

Sacrificial Medallion

This medallion is typically made of bisque, glass, or something equally fragile and inexpensive. Its appearance can change at the whim of the wizard making it but it is always a medallion that can be worn around the neck, wrist, or ankle as desired. Each medallion is a one use item and will shatter as it performs its function, that being to prevent the immediate death of the person wearing it.

Should the wearer be stuck a blow or suffer a magical effect that would otherwise render them lifeless, the medallion will prevent this from occurring as the magic in the medallion essentially takes the attack instead of the wearer.

XP: 200 GP: 500

Bracers of Ivy

These bracers appear as nothing more than crude cut lengths of hardwood (usually ironwood) bound by vines of ivy and spider silk threads. They can be identified as Bracers +1 readily enough but their true power is only discovered by wearing them.

The bracers have two powers available to the person wearing them. The first is the ability to cause the vegetation within 10-feet surrounding the wearer act as if under the influence of a druid's *Entangle* spell that will affect all creatures, friend or foe, but the wearer. The bracers can perform this three times per day and the effect will last four rounds.

The second power is the ability of the ivy vines to project outwards and twine together into a 10-foot long whip that may be used as a weapon, to trip an enemy, or as a climbing aid much like a normal whip could. This ability may also be used three times per day and lasts ten minutes per use. The wearer has the option of which bracer the whip will grow from at time of use.

XP: 400 GP: 2000

Leaf Shield

This small wooden shield is carved from a single piece of oak to resemble a large bloodwort leaf. The shield itself is edged with riveted copper. Several copies of this shield exist in the world though most belong to religious figures rather than fierce warriors. The shield radiates magic and can be identified as a +1 Shield. The bearer gains several benefits when this shield is borne upon their arm.

First, the wearer is able to ascertain if a plant is poisonous, edible, medicinal, or diseased upon close examination (5 feet distance away maximum, though touching is not necessary).

Second, any medicine administered by the shield bearer will allow the recipient of said medicine a +1 to any save or check roll made immediately after.

Third, any healing spell cast by the shield bearer will heal +1 point of damage.

XP: 1500 GP: 3000

The Heavenly Shield

This medium metal diamond shaped shield appears to be battered and worn, the plain steel face and edging chipped and scarred. The shield radiates weak magic and can be identified as a +1 Shield. The shield has the following special abilities.

First, the shield gains a +1 bonus for every 3rd level of the bearer. So at 3rd level it becomes a +2 Shield. At 6th +3, etc. until the bearer retires, is killed, or passes the shield on to someone else at which time the shield resets itself as appropriate to the new owner's level.

Second, as long as the bearer is not of evil alignment, their attacks will inflict an addition +2 damage when fighting undead creatures.

Third, if the bearer is of good alignment they will gain the ability to Smite Evil as per the Paladin ability once per week.

XP: 30000 GP: 61500

Shield of Gluttony

This small metal shield appears as an elongated circle edged with the wide open jaws and sharp teeth of a shark. The face of the shield within the jaws is a dull black color that seems to absorb light. The shield radiates strong magic and can be identified as a +4 Shield. The shield has the following abilities when in use.

First, the bearer is under the effect of a sustenance spell and needs neither food nor water for up to four days in a row without any ill effects.

Second, the bearer may activate the counter-attack ability of the shield up to three times per day. While active, any attacker that inflicts damage upon the bearer will be bitten by a pair of ghostly jaws filled with many sharp teeth for 1d8 damage. This ability is active for five rounds once invoked, has no saving throw, and requires no to hit roll.

The shield's curse may be triggered by any one of the following events. 1) The bearer overeats at a meal or eating contest or simply pigs out on sweets. 2) The bearer becomes drunk by over indulging in alcohol.

The bearer is allowed a CHA save versus the curse. Treat the curse as a Curse spell cast by a 13th level caster. This can be modified up or down by spells or actions taken to rein in the bearer's appetites by others at the CK's discretion.

Powers of Gluttony should the bearer fail their saving throw and become possessed by the curse.

The bearer becomes insatiably hungry and thirsty but cannot be satisfied no matter how much they consume unless they use the shield to do so. No weight is gained no matter how much is consumed.

The bearer may use the shield to consume anything it touches be it organic, stone, metal, or whatever. The shield face becomes similar to a sphere of annihilation. For every 50 cubic feet of material consumed in this manner, the hunger and thirst felt by the bearer will be abated for 1 hour.

If the bearer does not eat anything for 30 minutes or longer, the shield will project a pair of ghostly shark jaws up to 50 feet away to bite any nearby creature, be they living, undead, or animated construct. The attack is made as if by a 4HD creature. If it hits, the shield consumes 1HD / Level permanently from the target. For each HD/Lvl consumed by the shield in this way the hunger and thirst of the bearer are abated for 6 hours.

Should the bearer of the shield be freed of the curse they will be struck with a magical backlash,

forgetting all events that occurred while under the influence of the curse permanently (a wish or alter reality type magic may restore these memories at the CKs whim). The bearer will experience an immediate 60 pound weight gain centered on their gut and be required to make a CON save after each meal to keep it down for a month.

XP: 12000 GP: 43500

Lightening Arm Armor

This mithral plate armor +4 detects as strong magic. From appearance, it resembles mithral silver medium-sized full plate armor with numerous engravings and fluting in patterns resembling a kraken or giant squid. The faults of the armor resemble coiled tentacles, eight in total, four per hip.

Should the wearer of the armor come under melee attack by an enemy attempting to surprise them or attack from behind, the true defensive nature of the armor will become known. 1d4 tentacles will uncoil from the faults and attack any enemy within 10-feet of the wearer before they are within range to make their strike. Even if the enemy is invisible, stealthed, hidden, or concealed somehow, it makes no difference. The magic of the armor will detect them and acts without conscious direction of the wearer. The number of enemies able to be intercepted and engaged this way are equal to the number of available tentacles.

Each tentacle attacks as a 4HD monster attempting to make a touch attack (ignores armor and shield bonuses). If successful the tentacle discharges a strong electrical charge into the target doing 1d3 damage and requiring a save vs magic to avoid being stunned for a like number of rounds. Once a target is stunned, the tentacles engaging that target will retract back into the faults of the armor. The wearer is not able to consciously direct the tentacles to attack or defend.

XP: 6000 GP: 50,000

BOW OF SEVEN FEATHERS

This weapon is a composite longbow of griffon wing bones carved in a feather motif, a strand of mithral silver for the string, and a grip of rune stamped leather. The bow will detect as strong magic and can be identified as a *composite longbow +3* with an identify spell. The true powers of this bow only come out when used in combat however and these magical effects vary shot to shot but only if non-magical arrows are used. If magical arrows are fired from the bow then only the magic of the arrow carries

through in combat, the bow's magic going inert. Non-magical arrows are transformed by the true enchantments of the bow per the table below.

d10	Result
1	Arrow fired turns into a rubber chicken. Target is affected by <i>confusion</i> for 2 rounds
2	Arrow turns into holy light. Does double damage to undead and evil creatures
3	Arrow turns to fire and does +1d4 fire damage to target
4-7	Arrow becomes a regular +1 arrow
8	Arrow turns to ice and does +1d4 cold damage to target
9	Arrow turns to lightning and does +1d4 electrical damage to target
10	Arrow copies itself 1d3 times, each copy is rolled for separately and treated as magical

XP: 2000 GP: 8000

BOOTS OF THE HAMSTER

These heavy fur boots are usually identified as boots of striding without use of an identify spell which will reveal their cursed nature. When worn, if the wearer ever runs away from a fight the curse activates. The wearer will turn into a large melon-sized hamster both in body and mind. This effect will last until a *Remove Curse* is cast upon them and the boots removed.

XP: 100 GP: 100

SWORD OF THE BASILISK

This sword appears as a Flamberge with a blade of dark mottled steel, a plain steel cross-guard, a hilt bound in black leather, and a silver pommel crafted to resemble the head of an emerald-eyed biting serpent. The sword can be identified as a Flamberge +2 and is strongly enchanted.

Any creature struck by this sword must make a CON save versus poison or become paralyzed for 1d3 rounds. Should the player wielding this sword have hit with a natural 20 then the victim him will be petrified (*as per stone to flesh spell*) rather than merely paralyzed.

XP: 1000 GP: 4500

R Y U Pearl

The Ryu Pearl appears as an opalescent sphere approximately 3-inches in diameter and cannot be harmed by normal means. The pearl is a sacred stone to most dragons and it will attract any true dragon within 50-miles of it when in use. Dragons will go to nearly any means to recover one of these pearls which are typically obtained by defeating or stealing from a Ryu (rain dragon of the east) whom sometimes dwell in shrines constructed by those that worship them as living gods of the weather.

The pearl will detect as very strong magic. Clerics and druids holding a Ryu Pearl will gain a temporary level and all of their water-based spells will be cast with maximum effect and duration. If a wizard holds a Ryu Pearl then all of their elemental-based spells will be cast as if by a wizard of one level greater.

XP: 5000 GP: 50000

RUNIC WEAPON

Runic weapons are uncommon and are typically made only by rune-smiths for hefty prices. The weapons are always master level and could be considered artwork in their own right. While not necessarily magic in the conventional sense each runic weapon bears a single rune engraved somewhere upon it. This rune determines what power the weapon has and is triggered by speaking the name of the rune as the weapon strikes. Runic weapons may only have a single rune upon them, well, magical rune that is. The rune of a runic weapon is not affected by erasure magic though if the weapon is broken so is the magic of the rune. Runic weapons may not be repaired but must be forged anew.

XP: Varies GP: 800+

RING of misfortune

A Ring of Misfortune always appears as a single wide band of white gold set with a black star sapphire. Often times they are mistaken for rings of protection or magic resistance until actually identified. Should someone be foolish enough to place one of these rings upon their finger it may not be removed without

a *Remove Curse* cast by at least a 10th level caster. Unlike mere bad luck rings, a ring of misfortune's effects are quite a bit more direct though a bit varied per ring. The specific curse of the ring can be determined on the table below.

d8	Result
1	The fleas of a thousand yaks nest in your body hair and treat you and anyone near you like an all-they-can-eat buffet
2	Unless walking on your own feet, all forms of travel make you severely motion sick
3	That fly in your soup...is joined by beetles, roaches, spiders, etc. at every meal
4-5	Common animals you come across always come bite you once they see you
6	You keep being mistaken as a local criminal by authorities wherever you go
7	Birds are constantly mistaking you for a statue at every opportunity. A wide brim hat is recommended
8	Who needs magic? Your frequent loud flatulence is its own stinking cloud, often at the worst possible times.

XP: 100

GP: 100

NECKLACE OF THE BLACK HEART

This necklace features a large, egg-sized black diamond in a setting of white gold hanging from a fine double chain, also of white gold. The Black Heart is cursed however. Any whom wear it even once will be struck by the curse if they fail a CHA save. Failure means that the possessor will slowly go mad over the next three months until they eventually suicide in some grand fashion. Both a *Remove Curse* spell and a *Purify* spell need to be cast upon the victim to rid them of the evil of this cursed compulsion.

XP: 100

GP: 10000

Vase of Asano

The Vase of Asano is approximately twelve inches tall and made of the finest porcelain. The neck of the vase is only 5-inches across and the shape is fairly common, much like most urns. The vase is painted in gleaming black enamel with silver filigree adorning it in complex patterns. If stared at too long, these patterns seem to shift into gaping mouths.

The vase was said to have been a wedding gift from a powerful wizard to a local lord that had offended him. The magic of the vase is unobtrusive and seemingly benign. Should gold or silver coins be placed within it and left the night, in the morning twice as many coins will pour out of it. The local lord was delighted at first and used the vase excessively. During this time, his only son soon became stricken with some strange malady that could not be cured. The lord used his vase to pay for the most extravagant of treatments to no avail. His son died soon after, wasted away. Things did not end there for not a moon past burying his son, his wife became ill with the same malady. As before, no cure could be found and she was soon gone. The lord himself became afflicted not long after his burying his wife and it was then he discovered the horrid curse of the vase. For every 50 coins doubled by the vase, it permanently consumes 1 CON point that may never be recovered by any means short of a *wish* spell. The lord found this out too late, wasted away and just barely clinging to life. Thieves ended his suffering and vanished with the vase as his fortunes failed him now that the vase was no longer used.

XP: 100

GP: 1200

WINE BOX OF TEMPTATION

This item is a wine box of hemlock and bronze. The box is 3-feet tall and wide, 2-feet deep, and has two doors on the front that open out. The wine box appears worn but in good condition. Other than braided metal pull rings, it has no ornamentation or decoration. Opening the doors will release a beautiful woman of dark complexion, green eyes that almost glow with their own inner light, and blue-black hair that falls to the back of her knees. Human in appearance and dressed in simple brown robes, the woman will proclaim herself the slave of whomever possesses the box. If they assume she is a genie of some sort, she will not deny it.

The woman will do her best to seduce her new master/mistress when out of the box and not performing some physical task asked of her. She will claim to have no magic but that is a lie as is her very appearance. Should the possessor give in to the woman's seduction their very life is at risk, if not outright forfeited. The woman is really a succubus bound to the wine box by its creator. Unless the mortal in possession of her box gives themselves to her she is forbidden to harm them and must act as their servant. But, if they do give in, they are hers with predictable results for one of her kind.

XP: 100

GP: 100

BROOCH OF NYX

This brooch appears as a one inch piece of jet carved in the delicate shape of a moonflower with three silver beads at its center. The Brooch is strongly magical and allows the wearer to draw on the following powers twice per day; *Darkness*, *Fear*, and *Shadow Step**, as if cast by an 8th level caster. The brooch must be worn in order to use its powers.

**Spell is from The Lost Grimoire available in the Knights of the Crusade Library*

XP: 600 GP: 6000

SIEGE GAUNTLETS

This pair of heavy iron plate gauntlets are crimson colored with heavily reinforced knuckles giving them the appearance of having warts. The gauntlets are +2 in terms of bonus to hit and armor class but not to damage. The gauntlets main power does not trigger unless used against a structure, wall, or any creature smaller than a fire giant. Should the possessor punch something of said nature while wearing the gauntlets the power of their strike is magnified tenfold (ie. A normal punch does 1d3 damage modified by STR. The wearer rolls a 2 with a +2 STR bonus a damage total of 4. This is multiplied by 10 so that the actual damage is 40) and may do structural damage to fortifications.

XP: 2000 GP: 8000

EYE OF RASTAN

This large ruby is a polished smooth sphere about the size of a human eye and glows with an inner light. Created at the behest of the famed Gladiator Rastan it was stolen from his grave after his death. Should someone place this gem into an empty eye-socket of a living humanoid it will graft itself in place. The eye allows the possessor the following powers at will; *detect invisible*, *dark vision*, and *light* (though crimson in color). Once per week, the eye can also fire a beam of light at a single target up to 60-feet away with a +3 to hit and doing 3d4 fire damage. The eye may only be removed upon death and will always glow a sullen red, visible in any natural darkness.

XP: 600 GP: 10000

