applied to a glue bond or other sticky substance, it immediately renders the bond or sticky substance inert. This substance can break even the bond of *sovereign glue*, but it is also useful at freeing a victim of a *web* spell or negating the *filament, sticky, tongue*, and *web ball* monster special powers. Using this substance in combat is a basic action that triggers attacks of opportunity.

Once broken, the vial cannot be repaired. The solvent leaks out and loses its potency.

Magic Tools

Magic tools use the same types and statistics as the non-magical versions found in Chapter 5. Sometimes magic tools are built to be unassuming and it is not immediately obvious that they are different from non-magical items of its type. Other times, the creator of the tool wanted their magic item to be ostentatious and clearly of a higher quality than the norm; such items are sometimes adorned with precious metals or gemstones. They may be carefully carved or wrought with patterns, pictures, or words in a variety of languages. Sometimes aspects of a magic tool's decoration gives a hint regarding what the item's properties might be; a shovel that digs through loose dirt incredibly quickly, for instance, might have a handle worked to resemble two sparring *osquips*. One person can simultaneously use as many magic tools as they have hands to wield them, but only wielded items confer any kind of benefit; magic tools not in a hand are of no help.

Any type of magic tool may have both permanent properties and temporary properties. If tools have the ability to cast spells, they may be drawn from either the Arcane or Divine spell lists, and they can be activated by any user, not just those capable of casting that type of spell. Tool spell-like abilities do not require the wielder's spell points or surges to trigger this magic; each spell may be cast a certain number of times per day – typically 3 times per day for spells of level 1 or 2, 2 times per day for spells of level 3 or 4, and 1 time per day for spells of level 5 or 6. Unlike

casting a spell, this standard action does not trigger attacks of opportunity – spellcasting requires concentration and complicated gestures, but causing a tool’s spell-like ability to work requires only a trivial amount of effort that gives opponents no special openings to attack. Furthermore, this action can be done quietly and without calling attention to itself, even if the spell effect is loud and obvious. However, some tool abilities may be triggered by employing the tool in the same manner that non-magical objects of its sort are used. The type of action used in such cases, and whether it triggers attack of opportunity, shall be in general conformance with Chapter 5. Tool spell-like abilities cannot be recharged; they generally return at midnight.

When a tool generates spell-like effects, that spell is always as described in Chapter 4, although spells may be staged when the item is created (but not on the fly as the item is used). The spell’s duration and effects are exactly as if it were cast by a character of the caster level listed for the item – items that have both Arcane and Divine spells will have two different caster levels, and the one associated with the spell-like ability is the one that applies. Permanent abilities may not be suspended by the user unless specifically stated in the item’s description. The person who created the item is considered to be the caster of the spell. This means that the user of the item has no power to prematurely end any magical effects. Similarly, any decisions associated with casting the spell were made when the item was created, with the exception of the user designating a target. If a special ability requires an attack roll, its attack roll bonus is listed with the item, and the user’s ability score modifiers do not apply.

A magic tool is a magic item and it therefore can be detected with a *detect magic* spell. If a magic tool has a permanent effect on the wearer, the user carries a faint magic aura as long as the tool is wielded, but that aura disappears when the item is no longer in hand. If a magic tool has a temporary effect on the wearer or any other creature, that will likewise be reflected by a magic aura around the target, exactly as if a spell had been cast on them. Temporary effects of spell-like special qualities can be dispelled just as would be the associated spell as described in Chapter 4.

As a rule, it is not possible to trigger spell-like abilities using tools with the *damaged* property; additionally, *damaged* tools suffer all the penalties of non-magical tools with the *damaged* property. A magic tool has the same thresholds to damage or destroy it as described for the same type of non-magical tool described in Chapter 5. A tool that has the *damaged* property may be repaired by an artisan capable of working with the principal material of the tool’s construction; this requires a fantastic skill check in a well-equipped workshop. This repair work requires 3 days and generally costs 50gp.

A list of many types of magic tools that may be encountered follows:

Table 9-19: TOTIL Magic Tools

Item Name	Magic Tier	Caster Level	Summary of Properties
Crampons of the Mountain Lion	16	E5	+4 to Climb skill checks, 1/day 2 claw attacks as lion. Feet slot
Crowbar of the Spectre	12	M5	+4 to Feats of Might skill checks, 1/day operate 30' distant for 10 minutes
Crystal Ball	11	C9	3/day scrying. Fragile
Devotional Chain of Miracles	10	C5	+1 to Turn Undead skill checks, can turn undead autonomously. Neck slot
Devotional Cord of Divine Favor	5	C3	+1 to Turn Undead skill checks, spells have 1 higher caster level. Neck slot
Drums of Panic	12	M7	+4 to Perform skill checks, 2/day fear
Eyes of the Eagle	8	E5	+4 to Seeing skill checks for objects >100' away, 2/day share senses (eyes only). Head slot
Folding Forge	14	C5	unfolds into a portal workshop that grants +4 to Build skill checks
Gloves of Swimming and Climbing	15	M5	continuous spider climb, 1/day amphibious as 1 HD killer frog for 10m
Goggles of Minute Seeing	10	E4	+4 to Seeing and Mechanisms skill checks for objects <1' away. Head slot
Hammer of Spell Banishing	14	C5	18 Intelligence for Build skill checks, semi-sentient, speaks Dwarvish, 2/day dispel magic
Harp of Beguiling	12	M5	+4 to Perform skill checks, 2/day suggestion
Hat of Disguise	8	E4	+4 to disguise skill checks, 3/day alter self. Head slot
Horn of Blasting	15	M6	+4 to Perform skill checks, blast inflicts 1d4 shp on structures within 60' on a Fantastic Perform skill check
Lyre of Building	23	M9	+4 to Perform skill checks, play for 8 hours to build structures as if 100 laborers had worked all day, 1/day wall of matter
Pick of the Xorn	17	E7	doubles pick output, 2/day stone shape, 1/day earthglide as a 2 HD piercer for 10m
Pipes of Swarming	16	E6	+4 to Perform skill checks, use surges to use Conjunction - Summon Swarm (rats only) as a level 1 Conjuror
Pocket Spellbook	8	M4	0 space spellbook, 1 extra 1st level spell point. Arcane only, Other slot
Pole of Leaping	9	E5	if user moves 20', continuous use of jump spell
Pole of Lifting	15	C5	Feats of Might skill level 1 at +4 bonus with 18 Strength, lifting only
Pump of the Nixie	6	E3	continuously pumps water by itself
Rope of Climbing	6	E3	climbs up, ties and unties itself
Rope of Entanglement	13	C5	make combat attack +2 vs. Dodge to inflict ensnared condition
Shovel of the Sandworm	22	E11	doubles shovel output, 1/day move earth, 1/day burrow as a 3 HD osquip for 10m
Silver Hammer	8	M5	+2 to Feats of Might skill checks, 2/day angry bludgeon
Skyhook	17	C5	secures itself, Feats of Might skill level 1 at +4 bonus with 18 Strength, hauling on rope only
Sliding Ladder	6	E3	raises and lowers itself in space
Spyglass of the Dimensions	18	C9	see into other dimensions, 1/day plane shift
Thieves' Tools of the Trickster	12	M5	+2 to Mechanisms skill checks, disarming magic traps only requires Good success
Tongs of Clutching	17	M9	continuous use of Sorcery - Mind Over Matter, 1/day hold monster

A more detailed description of the tools listed above follows:

*Crampons of the Mountain Lion***Magic Tier 16** **Spaces 1** **Hands 1 or worn****Damaged hp 2** **Destroyed hp 4** **Caster Level E5** **Slot Feet**

This pair of crampons is made of solid silver. The toe of each crampon has a unique spur which is shaped like the forward half of a mountain lion. Its claws and teeth are bared. Meanwhile, a similar spur hangs off the back side of each crampon: a lion's lashing tail.

This item provides all the benefits of a non-magical pair of crampons. It grants an additional +4 bonus to climbing skill checks beyond what is normally provided by a non-magical version of this tool. 1/day the wearer may trigger the basic combat attacks of a *lion*: the wearer's feet turn into lion claws. As a standard action that does not trigger attacks of opportunity, with no non-proficiency or multi-attack penalties, the wearer may make two claw attacks at +4, with the wearer's ability scores not factored in, against the AC defense; a hit inflicts 1d6+1 hp damage. This lasts for 10 minutes. This item occupies the *feet* slot.

A *damaged* tool cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* tools as described in Chapter 5. Repairing these crampons requires a fantastic Build check which consumes 3 days at a metalworker's shop and costs 50gp.

*Crowbar of the Spectre***Magic Tier 12** **Spaces 1** **Hands 2****Damaged hp 4** **Destroyed hp 8** **Caster Level M5**

This crowbar is made of black iron and it is 18" long. It appears perfectly ordinary at first sight, but observing it for even a short period of time when it is not in the possession of a person reveals that poltergeists seem to have taken an interest in this object. It rattles around, flips itself over, and may even vibrate itself off of tables. It generally does not do this when a person is nearby.

This item provides all the benefits of a non-magical crowbar. It grants an additional +4 bonus to Feats of Might skill checks beyond what is normally provided by a non-magical version of this tool. 1/day as a free action, the wearer may trigger the spectral ability of this crowbar – similar to a *dancing* weapon, it can float up to 30' away from the user and work using the statistics of the wielder. It obeys the mental commands of the wielder. This lasts for 10 minutes.

A *damaged* tool cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* tools as described in Chapter 5. Repairing this crowbar requires a fantastic Build check which consumes 3 days at a metalworker's shop and costs 50gp.

*Crystal Ball***Magic Tier 11** **Spaces 2** **Hands 2****Damaged hp 1** **Destroyed hp 4** **Caster Level C9**

This glass sphere is 6" across and perfectly translucent; reflections and refractions cause all sorts of bizarre distortions when looking through this orb. It comes with a small four-legged stand made of cast iron bars that holds the crystal ball steady about 2" above a hard surface. It is often found in a black velvet bag to minimize the risk of scratches.

3/day the user of this item can cast the spell *scrying*. Spells are cast as by a 9th level Cleric, and attacks are made at +4, with the user's ability score modifiers not factored in, against the Poise defense. This item is *fragile*.

A *damaged* tool cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* tools as described in Chapter 5. Repairing this crystal ball requires a fantastic Build check which consumes 3 days at a glassblower's shop and costs 50gp.

Devotional Chain of Miracles

Magic Tier 10	Spaces 0	Hands 1 or worn
Damaged hp 3	Destroyed hp 6	Caster Level C5

This chain is made of flattened gold links with a frame built to accept any holy symbol. Two golden figurines of humanoid winged figures decorates the frame, seemingly presenting the holy symbol for all to see. The appearance of these figurines is unremarkable for unaligned creatures, but creatures with the good alignment will see the suggestion of a halo over the heads of the winged figures, and creatures with the evil alignment may see just a hint of horns.

The wearer of this devotional chain gains a bonus of +1 to Turn Undead skill checks above and beyond that granted by a non-magical devotional chain. This tool can function similarly to a *dancing* weapon; after using it to Turn Undead for at least 1 round, at the beginning of the following round as a free action the user may release the chain which may move up to 30' away from the user, autonomously Turning Undead via mental direction, for no more rounds than initially wielded. While it is acting on its own, the wielder may use their action economy for other things, but when the appointed maximum duration ends, the chain must either return to the wielder's hand or drop to the ground. This item occupies the *neck* slot.

A *damaged* tool cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* tools as described in Chapter 5. Repairing this chain requires a fantastic Build check which consumes 3 days at a metalworker's shop and costs 50gp.

Devotional Cord of Divine Favor

Magic Tier 5	Spaces 0	Hands 1 or worn
Damaged hp N/A	Destroyed hp 1	Caster Level C3

This humble looking woven leather cord is worn around the neck and holds a small frame suitable for displaying a holy symbol. It is strung with many small black beads, and if each one is examined closely, a crude symbol of a random faith's holy symbol is seen on it. Oddly, the symbols continuously change, and the same symbol is never seen twice.

The wearer of this devotional cord gains a bonus of +1 to Turn Undead skill checks above and beyond that granted by a non-magical devotional cord. This tool has another special quality that only functions for casters of Divine spells – while the cord is worn, the spell effects are calculated as if the caster is one level higher. This item has no effect on the caster's spell points or spell attack rolls. This item occupies the *neck* slot.

When this item is damaged, it falls apart and cannot be repaired.

Drums of Panic

Magic Tier 12	Spaces 2	Hands 2
Damaged hp 1	Destroyed hp 4	Caster Level M7

This small set of bongo drums comes in a bamboo frame with four legs that allows it to be supported on any flat surface. Each drum is no bigger across than 8", and they range in height from 12" to 7" tall. They are made to be played with bare hands, using the flat parts of the fingertips.

This musical instrument may be played while personally performing or accompanying any kind of performance, and the skill check for the performance is made at a bonus of +4. 2/day as a standard action that does not trigger attacks of opportunity, the user may also play an alarming staccato riff that casts the spell *fear*. Spells are cast as by a 7th level Magic-user, and attacks are made at +5, not adding the user's ability score modifiers, against the Poise defense.

A *damaged* tool cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* tools as described in Chapter 5. Repairing these drums requires a fantastic Build check which consumes 3 days at a musical instrument shop and costs 50gp.

Eyes of the Eagle

Magic Tier 8	Spaces 0	Hands 1 or worn
Damaged hp N/A	Destroyed hp 1	Caster Level E5

These goggles are made of leather with an adjustable band at the back. The lenses are made of clear glass and are quite large. They have the interesting property that whenever they are worn by a creature with eyes, regardless of the creature's eye color, their eyes when seen through the goggles have speckled golden irises.

These goggles grant the wearer a bonus of +4 to Seeing skill checks, but only for objects more than 100' distant. The wearer may also 2/day as a standard action that does not trigger attacks of opportunity cast the spell *share senses*, but they may only share visual senses of creatures. Spells are cast as by a 5th level Elf. This item occupies the *head* slot.

When this item is damaged, it shatters and it cannot be repaired.

Folding Forge

Magic Tier 14	Spaces 3	Hands 2
Damaged hp 4	Destroyed hp 8	Caster Level C5

This box is made of iron plates and is a cube 12" on all dimensions. It has two stout handles on either side. There is a rotating catch on the top, and this opens a hinged top that can be folded back; however, this reveals other rotating catches inside the box that seem to do other things.

The box has myriad unfolding and transforming parts that fit inside an extra-dimensional space. Unfolding the entire contents of the box is quite a chore and takes ten minutes and a 20'x20' area of basically clear and flat space. The fully deployed box becomes a workshop for crafting, complete with a forge (already fueled and hot), anvil, and racks with every tool under the sun. Build skill checks using this magic item are made with a +4 bonus. When work using the *folding forge* is done, toggling one of the catches causes the whole thing to fold itself back into its cubical form in only 1 turn; any tools removed from the workshop disappear. Creatures cannot be injured by being inside the workshop when it folds up, and foreign items inside it are spat back out.

A *damaged* tool cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* tools as described in Chapter 5. Repairing this forge requires a fantastic Build check which consumes 3 days at a metalworker's shop and costs 50gp.

*Gloves of Swimming and Climbing***Magic Tier 15** **Spaces 0** **Hands 1 or worn****Damaged hp 2** **Destroyed hp 4** **Caster Level M5** **Slot Hands**

These gloves are made of very soft leather, fawn-colored and dappled with yellow-green spots. The tips of the fingers have suction cups that are quite sticky; spellcasting is impossible while wearing these gloves. There is also a fine webbing between the fingers.

The wearer of these gloves has the continuous benefit of a *spider climb* spell. Spells are cast as by a 5th level Magic-user. If the spell is dispelled, the wearer of the ring may recast it as a standard action that does not trigger attacks of opportunity. 1/day as a basic action that triggers attacks of opportunity, the wearer may activate the monster special power of *amphibious* of a 1 HD *killer frog*; the wearer may breathe water and air and may swim at a 120'/60' speed for 10 minutes. This item occupies the *hands* slot.

A *damaged* tool cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* tools as described in Chapter 5. Repairing these gloves requires a fantastic Build check which consumes 3 days at a leatherworker's shop and costs 50gp.

*Goggles of Minute Seeing***Magic Tier 10** **Spaces 0** **Hands 1 or worn****Damaged hp N/A** **Destroyed hp 1** **Caster Level E4** **Slot Head**

These goggles are made of leather with an adjustable band at the back. The lenses are made of clear glass and are quite large. They have the interesting property that they make the wearer's eyes appear to be about four times as large as they actually are.

These goggles grant the wearer a bonus of +4 to Seeing skill checks and Mechanisms skill checks, but only for objects less than 1' distant. This item occupies the *head* slot.

When this item is damaged, it shatters and cannot be repaired.

*Hammer of Spell Banishing***Magic Tier 14** **Spaces 1** **Hands 1****Damaged hp 3** **Destroyed hp 6** **Caster Level C5**

This tinker's hammer has a handle made of coarse-grained granite, a sure sign of crafting by Dwarves. The head is made of steel brushed to a high shine. The back of the head has a carving of a disquietingly realistic pair of lips, full and sensual in appearance.

When the hammer is held by a living creature, the lips animate and the hammer begins to speak. It only speaks Dwarvish, and it knows a great deal about building, but it does not have a complete personality and it does not have a name. It exists to assist in the building of physical objects, and it is openly contemptuous of using magic to shortcut reliable physical objects. The wielder gains an 18 Intelligence for the purposes of making Build skill checks. Additionally, 2/day as a standard action that does not trigger attacks of opportunity, the wielder may strike an object and cast the spell *dispel magic* centered on that location. Spells are cast as by a 5th level Cleric, and attacks against spell effects are made at +2, with the user's ability score modifiers not factored in.

A *damaged* tool cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* tools as described in Chapter 5. Repairing this tool requires a fantastic Build check which consumes 3 days at a metalworker's shop and costs 50gp.

Harp of Beguiling

Magic Tier 12	Spaces 2	Hands 2
Damaged hp 1	Destroyed hp 4	Caster Level M5

This small lever harp is about 30" long from base to crown, and it is sized for the foot to be balanced between the user's calves while the shoulder rests against their collarbone. It has 19 strings made of fine gold wire, and the body of the harp is carved from sandalwood and adorned with gold leaf. A figurine of a beautiful, winged woman rises from the crown, but on close inspection it is seen that she has the lower body of an eagle.

This musical instrument may be played while personally performing or accompanying any kind of performance, and the skill check for the performance is made at a bonus of +4. As a standard action that does not trigger attacks of opportunity, the user may also play a sweeping run of notes while speaking calmly, and 2/day this allows the user to cast the spell *suggestion*. Spells are cast as by a 7th level Magic-user, and attack rolls are made at +5, with the user's ability score modifiers not factored in, against the Poise defense.

A *damaged* tool cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* tools as described in Chapter 5. Repairing this instrument requires a fantastic Build check which consumes 3 days at a musical instrument shop and costs 50gp.

Hat of Disguise

Magic Tier 8	Spaces 1	Hands 1 or worn
Damaged hp 2	Destroyed hp 4	Caster Level E4

This soft traveling hat is made of cloth with a wire insert to support the broad brim, which covers the shoulders and neck. The peak of the hat is pointed and folds over, usually towards the rear of the hat. The brim has the remarkable quality that no matter how this hat is worn, the eyes of the wearer are screened from view and not easy to recognize.

The wearer of this hat has an enhanced ability to appear however they like, and the roll for disguise skill checks, regardless of which skill is used, is made at a bonus of +4. The user may also pull the hat down low over their face and then push it back up again to reveal that their appearance is changed; 3/day as a standard action that does not trigger attacks of opportunity, this allows the user to cast the spell *alter self*. Spells are cast as by a 4th level Elf. This item occupies the *head* slot.

A *damaged* tool cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* tools as described in Chapter 5. Repairing this garment requires a fantastic Build check which consumes 3 days at a clothier's shop and costs 50gp.

Horn of Blasting

Magic Tier 15	Spaces 2	Hands 2
Damaged hp 1	Destroyed hp 4	Caster Level M6

This brass bugle has two loops of slender tubing before flaring out into a wide bell. A sash is hooked to this horn in two places, allowing it to be slung over the shoulder. Etched into the bell is a scene of devastation, probably the ruin of the ancient city of Xiorot which is said to predate even Attapoor but was lost to some unknown cataclysm in the distant past.

This musical instrument may be played while personally performing or accompanying any kind of performance, and the skill check for the performance is made at a bonus of +4. The user may also attempt to use its blasting power by playing a single, pure note at top volume; this requires a fantastic Perform skill check. This is a standard action that does not trigger attacks of opportunity. If the check is successful, the user may spend a surge as a free action to inflict $1d4$ shp on any structure within 60'. Note that the user cannot control which structures are affected.

A *damaged* tool cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* tools as described in Chapter 5. Repairing this instrument requires a fantastic Build check which consumes 3 days at a musical instrument shop and costs 50gp.

Lyre of Building

Magic Tier 23	Spaces 2	Hands 2
Damaged hp 1	Destroyed hp 4	Caster Level M9

This 8-string lyre is built to rest the soundbox in the musician's lap while playing. The soundbox is made of teak and has two curving arms reaching up to join together at a tuning bridge. The entire thing is decorated with bands of riveted copper. Scenes etched into the bands show the story of the building of Helios from the foundations to the tallest towers.

This musical instrument may be played while personally performing or accompanying any kind of performance, and the skill check for the performance is made at a bonus of +4. The user may trigger its building power, which requires that the wielder of this tool perform continuously for 8 hours. They may only take move or basic actions during this time and may take no standard actions other than playing the lyre, or the effort is disrupted. The playing causes construction activities to occur within 300 yards of the player that have to do with raising built structures – no demolition or mining can be accomplished. Only raw materials are required; tools are not needed as the musician can accomplish within a day the work that 100 laborers could perform. At the end of the 8 hours, the user makes a Build check to determine the results of their labors, but they may substitute a Perform check instead. This activity never takes less than 8 hours. This function may only be used 1/day. However, 1/day as a standard action that does not trigger attacks of opportunity, the user may also cast the spell *wall of matter*. Spells are cast as by a 9th level Magic-user.

A *damaged* tool cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* tools as described in Chapter 5. Repairing this instrument requires a fantastic Build check which consumes 3 days at a musical instrument shop and costs 50gp.

Pick of the Xorn

Magic Tier 17	Spaces 2	Hands 2
Damaged hp 4	Destroyed hp 8	Caster Level E7

This miner's pick has a stout handle of ash, but its head is so bizarre that any self-respecting Dwarf would call it an abomination. It has not two tines but three radiating out from a central hub. The hub is worked to resemble a horrifying monster with three arms (reaching along each tine), three legs (gripping the handle) and a toothy radial central maw.

This miner's pick is not made to be a weapon and non-proficiency penalties apply when it is used to attack. When used to loosen rock, the wielder may move twice as much material as they could with a non-magical pick – see Chapter 5. 2/day as a standard action that does not trigger attacks of opportunity, the user may cast the spell *stone shape*. Spells are cast as by a 7th level Elf. 1/day as a basic action that triggers attacks of opportunity, the user may activate the monster special power of *earthglide* as a 2 HD *piercer*; this lasts for 10 minutes.

A *damaged* tool cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* tools as described in Chapter 5. Repairing this tool requires a fantastic Build check which consumes 3 days at a metalworker' shop and costs 50gp.

Pipes of Swarming

Magic Tier 16	Spaces 2	Hands 2
Damaged hp 1	Destroyed hp 4	Caster Level E6

This bundle of 19 hollow reeds are lashed together in a single linear bundle. The lengths of each reed vary from 4" long to 12" long, with the open ends aligned on one side. That side has a lacquer applied to protect lips when blowing into them. Only the closest of inspections will reveal that the cording used to bind the reeds together seems to be made from mummified rat tails.

This musical instrument may be played while personally performing or accompanying any kind of performance, and the skill check for the performance is made at a bonus of +4. As a standard action that does not trigger attacks of opportunity, the user of these pipes may also play a special flourish to summon rats as a 1st level Conjuror using the Conjunction – Summon Swarm special ability; this can only summon rats, and the user must spend their own surges to use it.

A *damaged* tool cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* tools as described in Chapter 5. Repairing this instrument requires a fantastic Build check which consumes 3 days at a musical instrument shop and costs 50gp.

Pocket Spellbook

Magic Tier 8	Spaces 0	Hands 1
Damaged hp 5	Destroyed hp 10	Caster Level M4

This slim pamphlet is only a fraction of an inch thick and measures 3"x5"; it can comfortably fit in a pocket. The cover is made of pliable leather which binds ordinary paper pages; from the outside it appears this cannot have more than ten pages, but as one flips through it, one discovers a full 100 pages are extra-dimensionally contained within. A symbol is tooled on the cover which simply means **lore** in the language of Magic.

Not only is each page compacted within the pamphlet, but the wielder will discover that one reading and writing within its pages can zoom in, zoom out, and pan each page's contents, allowing each tiny page to hold the contents of a full page of writing. This 0 space item can therefore be used as a spellbook, although other kinds of things can be written on its pages as well. As long as this item is worn and in the possession of the user, they gain access to one extra 1st level spell point per day; however, this is only usable by casters of Arcane magic. This item is remarkably robust for so small a book. It occupies an *other* slot.

A *damaged* tool cannot trigger any spell-like abilities, but its other special qualities function. Additionally, when this item has the *damaged* property, 20% of the pages are lost, and every spell contained within it has a 20% chance of being lost as well. This item can be repaired by making a fantastic Build check at a bookbinder's shop. This requires 3 days and costs 50 gp. This restores the pages, but any spells lost must be recopied from some other source or otherwise recovered.

Pole of Leaping

Magic Tier 9	Spaces 4	Hands 2
Damaged hp 2	Destroyed hp 4	Caster Level E5

This wooden pole is 10' long and it is bound with brass hoops at both ends. The hoop on one end of the pole has icons of grasshoppers spaced around its circumference. The other hoop features images of rabbits. The pole is very flexible and can be bent almost double without breaking.

This may be used as an ordinary non-magical wooden pole. However, provided the user moves at least 20' using their running movement allowance in a round, they may continuously use the *jump* spell while it is held in both hands. If the spell is dispelled, the user may recast it as a standard action that does not trigger attacks of opportunity. All spell effects are as cast by a 5th level Elf.

A *damaged* tool cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* tools as described in Chapter 5. Repairing this pole requires a fantastic Build check which consumes 3 days at a woodworker's shop and costs 50gp.

Pole of Lifting

Magic Tier 15	Spaces 1	Hands 2 or 1
Damaged hp 2	Destroyed hp 4	Caster Level C5

This series of concentric bronze tubes has the appearance of a typical telescoping pole. It has a button on the middle of the outermost tube that locks or releases the tubes' positions. One end has a broad foot and the other end has a flange something like a lifting lug. The tubes are etched with an image of some sort of gnome with its arms raised to push at the lifting end; when the tubes are extended, this etched image elongates into some kind of skinny giant doing the lifting.

This tool can function as a normal telescoping pole, but its magic use is that the act of extending it uses a basic action that does not trigger attacks of opportunity, and its extending action moves slowly but has great strength. If the lifting flange can be placed under an item that needs to be lifted and the pole is activated using a basic action that triggers attacks of opportunity, it performs a Feats of Might skill check as if it has an 18 Strength, Feats of Might skill level 1, and a +4 bonus to Feats of Might results. However, this only applies to lifting or other uses where the two ends are forced apart. It cannot be used as a weapon.

A *damaged* tool cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* tools as described in Chapter 5. Repairing this pole requires a fantastic Build check which consumes 3 days at a metalworker's shop and costs 50gp.

Pump of the Nixie

Magic Tier 6	Spaces 3	Hands 2
Damaged hp 2	Destroyed hp 8	Caster Level E3

It is not immediately obvious what this cast iron object is, because it does not have a crank or other moving parts that would identify it as a pump. It clearly has an open end at the bottom where water can enter, and there is a top connection where a 10' length of hose joins on, but there are no obvious buttons or other operating controls.

This object operates as a hand pump, but no hands are required to operate it. It attunes itself to the last person who handled it, and then that person can mentally command it to turn on or off as a free action. It then automatically pumps water at the rates listed for a hand pump in Chapter 5. It can operate around the clock and never runs down.

A *damaged* tool cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* tools as described in Chapter 5. Repairing this pump requires a fantastic Build check which consumes 3 days at a metalworker's shop and costs 50gp.

Rope of Climbing

Magic Tier 6	Spaces 1	Hands 1
Damaged hp 1	Destroyed hp 2	Caster Level E3

This 50' length of silk rope is clearly interwoven with strands of green fibers, but there are also odd striations along the length of this rope that cannot be readily explained until this rope is coiled up in loops exactly 12" in diameter. When this is done, the striations line up and reveal the image of a climbing ivy vine with spreading leaves.

The last person who handles this rope becomes attuned to it and can command it verbally, a basic action that does not trigger attacks of opportunity. The rope can move like a living creature, rearing itself up reminiscent of a 50' long snake to tie itself off to inanimate objects or untie itself. It cannot make grappling attacks, and a person cannot ride the rope while it is climbing; they can only climb once it is tied off. The rope cannot follow complex commands unrelated to securing or untying itself.

A *damaged* tool cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* tools as described in Chapter 5. Repairing this rope requires a fantastic Build check which consumes 3 days at a ropemaker's shop and costs 50gp.

Rope of Entanglement

Magic Tier 13	Spaces 2	Hands 1
Damaged hp 8	Destroyed hp 16	Caster Level C5

This 50' length of hemp rope is shot through with silver threads that are clearly visible through the plant fibers. The metal threads follow a distinctive crisscross pattern that repeats along the rope's entire length, giving it a regular diamond speckling that can be faintly discerned. It is said that many of the large pythons of the eastern jungles bear such patterns on their scaly backs.

The user may hold one end of this rope and, as a standard action that triggers attacks of opportunity, command the other end to attack a target within 50' like a striking snake. The user makes a melee touch attack using their own melee combat statistics +2 against the target's Dodge defense. On a hit, the target acquires the *ensnared* condition which can only be escaped by making a fantastic Feats of Might skill check. While a victim is ensnared, the rope can do nothing but hold them captive; however, the user does not need to continue to hold the rope. This rope is supernaturally hard to damage.

A *damaged* tool cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* tools as described in Chapter 5. Repairing this rope requires a fantastic Build check which consumes 3 days at a ropemaker's shop and costs 50gp.

Shovel of the Sandworm

Magic Tier 22	Spaces 2	Hands 2
Damaged hp 4	Destroyed hp 8	Caster Level E11

This shovel has a flaring blade tipped with jagged teeth; it is unclear why these teeth do not hinder the effective operation of this tool. The shaft is made of oak but is meticulously carved with a patterning that looks like the segments of a large worm's body. Here and there tiny wooden palps stick out from the worm segments, and sometimes these twitch.

This shovel is not made to be a weapon and non-proficiency penalties apply when it is used to attack. When used to move loose dirt or gravel, the wielder may move twice as much material as they could with a non-magical shovel – see Chapter 5. 1/day the user may cast the spell *move earth* as a standard action that does not trigger attacks of opportunity. Spells are cast as by an 11th level Elf. 1/day as a basic action that triggers attacks of opportunity, the user may activate the monster special power of *burrow* as a 3 HD *osquip*; this lasts for 10 minutes.

A *damaged* tool cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* tools as described in Chapter 5. Repairing this tool requires a fantastic Build check which consumes 3 days at a metalworker's shop and costs 50gp.

Silver Hammer

Magic Tier 8	Spaces 2	Hands 2
Damaged hp 4	Destroyed hp 8	Caster Level M5

This sledgehammer has a head made of solid silver and a shaft made of ash. One end of the head is embossed with a raised icon of an arm crooked to display a bulging bicep; the other end of the head has a similar embossing that shows the image of a single five-pointed star.

The wielder of this sledgehammer receives a bonus of +2 to Feats of Might skill checks to smash things, in addition to the bonuses provided by the non-magical version of this tool. The silver head might be effective against some monsters, but this hammer is not made to be a weapon and non-proficiency penalties apply when it is used to attack. 2/day as a standard action that does not trigger attacks of opportunity, the user may cast the spell *angry bludgeon*. Spells are cast as by a 5th level Magic-user, and attacks are made at +4, with the user's ability score modifiers not factored in, regardless of whether the user's standard action is used or the spell attacks on its own. While the *angry bludgeon* spell is in effect, this item disappears.

A *damaged* tool cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* tools as described in Chapter 5. Repairing this tool requires a fantastic Build check which consumes 3 days at a silversmith's shop and costs 50gp.

Skyhook

Magic Tier 17	Spaces 2	Hands 2
Damaged hp 2	Destroyed hp 8	Caster Level C5

This unusual block and tackle has a wheel and axle assembly, but there is no connection on the top of the tool to secure it to anything. The top bracket does have a large staring eye worked into it, and when seen from below, this eye seems to stare judgingly at all things beneath it.

The last person to handle this item becomes attuned to it and it follows verbal commands, which uses a basic action that does not trigger attacks of opportunity. It can be commanded to levitate up to 50' high and secure itself firmly in space. Furthermore, it can be commanded to tirelessly haul on any rope that is threaded through it. This moves slowly but has great strength. It performs a Feats of Might skill check as if it has an 18 Strength, Feats of Might skill level 1, and a +4 bonus to Feats of Might results. However, this only applies to lifting or other uses where a weight on a rope is raised. It cannot be used as a weapon.

A *damaged* tool cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* tools as described in Chapter 5. Repairing this tool requires a fantastic Build check which consumes 3 days at a metalworker's shop and costs 50gp.

Sliding Ladder

Magic Tier 6	Spaces 5	Hands 2
Damaged hp 4	Destroyed hp 8	Caster Level E3

This ladder is ten feet long and made of wood. It has an unusual construction in that there are segmented joints along the length of the vertical pieces, but it is unclear whether any part of the ladder slides in or out of them, and there are no buttons or catches to suggest the workings of a mechanism. There is a relatively crude carving of an inchworm worked into one of the sides.

The last person to handle this item becomes attuned to it and it follows verbal commands, which uses a basic action that does not trigger attacks of opportunity. Its magic only works when it is in the vertical position. On verbal command, it can 1) lock itself rigidly in space without any means of support, 2) extend its top end 10' higher and then draw up its bottom end 10', effectively raising itself 10' without dropping anybody off its rungs, or 3) lower itself 10' in the same manner. Each action takes the ladder 1 round to accomplish. It can carry 3 human-sized creatures at a time and as much weight as they can carry.

A *damaged* tool cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* tools as described in Chapter 5. Repairing this ladder requires a fantastic Build check which consumes 3 days at a woodworker's shop and costs 50gp.

Spyglass of the Dimensions

Magic Tier 18	Spaces 1	Hands 1
Damaged hp 1	Destroyed hp 4	Caster Level C9

This long spyglass is made of copper, but it is adorned with so many levers, dials, rotating lenses, sights, and meters that it may be hard to distinguish it for what it is. It functions perfectly well as an ordinary spyglass, but fiddling with its various widgets may abruptly bring it out of focus, requiring several minutes to recalibrate this highly twitchy device.

This magic implement is used to see into those alternative folds of the Prime Material Plane that are co-terminous with Uroth – the Feywild on one side and Gaolar on the other -- or the Ethereal Plane (see Chapter 10). The user may, as a standard action that triggers attacks of opportunity, look into the local region of each of these planes and see what's going on. However, this is a highly disorienting procedure that a typical mind is ill-suited to cope with; those who use this feature immediately acquire the *intoxicated* condition. This condition lasts for 1 hour and cannot be recovered from before that time, although it can be cured magically. Additionally, 1/day as a standard action that does not trigger attacks of opportunity, the user may cast the spell *plane shift*. Spells are cast as by a 9th level Cleric, and attacks are made at +4, without factoring in the user's ability score modifiers, against the Dodge defense.

A *damaged* tool cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* tools as described in Chapter 5. Repairing this spyglass requires a fantastic Build check which consumes 3 days at a metalworker's shop and costs 50gp.

Thieves' Tools of the Trickster

Magic Tier 12	Spaces 0	Hands 1
Damaged hp 2	Destroyed hp 4	Caster Level M5

The small clip that holds these thieves' tools is emblazoned with runes that are readily identified as having meaning in the language of magic. However, those with even a rudimentary understanding of that language can recognize that the symbols are fairly random and in some cases utterly ridiculous; they possibly may have been selected merely because they looked cool.

The user of these masterwork thieves' tools receives a bonus of +2 to Mechanisms skill checks when using these tools, in addition to the bonuses provided by the non-magical version. Additionally, these tools are especially effective against magic traps. When disarming such traps, only a great success on a Mechanisms skill check is required instead of the fantastic success that is usually needed.

A *damaged* tool cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* tools as described in Chapter 5. Repairing this toolkit requires a fantastic Build check which consumes 3 days at a metalworker's shop and costs 50gp.

Tongs of Clutching

Magic Tier 17 **Spaces 1** **Hands 2**

Damaged hp 3 **Destroyed hp 6** **Caster Level M9**

These long iron tongs do not have flat or serrated plates at the points where contact is made, but they instead have two miniature cast iron hands with long fingernails. When the hands come together because nothing is being held in the tongs, the hands briefly give each other a crisp high-five before becoming inanimate again.

While these tongs are being held in both hands, the wielder has continuous use of the special ability of Sorcery – Mind Over Matter as used by a 1st level Sorcerer. They can use *hurl objects* with an attack roll of +0, without factoring in their own ability score modifiers, against AC defenses to inflict 1d4 hp (but non-proficiency penalties for improvised weapons apply), and using *kinetic punch* with an attack roll of +1, without factoring in their own ability score modifiers, against Toughness defenses to inflict 1d4 hp damage and possibly move the target 5'. All such uses are standard actions that do not trigger attacks of opportunity. 1/day as a standard action that does not trigger attacks of opportunity, the user may cast the spell *hold monster*. Spells are cast as by a 9th level Magic-user, and attacks are made at +7, without factoring in the user's ability score modifiers, against the Poise defense.

A *damaged* tool cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* tools as described in Chapter 5. Repairing this tool requires a fantastic Build check which consumes 3 days at a metalworker's shop and costs 50gp.

Magic Gear

Magic gear uses the same types and statistics as the non-magical versions found in Chapter 5. Additionally, this section lists many types of gear not found in Chapter 5; the basic statistics for these items can be found in the following table:

Table 9-20: TOTIL Extra Item Characteristics

Base Item	Spaces	Hands	Damaged hp	Destroyed hp
armband	0	1 or worn	n/a	6
arras	6	2	5	10
bandolier	2	1 or worn	2	4
bracelet	0	1 or worn	n/a	3
bracers	1	1 or worn	3	6
cameo	0	1 or worn	n/a	2
carpet, large	8	2	5	10
carpet, small	4	2	3	6
cloak	1	1 or worn	2	4
coat	2	1 or worn	2	4
crown	0	1 or worn	n/a	3
dice	0	1	1	2
ear	0	1 or worn (implanted)	n/a	1
earrings	0	1 or worn	n/a	1
eyeball	0	1 or worn (implanted)	n/a	1
fan	1	1	1	2
figurine	0	1	n/a	2
flagon	1	1	2	4
goggles	0	1 or worn	n/a	2
hat	1	1 or worn	1	2
monocle	0	1 or worn	n/a	1
necklace	0	1 or worn	n/a	2
orb	0	1	2	4
painting, large	8	2	2	8
painting, small	4	2	1	4
pin	0	1 or worn	n/a	1
pipe	0	1 or worn	1	2
ring	0	1 or worn	n/a	6
robe	1	1 or worn	1	2
rod	2	1	3	6
sash	1	1 or worn	2	4
scarab	0	1 or worn	n/a	3
scarf	0	1 or worn	1	2
sculpture, large	12	2	8	16
sculpture, small	6	2	4	8
shoes	0	1 or worn	1	2
spectacles	0	1 or worn	n/a	1
tiara	0	1 or worn	n/a	2
tooth	0	1 or worn (implanted)	n/a	1
torc	0	1 or worn	n/a	6
veil	0	1 or worn	n/a	1
vest	1	1 or worn	1	2
wand	1	1	2	4

Sometimes magic gear is built to be unassuming and it is not immediately obvious that these items are different from non-magical items of the same type. Other times, the creator of the gear wanted their magic item to be ostentatious and clearly of a higher quality than the norm; such items are sometimes adorned with precious metals or gemstones. They may be carefully carved or wrought with patterns, pictures, or words in a variety of languages. Sometimes aspects of magic gear's decoration gives a hint regarding what the item's properties might be; a tiara that grants the ability to command devils, for instance, might have tiny horns worked into the design. One person can simultaneously use as much magic gear as can be worn or wielded, but only worn or wielded items confer any kind of benefit; magic gear stowed away in one's pack confers no benefits.

Any type of magic gear may have both permanent properties and temporary properties. If gear has the ability to cast spells, these may be drawn from either the Arcane or Divine spell lists, and they can be activated by any user, not just those capable of casting that type of spell. Gear spell-like abilities do not require the wielder's spell points or surges to trigger this magic; each spell may be cast a certain number of times per day – typically 3 times per day for spells of level 1 or 2, 2 times per day for spells of level 3 or 4, and 1 time per day for spells of level 5 or 6. Unlike casting a spell, this standard action does not trigger attacks of opportunity – spellcasting requires concentration and complicated gestures, but causing gear's spell-like abilities to work requires only a trivial amount of effort that gives opponents no special openings to attack. Furthermore, this action can be done quietly and without calling attention to itself, even if the spell effect is loud and obvious. However, some gear abilities may be triggered by employing the gear in the same manner that non-magical objects of its sort are used. The type of action used in such cases, and whether it triggers attack of opportunity, shall be in general conformance with Chapter 5. Gear spell-like abilities cannot be recharged; they generally return at midnight.

When gear generates spell-like effects, that spell is always as described in Chapter 4, although spells may be staged when the item is created (but not on the fly as the item is used). The spell's duration and effects are exactly as if it were cast by a character of the caster level listed for the item – items that have both Arcane and Divine spells will have two different caster levels, and the one associated with the spell-like ability is the one that applies.

Permanent abilities may not be suspended by the user unless specifically stated in the item's description. The person who created the item is considered to be the caster of the spell. This means that the user of the item has no power to prematurely end any magical effects. Similarly, any decisions associated with casting the spell were made when the item was created, with the exception of the user designating a target. If a special ability requires an attack roll, its attack roll bonus is listed with the item, and the user's ability score modifiers do not apply.

Magic gear is a magic item and it therefore can be detected with a *detect magic* spell. If magic gear has a permanent effect on the wearer, the user carries a faint magic aura as long as the gear is worn or wielded, but that aura disappears when the item is no longer in use. If magic gear has a temporary effect on the wearer or any other creature, that will likewise be reflected by a magic aura around the target, exactly as if a spell had been cast on them. Temporary effects of spell-like special qualities can be dispelled just as would be the associated spell as described in Chapter 4.

As a rule, it is not possible to trigger spell-like abilities using gear with the *damaged* property; additionally, *damaged* gear suffers all the penalties of non-magical gear with the *damaged* property. Magic gear has the same thresholds to damage or destroy it as described for the same type of non-magical gear described in Chapter 5 or in Table 9-20 above. Gear that has the *damaged* property may be repaired by an artisan capable of working with the principal material of the gear's construction; this requires a fantastic skill check in a well-equipped workshop. This repair work requires 3 days and generally costs 50gp.

A list of many types of magic gear that may be encountered follows:

Table 9-21: TOTL Magic Gear

Item Name	Magic Tier	Caster Level	Summary of Properties
Amulet of Screening	17	M9	continuously screens from scrying, mind-reading, and magical location. Neck slot
Bedroll of Angelic Comfort	9	C4	+4 to Hearing skill checks to wake up. 3/day sleep of miracles
Belt of Mighty Thews	10	C5	18 Strength for Feats of Might skill checks, 3/day enhance ability score (Strength). Belt slot
Blanket of Security	9	C5	when wielded, 3/day shield of faith
Boots of Striding and Springing	13	E5	3/day jump, 1/day mobile (walk) as 1 HD wild dog, 2 extra MP. Feet slot
Bracers of Armor	8	E4	continuous AC 14, 3/day shield. Hands slot
Broom of Flying	12	M9	3/day fly
Chain of Watchfulness	16	E5	semi-sentient while user sleeps and keeps watch, 18 Wisdom and Seeing 1 for skill checks
Cloak of Protection	15	C6	+1 defense bonus to Toughness, Poise, Dodge. +1 supplemental defense bonus. 3/day divine ward. Body slot
Cold Weather Gear of the Yeti	17	C6	3/day resist elements (cold). 1/day energy aura (cold) as a 6 HD yeti. Body slot
Desert Robes of the Camel	9	C4	does not need water. 3/day resist elements (fire). Body slot
Figurine of Wondrous Power	varies	varies	turns into a monster and serves for 10m
Flask of Imprisonment	25	M12	may imprison an extraplanar and force service, 3/day arcane ward. Fragile item
Folding Boat	18	M9	transforms into a rowboat or sailing craft
Gauntlets of Ogre Power	12	C5	may wield Giant-sized weapons. 2/day striking. Hands slot
Golden Claw of the Mountaineer	8	C4	climbs any surface and affixes itself, then extrudes 50' rope
Handy Haversack	13	E5	backpack with 5 more spaces, retrieving items doesn't require hands or trigger AoO. Belt slot
Headband of Grace	10	C5	18 Dexterity for Feats of Agility skill checks, 3/day enhance ability score (Dexterity). Head slot
Hourglass of the Wanderer	11	E4	group may creep without MP penalty, may hustle without extra fatigue. Fragile item
Ioun Stone	varies	varies	stones orbit head and provide a variety of benefits
Lamp of the Genie	18	M9	1/day elemental summons with lamp's servant, or free servant forever for a major service. Fragile item
Lantern of Shadow	15	M7	3/day light, adjust light conditions within 90'. Fragile item
Lock of the Beyonder	20	M10	makes any 10-space chest an extra-dimensional storage item
Manacles of Magic Suppression	16	M8	prisoner may not use magic or be a target of magic
Medallion of Thoughts	3	M3	3/day ESP. Neck slot
Mephit Box	12	M5	1/day breath weapon as 3 HD fire mephit for 10m. Doesn't want to stop
Metal Wire of Snaring	13	E5	infinite wire. 3/day make a snare trap
Mirror of the Space Beyond	11	C5	6 space extra-dimensional storage space, provided items are small.
Mountebank's Tent	10	M5	packs/unpacks itself. Larger inside than out. 2/day tiny hut
Necklace of Adaptation	23	C10	can breathe anywhere, +4 defense bonus to Toughness against gases or vapors. Neck slot
Pouch of Many Bullets	10	M5	infinite bullets, 2/day enchant weapon. Other slot
Quill of the Restless Spirit	7	C7	1/week divination. Fragile item
Quiver of Many Arrows	10	M5	infinite arrows, 2/day enchant weapon. Other slot
Sack of Devouring	25	E6	1/day can bite/swallow targets as a giant carp for 10m
Sack of Holding	13	E7	10 space extra-dimensional storage item but must be held in a hand
Scarab of the Mortal Fortress	7	C7	2/day death ward. Other slot
Shoes of Water Walking	8	C7	2/day water walking, 2/day lower water. Feet slot
Skin of Endless Water	14	E6	continuously full. Continuous Sorcery - Water Magic as Sorcerer 1
Snowshoes of the Remorhaz	13	E5	1/day ice walking as a 4 HD child white dragon
Tent of the Banquet	14	C11	packs/unpacks itself. 1/day heroes' feast, 1/day pavilion of respite
Twine of Feline Inspiration	13	E5	infinite wire. 3/day attack a catlike creature, +7P/fascinate
Vial of the Font	10	C5	holy water. 2/day shards regenerate

A more detailed description of the gear listed above follows:

Amulet of Screening

Magic Tier 17	Spaces 0	Hands 1 or worn
Damaged hp 3	Destroyed hp 6	Caster Level M9

This jeweled decorative object is not a necklace and has no chain to hang it by; instead, it has a pin and clasp that is meant to be secured to clothing, but it is intended to be worn close to the neck (and its magic does not work unless it is worn in this way). It is 2" across with a gold base and a gold figure in relief picked out with black lacquer. The figure shows a person with long flowing hair and a veil concealing their face.

This item continuously screens the wearer from the effects of *scrying*, mind-reading, and magical location. All magical or monstrous means of reading thoughts are blocked, and telepathy senses no intelligent minds in the area. Spells that detect magic or alignments still function through this item's protection, and this item radiates magic as normal. It cannot block the effects of any 6th level spell, and it does not protect the wearer from the *charmed* condition or mental control. This item uses the *neck* slot.

Damaged gear cannot trigger any spell-like abilities, but its other special qualities function. Repairing this amulet requires a fantastic Build check which consumes 3 days at a jeweler's shop and costs 50gp.

Bedroll of Angelic Comfort

Magic Tier 9	Spaces 1	Hands 1
Damaged hp 2	Destroyed hp 4	Caster Level C4

This cloth bedroll is quilted with batts of extraordinarily soft and fluffy down sandwiched between several fabric layers. Rumors that this down comes from the feathers of angels are almost certainly false. However, the top side of the bedroll has a pieced quilted image of a lovely, winged angel curled up fast asleep on a cloud. The bedroll is almost 7' long when unrolled.

Despite its fluffiness, this bedroll compacts down to only 1 inventory space when secured. Anybody sleeping in this bedroll receives a bonus of +4 to Hearing skill checks, but only for the purposes of waking up from sleep.

Additionally, up to 3/day, when a person crawls into this bedroll to sleep, it casts a *sleep of miracles* spell on the user only, healing them for 2d6 hp after an uninterrupted night's rest. Spells are cast as by a 4th level Cleric.

Damaged gear cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* gear as described in Chapter 5. Repairing this bedroll requires a fantastic Build check which consumes 3 days at a tailor's shop and costs 50gp.

Belt of Mighty Thews

Magic Tier 10	Spaces 1	Hands 1 or worn
Damaged hp 1	Destroyed hp 2	Caster Level C5

This heavy leather belt takes the place of the ordinary belt that most characters wear and consumes 1 extra slot in the inventory. It is clearly of Dwarvish construction because the brass belt buckle, an impishly grinning face with rosy cheeks, has a slot at the top for the wearer to tuck their beard into, and a slot at the bottom as well so that the long ends of the beard can trail out making it look like the belt buckle, too, has a beard.

The wearer of this belt continuously has an 18 Strength for the purposes of making Feats of Might skill checks. Additionally, 3/day as a standard action that does not trigger attacks of opportunity the wearer may cast *enhance ability score*, Strength only, on themselves. Spells are cast as by a 5th level Cleric. This item uses the *belt* slot.

Damaged gear cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* gear as described in Chapter 5. Repairing this belt requires a fantastic Build check which consumes 3 days at a leatherworker's shop and costs 50gp.

Blanket of Security

Magic Tier 9	Spaces 1	Hands 1
Damaged hp 1	Destroyed hp 2	Caster Level C5

This humble blanket is made of scratchy homespun wool; fibers stick out in all directions. It is quite warm. The blanket is dyed mustard yellow, but there is a zig-zag black line patterned across the middle. This blanket is usually found with any number of holes and unidentifiable stains marring it no matter how clean it is.

This item works perfectly well as an ordinary blanket. If a user allocates one hand to equip it, carrying this ordinary piece of bedding slung over a shoulder or wrapped around a forearm, the user is continuously protected with a *shield of faith* spell, making them immune to critical hits and able to cancel the spell to negate one successful attack against them. If the spell is dispelled, the wearer of the ring may recast it as a standard action that does not trigger attacks of opportunity. Spells are cast as by a 5th level Cleric.

Damaged gear cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* gear as described in Chapter 5. Repairing this blanket requires a fantastic Build check which consumes 3 days at a weaver's shop and costs 50gp.

Boots of Striding and Springing

Magic Tier 13	Spaces 1	Hands 1 or worn
Damaged hp 2	Destroyed hp 4	Caster Level E5

This pair of heavy leather boots has a very thick and corrugated sole, ideally suited for getting good traction on the roughest of outdoor terrain. This ought to add weight to this footwear, but these boots are no heavier than a normal pair of heavy boots. The outlines of outstretched eagle wings are tooled into the left and right sides of each boot.

This item provides all the benefits of a non-magical pair of heavy boots. Additionally, 3/day as a standard action that does not trigger attacks of opportunity, the wearer of the boots may cast the *jump* spell on themselves. Spells are cast as by a 5th level Elf. 1/day as a basic action that triggers attacks of opportunity, the user may activate the monster special power of *mobile (walk)* as a 1 HD *wild dog*, and this has the effect of doubling the user's walking and running movement allowances for 10 minutes. The wearer continuously gets 2 additional MP to spend every hour (see Chapter 6). This item occupies the *feet* slot.

Damaged gear cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* gear as described in Chapter 5. Repairing these boots requires a fantastic Build check which consumes 3 days at a leatherworker's shop and costs 50gp.

Bracers of Armor

Magic Tier 8	Spaces 1	Hands 1 or worn
Damaged hp 2	Destroyed hp 4	Caster Level E4

This set of heavy leather cuffs is worn laced to both forearms, starting an inch below the elbow and ending just above the wrist. They are studded with many brass rivets which form interlocking diamond patterns on the outward-facing sides. The laces of these bracers are shot through with a single green thread.

This item continuously provides protection equivalent to AC 14, but since it is not truly armor, no armor proficiency is required to wear these bracers without penalty. Only the best armor class protects a wearer, so if these are worn with a suit of chain mail, they will provide no additional protection. Additionally, 3/day as a standard action that does not trigger attacks of opportunity, the wearer of the boots may cast the *shield* spell on themselves. Spells are cast as by a 4th level Elf. Bracers that provide AC 12 or AC 16 protection are known to exist. This item uses the *hands* slot.

Damaged gear cannot trigger any spell-like abilities, but its other special qualities function. Repairing these bracers requires a fantastic Build check which consumes 3 days at a leatherworker's shop and costs 50gp.

Broom of Flying

Magic Tier 12	Spaces 3	Hands 2
Damaged hp 2	Destroyed hp 4	Caster Level M9

This sweeping implement has a 3' long shaft turned from a length of pine and many stiff black fibers bound and sewn together with twine. The fibers are not plant material and may be the quills of some sort of large, feathered creature. The knot at the end of the handle is usually carved into some kind of grotesque face.

This broom sweeps perfectly well, but its magic function is to be ridden in flight. The wearer straddles the broom and holds the handle with two hands, and then 3/day as a standard action that does not trigger attacks of opportunity the broom can cast the *fly* spell on the user, granting a 60' flying movement allowance. For the first turn that the broom is used, the user may also use the flying movement allowance as part of the standard action. Two hands are required to cast the spell and launch, but once the user is flying, only one hand must remain on the broom – the other hand may be used for other purposes, including the casting of spells. Spells are cast as by a 9th level Magic-user.

Damaged gear cannot trigger any spell-like abilities, but its other special qualities function. Repairing this broom requires a fantastic Build check which consumes 3 days at a broom-squire's shop and costs 50gp.

Chain of Watchfulness

Magic Tier 16 **Spaces 1** **Hands 1**
Damaged hp 5 **Destroyed hp 10** **Caster Level E5**

The links of this chain are chrome plated and very shiny. They also have a bar running through the middle of each link, and this bar has a black bead in the center, so each link looks something like a lidless eye. It is in all other respects a sturdy length of 10' chain.

This item does not need to be worn or wielded to function, but it does need to be on the character's inventory, and at least one link of the chain needs to be able to 'see' what is going on around the character. This chain has semi-sentience, but only during periods when the user is sleeping. At these times it wakes up and keeps watch for things that the user would deem dangerous or suspicious. If it sees something while the user is sleeping, it can either quietly and telepathically alert them, or it can set up a loud rattling that will wake any non-magical sleeper within 30', based on what the character subconsciously wants. It goes back to sleep when the user awakens, although there may be a brief period where they can hazily exchange a few thoughts. The chain has 18 Wisdom and Seeing skill level 1 for the purposes of making Seeing checks.

Damaged gear cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* gear as described in Chapter 5. Repairing this chain requires a fantastic Build check which consumes 3 days at a metalworker's shop and costs 50gp.

Cloak of Protection

Magic Tier 15 **Spaces 1** **Hands 1 or worn**
Damaged hp 2 **Destroyed hp 4** **Caster Level C6** **Slot Body**

The outer layer of this traveler's cloak is made from tightly-woven wool, impregnated with a resin for waterproofing and dyed a deep black. It has batts of loose wool stuffing for warmth and then an inner liner made of black velvet. The liner has pockets and is studded with symbols in a strange language. The symbols all mean **protect** and translate the same in the Angelic, Diabolical, and Daemonic languages.

The wearer of this cloak has a +1 defensive bonus to the Toughness, Poise, and Dodge defenses. They also have a +1 supplemental defensive bonus. 3/day as a standard action that does not trigger attacks of opportunity, the user may cast a *divine ward* spell on themselves, granting a +1 bonus to all defenses, +2 against opponents of opposite alignment, and hedging summoned creatures. Spells are cast as by a 6th level Cleric. This item uses the *body* slot.

Damaged gear cannot trigger any spell-like abilities, but its other special qualities function. Repairing this cloak requires a fantastic Build check which consumes 3 days at a tailor's shop and costs 50gp.

*Cold Weather Gear of the Yeti***Magic Tier 17** **Spaces 2** **Hands 2 or worn****Damaged hp 2** **Destroyed hp 4** **Caster Level C6** **Slot Body**

This fur jacket has a hood and a flap that goes across the nose and mouth; there are no gloves provided, but the sleeves are long enough to pull them down around the hands. The fleece is coarse and dead white. The hood has an unusual feature: curved horns on either side of the head, around where the ears are, that jut outwards when the hood is raised. The facial flap is made of cloth and is porous enough to breathe through.

This functions as non-magical cold weather gear. In addition, 3/day as a standard action that does not trigger attacks of opportunity, the user may cast a *resist elements (cold)* spell on themselves, which halves cold damage. Spells are cast as by a 6th level Cleric. 1/day as a basic action that triggers attacks of opportunity, the user may trigger the monster special power of *energy aura (cold)* as a 6 HD yeti, which inflicts 1d6 hp cold damage on any creature that starts its turn within 5' of the user. This lasts for 10 minutes. This item uses the *body* slot.

Damaged gear cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* gear as described in Chapter 5. Repairing this coat requires a fantastic Build check which consumes 3 days at a furrier's shop and costs 50gp.

*Desert Robes of the Camel***Magic Tier 9** **Spaces 1** **Hands 1 or worn****Damaged hp 2** **Destroyed hp 4** **Caster Level C4** **Slot Body**

This set of gear consists of a heavy woolen robe, a muslin headdress, and a light silken wrap for the face and eyes. Woven into the chest of this garment is a symbol of a large triangle with a staring eye set near the top – the symbol of a god known to the natives of the Savarharad desert. The robe always bunches in a peculiar way behind the neck, making it look a bit like the wearer has a pronounced hump.

This functions as a non-magical set of desert robes. In addition, 3/day as a standard action that does not trigger attacks of opportunity, the user may cast a *resist elements (fire)* spell on themselves, which halves fire damage. Spells are cast as by a 4th level Cleric. The user continuously does not need to drink water, although food is still required. This item uses the *body* slot.

Damaged gear cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* gear as described in Chapter 5. Repairing this robe requires a fantastic Build check which consumes 3 days at a weaver's shop and costs 50gp.

*Figurine of Wondrous Power***Magic Tier varies** **Spaces 0** **Hands 1****Damaged hp 1** **Destroyed hp 4** **Caster Level varies**

No two figurines of this type are identical. Each takes the form of a small statuette of a monster of some type, and it can fit into the palm of a person's hand. It seems to be made of some fine-grained clay, and it is sculpted and painted to be almost photo-realistic. Each one is set into a small porcelain base so that it is stable on any type of horizontal surface.

The last person to handle the figurine becomes attuned to it. 1/day the user can set the figurine on the ground and command it to transform; this is a standard action that does not trigger attacks of opportunity. The figurine takes the form of the monster depicted. See below for some common figurines, but the GM may invent others:

Table 9-22: TOTL Figurines of Wondrous Power

Name of Figurine	Magic Tier	Caster Level	Creature
Bronze Eagle	8	M4	Giant Eagle
Ebony Bat	10	M5	Mobat
Golden Lion	10	M5	Lion
Ivory Goat	22	M11	Chimera
Marble Elephant	24	M12	Elephant
Obsidian Unicorn	16	M8	Unicorn
Onyx Dog	10	M5	Yeth Hound
Serpentine Owl	10	M5	Giant Owl
Silver Raven	13	M6	Raven (as familiar)

Each figurine serves the verbal commands of the user for 10 minutes before reverting to figurine form. The exception to this rule is the Silver Raven, which is treated as the special ability of Companion – Familiar and may persist as long as the user likes, or it can be turned back into a figurine for safekeeping. If a creature dies while in monster form, it reverts into a figurine immediately but may be summoned at full health the next day.

A *damaged* figurine cannot transform. Repairing these items requires a fantastic Build check which consumes 3 days at a sculptor's shop and costs 50gp.

Flask of Imprisonment

Magic Tier 25

Spaces 1

Hands 1

Damaged hp N/A

Destroyed hp 1

Caster Level M12

This glass flask is mostly translucent, but it is decorated with frosted swirling patterns on all sides. It has an elaborate brass stopper that has a single small pore in the center of it, but there is no obvious way to remove this plug. When the flask has something inside it, a dusty swirl of vapor can be seen inside, perhaps with some of the visible traits of its prisoner.

This powerful item is used to trap monsters with the *extraplanar* primary trait. The flask can only contain one prisoner; if it is empty, the user may attack an *extraplanar* creature within 30' as a standard action that triggers attacks of opportunity. The attack is made at +12, without factoring in the user's ability score modifiers, against the target's Poise defense; on a success, the creature turns into a swirling vapor inside the flask and cannot escape. The holder of the flask knows the identity of a creature inside and they can speak with it telepathically. The holder may release a prisoner as a basic action that does not trigger attacks of opportunity, and the prisoner may choose to attack the user of the item. Alternatively, as a standard action that triggers attacks of opportunity, the user may compel a 1-day service from the creature, much like the spell *planar ally*, and the creature must attempt to perform this service and then depart, freed from bondage, without attacking the user of the flask. Like all flasks this item is *fragile*, and if it breaks any prisoner escapes. 3/day as a standard action that does not trigger attacks of opportunity, the user may cast an *arcane ward* spell on themselves. Spells are cast as by a 12th level Magic-user.

Once broken, this item cannot be repaired.

*Folding Boat***Magic Tier 18****Spaces 3****Hands 2****Damaged hp 2****Destroyed hp 4****Caster Level M9**

This wooden box has two rope handles and a hinged lid. The wood is riddled with worm-holes and smells strongly of the sea. There is a rotating catch on the top, and this allows the top to be folded back; however, this reveals other rotating catches inside the box that seem to do other things.

The box has myriad unfolding and transforming parts that fit inside an extra-dimensional space. Unfolding the entire contents of the box is quite a chore and takes ten minutes. There are two permutations to this box: a 12' rowboat complete with oars which can comfortably seat six human-sized persons, and a 35' sailing vessel, complete with masts and sails, which could berth 30 human-sized persons in close quarters. These craft do not sail themselves; crew must be provided. When work using the *folding boat* is done, toggling one of the catches causes the whole thing to fold itself back into its cubical form in only 1 round. Creatures cannot be injured by being inside the boat when it folds up, and any items inside it are spat out.

A *damaged* box cannot transform. If the boat forms are damaged, the box can be folded back up but the damage persists; if any boat form is destroyed, the item is gone forever. Repairing the box or a boat requires a fantastic Build check which consumes 3 days at a boatwright's shop and costs 50gp.

*Gauntlets of Ogre Power***Magic Tier 12****Spaces 1****Hands 1 or worn****Damaged hp 2****Destroyed hp 4****Caster Level C5****Slot Hands**

These heavy gloves and bracers are made of many layers of cured leather studded with brass rivets. The gauntlets are so bulky that they make the wearer's hands look much larger than they really are. A close inspection of the bracers and the backs of the gloves reveals wiry black hairs growing out of the leather; somehow the curing process has left these hairs intact.

The wearers of these heavy gloves may wield Giant-sized weapons without penalty. 2/day as a standard action that does not trigger attacks of opportunity, the user may cast a *striking* spell on one wielded weapon; that weapon inflicts an added 1d6 hp for each hit. Spells are cast as by a 5th level Cleric. These gloves lack the usual penalty to attack rolls while worn – their magical nature makes them more usable in combat – but spellcasting is still impossible. This item uses the *hands* slot.

Damaged gear cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* gear as described in Chapter 5. Repairing these gauntlets requires a fantastic Build check which consumes 3 days at a leatherworker's shop and costs 50gp.

*Golden Claw of the Mountaineer***Magic Tier 8****Spaces 1****Hands 2****Damaged hp 4****Destroyed hp 8****Caster Level C4**

This bronze mechanism looks something like a shiny copper spider; it has eight legs tipped in sharp points, and a central body that is mostly a bronze cylinder with no obvious sense organs. There are hinged joints set into the legs that clearly indicate they are meant to articulate. There is a rune cast into the bronze cylinder that can be read to be in the Dwarvish tongue; it says **Upwards!**

It doesn't look much like one, but this item functions as a grappling hook. The last person who touched the item becomes attuned to it and it obeys their verbal instructions as a basic action that does not trigger attacks of opportunity. When set on the ground, the claw animates and can scuttle along any surface, horizontal or vertical, at a movement allowance of 60' per round. At a point directed by the user, it sinks its claws into any solid surface, no matter how hard, and fixes itself there firmly. It then extrudes a 50' long silk rope; if the rope is ever cut away from the claw, it turns to vapor, but the claw can make more.

Damaged gear cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* gear as described in Chapter 5. Repairing this mechanism requires a fantastic Build check which consumes 3 days at a metalworker's shop and costs 50gp.

*Handy Haversack***Magic Tier 13****Spaces 1****Hands 1 or worn****Damaged hp 2****Destroyed hp 4****Caster Level E5****Slot Belt**

This heavy backpack uses a wooden frame in the Elvish style, and the compartments are made of a densely woven cloth that is waxed for waterproofing. There are many flaps, pouches, and pockets built into this item, each one secured with a leather strap. The top flap has the image of a smiling Elvish hiker picked out in needlepoint.

The compartments of this backpack total more volumetric displacement than its outer dimensions would suggest, thanks to magical extra-dimensional spaces – it can hold 5 more inventory spaces than the normal 5 spaces that a backpack holds. Additionally, the haversack somehow knows whatever item the user is looking for and puts it in a compartment readily reachable by the user; it requires a basic action to take an item out of this backpack or put something back in, and such a basic action needs not trigger attacks of opportunity. The item uses the *belt* slot.

Damaged gear cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* gear as described in Chapter 5. Repairing this backpack requires a fantastic Build check which consumes 3 days at a weaver's shop and costs 50gp.

Headband of Grace

Magic Tier 10	Spaces 0	Hands 1 or worn
Damaged hp 1	Destroyed hp 2	Caster Level C5

This woven cloth band is covered with many colorful beads, each one little bigger than a grain of sand. The beadwork shows an image of gazelles gamboling across a veldt with low mountains in the distance. The band has some rubber fibers woven into it that makes it stretchy; it does not need to be tied or untied, but can be used as a sweat-band.

The wearer of this headband continuously has an 18 Dexterity for the purposes of making Feats of Agility skill checks. Additionally, 3/day as a standard action that does not trigger attacks of opportunity, the wearer may cast *enhance ability score*, Dexterity only, on themself. Spells are cast as by a 5th level Cleric. This item uses the *head* slot.

Damaged gear cannot trigger any spell-like abilities, but its other special qualities function. Repairing this headband requires a fantastic Build check which consumes 3 days at a weaver's shop and costs 50gp.

Hourglass of the Wanderer

Magic Tier 11	Spaces 1	Hands 1
Damaged hp N/A	Destroyed hp 1	Caster Level E4

This hourglass consists of two glass bulbs, each about 4" across, joined by a narrow glass neck. Brass plates and columns secure each end, but the object still looks quite delicate. The lower bulb contains a fine white powder. There is a brass valve set into the neck, and this has a key-stop with three settings.

When the centermost of the three key-stop settings is used, powder flows through this hourglass at a rate such that it measures off an hour with great precision. It is the other two key-stop settings that are magic. One of them greatly slows down the flow of powder, and when the user holds this hourglass in one hand during overland travel, it is as if time passes more slowly: the group may *creep* (see Chapter 6) without suffering any MP penalties. If the last key-stop setting is used, and the user holds the hourglass in one hand during overland travel, it is as if time travels faster: the group may *hustle* (see Chapter 6) without accruing any additional fatigue. This item is *fragile*.

Once broken, this item cannot be repaired.

ioun Stone

Magic Tier varies	Spaces 0	Hands 1 or 0
Damaged hp 2	Destroyed hp 4	Caster Level varies

No two *ioun stones* are the same. Each one appears as a colorful crystal made of a mineral that even experienced gemologists struggle to identify. They always have a very orderly crystalline matrix that causes them to assume very specific geometries; these do not appear to have been worked by a lapidary but must have been formed naturally. Each is as big as a hen's egg.

These items have no effect when they are in inventory or held in the user's hand. The user may 'wear' an *ioun stone* by holding it at arm's length and tossing it upwards; this is a basic action that triggers attacks of opportunity. The *ioun stone* immediately begins to orbit the user's head at a distance of roughly 3' feet; while the *ioun stone* is in orbit, it counts as worn, occupies an *other* slot, and the user enjoys the magic benefits of the item. The wearer may remove a stone from orbit as well by grabbing it; this is a basic action that triggers attacks of opportunity.

A user may have multiple *ioun stones* in orbit at one time. Other creatures may interact with *ioun stones*; an enemy may attack a stone in orbit using a weapon, which is a called shot that does not trigger attacks of opportunity, or they may attempt to grab a stone in orbit using their hand, which is a called shot against the Dodge

defense of the user that does trigger attacks of opportunity. See below for some common stones, but the GM may invent others:

Table 9-23: TOTIL Ioun Stones

Name of Ioun Stone	Magic Tier	Caster Level	Function
Clear Spindle	9	M5	don't require food or drink
Dark Blue Rhomboid	12	M5	+1 to initiative
Deep Red Sphere	9	M5	+1 bonus to Dexterity
Dusty Rose Prism	3	M3	+1 bonus to AC defense
Emerald Ellipsoid	5	M3	+3 to maximum hit points
Incandescent Blue Sphere	9	M5	+1 bonus to Wisdom
Marbled Pink and Green Sphere	9	M5	+1 bonus to Charisma
Marbled Scarlet and Blue Sphere	9	M5	+1 bonus to Intelligence
Neon Green Sphere	12	M5	+2 bonus to Recovery
Onyx Ellipsoid	20	M10	spend a surge to remove a condition on you
Opalescent White Prism	12	M5	grants proficiency in all martial weapons
Pale Blue Rhomboid	9	M5	+1 bonus to Strength
Pale Green Prism	11	M6	+1 supplemental attack bonus
Pale Lavender Ellipsoid	15	M8	1/day counterspell any spell 4th level or below targeting only you
Pearly White Spindle	16	M6	1/day gain monster special ability of <i>regeneration (3, fire)</i> for 10 minutes
Pink Rhomboid	9	M5	+1 bonus to Constitution
Sea Green Spindle	12	M5	grants proficiency in AC 16 armor
Vibrant Purple Prism	3	M3	grants one extra 1st level spell point. Usable by casters only

A damaged stone continues to orbit but provides no benefit to the user. Repairing any of these stones requires a fantastic Build check which consumes 3 days at a lapidary's shop and costs 50gp.

Lamp of the Genie

Magic Tier 18 **Spaces** 1 **Hands** 1

Damaged hp N/A **Destroyed hp** 1 **Caster Level** M9

This porcelain lamp is commonly found with the rococo patterning and glazing commonly used for decorative works in Attapoor. It has a flat base for stability on a horizontal surface, an arched handle to permit carrying the hot lamp without harm, a long spout ending in a wick that sheds the flame, and a removable lid revealing a reservoir where oil can be poured. Holes in the lid permit the free passage of air to keep the lamp burning.

This lamp works as a light source, shedding light equivalent to a torch and not a lantern. However, more importantly, it was constructed as a magical prison for a creature with the *elemental* primary trait – usually a *dao*, *djinn*, *efreet*, or *marid*, but sometimes other types of creatures. The prisoner does not actually reside inside the cavity of the lamp, and it can be opened and used normally. The use of lamps for this service may be traditional in nature – there is nothing special about a lamp for this purpose, and other objects could serve the same function. The last person to handle the lamp becomes attuned to it, and when they hold it they are in telepathic communication with the prisoner who must answer questions honestly. However, they are resentful of their service which must last 1,000 years, and they have been known to twist their words while still being truthful. 1/day as a standard action which does not trigger attacks of opportunity, the user of the lamp may cast *elemental summons*, which only summons the servant of the lamp. Additionally, if the user of the lamp permanently frees the servant, they may command a special service more in keeping with the services performed by a *planar ally*, without payment, and with a prohibition against harming the user. Spells are cast as by a 9th level Magic-user. This item is *fragile*.

Once broken, this item cannot be repaired, and the servant of the lamp is freed without any restriction against retribution against the user.

Lantern of Shadow

Magic Tier 15	Spaces 1	Hands 1
Damaged hp N/A	Destroyed hp 1	Caster Level M7

This lantern has a typical glass bulb, shutter, base and handle, but there is no place to put a flask of oil. There is also no wick; instead, a point-source glow seemingly arises from nowhere in the middle of the bulb. This light can be screened using the shutter. This lantern sheds no heat. It appears to be just as fragile as a typical lantern.

The wielder of this lantern has the power, as a basic action that triggers attacks of opportunity, to adjust light levels within 90'. Regardless of other light sources in the area, mundane or magical, the wielder may adjust all light within the 90' radius to bright light, dim light, darkness, or total darkness. This power requires line of effect, so it is blocked by solid objects. Additionally, 3/day as a standard action which does not trigger attacks of opportunity, the user of the lantern may cast *light*. Spells are cast as by a 7th level Magic-user, and attacks are made at +5, with the user's ability score modifiers not factored in, against the Dodge defense. This item is *fragile*.

Once broken, this item cannot be repaired.

Lock of the Beyonder

Magic Tier 20	Spaces 0	Hands 2
Damaged hp 5	Destroyed hp 10	Caster Level M10

This unusual padlock has a loop in the form of a figure eight, and it joins to a brass body that has runes cast into it. These runes can be translated as being written in the language of Magic, and they say **From Beyond**. The key has many jutting sharp bars that make it look a bit like the snout of a sawfish.

When this padlock is secured on the hasp of a chest, coffer, or other portable storable box that is securable and has a capacity no greater than 10 spaces, the container shrinks down to the size of a toy, although the lock and key retain their normal size. Items inside the box are also reduced in size, so this item creates a zero-space extra-dimensional storage device. Turning the key in the lock brings the box back to full size, and this may be done as many times as the user wants. However, the process for enlarging or shrinking the box takes a full turn, so it's not ideal for safekeeping items that need ready access. Opening or closing the lock is a standard action that does not trigger attacks of opportunity; removing or replacing objects in the container is a basic action that does trigger attacks of opportunity.

Damaged gear cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* gear as described in Chapter 5. Repairing this lock and key requires a fantastic Build check which consumes 3 days at a locksmith's shop and costs 50gp.

*Manacles of Magic Suppression***Magic Tier 16****Spaces 2****Hands 2****Damaged hp 5****Destroyed hp 10****Caster Level M8**

This set of manacles looks something like a dumbbell – it has two iron spheres joined by a rod which holds the locking mechanism. Each sphere has a hole in it that can admit a human-sized hand, and when the lock is engaged, the prisoner cannot so much as wiggle their fingers. This apparatus takes up one more space than a typical set of manacles.

Magic effects cannot originate from the prisoner, including Arcane, Divine, and sorcery magic; however, a monster's special powers still function. The prisoner also cannot be a target of a magic effect, so they cannot be liberated by a *dimension door* or *freedom* spell. Magic effects already in place are suppressed. Note that a *fire ball* spell could wipe out the prisoner's guards but leave the prisoner untouched.

Damaged gear cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* gear as described in Chapter 5. Repairing this set of manacles requires a fantastic Build check which consumes 3 days at a locksmith's shop and costs 50gp.

*Medallion of Thoughts***Magic Tier 3****Spaces 0****Hands 1 or worn****Damaged hp 3****Destroyed hp 6****Caster Level M3****Slot Neck**

This oval-shaped medallion is set into a silver frame which holds a cameo image carved out of a piece of carnelian. It shows a pale-skinned person against a brown background who has wide, staring eyes and who seems to be glaring at the viewer. An inscription etched into the back of the frame reads **Our Mother, Who Knew – She Always Knew.**

3/day the wearer of this item may as a standard action that does not trigger attacks of opportunity cast *ESP*. Spells are cast as by a 3rd level Magic-user, and attacks are made at +2, with the user's ability score modifiers not factored in, against the Poise defense. This item uses the *neck* slot.

Damaged gear cannot trigger any spell-like abilities, but its other special qualities function. Repairing this medallion requires a fantastic Build check which consumes 3 days at a jeweler's shop and costs 50gp.

Mephit Box

Magic Tier 12	Spaces 3	Hands 2
Damaged hp 2	Destroyed hp 4	Caster Level M5

This small box seems to have been carved out of a single piece of reddish-black volcanic glass, complete with two handles and a removable lid. The top of the lid is exquisitely carved to resemble a tiny angular humanoid with bat wings and a horrible gaping grin. Its eyes are faceted and they glitter in any light conditions. The whole box is uncomfortably warm.

1/day the user of the box can open the lid as a basic action that triggers attacks of opportunity. The figurine on the lid begins to cackle insanely, and the box uses its own action economy to launch a *breath weapon* as a 3 HD *fire mephit* as directed mentally by the user. This allows an attack in a 5'x30' cone with a roll of +4, with the user's ability score modifiers not factored in, against targets' Dodge defenses. A hit inflicts 3d4 hp fire damage and a miss inflicts half damage; the box recovers the use of the power with a starting threshold of 15. In subsequent rounds the user can direct additional *breath weapon* attacks as free actions, provided the box has recovered its use. This lasts for ten minutes, and the box does not want to stop throwing fire around for the full ten minutes. Even if the user puts the lid back on, the box knocks it off again and continues to attack random targets. Only making a Convince skill check using the Elemental language will get it to quit before the ten minutes runs out.

Damaged gear cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* gear as described in Chapter 5. Repairing this box requires a fantastic Build check which consumes 3 days at a stonemason's shop and costs 50gp.

Metal Wire of Snaring

Magic Tier 13	Spaces 1	Hands 1
Damaged hp 3	Destroyed hp 6	Caster Level E5

This ball of stiff piano wire is held on a wooden bobbin that has a sharp cleft for trimming off pieces. The spool is painted with a green vine that winds all around the object with many spreading ivy leaves. Careful inspection reveals that the vine has no beginning and no end, joining together in a complicated loop.

There is 100' of wire on this spool when it is full. Every night the missing quantity regenerates, so it starts the day at dawn with 100' of wire. 3/day the user of the wire may use a standard action which triggers attacks of opportunity to consume 10' of wire to make and set a wire snare trap (see Chapter 6). The trap requires great Seeing skill checks to detect and great Mechanisms skill checks to disarm. The snare can secure a 10' wide area, including an opening or window, and it will attack at +3, with the user's ability score modifiers not factored in, against the Dodge defense of any creature passing through that area. On a hit the target receives the *ensnared* condition.

Damaged gear cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* gear as described in Chapter 5. Repairing this wire spool requires a fantastic Build check which consumes 3 days at a woodworker's shop and costs 50gp.

Mirror of the Space Beyond

Magic Tier 11 **Spaces 0** **Hands 1**

Damaged hp 1 **Destroyed hp 4** **Caster Level C5**

This small hand mirror is made of silvered glass. The mirror itself is 5"x5" but it is surrounded by a curvilinear silver frame that adds another inch on each side, plus a handle. The silver frame is worked with images of what appear to be monks wearing robes interacting with various gargoyles and other monstrous creatures; they seem to be handing objects back and forth. A crude adhesive label on the back of the mirror has scrawled handwriting that says **check the edges**.

If a person holds this mirror and looks at themselves, a good Seeing skill check will reveal that there are objects visible on the periphery of the person's image that don't show up in reality. As a basic action that triggers attacks of opportunity, the user can reach into the mirror and remove these objects, and they can put objects into the mirror as well. This mirror has 6 inventory spaces of extra-dimensional storage, but the only objects that can be put into the mirror or removed from it are ones that can fit through the 5"x5" size of the mirror's reflective surface. This item is *fragile*.

Damaged gear cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* gear as described in Chapter 5. Repairing this mirror requires a fantastic Build check which consumes 3 days at a metalsmith's shop and costs 50gp. If this mirror is destroyed, any items inside it are lost in the Ethereal Plane.

Mountebank's Tent

Magic Tier 10 **Spaces 3** **Hands 2**

Damaged hp 2 **Destroyed hp 4** **Caster Level M5**

This tent is small even by individual tent standards; it is barely 5' long when set up and stands only about 30" tall – a person must crawl to enter it. It is made of green canvas and has a collection of stakes that can be hammered into the ground to keep wind from carrying it away. It has a tiny pennon flag with a laughing jester on a green background.

This tent, when unrolled, assembles itself in one round, including planting tent stakes. It also packs itself back up in the same amount of time. While it looks small from the outside, it is actually quite spacious inside – 10 human-sized persons can sleep comfortably in the extra-dimensional space of this tent, and they can stand up inside. Creatures cannot be injured by being inside the tent when it folds up, and foreign items inside it are spat back out. 2/day any tent occupant can touch the central supporting tentpole and cast *tiny hut* as a standard action that does not trigger attacks of opportunity. Spells are cast as by a 5th level Magic-user.

Damaged gear cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* gear as described in Chapter 5. Repairing this tent requires a fantastic Build check which consumes 3 days at a weaver's shop and costs 50gp.

Necklace of Adaptation

Magic Tier 23	Spaces 0	Hands 1 or worn
Damaged hp 3	Destroyed hp 6	Caster Level C10

This necklace is a chain made of very fine gold links; it has a simple clasp but no other adornments. When it is placed around a person's neck, it immediately displays a magic property: a slightly shimmering but entirely transparent bubble appears around the person's head. This bubble is only large enough to comfortably fit the person's head – 15" in diameter or so – and things can cross this barrier without harm.

Any person wearing this item can breathe normally in any environment – deep underwater, in the vacuum of space, or in places with choking dust. They are not immune to breathed poisons or gases, but they have a +4 bonus to their Toughness defense against attacks involving vapors, clouds, or stenches. This item uses the *neck* slot.

Damaged gear cannot trigger any spell-like abilities, but its other special qualities function. Repairing this necklace requires a fantastic Build check which consumes 3 days at a jeweler's shop and costs 50gp.

Pouch of Many Bullets

Magic Tier 10	Spaces 1	Hands 1 or worn
Damaged hp 2	Destroyed hp 4	Caster Level M5

This leather pouch has a drawstring that is long enough to be looped around a belt. This pouch also has a smaller hole at the bottom, just large enough to force out a single lead sling bullet. Pieces of leather in the shape of wings and other feathers make this entire pouch look like a small chicken, with a figure-8 on its breast, laying eggs in the form of bullets.

When the wearer of this pouch removes a bullet from it and fires it in that same round, the bullet is magically replaced inside the pouch. If a bullet is removed from the pouch for any other reason, it is not replaced; fired bullets disappear. Only non-magic bullets may be replaced. 2/day as a standard action that does not trigger attacks of opportunity, the user may cast the *enchant weapon* spell on the contents of the pouch. Spells are cast as by a 5th level Magic-user. This item uses an *other* slot.

Damaged gear cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* gear as described in Chapter 5. Repairing this pouch requires a fantastic Build check which consumes 3 days at a leatherworker's shop and costs 50gp.

Quill of the Restless Spirit

Magic Tier 7	Spaces 0	Hands 1
Damaged hp N/A	Destroyed hp 1	Caster Level C7

This quill pen is fairly ordinary in appearance. However, it may be noticed over time that it seems to move of its own accord. It is never witnessed moving, but at times when there are no observers about, the pen will seem to shift position. If there is ink and paper handy, words may be found written on the page – usually gibberish, possibly not even in a recognizable language.

This item works perfectly well as a quill pen. However, 1/week, if up to seven questions about a place are written on a piece of paper, and the quill is left on top of it and left alone for ten minutes, answers will be found written below each question, just as if a *divination* spell had been cast by a 7th level Cleric. The quill has an effective Wisdom score of 18 for the purposes of making associated Intuition checks. This item is *fragile*.

Once broken, this item cannot be repaired.

*Quiver of Many Arrows***Magic Tier 10** **Spaces 1** **Hands 1 or worn****Damaged hp 2** **Destroyed hp 4** **Caster Level M5** **Slot Other**

This quiver is a woven basket with an overall cylindrical shape. Inside the basket is a kind of rotating Lazy Susan turntable rack that holds arrows vertically, point down. There is a round lid atop the cylinder with an off-center hole in it, and spring action forces a single arrow's end out through the hole, fletching first. As an arrow is drawn forth, the turntable rotates and brings another arrow to the ready. There is a figure-8 woven into the side of the quiver.

When the wearer of this quiver removes an arrow from it and fires it in that same round, the arrow is magically replaced inside the quiver. If an arrow is removed from the quiver for any other reason, it is not replaced; fired arrows disappear. Only non-magic arrows may be replaced. 2/day as a standard action that does not trigger attacks of opportunity, the user may cast the *enchant weapon* spell on the contents of the quiver. Spells are cast as by a 5th level Magic-user. This item uses an *other* slot. Versions that create bolts, darts, or javelins may also exist.

Damaged gear cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* gear as described in Chapter 5. Repairing this quiver requires a fantastic Build check which consumes 3 days at a basket weaver's shop and costs 50gp.

*Sack of Devouring***Magic Tier 25** **Spaces 1** **Hands 2****Damaged hp 2** **Destroyed hp 4** **Caster Level E6**

This large sack is made of canvas and is large enough that it must be carried with two hands when full. It has a series of brass eyelets around the mouth that can be strung with cord or twine to hold the sack closed when it has contents. For some reason, whenever the sack is left slumped on the ground, one of the eyelets always seems to be canted such that it is watching the onlooker.

This item functions normally as a large sack. However, 1/day if its mouth is held open with two hands, the user can verbally command the open end to partially transform into the voracious mouth of a *giant pike*. As a standard action that does not trigger attacks of opportunity, the sack can bite at targets, and since it has the *grab* and *swallow whole* monster special powers, it can grapple and then swallow targets just as described in Chapter 8. The bag attacks with a roll of +5, with the wielder's ability score modifiers not factored in, against the AC defense, and on a hit the bite inflicts 1d10+1 hp damage and grapples the victim (Feats of Might 17). If the user of the sack begins their turn with a victim *grappled* by the sack, the victim is swallowed and takes 1d6 hp acid damage. If the user of the sack begins their turn with a victim swallowed by the sack, the victim is flushed into the Ethereal Plane and is never heard from again. Likewise, if the sack had any contents before it was transformed, these are flushed into the Ethereal Plane. This transformation lasts for 10 minutes.

Damaged gear cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* gear as described in Chapter 5. Repairing this sack requires a fantastic Build check which consumes 3 days at a weaver's shop and costs 50gp.

Sack of Holding

Magic Tier 13	Spaces 1	Hands 1
Damaged hp 2	Destroyed hp 4	Caster Level E7

This small sack is made of canvas and it is small enough to carry with only a single hand. It always appears lumpy and full; even when empty or nearly so, this sack appears to be weighed down with shifting indeterminate forms that it cannot be packed into a backpack but needs to be wielded with a hand. The contents of the sack sometimes seem to move on their own, like carrying a bag full of snakes.

This item is larger on the inside than it is on the outside. It has seven extra-dimensional inventory spaces on top of the 3 spaces a small sack normally provides, so this is a 10-space item.

Damaged gear cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* gear as described in Chapter 5. Repairing this sack requires a fantastic Build check which consumes 3 days at a weaver's shop and costs 50gp.

Scarab of the Mortal Fortress

Magic Tier 7	Spaces 0	Hands 1 or worn	
Damaged hp 3	Destroyed hp 6	Caster Level C7	Slot Other

This golden jewel appears to be a life-like representation of a large beetle with six splayed legs. It has eye and back spots picked out with pieces of jasper and nephrite. There are a set of symbols set into the back of the beetle that can be translated from the Ancient Savar language to read **(The Fortress of) Life**. If the scarab is placed on an article of clothing, the legs clench together and clutch the fabric, effectively pinning it in place; squeezing the sides of the scarab causes it to release.

2/day as a standard action that does not trigger attacks of opportunity, the user may cast the *death ward* spell on themselves, which grants a +4 defense bonus against death magic and makes the user immune to energy drain. Spells are cast as by a 7th level Cleric. This item uses an *other* slot.

Damaged gear cannot trigger any spell-like abilities, but its other special qualities function. Repairing this scarab requires a fantastic Build check which consumes 3 days at a jeweler's shop and costs 50gp.

Shoes of Water Walking

Magic Tier 8	Spaces 1	Hands 1	
Damaged hp 2	Destroyed hp 4	Caster Level C7	Slot Feet

These light leather shoes do not look like the footwear of a hardy adventurer; they are soft moccasins with decorative beadwork along the top and sides, and only a modest leather sole on the bottom. The beadwork picks out bucolic scenes of a person fly-fishing on a mountain stream; only careful attention to detail will reveal that the fisher is standing atop the water, not in it.

2/day the user may cast the spell *water walking* on themselves. 2/day as a standard action that does not trigger attacks of opportunity, the user may cast the spell *lower water*. Spells are cast as by a 7th level Cleric. This item uses the *feet* slot.

Damaged gear cannot trigger any spell-like abilities, but its other special qualities function. Repairing these shoes requires a fantastic Build check which consumes 3 days at a leatherworker's shop and costs 50gp.

*Skin of Endless Water***Magic Tier 14****Spaces 1****Hands 1****Damaged hp 1****Destroyed hp 2****Caster Level E6**

This leather waterskin is fancifully shaped like a chubby dolphin, complete with a tail, flukes, and two dark eyes which are chips of sardonyx. The snout is of course the nozzle, and if the sides of the waterskin are squeezed, it seems to jet water out of its mouth. It has no blowhole, and there is no strap to facilitate carrying this gear.

This waterskin continuously magically refills itself. When it is held, the user continuously gains the use of the special ability of Sorcery – Water Magic as a 1st level Sorcerer, including using *jet of water* with an attack roll of +0, without the user's ability score modifiers factored in, against AC defenses to inflict the *blinded* condition on a hit, and using *hydraulic blast* with an attack roll of +1, without the user's ability score modifiers factored in, against Dodge defenses to inflict 1d4 hp damage and possibly knock the target *prone*. These uses require standard actions that do not trigger attacks of opportunity.

Damaged gear cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* gear as described in Chapter 5. Repairing this waterskin requires a fantastic Build check which consumes 3 days at a leatherworker's shop and costs 50gp.

*Snowshoes of the Remorhaz***Magic Tier 13****Spaces 2****Hands 1 or worn****Damaged hp 2****Destroyed hp 4****Caster Level E5****Slot Feet**

These snowshoes appear to be sculptures made out of ice. The frames are solid loops of frosted-over ice; the string lattice is made of delicate slender icicles; even the straps are made from articulated chunks of ice that fasten by freezing themselves to each other. Even in the warmest weather, however, these items never melt. The wearer's feet are never quite warm, however.

These items function normally as a set of snowshoes. 1/day as a basic action that triggers attacks of opportunity, the wearer may trigger the monster special power of *ice walking* as a 4 HD child *white dragon*, allowing them to move through ice and snow at their walking movement allowance. They may not run through ice and snow. This lasts for 10 minutes. This item uses the *feet* slot.

Damaged gear cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* gear as described in Chapter 5. Repairing these snowshoes might be a challenge because few crafters will even attempt to fix something made of ice; however, a sculptor may take on the challenge. This requires a fantastic Build check which consumes 3 days at a sculptor's studio and costs 50gp.

*Tent of the Banquet***Magic Tier 14****Spaces 6****Hands 2****Damaged hp 3****Destroyed hp 6****Caster Level C11**

This pavilion tent is quite elegant, with silken shrouds covering multi-colored canvas tarpaulins. Designs picked out on the material of this tent show rampant lions squaring off against rearing unicorns, with majestic dragons flying overhead. There are many guy lines and stakes that support this tent, and colorful ribbons adorn each one.

This tent, when unrolled, assembles itself in one round, including planting tent stakes. It also packs itself back up in the same amount of time. Creatures cannot be injured by being inside the tent when it folds up, and foreign items inside it are spat back out. As soon as it is set up, 1/day this tent casts *pavilion of respite* and *heroes' feast* spells. Spells are cast as by an 11th level Cleric.

Damaged gear cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* gear as described in Chapter 5. Repairing this tent requires a fantastic Build check which consumes 3 days at a weaver's shop and costs 50gp.

Twine of Feline Inspiration

Magic Tier 13 **Spaces** 0 **Hands** 1

Damaged hp 1 **Destroyed hp** 2 **Caster Level** E5

This ball of sturdy jute twine is wound on a wooden spindle that has a sharp cleft for trimming off pieces. The spool is painted with scenes of kittens playing with balls of string. A careful examination of the artwork reveals a tension to the expression of the cats, as if they are not really enjoying their game and are actually pleading for release.

There is 100' of twine on this spool when it is full. Every night the missing quantity regenerates, so it starts the day at dawn with 100' of twine. 3/day the user of the wire may use a standard action which triggers attacks of opportunity to throw the entire spool as a grenade with 20/40/60 ranges. If it lands within 60' of a feline creature, or a creature that the GM deems has sufficiently catlike qualities, the spool attacks that creature's mind with a +7 bonus, not factoring in the user's ability score modifiers, against its Poise defense. On a success the creature becomes fascinated with the spool of twine and will only take actions to play with it. This condition can be thrown off after one full round of fascination and has a starting Recovery threshold of 15.

Damaged gear cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* gear as described in Chapter 5. Repairing this twine spool requires a fantastic Build check which consumes 3 days at a woodworker's shop and costs 50gp.

Vial of the Font

Magic Tier 10 **Spaces** 0 **Hands** 1

Damaged hp N/A **Destroyed hp** 1 **Caster Level** C5

This small glass vial is sealed with a wax plug that is stamped with a single rune; this can be translated from the Angelic language to mean **deliverance**. There are scenes etched into the sides of this vial that depict an individual in clerical robes performing sacraments and ministering to a crowd of the faithful. A close inspection will reveal that this priest seems to have the horrifying features of a terrible *troll*.

This vial is full of holy water and can be used normally as a non-magical item of this sort. 2/day if the vial is broken, the user may gather the shards, hold them in their hands as a standard action that does not trigger attacks of opportunity, and the vial is miraculously restored without a scratch on it. Furthermore, the vial is refilled with holy water. The vial may be used a third time, but this time it will not regenerate and is lost forever.

Magic Item Creation Process

Every magic item came from somewhere. Occasionally magic items such as *ioun stones* are found, fully functional with magical properties, having arisen naturally. These are the exceptions to the rule, however; most magic items must be made. The art of creating magic items is well understood in Uroth and the simplest magic items are in common use, but more elaborate items are rarer. Since magic items endure for a long time, some items were created centuries ago; these may have been handed down from parent to child through the ages, or perhaps they have lain undiscovered in some cobwebbed crypt waiting for adventurers to discover them. Magic items may have been created by any type of species, and some of them may not be built for a human-like physiology. Some may have been made by the gods, or their genesis may not be known or knowable.

Since magic items persist, one could imagine that over time the world of Uroth could be littered with such objects; however, this is not the case. In part this is because the average person in Uroth distrusts magic as something that should not be relied upon. It is certainly the case that some magic items have unfortunate properties that could

make their owners regret having them. Trickery and illusions make it possible to create seemingly wondrous objects that turn out to be shams once an unethical seller is gone. Long ago, a movement known as the Shining Horizon (see Chapter 10) planted the seeds of distrust in magic, and the echoes of this continue today – including the fact that during its brief reign, the Shining Horizon caused many magic items of yore to be destroyed. In general, magic items are not openly bought or sold on Uroth, although private markets exist, and individuals are free to make whatever deals they can. Note that a *potion of treat wounds* appears on the consumable lists in Chapter 5, and some very simple and readily available items may be openly sold through trusted intermediaries such as a large and reputable church in a major city.

Creating magic items follows certain rules, and all the magic items appearing in this chapter adhere to those rules for construction. Players may want their characters to make magic items, which can be an interesting and exciting activity to be performed between adventures. However, there are reasons why this is comparatively rare, and that adventurers are much more likely to use items that are found or bought than they are to make their own. Consider the following:

- Creating a magic item requires a considerable expenditure of money.
- Creating a magic item also requires an expenditure of experience points. This may be somewhat mitigated by using a rare substance known as **residuum**; see later in this chapter.
- Creating a magic item generally requires a team to do the work; it is rare that they are made by a single individual working alone.
- Creating a magic item requires a well-equipped and stable working environment for such an endeavor.
- Creating a magic item may involve some risk, both to the creators and the surrounding environment. Few people intentionally build their houses close to a wizard's tower!

Some magic items are easier to make than others. A metric to measure how much effort went into creating a magic item, and therefore how valuable the resulting item might be, is the concept of **Magic Tier**, abbreviated as **MT**. Every magic item has an MT ranging from 1 to 20 or higher. Every special quality that might be added to a magic item has a cost in MT. All the costs are summed together to determine the item's **MT score**. To build an item with a given MT value, the item creator assembles a creation plan, where various team members and construction components have scores that are summed together to provide an **MT contribution**. If the MT contribution equals or exceeds the item's MT score, and the required expenditures of money, XP, and time are provided, then the item may be built. Successful construction is not guaranteed; at the end of this process the creator makes a roll on a table to determine if everything went as planned. Often this results in the item that was expected, but various mishaps or flaws are also possible. A form-fillable PDF worksheet for magic item creation can be found at the back of this chapter.

To create a magic item, the construction effort includes the following roles: the **Spellcaster**, the **Specialist**, the **Artificier**, the **Sanctum**, the **Materials**, and potentially the **Monsters**. The impact that each category has on MT contributions is summarized below:

Table 9-24: TOTL Magic Item MT Contributions

CATEGORY	
SPELLCASTER	(note: the spellcaster must also be capable of casting any spells whose effects are part of the item.)
Prerequisite	The spellcaster must have a minimum spellcasting level equal to the minimum MT for that item category.
Magic Tier (MT) Base	The spellcaster's casting level forms the base of the MT contribution.
Additional Detail	The spellcaster must be able to cast spells incorporated into the item.
SPECIALIST	(note: the Specialist may be the same person as the Spellcaster but this doubles the item creation time.)
Prerequisite	A character whose class is one of those allowed to use the item must participate in the item creation process.
Bonus of +1 to MT	The specialist must be minimum character level of 5.
Bonus of +2 to MT	The specialist must be minimum character level of 8.
Bonus of +3 to MT	The specialist must be minimum character level of 11.
Additional Detail	The specialist must have any class abilities that are to be incorporated into the item.
ARTIFICIER	(note: the Artificier may be the same person as the Spellcaster but this doubles the item creation time.)
Prerequisite	A person who crafts the item with at least a level 1 skill must participate in the item creation process.
Bonus of +1 to MT	The artificier must have skill level 2.
Bonus of +2 to MT	The artificier must have skill level 3.
Bonus of +3 to MT	The artificier must have skill level 4.
SANCTUM	(note: the Sanctum must be fully available to the item creators for the entire process.)
Prerequisite	The item creators must have a well-equipped workshop with all the tools necessary to make the item.
Bonus of +1 to MT	In addition to the line above, the sanctum must have a staff of at least six assistants.
Bonus of +2 to MT	In addition to the line above, the sanctum must have a significant research library.
Bonus of +3 to MT	In addition to the line above, at least 1000 gp must have been spent to outfit the sanctum.
MATERIALS	(note: the Materials cost is spent even if the item creation is not successful.)
Prerequisite	The item creators must spend 25 gp times the intended item's MT score.
Bonus of +1 to MT	The item creators must spend two times the prerequisite cost.
Bonus of +2 to MT	The item creators must spend five times the prerequisite cost.
Bonus of +3 to MT	The item creators must spend ten times the prerequisite cost.
MONSTERS	(note: this section only applies if monster powers or attacks are incorporated into an item.)
Prerequisite	A specific, non-summoned monster must have the monster powers and attacks incorporated into the item. The item creators must have a 1-space piece of such a creature.
Bonus of +1 to MT	In addition to the line above, the harvesting of the monster parts requires a Fantastic success on Healing check
Bonus of +2 to MT	In addition to the line above, the parts must have been harvested < 3 days previously or be magically preserved
Bonus of +3 to MT	In addition to the line above, a live specimen of the monster incorporated must be present, and destroyed, at creation

Every magic item requires the involvement of at least one spellcaster. The spellcaster is the coordinator of all the efforts that go into creating the item, and they supply the magical forces that bind the item into an object of permanence. The spellcaster role may be filled by an Arcane caster, a Divine caster, or both. The spellcaster must be able to cast all the spells associated with the magic item's spell-like effects; if the caster is Arcane, they must have that spell in their spellbook. If an item has both Arcane and Divine spells associated with its composition, at least one individual who can cast each spell must be part of the team. Similarly, if no one Arcane caster has all the required spells in their spellbook, two or more casters may be part of the team. The MT contribution associated with spellcasters is equal to the highest level caster on the team. Regardless of how many other casters are involved, only the highest level team member's level factors into the MT contribution.

Every magic item's construction also requires a specialist. A specialist is a member of the class of character that may use the item with proficiency, or whose class abilities are incorporated into the item. For example, a Magic-user decides to make a magic sword. The Magic-user does not have proficiency in the use of swords, so they include a 1st level Fighter in their magic item creation team. The Fighter wields the sword in the course of its creation, and this causes its magic properties to properly attune themselves to the user in ways that the Magic-user alone would lack the ability to understand. Meanwhile, if that same sword needed to take on a 9th level Fighter's ability to make two attacks with a single standard action, a 9th level Fighter would need to be part of the team. Any level of specialist may suffice at a minimum, but a bonus of +1 to the MT contribution is allowed if the specialist is 5th level, a bonus of +2 to the MT contribution is allowed if the specialist is 8th level, and a bonus of +3

to the MT contribution is allowed if the specialist is 11th level. Naturally, if any class ability is incorporated into an item, one member of the specialist team must have that ability. Multiple specialists may be part of the team, but only the individual with the highest level factors into the MT contribution. Note that if the spellcaster also meets the requirements for being the specialist, that person may meet both roles in the construction team; however, this doubles the magic item's time for creation.

Every magic item also requires an artificier. This is the individual who is responsible for doing the hands-on crafting of the physical item. Each magic item must be created from scratch using a newly-created non-magical version of the item; items cannot be made magical unless they are created to do so from their inception. Common sorts of artificers include alchemists for the creation of potions, scribes for the writing of scrolls, and workers in metal, leather, wood, gemstones, fiber arts, scrimshaw, and just about any other discipline of creation that may relate to the desired item. The artificier of the item must have a minimum of skill level 1 in the crafting skill that the GM deems most appropriate to the item's construction. A more talented crafter can create a better magic item; if the artificier has skill level 2, then a bonus of +1 to the MT contribution is allowed; if the artificier has a skill level 3, then a bonus of +2 to the MT contribution is allowed; if the artificier has a skill level of 4, then a bonus of +3 to the MT contribution is allowed. Multiple artificers may be part of the team, but only the individual with the highest skill level factors into the MT contribution. Note that if the spellcaster also meets the requirements for being the artificier, that person may meet both roles in the construction team; however, this doubles the magic item's time for creation.

Every magic item must be created in a sanctum. A sanctum is a place where the construction occurs and is well-equipped for both the magical and mundane activities that must take place. The sanctum must have a workshop with the common tools employed in the artificier's crafting of the item – a magic sword must be crafted in a forge, for example, and there must be an anvil, a quenching bath, and all the hammers and tongs necessary to work with metal. The sanctum must be reasonably quiet and free of distractions, with ample space for the entire magic item creation team to work. The sanctum must be dedicated to the creation of the magic item for the entire construction duration, and all members of the team must be present for at least 8 hours per day. A better equipped sanctum allows the creation of better magic items. If a sanctum has at least 6 dedicated unskilled assistants to perform menial work (operating the bellows; fetching firewood; mopping the brow of the artificier), then a bonus of +1 to the MT contribution is allowed. In addition to this, if the sanctum also has a modest research library with a variety of books associated with the creation of magic items, then a bonus of +2 to the MT contribution is allowed. In addition to this, if the sanctum has been outfitted with the very best esoteric equipment available, requiring a minimum 1000 gp expenditure, then a bonus of +3 to the MT contribution is allowed.

In addition to the cost of the non-magical version of the item that forms the foundation of the magic item, money must be poured into the construction process. This money takes the form of special powders or minerals that must be procured; specialty tools that must be used once and then discarded; bizarre incenses and rare bird feathers that must be consumed in the process of the item's creation. The minimum amount of money that must be spent is equal to a number of gold pieces equal to 25 times the intended MT score of the item. If an item incorporates spells that have a material cost as a component, that component cost must be spent one time in addition to the cost associated with the item's MT. Naturally, if the item's creator wishes to spend more money, this can result in a better item; by spending twice the costs listed above, a bonus of +1 to the MT contribution is allowed; by spending five times the costs listed above, a bonus of +2 to the MT contribution is allowed; by spending ten times the costs listed above, a bonus of +3 to the MT contribution is allowed.

Not every magic item incorporates a monster's special powers or attacks, but when one does, a portion of the monster must be incorporated into the item. This must be a substantial piece of the monster, taking up 1 inventory space – an amount that would be lethal to remove from most creatures. Naturally, if several monsters' special powers or attacks are incorporated into the item, then portions of each monster must be included in the item's composition. If the gruesome work of harvesting monster parts can be cunningly performed, then this can result in

a better magic item – but only if monster special powers or attacks are incorporated into the item. In this case, if a Healing skill check is used to remove the material and a fantastic success is achieved, a bonus of +1 to the MT contribution is allowed. Furthermore, if this fantastic harvesting is only performed 3 days or less prior to the beginning of the magic item’s construction, or if the item is magically or alchemically preserved from corruption, then a bonus of +2 to the MT contribution is allowed. And if this fantastic harvesting occurs in the sanctum at the time that the magic item construction begins, then a bonus of +3 to the MT contribution is allowed. Only one such bonus is permitted regardless of the number of monsters incorporated into the item.

Assuming a maximum spellcaster level of 12, with five categories that each allow a maximum +3 bonus, the theoretical maximum MT contribution is 27. However, there are legends of single-use magic items, holy locales, and supernatural creatures that can provide additional MT contributions. For this reason, magic items with MT scores significantly above this number are known to exist. Furthermore, as will be described later in this chapter, there can be good reason to not just meet but also exceed the MT score of the desired item.

Some magic item categories are easier to create than others. The table below lists the minimum spellcaster level required for any given item type, and also lists the money and time necessary to make the item:

Table 9-25: TOTIL Magic Item Minimum Requirements

Item Type	Minimum Caster Level	Minimum Material Cost	Minimum Creation Time
Potions	1	25	1 day
Scrolls	1	25	1 day
Rings	5	125	7 days
Rods	4	100	7 days
Wands	4	100	7 days
Staffs	7	175	14 days
Magic Armor	3	75	7 days
Magic Weapons	2	50	7 days
Magic Consumables	1	25	1 day
Magic Tools	3	75	7 days
Magic Gear	3	75	7 days

Note that the minimum creation time may be doubled or tripled if the spellcaster takes on additional roles in the construction process.

In addition to the requirements stated above, the lead spellcaster of the item’s construction team must pour some of their personal essence into the creative process. This translates into donating experience points equal to 100 XP for every 1 MT, so an 18 MT score item requires the sacrifice of 1800 XP. This cost may not be shared with other members of the creation team; only the spellcaster of the highest level may spend their experience points. No character can ever spend enough experience points to lose a level of experience; however, a character may delay gaining a level, even if they have accumulated enough XP to do so, if they plan on spending their XP in the creation of magic items. Note that this is risky; with an untimely energy drain, this conserved XP may be lost!

There is a significant exception to the expenditure of XP to create magic items. There is a very rare substance called **residuum**; it is a metal whose most common form is a fine and yellow glittering powder, looking very similar to gold dust. However, rare and rich deposits of residuum are known to take the form of nuggets or plates of this dull golden metal. Residuum is only found in one location on Uroth – in and below the Gnomish city-state of Arm in the Gar Valley (see Chapter 10). This metal is very precious – a tiny pinch of the stuff is sold in 100 gp increments – not only because it is so rare but because it has inherent magical properties. When a spellcaster incorporates residuum into the creation of magic items, they may spend residuum to take the place of up to 90% of the XP

expenditure. This occurs in a 1-for-1 exchange, gold piece value for XP. Therefore, if a spellcaster wishes to make a very simple magic item – a scroll of a 1st level spell – this has an MT of 2, and normally that spellcaster would need to spend 200 XP to make it. However, that spellcaster may instead spend 180 gp worth of residuum and only spend the remaining 20 XP to make the item. Of course, the supply of residuum is very scarce and is monopolized by major magic guilds and churches – none is available for sale on the open market, unless a character has a very special connection, or unless a would-be magic item creator can travel close to the source of where this precious substance is mined and refined.

Now that the process for constructing the magic item has been described, we can get into the specifics of the special qualities that constitute useful items.

Special Qualities

There are many possible amazing properties that a magic item can be given. Any property that provides some sort of tangible benefit to the user counts as a **special quality**, and all such properties must have an MT cost of at least 1. Some MT costs can be considerably higher. By adding up all the MT costs of a magic item's special qualities, the creator determines the MT threshold that must be met or exceeded by the MT contributions of the construction team.

Special qualities can be sorted into categories: **spellcasting, attacks, defenses, character abilities, monster abilities, enhancements, sentience, and miscellaneous**. Each category is described in greater detail below. There are also **limitations**, which are special qualities of negative MT value. By applying these limitations to a magic item, the MT cost can be lowered.

Spellcasting Special Qualities

Some special qualities allow a magic item to cast spell-like abilities or otherwise add to a caster's spellcasting abilities. A summary of special qualities associated with this category is found below.

Table 9-26: TOTIL Special Qualities – Spellcasting

Special Quality	MT Cost
Arcane Spellcaster Level	caster level
Divine Spellcaster Level	caster level
Each spell casting, uses per day or charges	1
Each spell casting, user's surges	3x spell level
Each spell effect that is continuous	5x spell level
Item has a bank of charges	1 per 5 charges
Each added spell point	1 per spell level
Each level of spell staging	3

All magic items must have a caster level, which must be at a minimum the value listed in Table 9-25, and every magic item must pay a cost in MT for that spellcaster. None of an item's individual special quality costs, after limitations have been applied, may exceed the item's caster level – therefore, if it costs 6 MT to add a character class special ability to an item, the minimum caster level shall be 6 (special abilities with an MT cost above 12 require a 12th level spellcaster). Additionally, any spell-like abilities of the magic item will be based on the caster level of the individual who contributed that ability to the item's construction, and that caster level serves as the basis of the MT cost for all spell-like abilities for that item. By default, the caster level of the item is the same as the level of the spellcaster who provided that spell during the item's construction. However, an item's caster level can be reduced lower than the creator's level – an 8th level spellcaster could create an item where spells are cast at only a 5th level of capability, for instance – provided the spells built into the item can always be cast by a spellcaster with that level, and provided the minimums in Table 9-25 are met. If an item has both Arcane and Divine

spellcasting capabilities, an MT cost for both types of magic must be paid. However, even if multiple Arcane or Divine casters are involved in the creation of the item, only the highest level Arcane and Divine caster's level is used to calculate the MT cost.

Once the initial caster level cost is paid, there is an additional cost paid per spell-like ability that the item can generate. Items can have no more than three spell-like abilities built into them. If the spell-like ability is triggered by using a certain number of uses per day, or by using charges built into the item, then the MT cost for each spell is 1 regardless of spell level. If the spell is triggered with the user's surges, the MT cost is higher – three times the level of the spell. An additional option allows items that are worn or wielded to confer the benefits of a spell on the user permanently – the spell works the same as described in Chapter 4, but the duration is increased to permanent. The MT cost of this is five times the level of the spell. Finally, if an item will have a bank of charges, the cost to buy that charge reserve is 1 MT per 5 charges. No charged item may have more than 10 charges.

As an example of how this might work, a character decides to make a magic flower that makes the wearer invisible, using the *invisibility* spell in Chapter 4. The spellcasting creator is a 5th level Elf who has the necessary spell in their spellbook, so all is well there. But how will the flower work? There are multiple paths to build this item, each with its own MT cost. In all cases, there must be an MT cost associated with the caster's level. The caster's level is 5, but they may choose to build the item with a caster level of 3 instead (the minimum level necessary to cast a 2nd level spell) and spend an MT cost of 3 instead of 5; the downside to this is that for purposes of determining the effects of the spell, they are set by a 3rd level caster instead of a 5th level caster. If the spell is cast with a number of uses per day, the cost to buy this spell is an additional MT of 1; since the spell is 2nd level, it can be used 3 times per day. If the spell is cast with a bank of 10 charges instead, the MT cost is 1 plus an additional 2 for the charges. (Note that wands are the only items that can be recharged; other charged items consume their charges and then can no longer provide spell-like abilities.) If the spell is cast using the wearer's surges to trigger the spell-like effect, then the MT cost is an additional 6, which is three times the spell's level of 2. And if the spell is cast to be of permanent duration – a flower that turns the wearer invisible whenever they hold it – the additional MT cost is 10, which is five times the spell's level of 2. Therefore, this flower could be bought at a cost of 4 MT for 3 uses per day, at a cost of 6 MT for a bank of 10 charges, at a cost of 9 MT if the user's surges trigger the effect, and at a cost of 13 MT if the effect is permanent.

There are a few more MT costs associated with spellcasting abilities of items. If a spell is built into an item such that it is staged up using the rules in Chapter 4, there is an additional MT cost of 3 times the amount of spell staging; therefore, the magic flower in the preceding example could be made a 10' emanation by spending an additional 6 MT. Note, however, that this would require a 4th level spell point instead of a 2nd level spell point, so a minimum caster level of 7 would be required (with concomitant MT cost). Some magic items also grant a bonus spell point, and the cost for this is 1 MT per level of the spell point. The user of the item may choose whether this spell point is applied to Arcane or Divine spell points, or both, but only a user who has spellcasting ability may make use of this. Therefore, an item that grants 1 bonus 1st level, 1 bonus 2nd level, and 1 bonus 3rd level spell points would cost an additional 6 MT.

Potions and consumable items have an additional rule called **batching** that allows the creation of multiple items of the same type with spell effects on them. Some consumable items come in groups, such as a bundle of torches; batching allows all of the items in the group to have the same spell-like special qualities. Batching also allows for creation of multiple potions of the same type at the same time. When making a batch of up to 3 items, the initial cost goes up by 25 gp, the creation time goes up by 1 day, and the process has an additional +1 MT cost. When making a batch of up to 6 items, the initial cost goes up by 50 gp, the creation time goes up by 2 days, and the process has an additional +2 MT cost. When making a batch of up to 10 items, the initial cost goes up by 75 gp, the creation time goes up by 3 days, and the process has an additional +3 MT cost. More than 10 items cannot be made in a single batch. Batching does not affect the minimum caster level.

Attacks Special Qualities

Some special qualities enhance the user's ability to make attacks, both magical and mundane. A summary of special qualities associated with this category is found below.

Table 9-27: TOTIL Special Qualities – Attacks

Special Quality	MT Cost
Bonus to Arcane Spellcasting Attack Rolls	1/3/6/10/15 for +1/+2/+3/+4/+5
Bonus to Divine Spellcasting Attack Rolls	1/3/6/10/15 for +1/+2/+3/+4/+5
Bonus to Sorcery Attack Rolls	1/3/6/10/15 for +1/+2/+3/+4/+5
Bonus to Sorcery Damage Rolls	1/3/6/10/15 for +1/+2/+3/+4/+5
Bonus to Combat Attack Rolls	1/3/6/10/15 for +1/+2/+3/+4/+5
Bonus to Combat Damage Rolls	1/3/6/10/15 for +1/+2/+3/+4/+5
Bonus to Combat Attack Rolls Vs. a Specific Primary Trait	1/3/6/10/15 for added +1/+2/+3/+4/+5
Bonus to Combat Attack Damage Vs. a Specific Primary Trait	1/3/6/10/15 for added +1/+2/+3/+4/+5
Energy Damage Bonus Die, activate for 10 minutes	3/6/9 for +1d6/+2d6/+3d6
Supplemental Attack Roll Modifier	6/12/18 for added +1/+2/+3
Supplemental Damage Roll Modifier	6/12/18 for added +1/+2/+3
Make Melee Attacks at Range, activate for 10 minutes	1 per 10' of range
Dancing Melee Weapon	5
Returning Thrown Missile Weapon	2
Fired Missile Weapon Creates Ammunition	5
Added or Subtracted Weapon Property	1
Critical Hit Weapon Effect	varies, see table

Significant limitations are placed on which items can grant bonuses to attack and damage, and which of these bonuses are cumulative. Without such limitations, magic items could stack multiple bonuses together and create situations where attacks effectively never miss and inflict very high damage. In general, for any one type of attack, a character may only benefit from one magic item attack roll bonus and one damage roll bonus at a time. If a situation exists where multiple attack roll bonuses and damage roll bonuses might apply, only the largest such bonus is used; other bonuses are ignored. There are exceptions to this rule as described below.

In general, a +1 bonus can be bought for 1 MT, a +2 bonus can be bought for 3 MT, a +3 bonus can be bought for 6 MT, a +4 bonus can be bought for 10 MT, and a +5 bonus can be bought for 15 MT. It is not possible to create a magic item with greater than a +5 bonus.

When buying a magic item that grants a bonus to spellcasting attack rolls, a bonus must be bought separately for Arcane and Divine magic. The only magic items that may grant an Arcane spellcasting attack bonus are wands and staffs. The only magic items that may grant a Divine spellcasting attack bonus are rods and staffs. Staffs may have bonuses for both Arcane and Divine spellcasting attacks and frequently do, although they are not required to; regardless of what types of spellcasting attack bonuses are granted by a magic staff, both Arcane and Divine spellcasters may use its spell-like abilities. It is not possible to add spellcasting damage bonuses to a magic item. Only wands, rods, and staffs wielded in the caster's hands may grant bonuses to spellcasting attack rolls.

Any type of item may grant bonuses to sorcery attack rolls or sorcery damage rolls. It is possible for an item to grant a sorcery attack roll bonus, a sorcery damage roll bonus, both, or neither. Such an item must be either wielded in their hands or worn; carrying an item telekinetically using spells or sorcery does not count. If a sorcery effect generates damage, then a magic bonus to sorcery damage will apply to the damage roll regardless of whether an attack roll was required.

All weapons may grant bonuses to combat attack rolls or combat damage rolls. It is possible for such a weapon to grant a combat attack roll bonus, a combat damage roll bonus, both, or neither. Only wielded weapons may grant bonuses to combat attack and damage rolls. Ammunition may also have bonuses to combat attack rolls or combat damage rolls. When such bonuses are granted to ammunition, a single full quiver or pouch of ammunition receives the same bonus. Only the weapons and ammunition used in a particular attack may grant bonuses to combat attack and damage rolls. Two bonuses of the same type never stack, and that is particularly important when using a missile weapon that fires magic ammunition.

There are several exceptions to stacking bonuses that apply to weapons only. A weapon or a group of ammunition may be granted a bonus to combat attack rolls or combat damage rolls that applies only to a specific monster primary trait (see Chapter 8) or creatures of a particular alignment. This bonus stacks with any combat attack or damage bonuses built into the weapon, if any – a weapon may have no bonus to combat attack in general, for instance, but have a +4 combat attack bonus against *beasts* at a cost of 10 MT. Or, for a cost of 11 MT, the weapon could have a +1 combat attack bonus in general, and a +5 combat attack bonus against *beasts*. Another way to add stacking bonus damage to a weapon or ammunition is to grant it bonus dice of energy damage. Each d6 die of energy hp damage may be bought for 3 MT, up to three dice may be bought, and they must all be the same of the four energy types listed in Chapter 4. One time per day, the wielder of the weapon may activate the bonus energy dice. For 10 minutes, any hit with the weapon inflicts the bonus energy dice in hp, and this stacks with the damage that the weapon otherwise inflicts. This works somewhat differently for ammunition; when the ammunition is fired, the bonus energy die is automatically activated as a reaction, but the user may choose not to activate it if desired.

One additional stacking attack bonus and damage bonus exists. In addition to specific spellcasting, sorcery, and combat attack and damage bonuses, a character may take advantage of a single supplemental attack roll modifier and a single supplemental damage roll modifier. As with the other attack rolls, a character may only benefit from one supplemental attack bonus and one supplemental damage bonus at a time; if multiple such bonuses are present, only the largest such bonus applies and the rest are ignored. These bonuses may be on any item and they do not need to be wielded, but they must be worn. A supplemental attack bonus applies to all attack rolls made by the wielder, whether spellcasting, sorcery, or by combat. Similarly, a supplemental damage bonus applies to all damage rolls made by the wielder, including spellcasting rolls. Each +1 supplemental attack or damage bonus costs 6 MT, and up to a +3 supplemental attack or damage bonus is possible.

Several other special qualities merit separate discussion:

- **Attacks at Range.** Melee weapons typically attack targets within 5', or 10' with the *reach* property, unless larger than normal size. However, some magic melee weapons may be granted the ability to attack targets at longer range. This is a special quality which can be activated with a free action, and it lasts for 10 minutes. For 1 MT, the weapon may attack a target an additional 10' distant. More MT may be spent to increase the distance, potentially without limit, but the usual penalties to attack rolls apply if the target cannot be clearly seen. This special quality may be activated 1 time per day, but by spending the MT cost again, multiple daily uses of this special quality can be bought.
- **Dancing Weapon.** Melee weapons must be wielded in one's hands unless sorcery or some other magic is used to wield it from afar. However, for 5 MT, any melee weapon may be bought with the *dancing weapon* special quality. The wielder must use the weapon to attack a hostile target in melee for at least one round for the dancing quality to work. Whether the attack hits or not, starting at the beginning of the next turn, the wielder may release the weapon as a free action. The weapon leaves their hand and acquires its own action economy; it may fly up to 30' distant from the wielder and attack targets as mentally directed by the wielder, using statistics as if it were still in the wielder's hands. Meanwhile, the wielder may use their own action economy for other things. The dancing weapon may dance for as many rounds as the wielder was engaged in melee combat against hostile targets – it may only dance for one

round if its wielder only fought with the weapon for one round previously. At the beginning of the wielder's turn when dancing stops, it will return to the wielder's hand if within 30'; otherwise, it drops to the ground.

- Returning Weapon. For a cost of 2 MT, any thrown missile weapon may be given the *returning* special quality. Every time the weapon is thrown, whether it hits or misses, it teleports back into the hand of the wielder.
- Created Ammunition. For a cost of 5 MT, a missile weapon that uses ammunition has an infinite supply of the correct ammunition. Every time the weapon is used, a single piece of ammunition of the appropriate type appears in the weapon. It is also possible with this weapon to buy combat damage bonuses for every piece of ammunition the weapon fires, using the usual MT costs.
- Added / Subtracted Weapon Properties. For a cost of 1 MT, any of the weapon properties listed in Chapter 5 may be added or subtracted from a weapon. For instance, a crossbow's *slow* property could be removed, or a battle axe could be granted *reach*. A weapon could also be granted the property of a favored weapon for a particular subclass.
- Critical Hits. All weapons inflict a critical hit when a natural 20 is rolled. Critical hits can inflict extra damage and impose various penalties and conditions upon the target, but some weapons may have additional special qualities that are triggered when a critical hit is inflicted. These powers are only triggered when a natural 20 is rolled; they are not triggered when critical hits are generated by some other means. If these special qualities inflict extra damage to the target, this damage stacks with everything else the critical hit inflicts. Many but not all of these powers only apply to critical hits inflicted on a particular primary monster trait, and that trait is set when the item is created. Some critical hit special qualities are listed below, along with their MT costs, but these are guidelines – potentially any kind of critical hit special quality can be created if the GM allows it.

Table 9-28: TOTL Special Qualities – Weapon Critical Hits

Special Quality	MT Cost
Triggers any spell built into the weapon as a free action, provided it is a spell that targets a creature, and the target is the creature hit	2
Imposes the Afraid condition, Rec 15, to a particular primary trait monster	3
Imposes the Stunned condition for 1 round to a particular primary trait monster	4
Imposes the Paralyzed condition, Rec 15, to a particular primary trait monster	5
Imposes the Blinded condition, Rec 20, to a particular primary trait monster	6
Add elite (1) template to wielder if critical hit is on a particular primary trait monster - lasts 10 minutes	7
Adds 25 hp to damage to a particular primary trait monster	8
Imposes the Unhinged condition, permanent, to a particular primary trait monster	9
Imposes the Petrified condition, permanent, to a particular primary trait monster	10

Generally speaking, a weapon can only have a single critical hit special power.

Defenses Special Qualities

Some special qualities improve an item user's defenses against attacks. A summary of special qualities associated with this category is found below.

Table 9-29: TOTL Special Qualities – Defenses

Special Quality	MT Cost
Bonus to Each Defense	1/3/6/10/15 for +1/+2/+3/+4/+5
Bonus to Each Defense Vs. a Specific Primary Trait	1/3/6/10/15 for added +1/+2/+3/+4/+5
Bonus to Each Defense Vs. a Specific Attack Type	1/3/6/10/15 for added +1/+2/+3/+4/+5
Supplemental Defense Bonus	6/12/18 for added +1/+2/+3
Grants an Armor Class	2/4/6 for AC 12/14/16
User is Immune to a Specific Spell	3 per spell level

Significant limitations are placed on which defensive bonuses are cumulative. Without such limitations, magic items could stack multiple bonuses together and create situations where the user is effectively immune to attacks. In general, a character may only benefit from one magic item defensive bonus to each of the four defenses at a time. If a situation exists where multiple defensive bonuses might apply, only the largest such bonus is used; other bonuses are ignored. There are exceptions to this rule as described below.

In general, a +1 bonus can be bought for 1 MT, a +2 bonus can be bought for 3 MT, a +3 bonus can be bought for 6 MT, a +4 bonus can be bought for 10 MT, and a +5 bonus can be bought for 15 MT. It is not possible to create a magic item with greater than a +5 bonus. Any type of item may have a bonus to a defense, and it needs to be either wielded in the hands of the character or worn. An item may have bonuses to multiple defenses.

One exception to the stacking bonus rule is found in multiple pieces of magic armor. Only for purposes of bonuses to the AC defense, the bonuses in multiple pieces of armor stack. Only one worn suit of magic armor, one wielded shield, and one worn helm may benefit a character at the same time, but the AC bonus on these items are additive – therefore, a character wearing a suit of Chainmail +2, a Shield +1, and a helm that grants a +1 AC bonus, has an effective AC of 19 not counting bonuses associated with Dexterity and spells. These additive bonuses count as a single AC bonus when compared against other magic items in the user's possession; therefore, if a character has the armor described above, but they also have a crown that grants a +3 bonus to AC, the armor with its cumulative bonus of +4 is the larger of the two and therefore the +3 AC bonus is ignored.

There are several other exceptions to stacking defensive bonuses that apply to armor only. A piece of armor may be granted a bonus to a defense that applies only to attacks made by specific monster primary trait (see Chapter 8) or against missile attacks, blunt damaging weapons, or sharp damaging weapons. This bonus stacks with any defense bonuses built into the armor, if any – a shield may have no bonus to AC defense in general, for instance, but could have a +4 AC bonus against missile weapon attacks at a cost of 10 MT. Or, for a cost of 11 MT, the shield could have a +1 AC bonus in general, and a +5 AC bonus against missiles.

One additional stacking defensive bonus exists. In addition to defensive bonuses, a character may take advantage of a single supplemental defense modifier. As with the other defensive bonuses, a character may only benefit from one supplemental defensive bonus at a time; if multiple such bonuses are present, only the largest such bonus applies and the rest are ignored. These bonuses may be on any item and they must be wielded or worn. A supplemental defensive bonus applies to all of the user's defenses. Each +1 supplemental defensive bonus costs 6 MT, and up to a +3 supplemental defensive bonus is possible.

Several other special qualities merit separate discussion:

- Grants an Armor Class. A worn or wielded magic item may be given a base AC value that stacks with AC defensive bonuses. This item counts as a suit of armor for the purpose of being able to benefit from only one suit of armor at a time, but does not require any particular proficiency to use. The MT cost is 2 to grant a 12 AC, 4 to grant a 14 AC, and 6 to grant a 16 AC.

- Immune to a Specific Spell. A worn or wielded magic item may make its user immune to one specific spell found in Chapter 4; that spell will never have any effect on the user without any die rolls being required. The specific spell is determined when the magic item is created and cannot be changed. The MT cost is 3 per spell level.

Character Abilities Special Qualities

Some special qualities give the item user abilities that a different character class might enjoy. A summary of special qualities associated with this category is found below.

Table 9-30: TOTIL Special Qualities – Character Abilities

Special Quality	MT Cost
Each Character Class	character level
Each Class Ability Gained at 1st level	5
Each Class Ability Gained at 5th level	10
Each Class Ability Gained at 9th level	15
Each Character Special Ability	1 per Custom Point Cost

All magic items that can grant the abilities of a character class must have a class level, and that class level serves as the basis of the MT cost for all character class abilities for that item. The class level capabilities of an item are generally supplied by the specialist member of the magic item creation team. By default, the class level of the item is the same as the level of the specialist who participated in the item's construction. However, an item's class level can be reduced lower than the specialist's level – an 8th level paladin could create an item where class abilities are needed only at a 5th level of capability, for instance. If an item has class capabilities of more than one class, an MT cost for the levels of each type of required character class must be paid. Therefore, if an item will supply the initiative bonus of a 1st level Halfling and the ability to use trees as portals of a 5th level Sylvan Elf, then an MT cost of 6 must be paid up front before the costs of these character abilities are tallied. Furthermore, a Sylvan Elf of no lower than 5th level, and a Halfling of no lower than 1st level, must participate in the item's construction.

After that initial cost is paid, a cost of 5 MT must be paid for each character class ability gained at 1st level, a cost of 10 MT must be paid for each character class ability gained at 5th level, and a cost of 15 MT must be paid for each character class ability gained at 9th level. All character special abilities listed in Chapter 2 may also be added to a magic item, and the cost for buying this ability is 1 MT for every 1 custom point that a character would have to pay to buy it – therefore, Tier 1 abilities are 6 MT and Tier 2 abilities are 10 MT. Note that many character special abilities change in the benefits they grant based on the character's level, and the character class level used for the magic item will set those benefits, not the user's level. You can spend 5 MT to have a 5th level Fighter's capabilities and then spend 10 MT to give them Divine Spellcasting, but that will only translate to a 1st level Cleric's spellcasting ability regardless of the level of the item's user! If you instead spent 7 MT to have a 7th level fighter's capabilities baked into the item, Divine Spellcasting would grant a 3rd level Cleric's spellcasting ability.

Items that grant character class abilities must be wielded in the hands of the character or worn. Character class abilities and special abilities are continuously available, but if the class ability or special ability requires the use of a surge, then the item user must use their own surges to power these effects. If an item user does not have any surges, those functions of this item cannot be used by them. Note, however, that it is possible to give an item the ability to grant surges to the wielder; see the Enhancements section later on.

Monster Abilities Special Qualities

Some special qualities give the item's user some of the abilities or properties of a monster. A summary of special qualities associated with this category is found below.

Table 9-31: TOTIL Special Qualities – Monster Abilities

Special Quality	MT Cost
Each Monster Type	hit dice
Each Special Power Costing 1 Slot, Activate for 10 minutes	5
Each Special Power Costing 2 Slots, Activate for 10 minutes	10
Each Special Power Costing 3 Slots, Activate for 10 minutes	15
Monster Basic Attack, Activate for 10 minutes	3
Change per Metabolic Category	1

All magic items that can grant the special powers of a monster must use the hit dice of the monster being used as the basis of the MT cost for all monster abilities for that item. The specific monster or a piece thereof must be present during the entire construction of the item. If an item has special powers of more than one monster, an MT cost for the hit dice of each type of required monster must be paid. Therefore, if an item will supply the *boneless* special power of a 2 hit dice *zombie* and the *burrow* special power of a 5 hit dice *ankheg*, then an MT cost of 7 must be paid up front before the costs of these special powers are tallied. Furthermore, a piece of both monsters must be present. There is no way to reduce the hit dice of a monster to reduce the MT cost, but it is certainly possible to find and use juvenile monsters...

After that initial cost is paid, a cost of 5 MT must be paid for each monster special power that uses 1 slot, a cost of 10 MT must be paid for each monster special power that uses 2 slots, and a cost of 15 MT must be paid for each monster special power that uses 3 slots. Note that many monster special powers change in the benefits they grant based on the monster's hit dice, so it is sometimes advantageous to use the highest hit dice monster available to grant a special power even though it may carry a higher MT cost. Items that grant monster special powers must be wielded in the hands of the character or worn. Activating each monster special power is a free action; this can be done 1/day and it lasts for 10 minutes. Note, however, that actually using the special power may require standard actions, especially if they are attacks. The MT cost can be paid more than once to gain additional uses per day.

Several other special qualities merit separate discussion:

- **Monster Basic Attack.** For a cost of 3 MT, one of the monster's basic attacks is chosen, and the item grants the user the ability to make that attack using the statistics of the monster. If that basic attack incorporates special powers such as a *giant scorpion's poison touch*, the MT cost for that special power must be bought separately. This special ability is treated the same as a monster special power: it is activated 1/day for 10 minutes using a basic action that triggers attacks of opportunity.
- **Monster Metabolism.** Provided a monster's metabolism is not generated with special powers, at a cost of 1 MT an item may grant a modification to the user's metabolism to match that of the monster. This may change what food the user can consume, or whether it needs to sleep. It cannot grant the ability to breathe water, or avoid breathing at all – these special qualities would need to be bought by other means. This special quality operates continuously.

Enhancements Special Qualities

Some special qualities enhance the user's inherent abilities in a way different from those described in preceding categories. A summary of special qualities associated with this category is found below.

Table 9-32 TOTIL Special Qualities – Enhancements

Special Quality	MT Cost
Bonus to Ability Score	+5 per point
Grant a Skill Level	2/4/6/8 for level 1/level 2/level 3/level 4
Grant a Bonus to a Skill Check	1/2/3/4 for +1/+2/+3/+4
Grant an 18 Ability Score for the Purposes of 1 Skill's Checks	5
Grant a Language	1, fluent
Grant a Weapon or Armor Proficiency	2
Grant a Surge	3
Bonus Hit Points	+1 per point

This category of special qualities enhances the user's abilities without referencing any specific properties of a character class or monster type; rather, these special qualities affect the fundamental attributes of the wielder. Any item that provides these benefits must be worn or wielded in the hands of the user, they operate continuously, and their effects stop as soon as they are no longer worn or wielded. No initial MT costs must be paid for any of these special qualities, which may all be added ala carte to an item's construction. Separate discussion for each item follows:

- Bonus to Ability Score. For a cost of 5 MT, a bonus of +1 may be granted to one of the user's six ability scores. Up to a bonus of +3 to an ability score may be bought in this way. One item may also grant bonuses to two or more ability scores; for example, a magic cloak may be built that grants a +1 bonus to the wearer's Strength, Dexterity, and Constitution scores, and this would cost 15 MT. Affecting an ability score in this way also impacts any character attributes calculated from that score, so the player must keep track of changes to defenses, skills, initiative, recovery, fatigue, hit points, spell points, and any attack and damage rolls that may be altered.
- Grant a Skill Level. A magic item may give its user access to a skill that they do not normally possess. This skill is always fixed at the item's construction. For a cost of 2 MT, a skill may be conferred at level 1; for a cost of 4 MT, a skill may be conferred at level 2; for a cost of 6 MT, a skill may be conferred at level 3; for a cost of 8 MT, a skill may be conferred at level 4. A specialist with the relevant skill and skill level must be involved in the item's construction. These levels do not stack with any skill levels the wearer may already have; if a magic item grants Stealth at skill level 2, and it is worn by a character with Stealth at skill level 1, they only have a skill level of 2; a different character with Stealth at skill level 2 receives no benefit from this item at all. This does stack with the next two special quality paragraphs, however.
- Grant a Bonus to a Skill Level. Instead of granting a skill level, a magic item may simply provide a bonus of +1 to the relevant Skill's ability score for the purposes of making skill checks. This is always bought specific to one particular skill which is fixed at the item's construction. This costs 1 MT for each bonus to the skill, up to a maximum bonus of +4 to any one skill. Multiple skill bonuses may be bought with a single item. This stacks with the special qualities described in the paragraph above and the paragraph below.
- Increase a Skill's Ability Score. A magic item may increase one of the user's ability scores to 18, but only for the purpose of making a particular skill check. This skill is always fixed at the item's construction. The ability score is also fixed, so if an item is built that grants an 18 Charisma for the purposes of making Intimidation checks, it will not help a character that is attempting to make Intimidation checks using their Strength score. A specialist with an 18 ability score in the relevant attribute must be involved in the item's construction. This special quality costs 5 MT, and it may be bought multiple times for one magic item to

affect several different skills. This special quality does not provide any benefit to a character whose relevant ability score is already 18 or higher, and it cannot be forced upon a creature with very high ability scores to reduce its skill – the better of 18 or the actual ability score applies. This stacks with the special qualities described in the two paragraphs above.

- Grant a Language. For a cost of 1 MT, the item confers the ability to speak and understand a language at the fluent tier. The language will be fluent even if the wearer's Intelligence would not ordinarily allow them to speak with fluency, and if such a creature has that language already at less than fluent ability, this special quality can improve their language to fluency. Multiple languages may be bought in a single magic item. A specialist who speaks the relevant language fluently must be involved in the item's construction.
- Grant a Weapon or Armor Proficiency. For a cost of 2 MT, the item can confer a single weapon or armor proficiency to the user. Proficiency does not overcome class or holy order restrictions on the use of weapons or armor. Multiple proficiencies may be bought in a single magic item. A specialist with the relevant proficiency must be involved in the item's construction.
- Grant a Surge. For a cost of 3 MT, the item user gains an additional surge. Only one creature can benefit from this magic item per day, so if a ring grants a bonus surge, and an entire party has exhausted all of their surge uses, they could not pass the ring around and gain an additional surge each. Up to five bonus surges may be granted with a single item.
- Bonus Hit Points. A magic item may grant its user bonus hit points at a cost of 1 MT per +1 hit point. Only one creature can benefit from this magic item per day, so if a necklace grants 5 bonus hit points, and an entire party is hovering at death's door, they could not pass this necklace around and each gain more hit points for a while. Up to ten hit points may be granted with a single item.

Sentience Special Qualities

Some magic items are granted the ability to think independently, or at least display an approximation of intellect. A summary of special qualities associated with this category is found below.

Table 9-33: TOTIL Special Qualities – Sentience

Special Quality	MT Cost
Item is Semi-Sentient	2
Item is Fully Sentient	4
Item has Its Own Action Economy	10
Item Communicates Via Telepathy with User	2
Item has a Language	1 each, fluent

Items with sentience are imbued with a model that mimics intelligence. The model is built to resemble the mind of a participant in the specialist role of the magic item creation team. Note that the mind modeled does not need to belong to a highly intelligent creature; it could be based on a dog or an insect. Legend has it that the wizards of the ancient Poldaran Empire learned the trick of having a creature's mind fully absorbed into the item being created, leading to a sentient magic item capable of mimicking the mind exactly while avoiding paying steep MT costs, but the secrets of this mechanism have been lost to modern spellcasters.

Accordingly, the magic item can only copy the modeled mind inexactly, and how closely it can approximate that mind depends on the MT cost. For a cost of 2 MT, an item can become semi-sentient. It can provide information, possibly very detailed information if it is within the item's area of expertise, but it is not capable of true reason. It cannot sustain a conversation for long without revealing through its statements that it cannot perceive itself and its place in the world as would a living, conscious creature. It cannot form new memories, although it may be built with a store of memories from its former existence that it can draw upon. The ability of such an item to make independent decisions is highly limited. In contrast, for a cost of 4 MT, an item can take on all the attributes of a

living mind. It may not be an exact replica of the copied mind, and sometimes it may display that there are gaps in its memory or reasoning power derived from the imperfect duplication of the original, but it will be self-aware (and may display frustration at the awareness of its own limitations). It may also resent being captive within a magic item instead of having truly free will as a full-fledged living creature, but this rarely results in failing to cooperate with the item's user. This is because a portion of the magic that imprints the consciousness into the item acts something like a *charm humanoid* spell, causing the magic item to regard its user as a trusted ally.

For an additional cost of 10 MT, a sentient or semi-sentient magic item can be granted its own action economy. It receives its own set of actions similar to those that every character may employ in a combat round, although the item may not have the ability to move or manipulate itself. But if the item has spellcasting capabilities, it may cast those spells provided it is worn or wielded in the hands of the user – even an intelligent item can do little if it is stowed away in a backpack. Each of its special qualities may only be used one time per round, so either the item or the item's wielder may employ its abilities – never both at the same time.

All sentient items are granted some limited communication capability. For no additional MT cost, a held or worn item may attempt to convey meaning to its user through subtle pulses of warmth, vibrations, or a seeming attraction to or repulsion from something. It may also choose to subtly glow, although this is never enough light to provide useful illumination. For 1 MT, an item can speak a language fluently. It speaks this language out loud and can even read it – sentient items are granted normal vision and normal hearing perceptive senses. If the user of the item does not speak that language, however, there may be a communication barrier. For 2 MT, the item may communicate telepathically with its user, although only if it is worn or wielded in the hands of the user.

Sentient items may mimic living creatures in some ways, but they are not truly alive. A magic item follows the rules found in Chapter 5 and in this chapter for when happens when items are damaged or destroyed; once destroyed, an item cannot be returned to life by ordinary or magical means, and damaged items cannot be healed by the means available to living creatures. On the other hand, magic items are not subject to the conditions found in Chapter 7 that may afflict living creatures; they cannot be *confused*, *charmed*, *stunned*, *intoxicated*, or be compelled to fall *asleep* or become *unhinged*. They may not go unconscious, although when a sentient magic item becomes damaged it loses the ability to communicate with its user or employ any of its spell-like special qualities.

Miscellaneous Special Qualities

Many special qualities simply don't fit into any of the categories listed above. A summary of special qualities associated with this category is found below.

Table 9-34: TOTIL Special Qualities – Miscellaneous

Special Quality	MT Cost
Reduction in Inventory Spaces Item Occupies	1 per space, minimum 1
Added Spaces a Container Holds	1 per space
Item Changes Between Forms	1
Reduction in Number of Hands Required to Use Item	1 per reduction, minimum 1
Make a Permanent Change to User and Then Disappear	9
Summon a Creature (1/day, lasts 10 minutes)	hit dice
It's Complicated!	varies

No initial MT costs must be paid for any of these special qualities, which may all be added ala carte to an item's construction. Separate discussion for each item follows:

- Reduction in Occupied Inventory Spaces. In general, magic items occupy the number of inventory spaces listed in this chapter or in Chapter 5. Magic items can be made lighter and less bulky, however, reducing the number of spaces this item occupies in the character's inventory. If the magic item is a suit of armor, each point of inventory space reduction also results in a walking movement allowance increase of 5' per point, with the limitation that the wearer's base walking movement allowance cannot be higher than it is when they are not wearing armor. This reduction costs 1 MT per inventory space. No item that occupies 1 or more inventory spaces may be reduced below 1 space in this way.
- Added Spaces a Container Holds. Magic items may be provided with extra-dimensional spaces that allows for the expansion of the user's inventory capacity. Sacks may be made bigger on the inside than they are on the outside; backpacks may hold an absurd amount of cargo; a humble belt pouch may stretch its mouth wide to hold a small tent. This is not limited only to conventional containers; a magician may be able, for instance, to draw any number of objects from their magic hat. This costs 1 MT for each extra-dimensional inventory space. These spaces are treated no differently from other inventory spaces for the purposes of accessing or stowing items. Items stored in an extra-dimensional space are not subject to fragile breakage if the user takes falling damage. If the container is damaged, access to the stored items is disrupted but the items are not lost; if the container is destroyed, all items inside it are gone forever.
- Item Changes Between Forms. For a cost of 1 MT, an item may change between two or more mundane forms. A short spear may elongate to become a long spear. A crowbar may become a sledgehammer or a shovel. It is not necessary to pay this cost to grant a magic weapon or piece of armor the ability to resize itself to fit the wearer; this occurs automatically with no additional MT cost. The different forms of the item are set at the magic item's creation. The act of toggling between forms is a free action that must be performed at the start of the user's turn.
- Reduction in the Number of Hands. A magic item generally requires the same number of hands to use the item as described in this chapter and Chapter 5. For a cost of 1 MT per hand, the number of hands to use an item may be reduced by 1, with a minimum of 1 hand for items that are not worn. A two-handed sword may be wielded in a single hand; a heavy statue may be balanced on one hip; a crossbow may be employed with a single hand with no reduction in efficacy.
- Make a Permanent Change and Then Disappear. Some magic items, such as powerful tomes of self-improvement, can be used to make permanent changes to the user – but they may only be used once, and no statistic may receive more than one permanent bonus. Typically, the amount of time necessary to use such an item is 1 week, during which time the user may do nothing but focus on employing the item for 12 continuous hours per day. At the conclusion of this time, the permanent change is made to the user and then the item disappears – under no circumstances may such an item be used by more than one creature. If the period of time necessary to use the item is interrupted in some way, no harm is done, but the user must start over again and complete the duration of use in a single sitting to activate its power. The cost of making such an item is 9 MT over and above its special qualities which must be purchased separately.
- Summon a Creature. Some magic items grant the ability to summon a monster to assist the user. The monster is treated similar to the Companion – Guardian special ability described in Chapter 2; it regards the user as a friend, and it can even communicate with them. However, it may only be used 1 time per day for no more than 10 minutes. Usually, such items take the form of figurines that swell to assume the form of the monster – a monster whose type is fixed at the magic item's creation. The act of summoning the monster is a standard action that does not trigger AoO. If the monster is killed, or if the 10 minutes expires, the monster instantly disappears and is replaced with the inert form of the item, which is as

damaged as it was before the transformation. The monster may be summoned again, unharmed, on the following day. The cost of making such an item is 1 MT for every hit die of the creature.

- It's Complicated! This is the catch-all provision that allows for special qualities that are not covered elsewhere in this document. The GM and the player must agree upon the effects of the special quality and its MT cost. In general, this should never be used to duplicate the ability of another special quality without having a similar MT cost, and it should not be used to circumvent the limitations placed on the abilities of different types of magic items.

IMPORTANT: When creating magic items, The GM must always attempt to balance the player's desires against game balance, meaning that it is certainly possible within these rules to create magic items with overpowering capabilities; as referee, it is the job of the GM to disallow any item that might negate the challenges of the game and ruin the fun.

Limitations Special Qualities

Special qualities that reduce an item's effectiveness or limit some of its power are called limitations. A summary of special qualities associated with this category is found below.

Table 9-35: TOTIL Special Qualities – Limitations

Special Quality	MT Cost
Class Limitation	-1
Power Limitation	-1 per power, minimum 1
Activation Condition	-1
Neutralization Condition	-1
Fragile Object (that isn't usually fragile)	-1
Requires an Item Slot	-1
Bulky	-1 per extra space

A limitation is a special quality that has a negative MT cost. It reduces the overall cost of the magic item, but at the expense of limiting the item's capabilities, flexibility, or overall usefulness. Any limitation that the GM and player can imagine can be used, beyond the ones listed here, provided all parties can agree upon a fair MT cost deduction. A limitation that doesn't really hamper a magic item's effectiveness should not be worth an MT credit, and in no event can an item be reduced below a cost of 1 MT. A discussion of typical limitations follows:

- Class Limitation. Some magic items are built to only have full usefulness in the hands of a particular character class. A necklace that grants a Cleric's ability to confer a defensive bonus but only works for halflings would be worth a credit of -1 MT. This limitation may also be used to limit what species can use the item.
- Power Limitation. Some special qualities can be limited in what they can do, and this is worth a reduction in MT cost for that special quality. A magic robe might have a pocket that serves as an extra-dimensional storage space holding 5 inventory slots, and this would normally cost 5 MT; however, the item creator could impose the power limitation that the only items that can be placed into or taken out of the pocket must be no bigger around than a human-sized hand so that it fits inside the pocket. This would reduce the MT cost of the special quality to 4. No special quality may be reduced by more than 1 MT using this limitation, and no special quality's cost may be reduced below 1 MT – therefore, a spell-like ability which has uses per day or operates using charges, which always costs 1 MT after paying the spellcaster cost, cannot be limited.
- Activation Condition. A magic item may require certain conditions to exist in order for it to operate. A ring that can call forth lightning bolts, but only under an open sky; a sword that can dance, but only when loud rhythmic music is playing; a magic lyre that requires a successful Perform skill check to activate its spell-

like abilities – these are all examples of limitations that are worth a credit of 1 MT to a magic item's construction.

- Neutralization Condition. Some magic items may not work effectively in certain conditions. A cloak that loses its magic properties in complete darkness; a flaming sword that cannot operate if it gets wet; a wand that malfunctions if its wielder is injured – these are all examples of limitations that are worth a credit of 1 MT to a magic item's construction. If the neutralizing condition is removed, the magic item regains its full efficacy at the start of the wielder's next turn.
- Fragile Object. Chapter 5 lists certain objects that have the *fragile* property; if the wielder is subjected to falling damage, each *fragile* item in their possession must be tested. It is worth a limitation of 1 MT for a magic item to be given the *fragile* property that normally does not have it. A wand made out of delicate crystal, for instance, could shatter easily, and this would be worth a limitation of 1 MT.
- Requires an Item Slot. There are eight slots that magic items can occupy on a user's physical person: *head*, *neck*, *body*, *belt*, *hands*, *feet*, and two *ring* slots. A creature may only employ one magic item that uses each slot; this limitation is in addition to the limit of 10 worn magic items (not counting armor). By constructing a magic item to have one of these slots, this creates a limitation because a character cannot wear two magic necklaces at the same time. This limitation is worth 1 MT. Note that armor never occupies any kind of slot, and neither do wielded items (although these consume the use of hands instead). Items with the *other* slot are not worth a 1 MT limitation.
- Bulky. Chapter 5 and this chapter list the number of inventory spaces that many types of items occupy. By creating an item that occupies more inventory slots than normal, the magic item creator may gain an MT credit in the item's construction. For example, a magic long bow may have many special qualities that make it an effective missile weapon, but it may also be built with many projections, flanges, and spiky bits that make it harder to carry around. Normally a long bow takes up 3 inventory spaces, but this magic long bow takes up 5 inventory spaces, and this is worth a 2 MT credit.

Final Assembly

Once the MT cost of the magic is determined, and the MT contributions of the magic item creation team are worked out, it is time to make the attempt at creating the magic item. The money to create the item is expended. The experience points to make the item are expended by the team's lead spellcaster, possibly modified by use of residuum. The team is assembled in the sanctum with all the components of the magic item, and work starts. After the magic item creation duration elapses, a d20 roll is made on the table below:

Table 9-36: TOTIL Magic Item Creation Results

d20	Result
1	Disaster. Item is not created, expend all time and money, plus roll on Magical Mishap table.
2	Failure. Item is not created, expend all time and money.
3	Fluke. Item is created, but add a flaw.
4	Setback. Item creation cost doubled
5	Delay. Item creation duration doubled
6-20	Item is created normally

This is a situation where amassing a creation team that exceeds the MT requirements of the item is potentially advantageous. If the team's MT contribution exactly matches the item's MT cost, this roll is made unmodified. If the team's MT contributions exceed the item's MT cost by 1 or 2, this roll has a +1 bonus. If the team's MT contributions exceed the item's MT cost by 3, 4, or 5, this roll has a +2 bonus. If the team's MT contributions exceed the item's MT cost by 6 or more, this roll has a +3 bonus. If the result is that the item is created normally, the newly created magic item is in the hands of the lead spellcaster – congratulations! A possible result is a **Failure**,

however, which works exactly the same as the successful result except that the magic item is not produced – something went horribly wrong in the production process, and the result was a complete waste of the team's efforts. Possible other results are **Setback** and **Delay** – the production process goes exactly according to plan, but at the end of the normal creation duration, it is determined that only by spending additional money (setback) or additional time (delay) will the process be successful. The money must be available and spent immediately; the time must be added to the duration – and if these things do not happen, the process becomes a failure.

There are two other possible results – **Fluke** and **Disaster**. Flukes are where the process is a success, but something happens to change the magic item in unforeseen ways, often negatively, and this is described later in this chapter. Disasters are where things go as wrong as possible, often with dangerous results. Note that if the MT contributions can be raised even just 1 point higher than the MT cost of the item, disasters cannot happen – the greatest hazards of magic item creation occur when skating too close to the edge of the minimums necessary. Many of the disaster results are based on the dx system described in Chapter 4; the dx die is set by the highest caster level built into the item if that differs from the level of the lead spellcaster.

Table 9-37: TOTIL Magic Item Creation Disasters

d20	Result
1	Holocaust. Sanctum and library destroyed. Attack each participant with +5 vs. Dodge; hit inflicts hp damage equal to 6dx untyped damage; miss inflicts half damage
2	Explosion. Sanctum and library sustain 1d4 x 100 gp damage and becomes unusable for a month. Attack spellcaster and 1d2 other participants with +3 vs. Dodge; hit inflicts 4dx untyped damage; miss inflicts half damage
3	Fire. Sanctum and library sustain 1d4 x 20 gp damage and becomes unusable for 2 weeks. Attack spellcaster with +3 vs. Toughness; hit inflicts 2dx untyped damage; miss inflicts half damage
4	Radiation Leak. Attack all participants with +1 vs. Toughness; hit inflicts 1dx Constitution damage
5	Meltdown. Sanctum and library sustain 1d100 gp damage and becomes unusable for 2 weeks
6	Gas Leak. Ferocious odor within 100 yards attacks with +1 vs. Toughness; hit inflicts the nauseated condition (Rec 15). Odor lasts for 1 week
7	Upsetting Noises. Nobody can sleep within 100 yards of sanctum for 1 week
8	Elemental Rift. Summons an uncontrolled elemental for 10 minutes
9	Dimensional SNAFU. All participants teleported to a random location
10	Aura Transfer. All non-living objects in sanctum radiate magic permanently
11	Harmonic Spike. Roll to destroy all fragile objects within Sanctum
12	Outbreak. Attack all targets within 100 yards with the <i>mindfire</i> disease
13	SOMETHING UNEXPECTED. Probably bad; GM picks what it is
14	Residual Limning. All non-living objects in sanctum glow with soft strobing light permanently
15	Spiritual Distress. All living creatures within 100 yards are afflicted with Distracting Host for ten minutes
16	Mass Hallucination. Attack all targets within 100 yards with +1 vs. Poise; hit inflicts 1 point of trauma
17	Spoilage. All food and drink within 100 yards becomes unfit for consumption.
18	Lexicographic Splinch. All writing within 100 yards becomes garbled. Library, spellbooks destroyed
19	Creepy Crawlies. Summons an uncontrolled swarm for 10 minutes
20	SOMETHING WONDERFUL. Happy accident; GM picks what it is

All members of the magic item creation team are potentially affected by the disasters, so creating a magic item is potentially risky to life and limb, and this is generally known in magical circles. It is true that a magic item creation team can be assembled such that these dangers are minimized, but it is also known that unethical lead spellcasters may not accurately inform all members of their creation teams of all the risks. Accordingly, those who participate in magic item creation are paid well for their risks; even assistants in a sanctum can command high payment for their services. It is also generally rumored that there are dangers associated with dabbling in magical mysteries that may pose a risk to entire communities; a wizard's tower is often not a welcome neighbor, and there are good reasons why the nearest houses do not crowd overly close to their walls.

When a fluke result is obtained, the GM determines an unusual and probably undesirable feature that is added to the magic item. The table below may be employed by the GM to help decide what happens, but this is very much the GM's decision, and the player should have no input here.

Table 9-38: TOTIL Magic Item Creation Flukes

d20	Result
1	Item takes on a random Limitation that the creator did not intend. No effect on MT cost
2	Item has an unusual and noteworthy appearance
3	Item is easily destroyed by something common
4	One of the functions is unreliable - 1 in 6 it doesn't work when activated
5	Some sort of sacrifice is required to fuel one of its functions
6	Item does not work at a particular time of day/lunar cycle/year
7	Item does not work in the presence of a particular type of creature
8	Overnight, item consumes all objects of a particular type on the user's inventory
9	Add the risk of Heat Stroke (1) to any climate the user is in
10	Add the risk of Hypothermia (1) to any climate the user is in
11	Every day, 1 in 6 item acquires the damaged condition
12	Item moves like a living thing
13	CURSED. Item is the reverse of what was intended AND user is drawn to its use. Roll again
14	Item sometimes makes strange noises
15	Item magically returns to the user's inventory
16	Peculiar odors sometimes surround the item
17	Item draws the attention of a particular type of monster
18	Light effects sometimes surround the item
19	Item absorbs some aspect of the creating spellcaster's personality
20	Item takes on a random additional property. No effect on MT cost. But, roll again on this table

Note that there is a Cursed result. Refer to that section later in this chapter.

Aligned Items

Some magic items have an alignment, either good or evil. It is not currently well understood how aligned items come to be created; none of the magic-creating entities in Uroth know how it is done, or will admit to it. It is believed that *extraplanar* creatures may be responsible for the creation of such items, particularly those strongly oriented to the poles of good or evil, because this incentivizes the item's user to conform to that alignment themselves.

Items with alignments are not required to be sentient; items that are entirely passive may still carry an alignment that can be detected by the usual means. The rules for aligned magic items are the same as those for non-aligned items, but with the following differences:

- The special qualities of an aligned magic item simply will not work for a user whose alignment is the opposite of the item. An *identify* spell cast by an Arcane caster of the opposite alignment will reveal that there are magic properties to the item that are not accessible, or even knowable, by a person of their alignment. Some aligned items may even have negative special qualities or harmful effects that befall a creature of the wrong alignment that attempts to use it.

- A subset of the magic item's special qualities only work for a user whose alignment matches the item. An evil magic sword may have bonuses to combat attack and damage rolls that may be used by evil or unaligned wielders, but it may also have a spell-like ability that only evil creatures may use.
- Some aligned objects may influence their wielders to act in conformance with their alignment. A good shield may give its user unexplainable urges to defend the weak; a similar evil shield may subtly suggest that the weak should be used as a first line of defense. It is up to the GM to determine how to adjudicate such influences, which should generally be suggestions and not commands. The character may need to make Intuition checks to determine the source of these influences, but how hard or easy it is to resist should be between the GM and player to decide.

The GM should carefully control the use of aligned items in their game. It may be tempting for characters to come into possession of a powerful aligned item, and then decide to take holy orders that allow them to conform their alignment to the item. This isn't necessarily a bad thing, but it can definitely sway the way that players play their character. Remember that evil characters may not be members of the Iron League.

Special Items

Sometimes the gods themselves get involved in creating magic items. Such items, also known as **Artifacts**, tend to be very rare and powerful items, prized by mortals but also feared. The rules for special magic items are the same as those for regular items, but with the following differences:

- Special items' special qualities work the same way as do normal magic items, and they have the same MT cost, but because the gods can generate creation teams with MT contributions impossible by mortal means, items may break the rules regarding how much power can be invested in one item.
- Special items were created by the gods, and they cannot be trivially unmade by mortals. Ordinary sources of damage cannot give these items the *damaged* property, nor can they be destroyed in such a way. There may very well be extraordinary means for the destruction of such items, and it is believed that every artifact has at least one path to destruction, although that path may be very difficult to learn and follow.
- A subset of the special item's special qualities cannot be learned by means such as Intuition or the use of an *identify* spell. Some of the properties may be learnable by those means, but some of them will remain inscrutable; the *identify* spell will reveal that the item has other properties that the spell is unable to ascertain. Extraordinary methods such as the use of a *legend lore* spell, consultation with sages with specialized knowledge, or asking the gods themselves may be necessary to learn all there is to know about such items. Special items may or may not radiate magic, and they usually cannot be detected by means such as a *find the path* or a *scrying* spell.
- Special items are frequently both sentient and aligned. Unlike normal sentient items, they do not necessarily regard the user as their friend, and they often have their own agendas that may not match that of their wielder. Such items are likely to have properties that influence the wielder, possibly up to the point where they could attack the user's Poise defense to compel them to behave in a certain way – this should be minimized, but is well within the scope of what an artifact can do. These special items are usually created for a particular purpose or to support a particular goal, and they will not let the whims of mortals get in the way!

Special items should be very sparingly used; it should be a rare and wonderful occasion for a party to come across such an item. Do not allow 'artifact inflation' to infect your game where every high-level character finds themselves in possession of multiple items that the gods created!

The names of a few special items follow, but it is up to GM to decide what these items are. Every special item should have a story that can be learned by the players, and a good GM must create that story and make it possible

for the players to be exposed to it. The GM must decide if these items will exist in their game world, what their attributes might be, and how they might be encountered:

- Book of the Endless
- Crown of Tholion
- Fingernails of Angarr
- Star Stones
- The Cabinet of the Impossible
- “The Grey Lurker”, an intelligent sword

Cursed Items

One of the possible outcomes of the Magic Item Creation Flukes table earlier in this chapter is that the item could become a **Cursed** version of the intended item. It is also possible to intentionally create a cursed item, because many such items have their origins in Angarr – too many to be explainable by happenstance – but the exact mechanism for making a cursed item on purpose is unknown. An item becomes cursed by allowing an angry spirit to take up residence in the item as it is created, perverting the function of the item to a grotesque opposite of what was desired.

Cursed items are difficult to detect. They do not have an alignment, and when Intuition or the *identify* spell are used to determine the item’s special qualities, it returns the result of what the item was intended to be in the first place. This is because, deep down, the item still has those properties – and if the curse can be lifted, those properties may still be available. A *true seeing* spell will reveal some sort of a malevolent aura around the item, and a *commune* spell or similarly powerful divination magic may reveal that something is amiss. Cursed items should be used sparingly because they represent a record-keeping burden for the GM – they must note where and when the item was found, note who got it, and then remember that it’s cursed when it’s time for the item to be used. The GM should not reveal that the item is cursed until it is actually used!

Single-use items such as potions and scrolls are fairly straightforward to adjudicate. When a character attempts to use such an item, the GM must rule regarding an outcome that is the reverse of what the item is supposed to be. A *potion of treat wounds*, when cursed, might damage the drinker for $1d6+1$ hp, or it might paralyze them (since the *treat wounds* spell can remove paralysis). A scroll of *fire ball* could blow up in the caster’s face, a *potion of charm humanoid* might cause the drinker to be charmed by the intended target, and cursed magic arrows might inflict damage on the user instead of the target. The GM may exercise great creative latitude in defining opposite intent – a *potion of invisibility* might cause an explosion of confetti and party horns when the drinker tries to use stealth, for instance. Since discovering curses is difficult, it is likely that the curse is triggered once and then never affects the unfortunate user again. If cursed ammunition is used one time and discovered to be dangerous, it can be disposed of however the user likes.

Permanent cursed items represent a more serious affliction to the user. The act of identifying or learning an item’s properties via Intuition doesn’t generally activate the curse; only when an item is worn or wielded under serious, uncontrolled circumstances will the curse make itself known. In secret, the cursed item attacks the Poise defense of the intended user, with the item’s caster level as a bonus to the attack roll. On a failure, the curse does not manifest itself, nor is it obvious that the character was subjected to an attack; the non-magical properties of the item work normally. However, every time the item is used, the attack is made in secret again – eventually a cursed item **will** succeed at revealing itself, given enough time and opportunity. If the attack succeeds, the cursed item’s normal special qualities are replaced by a set of unfortunate opposites – a weapon receives penalties to attacks and damage; spellcasting is made poorer; special qualities generally reduce the performance and abilities of the user. Additionally, the user falls under a powerful delusion that makes them regard the item only in the most positive light, gaslighting themselves into believing that it is the greatest treasure in the world. The user will choose to use the item even when objectively better options exist. Furthermore, a powerful enchantment causes

the cursed item to never be lost, stolen, or destroyed – even if the item is taken away from the character, it will reappear in their possession a short time later, recreating itself even from total annihilation if necessary. It is not easy to get away from a cursed item! GMs may find themselves challenged to encourage their players to roleplay being under a curse's power to the fullest extent.

The unfortunate victim acquires the *cursed* condition. Like all curses, the possession of a cursed magic item is permanent unless the curse can be lifted – not even the death of the user will relinquish the item's grip on them. Just as identifying the curse is not straightforward, lifting it is equally difficult; the use of powerful divinations and consulting the wise and well-learned may be necessary to understand why the inhabiting spirit is angry and what it will take to appease it. Sometimes an injustice must be corrected or vengeance obtained; perhaps a stolen item must be returned or something broken must be rebuilt. If the conditions of the curse are corrected, and a *remove curse* spell is cast upon the victim, then the item will no longer be cursed. It will take on the special qualities that the item was always intended to have, and the item may then be disposed of however is desired.

A sample cursed item follows:

The Shield of Lambeth Rock

Magic Tier 22 **Spaces 2** **Hands 1**

Damaged hp 5 **Destroyed hp 10** **Caster Level M9**

This shield is a wedge-shaped plate of steel, reinforced with steel bars along the edges that are fastened to the plate with rivets. The leather straps that secure this shield to the wielder's arm are set at a diagonal so that a downward-facing shield-arm provides maximum protection to the entire body. A decorative device is painted onto the front of the shield, scratched in many places and somewhat faded but still discernable, showing a steep black rock of an island on a light blue ocean background, surmounted with a stylized tower which has a worm-like dragon wrapped around it.

This shield was created by **Augaroth**, a wizard who died over two hundred years ago, on request of their patron, **Lord Lambeth**, a minor noble. A careful observation of the shield's device will reveal there is a stylized cloud of dark smoke lying low on the island, and a good Knowledge check will recall the existence of **Lambeth Rock**, a semi-volcanic island off the coast not too far away that served as the seat of power of the Lambeth family, now defunct.

Additional information can be gathered: a good Knowledge check will reveal that Lord Lambeth went off to the wars with their children centuries ago and never returned, which is why the line of Lambeth died out. A minimal Streetcraft check made at the closest port will reveal that Lambeth Rock still exists fifty miles from the coast, but it is shunned owing to a combination of dark rumors, dangerous water currents, and stories of disappearing fishing vessels. A fantastic Knowledge check will reveal that Lord Lambeth had a Magic-user as a servant, a person named Augaroth, who assisted their lord with magical creations. A fantastic Streetcraft check made in the closest port will turn up an old traditional dockside work-song about a cruel lord who held a daughter captive to force a wizard to perform some magic task, and the task was completed but in such a way to doom all parties involved. Truly heroic research may uncover an old illustration of Lord Lambeth who had a short-cropped beard, and the dragon on the shield's device has a facial feature that looks quite similar.

Further research may reveal more detail of the story: Augaroth was an only semi-willing servant of Lord Lambeth who held the wizard's daughter hostage, requiring the wizard to make items useful on the battlefield. Lord Lambeth prepared to leave for a big war and demanded that Augaroth create one final masterpiece: a shield suitable for keeping the Lord's heir safe from all harm. However, Augaroth divined that when the item was delivered, Lord Lambeth meant to murder both the wizard and their daughter. Calling upon otherworldly powers for assistance, Augaroth created a mighty shield but imbued it with a terrible curse, giving up their own life energy at the last moment to infest the shield with terrible power. Lord Lambeth took possession of the shield and gave it

as a gift to their heir; both died shortly thereafter in battle, spelling the end of their noble line. The fate of Augaroth's daughter is not known.

This shield has a strong magical aura. An *identify* spell will reveal that it has strong powers of protection, both in terms of protection from weapon attacks and in the ability to turn aside the breath weapon of a dragon. It will also describe that the wielder of the shield has the power to erect a magic barrier that cannot be penetrated by any known force. The identify spell does not lie, for these powers are buried deep down in the shield's composition, but a terrible curse overlays the whole thing. In actual practice, the shield operates as a normal non-magical shield but secretly makes an attack at +9 against the wielder's Poise defense every time it is used. Upon a hit, the wielder acquires the *cursed* condition which has three effects. First, they are beset by a delusion that the shield offers them unconquerable magical protection and makes them immune from all harm; they are apt to take foolhardy action in the belief that the shield will protect them. Second, the shield has a magical penalty of -2 to the user's AC defense, but it does function as a normal shield, so it results in a net reduction of -1 to AC. Third, the shield attacks at +9 against the Poise defense of all creatures with the *dragon* primary trait who can perceive it, and on a hit that creature prefers the wielder of the shield as a target above all other targets. While the curse is in place, supernatural protections will keep the shield from being destroyed, and it always returns to its wielder even if stolen or removed by force.

The shield's curse can only be lifted by going to Lambeth Rock and destroying the ruined castle there utterly, tumbling its walls into the sea and scraping the rock clean down to the foundations. When this is done and a remove curse spell is cast, the curse is lifted from the shield and it has the following properties: it has a +2 bonus to AC; it grants a +4 bonus to Dodge defense, but only with respect to monster special powers that target the wielder; 1/day the wielder may cast a *wall of force* spell as a 9th level Magic-user. Unfortunately, a *red dragon* has taken up residence in the basement of this deserted island warmed pleasantly by volcanic fumes, and there may also be the haunting remains of Augaroth's doomed daughter to contend with.

A *damaged* piece of armor cannot trigger any spell-like abilities, but its other special qualities function; it also suffers all penalties of *damaged* armor as described in Chapter 5. The curse persists even if the shield is damaged. Repairing this armor requires a fantastic Build check which consumes 3 days at an armorer's shop and costs 50gp.

Placing Magical Treasures

Earlier in this chapter, a discussion was provided regarding how to distribute non-magical treasures in an open sandbox world. Some of the principles described there are similarly applicable to magic item placement. In particular, it is appropriate – on average – to attempt to balance the value of magical treasures with the challenge or threat posed by the obstacles to obtaining that treasure.

Of course, since magic treasure doesn't have a readily assigned value in gold and isn't assigned a rank the same way gold or monsters are, there isn't as easy a metric for balancing the two out. In general, however, it is fair to say that a balanced distribution of treasure will occur when the MT equivalence of the treasure is roughly twice that of the rank of the monster or hazard guarding it. Therefore, a +1 *wand* with no other special qualities, which is MT 5, might be in the balance an appropriate treasure for a rank 2 or 3 monster. A *wand of mental mastery*, on the other hand, which is MT 23, might be something that would be more appropriately found in the hoard of a monster of rank 11 or higher.

Where magical and non-magical treasures diverge is that it is not a great idea for non-magical treasure and monsters to have a large difference in ranks, but magical treasures can safely be varied much more widely. Consider: supposing you have a rank 10 monetary treasure guarded by a rank 2 monster. The experience value of the treasure grossly outweighs the experience value of the monster guarding it. Is it really appropriate for a party to face the minimal challenge of a comparatively weak monster and come away with so large a reward? Now reverse the situation and place a rank 2 monetary treasure in the possession of a rank 10 monster. Will a low level party even survive this encounter, and will a higher level party really gain much value for such a small reward?

Magic treasure doesn't have experience point value, however, so the risks of an imbalance, while still real, are lower. If a low level party suddenly finds themselves in possession of a powerful ring, it may enhance their abilities somewhat, but it's unlikely to break the game. If a high level party finds a scattering of level 1 potions, they may find use for such items long after lower rank monetary rewards lose meaningfulness. Therefore: the GM can safely scatter magic treasure with a broader range of MT than they could with gold piece treasure ranks. One of the most exciting things that can happen in this type of game is when a really fantastic magic item is found. Will it let the party overcome challenges they previously couldn't face? Will they come to blows trying to figure out who gets to use the thing? It's not a bad thing to engineer opportunities for such things to happen!

More important than trying to provide magic items of a particular power level is to make sure a broad selection of items is available. If your Magic-users and Elves are constantly finding items that Arcanists can use, and Fighters and Dwarves are frequently turning up arms and armor, but nothing interesting or useful to Clerics is collected, then some of the players may not enjoy the experience as much. Although it's impossible to know where in a sandbox world your party will visit, try your best to ensure that there's something out there that every player would be excited for their character to get their hands on.

As characters progress in levels, it is normal in a sandbox campaign that the *dagger +1/+1* and the *scroll of scorching ray* that were so exciting to find at the beginning will be somewhat less interesting later on, and the party may find themselves in possession of an increasing number of unwanted magic items as time goes on. If you have a campaign world with a rotating cast of characters, it becomes a natural flow of material for higher level characters to bestow gifts of this type of item upon newcomers. In the absence of such a mechanism, however, the GM may wish to find a way for the players to turn such items into value, even if that value doesn't translate into money. A local warlord may warmly receive a gift of a collection of minor magical blades and bestow favors upon the party in return. A wizard may exchange services for items of interest to them. Some daring merchants may be willing to pay some amount of money for obviously useful objects. Under no circumstances, however, should magic items turn into XP awards for the players. Let the XP associated with monsters and money do that job, and let the finding of magic items serve a different role: adding wonder and mystery to your game.

Magic Item Creation Worksheet

Magic Item Creation Worksheet

Magic Item Name		
Magic Item Type		
Special Quality	Description of Special Quality	MT
Description and Notes	Total MT	