



Raven Crowking Presents

Gary Con 2017 Special

Items of Magic

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by Daniel J. Bishop

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The Ring of the Sand Djinn: A plain brass band marked with cabalistic signs and sigils of the House of Domdaniel. The ring commands three spirits: A Spirit of Protection, which grants the wearer a +2 bonus to AC and all saves at no cost; a Spirit of the Unseen, which can grant 1 minute of invisibility per point of Spellburn applied (effectively, the invisibility is nourished by the user's own soul); and a Spirit of Unbinding which can once, and once only, serve the wearer powerfully, but at the cost of unmaking the Ring. The limits of what the Spirit of Unbinding can do have never been tested, as the Ring of the Sand Djinn still exists. This is a powerful item, and you know well that there are others seeking it.

The Armour of the Lion: A bronze breastplate, moulded to show the image of a snarling lion. Although bronze, it is as hard as steel. +7 AC, +5 Check penalty, -5' movement, d12 Fumble die. In addition, the wearer's Strength is increased by 2. Unfortunately, there is a streak of bad luck associated with the armour, and the wearer suffers -1 Luck so long as he wears it.

Poisoner's Blade: A dagger that is finely balanced with a receptacle for poison. Although not magical, you need only worry about poisoning yourself when you refill the three-dose chamber, and the blade gains a +2 non-magical bonus when thrown due to its exceptional balance. Comes with three doses of giant wasp venom (1d6 hp and Fort DC 15 or additional 2d6 damage).

The Banepicks: Tools of mixed blessing. They can be used to pick locks and disable traps automatically (no roll), but each time they are so used, the user takes 1d3 points of damage to a random ability score. If three points are taken, one is permanent. The Banepicks may be useful in a pinch, but they are not for everyday use!

Divine Mask of the Idols: Adds +2 to all Idol Magic checks, but always increases disapproval range by +1, so that starting range is 1-2 each day.

Rah-Neld's Ray Gun: Can fire a blue-white radiance at targets within 120', causing 1d10 damage on a successful strike and doing critical hits as a warrior of equal level. In the event of a natural "1", instead of a fumble it must recharge, and cannot be used again for 24 hours.

The Hellaxes of Scarlet Doom: These twin handaxes, made of an unknown crimson metal, have handles of a hard reddish wood that grows in the jungles of some distant hell-plane. They increase critical range by 1, and critical die by one step up the dice chain. Unfortunately, they also increase fumble range to 1-2, and increase the fumble die by one step - these axes care not who gets hurt, so long as they are bathed in blood on a regular basis! They have a +2 bonus to hit and damage.

The Copper Bracelets of Besbesbes: Besbesbes is a minor god of bees and honey. These bracelets reduce the pain of arthritis when worn. Penalties to Agility are ignored.

The Icon of Palymras: The ivory carving of a minor goddess of household comfort. It sometimes fulfils wishes of a relatively mundane sort, but expects worship and sacrifices of fresh flowers on a regular basis.

The Bone Ring of Os: Allows its wearer to fly up to 240' each day....this can be split up however the wearer likes. Flight can even be shared with others by holding hands (though, if the wearer held a chain of 23 other people, they could only fly 10 feet).

Healing Potions: These three potions heal 2 HD each, but only heal hit point damage.

The Servant of Madam Daemona: This ivory doll is a foot high. It comes to life at night, and can perform one simple task each night, such as polishing armor, sharpening weapons, etc. Whatever it performs this task on gains a bonus of the judge's choice (usually +1) on the following day.

Four-Leafed Clover: This luck charm can add a +2 bonus to a single check four times. each use causes one of the leaves to fall off and be lost. Multiple leaves can be used on the same check.

Headstone of the Zoogs: This ancient tombstone is heavy, requiring two hands and a Strength of 14+ to carry. It comes from the Enchanted Wood in the Dreamlands. When its owner feeds it with his own blood (equal to Spellburn usable by any class) the tombstone's heading changes to answer any question. The answer can only use 1 word per point of Spellburn, and is correct 75% of the time. When not in use, it reads "Richard Upton Pickman, 1768-1927".

The Slippers of Glibber-Meep: These slippers leave no footprints. The wearer can climb on walls and even ceilings with a 20' movement speed. Un-dead treat the wearer as if he were un-dead, and the wearer is affected by Turn Unholy checks as though un-dead.

Bag of Holding: This bag can hold up to 1,000 lbs. worth of material, and always weighs 10 lbs.

The Iron Flask of the Aether: The Iron Flask always contains some liquid, it is stored in the aether, and cannot be seen, smelt, or even poured out unless the liquid is being drank. Roll 1d16: (1) poison (Fort DC 20 or die), (2) poison (Fort DC 15 or 3d6 damage), (3) blue milk, (4) green wine of Elfland, (5) rum, (6) black tea, (7) coffee, (8) water, (9) goblin blood, (10) apple juice, (11) weak paint thinner (1d3 Stamina damage, Fort DC 12 or 1 point is permanent), (12) sleeping potion (Will DC 10 or sleep 3d6 minutes), (13) antitoxin (removes any ongoing effects of poisons or diseases), (14) potion of transference (can transfer up to 3d6 damage from drinker to any living creature within 30'; target gains a DC 15 Will save to resist), (15) minor healing draught (1d6 hp), or (16) healing draught (3d6 hp).

Iron Carrot of the King: The owner of the Iron Carrot is able to bond with the item in a ceremony which takes a full week to complete. By bonding with the Iron Carrot, the owner can Spellburn 3 points (using Radu's Spellburn table) to cast *invoke patron* for Radu, King of Rabbits. This ability can be used only once per day.

Radu, King of Rabbits

From ancient times, every creature had a Lord or Lady who was the patron of their kind. The King of Rabbits is not powerful, but he is cunning and swift, and his ears can pick up the first hint of danger when its source is yet miles away. He appears in the guise of a large rabbit, which can walk as a man when he wills it, and which sometimes smokes a mixture of lavender and tobacco in a briarwood pipe. Radu demands that his followers oppose the traditional enemies of rabbits – creatures such as eagles, foxes, and stoats – but that opposition doesn't preclude using such creatures. The supplicant who removes a threat to rabbit-kind through trickery, as does Radu, is more worthy than one who would do the same through martial prowess. Bonding with Radu must take place where there is an active rabbit warren, or in some other area where rabbits tend to gather.

Invoke Patron check results: When this spell is cast, the judge chooses either the rolled result, or, if that makes no sense within the context of the aid requested, the first lower result that is applicable. The stats for the various allies are as follows:

Wise Rabbit: Init +6; Atk none; AC 17; HD 1d8; HP 4; MV 40'; SV Fort -4, Ref +4, Will +6; AL N.

Giant Rabbit: Init +3; Atk kick +0 melee (dmg 1d4); AC 12; HD 2d8; HP 9; MV 50' leap 15'; Act 1d20; SV Fort +0, Ref +4, Will +2; AL N.

Rabbit Swarm: Init +3, Atk bites and kicks (dmg 1d2); AC 9; HD 4d8; HP 18; MV 40'; Act special; SP damages all targets in a 20' x 20' space, half-damage from non-area attacks; SV Fort -2, Ref +2, Will +4; AL N

- 12-13 Radu hears the petitioner's plea, and his quick mind offers some stratagem that grants a +6 bonus that can be used for the caster's next saving throw, skill check, or spell check, but not for an attack. Alternatively, the caster may choose to gain a +4 bonus to Armor Class for an entire round.
- 14-17 Radu sends a wise rabbit to act as a helper for 1d4+CL rounds. The caster can speak with the wise rabbit, and it can offer him aid that grants a +4 bonus on any skill checks or spell checks made during this time. The caster may make a Luck check; if successful, the wise rabbit can provide any specific information needed. The judge may give a bonus or penalty to this check depending upon what information is sought.
- 18-19 Radu lends strength and speed to the caster's legs, allowing him to move at +10' per round, and make leaps of up to 15', for a period of 1d6+CL rounds.

- 20-23 A giant rabbit appears, with a saddle and other accoutrements to allow the caster to ride it. It remains for 1d6+CL hours, during which time the caster may use it as a steed. It will not fight except to defend itself, and will not willingly charge into battle.
- 24-27 As above, except the giant rabbit remains in the caster's service for 1d4+CL days.
- 28-29 Radu sends a swarm of rabbits to confound the caster's enemies. The rabbit swarm digs up through whatever surface the caster's strongest enemies currently occupy, and bedevil them until dispersed, slain, or 2d6+CL rounds have passed. The swarm is not under the caster's control.
- 30-31 Radu favours the caster, and sends 2d3 rabbit swarms to his aid, as above, and allows the caster to control them for 2d6+CL rounds. In addition, a giant rabbit arrives beside the caster, ready to be ridden or to fight, as the caster requires, for a similar period of time.
- 32+ The King of Rabbits creates a conduit to Radu himself, and will answer truthfully whatever questions the caster asks of him. Time seems to stand still, even in combat, as Radu answers a number of questions equal to the caster's CL. These must be questions which can be answered in a dozen words or less, although Radu may speak more, and loves a cunning turn of phrase. There is only a 1 in 20 chance that the King of Rabbits doesn't know the answer to any given question, and even then there is a 5 in 6 chance that Radu can acquire the answer, and whisper it to the caster within 1d5 hours. Once Radu has answered, or undertaken to discover the answer, to these questions, normal time resumes. The King of Rabbits is not altogether patient, and does not suspend time so that the caster can cast other spells, heal wounds, or the like. Only the caster and Radu are within the suspended time bubble; all others are frozen in place as time is stopped.

Patron Taint: Radu, King of Rabbits

When patron taint is indicated for Radu, roll 1d6 on the table below. When a caster has acquired all six taints at all levels of effect, there is no need to continue rolling any more.

Roll	Result
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| 1 | Ears of the Rabbit: The caster's ears grow noticeably larger. If this result is rolled a second time, they are also longer, like a rabbit's ears, and move upward on the caster's head, to further resemble a rabbit's ears. If this result is rolled a third time, the caster has a full set of rabbit's ears. These make wearing a helmet (or even an unmodified hat) difficult, but can grant a bonus to avoid surprise at the judge's discretion. |
| 2 | Teeth of the Rabbit: The caster's front teeth grow longer, resembling buck teeth. If this result is rolled a second time, many of the caster's other teeth fall out, and the incisors are lengthened to fully resemble a rabbit's teeth. If this result is rolled a third time, the caster also becomes nauseated if he consumes meat, and can subsist on a vegetarian diet. |
| 3 | Feet of the Rabbit: The caster's feet grow larger. If rolled a second time, the caster's feet become too large to fit standard footwear, but are not yet strong enough to go barefoot easily. The third time this is rolled, the caster's feet become large and tough, and the caster can go barefoot. The fourth time this is rolled, the caster gains the ability to leap 5 feet forward or upward from a stand, or 15 feet with a running start. The fifth time this result is rolled, the caster's hands and feet become clawed, and the caster can dig through sand or loose soil at a rate of 5 feet per minute. |
| 4 | Coat of the Rabbit: The caster grows fur. At first, this is a soft and barely discernable coat, but if this result is rolled a second time, the fur becomes apparent. If this result is rolled a third time, the caster gains whiskers and a fuzzy tail. |
| 5 | Size of the Rabbit: The caster becomes smaller. The first time this is rolled, he is noticeably (but not abnormally) shorter. Each subsequent time this result is rolled, the caster loses approximately one foot in height, until he reaches roughly 3 feet, roughly the size of a Halfling. The caster's base movement becomes 20'. |
| 6 | Soul of the Rabbit: The caster becomes more nervous and susceptible to fear. When this is first rolled, the caster gains a -2 penalty to all fear-based effects. This penalty increases by -2 each time this result, to a maximum penalty of -8. When the penalty reaches -8, the caster must make a DC 10 Will save each time he is damaged in combat, or flee on his next action. The penalty applies to this save. |

Spellburn: Radu, King of Rabbits

The King of Rabbits has a special care watching over rabbits, hares, and similar creatures. He has no particular desire for blood or sacrifices for himself, but he does know how to use those sacrifices to aid his charges. When a caster utilizes spellburn, roll 1d4 on the table below when a request is made, or use the ideas below to develop unique events for your home campaign.

Roll	Spellburn Result
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|---|--|
| 1 | Radu needs to apportion part of the caster's vitality to a warren of his charges. The caster gains visions of a flood of rabbits fleeing some predator or disaster in their warren, fuelled by the caster's own essence (expressed as Stamina, Strength, or Agility loss). |
| 2 | Radu offers the caster twice the spellburn he has requested at no cost, so long as the caster undertakes a small task for him. Roll 1d6: (1) slay or drive off a fox lairing near a large warren, (2) bring choice garden herbs to a specific site for Radu's consumption, (3) undertake to thwart or slay a caster favoured by Mulferret, Queen of Weasels, (4) free specific domesticated rabbits from a farmer's hutch, (5) escort a troupe of rabbit diplomats or unmated female rabbits from one warren to another, or (6) prevent humans or other creatures from digging up a warren to build an inn or other structure. If the task is completed successfully within a given time frame, all is well. If not, Radu takes the spellburn from where he chooses at a time of his choosing. |
| 3 | The caster gains a vision of fighting a fox, dog, cat, or other predator while in a rabbit's body. Immediately afterwards, the wounds from the fight appear on his own body (expressed as Stamina, Strength, or Agility loss). |
| 4 | For a moment, the caster becomes attuned to Radu, and hears, sees, and feels the lives of all rabbits and rabbit-like creatures in the world. This is too much for a mortal mind to bear, and the caster is blasted by the experience (expressed as Stamina, Strength, or Agility loss). At the judge's discretion, the caster may recall something of interest out of this mental maelstrom of sensations. |