

DELVER

LOST ARTIFACTS



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DESIGNED FOR USE WITH
**OLD-SCHOOL
ESSENTIALS**

DELVER

LOST ARTIFACTS

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1st Printing

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**OLD-SCHOOL
ESSENTIALS**

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Gloves of the Deluge



Once per day, wearer may call upon a severe rainstorm (indoors or outdoors) that lasts for 1 turn and falls on a selected point within 60' and covers a 20 foot radius.

Flee Dust



While fleeing, empty this bag of dust behind you. Pursuers must **save-vs-breath-weapon** or fall to the ground coughing for 2 turns.

Shredding Wand



3 charges. Target of attack must **save-vs-wands** or take 1d8 damage and there is a 1-in-6 chance that any cloth or leather worn will be cut to pieces and unwearable.



Silence Candle



Light a candle and let it burn completely (60 seconds). All movements and actions made by the holder of the candle are silent for the next 10 minutes.

Frost Shield



The wielder of this magical shield adds +1 to saving throw rolls involving attacks that have cold-related effects.

Mage Powder



Magic-users may add a pinch of this powder (8 uses in all) while casting a spell to increase its duration by 1 turn. The powder has no effect on instant spells.



Sticky Gloves



Wearer may climb sheer surfaces as a level 1 thief. A thief wearing the gloves may climb at +1 level higher (e.g. level 3 thief wearing gloves performs CS at level 4).

Mist Ring



Once per day, wearer may surround their body with a mist that adds +1 AC. The mist dissipates after 60 seconds.

Boots of Leaping



Wearer gains the ability to jump as an Acrobat, but requires a 30' run-up to cross a 10' wide pit. The jump may not be made with a pole.



Lantern of Delight



When held by the caster of a Charm Monster spell, the spell may charm either 1d6 creatures of 4 HD or less or a single creature of more than 4 HD.

Illusion Lute



1d4 chaotic creatures within 30' of a bard playing the lute must save-vs-spell or flee in terror from an ogre that appears to be guarding the bard and allies.

Sleep Arrows



When struck by an arrow, the arrow shatters and releases a cloud of sleeping dust. Target must save-vs-breath weapon or fall under effects of a *sleep* spell.



Tuve's Bow of Blasting



Once per day, speak the magic word on the bow and the arrow becomes +1 to hit and will deliver an extra 1d4 damage and knock the target back 10'

Sandstorm Wand



1d8 charges. The range is max 120' and area of effect is 30' diameter. The target(s) must save-vs-breath or take 2d8 damage from scouring sand attack. Successful save delivers 1d4 damage.

Boots of Water Walk



1d4 charges. Enchanted boots that allow the wearer to walk up to 100' on any surface of water. Frozen water is treated as normal terrain.



Lens of Clarity



Three charges. Stare through this small shard of glass; any secret doors or invisible objects (non-living) within 60' are immediately revealed.

Feather Ring



While wearing the ring, the wearer may select one item no larger than a standard shield and touch it. For 24 hours, that item has a weight of one gold coin.

Frost Shield



After a successful attack by a non-magical weapon against the bearer of the shield, there is a 1-in-6 chance the weapon will freeze and shatter on its next hit.



Confusion Lantern



Any enemy that targets the holder of the lantern must save-vs-spell. On failure, the enemy sees three copies of the holder. 2-in-6 chance they strike the wielder. Effect lasts for one hour per day after lit.

Wand of Biting



1d4+2 charges.

Target must make a successful save-vs-breath or suffer from four biting attacks (1d4 damage each).

Sensing Gloves



Worn by a thief, the gloves increase the chances of detecting sound. Thief's chance of success is one level higher (a 3rd level thief has HN chance of level 4).



Glybb's Buckle



When wearer touches or shakes hands with a target, wearer may speak target's language for one hour. Buckle recharges after 72 hours. If target does not speak a language (such as an animal), the buckle will not work.

Cloak of the Snake



The wearer gains immunity to poisons in gas or liquid form. Creatures that deliver poison via a bite give the wearer +3 to save-vs-poison rolls.

Fish Necklace



1d8+4 charges.

Each enchanted fish egg allows one individual to breath underwater for one hour.



Sponge Stone



This magical stone absorbs two day's worth of water for a single person. Submerge the stone in water to absorb and squeeze to pour it out. There is a 1-in-6 chance after each use that the stone dries up and breaks.

Miner's Torch



These enchanted torches are used by dwarves deep in mines. In the hands of a dwarf, a miner's torch provides an extra 10 feet radius of lighting and burns twice as long as a normal torch.

Jumo's Blade of Thunder



A +1 short sword

Once per day, a successful attack with this sword can call down a single bolt of lightning. Target must save versus spell or be knocked down and stunned for two rounds.



Strange Gloves



When worn by a spell caster, any spell cast has a 2-in-6 chance of causing all enemies within 30' to see the caster as a pattern of colors for 30 seconds; affected enemies treat the caster as having +2 AC.

Tyek's Lute of Tears



In the hands of a bard, any spell cast while playing this instrument forces one enemy within 60' to save versus spell or be overwhelmed with emotion for 2 rounds. The enemy attacks at -1 To Hit.

Elven Water Skin



This enchanted water skin holds enough water to last one person for two days or two individuals for one day. If filled with anything but water, there is a 1-in-6 chance the water skin will tear and be rendered useless.



Tuni's Hourglass



Once per day, a wizard may flip the hourglass and cast a spell. When the sand runs out (one hour), the spell cast may be cast an additional time without penalty.

Tangler Rope



Charges: 5

The rope will snake up to 50' in any direction to entangle a target; target must make a Strength saving throw or be tied up.

Yurib's Lockpick



In the hands of a thief, this lockpick adds +15% to the thief's chance of picking a lock (OL). The user also performs the action at 1 level higher (a level 3 thief using the pick rolls as a level 4 thief).



Scoundrel's Dice



Thieves use these dice to change the odds of a pickpocket attempt. Roll the die (1d6) and multiple result by 5%. Add that to a thief's Pick Pockets (**PP**) chance. The die cracks after 1d4 uses.

Gloves of Climbing



These special gloves add 10% per level of the thief to the wearer's chance to Climb Sheer Surfaces (**CS**).

Leaper's Boots



Jumping from rooftop to rooftop is dangerous - novice thieves like these boots because they increase the distance to jump by 5' up to level 6. Level 7+ add 10' to jump distances.



Axe of the Wolf



When a tooth from a wolf killed by a holy weapon (+1, wielded by lawful cleric) is embedded in the hilt of an axe, once per day that axe delivers 2 extra points of damage to the target.

Delver Powder



Single use. Sprinkle the powder from this pouch over a maximum of 300 gold coins. For 24 hours, the gold coins will take the same amount of space but take up only 50 gold coins worth of encumbrance.

Arcane Ink



A wizard may collect the blood from a chaotic creature of HD6+ to mix a batch of Arcane Ink. This ink can be used to create a single spell scroll of level 2 or lower that can be used by an ally.



Lens of the Magi



In the hands of a wizard, this lens can reveal a secret door within 60' once per day. In the hands of an illusionist, the lens will reveal an illusion within 80'.

Ogre Buckle



When engaged in hand-to-hand combat while wearing this buckle, there is a 1-in-6 chance on a successful hit that the target will be knocked down and back 10'.

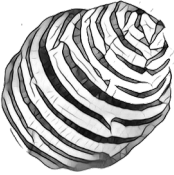
Helm of War



When worn in combat along with plate armor, this helm allows the wearer twice per day to deliver a bonus 1d4 damage to a target upon a successful attack using a head slam.

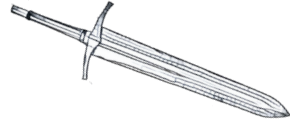


Shambling Seed



When prepared by a level 2 or higher Druid, this seed can grow a full Shambling Mound in one hour that will serve the Druid for four additional hours before it returns to an uncontrolled state.

Surstan's Slicer



This +1 magic sword provides a Lawful wielder with the ability to cut through a single lock on a d6 roll of 3+ once per day. The blade must also be sharpened for 30 minutes for the ability to recharge.

Wand of Six Strikes



Six charges. Each use reduces the wand by one charge. First use delivers 1d6 damage on a failed save versus wand. Each successive use adds +1 to the rolled damage. When the one is discharged, it disintegrates.



Healing Stump



A druid will often apply a special mix of ingredients to a stump to encourage adventurers to use the tree's remaining gift. Resting on the stump for one hour will heal 2hp of damage to a max of two seated persons per day.

Stard's Tuning Fork



Three charges.

Any bard that uses a string instrument will find all their saving throws are at +1 for one hour after using this tuning fork to tune their instrument.

Bark Cloak



In the hands of an illusionist, this cloak can cover one individual and provide an illusion of a tree (size, type, color selected by illusionist) that lasts for twenty minutes. It recharges after 24 hours.



Quake Stone



Single use.

Toss this stone at a target. Target must save versus breath weapon or take 1d8 damage as the ground whips and knocks them back 20' from their starting position.

Flame Shield Ring



3 charges.

When hit by a ranged missile weapon (bow, sling, etc) the wearer may activate a charge that creates a flame barrier that destroys the missile.

Spectral Hound



Once per day, this bracelet allows the wearer to call forth a spectral hound (**War Dog**) that will obey the wearer's commands. If its hit points reach 0, the hound will disappear and there is a 1-in-6 chance it will never return.



Desert Wand



1d6+2 charges.

Target must save versus wand or take 1d4 damage. If target is damaged, all water within 30' (including water carried by allies) evaporates.

Memory Stone



Once per day, a magic-user or illusionist may hold the stone to recall one spell already cast. For one hour after the spell is cast, the INT stat is reduced by 2. (For example, an INT of 13 becomes 11.)

Sorcerer's Spike



Drive this iron spike into a natural stone surface and a magic-user or illusionist gains +1 AC while they remain within 15' of the spike. The protection lasts for 10 minutes; when done, the spike powders to rust.



Getheska's Amulet



1d6+4 charges

When targeted by an offensive spell, the wearer may expend a charge to gain +1 to a saving throw.

Shurky's Weird Vial



Single use - fill vial with water; it changes to the following (1d4):

- 1 - Toughener (+10 hp for 30 min)
- 2 - Armor Potion (+2 AC for 30min)
- 3 - Fireball Vial (toss and run)
- 4 - Fog Liquid (shatter, 30' diameter for 10 minutes, -1 to hit inside)

Glass Wall Lense



1d4 charges

Look through the lense at any wall (of thickness less than 3') and the viewer can see through the wall for one minute.



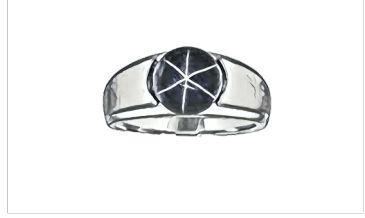
Trapping Sand



Single use.

Pour the sand over a 10' square area. Any creatures moving over the sand must make a Strength ability check or be stuck in place. A failed check may be tried again every 30 seconds.

Quake Ring



1d4 charges.

Place the ring against natural rock (such as inside a cave) for 30 seconds and then tap three times with the ring on an area of the rock (wall, roof, etc.). After 10 seconds, that section will collapse and create a 5' high section of rubble.

Guiding Die



Single use.

A thief may toss this die before attempting a special action (such as **HS** or **PP**). On a roll of 1, the action will auto fail. On a roll of 6, it auto succeeds. Roll of 2-5 is +10% to succeed.



Imprisoning Wand



1d6 charges.

Any target within 5' of a stone wall must save-vs-wand or be restrained as stone hands reach out to grasp and hold the victim. The target may make another save on each of their turns.

Bag of Forgery



1 charge.

Used often by thieves, place one item no larger than a human head inside the bag for 30 seconds. Remove the item and a duplicate item will appear 30 seconds later. All items are forgeries; gold and magic items are fake with no value.

Thorn Whip



Weapon.

A druid may use this weapon to inflict 1d6 damage on a target at +2 to hit when outdoors. Used indoors, the whip is +1 to hit and deals 1d4 damage.



Yulbar's Tankard



1 charge. (Recharge takes 1 day)

Any dwarf who fills and then drinks the contents of the tankard (ale only) gains -1 to hit for one hour but gains a bonus 1d8 hit points for that hour.

Deck of the Trickster



Any thief may pull one card per day from the deck:

- * Draw JQK: +1 to hit for 24 hours
- * Draw 2-10: half that many bonus hit points (rounded up) for 24 hours
- * Draw Ace: +1 to hit/+5 hp for 24 hours

Greenspirit Staff



Max 3 charges. (Recharge 1/day)

A magic-user may expend one charge to reroll a spell attack against any creature of HD 4+ or add 1d4 bonus damage to HD 3 or lower.



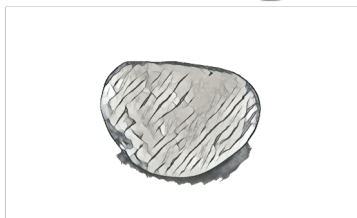
Retreating Arrow



Single use.

When fired at the ground, a wall of flame appears and covers up to a 100 square feet of area and deals 2d8 damage to anyone caught inside its boundary and 1d8 if next to its boundary.

Guardian Stone



1 charge. (Recharges in two days)

Place on the ground and drip holy water on it. Any undead creatures that move within 300 feet of the stone alerts the owner. Line of sight is not required. The effect lasts for 30 minutes.

Spellbook Dust



Single use.

Sprinkle on a spellbook. The book shrinks to the size of a coin and can be hidden easily. The book remains tiny for 24 hours after which it enlarges. The owner will always know its location while shrunk.



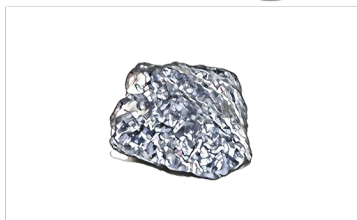
Rusting Bow



1 charge. Recharges after 1 day.

When an armor wearing target is struck by a charged arrow, there is a 4-in-6 chance the armor will immediately begin to rust, becoming unusable after 30 minutes.

Scrying Stone



1d6 charges.

Place the stone and read aloud the power word on it. For 24 hours, the owner may repeat the power word to gain a 30 second view of the stone's surroundings up to 60'. Each power word uses a charge.

Lilypad Boots



1 charge. Recharges after 6 hours.

The wearer may walk on water that is up to 10' deep for a maximum of 3 minutes or any volume of water deeper than 10' for a maximum of 1 minute.



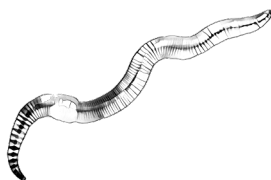
Delver's Paint



1d10+3 uses.

Dip your finger into the small jar and then write or mark on any surface with the invisible paint. For 8 hours, only the writer will be able to see the writing or marks made by the paint.

Lock Worm



Single use.

For suspected trapped locks, release the worm from the vial near the lock; the worm will squirm into the lock and begin dissolving the entire lock from the inside. The lock is gone after 60 seconds.

Spectral Mule



Single use.

Pour the vial's contents on the ground. For 24 hours, a spectral mule will provide a maximum load of 3000 coins at a movement of 18 miles per day and 90' (30') movement rate.



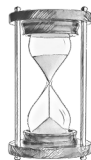
Cinder Ink



1d4+3 uses.

Write a spell in a spellbook using this ink. The first time that spell is cast against a target, there is a 3-in-6 chance a fire will start, and deliver 1d4 bonus damage.

Rogue's Hourglass



Once per day, a trained thief may use this hourglass during an attempt to pick a lock or disarm a trap. Flip the hourglass and time slows, allowing the rogue to re-roll a failed attempt.

Humbling Mace



In the hands of a cleric, when an attack on a target does damage, the target must save-vs-spell or fall to their knees. The target must use their next action to stand and cannot make an attack.



Mirror Ink



Single use.

When a scroll is written with this ink, a blank piece of parchment may be placed over the scroll to create a copy; it takes two rounds to read the backwards text from the new scroll.

Frostbite Bolt



1d4+3 arrows.

On a successful strike, the target must save-vs-breath or take an additional 1d4 damage. On a roll of 4, the damage results in the loss of a random finger from frostbite.

Kindling Cloak



In extreme cold weather, this cloak provides the wearer with enough warmth to prevent any cold damage due to weather. From spells or magic items that deliver cold damage, the damage is halved.

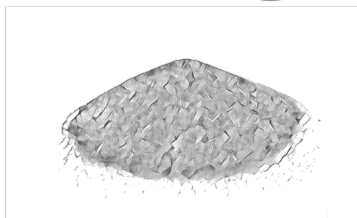


Twisting Spear



When thrown at an enemy, roll a d6. On a roll of 1 or 2, the spear begins a special spin that delivers a bonus 1d4 damage on a successful hit.

Tornado Sand



Single use.

Pour contents on ground to cover a 10' square area. Any living creature that moves over area must save versus spell or be flung 20' in a random direction. Effect lasts for one hour or until three targets have moved over the area.

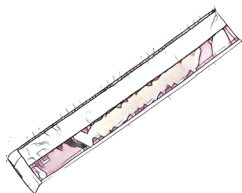
Impostor's Helm



Once per day, the wearer may choose to appear as an individual they have touched within the last 24 hours. The effect lasts for one hour and ends if the person being impersonated is within 100'.



Sash of the Singer



When worn by a bard, this sash provides a once-per-day ability to auto-charm any single enemy of 4HD or less.

Blood Helmet



Any chaotic adventurer who chooses to wear this helmet may make a save-versus-spell after being attacked. If successful, reduce the damage by half by transferring the other half damage to an ally within 15'. If no ally is within range, all damage is taken.

Lightning Mace



In the hands of a lawful cleric, when this mace damages an enemy, another enemy within 10' must make a save-vs-spell or take a matching amount of damage from a lightning strike that issues from the mace.



Shield Breaker



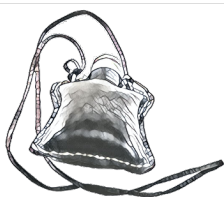
On an attack roll of 19 or higher against a target with a shield, the target must save vs spell. On failure, the shield is destroyed and the target takes 1d4 damage and must spend an action to stand up.

Arachnid Cloak



Once per day, a spell-casting wearer may select up to three human-sized or smaller targets within 10'. Targets must save vs poison or take 1d4 damage until a healing spell or potion is used to stop the poison.

Fish Flask



Single use.

Drinking fresh water from this flask grants the ability to breathe underwater for one hour.



Ring of the Serpent



Once per day, the wearer may enchant a single bladed weapon to add a bonus 2 damage. Target must save versus poison or lose 1hp per hour until healed fully. The enchantment lasts for 8 hours.

Margun's Rug



This 5' x 10' rug can be placed over a pit of equal or smaller size. If anyone other than the owner moves over it, the rug immediately teleports 10' away. Target must make a Dexterity ability check to avoid the pit.

Lurker's Candle

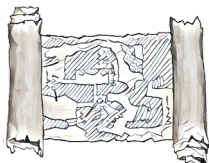


Single use.

After a thief lights the candle, the light within 15' of the thief is captured, allowing the thief to attempt all Hide in Shadows (**HS**) at two levels higher. The candle lasts for ten minutes.



Plunderer's Map



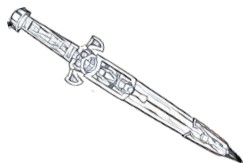
Once every 72 hours, this map will reveal the closest single entrance that is hidden using an illusion or similar magic. The map displays a two-day walk in all directions from the holder when opened.

Rinan's Pack



This standard backpack will conjure one of the following per week: 10' coil of rope, 2x torches, or 3x vials of lantern oil. In addition to the item(s), the pack provides a +1hp healing per day to its carrier.

Mage's Armor Blade



When used by a spellcaster in combat, the blade provides +1 AC. After an opponent fails in an attack against its wielder, the wielder gains +1 to hit if the blade is immediately used to counter attack.

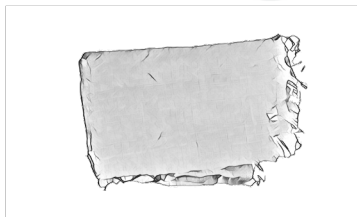


Warrior's Token



This small token, carved from the bone of a chaotic creature slain in hand-to-hand combat by a lawful fighter and carried into combat, provides +1 to hit when the fighter faces the same type of creature in future combat.

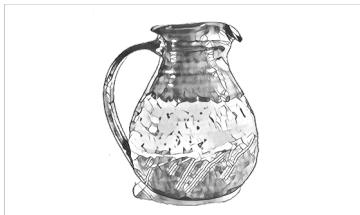
Healer's Cloth



3 uses.

This blessed cloth provides three scraps, each giving a bonus 2hp of healing when held during the casting of a healing spell or drinking of a healing potion.

Digarth's Jug



In the hands of a trained ranger, this jug can be used to purify any water source, even a poisoned one. After six hours, the jug produces a day's worth of clean water for one person.



Reflection Robe



3 charges.

When worn by a spellcaster, the wearer may expend a charge to reflect a spell back on an enemy caster. The spell does not have to target the wearer.

Bravery Juice



Single use.

Drink the potion and immediately gain +2 to all attacks for 30 minutes but also -1 AC.

Thief's Ally Stone



Single use.

Any living creature that moves within 60' of the placed stone will trigger an illusion of a sinister but cowardly humanoid that flees away from the direction of the thief.

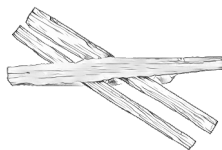


Herik's Lantern



Once every 72 hours, Herik's lantern provides +1 AC to all allies who are within 20' when it is first lit. The effect lasts for 10 minutes.

Blessed Tinder



Single use.

Toss this dried stick of Jerlen Oak into a fire. All within 10' of the fire are healed 2hp of damage.

Shadow Boots



When worn by a thief, the boots provide a +5% bonus for Move Silently (**MS**) and +5% bonus for Hide in Shadows (**HS**).



Singing Amulet



This necklace accompanies a bard while singing, providing a bonus +10% for charming and giving the wearer a 1-in-6 chance of preventing an attack from any enemy within 20' who becomes distracted.

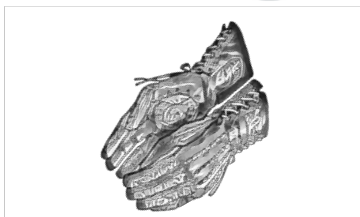
Discerning Stone



Three charges.

A thief looking through this translucent stone has a 3-in-6 chance of spotting an illusion within 60'. A charge is used whether an illusion is detected or not.

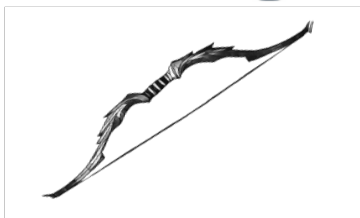
Gloves of Binding



The wearer's fingers become interlocked and the hands cannot be used for one hour. The effect recharges after 24 hours. Every ten minutes, the wearer may save-versus-spell to end the effect.



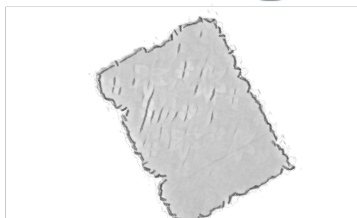
Bow of the Guardian



This +1 bow provides its wielder with two benefits that recharge after 24 hours:

- heal 2hp of damage per level
- charge a single arrow that delivers 1d10+5 damage.

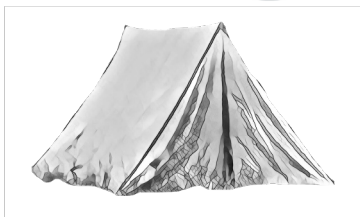
Shrieker Map



Single use.

Place the blank canvas on the ground and speak the activation command. A loud scream (carries to 150') will trigger and all rooms, corridors and secret areas within 150' are revealed.

Sacred Tent



Three uses.

Holding a single occupant, this small blessed tent provides 1d8+4 hp of healing after one hour of rest inside. A chaotic occupant must save vs spell or take 1d8+4 damage instead.



Charmer's Pipe



The owner of this pipe may cast the equivalent of the *charm person* spell **once per day** on any human-like monster of 3+1 **HD** or lower. Creature must save versus spells or be charmed.

Brawler's Wand



3 charges.

Upon speaking the command word, this wand summons a ghostly 2HD fighter with chainmail and a two-handed sword. The warrior remains for up to 30 minutes or until hp is 0.

Bag of Shadows



A thief's belongings can be carried in this bag (up to 80 coins weight); the weight will not affect speed or interfere with climbing ability and it prevents any items inside from making any noise.



Drought Bell



Two charges.

When the bell is rung, any non-undead creatures within 60' immediately develop an overwhelming thirst, fleeing to or fighting over any source of water. Effect lasts for one hour.

Fleeing Cloth



This cloth unfolds to 10' x 10'. Anything behind or underneath it will be concealed as the surface of the cloth duplicates whatever is behind or beneath it. The effect lasts for 10 minutes and needs 24 hours to recharge.

Dowsing Rope



Single use.

When stretched to its 10' length, this rope will move (like a snake) towards the nearest fresh water source. The rope will never move beyond 20' from its owner. The rope loses power after 24 hours.



Vomit Powder Bag



When thrown at a target, the target and all living creatures (including allies) within 20' of target must save versus breath weapon. Failure results in one minute of vomiting; -2 AC and -3 to hit.

Liquid Armor



Two uses.

Pour half the vial on an ally. Ally gains +2 AC for 30 minutes as their armor or clothing becomes more resilient and difficult to pierce or cut.

Anchor Spear



A target hit by the spear must make a Strength ability check to avoid being pinned to the spot where they were hit. Target may continue to fight but cannot move until the spear is pulled out (and doing a bonus 2hp damage).



Slowing Staff



Once per day, the magic-user holding this staff may choose to have time slowed around a single ally (no save) or a target (save versus spell). For 24 hours, time runs slow for the target; one minute passes in one hour.

Ring of Flying Fire



2d6+6 uses.

The wearer may point at an unreleased arrow; the arrow will ignite when released and deliver a bonus 1d4 points of damage upon hitting a target.

Skulker Boots



When worn by a thief, these boots provide a +10% chance of success when attempting to move silently (**MS**).



Prosper Coin



Single use.

When the command word on the back of the coin is spoken, a pile of mixed coins (copper, silver, gold) appears where the coin is placed.

Wild Wind Wand



1d4+2 uses.

A gust of wind blasts forth from the pointed wand; any creatures (living or dead) within 30' of the target point must make save versus breath or be pushed back 60' and knocked down.

Web Cloth



Single use.

Place this small patch of cloth above a door. A single target moving beneath the door will be trapped in a sticky web if they fail a Strength agility check for 30 minutes.

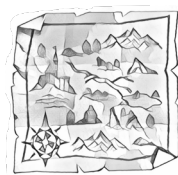


Crystal Blade



This +1 Dagger has a clear quartz blade. A wielder who looks through the blade at a target can tell whether the target is under any magical effects (good or bad).

Graverobber's Map



Single use.

This enchanted map will reveal the location of one random magic item or weapon in a cemetery if it exists within 300' of the reader.

Boots of the Tracker



Once per day, the wearer may walk over the soil walked on by a single target. For 24 hours, the boots will pull in the direction of the target when the wearer stands still. Target may be any living creature.



Screaming Battleaxe



This +1 weapon requires a hit target to save versus breath. A failed save leaves the target screaming at their nearest ally for one round; the ally is at -1 to hit on their next attack from the distraction.

Gloves of Detection



A thief wearing these gloves gains a +3% chance per level when attempting to pick a lock or disarm a trap.

Memory Bell



Single use.

While memorizing a spell, a magic-user may ring this bell when done. After the spell is cast, the bell can be rung and the spell will be instantly recalled for one additional use.



Firebolt Crossbow



Any non-magic bolt fired from this +1 weapon has a 1-in-6 chance of igniting and delivering a 1d4 bonus damage to a target. A magic bolt fired from the crossbow will always ignite.

Capture Scroll



Single use.

Read aloud the words on this scroll and point to a target creature. If the target fails to save versus spell, it is captured and held in the scroll for 24 hours.

Mimic Bait



Two uses.

Toss this powder on a suspected mimic. If the target is a mimic, it will take 1d8 damage and reveal itself by changing to a random form for 30 minutes.



Shatter Mace



When wielded by a cleric, this mace delivers a bonus 1d8 damage to any creature with exposed bone (skeleton-like enemies). The wielder also turns undead at one level higher.

Staff of the Brush



In the hands of a Druid, this staff grants the holder and all allies the ability to **Pass Without Trace** once per day for 15 minutes. The holder may also choose one spell per day to cast a second time.

Brawler's Shield



Once per day, this shield provides its wielder with the ability to attempt a knockout slam against a single opponent. After a successful attack with the shield, target must save versus paralysis to avoid becoming unconscious.



Shadow Cowl



When worn by a thief, this dark leather hood provides a bonus of +15% when attempting to Hide in Shadows (**HS**) and a +10% chance while picking a lock or disarming a trap.

Concentration Pipe



A magic-user gains one additional casting of a selected spell (in 24 hour period) while studying and smoking this pipe. The extra spell fades if not used in 24 hours.

Guardian Boots



Blessed by clerics for certain orders of rangers, these boots hide the wearer's footprints in the outdoors and provide a bonus 1hp per level of the wearer.



Choice Poison



This vial contains a liquid that appears to be lantern oil and will function as such; if an assassin places a drop of a target's blood in the vial and shakes it, the vial will provide enough poison to kill the target.

Slicing String



Single use/attack.

A bard can rip these strings from a musical instrument and speak a command word; the strings will deliver 1d8+8 damage (once) against a target that is struck.

Lantern of Revealing



There is a 2-in-6 chance that any illusion that falls within the light from this lantern will be revealed. The illusion will glow red if revealed, but the illusion is not be dispelled.



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