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20 THINGS #51:  
ITEMS MOST WONDROUS II



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# 20 THINGS #51: ITEMS MOST WONDROUS II

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Are you a busy GM? Does session prep take too long? Do you never have time to work on the cool little details that can bring your session to life? Well fear not! That's where the 20 Things line comes in. This short, focused compilation gives you, the time-crunched GM, the tools to effortlessly add verisimilitude and detail to your adventure. Use the material herein either before or during play and bask in your players' adulation.

This instalment provides seven pages of material compatible with virtually any fantasy roleplaying game and is designed to help you flesh out and bring to life the wondrous magical items in your campaign.

## CREDITS

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## USING THIS BOOK

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You can use these system neutral tables either during session prep or "on the fly" during the actual session. Roll on the desired table and describe the result. Remember:

- Some players may assume because you describe something it is important. This may slow down the party's progress through the adventure. This isn't necessarily a bad thing.
- Modify any result so it fit with your game.
- Ignore or re-roll inappropriate results.
- Have fun!

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## 1: CUSTOMISING WONDROUS ITEMS

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Virtually every hero craves magical items. Such wondrous objects enhance their abilities, bestow powers and generally make the hero more capable. Magic items should, therefore, be wondrous, and the best, most memorable items are also unique. A +1 *longsword* is handy, but boring. A glimmering, perfectly balanced weapon engraved with ancient runes of power is far more interesting. Use the lists in the following pages, to add flavour and excitement to the magic items in your campaign.

### 1.2 QUIRKS FOR A WONDROUS WEAPON

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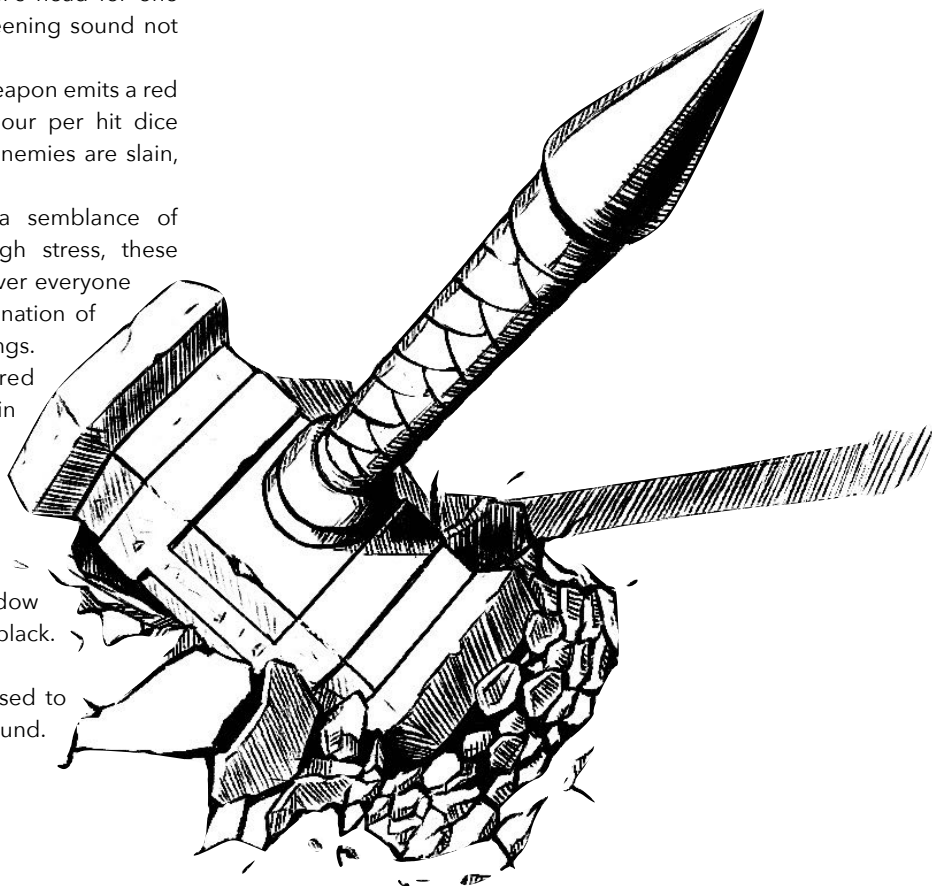
Almost every adventurer wants a magic weapon—even a monk or wizard often covets a magical dagger as a backup weapon (after all, it's very hard to punch or *magic missile* your way out of an entrapping net!)

Not all magic weapons are created equal, however. Some have greater magic woven into their fabric than others, while others are studded with gems or jewels or are even forged from silver, mithral or adamantite. Other weapons are different due to a quirk of fate perhaps owing to their history or fabrication. Such weapons are atypical; they often have an odd appearance or strange, but minor, additional powers.

Use this list, to determine a magic weapon's quirk. Remember, though, some of the quirks might not make sense for every weapon. Re-roll, or modify, inappropriate results.

1. When whirled vigorously above the wielder's head for one round, the weapon emits a high-pitched keening sound not dissimilar to a scream.
2. When used to slay a sentient creature, the weapon emits a red glow equal to that of a candle for one hour per hit dice possessed by the slain enemy. If multiple enemies are slain, this time stacks.
3. The weapon is quasi-sentient and has a semblance of feelings. Occasionally, in situations of high stress, these feelings "leak" from the weapon and spill over everyone within 10 ft. Only a detailed magical examination of the weapon reveals the source of these feelings.
4. The weapon once belonged to a feared assassin or slaver. His evil—and the darkness in which he lurked—has imbued the weapon with an unsettling ability. When cloaked in shadowy (or darker) illumination, wisps of darkness appear on its blade or haft. These wisps begin to swim to the weapon's head, tip or point. If the weapon remains in shadow long enough, the weapon goes completely black. This effect fades over the next few days.
5. The weapon is soundless in battle; when used to parry blows or strike enemies, it makes no sound.

6. The weapon creates a great clamour in battle; sounds created when blows are parried or enemies struck are amplified two-fold. It is almost impossible to use the weapon stealthily.
7. Blood sticks to this weapon and is hard to clean off. If blood is left on the weapon for longer than an hour or so, it starts to be absorbed into the weapon itself.
8. This weapon weighs only half what a normal weapon of its type should weigh. It is no less durable, as a result.
9. By grasping the weapon and concentrating, the wielder can change some facets of its appearance including its colour, general condition and apparent ornamentation. Such a change remains until the owner wills a change.
10. When the weapon was forged, magic was used to infuse it with diamond dust. Consequently, it glimmers in the light and appears far more valuable than a normal weapon of its type. Extracting the diamond dust without powerful magic is—sadly—impossible.
11. Quasi-sentient this weapon occasionally throbs and pulses in its wielder's hands. Determine the weapon's alignment randomly. If the possessor commits an action against its alignment the weapon writhes and twists in its owner's grasp—as if trying to escape.
12. Enchanted to battle and slay a certain kind of creature, the weapon can act as an early warning system to the presence of such enemies. When demons, devils, dragons or some other thematically appropriate creature is within 200 ft., the weapon quietly buzzes.



## 12 MINOR WONDROUS ITEM BOONS

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Magic items are great. Adventurers crave them and learned spellcasters charge exorbitant fees to craft them for wealthy clients. If the owner is lucky, sometimes the magic item has one or more additional minor powers. Such abilities could be nothing more than a curiosity. Alternatively, they could serve as a subtle clue to otherwise hidden, unguessable powers.

Use this list, to determine an item's minor power:

1. The item never gets dirty; mud, blood and dirt slide off it almost immediately. It is always in immaculate condition and resists minor tears, dents and the like.
2. On command, the item can create a tiny flame for one minute a day. The resultant illumination is less than that of a candle, but it can be used to light fires, ignite dropped oil and so on.
3. The item subtly throbs when bad weather is imminent. The intensity of the throbbing matches the intensity of the weather. So, for example, just before a light drizzle starts the throbbing may be imperceptible. Conversely, before a storm strikes the item loudly vibrates.
4. By holding (or wearing) the item, the owner can cause it to change colour. The colour remains, until the owner wills a change.
5. Infused with elven magic, the item increases the owner's ability to see in the dark. In shadowy light or darkness, the owner can see an additional 5 ft. without penalty.
6. Every day, at sunrise and sunset, the item pings gently for one minute. (This may be particularly useful for clerics who must pray for spells at sunrise, if they cannot see the sun).
7. The item has minor powers of divination. If the owner sleeps on a particularly worrisome problem, while wearing or holding the item, they are targeted by an *augury* spell of the same caster level as the item's main power. In the morning, the owner awakes with the answer foremost in their mind.
8. The item exudes an aura of calm within 10 ft. that affects all domesticated animals. Pets in particular are drawn to the owner, and vigorously—and eventually annoyingly—demand attention. If the item's owner is particularly attuned to an animal—perhaps a beloved pet or animal companion—they can sense the animal's base emotions.
9. The item has a secret extra-dimensional space within it big enough to hold a potion vial or similar item. The owner can access the compartment by simply touching a certain part of the item.
10. The item smells strongly of roses. The owner can increase or decrease the intensity of the smell at will—which might give some protection against noxious odours such as the stench created by troglodytes and so on.
11. In subtle and barely noticeable ways, possession of this item makes the owner slightly more attractive to those of the opposite sex. Treat the owner's Charisma score as higher by one, in regards to such folk.
12. Imbued with slight telepathic powers, the item occasionally detects the thoughts and emotions of those around it, and shares such with its owner.

## 12 MINOR WONDROUS ITEM DRAWBACKS

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Magic items are great. Adventurers crave them and learned spellcasters charge exorbitant fees to craft them for wealthy clients. Sometimes, though—for some reason or another—the magic item has some minor drawback or another. Such drawbacks are not normally life-threatening; rather they add a sense of uniqueness to the item. Alternatively, these drawbacks could serve as harbingers of other, worse drawbacks—or even curses—lurking within the item.

Use this list, to determine an item's minor drawback:

1. The item occasionally—and seemingly randomly—radiates light equal to that of a candle. The owner cannot control when this light appears or disappears.
2. This item's crafter was a glutton. During the crafting process he transferred some of his cravings to the item. Thus, the owner almost always feels hungry. His appetite would put a starving halfling to shame.
3. Shadows cluster thickly about the item, creating an aura of gloom and a faint feeling of foreboding for the owner, whenever its main power is used.
4. The wondrous item is twice as heavy as a normal mundane item of the appropriate type. Due to flaws in its construction, however, it is not twice as durable.
5. When in use, the item often glows with a randomly determined bright light. Roll 1d8: 1—red, 2—orange, 3—yellow, 4—green, 5—blue, 6—indigo, 7—violet, 8—no colour. This makes hiding or using the item surreptitiously difficult at best.
6. The owner's finger and toe nails grow at a prodigious rate; necessitating their trimming on almost a daily basis.
7. When the item is held or worn, bright light dazzles the owner and makes her eyes water in a similar way to how drow suffer in bright light.
8. At some point in the past, the item was exposed to a smell anathema to dogs. Dogs and wolves will not willingly approach the owner. Indeed, they bark and bare their teeth if the item's owner approaches them.
9. Whenever the item's owner uses its power, he hears a faint whispering coming from some indefinable source. The whispering is too quiet to make out any actual words and no one else can hear it.
10. Owning the item proves disastrous for the possessor's hair. Over the first few weeks of ownership, the owner's hair turns progressively greyer. After a month, it begins to fall out. Getting rid of the item reverses this process over a similar amount of time.
11. The item's enchanter, a drow or member of another underground-dwelling race, suffered terribly from agoraphobia. Some of their fear was transferred into the item—its owner now feels uneasy in large outside spaces.
12. Bizarrely, the item massively reduces its owner's resistance to alcohol. No matter how "good" a drinker they were, now a single glass of wine or flagon of ale is enough to render them impressively drunk.

## 2: 12 WONDROUS DAGGERS

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Every adventurer should own a dagger. A weapon of last resort, a handy tool and useful for cutting your way out of a purple worm's stomach daggers are some of the most common weapons an adventurer will encounter.

Use this list, to add interesting and unique magical (or mundane) daggers to your campaign:

1. The dagger's pommel is remarkably smooth and highly polished. The blade itself is wickedly sharp—sharp enough to be used for shaving.
2. This long-bladed, serrated dagger has a similarly long haft—it could be wielded two-handed if desired or could even serve as a halfling's short sword.
3. Strange patterns and shapes—perhaps reminiscent of flames or serpents—seem to writhe in this dagger's blade when exposed to direct, flickering light (such as that given off by a torch or campfire).
4. This dagger is clearly ancient. Its blade is slender and shows signs of much sharpening over its long existence. The haft is also worn, although its leather grip has obviously been replaced recently.
5. This dagger's tip has snapped off and all that remains is a wickedly jagged stump. The dagger's hilt and haft are wrapped in blood-stained worn leather.
6. A long, serrated and slightly curved blade gives this dagger a fell, foreign look. A black stone—that seems to almost suck in the surrounding light—decorates the weapon's pommel and makes the whole slightly heavier than normal.
7. This dagger comes complete with a sheath made of tremendously rigid hide flayed from some unknown beast. The dagger itself is heavy and wide-bladed. Grooves in the blade channel blood away from the haft.
8. Originally commissioned for an assassin, the steel of this dagger was mixed with ash when forged; thus it is duller and less reflective than a normal blade. A cunning catch in the pommel opens a small compartment just the right size for a vial of poison.
9. A leather loop runs through a small hole bored through this dagger's pommel. Designed to be slipped over a hand, the loop makes it harder to disarm the wielder.
10. Stamped with esoteric runes all along the blade, this highly polished and razor-sharp dagger looks particularly lethal. The runes speak of death and otherworldly pain. Chips of translucent blue stones decorate the weapon's hilt, although several of the chips are missing.
11. Of glimmering silver, this slender dagger of elven artifice is tremendously well balanced. It glimmers and gleams in the light. It comes with a matching snow-white scabbard.
12. Forged from a shard of heat-blasted, carefully carved obsidian this dagger has a primal, elemental look to it. Part of the weapon are stained with long-dried blood which the obsidian seems to have partially absorbed.

## 3: 12 WONDROUS KEYS

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Dungeons often have loads of locked things—doors, trapdoors and even the much hoped for treasure chests. And—of course—every lock needs a key.

However, few dungeons seem to have enough keys and even fewer dungeons have interesting or detailed keys. Normally they are listed as "a bunch of keys" or "key to the treasure chest in area 6" in the adventure's text. That's a shame as keys can be interesting and even serve as treasure themselves.

Use this list, to generate the details of atypical or noteworthy keys found in the dungeon.

1. This tiny key is made of worn brass. It hangs upon a similarly worn neck chain. Several faint runes decorate the key's bow but they are now (sadly) unreadable.
2. This two-inch long iron key slips into a hidden compartment in the pommel of an otherwise innocuous dagger. The dagger's pommel must be unscrewed to extract the key. Only perceptive characters find the hidden key.
3. This key's barrel is pitted and scarred as if it had been splattered with acid. It is exceedingly delicate because of this damage; if used roughly, it will likely snap off in the lock.
4. Large and ornate, this black, cast iron key is almost a foot long and weighs 4 lbs. It could be used as a weapon, in extremis.
5. This large iron key holds a clever secret—a smaller key hidden in its stem. This smaller key is accessed by unscrewing the larger key's bow. Typically, the larger key does not fit any lock in the dungeon.
6. The bit of this barrel's key is worn as if by much use. The lock it fits is similarly degraded.
7. The bow of this cast iron six-inch long key is forged to look like a skull complete with eyes sockets and teeth. The stem of the key looks disturbingly like a spinal column...
8. Of brass, this key is still shiny and new; it has practically no signs of use upon its teeth, but someone has scratched "TC 1" into its bow.
9. This key is so large—almost two-foot long—surely it is only ceremonial in nature; the lock required to fit this monstrous key would be huge in the extreme. It weighs almost 10 lbs., and could be used as a bludgeoning weapon.
10. Crafted of multi-faceted, magically hardened glass, this key reflects light in strange many-hued patterns. Crafted to bypass a magical ward of fiendish resilience and complexity it opens the warded area by casting its shadow on the door in a certain location.
11. Forged from thin, tarnished silver this key is a fragile object. If it is treated roughly, dropped or the like it will bend or break and not fit its lock.
12. Alternating bands of coloured paint akin to the colours of a rainbow decorate this key's stem. The paint is newly done and of vivid hues, but done in an amateurish fashion. The order of the colours on the key is an aide memoire for the bypass method for a trap hidden elsewhere in the dungeon.

## 4: 12 WONDROUS LONGSWORDS

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The weapon of the graceful elf warrior, stout human fighter or divine paladin, the longsword is the mark of a noble warrior. Longswords are some of the most commonly used weapons.

Use this list, to add interesting and unique magical (or mundane) longsword to your campaign:

1. Plain, unadorned and of solid, functional design this longsword holds a wickedly sharp edge. A maker's mark—a hammer set under a soaring raven—adorns the hilt.
2. Polished to a mirror-like sheen, this is a noble's weapon. Its hilt is of smoothed ivory and the crossguard is wrapped with silver and gold wire.
3. Chipped and battered, this longsword's blade seems old and dangerously weak. The pommel and hilt are of much newer and solid design; they are clearly not original.
4. Several esoteric sigils denoting victory and glory decorate this longsword's hilt. The weapon's haft is well worn, implying it has seen much action; however the blade itself is in excellent condition.
5. This longsword has an ornate basket hilt, which is chipped and dented. The blade itself is highly polished and glimmers in the light.
6. The pommel of this serviceable weapon is shaped like a clenched, gauntleted fist.
7. The hilt of this longsword is of horn wrapped with worn leather for better grip. It has a simple crossguard inscribed with the sword's name, "Gutripper."
8. The pommel and crossguard of this crude, heavy longsword are stamped with Goblin runes. They speak of glory, death and battle. It is sized for a hobgoblin, not a goblin.
9. This sword's pommel is carved from a large shard of onyx to represent a grinning skull. Additionally, ash has been worked into the blade and haft to give it a dull, dark grey appearance that seems to drink in the surrounding light.
10. This silvered steel longsword glitters and glimmers in the light like ice. Runes speaking of goodness, light and glory are engraved into the blade while the pommel is decorated with the holy sigil of a good-aligned martial deity.
11. Forged in the blazing heat of a dying ancient red dragon's heart blood this sword glows with a subtle crimson light. The blade is super-hard and resistant to all damage inflicted by a lesser weapon.
12. Glimmering gems of blue, green and red decorate this sword's crossguard and pommel. The gems are worth a substantial amount of gold, but if they are removed, the weapon loses its magical powers.

### SPECIAL NOTE

With only minor modifications, the descriptions above can be used for bastard swords, broadswords, short swords, two-handed swords and the like.

## 5: 12 WONDROUS MACES

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Used by crusading clerics, strong warriors and the like maces are simple, but effective bludgeoning weapons used to smash and crush an enemy.

Use this list, to add interesting and unique magical (or mundane) maces to your campaign:

1. Set upon a haft of stout oak, this mace's oval-shaped head is worn smooth on one wide.
2. The iron pear-shaped head of this mace glistens as if it were wet. A leather loop threaded through the weapon's haft makes it harder to drop.
3. Small holes are bored through the mace's spherical head. When the mace is swung vigorously, the holes create a high-pitched whistling sound.
4. This mace has a haft of iron and a small square pommel.
5. The haft of this mace is of dull iron worn smooth through countless hours of use. Similarly the head is dented and chipped suggesting it has seen much combat.
6. The head of this mace was forged to depict a snarling demon's head. Dried blood covers the demon's face and one of the demon's horns has snapped off.
7. Lurid scenes of battle and death are engraved on this mace's haft. Some of the ornate carvings have been damaged—probably in battle.
8. A grinning iron skull sits atop this mace's haft. The skull has been painted white to appear more "real" but the paint is faded and chipped. Thus, the skull has a mottled—almost diseased—look.
9. When caught in bright light this mace's circular head gleams and glimmers like the sun.
10. Mystical symbols—worn smooth by use and age—adorn the head and haft of this ornate flanged mace. The mace has four flanges—on each, the mystical symbol for one of the elements appears prominently.
11. A magically hardened demon skull serves as the head of this blasphemously-shaped mace. The weapon's haft is of the fire-hardened horn or some kind of foul denizen of the Abyss. This is the kind of weapon wielded by one of evil's great champions.
12. The name of the weapon's first wielder—Vilimzair Aralivar—is beautifully (perhaps even reverently) etched into its haft. Other names—less well engraved—also decorate the hilt.

### SPECIAL NOTE

With only minor modifications, the descriptions above can be used for warhammers and other magical bludgeoning weapons such as clubs.

## 6: 12 WONDROUS RINGS

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Famed in legend, magical rings are quintessential magical items. Imbued with a wide range of powers, magic rings are a classic adventurer's accoutrement.

Use this list, to add interesting and unique magical (or mundane) rings to your campaign:

1. This band of burnished silver has patches of obvious wear and a few nicks and scrapes mar its surface.
2. Intricate etchings of wind-blown leaves cover this golden band. Worn runes—possibly of elvish origin—decorate the ring's inner surface, but they are illegible.
3. This gold band has three small glimmering stones set within; two glow with a faint reddish light while the third gives off a pale white luminosity.
4. This golden band has been forged in the shape of a serpent eating its own tail. The serpent is so finely detailed it eyes and fangs are visible as are the tiny scales covering its body.
5. A small rent in the side of this iron ring almost split the band in twain. The repair—while not crude—is clearly visible.
6. A single setting holding an overly large crystal dominates this otherwise plain, but exquisitely forged ring. The crystal glows with faint red, blue and yellow hues.
7. This thick, smooth platinum ring would be heavy but for the score or so holes punched through its band. These holes—of varying sizes—are of common geometric shapes. There seem to be no obvious pattern to the holes' placement.
8. This ring seems to be carved from a lump of white-flecked granite. The outer edge is jagged and uneven while the inner is worn smooth through wear. The ring always feels cool to the touch.
9. This silvery ring is in perfect condition. Its highly polished band glimmers in the light and astute characters may realise it is crafted from mithral. Tiny esoteric symbols etched into the inner band speak of the union of magic and the natural world.
10. This signet ring is emblazoned with the image of a shooting star hurtling downwards. The ring itself is of beaten gold, and the shooting star etching is picked out with silver.
11. This cleverly wrought overly large golden ring has a clever secret hidden within. Seemingly randomly etched into the ring a series of lines are actually contour lines. When a light hits the ring at the right angle, the ring's shadow throws a crude map onto a nearby surface.
12. Forged for a giant, this thick golden ring or elder artifice can be worn as an armband or torc. While worn thusly, the ring still grants its powers to the wearer.

## 7: 12 WONDROUS SCROLL CASES

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A magical scroll is nothing without a scroll case to hold and protect it. It follows, then, that some spellcasters might enchant their scroll cases.

Use this list, to add interesting and unique magical (or mundane) scroll cases to your campaign:

1. Of bleached bone, this long scroll case was once the leg bone of some tall creature. Stopped at one end with a bone plug a leather cap fits over the other.
2. Of stretched and hardened leather, this scroll case is surprisingly rigid. Investigation reveals the leather is stretched over a framework of thin, but strong, copper wire.
3. Decorated with various sigils of esoteric power, this leather scroll case is soft and malleable. The sigils look freshly painted and a faint, undefinable smell hangs over the case.
4. This seemingly unremarkable leather scroll case comprises a cleverly constructed wooden framework. It conceals a hidden compartment at one end big enough for a few gems or coins (or perhaps even a potion vial).
5. Rather oddly, this wooden scroll case opens by pulling the two ends apart, rather than unscrewing one end. The wood is highly polished and stained a deep brown, but is dented at one end—as if dropped.
6. Tiny panes of multi-coloured stained glass decorate the exterior of this over-sized scroll case. Within, the case holds several distinct sections making the storage and sorting of several scrolls easy. The case's glass decorations glimmer enticingly in direct light.
7. Painted white, this scroll case bears a single sigil—a cloud from which several lightning bolts rain downwards—upon its surface. (This sigil is the device of the case's first owner).
8. This cast iron scroll tube is four times as heavy as a normal scroll case. Etched with pictures of intertwined dragons, it is an object of beauty and could be used as an improvised bludgeoning weapon in extremis.
9. Plated in silver, this ornate scroll case decorated with etchings of interwoven geometric shapes is a work of art. At first glance, it appears to be worth 5 gp, but a careful examination reveals it to actually be worth 50 gp.
10. The two ends of this scroll case are connected by a three-foot long length of rope. The two ends are pulled away from each other to reach the scroll within. One end of the case is painted blue; the other is painted red.
11. This supple scroll case comprises hundreds of highly polished tiny chain rings connected together in a similar fashion to chainmail.
12. Vilimzair Aralivar—legendary pirate captain and the world's greatest bard—once owned this ornate silver scroll case. The scene of a great sea battle during which Vilimzair heroically led his companions to victory aboard his enemy's flagship adorns the case.



## 8: 12 WONDROUS STAVES

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One of the most potent categories of magical item, staves are often imbued with immense power. They are much coveted by adventurers—particularly those such as wizards and clerics that can unlock and control their full powers.

Use this list, to add interesting and unique magical (or mundane) staves to your campaign:

1. Almost six-foot in length, this thick oak staff seems strangely twisted, as if rung out like a wet blanket. The grain of the wood twists round the staff in a spiral pattern.
2. Mystic symbols picked out in blue woad decorate the whole length of this four-foot long staff. Several of the symbols speak of home, hearth and health while others hint at the magical powers lurking within. From the staff's size it looks like it was crafted for a gnome or halfling.
3. This slender staff is of smooth, polished white wood; it shimmers in the light and the air always seems fresh and airy in its immediate vicinity.
4. Knobbly and gnarled, bark still clings to various bits of this brownish-red staff. String of various colours and a couple of white swan feathers are tied to one end.
5. Five holes pierce the last few feet of this oaken staff. Each is tightly plugged with a different opaque stone that seems to glow with a sullen, perhaps threatening, glow.
6. As straight as a mast and highly polished, this staff is otherwise featureless except for four runes—one for each of the elements—beautifully etched into the wood. Perceptive characters also notice another rune—that for magic—carved into both ends of the staff.
7. At first glance this staff appears to be wooden, but a close examination reveals it to be of dull iron painted and etched to appear like wood. The staff is three times heavier than normal.
8. This staff comprises scorched and blackened wood. A fine layer of charcoal coats the burnt wood, and covers the hands of anyone carrying or touching the staff. The wood is vaguely warm to the touch.
9. This seemingly fragile staff is comprised of different thick bands of coloured glass mimicking the colours found in the various prismatic spells: red, orange, yellow, green, blue, indigo and violet.
10. This short four-foot long staff is crafted from a long, slightly curved bone. Perhaps the rib bone of some gigantic beast, the staff has symbols relating to death, destruction and unlife carved into its length.
11. Of blindingly bright white ash this plain, unadorned staff at first glance appears to be nothing particularly special. In the dark, however, it emits a soft white glow in a ten-foot radius; undead find this light disconcerting; mindless undead will not enter the area.
12. Once the haft of a legendary warrior wizard's spear used to slay a mighty dragon, this staff now contains the heroine's spirit. She possesses immense eldritch knowledge, and can telepathically communicate with the staff's owner.

## 9: 12 WONDROUS UNHOLY SYMBOLS

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The exact appearance of an unholy symbol depends on the cleric's faith. However, some unholy symbols are more than they first appear.

Use this list, to add interesting and unique magical (or mundane) unholy symbols to your campaign:

1. This unholy symbol has a secret compartment; it contains a single platinum piece minted in an ancient now fallen city state. Wrapped in scraps of cloth the coin does not rattle.
2. This holy symbol has a secret compartment; it contains scraps of bone and hair—remnants of a great hero of the faith. The owner believed they imbued the symbol with extra power.
3. This steel unholy symbol has one particularly sharp edge; close examination reveals dried blood smeared over the sharp edge.
4. This holy symbol has several spikes. Close examination reveals a hidden compartment inside designed to hold poison which affects anyone stabbed or cut with the spikes. The compartment can hold two doses of lethal poison.
5. This unholy symbol at first appears to be made of silver; however, it is obviously too light to be solid silver; it is actually wood covered in silver paint and is essentially worthless.
6. This unholy symbol is ancient; the finer details have been worn smooth by time and the symbol is in poor repair.
7. This large, heavy symbol is made of some kind of dense, dark grey metal; it resists damage but has a long crack down one edge. The symbol was once the phylactery of a powerful lich in the service of the same dark power; if it was repaired, the lich might return to unlife.
8. This metal unholy symbol comprises the melted down remains of several holy symbols; some of their details yet remain. Observant characters can make out several different good-aligned defaced symbols in its body.
9. Large and unwieldy, this unholy symbol is sized for a giant. Clips allow the symbol to be "opened" and the whole to be worn as a necklace (or collar).
10. This unholy symbol hangs from a particularly long chain that allows it to be worn at navel height. Some of the chain's brutal links are dangerously thin.
11. This oversized symbol has a notch at its base. A weapon's haft can be inserted, which transforms the symbol into a jaggedly vicious mace or morningstar.
12. Imbued with the souls of those sacrificed to a dark power this unholy symbol is a thing of horror and blasphemy. The symbol ensnares the sacrifices' souls at the moment of their death. When used as a focus to cast a spell, the symbol lets forth a deluge of screams which sound like a veritable choir of the damned. The intensity of the screams depends on the level of the spell cast.

## 10: 12 WONDROUS WANDS

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Wielded by wizards and cleric alike magical wands can hold powerful magics their owners use to either blast their enemies or heal their allies.

Use this list, to add interesting and unique magical wands to your campaign:

1. Of plain, unadorned iron this short, but heavy, wand has a large violet crystal set at its tip. Strange shadows move sluggishly within the crystal.
2. Intricate carvings of geometric shapes and esoteric glyphs decorate this long, slender wand of willow. Picked out with pigments of many hues the glyphs and shapes stand in stark relief to the plain white wood.
3. Holes of various sizes pierce this slender oaken wand. (The wand weighs only half as much as normal). Several red strings and a single length of faded yellow twine are woven through the holes.
4. Although it appears to be rotten almost to the point of collapse this wand is as tough as iron. The faint smell of mould hangs in the surrounding air. When the wand's powers are called forth, the wand's already dark hue deepens noticeably and small pieces of wood flake away.
5. Made of black cast iron, this long wand has been polished to a high sheen. Tapered to a wicked point at one end, it could easily be used as a weapon in extremis.
6. This iron wand comprises four strands of metal braided together in a style reminiscent to rope. At one end, the four strands come together to create a basket of sorts, which contains a lump of mottled grey granite.
7. Carved from the leg bone of some undoubtedly vicious (and certainly large) beast this wand is obviously ancient artifice. Yellowed by age and use, the bone is brittle.
8. Wrapped with strips of multi-coloured silk this wand is of obvious exotic artifice. Crafted from some sort of tremendously light wood it is easy to wield.
9. Crafted from a magically preserved icicle about the length of a man's forearm, this wand does not melt no matter how hot the surroundings become. Cold radiates from the wand and it shimmers and gleams in the light.
10. This two-foot long length of scorched oak is burnt almost to charcoal at its tip. It yet feels warm to the touch.
11. A silvery skull tops this short and heavy golden bar. Black gems—onyx—fill the skull's eyes and glow evilly when the wand's powers are employed.
12. Comprising contained and shaped mist rendered substantial through powerful magics this wand is cold and clammy to the touch. When its powers are summoned, the mist writhes and twists within its magical prison.



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# GLOAMHOLD AND ITS SURROUNDINGS

