



WAREHOUSE 23

Ye Olde Majik Shoppe

A Half-Dozen Odd, Strange and Just Plain Weird Magical Items

by K. David Ladage

In the dawning of the second age, the great mystic and sage, Kendalge, reigned as the land's premier magical talent. History paints a picture of a man that was a regal intellectual that brushed elbows with the movers and shakers of his day; some texts paint him as the *prime* mover and shaker, others see him as a tool of those that were truly in power.

He is said to have advised a dozen Kings over his lifetime, held a plethora of offices and titles, and was even dubbed Lord Protector of the Northern Regions at one point in his career. He was brilliant, powerful and wise. This much is not disputed.

However, owing to many of his memory-repressing spells, history does *not record* (save that which can still be found in mystic and guarded tomes) that he was eccentric to the point of insanity; some claim he had between three and six personalities running about in his head. Others claim he was actually possessed by a variety of otherworldly creatures over the course of his life. He would have conversations with people, and a few moments later act as though he had no recollection of having ever met them, let alone spoken to them. He was a wild-card in most of the conflicts that took place in his day.

No matter how you define the cause of his mental instability, one cannot deny the fact that over 60 of the most powerful and sought-after magical items in history are his creations (from Helicancile, the great shield that held off the armies of Lord Holstan for three days and nights; to Gemmomarmor, the mighty diamond golem that defeated the Hordes during the Northern Invasions).

Many a powerful and talented mage has spent their entire lifetime trying to emulate but one of his masterworks. Still . . . with that much going on in one's head, it should come as no surprise that Kendalge also created some of the oddest and just plain *weird* magical items history has ever known. Below we see but a half dozen examples of his unique perspective on the world.

Aaron's Sword

During the reign of King Frederick XIX, the King's eldest son, Aaron, commissioned Kendalge to construct him a mighty weapon. However, it was well-known that Kendalge was not fond of

the King's son, since Kendalge had often openly complained that the boy was a danger to the throne; Kendalge claimed Aaron was a braggart that would kill his father for the power of the throne. Still, it was Kendalge's duty to comply with the Crown Prince. The result of six months of work was Aaron's Sword.

The weapon is a fine quality double-edged thrusting broadsword. The blade has some intricate watermarking that extends to within 1/64th of one inch from the edges. These markings seem to be in a state of continuous, fluid motion. The blade has a dull green glow to it that gets brighter as the moon wanes and dims as it waxes; the cutting edges, however, glow in a sickly yellow that gets somewhat brighter the more people are within 60 feet of the blade. When any form of detect magic is cast upon the blade, it will show as having many, sometimes conflicting magical properties of such intense power as to overwhelm the one doing the detection. All of this is for show -- several intricate and powerful illusions cast upon the blade to impress the young man that would wield it. The sword does have two "real" enchantments cast upon it, however. These, however, are all but undetectable.

The first is a simple charm that draws the wielder to the sword. Once you have the weapon on your person for more than an hour, the desire to maintain possession of the blade becomes ingrained. The wielder will refuse to use any other weapon in combat, they will cherish the blade above all others. Any attempt to point out the irrationality of such a belief is useless. The second is that the wielder will grow more and more paranoid the longer they hold the weapon. This effect will not be noticeable for several weeks, as the initial changes are very subtle. After a few months, however, the wielder will trust absolutely no one. The strange thing about these enchantments is that they will only work if the wielder is a reigning Monarch . . . otherwise, they are dormant and do nothing.

It was less than six weeks after Aaron was presented with the sword that he assassinated his father and took the throne. Within another week, nobody would see King Aaron III lest he carried his favorite sword with him. After less than eight months on the throne, Aaron had killed all of his advisors, claiming they were plotting against him. His reign ended in a bit more than a year, with Aaron's younger sister, Chelsea, taking over. Aaron was buried with his prized weapon, although the grave was robbed a decade later. The fate of the blade was unknown.

Bauble of Time

Of the many areas of magic that Kendalge was obsessed with, none fascinated him quite the way that time did. He wrote in his journals that "Time is like invisible man building a wall of stone. You cannot see it, but its efforts result in effects that are obvious."

Although his most noteworthy artifact of time was his jewel-encrusted brooch (which, according to legend, often allowed him to react to events several seconds before they happened), most texts ignore or relegate the Bauble of Time to a footnote.

The Bauble is a small, spider-like piece. Eight four-inch-long thin spines of silver extend from the central bulb much like a compass. The bulb houses a glass sphere approximately two inches in diameter. The sphere is visible from the top and bottom and is half-filled with mercury. To activate the Bauble one must shatter the glass; thus it is obvious that the Bauble is a one-use item.

When the glass shatters, the closest sentient being to the bauble is removed from the time stream for, what appears to the outside observer to be, something between 10 seconds and one minute --

the exact time seems to be completely random. The affected individual will disappear completely, including all possessions, reappearing (from their point of view, instantly) in the same location they were in before they left. If anyone or anything is moved (or moves) into the location the affected creature was in, he will reappear in the closest, safe location available.

The first time the Bauble was used was by Kendalge's apprentice, Halvord. Halvord had been cleaning the study when he knocked over a large bookcase. The bulb hit the stone floor and shattered. He disappeared, and the books landed all over the floor where he had been; the nearest place for him to reappear was within the adjacent lab where Kendalge was working. He startled Kendalge, who dropped the elixir he had been working on, losing several weeks worth of work. Needless to say, Halvord had his duties severely increased for quite some time following the incident.

Chalice of Humility

If there was anything that could be said for Kendalge, it was that he was a humble man. He never spoke much of himself and was always polite and courteous. The same could not be said for many that he served. One such Monarch was King Beaufort VII. Once the King had a few servings of wine, his mouth would often get the better of him as he would begin spinning half-true tales of his own accomplishments. This often angered Kendalge who found such behavior assinine.

Kendalge crafted and enchanted a large set of chalices that would imbue magical power to any drink that was placed within them. These ornate drinking vessels were made of silver and platinum, engraved with an ornate maze-like pattern and a single one-carat diamond in each of the 64 chalices he made.

In addition to the humbling effect (see below), the diamond in the chalice will also change color to warn of poisons (yellow), spoiled drinks (orange), and even the presence of blood (red).

But the primary function of the chalices was humility. As the drinker continued to imbibe, he would grow more and more humble. The effect would last for as long as two hours after he finished drinking. According to the diaries of Queen Chelsea V (Kendalge's fourth wife and Great-Great-Granddaughter to Chelsea IV, the sister to Aaron), the effect was so subtle as to be nearly undetectable -- the drinker is simply incapable of bragging. He can still lie all he wishes, but not to save face, or to inflate his own perceived position. Chelsea's diaries go on to muse "had these wondrous vessels been made in the days of my Great-Great-Grandmother, perhaps King Aaron's fate would have been much more subdued."

Dream Catcher

Kendalge, aside from his obvious magical talents, was well-known for his superstitious nature. He collected four-leaf clovers (and is even said to have bred five-, six-, and eight-leaf varieties in his time); he would knock on wood after he said anything of any importance; he often prayed after seeing falling stars; he refused to do any magic on the nights of the new moon; and so on and so forth. He is said to have prayed to no less than 60 Gods, ensuring (in his mind) that he did not incur the wrath of any of them, and as a sign of respect. The man was, as it was written by Queen Chelsea V, "my sweet is a thoughtful and caring man that, to my eternal delight, has more quirks than one is capable of counting."

One of the many things he feared was that his next great idea would come to him in a dream and he would forget it when he awoke. He also believed strongly in the prophetic power of dreams (although no writing suggests that he ever had such a dream). As a result, however, he created his dream Catcher. The dream Catcher comes in two parts: a simple, nondescript sleeping cap and a specially enchanted crystal ball.

Whenever a sentient being places the cap upon their head, it will begin to induce sleep almost immediately. Most people will fall asleep within the first five minutes of wearing it. Additionally, they will get more rest than normal as the cap helps to induce a deep, REM sleep. One hour of sleep with the cap is said to be the equivalent of two and a half hours of normal sleep. In addition, in the fact that the dreams of the sleeper are stored within the cap. This cap can then be placed upon the crystal ball, much as it is on the wearer's head, and from there the dreams of the evening can be replayed. Simple verbal commands allow the viewer to speed through material, slow it down, stop it altogether to view a given scene more carefully, zoom in or out, rewind, and so on. The dreams are stored for as long as the cap is not placed upon the head of another sentient being.

In the time that Kendalge had these wondrous items, he is said to have played back no less than two dozen of his dreams -- each one revealing additional insights that he applied to his magical research. Within a few years of using the cap, he found he no longer needed it, as his memory of his dreams was crystal clear each morning. He was never able to determine if this was a side-effect of the magic, or if it was simply due to the fact that he had become more in tune with his dream-state.

Eye of the Storm

Legend tells that Kendalge was a promising enchanter even as a child. Most of these legends have been proven false over the years. One, however, seems to have continued to live on despite the 300 years since his death. The item keeps showing up for brief periods, and then fading away into the realm of myth and legend again. The actual existence of the item cannot be verified, nor can the "fact" that Kendalge supposedly enchanted it when he was only 11 years of age. The Eye of the Storm is, of all things, a small cats-eye style marble.

According to the most accepted version of the legend, Kendalge (in his youth) enjoyed playing marbles more than any other pastime. The Eye of the Storm was his prized possession in those days. The marble was a perfect sphere -- flawless in its creation. The marble, when placed between the thumb and forefinger in a marble "shooter" position and struck against any other object, will move the struck object up six inches to six feet in addition to any distance that it would move normally by being so struck. Regardless of mass, it will move. There is also a complication with this very powerful item; if it is ever dropped from a height of more than two feet, it will disappear upon striking the ground only to reappear sometime later (the legends waffle between weeks, months, and years) in some other, seemingly random location. This disappearing act is not so limited in other writings of the tale. Some claim that it will disappear if it remains out of sight for more than a day, is placed in a bag containing any other marbles, is not used for more than a week, and so on.

The use of the marble in a game of marbles, where a circle is drawn in the soil and marbles are placed in the center for the players to strike out of the circle using their shooters, is obvious. However, through history, other uses have been found. Doors have been knocked open and walls moved; one castle siege is said to have begun with a wall shifted five feet, allowing the seizing army a new entrance. The many writings of Kendalge do little to verify (or place to rest) the

legends surrounding this strange item.

Fly Paper

According to his second wife, Kendalge had a tendency to lose various scrolls and papers. He would work in his tower for hours scribing various formulae and a light breeze would blow his work into a state of disarray; he would place papers on his desk only to have his servants (or apprentices) move them without his knowledge; he would run out of room for filing on his desk and lose track of where some where in the piles upon piles of papers he was going through; and of course, people often attempted to steal his work. In order to correct all of this, he invented Fly Paper.

Fly Paper is exactly like any other parchment; it serves the same functions and is not different in any outward appearance. The only thing that makes it different is that, once placed somewhere, a command word of "stay" is uttered while hands are still in contact with the paper and the paper will form a mystic anchor and thus not move from that location; this location can even be in mid-air (hence the name) where it will remain airborne. By touching the paper and uttering the command word "come" the paper will release itself from its mystic anchor and behave as normal paper again. This second command word must be uttered by the same person that anchored it in the first place. This effect can be used repeatedly, although some tales indicate that it is limited (the legends disagree as to the exact number of "charges" but they range from six up to two-score).

It is possible, with significant effort, to move the paper (and break the anchor). Doing so would require care (so as to not rip the paper) and strength; it would take two to four average men to apply enough pressure. It is obviously harder to get the proper leverage on Fly Paper that rests on a surface than it is to do so with paper that is currently floating. However, if the paper is resting on a physical object, it is possible to move the surface the paper is on (thus "cheating" the enchantment). One of the more interesting characteristics is the fact that the paper can be bound to other sheets, thus increasing the strength needed to move the lot of them (see the book, below).

How Kendalge made this wondrous paper has never been discovered. Of the 24 reams of paper he enchanted this way, he is said to have used over 20 in his work -- indicating that there are still some four reams available for use. One ream is accounted for in the collection of books that make up his library. The 480 sheets were all bound to a book and collectively placed in a shelf in his tower. Since they are all locked into place together, and in contact with one another, none have ever been able to read the volume, since it would take the combined strength of approximately 1,500 men to move it.

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