

# The Netbook of Magical Treasures

Netbook of Magical Treasures, (30 September 2001)

[Netbook of Magical Treasures Web Site](#)

Requires the use of the PHB and DMG.

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## INTRODUCTION

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Welcome to the DnD Community Council's Netbook of Magical Treasures. This Netbook has been published as a community effort to increase the pool of magic items available to dungeon masters and player characters. This Netbook was designed in support of the D20 System environment.

This work is considered an optional source of material usable only with the permission of your DM. Although the items listed strictly adhere to the rules in the core rulebooks for creation of magic items, they may not fit into all campaigns or the DM may simply want to stick to core material.

## ARMOR

-----

**Item Name:** [Armor of Defiance](#)

**Magic Item Type:** Armor

**Item Power:** Major

**Original Creator:** Axom the Plague

**Item Description:** This is a suit of +2 *studded leather* armor that makes the wearer is partially immune to all death spells and magical death effects as per the *death ward* spell, and is imbued with the special ability *invulnerability*. The armor is made from black leather and the studs are dull grey or black.

**Armor Proficiency:** *light armor proficiency*

**Armor Type:** *light*

**Armor Bonus:** +5

**Max Dex Bonus:** +5

**Armor Check Penalty:** 0

**Arcane Spell Failure:** 15%

**Speed (base 30ft.):** 30ft.

**Speed (base 20ft.):** 20ft.

**Weight:** 20lbs

**Caster Level:** 18th

**Prerequisites:** Craft Magic Arms & Armor, (*see prerequisites for invulnerability in DMG*), *death ward*

**Cost to Create:** 32,088gp, 2,567xp

**Market Value:** 64,175gp

**Submitted By:** COPYRIGHT 2001 Micah J. Higgins

**Submission Member ID Number:** 035

**Item Name:** [Austere Shield of Effigies](#)

**Magic Item Type:** Armor

**Item Power:** Medium

**Item Description:** This dreary little shield is simple in appearance, but very practical in function. The +2 small metal shield releases a powerful magic, upon command once per day; the bearer will become a crude *statue*, as per the spell except with almost no detail.

Example: Thwarken the gnomish Cleric, wearing a chain mail long-shirt will appear as 'A roughly cut marble statue, of a Gnome, wearing a long shirt, toting a small shield and a mace'

**Caster Level:** 13th

**Prerequisites:** Craft arms and armor, *Statue*

**Market Value:** 37,000gp

**Submitted By:** COPYRIGHT 2001 Stefan J. Simons

**Submission Member ID Number:** 037

**Item Name:** [Black Armor](#)

**Magic Item Type:** Armor

**Item Power:** Major

**Item Description:** This armor is the favorite of the black guard as it is made of high quality metals, formed into a black alloy, and then buffed to a high polish. These suits of *full plate* +3 are enhanced and enchanted for those of evil intentions. In addition to its obvious superior defense it is imbued with the spell *protection from good*, which functions for the wearer at will. The armor is also able to deflect 9 levels of "holy" magic per day. Deflected spells are considered useless and wasted energy.

**Item Creation method:** In addition to the normal requirements for creating magic armors, in order to create a suit of black armor or to have one commissioned, one must complete a truly evil deed for an evil deity.

**Armour Proficiency:** *heavy*

**Armour Type:** *heavy*

**Armor Bonus:** +11

**Max Dex Bonus:** +1

**Armor Check Penalty:** -5

**Arcane Spell Failure:** 35%

**Speed (base 30ft.):** 20ft.

**Speed (base 20ft.):** 15ft.

**Weight:** 50lbs

**Caster Level:** 13th



**Prerequisites:** Craft Magic Arms & Armor, *protection from good, spell turning, see above.*

**Cost to Create:** 22,705gp, 1,817xp

**Market Value:** 45,410gp

**Submitted By:** COPYRIGHT 2001 Micah J. Higgins

**Submission Member ID Number:** 035

**Item Name:** [Divine Armor of the Faithful](#)

**Magic Item Type:** Armor

**Item Power:** Medium

**Item Description:** This armor is crafted from only the finest of metals and is then polished to a high shine. These magical suits of armor are *full plate +3* and are made for only the most esteemed paladins and clerics. Most often times these suits of armor are decorated with images and symbols of the deity from which it was crafted. Once per day the wearer of this suit of armor is able to call upon their deity for aid in combat as per the spell *divine favor*, which gives them a +4 to attack and damage. Only worshippers of the deity from which the armor was made can call upon this special power. Calling upon the favor of ones deity is considered a free action. This armor is also imbued with the function of *protection from evil/good*, which the character can use at will.

**Item Creation method:** *A holy quest or special circumstance must be fulfilled for ones deity in order to be granted the power to craft such an item. This condition exists in addition to the normal rules for creating magic armor.*

**Armour Proficiency:** Heavy

**Armour Type:** Heavy

**Armor Bonus:** +11

**Max Dex Bonus:** +1

**Armor Check Penalty:** -5

**Arcane Spell Failure:** 35%

**Speed (base 30ft.):** 20ft.

**Speed (base 20ft.):** 15ft.

**Weight:** 50lbs

**Caster Level:** 12th

**Prerequisites:** Craft Magic Arms & Armor, Quicken Spell, *divine favor, protection from good or evil (depending upon the deity).*

**Cost to Create:** 17,125gp, 1,370xp

**Market Value:** 34,250gp

**Submitted By:** COPYRIGHT 2001 Micah J. Higgins

**Submission Member ID Number:** 035

**Item Name:** [Divine \(armor\)](#)

**Magic Item Type:** Armor

**Item Power:** Armor Special Ability +2 (medium)

**Item Description:** Once per day the wearer of this suit of armor is able to call upon their deity for aid in combat as per the spell *divine favor*, which gives them a +3 to attack and damage. Only worshippers of the deity from which the armor was made can call upon this special power. Calling upon the favor of ones deity is considered a free action.

**Item Creation method:** *A holy quest or special circumstance must be fulfilled for ones deity in order to be granted the power to craft such an item. This condition exists in addition to the normal rules for creating magic armor.*

**Caster Level:** 9th

**Prerequisites:** Craft Magic Arms & Armor, Quicken Spell, *divine favor*

**Submitted By:** COPYRIGHT 2001 Micah J. Higgins

**Submission Member ID Number:** 035

**Item Name:** [Life-keeper](#)

**Magic Item Type:** Armor

**Item Power:** Armor Special Ability +2 (medium)

**Item Description:** This enchantment makes the wearer of this suit of armor partially immune to all death spells and magical death effects as per the *death ward* spell.

**Caster Level:** 7th

**Prerequisites:** Craft Magic Arms & Armor, *death ward.*

**Submitted By:** COPYRIGHT 2001 Micah J. Higgins

**Submission Member ID Number:** 035

**Item Name:** [Shield of Shelter](#)

**Magic Item Type:** Armor

**Item Power:** Medium

**Item Description:** This shield appears to be a small wooden buckler set with an intricate silver border about 2 inches wide. This shield functions as a *buckler shield +2* and is considered a “wooden” shield for rule purposes, despite its silver border. Once per day the wielder is able to transform the buckler into a small wooden hut with a silver embroidered archway. The transformation is triggered when the wielder holds the shield over their head and uses the command word *shelter* in any language (magic partial action, see PHB). The hut forms around the wielder as the shield transforms. The newly formed hut has the same



properties as that of a *leomund's secure shelter*. The hut can be transformed back into a shield any time the owner wills it. This transformation takes one round. The word *shelter* is inscribed in the silver setting of the shield, usually in elven or common. A spot check with a DC of 15 is needed to spot the writings among the artwork, otherwise a 2<sup>nd</sup> casting of identify will reveal the method and the command word necessary to activate the shield.

**Armour Proficiency:** *Shield*

**Armour Type:** *Shield*

**Armor Bonus:** +3

**Max Dex Bonus:** -

**Armor Check Penalty:** -

**Arcane Spell Failure:** 5%

**Speed (base 30ft.):** -

**Speed (base 20ft.):** -

**Weight:** 5 lbs

**Caster Level:** 9th

**Prerequisites:** Craft Magic Arms and Armor, *leomund's secure shelter*.

**Cost to Create:** 5,683gp, 455xp

**Market Value:** 11,365gp

**Submitted By:** COPYRIGHT 2001 Micah J. Higgins

**Submission Member ID Number:** 035

**Item Name:** **Shifting Armor**

**Magic Item Type:** Armor

**Item Power:** Major.

**Original Creator:** Cei'Xeral

**Item Description:** This normal looking suit of full plate is much, much, more than what it appears to be. Upon command this suit of *full plate* +2 can change into a different suit of armor of the wearers choice. The transformation takes a full round at which time the character is flatfooted until the transformation is complete at the end of the round. The new suit of armor has all the statistics of the armor chosen, and is able to change color, and design, but still retains the look of armor no matter what. The armor cannot use this ability to disguise itself as something other than armor. For example if leather armor is chosen the character should be treated as wearing *leather* +2. The armor can look however the character wants, it can bear insignia, color, and design, but it is very apparent that it is leather armor. If the armor is transformed to look like another suit of armor, or to bear a design or insignia that specifically mimics an existing suit (i.e. uniform, royal guard, etc.), the wearer must make a Forgery check with a +5 circumstance bonus in order for it to pass as the real thing. Upon a successful

"forgery" of the armor, the wearer receives a +10 circumstance bonus to Disguise checks. The armor will remain in this form until it is changed again. If the armor is removed, it will revert back to a suit of "normal" looking full plate. The armor can only change three times per day, and can transform into any type of armor.

**Note:** all statistics below will vary upon the form of armor chosen.

**Armor Proficiency:** *varies*

**Armor Type:** *varies*

**Armor Bonus:** *varies*

**Max Dex Bonus:** *varies*

**Armor Check Penalty:** *varies*

**Arcane Spell Failure:** *varies*

**Speed (base 30ft.):** *varies*

**Speed (base 20ft.):** *varies*

**Weight:** *varies*

**Caster Level:** 15th level

**Prerequisites:** Craft Magic Arms & Armor, *polymorph any object*, at least 5 ranks of forgery.

**Cost to Create:** 25,325gp, 2,026xp

**Market Value:** 50,650gp

**Creation Note:** *The price determined above was using a masterwork suit of full plate. I suppose any masterwork suit of armor could also be used for creation.*

**Submitted By:** COPYRIGHT 2001 Micah J. Higgins

**Submission Member ID Number:** 035



## WEAPONS

-----

**Item Name:** Acid Bolts

**Magic Item Type:** Weapon

**Item Power:** Medium

**Original Creator:** Axom the Plague

**Item Description:** These are +2 crossbow bolts, that also inflict acid damage equal to that of *melf's acid arrow*. Upon scoring a critical hit, these bolts inflict the normal critical damage effect plus the critical effect of *melf's acid arrow*, as per the rules of the ranged touch attack, but only on the first round of acid damage, every round of acid damage there after is as normal. These bolts all have tell tale tips, where a "teardrop" has been carved into the metal.

**Weight:** 1lb per 10 bolts

**Caster Level:** 6th

**Prerequisites:** Craft Magic Arms & Armor, *melf's acid arrow*.

**Cost to Create:** 25,175gp, 2,014xp

**Market Value:** 50,350\*

*\*This price is for 50 crossbow bolts.*

**Price per ten bolts:** Market Value: 10,070gp

**Submitted By:** COPYRIGHT 2001 Micah J. Higgins

**Submission Member ID Number:** 035

**Item Name:** Crossbow of Pain

**Magic Item Type:** Weapon

**Item Power:** Medium

**Original Creator:** Axom the Plague

**Item Description:** This is a +1 *light crossbow* that can cause those it damages a great amount of pain and discomfort. Any time a critical hit is incurred with this bow, the creature is struck with a cold chill that seeps into their very bones, causing a chilling pain with every movement, this effect is the same as the spell *chill touch*. The cold chill effect is not stack able with any other special effects provided by special ammunition, but the +1 enhancement bonus does. For example if a *screaming bolt* were to be fired from the crossbow it would be given a bonus of +3, but only the ammunition effect would take place, for all purposes, special effects from ammunition override the effects of the crossbow.

**Weapon Proficiency required:** Simple Weapons

**Weapon Type:** Piercing

**Damage Amount:** -

**Critical Threat Range:** 19-20

**Critical damage Multiplier:** x2

**Range Increment:** 80ft.

**Weight:** 6lbs

**Caster Level:** 5th

**Prerequisites:** Craft Magic Arms & Armor, *chill touch*, *spectral hand*

**Cost to Create:** 4,168gp, 334xp

**Market Value:** 8,335gp

**Submitted By:** COPYRIGHT 2001 Micah J. Higgins

**Submission Member ID Number:** 035

**Item Name:** (Dagger) of the Night

**Magic Item Type:** Weapon

**Item Power:** +2 Bonus

**Item Description:** Weapons with this ability are always one handed and typically of dull metal or have mat black finish, they are never bludgeoning or missile weapons. A creature hit by a rogue's *sneak attack* from this weapon will have to make a Will Save (DC20) or fall asleep for 2 hours. This function is added to a magic weapon as a special ability (*see DMG for rules and other examples of weapon abilities*).

**Caster Level:** 13th

**Prerequisites:** Craft Magic Arms and Armor, Empower Spell, *sleep*.

**Market Value:** +2 Bonus

**Submitted By:** COPYRIGHT 2001 Stefan J Simons

**Submission Member ID Number:** 037

**Item Name:** Paralyzing Bolts

**Magic Item Type:** Weapon

**Item Power:** Medium

**Original Creator:** Axom the Plague

**Item Description:** These are +2 crossbow bolts, that also act as the spell *ghouls touch*. These bolts have tell tale tips, they have claws carved into the metal.

**Weight:** 1lb per 10 bolts

**Caster Level:** 6th

**Prerequisites:** Craft Magic Arms & Armor, *ghouls touch*, *spectral hand*.



**Cost to Create:** 16,175gp, 1,294xp  
**Market Value:** 32,350\*

\*This price is for 50 crossbow bolts.

**Price per ten bolts:** Market Value: 6,470gp.  
**Submitted By:** COPYRIGHT 2001 Micah J. Higgins  
**Submission Member ID Number:** 035

**Item Name:** [Pick of the Halfling](#)

**Magic Item Type:** Weapon

**Item Power:** Major

**Original Creator:** Grunthar Goblinslayer

**Original Purpose:** The first set of picks were originally made as a gift for Wanderlust Gemseeker, a halfling who had a strange internal drive to mine for gems. The halfling loved mining so much that she left here small community of halflings and traveled to the land of dwarves to learn the art of mining gems and ore. After much begging and pleading the dwarves allowed her into the mountain and taught her the art of mining and cutting gems. As many know digging deep into the earth can often be dangerous, so the dwarves crafted the halfling weapons that could be used for both mining and battle. Eventually the halfling became a renowned gemcutter, and many came from miles away just to get one of her perfectly faceted gems.

**Item Description:** This pick has a handle made of adamantine and a head of mithril. They are often crafted by gnomes, halflings & dwarves and usually bear markings of dwarven or gnomish writings on the heads, often tales of mining adventures, or heritage. The pick is treated as a +1 *light pick* to all those who wield it, however if used in the hands of any dwarf or small creature, and only for dwarves and small creatures, the weapon functions as a +3 weapon with the special abilities of *returning* and *throwing*, and it does not suffer the normal penalties for an improvised throwing weapon.

**Weapon Proficiency required:** Martial Weapon

**Weapon Type:** Piercing

**Damage Category:** Small

**Damage Amount:** 1d4+1 (1d4+3)

**Critical Threat Range:** 20

**Critical damage Multiplier:** x4

**Range Increment:** 20ft. (*throwing ability*)

**Weight:** 3lbs (*partially mithril*)

**Caster Level:** 10th

**Prerequisites:** Craft Magic Arms and Armor, creator must

be a gnome, halfling, or dwarf of at least 10th level.

**Cost to Create:** 36,152gp, 2,893xp

**Market Value:** 72,304gp

**Submitted By:** COPYRIGHT 2001 Micah J. Higgins  
**Submission Member ID Number:** 035

**Item Name:** [Plague Blades](#)

**Magic Item Type:** Weapon

**Item Power:** Medium

**Original Creator:** Axom the Plague

**Item Description:** Plague blades can be any kind of bladed weapon, usually black or dull grey, and bear markings of necromantic runes. All plague blades are +2 weapons, and allow the wielder to make a touch attack with the weapon three times per day that inflict the disease *red ache* (*see DMG*) as if through the function of the spell *contagion*. The touch attack must be made as if making a touch attack with a readied spell (*see PHB*).

**Caster Level:** 7th

**Prerequisites:** Craft Magic Arms & Armor, *Contagion*, creator must be of evil alignment.

**Cost to Create:** 16,000gp + 1/2 masterwork cost, 1,280xp + 1/25 of masterwork cost.

**Market Value:** 32,000gp + masterwork cost

**Submitted By:** COPYRIGHT 2001 Micah J. Higgins  
**Submission Member ID Number:** 035

**Item Name:** [Sword of Fiery Thirst](#)

**Magic Item Type:** Weapon

**Item Power:** Medium.

**Item Description:** This simple long sword has an Ignan rune upon the hilt; the rune is the symbol for the creature whose blood quenched the weapons construction. The sword has a +3 bonus, and does an additional +3d6 (quenching) damage to fire-type creatures only. Once per round the sword may either; put out all non-magical fires out in a 20foot radius of the wielder; it can quench a single magical fire in effect; or as a free action it can quench a single fire based attack, whose target area includes the wielder. Non-magical fires and attacks are automatically quenched, however to quench a Magic fire or Attack you must roll 1d20 (+11) against a DC of Creature or Item Castor Level (+11).





**Item Creation method:** This weapon must have its forging heat quenched in the blood of a fire sub-type creature. (Requires blood from 1 medium or larger size fire type corpse)

**Damage Category:** Slashing (Slashing + Quenching against fire creatures)

**Damage Amount:** 1d8 +3 (1d8+3 +3d6 against Fire creatures)

**Weight:** 4 lbs

**Caster Level:** 11<sup>th</sup>

**Prerequisites:** Craft magic Arms & Armor, *quench*.

**Market Value:** 98,315gp (+7 long sword)

**Submitted By:** COPYRIGHT 2001 Stefan J Simons

**Submission Member ID Number:** 037

**Item Name:** [Sword of Rage](#)

**Magic Item Type:** Weapon

**Item Power:** Major

**Item Description:** These weapons are usually created by barbarian tribal shamans as gifts for only the greatest of the barbarian warriors. These *greatswords* +1 are specially enchanted to harness the power of the barbarians rage, and direct that power against the wielders foes. During the full rage of a barbarian the sword becomes a *greatsword* +3, and glows with a fiery brilliance. The glow from the blade has the equivalent light source as that of a torch, but is not able to set fire to any combustible materials. Once per rage the sword can transfer the temporary hit points gained by the rage into a deadly and lethal blow to an enemy, granting the barbarian bonus damage for every temporary hit point he can muster. The barbarian must declare at the beginning of the round that they are using this ability for their attack, hit or miss, the temporary hit points are lost, and the extra damage spent. This ability can be used three times per day, and can transfer as many points of temporary hit points the barbarian has to bonus damage, but the barbarian does not have to transfer all of them in a single blow.

**Weapon Proficiency required:** *Martial*

**Weapon Type:** *slashing, melee*

**Damage Category:** *slashing*

**Damage Amount:** 2d6 +1 (+3)

**Critical Threat Range:** 19-20

**Critical damage Multiplier:** x2

**Range Increment:** -

**Weight:** 15lbs

**Caster Level:** 3rd

**Prerequisites:** Craft Magic Arms & Armor, creator must be able to enter a natural state of Rage as described in the PHB.

**Cost to Create:** 16,125gp, 1,290xp

**Market Value:** 32,350gp

**Submitted By:** COPYRIGHT 2001 Micah J. Higgins

**Submission Member ID Number:** 035



## POTIONS

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**Item Name:** Nectar of the Gods

**Magic Item Type:** Potion

**Item Power:** Medium

**Item Description:** This dark ale is of the highest quality. When a full pint is consumed it stops the effects of further ageing for the next (1d4+1) X 10 years. This is an enchantment bonus, with an instant duration. Only the effects of the most recent pint are effective, even if the previous beverage's remaining duration were to be more favorable.

**Weight:** 0 lbs

**Caster Level:** 15<sup>th</sup>

**Prerequisites:** *regenerate*, Brew to minimum 10 ranks.

**Market Value:** 5,000gp

**Submitted By:** COPYRIGHT 2001 Stefan J. Simons

**Submission Member ID Number:** 037

## RINGS

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**Item Name:** Ring of Divine Fate

**Magic Item Type:** Ring

**Item Power:** Minor

**Item Description:** This ring of white gold has a black and white laughing mask repeatedly embossed into its circumference. The ring grants, to any non-Lawful aligned wearer, the power of good fortune, which is useable once per day. This extraordinary ability allows one re-roll per day. You must take the result of the re-roll, even if it is worse than the original roll (this may not be stacked with any other form of re-roll).

**Weight:** 0 lbs

**Caster Level:** 12<sup>th</sup>

**Prerequisites:** Forge Ring, Creator must be a Cleric with the *Luck* domain;

**Market Value:** 7,000gp

**Submitted By:** COPYRIGHT 2001 Stefan J. Simons

**Submission Member ID Number:** 037

**Item Name:** Ring of Wilting

**Magic Item Type:** Ring

**Item Power:** Medium

**Original Creator:** Axom the Plague

**Item Description:** This ring is a simple silver ring that widens out to a flat surface on one side, in which necromantic runes have been scribed in very small detail. If *read magic* is cast upon the runes they read "to wither". Three times a week, no more than one time per day, this ring grants its wearer the ability to cast *horrid wilting* as per the spell.

**Weight:** -

**Caster Level:** 15<sup>th</sup>

**Prerequisites:** Forge Ring, *horrid wilting*.

**Cost to Create:** 20,000gp, 1,600xp

**Market Value:** 40,000gp

**Submitted By:** COPYRIGHT 2001 Micah J. Higgins

**Submission Member ID Number:** 035

## RODS

---

**Item Name:** Dragon Scepter (Copper & Blue)

**Magic Item Type:** Rod

**Item Power:** Major

**Item Description:** This heavy copper scepter has a dragon head at each end, one of which has been enameled in blue. The rod has several functions inspired by Copper and Blue dragons useable once per day each:

*chain lightning*

*move earth*

*cloud kill*

*stone skin*

In addition the owner item can *fly* at will (as per the spell), and the heavy scepter can be wielded as a light mace +1

**Weight:** 6lbs

**Caster Level:** 12<sup>th</sup>

**Prerequisites:** Create Rod, *chain lightning*, *move earth*, *cloud kill* & *stone skin*, *fly*.

**Market Value:** 101,200gp

**Submitted By:** COPYRIGHT 2001 Stefan J. Simons

**Submission Member ID Number:** 037



**Item Name:** Dragon Scepter (Silver & Red)

**Magic Item Type:** Rod

**Item Power:** Major

**Item Description:** This long silver scepter has a dragon head at each end, one of which has been enameled red. The rod has several functions inspired by red and Silver dragons useable once per day each:

*flame strike*

*suggestion*

*fire shield* (hot or cold)

*cone of cold*

*control weather*

In addition the owner item can *fly* at will (as per the spell), and the scepter can be wielded as a quarterstaff +1.

**Weight:** 6lbs

**Caster Level:** 12th

**Prerequisites:** Create Rod, *flame strike*, *suggestion*, *fire shield*, *cone of cold*, *control weather*, *fly*.

**Market Value:** 97,600gp

**Submitted By:** COPYRIGHT 2001 Stefan J. Simons

**Submission Member ID Number:** 037

**Item Name:** Rod of Punishment

**Magic Item Type:** Rod

**Item Power:** Major.

**Original Creator:** Cei'Xeral

**Item Description:** This rod is fashioned so that appears to be a smooth bright silver bar that is 2 ft. long and 1 inch in diameter, the handle is shaped so that it is made for a hand hold, and there are 4 runes that are inscribed along the length of the rod. These runes are actually symbols of goodly magic that, that symbolize command words to activate each power of the rod, the symbols can be read using a *read magic* spell. These rods are created by goodly clerics in search of justice or a righteous cause. Once per day the wielder is able to use the following spells from the rod by speaking the proper command word for each.

Spell	DC Save
<i>holy smite</i>	DC 21
<i>mark of justice</i>	none
<i>banishment</i>	DC 23

The rod can also be used as a +2 *light mace* and it can assume the form of a +3 *holy warhammer*, using the proper command

word, an unlimited amount of times per day. When the rod is in this form, its other powers are unable to be used. The transformation takes one round.

**Weight:** 4lbs

**Caster Level:** 11th level

**Prerequisites:** Craft Rod, Craft Magic Arms and Armor, *holy smite*, *mark of justice*, *banishment*.

**Cost to Create:** 44,500gp, 3,560xp.

**Market Value:** 89,000gp

**Submitted By:** COPYRIGHT 2001 Micah J. Higgins

**Submission Member ID Number:** 035

**Item Name:** Rod of the Hand

**Magic Item Type:** Rod

**Item Power:** Medium

**Item Description:** This magical rod is a 2ft. long mithril shaft with what appears to be a small hand outstretched on the end. The functions of the rod are triggered by touching the appropriate finger on the hand attached to the end of the mithril shaft. The rod contains the following power that is usable twice per day.

bigby's interposing hand (at 9<sup>th</sup> level)

When the thumb is pressed, the outstretched hand at the end of the rod makes a rock hard fist, making the rod a usable *light mace* +2. This ability is usable anytime.

**Weight:** 2 lbs

**Caster Level:** 15th

**Prerequisites:** Craft Rod, *bigby's interposing hand*

**Cost to Create:** 20,200gp, 1,616xp

**Market Value:** 40,400gp

**Submitted By:** COPYRIGHT 2001 Micah J. Higgins

**Submission Member ID Number:** 035

## SCROLLS

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None as of yet.



## STAFFS

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**Item Name:** [Dark Staff](#)

**Magic Item Type:** Staff

**Item Power:** Major.

**Original Creator:** Zarin the Black

**Item Description:** This is a +2 *quarter staff* that is constructed of darkwood and a large onyx stone attached to the top. Many runes run over the length of the staff. These staffs are often carried by evil wizards who created them with the purpose to reek havoc and destruction. The staff has the following powers for evil beings only, it will not function otherwise. Each power takes one charge.

*Darkness* (5th level power)

*Melf's Acid Arrow* (5th level power)

*Animate Dead* (5th level power)

*Contagion*

**Weight:** 2lbs

**Caster Level:** 9th

**Prerequisites:** Craft Staff, *darkness*, *melf's acid arrow*, *animate dead*, *contagion*, must be of evil alignment.

**Cost to Create:** 33,750gp, 2,700xp

**Market Value:** 67,500gp

**Submitted By:** COPYRIGHT 2001 Micah J. Higgins

**Submission Member ID Number:** 035

**Item Name:** [Staff of the Road](#)

**Magic Item Type:** Staff

**Item Power:** Medium

**Item Description:** This is an intricately designed *quarter staff* +3, that was made for the ever wary traveler, who may not always be prepared for every situation. The staff is enchanted with spells that protect and aid the wearer, so that the wearer can use as desired. The staff contains the following powers.

**1 charge**

*detect poison*

*daylight*

*alarm*

**2 charges**

*endure elements*

*leomund's tiny hut*

*minor creation*

**Weight:** 4lbs

**Caster Level:** 9th level

**Prerequisites:** Craft Staff, *detect poison*, *daylight*, *alarm*, *endure elements*, *leomund's tiny hut*, *minor creation*.

**Cost to Create:** 33,000gp, 2,640xp

**Market Value:** 66,000gp

**Submitted By:** COPYRIGHT 2001 Micah J. Higgins

**Submission Member ID Number:** 035



## WANDS

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**Item Name:** [Wand of Recall](#)

**Magic Item Type:** Wand

**Item Power:** Major

**Item Description:** This hollow ivory tube has no decoration of any type. This powerful wand can recast the last 3<sup>rd</sup> level or lower Wizard spell cast directly into it. Each recasting of that spell uses a number of charges equal to the spell level. Casting another Wizard spell into the wand will switch the effect to that of the new spell. The wand follows standard rules for recharging wands, and uses *rary's mnemonic enhancer*.

**Weight:** 1 lb

**Caster Level:** 7th

**Prerequisites:** Craft Wand, *rary's mnemonic enhancer*.

**Cost to Create:** 840xp, 13,000gp (has 50gp spell component)

**Market Value:** 23,500gp

**Submitted By:** COPYRIGHT 2001 Stefan J. Simons

**Submission Member ID Number:** 037



## WONDROUS ITEMS

-----

**Magic Item Type:** Wondrous Item

**Item Power:** Minor to Major

**Item Name:** Amulet of Healing

**Original Purpose:** To provide healing to faithful (and wealth) lay members of the faith.

**Item Description:** These amulets generally resemble holy symbols of various faiths. To activate one requires a standard action, which generally requires a brief call or prayer to the deity. Some bardic colleges have been known to create similar items, however they often take different forms and activation methods. When activated the wearer receives the benefit of a healing spell as determined by the type of amulet worn. The different types of amulets are as follows:

Amulet of Cure Light, Moderate, Serious, & Critical Wounds; Amulet of Healing Circle; Amulet of Heal. Most of these amulets have anywhere from 1 to 5 uses per day, however more is possible.

**Item Location Restrictions:** Worn on the neck. Bardic versions may include Belts, Headbands, or even rarely Gloves. On rare occasions, clerical versions for different locations on the body are known to have been created.

**Item Creation method:** Most of these items are created by priests of the various faiths. If being created by a cleric they must include an activation method that in some way acknowledges their deity. In addition the item should be a symbol of the deity or have the symbol engraved upon it in some way. Clerics who do not follow these rules usually find that the creation process failed. Only under the most extenuating circumstances would a deity allow otherwise. Being created for a strike team infiltrating an enemy deities church for example. Even so this "disguised" item is quite likely to cease functioning once its original purpose has been fulfilled. There are of course exceptions to this. Bardic versions have no such restrictions and follow all the normal rules for creation as per the DMG.

**Weight:** 0 lbs. (as per standard amulet)

**Caster Level:** As necessary to cast the appropriate spell, usually the minimum required.

**Prerequisites:** Craft Wondrous Item, minimum caster level to cast the spell, ability to cast the spell

**Cost to Create:** Varies as per version. As per DMG ((Spells

level x Caster level x 1800 gp) divided by (5 divided by charges per day))

**Market Value:** Varies as per version.

**Examples:**

Amulet of Cure Light Wounds 1/day; *Market Value:* 360gp; *Cost to Create:* 180gp, 15XP

Amulet of Cure Serious Wounds 3/day; *Market Value:* 16,200gp; *Cost to Create:* 8,100gp, 648XP

**NOTE:** Bardic versions are likely to cost different for Market Value and Cost to Create due to different minimum caster levels.

**Submitted By:** COPYRIGHT 2001Foxman

**Submission Member ID Number:** 060

**Item Name:** [Arcane Battle Robes](#)

**Magic Item Type:** Wondrous Item

**Item Power:** Major

**Item Description:** These enchanted robes are specifically designed to protect battling spellcasters. These robes are of similar design to any other type of robe that spellcasters would wear, embroidered with cryptic runes and intricate design, they look nothing more than ordinary robes. This is not true however, as the robes have been padded in strategic areas to protect the wearer while still allowing movement. The robes themselves are made out of a high knit content material and are actually made of very stiff material. These battle robes offer the wearer the protection of *bracers or armor* +6, but this function will not work if *bracers of armor* are used at the same time. In addition to providing protection for armor purposes, the robes have embroidered symbols sewn into them that can be used as spell triggers to release spells. These robes have three large eldritch runes usually one sewn to the hem of each sleeve and the third on the right chest. The runes on the sleeves will hold attack spells of up to 3<sup>rd</sup> level. The rune on the right chest will hold a single defensive spell of up to 3<sup>rd</sup> level. These spells must be cast into the robes by the wearer and the robes will retain them for up to 72 hours. Only the original wearer can cast any spells that they cast into the robe, but once these expire, or if the spells have been spent, new spells from either the old or new owner can be placed in them. The robes can only have spells cast into them once per day. Standard rules for activating magic items apply when using one of the runes.

**Item Creation Method:** The robes must be constructed by someone with 10 ranks of craft(tailoring), in addition to normal requirements. The robes materials must cost no less than 500gp, although they could cost more depending upon decoration. Three casting of *rary's mnemonic enhancer* must be cast in order to enchant the robes with properly.



**Weight:** 5lbs  
**Caster Level:** 12<sup>th</sup>

**Prerequisites:** Craft Magic Arms & Armor, *rary's mnemonic enhancer* × 3

**Cost to Create:** 54,250gp, 4,340xp  
**Market Value:** 108,500gp

**Note:** Use cost rules in DMG for further enhancement bonuses.

**Submitted By:** COPYRIGHT 2001 Micah J. Higgins

**Submission Member ID Number:** 035

**Item Name:** [Bracer of Shuriken Launching](#)

**Magic Item Type:** Weapon

**Item Power:** Minor

**Item Description:** This leather forearm sheath is made of hard leather, it has a opening toward the inner elbow where shrunken may be loaded into a pouch. The bracer will telekinetically shoot up to 3 shuriken per attack out of an opening at the inner wrist when the palm is held open, the arm extended and hand tilted back. The bracer can hold 12 shuriken when fully loaded. The device grants the wearer the *shuriken exotic weapon* feat with regards to bracer launched shuriken only. The bracer allows the wearer to use their ranged attack bonus but no strength bonus is applied to damage, as normal for a shuriken. The item is always at least +1 but often has additional bonus enchantments placed upon it as a missile weapon. The bracer will not stack bonuses with any magical shuriken loaded into it, the wearer must chose which effect to use when before rolling to hit, else the default is for the bracers magical bonus to be used.

**Weapon Proficiency required:** None

**Weapon Type:** Shuriken

**Damage Category:** Slashing

**Damage Amount:** 1 (+1\*)

**Critical Threat Range:** 20

**Critical damage Multiplier:** X2

**Range Increment:** 10

**Weight:** 3 lbs (plus shuriken)

**Caster Level:** 9<sup>th</sup>

**Prerequisites:** Exotic Weapon Proficiency (shuriken), *telekinesis*.

**Market Value:** 5,000gp (+1), 12,000gp (+2), 22,000gp (+3)

*For further enchantments see rules in DMG.*

**Submitted By:** COPYRIGHT 2001 Stefan J. Simons

**Submission Member ID Number:** 037

**Item Name:** [Buskins of Brute Force](#)

**Magic Item Type:** Wondrous Item

**Item Power:** Medium

**Item Description:** These leather sandals will enable the wearer to perform great feats of stubborn endurance. Once per day the wearer may use their Will save bonus in place of any existing bonus, for a single strength related dice roll.

**Weight:** 2 lbs

**Caster Level:** 11<sup>th</sup>

**Prerequisites:** Craft Wondrous Items, Iron Will, *tensors transformation*

**Market Value:** 14,000 gp

**Submitted By:** COPYRIGHT 2001 Stefan J Simons

**Submission Member ID Number:** 037

**Item Name:** [Cloak of Feathers](#)

**Magic Item Type:** Wondrous Item

**Item Power:** Medium

**Original Creator:** Silas "The Sparrow" Silas

**Original Purpose:** Silas was a wizard of many talents who served the mighty king Brutis Irlingstone, lord of a great city. He was sent on many spying assignments that required him to have a disguise and a quick mode of escape, this took up much of his memory for spells that he better use to spy with, so the ever crafty wizard made himself a cloak that would allow him to be disguised and have a mode of escape. The cloak would allow him to polymorph into a sparrow for disguise and it would also allow him to fly so he could quickly escape, but for tricky situations where flaming chimneys might be an avenue of escape, he imbued it with fire resistance. The design became popular to with some of his fellow wizards who quickly made many of their own, usually with different types of birds in mind falcons, owls, hawks, etc.

**Item Description:** These cloaks are made of fine cloth with many bird feathers attached to it (the feathers are from the same type of bird). These cloaks allow the user to polymorph into the bird that the feathers of the cloak represent twice per day up to 7 hours each time. The transformation and effects of this spell are the same as the spell *polymorph self* except that the user is limited to the single form of the bird in which his/her cloak represents. The cloak also provides resistance to fire as per the spell *resist elements*, absorbing 12 points of fire damage every round.

**Weight:** 1lb



**Caster Level:** 7th

**Prerequisites:** Craft Wondrous Item, *polymorph self, resist elements*.

**Cost to Create:**

**Market Value:** 25,000gp

**Submitted By:** COPYRIGHT 2001 Micah J. Higgins

**Submission Member ID Number:** 035

**Item Name:** Cloak of Hastur

**Magic Item Type:** Wondrous Item (Cursed?)

**Item Power:** Medium

**Original Creator:** Hastur

**Original Purpose:** Because Hastur is Crazy and so are his priests

**Item Description:** Hastur was a mad elder god, banished to the stars for his evil ways, and then forgotten, his domains were Trickery, Magic & Luck. The cloaks are black with small 'black holes' magically embroidered upon the entire surface. The effect of this is absolute darkness with range being a mere 1/4 inch from the cloaks surface.

The cloaks most obvious power is that it will confer a +15 circumstance bonus to the Hide skill, however that is not it's only function. The first time, in each combat sequence, that the wearer is attacked the cloak will draw upon Hastur's maddened power. The immediate effect is the wearer being touched by *random action* (DC16) and attacker being subject to *cause fear*. (DC16) Any reference to *self* in the *random action* spell should be exchanged for the subject of the *cause fear* spell. The results of both spells are calculated before the attack roll is made, and resolved in their appropriate initiative order. Once the cloak has called upon Hastur it becomes impossible for the wearer to remove the cloak without casting *remove curse*. In addition to the above, once a link has been made between the cloak and Hastur they may not cast any divine spells, until the cloak is removed and destroyed by *magical* fire.

**Weight:** 2lbs.

**Caster Level:** 10<sup>th</sup>

**Prerequisites:** Create Wondrous Items, *cause fear, random action, bestow curse* Caster Must worship Hastur.

**Market Value:** 9,000

**Submitted By:** COPYRIGHT 2001 Stefan J. Simons

**Submission Member ID Number:** 037

**Item Name:** Cloak of the Woodlands

**Magic Item Type:** Wondrous Item

**Item Power:** Minor

**Item Description:** This lightweight cloak has a simple foliage print, which is uncannily realistic. The cloak offers a +2 circumstance bonus to hide (*as a master worked tool*) but only with regards checks made within 10ft of a living tree. The cloak also grants the wearer the ability to cast *tree shape* twice per day. A newly created cloak has 50 charges; once all the charges are used the cloak has no magical powers but the hide bonus is retained.

Note: A player could transform others to tree form and hide beside them to gain the cloaks +2 bonus.

**Weight:** 2 lbs

**Caster Level:** 3rd

**Prerequisites:** Create Wondrous Items, *tree shape*.

**Cost to Create:** XP, gp

**Market Value:** 2,160p

**Submitted By:** COPYRIGHT 2001 Stefan J. Simons

**Submission Member ID Number:** 037

**Item Name:** Coffe of Mending

**Magic Item Type:** Wondrous Item

**Item Power:** Minor

**Original Creator:** A Mage Guardian.

**Original Purpose:** To stop the kids from wining about broken toys and the like.

**Item Description:** This 6 inch X 6 inch X 12 inch plain wooden coffer has simple copper hinges and lock. Any item that can be placed inside the coffer (of up to 5 lbs) will have any minor damage repaired when its key is turned. It cannot mend elemental damage (sun, fire or water damage) or restore magical properties.

**Weight:** 6 lbs.

**Caster Level:** 3rd

**Prerequisites:** Create Wondrous Item, *mending*

**Market Value:** 1,000gp

**Submitted By:** COPYRIGHT 2001 Stefan J. Simons

**Submission Member ID Number:** 37

**Item Name:** Cube of Ice

**Magic Item Type:** Wondrous Item

**Item Power:** Minor

**Original Creator:** Viveka Willowsmane, a half-elven sorcerer acquired a taste for cold and frozen drinks while journeying in the far north. When she made her home in a more temperate climate, on hot days she found herself





craving cold drinks.

**Original Purpose:** Make cold drinks.

**Item Description:** This item appears to be a chunk of clear crystal carved to appear like a small (1"x1"x1") rough cube of ice. Once per day this item can cool/freeze up to 1 gallon of liquid. It has no effect on larger volumes or on non-liquids. It has 3 command words, "cool", "chill" and "freeze", the original required that these words be spoken in Draconic, however imitators have created similar items with the command words in different languages. The command "cool" will chill liquid to below room temperature, "chill" will bring liquid to a little above freezing, and "freeze" will chill a liquid to just below freezing. However, "freeze" will not cause the liquid to go solid, but form a cold type of slush. When found randomly there is a 25% chance that more than one cube is found, if so roll 1d3 for additional cubes. Note that using additional cubes do not have cumulative effects on the same gallon of liquid. Many users of alchemical labs find this a useful item. If used in such a way that in theory it would damage a creature (thrown at a water elemental for instance), treat as per *ray of frost*.

**Prerequisites:** Craft Wondrous Item, *ray of frost*

**Cost to Create:** 180gp, 15XP

**Market Value:** 360gp

**Submitted By:** COPYRIGHT 2001 Foxman

**Submission Member ID Number:** 060

**Item Name:** [Egg Shell of Petrification](#)

**Magic Item Type:** Wondrous Item

**Item Power:** Minor

**Item Description:** This decorative egg shell depicts a cockatrice mating battle upon its surface. The shell may be thrown 10' by hand for a ranged attack unless the target passes a Fort save (DC 16) they and all their gear will be turned to stone, instantly and permanently.

**Weight:** 0 lbs

**Caster Level:** 11th

**Prerequisites:** Create Wondrous Item, *transmute flesh to stone*.

**Market Value:** 3,300gp each

**Submitted By:** COPYRIGHT 2001 Stefan J. Simons

**Submission Member ID Number:** 037

**Item Name:** [Eyes of Terror](#)

**Magic Item Type:** Wondrous Item

**Item Power:** Medium

**Original Creator:** Zarin the Black

**Item Description:** These lenses are placed over the eyes and then absorb themselves as part of the wearers natural eyes. These lenses give the wearer the ability to create an illusionary effect on their eyes so that they can appear in a terrifying visage (small skulls, flaming, hollow, etc.). The visage is so terrifying that many beings will see the wearer as a being to be feared. This effect can be used as a free action and gives the wearer a +5 bonus to Intimidation checks and adds a +2 bonus to the save DC for all fear based spells that the wearer casts.

**Weight:** -

**Caster Level:** 7th level

**Prerequisites:** Craft Wondrous Item, *silent image*, *fear*

**Cost to Create:** 14,000gp, 1,120xp

**Market Value:** 28,000gp

**Submitted By:** COPYRIGHT 2001 Micah J. Higgins

**Submission Member ID Number:** 035

**Item Name:** [Gloves of Wound Transfer](#)

**Magic Item Type:** Wondrous Item

**Item Power:** Medium

**Item Description:** These gloves appear as elbow length formal style gloves. The gloves grant the extraordinary power to transfer wounds to the wearer. The wearer must pass a Healing skill check (base DC15) in order to activate the magic of the gloves. For the magic to take effect the wearer must have less damage than the target, if this condition is met the wearer is struck by a *harm* spell (no save or SR applies) and the target is *healed*. The gloves require 24hours to recharge after each use.

**Weight:** 0 lbs

**Caster Level:** 11<sup>TH</sup>

**Prerequisites:** Create Wondrous Item, *vampiric touch*, and the Heal skill to a minimum of 5 Ranks.

**Market Value:** 10,700gp

**Submitted By:** COPYRIGHT 2001 Stefan J. Simons

**Submission Member ID Number:** 037



**Item Name:** [Helm of The Night](#)

**Magic Item Type:** Wondrous Item

**Item Power:** Minor

**Item Description:** This full helm is of the darkest metal and of the finest craftsmanship. The helm grants the wearer the spell like ability of *darkvision* at 60ft for 4 hours, twice per day upon command.

**Weight:** 2 lbs

**Caster Level:** 4th

**Prerequisites:** Create Wondrous Item, *darkvision*

**Market Value:** 6,400gp

**Submitted By:** COPYRIGHT 2001 Stefan J. Simons

**Submission Member ID Number:** 037

**Item Name:** [Helm of Trap Searching](#)

**Magic Item Type:** Wondrous Item

**Item Power:** Minor to Medium

**Original Creator:** Jeggred the Bold, a half-elf rogue/cleric of Pelor was involved in the exploration of an ancient underground city. After losing two of his companions to traps, he created the first of these items to allow others to find traps for those skilled in their disarmament.

**Item Description:** Usually a plain but well made helm, normally of a type found with medium armors. The wearer can use their search skill to detect traps just as a rogue can. In addition, some versions of this helm give +5, +10, +15 or even +20 to all search checks. The most common version is the +5 search version.

**Weight:** 3 lbs

**Caster Level:** 3rd

**Prerequisites:** Craft Wondrous Item, *find traps*, Creator must have at least 1 level in rogue or bard.

**Market Value:** 6,000gp (+0), 7,000gp (+5), 10,000gp (+10), 15,000gp (+15), 22,000gp (+20)

**Submitted By:** COPYRIGHT 2001 Foxman

**Submission Member ID Number:** 060

**Item Name:** [Lucky Underwear](#)

**Magic Item Type:** Wondrous Item

**Item Power:** Minor

**Item Description:** These under garments, consist of a shirt

and whatever passes as undergarments for the wearer. The clothing allows the wearer to, once per day, declare a lucky break. This supernatural power grants the wearer a +1 luck bonus to the next dice roll they have to make. The under garments must be made to order; using at least one existing piece of lucky (non-magical) clothing in addition the lucky break is non-transferable.

**Item Location Restrictions:** It cannot be found it must be created.

**Weight:** 1 lb

**Caster Level:** 3

**Prerequisites:** Create Wondrous Items, *divine grace*;

**Market Value:** 600gp

**Submitted By:** COPYRIGHT 2001 Stefan J. Simons

**Submission Member ID Number:** 037

**Item Name:** [Medallion of Soul Containment](#)

**Magic Item Type:** Wondrous Item

**Item Power:** Medium

**Item Description:** This amulet is heavily inscribed with symbols of protection and capture, its setting is an emerald of unsurpassed quality. The gem captures your soul if you die. If the gem containing the soul is used as a focus in any *raise dead* spell, it may be treated as a *true resurrect* spell, on the original wearer of the amulet. The amulet is destroyed when the wearer is brought back to life. The gem has 40 hit points, and a hardness of 20 and a break DC of 48. If the gem is destroyed while it contains a soul then the life force is released and treated as if slain by death magic regardless of the original cause of death.

**Weight:** 0 lbs

**Caster Level:** 17th

**Prerequisites:** Craft Wondrous Item, *refuge*, *true resurrection*

**Cost to Create:** 16,000 gp, 760xp;

**Market Value:** 25,000gp

**Submitted By:** COPYRIGHT 2001 Stefan J. Simons

**Submission Member ID Number:** 037

**Item Name:** [Moving Pictures](#)

**Magic Item Type:** Wondrous Item

**Item Power:** See Text.

**Item Description:** These extraordinary paintings are



pictures of fantastic creatures. Usually these paintings are 24"x12", framed pieces of art that depict scenes of a creature or creatures in their natural habitat. Should anyone approach within 20ft. of these pictures (sound will not activate it), a *magic mouth* will appear on the paintings surface, and will ask a riddle or a simple question, followed with the words, "Those who answer falsely will meet a terrible end". Riddle's or questions are limited to the effects and designs of a *magic mouth* spell.

Possible Answers.

1. If anyone answers the riddle or question correctly the mouth simply smiles and then vanishes.
2. Should a false answer be given, the picture seems to come to life, as the creatures portrayed there appear from thin air and begin attacking the nearest visual living organism, excluding the creator.
3. Should no answer be given, (ie. the riddle was never heard, or the characters simply leave the area of the painting) the painting will "come to life" in 5 minutes (50 rounds), and attack as described above.

The "answer" is considered to be the next word or words, in any language, spoken within 20ft. of the painting. The answer and actions are predetermined by a *contingency* spell placed by the creator. Once a moving picture has been activated it cannot be activated again unless enchanted once again, the painting however is still in perfect condition.

**Item Creation method:** The power rating is determined by which power of the moving picture is created, either lesser or greater. The cost is 1500gp for a lesser (medium), and 3000gp for a greater (major). Should the creator paint their own painting they should have at least 10 ranks of craft (painting) for lesser, 15 for greater.

**Weight:** 2lbs

**Caster Level:** 11th level for lesser, 17th level for greater.

**Prerequisites:** Craft Wondrous Item, *summon monster VI (lesser)*, *summon monster IX (greater)*, *magic mouth*, *contingency*.

**Cost to Create:** 2,400gp, 192xp lesser; 5,325gp, 426xp greater

**Market Value:** 4,800gp lesser, 10,650gp greater

**Submitted By:** COPYRIGHT 2001 Micah J. Higgins

**Submission Member ID Number:** 035

**Item Name:** Nalee's Magic Cover of Replication.

**Magic Item Type:** Wondrous Item

**Item Power:** Major

**Original Creator:** Naleeteve or Nalee the demanding.

Nalee's origin is clouded in mystery all that is now known is that she was a powerful wizard who's most hated enemy was the passing of time.

**Original Purpose:** The cover was designed to transfer magical writings into the spell book, without requiring Nalee to spend long periods in study.

**Item Description:** This elaborate mithril cover is one inch thick, 10 inch's in height and width. The engravings on this cover depict a legendary war waged when man and beast fought over the Sun and Sky.

When this cover is placed between a spell book and an arcane scroll, which is then read aloud, the cover will absorb the spell. Once the cover has the spell inside you must pour 200gp worth of ink, into the engravings on the cover for the spell to be written into the spell book. The scribing of the spell takes 1 day per spell level, during which the reader is not required to be present.

Any non-arcane scrolls will be absorbed, but will not be scribed. The cover does not check for duplicates within the spell book, they will be scribed. Should the cover be disturbed during the writing stage the cover will write the remainder of the spell as garbage.

**Special Conditions:**

The book may be opened or closed.

The scroll must be laid out so it can be read.

The cover must be in contact with both to work.

**Weight:** 2 lbs

**Caster Level:** 9th

**Prerequisites:** Craft wondrous item: 10 ranks in Spellcraft, *unseen servant*, *fabricate*, 2lbs of mithril.

**Cost to Create:** 45,000gp, 3,600xp

**Market Value:** 90,000gp

**Submitted By:** COPYRIGHT 2001 William J. Bramstedt

**Submission Member ID Number:** 045

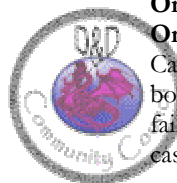
**Item Name:** Nails of the Shrew (gauntlets)

**Magic Item Type:** Wondrous Item

**Item Power:** Medium

**Original Creator:** Caltavaro.

**Original Purpose:** The gauntlets were first created by Caltavaro so he could have someone steal back his dark book of necromantic deeds from King Toltar. The attempt failed and when the elves came and destroyed Caltavaro's castle, many but not all the formulas for his items were



destroyed.

**Item Description:** These exquisite looking gauntlets are made from the finest black silver. An Identify spell will reveal a +10 competence bonus to Open Locks when both are used. As long as the person wears the gauntlets they will have the bonus. If a second Identify spell is cast upon the gauntlets it will show that when both are used and the command word (Vanish) is spoken the wearer becomes invisible as per the spell Improved Invisibility spell. This power will only work once per day. These gauntlets follow the rules for stacking in the Core book II.

**Weight:** 2 lbs  
**Caster Level:** 7th

**Prerequisites:** Prerequisites: Craft Wondrous Item, *improved invisibility*, *cat's grace*

**Cost to Create:** 29,000gp, 2,320xp  
**Market Value:** 58,000gp  
**Submitted By:** William J. Bramstedt  
**Submission Member ID Number:** 045

**Item Name:** [Never Empty Canteen](#)  
**Magic Item Type:** Wondrous Item  
**Item Power:** Minor

**Item Description:** This 1 gallon canteen will refill itself with pure water at the dawn of each new day.

**Weight:** 2 lbs  
**Caster Level:** 3rd

**Prerequisites:** Create Wondrous Item, *create water*

**Market Value:** 500gp  
**Submitted By:** COPYRIGHT 2001 Stefan J. Simons  
**Submission Member ID Number:** 037

**Item Name:** [Pebble of Doom](#)  
**Magic Item Type:** Wondrous Item  
**Item Power:** Medium

**Item Description:** When closely examined (Spot DC20, Search DC15) the surface on this palm-sized stone can be seen to slowly change colors and texture. Otherwise it could be mistaken for a child's plaything. The pebble of doom can be lobbed, incremental range 10ft, it is too large to use in a sling. The pebble should be treated as a grenade like weapon for scatter purposes. Upon striking a hard surface, or other target, the pebble expands to become a 10ft

diameter, 4,400 lb, spherical boulder. Direct hit damage is 8d6 (no save for half), splash damage is 8d6 (reflex save, DC20, for half) the boulder rolls a further (1d6+1) X 5 ft, directly away from the thrower causing splash damage to anyone it touches, after which it comes to a halt. If the boulder strikes an inanimate object, that it does not destroy, the resulting deflection counts as 10 ft of travel and the boulder sets off in a new direction rolling any remaining distance, with damage as above. It may be commanded to return to its pebble form not less than 1 turn after it grew to boulder size.

**Weight:** 2 lbs (4,400lbs)  
**Caster Level:** 11th

**Prerequisites:** Create Wondrous Items, *stone shape*, *shrink item*,

**Market Value:** 40,000 gp  
**Submitted By:** COPYRIGHT 2001 Stefan J. Simons  
**Submission Member ID Number:** 037

**Item Name:** [Pellets of Smokey Disappearance](#)  
**Magic Item Type:** Wondrous Item  
**Item Power:** Minor

**Original Creator:** Elven Rouge/Wizard  
**Original Purpose:** To provide him with a flashy means of escape

**Item Description:** These pellets are usually found in a deerskin bag in amounts of 1-10. They look like small balls of ash, but when one is forcefully cast onto the ground, a cloud of white smoke quickly fills an area with a 10' radius centered on the point of impact, and all creatures within the 10' radius are made invisible as per the spell *invisibility sphere* with the point of impact of the pellet being the center point of the spell effect. The smoke obscures all forms of vision, even darksight and lasts for 5 rounds, as does the invisibility. The pellets may be thrown and are treated as a grenade-like missile with a -4 to hit and a range increment of 10. They do no damage on impact.

**Weight:** .01 lbs per pellet  
**Caster Level:** 5th

**Prerequisites:** Craft Wondrous Item, *invisibility sphere*, *obscuring mist*.

**Market Value:** 1,250gp  
**Submitted By:** COPYRIGHT 2001 Troy Lenze  
**Submission Member ID Number:** 072



**Item Name:** [Pouch of the Silk Worm](#)

**Magic Item Type:** Wondrous Item

**Item Power:** Minor

**Item Description:** This empty looking black leather belt pouch has silkworm caterpillars stitched onto the underside of its flap. This pouch may produce up to 500 ft of rope in any 24hour period.

**Weight:** 1lbs

**Caster Level:** 3rd

**Prerequisites:** *web*, Create Wondrous Items

**Market Value:** 1,200gp

**Submitted By:** COPYRIGHT 2001 Stefan J. Simons

**Submission Member ID Number:** 037

**Item Name:** [Rasta's Strobe Stones](#)

**Magic Item Type:** Wondrous Item

**Item Power:** Minor

**Original Creator:** Rasta din Talbo, Svifneblin Bard

**Original Purpose:** Rasta owned a slinky tavern where dancing was common, so he created the Strobe Stones to add a certain flair to the place.

**Item Description:** These simple stones radiate magical *darkness* and *daylight* in a rapidly alternating pattern within a 20-foot radius to produce a strobe effect. All creatures within the area of effect must make a one time Will save at DC 12 or be dazzled. (Dazzled creatures are unable to see well because of over stimulation of the eyes. A dazzled creature suffers a -1 penalty on attack rolls until the effect ends.) If the stones are placed inside or under a lightproof covering, their effects are blocked until the covering is removed and creatures that can't see visible light are immune to the effects of Rasta's Strobe Stones. *Rasta's strobe* will not dispel magical darkness or light, but will still create the strobe effect if placed within the area of such magical effects. The Strobe Stones confer the benefits of the spells *daylight* and *darkness* at a lesser effect: creatures normally affected by the effects of either *daylight* or *darkness* are allowed a separate Will save at DC 12 to ignore any adverse effects associated with the full version of these spells. The *strobe stones* do not confer the benefits of a *blink* spell. *Rasta's strobe stones* only function while there is music in the air. This may be as simple as humming a tune, as complex as an orchestra, or by use of *ghost sounds* spell. The sound needs only be audible within the "hearing" range of the stones. A Perform skill check at DC 10 will activate the stones. When the spell *ghost sounds* is used, the Perform skill check must be made at the time of casting.

**Weight:** -

**Caster Level:** 5th

**Prerequisites:** Craft Wondrous Item, *blink*, *daylight*, *darkness*

**Market Value:** 1500gp.

**Submitted By:** COPYRIGHT 2001 Tyson Neumann

**Submission Member ID Number:** 028

**Item Name:** [Scabbard of Poised Response](#)

**Magic Item Type:** Wondrous

**Item Power:** Minor

**Item Description:** The scabbard and belt would typical be enameled in blue, and etched with golden details. The belt grants the ability to ready any weapon placed in the scabbard as if the wearer had the *quick draw* feat. The scabbard will increase, or reduce in size to accommodate any weapon from knife to great sword in size.

**Weight:** 1lb

**Caster Level:** 7th

**Prerequisites:** Create Wondrous Item, *baste*.

**Market Value:** 4,000gp

**Submitted By:** COPYRIGHT 2001 Stefan J Simons

**Submission Member ID Number:** 037

**Item Name:** [Shore of Tuning \(Tuning Fork, Fork of Tuning\)](#)

**Magic Item Type:** Wondrous Item

**Item Power:** Medium.

**Original Creator:** Maraira the playful

**Original Purpose:** To play beautiful music wherever she went.

**Item Description:** This ordinary tuning fork is made from steel. Once per day this fork can help tune your voice or any instrument you can use giving you a +20 to your performance skill check. When you begin tuning you must continue for one minute with no interruptions or the spell fails and you will have to wait another 24 hours before trying again, you will still be able to use the instrument but without the bonus from the fork. If you are interrupted while tuning your voice and fail your check (Concentration check DC 10 for both if needed) you will be unable to use any bardic powers that require the use of your voice for 24 hours, but basic conversion is still possible. The effect lasts a **minimum** of 7 hours.



**Weight:** -  
**Caster Level:** 7th

**Prerequisites:** Craft Wondrous Item, Must be a bard, *sculpt sound*.

**Cost to Create:** 4000gp, 320xp

**Market Value:** 8000gp

**Submitted By:** COPYRIGHT 2001 William J Bramstedt  
**Submission Member ID Number:**045

**Item Name:** [Spade of Digging](#)  
**Magic Item Type:** Wondrous Item  
**Item Power:** Minor

**Item Description:** This ornate spade appears too small and fragile for real work. It is only 8 inches long and 1 lb in weight. However it has a *stone shape* spell at its command, once per day.

**Weight:** 1 lb  
**Caster Level:** 7th

**Prerequisites:** Create Wondrous Item, *stone shape*

**Market Value:** 7,560gp

**Submitted By:** COPYRIGHT 2001 Stefan J. Simons  
**Submission Member ID Number:** 037

**Item Name:** [Twin Journals](#)  
**Magic Item Type:** Wondrous Item  
**Item Power:** Medium

**Item Description:** These identical paired journals are edged with thick brass to protect them in travel. Any writing in either book appears exactly as written in the paired book, provided each message starts on a fresh page. Each book contains 25 leaves and when each page has sent or received a message that page loses its magical power to communicate, when all pages are used the book becomes a mundane book. The link covers unlimited distance but may not bridge the gap between planes. The Journal does not translate languages or decipher encryptions in anyway.

**Weight:** 3 lbs (each)  
**Caster Level:** 7th

**Prerequisites:** Create Wondrous Item, *scrying*, *illusionary script*, *mirror image*,

**Market Value:** 17,000gp

**Submitted By:** COPYRIGHT 2001 Stefan J. Simons  
**Submission Member ID Number:** 037

**Item Name:** [Xions Color-gloves](#)  
**Magic Item Type:** Wondrous Item  
**Item Power:** Minor

**Original Creator:** Xion, Half-elven mage of Glass City.  
**Original Purpose:** Grew tired of picking out different colored clothing for different situations

**Item Description:** These are in all respects normal looking black leather gloves. Upon mental command the gloves will change to the color desired by the wearer, and further changes the color scheme of the wearers entire outfit so that it matches appropriately. These gloves change the color of cloth or metal either worn or held in the characters hands, however it does not change the shape, size, or appearance of these objects (ie. it does not add fancy embroidering, etc.). Any amount of cloth worn is changed, or any metal object worn can be changed, the wearer decides what changes, what doesn't, and what colors to use. Any object that is cloth or metal that the wearer is holding or wearing can be changed, but only up to 50lbs. worth of material, however they are unable to change the color of magical items. The color change is permanent to the object as if it had been dyed that color, even if the object is taken off and set aside. The gloves can be used no more than three times per day, and the color change is instantaneous. If the wearer uses the gloves either to disappear into a crowd, or to color his decor to match his/her surroundings better, they receive a + 3 circumstance bonus to Hide and Disguise.

**Item Creation method:** The materials needed for these gloves are a pair of gloves made from high grade leather,

**Weight:** 1lb.  
**Caster Level:** 5th

**Prerequisites:** Craft Wondrous Item, *alterself*

**Cost to Create:** 160xp, 2000gp

**Market Value:** 4,000 gp

**Submitted By:** COPYRIGHT 2001 Micah J. Higgins  
**Submission Member ID Number:** 035



## CURSED ITEMS

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**Item Name:** [Abominable Armour](#)

**Magic Item Type:** Cursed

**Item Power:** Cursed

**Item Description:** This chain shirt +3 appears to be of very high quality. The armor actually carries a strange curse; the wearer must pass a Fortitude save (DC 20) upon waking each morning or become *nauseated* for 2d12 hours. The armor may be removed at anytime, but the curse applies until removed by magical means.

**NOTE:** *Nauseated* is defined in the DMG.

**Caster Level:** 13<sup>th</sup>

**Prerequisites:** Craft Armor, *bestow curse*, *contagion*

**Market Value:** 5,325 (+3 chain shirt \*0.5 for cursed)

**Submitted By:** COPYRIGHT 2001 Stefan J. Simons

**Submission Member ID Number:** 037

**Item Name:** [Fastidious Kerchief](#)

**Magic Item Type:** Cursed

**Item Power:** Cursed

*(This curse can also be applied to silk gloves or a fine robe with the same effect.)*

**Original Purpose:** The original Creators name is lost, but he is known to have been a kindly old Wizard, its purpose was to provide his apprentices with a consistency in their attention to detail they would otherwise not be able to obtain.

**Item Description:** This silk dust mask is such a deep red that at a glance it appears to be black. If the kerchief is deliberately touched by ones exposed skin, provided it is not part of another's attire then the 'admirer' must put the kerchief on (Will save DC19). While the kerchief is worn the character must 'take 20'\* on every action there is an opportunity to do so safely, as the character has decided that 'if its worth doing, then its worth doing right' (Will save DC19). The scarf can only be removed once the *curse* is lifted and there are no lingering effects.

\*Provided to do so will not immediately endanger the wearer.

**Weight:** 0.1 lbs

**Caster Level:** 11<sup>th</sup>

**Prerequisites:** Craft Wondrous Items, *geas*, *bestow curse*.

**Market Value:** 29,700gp

**Submitted By:** COPYRIGHT 2001 Stefan J. Simons

**Submission Member ID Number:** 037

**Item Name:** [Goggles of Nightmares](#)

**Magic Item Type:** Cursed.

**Item Power:** Medium

**Original Creator:** Zarin the Black

**Item Description:** These goggles look exactly like a pair of *goggles of night*, they identify as such, and they will even function like them, except for the fact that there is a terrible drawback. Only a second identification will reveal the true nature of these goggles. After using the goggles, even once, the wearer will suffer from the effects of a *nightmare* spell. This will happen anytime the character goes to sleep after having been exposed to the goggles. A wearer is free to remove the goggles, however this will not lift the curse. The curse can only be lifted by casting *remove curse*, or similar spell, on anyone so afflicted. The goggles may curse one creature per day, but there is no limit to the amount of curses they can maintain at one time.

**Weight:** -

**Caster Level:** 9<sup>th</sup> level.

**Prerequisites:** Craft Wondrous Item, *misdirection*, *bestow curse*, *nightmare*, *nightvision*.

**Cost to Create:** 9,000gp, 720xp

**Market Value:** 18,000gp

**Submitted By:** Micah J. Higgins

**Submission Member ID Number:** 035

**Item Name:** [Scroll of Disjunction.](#)

**Magic Item Type:** Scroll (Cursed item)

**Item Power:** Medium

**Original Purpose:** The scroll was devised by a powerful hermetical mage as a negative reply to a royal summons.

**Item Description:** The scroll is always rolled and sealed with a dark wax. If *identify* is cast upon the scroll, without anyone opening it, then it will report the item as a *wish* scroll. The person who breaks the seal becomes ground zero for *mordenkainen's disjunction*. If an artifact should be disjoined then all retribution (spell loss, and powers attention) will be made against the scroll's creator, unless the device was knowingly used for such a purpose, in which case the coordinator of the destruction will become the focus of all the side effects of such an action.



**Weight:** 0 lbs  
**Caster Level:** 17th

**Prerequisites:** Scribe Scroll, *mord's disjunction*, *misdirection*.

**Cost to Create:** 4,675gp, 374xp  
**Market Value:** 9,350gp  
**Submitted By:** COPYRIGHT 2001 Stefan J. Simons  
**Submission Member ID Number:** 037

**Item Name:** [Vestment of Diminishing](#)  
**Magic Item Type:** Cursed Item  
**Item Power:** Minor

**Item Description:** This vestment always identifies as a beneficial item, usually revealing itself as protection or resistance. Should a careful character identify it a second time, it identifies as an item of reducing. This extravagant looking vestment will diminish the size of a character by 50%, and suffers the effects as per the *reduce* spell cast by a 7th level caster. The transformation is the same as the spell, except that the transformation lasts as long as the item is worn by the character, who is unable to remove the vestment until a *remove curse*, *wish*, or *miracle* spell is cast upon it.

**Weight:** 1lb  
**Caster Level:** 7th

**Prerequisites:** Create Wondrous Item, *reduce*, *bestow curse*, *misdirection*

**Cost to Create:** 1,300gp, 104xp  
**Market Value:** 2,600gp  
**Submitted By:** COPYRIGHT 2001 Micah J. Higgins  
**Submission Member ID Number:** 035

**Item Name:** [Zymotic Mantle](#)  
**Magic Item Type:** Cursed  
**Item Power:** Medium

**Item Description:** This splendid shroud is made from finest silk. This cloaks first detectable ability it acts as a +4 cloak of resistance. Secondly it grants the wearer immunity to all disease (magical and non-magical alike). Thirdly the wearer becomes a carrier of *Slimy Doom*. The Mantle may not be removed until the curse is lifted and the wear will remain a carrier until remove disease is cast upon them. A person who continually comes into contact with the carrier is liable to make no more than one save per hour.

**Weight:** 1 lb

**Caster Level:** 12th

**Prerequisites:** Create Wondrous Items, *contagion*, *resistance*.

**Market Value:** 8,000  
**Submitted By:** COPYRIGHT 2001 Stefan J. Simons  
**Submission Member ID Number:** 037





## MAGIC ITEM REVIEW BOARD

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Micah J. Higgins  
Stefan J. Simons  
William J. Bramstedt  
Gerald Ford  
Paul Bartlett  
Inez Lord

## MAGIC ITEM REVIEW PROCESS

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The criteria and balance ratings will be made on a scale of 1-5, 1 being the worst and 5 being the best for each item. A .5 increment may be used in cases of indecision for a submission that is too close to call in a specific category. The rating averages will be rounded down to one decimal place (x.x). Acceptable items must average a 4.4 rating and no single element can have a score of less than 4. The criteria used to determine the overall balance rating is based on five clear and measurable elements of the submission:

**Purpose:** Is the purpose of the submission clear? Does it bring something of value to the game?

- 1 There is no clear purpose for this submission. It adds nothing of value to the game.
- 2 The purpose of the submission is vague. There is little this submission brings to the game.
- 3 The purpose of the submission is mostly clear, but the submission duplicates another of similar purpose.
- 4 The purpose of the submission is clear. This submission adds something of value to the game.
- 5 This submission is unique in almost every way and will enhance any game that uses it.

**Power:** Is the submission too powerful or too weak in relation to the guidelines and similar submissions?

- 1 This submission is far too powerful and will certainly throw the balance out of any game, Or; this submission is virtually powerless and would never be used.
- 2 This submission is extremely powerful, strict caution should be used when allowing it into a group, Or; this submission is extremely weak, and of little to no use to most players.

3 This submission is powerful and could be used successfully in high-powered games, Or; this submission is not strong enough for average games, but could be used in games below the average power level.

4 This submission should fit well into any gaming session regardless of power level.

5 The power level for this submission is excellent; its use should be encouraged.

**Portability:** Can this submission fit easily into group, or campaign world?

- 1 The submission is not portable at all. It has no use outside its intended setting.
- 2 The submission has some portability, but is limited in its use outside of the intended setting.
- 3 The submission is portable, but requires additional elements be added to most groups or campaign settings.
- 4 This submission is portable and can easily fit into most groups or settings.
- 5 This submission is extremely portable and should be used in all groups and campaign settings.

**Complexity:** Is the submission complex or simplistic in its design? Is it well explained and easily understood?

- 1 The submission cannot be understood or introduces concepts too complicated for the game mechanic used.
- 2 The submission is confusing or introduces complex concepts that are not recommended.
- 3 The submission contains confusing elements that may lead to problems during use.
- 4 The submission is clear and appropriate for the selected game mechanic.
- 5 The submission is explained extremely well and contains all information required for its use.

**Rule:** Does the submission follow the guidelines set forth in official products or as outlined by the project team?

- 1 The submission fails to meet the most basic guidelines; this submission should be reevaluated under a different



game mechanic.

- 2 The submission meets some of the guidelines, but does not work well with the system mechanic used.
- 3 The submission meets most of the guidelines, but should be carefully used.
- 4 The submission meets all of the guidelines and is appropriate for the game mechanic chosen.
- 5 The submission meets or exceeds all guidelines and adds value to the game mechanic itself.

As stated above, the balance rating will act as a tool for players and DM's to determine the impact of a specific submission on his or her campaign. The balance rating is the average of all five criteria identified above. The balance rating will be represented as a subheading under the identified submission as "Balance Rating: 5 (Purp 4, Pow 5, Port 4, Comp 4, Rule 5)". With the method above, a DM can tell his players he can use anything with a 4 or better from any Community Council Product. The balance rating is just a general idea of how the submission rates against other submissions in the netbook. The more specific information provided by giving the ratings for each of the five criteria is a better indicator of how a submission will impact a specific campaign or gaming style.

The balance ratings can be defined as:

**Balance Rating:** (average of all criteria rounded down to one decimal place)

- 1 This submission should not be considered for use by any campaign.
- 2 This submission should only be allowed under extreme circumstances.
- 3 This submission should only be allowed under special circumstances.
- 4 This submission is suitable for most campaigns.
- 5 This submission is clearly suitable for any campaign.

## THE ISSUE OF DUE CREDIT

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## Appendix: 1

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