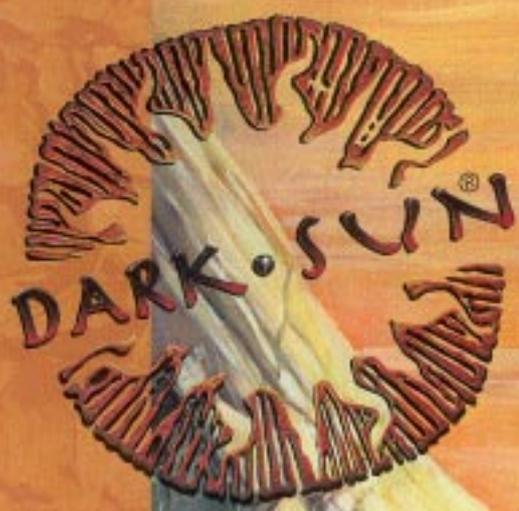


Advanced Dungeons & Dragons®

Official Game Accessory

Psionic Artifacts of Athas



By Kevin Melka & Bruce Nesmith



Psionic Artifacts of Athas

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The Lesson of Gulem the Gray

Gulem stood in the empty classroom, glancing out a nearby window while waiting for the newest group of initiates to arrive at the Nexus—the hidden academy of the Way located deep within the mountain range northeast of Kurn. The powerful dwarven psionist of the Order wondered how many of this group would perish before graduating from the Nexus. Though each initiate possessed the potential to become as powerful as he, many would fail to handle the pressure and “commitment” the Order demanded of its members. Those who did not pass the rigors of Gulem’s trials wouldn’t leave the Nexus alive, since none but a graduate could know the exact location of the isolated academy. A member of last year’s class led the nine initiates to their chairs, Gulem turned his attention to this newest group of students.

“Good morning apprentices,” said the dwarf, “I am Master Gulem. For the next year I will instruct you in aspects of psionic power you have never imagined. Before you can fix you must first learn how to walk. In this first year we shall explore the aspects of psionically empowered magic artifacts, magical items, and”

A student in the front of the class, a lanky elf dressed much finer than the rest of the initiates interrupted protesting loudly, “What?! I came here to learn how to become a powerful psionist, not study insignificant magical items created by lowly defilers! I wish to be moved up to the next cla<urk>” The bold student’s eyes rolled back in his head, and his body slumped unceremoniously to the floor. Several students swallowed hard and turned their eyes back to Master Gulem.

“As I stated,” continued Gulem, “before a psionist can learn the extent of his powers, he must study other aspects of the Way if he is to become a member of the Order. Ancient artifacts created eons ago possess psionic power which even the most powerful members of the Order cannot duplicate. The study of these are essential to unlocking the keys to the power. Psionic magical items are a tool created by and used by a psionist in conjunction with the Way. The third topic of this class will be the newly discovered “living” items created by the halflings of the Blue Age.

“The first we shall explore are the known artifacts of Athas. Several of these devices were created by Rajaat, creator of the sorcerer-kings and” Gulem’s lesson would last for the remainder of the day, and well into the evening—all the while the body of the elf child would lie on the floor, as a reminder to the students not to take their master’s teachings lightly. When the initiates returned the next day, the elf’s body was gone and their lessons on the artifacts of Athas continued.

What's Contained Within

Psionic Artifacts of Athas covers three subjects—powerful artifacts created thousands of years ago, new psionic and magical items unique to the DARK SUN campaign, and the rediscovered Life-shaped items created by halfling thousands of years ago.

Chapter One deals with the known artifacts of Athas, including many powerful items created by the insane pyreen Rajaat thousands of years ago. Some of these items were used by his students, the 15 champions of the Cleansing Wars, who would eventually become the sorcerer-kings of Athas. Many of the well known artifacts of the *Prism Pentad* novel series are detailed in this chapter, allowing you to use them in your own campaign, as well as several new artifacts to introduce to your players.

Chapter Two details the life-shaped. You'll learn where they come from, what they look like, and more importantly what they do.

Chapter Three details new psionic and magical items found on Athas, including random magic item determination charts specifically for DARK SUN. These charts include the new items, and others from the *DUNGEON MASTER* Guide—including the elimination of items which do not exist in this world (such as a *potion of dragon control*).

Notes on Artifacts

Many of the artifacts presented in this product are extremely powerful. Items such as the *Dark Lens* or the *Psionatrix* have the potential to severely unbalance a campaign. In addition, several of the artifacts can have adverse effects on player characters with prolonged use. Distribution of powerful artifacts in a DARK SUN campaign should be limited to no more than one or two at any one time. Artifacts should be extremely difficult to find, and are often safeguarded by deadly wardens who may themselves have possession of the device—and access to its power.

Each artifact entry has a physical description of the device, its history, campaign uses, and a list of powers. An artifact's powers are listed as *constant powers*, *invoked powers*, and additional *suggested* and *random powers*. *Constant powers* are abilities a character gains just from possessing the artifact. *Invoked powers* are special abilities unique to the artifact that can be preformed a certain number of times per day, week, or month. *Suggested* and *random powers* are additional abilities that can be invoked by the artifact. The suggested powers are abilities most likely to be produced by a specific artifact. If a DM does not wish to use the suggested powers, a number of random abilities can be generated from the Artifact Powers Charts.

Existing Artifacts

This product does not cover four existing artifacts detailed in the *Book of Artifacts*. The *Obsidian Man of Urik*, the *Silencer of Bodach*, the *Rod of Teeth*, and the *Psychometron of Nerad* have been purposely left out of this product to give more room to new artifacts. Of the four, only the *Silencer of Bodach* is mentioned below. This is because of its relationship to the *Scourge of Rkard* and the *Scorcher*, which were also created by the evil pyreen Rajaat. Of these three swords only the *Silencer of Bodach* is capable of harming Hamanu of Urik, as was Rajaat's design. The other three artifacts remain unchanged.



CHAPTER 1: Artifacts of Athas

Lyanius moved slowly through the dimly lit underground passages of Kemalok, a flickering torch held firmly in his ancient hand. In truth he didn't need the torch, as he had walked these passages countless times in the two hundred years since finding the ancient city of the dwarves. However, his eyesight had begun to fail in the past few years, and the torch helped him find his way on this night. The light of the fiery torch flickered along the white marble walls as Lyanius passed through the streets of the lost city. The ancient dwarf was glad he could see his ancestral home one last time before the coming of Borys of Ebe. Squinting in the torch light Lyanius soon found himself before the Tower of Buryr, home to dwarven kings for three thousand years, from before the Cleansing Wars. Standing before the tower was a figure in black plate mail trimmed in silver and gold, a rare sight on the world of Athas. Atop his head sat a jewel-studded crown of gleaming white metal, marking him as a king of the dwarved race.

"You have been waiting for me great Rkard?" asked Lyanius. In reply the figure nodded his head yes in a slow, fluid motion. I've seen my death in a dream this night great king." continued the aged dwarf, "a death at the hands of Borys of Ebe. I come to you for advice ancient king . . . how should I prepare for the coming of your ancient enemy?"

In reply the ancient king turned and entered the Tower of Buryr, Lyanius behind him. Through the forgotten tombs of a hundred dwarved kings they walked, coming to the resting place of Rkard himself. On the wall behind the vacant slab hung a sword and belt. The arm of the fallen king slowly raised to point toward the items, and Rkard's glowing yellow eyes turned back to the dwarven elder in answer to his question. It was then Lyanius knew what was to be done.

The Belt of Kings

The *Belt of Kings* is a dwarven girdle constructed of hardened leather inlaid with gold, silver, and precious gems. The belt's buckle is engraved with the skull of a fierce half-man in the center of a field of red flames. The *Belt of Kings* will fit any dwarf, mul, human, or elf. Half-giants are too big and most halflings too small to wear the artifact as the item does not magically adjust to fit the wearer.

History

The *Belt of Kings* is an ancient symbol of the dwarven people, a sign of their once great heritage before the Cleansing Wars devastated their race. Originally called the *Belt of Rank* after the first dwarf to wear the item, this ancient artifact was created by dwarven clerics 4,000 years ago to be worn by the leader of the dwarven armies—generals of great charisma and skill who were sworn to protect the dwarven race.

The artifact was passed from general to general over the centuries, finally being given to the dwarven king Rkard to use in defense of his race in the face of the Cleansing Wars. Rkard was killed in battle by Borys of Ebe, and the *Belt of Kings* was buried with him. Recently, this ancient artifact was given to Rikus of Tyr to assist him in retrieving the stolen *Book of Kemalok Kings* and defeating an approaching army from Urik. Though the army was overcome, Rikus was unable to reclaim the book. The mul returned the *Belt of Kings* to the dwarves of Kled, where it remains hidden to this day.

Campaign Use

Though it may be common knowledge in some circles that the *Belt of Kings* can be found in the dwarven village of Kled, getting it from its guardian spirits (other wearers of the belt) is another matter. A DM should present an adventuring party with the *Belt of Kings* only in defense of the dwarves of Athas. The belt could also have been the victim of a theft, as was the *Book of Kemalok Kings*, and involved characters could be charged with its retrieval.

Powers

Constant Powers—Any dwarf donning the *Belt of Kings* has an effective Charisma of 18 to all dwarves. Non-dwarves wearing the belt gain an additional +4 to all reactions with dwarves. Should the *Belt of Kings* be pilfered and summarily worn, all dwarves viewing the artifact will know it was stolen and do whatever they can to retrieve it.

All non-magical missiles fired at the wearer of the *Belt of Kings* unerringly strike the artifact's buckle, inflicting no damage to the wearer. The belt also allows the wearer to move normally if attacked by *web*, *hold*, or *slow* spells as a *ring of free action*.

Wearing the artifact greatly enhances the battle savvy of the character. Warriors wearing the belt fight as if they were four levels higher, and non-warrior classes fight as if they were warriors of an equal level. The belt wearer is treated as if proficient with any weapon he or she chooses to fight with. The possessor of the *Belt of Kings* has the accumulated experience and knowledge of more than 40 centuries of dwarven kings to draw upon.

Curse—Should the possessor of the *Belt of Kings* ever unjustly take the life of a dwarf, the artifact will constrict to a diameter of four inches—effectively crushing the wearer to death. If the guilty party somehow survives or is returned to life, the subsequent possessor of the *Belt of Kings* will suffer from *artifact possession* and think of nothing but killing the previous owner. This cycle will continue until the dwarven killer is dead.

Suggested Means of Destruction

- Submerge the belt in the blood of a hundred murdered dwarves.



The Dark Lens

The *Dark Lens* is a polished obsidian egg-shaped orb about the size of a small kank. The surface of the *Dark Lens* is flawless, and its blackness is absolute, darker than the deepest obsidian mines of Athas. Through its glassy skin can be seen an occasional streak of scarlet, often vanishing one instant and reappearing again in a different location. Even beneath the most intense light, the surface of the *Dark Lens* appears as nothing but inviolable gloom. The lens radiates intense heat upon its surface, a direct result of its incredible power. The *Dark Lens* is heavy, weighing about 170 pounds.

History

The *Dark Lens* is an ancient artifact thought to have been created by Rajaat as the Time of Magic was coming to an end. The evil sorcerer fashioned the *Dark Lens* as a focus for his power, amplifying his magic and psionic energies to unheard of levels. By using the *Dark Lens* Rajaat created other powerful artifacts—such as *Silencer*, *Scorcher*, and *Scourge*. Rajaat used the *Dark Lens* to give his 15 Champions their incredible powers.

As the Cleansing Wars were ending and the champions discovered the true nature of their master's schemes, the disciples of Rajaat took the *Dark Lens* and used its power to imprison their master in a place called the Hollow. Shortly after Rajaat was entombed, the *Dark Lens* was stolen by two dwarves named Jor'orsh and Sa'ram. These dwarves were self-proclaimed protectors of Athas, taking the *Dark Lens* from the Pristine Tower to the Estuary of the Forked Tongue and secluding it on the isle of Mytilene. There they created a safeguard for the *Dark Lens* in the form of a crystal pit, which proved deadly to any who attempted to retrieve the artifact. Years later Jor'orsh and Sa'ram perished while defending the *Dark Lens* from evil giants. Soon after, they arose as banshee, and used their new powers to guard the *Dark Lens* from the eyes of the Dragon and the rest of Rajaat's champions.

Decades later, two clans of giants settled on Mytilene. Instead of driving them from the island, the spirits of the two dwarves appeared before the creatures and proclaimed the *Dark Lens* a powerful artifact to be revered and worshiped. The dull-witted giants believed the words of the banshees, and became guardians of what they referred to as "the Oracle." It was here the *Dark Lens* remained until being recovered by Tithian of Tyr and Agis of Asticles.

With the *Dark Lens* in his possession, Tithian asked Borys, then later Rajaat, to use the artifact to transform him into a sorcerer-king. Following the final battle which saw Rajaat returned to his prison and the death of the Dragon as well as several sorcerer-kings, Sadira of Tyr cast the *Dark Lens* into the lava of the Ring of Fire. The sorceress placed wards around the Ring of Fire to alert her to anyone attempting to free Rajaat or retrieve the *Dark Lens*.

Campaign Use

The *Dark Lens* is an item of great power, one a DM may not wish to have in their campaign. With the power of the *Dark Lens* a psionist or psionist/wizard would have their power increased one hundred-fold, unbalancing a campaign. On the other hand, it may be that a DM could present a group of adventurers with a terrible problem, one whose only solution would be in retrieving the *Dark Lens* from its prison. The need for an item as powerful as the *Dark Lens* could be fighting the forces of a sorcerer-king, the return of Rajaat, or the onset of some new evil force on Athas. Regardless, an item of such power as the *Dark Lens* should not fall into the hands of someone (like Tithian) who would use it for their own selfish purposes.

Powers

Using the *Dark Lens* is a dangerous thing, possibly causing physical as well as mental damage to a character. This powerful artifact is only usable by single- or multi-classed psionists. Psionist/defilers or psionist/preservers gain the most benefits from using the device. To invoke the powers of the *Dark Lens*, a character must come into contact



with the artifact (typically with their hands) and attempt to access its power through the use of the psionic proficiency *contact*.

The power level of the lens is extreme, and the attempt to link with the device in this manner is made with a -4 penalty. A character can attempt *contact* with the lens once per round. The initial round the character touches the *Dark Lens*, and for every round after they fail to make *contact*, the intense heat that radiates from the artifact does 1d10 points of damage to whatever is touching it. Once *contact* is achieved, the user becomes immune to this effect, and can access tremendous powers.

To use any of the powers of the artifact, a character must be in physical contact with the lens. The *Dark Lens* contains 500 PSPs which can be used to activate its psionic powers. These points are regained every 24 hours after the first use. Should the lens' psionic points become exhausted, the possessor can use his or her own PSPs to operate the device. All powers used in conjunction with the *Dark Lens* are at 20th level of effect.

Constant Powers—The *Dark Lens* acts as a *rod of absorption* upon command, converting magical energy directly into PSPs, five points per level of the spell cast. The user of the lens must declare this intent after the spell is cast, and it requires complete concentration to preform.

The lens also allows the possessor access at will to any psionic science or devotion that they have learned, witnessed, or intently studied. A minimal amount study is needed to duplicate most psionic powers with the *Dark Lens*. Effects such as *telekinesis* and *disintegrate* are easily imitated by observation, but powers like *ESP* or *mindwipe* may require extensive research. The time of research is up to the Dungeon Master, but a minimum of one game month per psionic devotion and three months per science is suggested.

The *Dark Lens* is also a focus for magical power. Any wizard spell cast with the aid of the lens is greatly enhanced. The area of effect, duration, range, damage or other effects produced by the spell are augmented by a factor of 10. Saving throws made against these augmented spells suffer a -3 penalty.

Invoked Powers—With the *Dark Lens*, a psionist can create temporary physical constructs of creatures they envision. The creation can be any beast or humanoid previously encountered by the user, or a new creature drawn from the wielder's dark imagination. The construct cannot have more hit dice than the possessor. These mental fabrications are physical only, having no spell-like or psionic power possessed by the actual creature (a defiler construct would not be able to cast spells, an undead creature would have no special abilities, etc.) THACO, and all other physical abilities remain the same. This power can be used up to three times per day, and the creation has physical form for up to one hour.

The power of the *Dark Lens* can also alter the shape of the user. Four times per day the possessor of this artifact can alter his form as per a *polymorph* self spell. This spell lasts until the user wishes it to end or until the effect is dispelled. Should contact with the *Dark Lens* be severed, the user returns to their original form immediately.

Suggested Powers—The *Dark Lens* also confers the following powers to the user: while traveling upon the Silt Sea possessor will never be attacked by monsters, user will never be attacked by undead, and the owner is under the effects of a *mind blank* spell at 20th level of ability, whenever in contact with the device.

Random Powers—These powers are randomly generated instead of the suggested powers above: one ability from **Table 13: Fate and Fortune**, one ability from **Table 15: Immunities**, and one ability from **Table 25: Protections**.

Curse—The incredible power of the *Dark Lens* is intoxicating to anyone using the device. There is a 1% cumulative chance per use of the artifact that the possessor will develop a form of *megalomania*, convinced that the power of the lens makes them invincible. Characters with this insanity will do whatever they can to keep from being separated from the artifact. Eventually, the character becomes dependent upon the device, and it is the DM's choice as to whether or not the character takes a path toward world domination similar to that of Tithian of Tyr.

Suggested Means of Destruction

- Unknown. The *Dark Lens* is tied so closely with the fate of Athas and the sorcerer-kings that it may not be possible to destroy the item until either the sorcerer-kings achieve a final victory, or are cast from the face of Athas.

Heart of the Drake

There are four artifacts with the name *Heart of the Drake*, one from each of the great beasts they're named for. Each of the hearts is exactly that—the petrified heart of one of the most savage creatures of the Tablelands. The heart of the fire drake is a fiery crimson, the earth drake's heart a deep ginger, the water heart a glaring aquamarine, and the air drake a bright ivory. The hearts are oblong in shape, slightly smaller than a human head, and weigh nearly 20 pounds.

History

Each *Heart of the Drake* was created 1,000 years ago by a mighty druid named Tehnik, to be used against the sorcerer-kings of Athas. Tehnik spent nearly two decades in his pursuit of the four great drakes, using magic and cunning to bring each of them to a quick death. Tehnik believed that the heart contained the beast's driving force, and thus was the most powerful portion. Tehnik's overall purpose in retrieving the organs was to harness the inherent elemental power contained within.

Tehnik slaved over his obsession until late in his life, gathering long-lost items and elemental magic from across the Tablelands to complete his experiment. After another three decades, and at the age of 78, Tehnik had everything he needed to empower each *Heart of the Drake*. As the items were charged with Tehnik's magic, the elderly druid collapsed from the strain of his years and died. The hearts were whole and no one, not even Tehnik, would know it. No one would know of Tehnik's struggle, the years spent in their creation, nor his quest to rid Athas of the sorcerer-kings.

The *Hearts of the Drake* went undiscovered for centuries, until a wandering elf named Gril stumbled upon the cave that was the druid's home. The elf pilfered everything of value he could find, including the *Hearts of the Drake*. Gril believed them to be carvings of some sort, and brought them to Urik to sell in the marketplace. From there the artifacts passed from collector to collector, and were summarily sold to different customers by a Tyrian trader. A few years ago, the heart of the fire drake fell into the hands of a female dwarven fire cleric named Magnolina, who quickly discovered its power. Magnolina learned of the other hearts and quested for them, but in the end they eluded her grasp. The dwarf was marked for death by those who wished the fire heart for themselves, and disappeared from the face of Athas. Her location, as well as the whereabouts of the hearts, is a mystery.

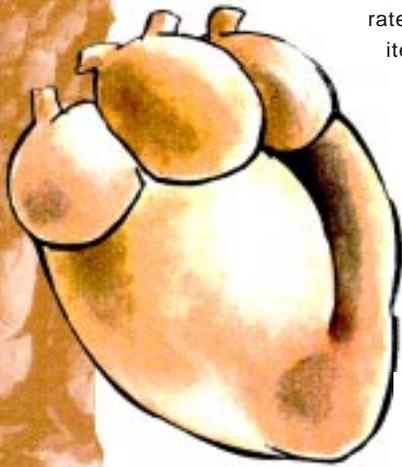
Campaign Use

Each *Heart of the Drake* possesses considerable power, but individually they aren't likely to be mighty enough to serve their original function—the destruction of a sorcerer-king. Additionally, the curses inflicted by the artifacts are considerable, and a character may think twice before using a *Heart of the Drake* if they know the price that must be paid as a result of power. Individually, a *Heart of the Drake* could be used to save a community from the ravages of a rampaging drake, or to retrieve something from an area where one lives.

Powers

Each *Heart of the Drake* possesses powers of their respective elements. To activate the artifacts, the possessor must anoint the item each day with a portion of its element in a small ceremony. The fire heart must be held completely within a burning flame, the earth heart requires dirt (not sand) be sprinkled upon it, the water heart needs to absorb a half gallon of water, and the air heart must be held aloft, in a breeze.

Air Drake Heart



Constant Powers—The possessor of this *Heart of the Drake* is able to *fly* (as per the spell at 20th level of effect) at will. The heart need not be in the user's hand for this power to be activated, but must be somewhere on their person. The rate of flight is 18", with a maneuverability rating of B. The user of this item also gains a +4 bonus to all saving throws against spells from the Sphere of Air, and all damage die rolls of 1 or 2 are ignored. Anyone holding this *Heart of the Drake* is immune to all air-based attacks caused by an air drake (not physical claw or bite attacks).

In addition, the possessor of this heart is considered invisible to all air drakes while holding the heart before them, unless attacking or otherwise causing the creature harm. Air drakes are immune to all other effects produced by this artifact.

Invoked Powers— Upon command the possessor of this heart may go without breathing for up to 12 hours a day. This protects the user from poisonous gases or the need to breath underwater or beneath silt.

The possessor of the air heart can also, once per week, remove all air in a 10 yard radius around one creature for up to one turn. This loss of air effectively creates a vacuum, and the effected creature will perish in 1d4 rounds. Victims of this attack can avoid death by wearing a *necklace of adaptation*, or by having a *dispel magic* cast by a companion (against 20th level magic). Casting spells with verbal components or using items requiring command words is impossible while in the vacuum, though psionic powers work normally.

Suggested Powers— This *Heart of the Drake* has the following powers, all at 20th level of ability: *conjure lesser air elemental* (1/week), *gust of wind* (5/day), and *cloudkill* (1/day).

Random Powers— These powers are to be used instead of the suggested power above: three abilities from **Table 8: Elemental Air**.

Curse— The possessor of this *Heart of the Drake* has a 1% cumulative chance each time an invoked power is used to suffer extreme pain when they come into contact with anything that touches the ground. The user of this heart will constantly invoke its *flying* ability to avoid touching the ground. Contact with the earth causes terrible pain, inflicting 1d10 points of damage per round and preventing spellcasting, sleeping, or other simple actions. While under this curse the user can fly while asleep, but never for more than four hours at a time. If this curse is inappropriate for your campaign; roll twice on **Table 5: Curses**.

Earth Drake Heart



Constant Powers— The possessor of this *Heart of the Drake* is able to prevent the casting of wizard spells in a 100 yard radius area. The possessor must concentrate on the artifact and state that they're preventing the use of spells. Any mage in the area is then unable to draw the necessary life energy from the earth to enact their spell. The spell is then lost from the caster's memory and must be re-learned.

The user of the earth heart also gains +4 versus all spells from the Sphere of Earth, and damage die rolls of 1 or 2 are ignored. Anyone holding this *Heart of the Drake* is immune to all earth-based attacks caused by an earth drake (not physical claw or bite attacks). In addition, the possessor of this heart is considered *invisible* to all earth drakes while holding the heart before them, unless attacking or otherwise causing the creature harm. Earth drakes are immune to all other effects produced by this artifact. The possessor of this heart is also able to breath normally while buried beneath the earth or while immersed in silt.

Invoked Powers— Once per week the possessor of this *Heart of the Drake* can gate in solid matter from the Elemental Plane of Earth. The material encompasses a 50 cubic-foot area surrounding the possessor. Anyone caught inside the area must make a successful saving throw versus petrification to be thrown clear of the effect. A failed save means the victim is trapped under the matter, and suffers 1d12 points of damage per turn and will eventually be crushed to death unless someone frees them. Twice per day the possessor of the earth heart can also *meld into stone* as per the 3rd level priest spell of the same name.

Suggested Powers— This *Heart of the Drake* has the following powers, all at 20th level of ability: *animate rock* (1/day), *conjure lesser earth elemental* (1/week), *transmute rock to mud* (1/day).

Random Powers— These powers are to be used instead of the suggested power above: three abilities from **Table 11: Elemental Earth**.

Curse— The possessor of this *Heart of the Drake* has a 1% cumulative chance each time an invoked power is used to suffer from extreme pain if they should loose contact with the earth. Loosing contact with the earth inflicts 1d10 points of damage per round and prevents spellcasting, sleeping, or even other simple actions. Things such as climbing a tree or being lifted off the ground by a comrade invokes this curse. If this curse is inappropriate for your campaign, roll twice on

Table 5: Curses.

Fire Drake Heart

Constant Powers— This *Heart of the Drake* is always warm, radiating a temperature of 75°F. The possessor of this *Heart of the Drake* is immune to fire as a *ring of fire resistance* as long as the artifact is somewhere on their person. The user also gains +4 to all other saving throws against spells from the Sphere of Fire, and damage die rolls of 1 or 2 are ignored. Anyone holding this *Heart of the Drake* is immune to all fire-based attacks caused by a fire drake (not physical claw or bite attacks). The user is immune to poisonous gases and other harmful effects caused by being in close proximity to a volcano.

The possessor of this heart is considered to be *invisible* to all fire drakes while holding the heart before them, unless attacking or otherwise causing the creature harm. Fire drakes are immune to all other effects produced by this artifact. The possessor of the fire heart can create non-magical fires at will, up to the size of a campfire.

Invoked Powers— Once per day the possessor of this *Heart of the Drake* can gate in raw flame from the Elemental Plane of Fire as per a 7th level fire cleric. If the possessor of this heart is already a fire cleric, then the effects of this power (duration, damage, area of effect) are doubled.

Additionally, once per month the possessor of this heart can cause a single humanoid no larger than a half-giant to spontaneously burst into flames. The victim of this attack can do nothing to douse the fire, and it will eventually consume them leaving nothing but ashes (1d10 damage per round until dead). This attack can only be stopped by the possessor of the fire heart, a *dispel magic* (against 20th level magic), or by a water-based spell from the water heart. Victims of this attack cannot be raised from the dead with anything short of a *wish* spell.

Suggested Powers— This *Heart of the Drake* has the following powers, all at 20th level of ability: *delayed blast fireball* (1/day), *fire shield* (1/day), *light* (3/day).

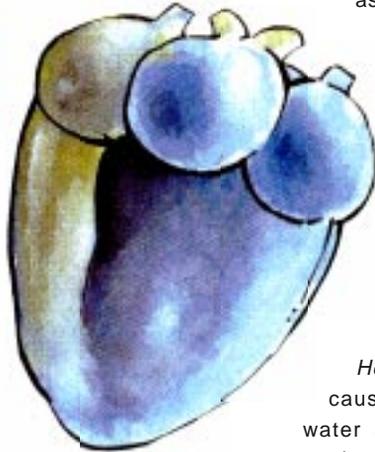
Random Powers-These powers are to be used instead of the suggested power above: three abilities from **Table 9: Elemental Fire**.

Curse— The possessor of this *Heart of the Drake* has a 1% cumulative chance each time an invoked power is used to lose one point of Intelligence. Once the possessor's Intelligence is 6 or less, they revert to a more primal instinct (very similar to a fire drake) and seek out the nearest volcano or other geological "hot-spot" to live out their life. The possessor still retains knowledge of how the fire heart functions, and continues to use it to protect themselves. This is what is believed to have happened to Magnolina, last known possessor of this artifact. If this curse is inappropriate for your campaign, roll twice on **Table 5: Curses**.



Water Drake Heart

Constant Powers— The possessor of this *Heart of the Drake* can breath underwater and acts as if he was wearing a *helm of underwater action*, as long as the artifact is somewhere on his person. The possessor can also communicate (via *telepathy*) with any other underwater creature, being treated as neutral at the beginning of the encounter. The owner of this heart can walk on water as per a *ring of water walking* at will.



The user of the water heart gains +4 versus all spells from the Sphere of Water, and damage die rolls of 1 or 2 are ignored. Anyone holding this *Heart of the Drake* is immune to all water-based attacks caused by a water drake (not physical claw or bite attacks). In addition, the possessor of this heart is considered *invisible* to all water drakes while holding the heart before them, unless attacking or otherwise causing the creature harm. Water drakes are immune to all other effects produced by this artifact.

Invoked Powers— Twice per day the possessor of this *Heart of the Drake* can cause a single creature to dehydrate, causing 8d8 points of damage. Only creatures immersed in water are immune to this damage. Characters killed by this attack cannot be raised from the dead without first having a *restoration* spell cast on them.

Additionally, once per month the possessor of the water heart can create up to 100 gallons of fresh water in a given area. The water must be contained in some way (such as a hole dug for an oasis, or a holding tank), else it will likely be absorbed by the dry ground.

Suggested Powers— This *Heart of the Drake* has the following powers, all at 20th level of ability: *conjure lesser water elemental* (1/week), *wall of ice* (1/day), *reflecting pool* (1/day).

Random Powers— These powers are to be used instead of the suggested power above: three abilities from **Table 10: Elemental Water**.

Curse— The possessor of this *Heart of the Drake* has a 1% cumulative chance each time an invoked power is used to increase the user's demand for water, requiring they drink no less than five times their normal intake each day. Hence, a human would need five gallons of water and a half-giant would require 20 gallons each day to avoid Constitution loss. Constitution ability points lost in this manner are gone forever, and cannot be regained short of a *wish* spell. If this curse is inappropriate for your campaign, roll twice on **Table 5: Curses**.

Suggested Means of Destruction

- The *Heart of the Fire Drake* can be destroyed by casting it into the heart of the hottest volcano on Athas and casting a *resurrection* spell. After one week an ancient fire drake will emerge from the lava.
- The *Heart of the Air Drake* can be destroyed by casting it into the eye of a hurricane and casting a *resurrection* spell. After one week an ancient air drake will emerge from the storm.
- The *Heart of the Earth Drake* can be destroyed by casting it into the center of an earthquake and casting a *resurrection* spell. After one week an ancient earth drake will emerge from the ground.
- The *Heart of the Water Drake* can be destroyed by casting it into the sea and casting a *resurrection* spell. After one week an ancient water drake will emerge from the water.

The Heartwood Spear

The *Heartwood Spear* is a weapon that appears to have once been a portion of gnarled tree. The spear is six feet in length, coming to an extremely sharp natural point at both ends. The spear is fashioned from an unknown type of wood, colored in the deepest burgundy, and its surface is completely smooth.

History

The true origins of the *Heartwood Spear* are unknown outside of the halfling race. It is thought that perhaps this artifact was once a piece of the *Last Tree*, though the only person who could verify this is Nok the Halfling. However, Nok perished in battle with Sadira while attempting to retrieve *Ktandeo's Cane* and return it to the halflings of the Forest Ridge.

The *Heartwood Spear* was given to Rikus by Nok during the 190th King's Age, when the halflings discovered that King Kalak of Tyr was going to accelerate his dragon metamorphosis to a stage akin to that of Borys of Ebe. It was for this reason that Nok gave the Heartwood Spear to Rikus— to kill King Kalak of Tyr before he could become another draconic horror.

Rikus was able to seriously injure King Kalak with the *Heartwood Spear*, though it did not kill him. Later, Kalak was slain by the combined effort of Rikus, Sadira, Tithian, and Agis of Asticles. Afterwards, Rikus honored his promise to Nok and returned the *Heartwood Spear*. However, Sadira refused to return *Ktandeo's Cane*, and Nok, armed with the spear, pursued her across the Tablelands. During their final battle near the Canyon of Guthay, Nok transformed the *Heartwood Spear* into an immense oak tree to keep the weapon from Sadira.

Campaign Use

The *Heartwood Spear* is a weapon of considerable power, one that has proven itself to be a killer of sorcerer-kings. Should a DM decide that the characters in their campaign have need of a weapon like the *Heartwood Spear*, they may have to seek out a halfling with the knowledge to transform the oak back into the spear. If the characters are not halflings, this could be a difficult task.

Another possibility is that in a DM's specific campaign, the battle between Nok and Sadira never occurred, and thus the *Heartwood Spear* is currently in the hands of either Nok or another member of his tribe. In this case, characters wishing to obtain the use of this powerful weapon would have to seek out those who possess it—a dangerous task when feral halflings are concerned.

Powers

The *Heartwood Spear* is so puissant that it tingles with energy in the hands of its wielder. The spear is a +5 weapon to hit and damage, doing normal spear damage. The weapon ignores all armor of a target, magical or otherwise. If maximum damage is inflicted with the *Heartwood Spear* to an armored target, the armor must make a saving throw versus disintegration or be destroyed. In addition, the possessor of the spear is immune to all nature-based magic, and all psionic effects.

Suggested Means of Destruction

- Smashed against the lands of the Obsidian Plain
- The spear will rot if it ever draws the blood of a halfling.



Ktandeo's Cane

Ktandeo's Cane is a wooden rod constructed of an unknown hardwood, with an obsidian ball five inches in diameter affixed to the end of the rod.

History

This artifact was the creation of a powerful halfling named Ktandeo, who was master to the wizardess Sadira. Though Ktandeo could not use magic, he taught Sadira and many others the art of drawing magic from the land without defiling its essence—in other words, the art of being a preserver. Ktandeo, with the help of Nok and the *Last Tree* created this cane to help in his struggle against the defilers of the land.

Ktandeo died while in the pits of Tyr, but before he passed he told Sadira of the *Heartwood Spear* and *Ktandeo's Cane*. The dying halfling believed that these two artifacts of the halfling race were the only objects that could destroy King Kalak of Tyr. When Rikus was given the *Heartwood Spear* by Nok, Sadira received *Ktandeo's Cane* as an additional weapon to use in the defense of Tyr and the Forest Ridge.

Following the death of King Kalak, Sadira refused to return the artifact named after her late master to Nok. It was because of this that the halfling pursued Sadira across the Tablelands, until their final confrontation at the Canyon of Guthay. It was here that Nok shattered the obsidian ball atop the cane and threw the shattered cane into the canyon—where it might still be found to this day.

Campaign Use

Ktandeo's Cane is a powerful weapon that allows non-wizards to cast wizardry magic. Ktandeo felt that to fight defiling magic, he must have magic of his own, and thus created this artifact. *Ktandeo's Cane* can be used by any character type.

Like the events which transformed *Heartwood Spear*, the destruction of *Ktandeo's Cane* need not be a part of a DM's campaign. It could also be the focus of a plot to restore the artifact to aid the halfling race against some new threat—to retrieve it from the Canyon of Guthay to restore the shattered orb that directed its power.

Powers

Invoked Powers— This artifact bestows spell-like abilities upon the possessor, which are channeled through the cane and focused on a target through the obsidian orb. The command word to activate the cane is “Nok,” followed by a second command word for the desired effect—typically the name of the spell needed. *Ktandeo's Cane* can only produce wizard spells and spell-like effects.

Three times per day *Ktandeo's Cane* can invoke any wizard spell of 1st through 3rd level. The cane can be used more than three times per day, but this increases the power of the curse. The possessor needs to have witnessed the spell being cast once before to duplicate the effect. The effects of this spell are considered to have been cast by a 15th level preserver for purposes of duration, range, and damage.

Suggested Powers— *Ktandeo's Cane* can produce the following powers at 15th level of ability: *globe of invulnerability* (1/day), *hold monster* (2/day), *suffocate* (1/week), and *protection from evil 15' radius* (5/day).

Random Powers— These powers are randomly generated instead of the suggested powers above: two abilities from **Table 16: Major Spell-like Powers**, one ability from **Table 19: Offensive Powers**, and one ability from **Table 25: Protections**.

Curse—Like the magic that is drawn from the land to fuel a wizard's spells, *Ktandeo's Cane* draws upon the life-force of its possessor to generate its spell-like abilities. Each time the artifact is used, the possessor ages six months. Should the possessor choose to invoke the artifact's power more than three times a day, the possessor's life-force is then taxed even further, causing the user to age 12 months.



The effects of aging on the user manifest as graying hair, age spots, and other signs of age. Nothing can restore the user's essence, not even a wish spell.

Suggested Means of Destruction

- Impacted with an item fabricated from the *Last Tree*.
- Crushed under the foot of a powerful defiler (20th level or higher).
- Broken in two by an elderly halfling.

The Last Tree

The *Last Tree* is a magnificent tree which stands at the top of the highest mountain of the Forest Ridge. The tree is enormous, having a diameter of nearly a dozen yards, it is without a doubt the greatest tree on all of Athas.

This ancient tree possesses thick bark—so thick that a sword can barely scratch its surface—and leaves the size of a dwarf. The very top of the tree is covered in a fine mist, some 500 feet above its roots. The variety of the tree is unknown: however, it has the bark of an oak, the leaves of a maple, and is the size of a redwood.

History

Over 14,000 years ago a brown tide began sweeping over the land, destroying the land of the ancient halflings and bringing to an end the paradise that was the Blue Age. As the lands of Tyr-agi (today known as the Tyr Valley) were about to be destroyed by the foul tide, an all-powerful halfling nature-master by the name of Sull gathered a thousand of his kin and fled to the lands beyond the forest ridge—taking with them the cherished knowledge of their living creations. But the corrupt halflings known as *nature-benders* pursued Sull and his charges, wanting the secrets of the living creations for themselves.

In the battle that followed, only 300 halflings and a small portion of the living knowledge survived. The remainder gave their lives so the rest would survive, including Sull. Mortally injured amidst the mountains of the Forest Ridge, the nature-master crawled his way to near the top of an unnamed mountain. On a ridge overlooking the foliage of the forest beyond the mountains, Sull thrust his arms into the soil and uttered words never again heard upon Athas—and transformed himself into a tree.

Small and unremarkable at first, the being that was once Sull watched many other trees around him sprout from seeds and die of old age over the next dozen centuries—all the while growing taller and broader than any other tree on Athas. The mind that was once Sull lived on in the heart of the tree, retaining the last knowledge of the nature-masters. The *Last Tree* is a combination of a living artifact and what was once Sull. It is the *Last Tree's* hope that one day it can pass on its knowledge to restore Athas once again to a Blue Age.

About the time that the Cleansing Wars of Rajaat were to change Athas forever, a lone halfling hunter became lost in the mountains of the Forest Ridge, following a terrible battle with a bulette, and stumbled upon the *Last Tree*. The halfling, named Too'lane, marveled at the truly magnificent tree, believing it to be the last thing he would ever see. As Too'lane was about to expire from the effects of his wounds, the *Last Tree* bent a branch down and restored the injured kin to perfect health.

The need for rest prevented Too'lane from returning to his village for several days, and the *Last Tree* took this time to study the halfling warrior—it was extremely disappointed. Halflings had lost their way in the thousands of years since the end of the Blue Age. The halflings of the Forest Ridge had become a savage race, forgetting all of what the nature-masters had strived to teach them. The tree that was Sull wept at this, and water poured down upon Too'lane as he rested. Looking up to see a clear blue sky, the halfling warrior wondered what could have produced the water.





Days later Too'lane left, but he remembered the massive tree. He told his tale to the elders of his village upon his return. Too'lane returned to the *Last Tree* weeks later, along with several elders and a powerful rain cleric of their village. The cleric dropped to her knees after beholding the *Last Tree*, for to her that which was once the nature-master was the greatest thing she had ever seen. The rain cleric named Dew remained behind, staying with the *Last Tree* for the rest of her life.

Over the next 2,000 years halfling rain clerics from throughout the Forest Ridge came to the Last Tree to learn from the living artifact. The *Last Tree* realized that its dream of restoring the Blue Age to Athas was not lost, and began to share its knowledge with its former kin. The last halfling to learn from the living artifact was Nok, and this may have been where he obtained the *Heartwood Spear*.

The location of the *Last Tree* is one of the most closely guarded secrets of the halflings. Even renegade halflings who know of the living artifact do not speak of it to anyone outside of their race. They fear that all of its power and knowledge would be lost should non-halflings discover its location. The sorcerer-kings in particular would love to discover the location of this Blue Age relic.

Campaign Use

The *Last Tree* is the greatest of the living artifacts of the Blue Age left on Athas. It possess great knowledge regarding the newly discovered living items that have begun to resurface across Athas. However, the *Last Tree* is very selective about who receives its knowledge. Since its contact with Too'lane, the *Last Tree* has learned of humans, and has chosen not to deal with them—it only communicates with halflings. Should halflings come into contact with one of the living artifacts of Athas, they could bring it to the *Last Tree* to gain insight into what it is that they've found.

The *Last Tree* could serve as a repository of ancient knowledge for a campaign; however, remember that the living artifact would have little information on things created after the Blue Age other than what it has been told by halfling visitors. Should characters be able to convince the *Last Tree* that they are worthy to learn its ancient secrets, knowledge is usually presented in cryptic phrases. Wisdom, believes the tree, is what is truly needed to unlock the ancient secrets of the Blue Age. Most non-halflings who encounter the *Last Tree* are either killed by the living artifact, or the tribe of halflings that live in the valley below.

Powers

The *Last Tree* has many powers, some of which it can bestow upon others in the form of spells and spell-like abilities. Most of these powers are temporary, while others are abilities cast by the tree itself.

Constant Powers— The *Last Tree* is immune to the effects of magical fire and psionics (as they did not exist during the Blue Age), but can be injured by normal fire. However, the moisture surrounding the tree makes it too damp to burn. The living artifact can also create up to 20 gallons of water per day, drawing the moisture out of the air to keep itself and its charges alive. With the tree's permission, wood can be harvested from its branches to be formed into powerful weapons (from +1 to +5 in enchantment).

Invoked Powers— Should something threaten the *Last Tree*, twice per day it can conjure a *chain* lightning spell at 20th level of effect to annihilate invaders. The spell originates from the mist surrounding the top branches of the tree. In addition, the *Last Tree* can use any ability on **Table 14: Healing**, and **Table 20: Nature** at will.

Bestowed Powers— The *Last Tree* has the ability three times per day to bestow powers upon an individual—lasting 2d10 days before fading. Choose these abilities from the tables listed under *invoked powers* or roll them randomly.

Suggested Means of Destruction

- The mountain on which the *Last Tree* rests erupts, and the tree is destroyed.
- Preventing the tree from receiving sunlight for 72 hours.

Orbs of Kalid-Ma

The *Orbs of Kalid-Ma* are five spheres once used to aid the sorcerer-king Kalid-Ma in his metamorphosis into a dragon. Each of the orbs are a different size—ranging from two inches to two feet in diameter. Each of the orbs is constructed of pure obsidian, and through powers psionic and magical they are all virtually indestructible.

History

The ancient city of Kalidney was one of the richest city-states of the Tyr region, ruled by the sorcerer-king Kalid-Ma, 15th Champion of Rajaat, Tari Killer. Following the Cleansing Wars and the betrayal of Rajaat's champions, Kalid-Ma was obsessed with obtaining power. It is thought by some that Kalidney was destroyed in some natural disaster, but in truth the city was destroyed by its own ruler.

After years of research, Kalid-Ma attempted to accelerate the dragon transformation using spells of his own creation. His plan was to become a dragon in one stage by empowering five obsidian orbs and swallowing all of them at once. Once the spell was complete, Kalid-Ma vaulted from a 22nd level dragon to a 27th level dragon—but at a great cost. The pain that assailed the sorcerer-king was too much, and all reason and sanity was purged from the resultant creature. In the end, all that remained was a rampaging dragon.

After destroying Kalidney, the monster moved out into the Tyr region, leaving a trail of destruction. It was only after the destruction of Kalidney that Borys of Ebe, Kalak of Tyr, and Hamanu of Urik took notice of Kalid-Ma's transformation. Without the intelligence Kalid-Ma once possessed, he was easy prey for the three Champions of Rajaat. The former ruler of Kalidney fell before them after a battle that lasted nearly two days. The orbs which fueled the transformation survived. Kalid-Ma's physical form was destroyed, ravaged by the power of the three champions, but still Kalid-Ma lived on, in a fashion.

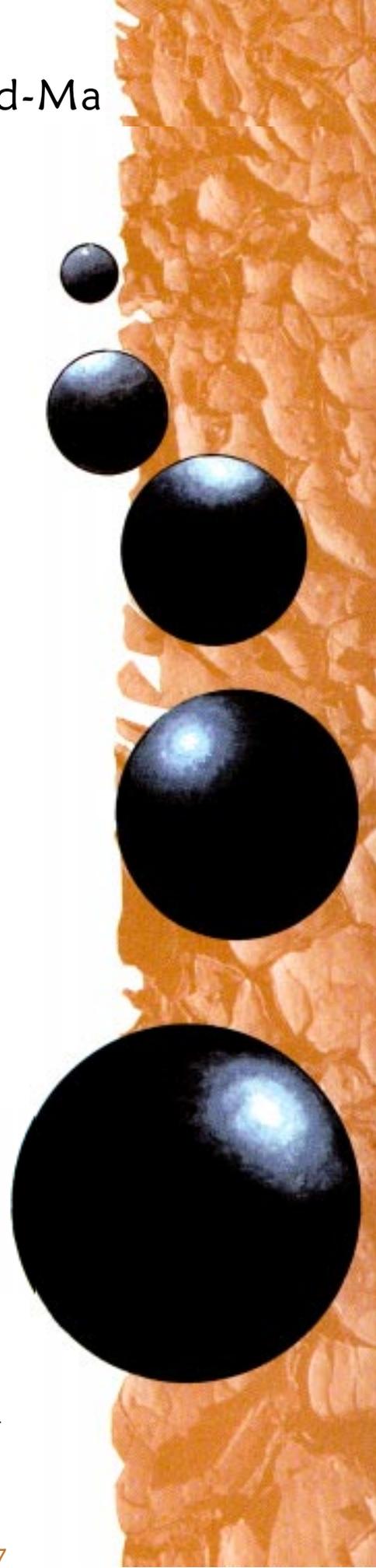
The sorcerer-king's intellect, psionic, and magical powers had been transferred into the five orbs. Should all of the orbs be reunited, the sorcerer-king's patchwork mind will become whole. Its sole purpose will be to restore Kalid-Ma to life. Once all of the orbs are reunited, they must be swallowed by a defiler/psionist of 20th level or higher. If this is done, the power of the orbs will absorb the host's mind and Kalid-Ma will be reborn as a 27th level dragon, this time with full control of his magic and mind.

Following the sorcerer-king's defeat, the five *Orbs of Kalid-Ma* were taken from the ruins of Kalidney by looters, and are now scattered across the Tyr region. One of the orbs was found in the treasure room of Kalak following his death, though it is thought to have been looted by a templar who later fled the city. Another of the orbs was spotted in Draj a decade ago in the hands of the House of the Mind (a possible front for the Order); however, rumors state that the orb was stolen from the House just last year. Of the other three, there has been no word.

Campaign Use

The *Orbs of Kalid-Ma* can be a tool of great power, or a terrible master. The more orbs collected by an individual, the more power they'll accumulate—and the stronger the consciousness of Kalid-Ma becomes. When even one of the orbs is in the possession of a character, he runs the risk of being *dominated* by the artifact. Each of the five orbs has an *ego rating*, representing the strength of that portion of Kalid-Ma's mind. Once the combined ego rating of the orbs is greater than the combined Intelligence, Charisma and level of the possessing character, he is dominated by the artifact (immunities notwithstanding).

If three or more orbs are brought together, a dominated character will be drawn to the remaining orbs—knowing their location. Once all the orbs are collected, the possessor will have power equal to a sorcerer-king. The dominated character will then attempt to find a host body for the intellect, and bring Kalid-Ma back to life. Should this transpire, the reborn sorcerer-king would repay the character with a swift death.



Orb #1: The Protector

Size— This is the smallest of the five orbs, measuring only two inches in diameter.

Ego— This orb has an ego rating of 10.

Constant Powers— The powers of this orb's protection. The powers guard from mundane, magical, and psionic attacks. The possessor of this orb is immune to normal missile attacks as per the *protection from normal* missiles spell. The orb also grants a +2 to all magic-based saving throws, and +2 to the possessor's MAC (mental armor class).

Invoked Powers— Once per day this orb can form a bubble around the possessor equal to a *cube of force*, with the effect being a random roll of 1-6 (see DMG Appendix 3 for details) for up to 1 turn.

Suggested Powers— This orb imbues the possessor with the following powers at 22nd level of ability: immunity to illusion spells (seeing them only as shadowy forms), *neutralize poison* (1/day), *mind blank* as long as the artifact is in hand.

Random Powers— These powers are generated instead of the suggested powers: two abilities from **Table 15: Immunities**, and one ability from **Table 25: Protections**.

Curse— The possessor of this orb believes himself to be invulnerable to all forms of attack. Should the character wish to act otherwise (such as not drinking an offered vial of poison or bothering to dodge an incoming arrow), he or she must make a check versus their current Wisdom Score. If this curse is inappropriate for your campaign, roll one result from **Table 5: Curses**.

Orb #2: Orb of Minor Magic

Size— This is the second smallest of the orbs, measuring four inches in diameter.

Ego— This orb has an ego rating of 18.

Constant Powers— The powers of this orb are centered around minor spells and spell-like abilities used by a defiler or preserver. While this orb is held before the possessor, they are immune to minor spells as if surrounded by a *minor globe of invulnerability*. Also, while in possession of this orb all wizard spells of levels 1-3 cast by the character have double the normal duration (when applicable).

Invoked Powers— Twice per day the possessor of this orb may recall one spell that has been cast within the last 12 hours. Also twice per day the possessor may choose to have a wizard spell of level 1-3 inflict maximum damage upon a target.

Suggested Powers— This orb also imbues the possessor with the following powers at 22nd level of ability: *burning hands* (5/day), *dancing lights* (5/day), *fear* (3/day), *sanctuary* (5/day), and *free action* (1/day).

Random Powers— These powers are randomly generated instead of the suggested powers above: four abilities from **Table 17: Minor Spell-like Powers**, and one ability from **Table 18: Movement**.

Curse— Use of any of this orb's spell-like powers causes all water within 30' of the user to become polluted. There is no saving throw for this effect. If this curse is inappropriate for your campaign, roll one result from **Table 5: Curses**.

Orb #3: The Confronter

Size— This orb is the third smallest of the five, measuring nine inches in diameter.

Ego— This orb has an ego rating of 18.

Constant Powers— The powers of this orb are centered around offensive spells and combative powers. All damage rolls made with this in a characters' possession gain a +4 bonus, with die rolls of a natural "19" or higher that hit doing double damage.

This orb has the ability to increase the power of a spell cast through it. If a spell is cast with this orb in one hand (as with a *staff of power*, a spell requiring somatic components is not adversely affected by holding the orb), the power of the spell is increased. The range of the spell (if not touch) is doubled, the duration (if not permanent) is tripled, and if the spell causes damage all results of 1 or 2 on the dice are treated as a result of 3. The possessor of this orb has the ability to increase their THAC0 score by five or to a two, whichever is better, up to three times per day for one hour.

Invoked Powers— Once per week this orb has the ability to cause time stop with a 30 yard radius for 1d6+1 rounds; however, using this power invokes one of the item's curses (see **Curse** below).

This orb also has the ability to reflect one attack, magical or physical, twice per day. Damage from sword cuts appear on the wielder of the weapon, and directed magic is turned back on the caster. This action can be declared after the attack has occurred, but must be used before damage is assigned; in addition, the orb must be held in the possessor's hand for this power to be invoked. The reflected attack has no effect on the possessor, and can only be redirected to the original source.

Suggested Powers— This orb imbues the possessor with the following powers at 22nd level of ability: *energy drain* by touch (1/week), *strength* upon user (3/day), call *lightning* (1/week), *haste* (1/day), *flaming sphere* (5/day), and *shocking grasp* (5/day).

Random Powers— These powers are randomly generated instead of the suggested powers above: three abilities from **Table 3: Combat**, two abilities from **Table 17: Minor Spell-like Powers**, and one ability from **Table 16: Major Spell-Like Powers**.

Curse— The curses associated with this orb results from the possessor's inability to control the dragon magic of the sorcerer-kings. If the orb's *time stop* ability is invoked, all dead humanoid within the area of effect rise from the their lifeless state and attack the nearest living creature. This does not effect anyone killed by the possessor while the *time stop* was invoked, only those dead beforehand. Treat all undead as standard zombies who attack until destroyed.

In addition, if any other spell-like powers are invoked, the orb draws the energy for the spell as if a defiler of the possessor's level had cast the spell, defiling an area surrounding the character. If there is no plant life-force to draw upon, then the essence is taken from the possessor-aging him or her one year. If these afflictions are inappropriate for your campaign, choose two results from **Table 2: Cataclysms**, and one result from **Table 5: Curses**.

Orb #4: Orb of Schools

Size— This orb is the second largest of the five, having a diameter of 14 inches.

Ego— This orb has an ego rating of 22.

Constant Powers— The powers of this orb are based on the various schools of magic (Abjuration, Conjunction/Summoning, Divination, Enchantment/Charm, Necromancy, and Invocation/Evocation) available to defilers and preservers. If the possessor of the orb is a defiler or preserver, he or she may choose one school of magic at the beginning of each day and memorize two extra spells of each spell level they're capable of casting. For example: a defiler able to cast three first level spells and one second level spell would be able to memorize and cast two extra first level spells and two extra second level spells belonging to the chosen school.

In addition, spells from the school of Invocation/Evocation (spells Kalid-Ma particularly liked to use) can be memorized in one-quarter of the time by the possessor of this orb. Spells memorized by the possessor from the Illusion/Phantasm school take three times as long to memorize.

Invoked Powers— Once per day the possessor of this orb can choose to gain a 50% magic resistance to all spells cast from one school of magic. The school of magic must be chosen before any spells are cast, and lasts for a period of 12 hours. The possessor must be familiar with the school in question to resist it.

In addition, the possessor can impose a negative modifier to saving throws against a certain school of spells twice per day. After declaring this intention, the possessor of this orb can impose a -3 modifier to an opponent's saving throw when applicable. This power has no effect on spells that do not require a saving throw of some sort. This negative modifier lasts until the target misses a saving throw of the appropriate school.

Suggested Powers— This orb also imbues the possessor with the following powers at 22nd level of ability: *avoidance* between a creature and the user (1/day), *merciful shadows* by touch (7/day), *aerial servant* (1/week), *grease* (3/day), *wizard eye* (3/day), *detect magic* (3/day), *charm person* (2/day), *wall of force* (1/day), *chill touch* (5/day), *polymorph other* (3/day), and *weird* (1/week).

Random Powers— These powers are randomly generated instead of the suggested powers above: two abilities from **Table 1: Abjurations**, two abilities from **Table 4: Conjunction/Summoning**, two abilities from **Table 6: Detection**, one ability from **Table 12: Enchantment/Charm**, one ability from **Table 17: Major Spell-like Powers**, two abilities from **Table 17: Minor Spell-like Powers**, and one ability from **Table 19: Offensive Powers**.

Curse— The possessor of this orb has a 1% cumulative chance per day he carries this orb of being afflicted with delusional insanity, believing himself as powerful as a sorcerer-king. The possessor demands he or she is paid the proper respect deserved of a sorcerer-king, becoming extremely hostile should this reverence be ignored. If things such as a specific act by the party or an important decision is made without the possessor's consultation, the owner of this orb becomes exceedingly unfriendly to all involved—possibly going so far as to withhold assistance from them in a life or death situation. If this curse is inappropriate for your campaign, choose or randomly generate one result from **Table 5: Curses**, and one result from **Table 2: Cataclysms**.

Orb #5: The Mindbender

Size— This is the largest of the five orbs, having a diameter of 24 inches.

Ego— This orb has an ego rating of 26.

Constant Powers— The powers of this orb are psionic, possessing all of the psionic power that was Kalid-Ma's to wield. The possessor of this orb has access to all five of the psionic attack forms (*ego whip*, *id insinuation*, *mind thrust*, *psionic blast*, and *psychic crush*) and the five psionic defense forms (*intellect fortress*, *mental barrier*, *mind blank*, *thought shield*, and *tower of iron will*). In addition, the possessor's MAC (mental armor class) is increased by 4 points, and all MTHAC0 (mental to hit armor class zero) rolls gain a bonus of +4.

The possessor of this orb also has access to a portion of PSPs once held by Kalid-Ma—a total of 200 PSPs to draw from. These points can be used instead of the possessor's own points, and are used to activate and maintain the powers of this orb.

This orb also bestows psionic ability upon a character who possesses only a wild talent, or increases the experience level of a psionicist. Characters who have no psionic ability gain no benefit from this artifact.

A character with only a wild talent who comes into possession of this orb gains the abilities of a 4th level psionicist (defilers gain the powers of a 6th level psionicist). The character chooses psionic disciplines, taking into account all prerequisites and other limitations. This new class becomes either a dual- or a multi-option for the character, depending on their race. All hit points and THAC0 scores change accordingly with these new levels. Additional experience and powers are gained normally, with new psionic skills taught by the orb and not a master.

A character who is a psionicist controlling this orb gains four levels of experience. If the character is a multiclassed defiler/psionicist, the possessor gains six levels of experience. The affected characters gains appropriate additional disciplines, hit points, and other adjustments concurrent with the level increase. Additional psionic disciplines gained through this level increase are chosen by the character, and are learned from the orb. In any case, if the character loses possession of the orb, these powers and additional artificial levels are lost.

Invoked Powers— Like the *orb of schools*, the possessor of this orb can choose to ignore the effects of any one type of psionic discipline—Clairsentient, Psychokinetic, Psychometabolic, Psychoportive, or Telepathic. This power operates once per day for 12 hours. No psionic powers of the chosen school can effect the orb's possessor unless he or she chooses to allow it. This power works against both sciences and devotions of the chosen disciplines.

In addition, twice per day the possessor can choose to reflect a psionic attack back upon its source. This power must be one that would have caused the orb's possessor physical or mental damage in some way, such as *disintegrate* or *ego whip*. This action must be declared following the opponents MTHAC0 roll, but before any damage is assigned.

Twice per day, the possessor of this orb can choose to impose a negative modifier to MTHAC0 rolls of another psionic humanoid or creature. This action must occur

before any dice rolls, and causes a -5 penalty to the attempt. This negative modifier lasts until the victim succeeds at a MTHAC0 roll.

Suggested Powers— This orb also imbues the possessor with the following powers at 22nd level of ability: *detect psionics* (3/day), *know direction* while in hand, *displacement* for one hour (1/day), *see magic* while in hand, *inflict pain* by touch, *true sight* for one turn (1/day), *life draining* for up to one turn (2/day), *ultrablast* (1/week), and *mind blank* while in hand.

Random Powers— These powers are randomly generated instead of the suggested powers above: one ability from **Table 6: Detection**, four abilities from **Table 23: Psionic Powers—Devotions**, three abilities from **Table 24: Psionic Powers—Sciences**, and one ability from **Table 25: Protections**.

Curses— The longer a character possesses this orb, the more they're likely to drop whatever other character class they possess and devote their time to being a psionist. Powerful fighters will throw down their weapons (even magical ones) and use their newfound psionic abilities, bards will neglect their poisons, and clerics forget their spells and use their psionic powers instead. If the possessor is a defiler, they lose none of their abilities (as their classes are akin to that of a sorcerer-king)—a preserver will eventually switch over to the defiler class.

The chance for this to occur is 1% cumulative per day the character possesses this orb. Once this transformation to the psionist class is complete, the character loses all knowledge of his or her former class. Should the character ever lose possession of the *mindbender orb*, they become a 0-level character and must begin from scratch if they wish to adventure again.

Possession of Multiple Orbs

Should a character come into possession of multiple orbs, additional powers can be gained—and additional side-effects. Once all the orbs are gathered, the possessor is *geased* to subdue a sorcerer-king or other defiler/psionist and force them to swallow the five artifacts and restore Kalid-Ma to life as a 27th level dragon.

- *Commanding Two Orbs*— The possessor gains one ability from **Table 6: Detections**, and one ability from **Table 8: Elemental Air**. In addition, the possessor gains a roll on **Table 13: Fate and Fortune**.
- *Commanding Three Orbs*— The possessor gains one ability from **Table 3: Combat**, one ability from **Table 7: Divination**, and one ability from **Table 11: Elemental Earth**. In addition to one from **Table 22: Personal Enhancement**, and must roll once on **Table 2: Cataclysms**. The effect of the roll on Table 2 takes effect if any *invoked* powers are activated.
- *Commanding Four Orbs*— The possessor gains one ability from **Table 9: Elemental Fire**, one ability from **Table 14: Healing**, and one ability from **Table 18: Movement**. With ownership of a fourth orb, the possessor is immediately afflicted with a curse from **Table 5: Curses** and the ego rating of the artifact will overwhelm the possessor into seeking out the final orb to fulfil its sinister purpose.
- *Commanding Five Orbs*— The possessor gains one ability from **Table 10: Elemental Water**, one ability from **Table 16: Major Spell-Like Powers**, and one ability from **Table 19: Offensive Powers**. At this time the orbs are totally in control of the unfortunate character and will force him to seek out a sorcerer-king to battle.

Suggested Means of Destruction

- Collectively bring all five of the orbs to the Pristine Tower, and shatter them against its walls.
- Strike the orbs with the bone of a Tari, the creatures Kalid-Ma attempted to wipe from the face of Athas centuries ago.
- Cover them in the blood of two sorcerer-kings.
- Drop all five of the orbs into a cauldron of boiling gold.

The Planar Gate

The *planar gate* is an artifact from Athas' Green Age. It resembles a giant mirror set in a mahogany frame with gilded images of strange animals and races long dead. The planar gate is currently in the hands of Dregoth, the Undead Dragon-King.

History

The ancients of the Green Age were powerful psionicists with abilities and knowledge far beyond those of even the greatest members of the Order today. These psionicists created the Planar Gate using powers that no longer exist on Athas today. With the planar gate they explored the vast reaches of other worlds. The artifact was kept within a great keep hidden in a cavern beneath Giustenal, where it was used to study the myriad planes of existence.

As the Green Age gave way to the Time of Magic, the cavern containing the *planar gate* was abandoned and forgotten. The gate sat beneath the place that would one day be called the Groaning City, awaiting discovery. Centuries passed, then during the days of the Cleansing War, demi-humans from Giustenal established a sanctuary in the cavern. They discovered the planar gate, and looked upon it as a sign from their god.

To the followers of Taraskir the Lion, then king of Giustenal, all things leonine were sacred. While they had no idea what the planar gate truly was, it showed them a world of grassland with lions roaming free. They believed the cavern to be blessed by Taraskir, and lived there for a time in safety and peace.

Less than two decades later, Dregoth the Ravager and his forces found the hidden cavern and destroyed the demi-humans. The planar gate then fell into Dregoth's possession. It now resides in his Dread Palace, providing the undead sorcerer-king with a window and a doorway to other worlds.

The ancients of the Green Age that created this unique and powerful psionic item used techniques and knowledge lost in the mists of the ages—processes far beyond the understanding of the greatest member of the Order or the most powerful sorcerer-king alive today. Dregoth has discovered how to operate the planar gate, but he cannot build another. Once it is destroyed, the gate will be lost for all time, as no one on Athas has the knowledge or skill to rebuild it.

Campaign Use

It is extremely unlikely that a band of adventurers would be able to steal the *planar gate* from New Giustenal without incurring the wrath of Dregoth and his followers. However, the gate can be used by anyone with the psionic powers *clairvoyance* and *probability travel* to travel beyond the confines of Athas. This is one of the few ways for player characters from Athas to travel to the infinite worlds of the outer and inner planes.

Powers

Since the planar gate is unique in the Dark Sun setting, it contains powers that are not found on the random generation charts. The planar gate radiates strong psionic energy. Using the *psionic sense* devotion, a character can discover that the gate spends one PSP per round to keep an image in the mirror in focus. The gate itself has been empowered, giving it sentience and allowing it to generate psionic points.



To change the gate's focus, a character must look into the mirror and use the *clairvoyance* science. After two rounds of concentration, the image in the mirror begins to shift to show various planes of existence. To determine how long it takes to locate a particular plane, the DM should assign a number from 1 to 100, then use a percentile die in an attempt to roll the same number. The reason for this is that there are so many different planes, and many characters will exhaust their supply of PSPs before the desired plane comes into focus. It is the DM's option to have specific planes in mind when characters encounter the gate.

To step through the mirror, a character must use the *probability travel* science. The use of this science allows the character to part the thin boundary between the two planes, allowing them to step through to the image presented in the mirror. The initial cost of the power's use remains the same (20 PSPs), and this opens the planar boundary long enough for the character to step through. To keep it open long enough to allow others to follow, the traveler requires the user to spend 8 additional PSPs per person. The gate will stay focused on the location until the image is shifted by another use of *clairvoyance*, until that time the gate itself spends the PSPs necessary to keep the distant location in view.

On the other side, the gate's location always appears as a shimmering rectangle of light within some reflective surface (another mirror, a small pool, etc.) Only those who stepped through the planar gate can see the way back. Returning requires another use of *probability travel*, and the gate must still be focused on the location when the travelers are ready to step back through.

The planar gate has a neutral alignment and an Intelligence score of 15. It can communicate via psionics in the common language of the Green Age and in Dregoth's ancient Giustenal tongue. It was created to provide a means for study and travel, and it has no problem with the uses Dregoth has found for it. If characters seem interested in using the planar gate, the device will tell them how to do so—though they may not be able to understand the language it uses. The planar gate is not fond of idle chit-chat, and speaks of nothing other than where a character wishes to travel. However, if someone intends on using the gate in a blatantly evil way (such as moving an invading army through or bringing back slaves from another plane), the gate will refuse to function for that person from then on. Dregoth learned of this in early conversations with the device, and has been cautious in his use.

The gate can focus itself, if the character using it tells it where he or she wants to go. This still requires the expenditure of the viewer's PSPs, it just takes much less time to align. If asked, the gate can focus the mirror on a specific plane in 1d6+1 rounds. The gate can even supply a limited history of the plane being traveled to, and can align itself to a specific plane someone else (most likely Dregoth) has traveled to during the past 48 hours if the planes image is not currently displayed in the mirror.

Suggested Means of Destruction

- The planar gate has 100 hit points and an effective armor class of 2. Each time a successful hit is scored, the gate makes a saving throw versus the type of attack as though it were a metal object—gaining a +3 to all saves. If the gate saves, it takes only half damage.
- If the spell *gate* is cast upon the device, an implosion in the fabric of reality would occur—and the gate would explode. Such an explosion would be devastating, causing 10d10 damage to everything within 100 yards.
- If the planar gate is told that it has unwittingly participated in a truly evil act, it will shatter. The gate destroys itself rather than be used for a purpose other than study and exploration.

The Psionatrix

This artifact is another creation of the powerful psionics of the Green Age, though specifics regarding its creation have been lost in time. Appearing as a mystical gem with an infinite pattern of light within its facets, the *Psionatrix* is the perfect blending of psionic power and magical energy. The gem is the embodiment of psionic power, one of the greatest psionic items ever created—second only to the *Dark Lens*. The *Psionatrix* is slightly bigger than a human's hand, but weighs considerably more than it appears it should (about five pounds).

History

Who created the *Psionatrix* and for what purpose has been lost over the centuries. There have been many legends regarding the *Psionatrix* prior to Rajaat's rise to power, but nothing had been heard of the artifact since the time of the Champions. Legend states that the *Psionatrix* contains limitless psionic energy, drawing it directly from Athas itself. The possessor of the *Psionatrix* is said to have been able to draw upon his inexhaustible supply of power, as well as being able to wield other extraordinary psionic powers.

This artifact disappeared from Athas, becoming only a myth told to initiates of the Way, until its discovery by a member of the Order named Pharistes. This Master of Telepathy felt that the reason Athas was in its present condition was due to the misuse of psionic power.

Pharistes used the *Psionatrix* to augment his already incredible power, and with the aid of a magical device used the gem to dampen all psionic power in the Tyr region. In the end, Pharistes was defeated and the *Psionatrix* was again lost. Since its resurfacing, several sorcerer-kings have been interested in the discovery of device, wishing to use it to increase their own power. Since the *Psionatrix's* last known location was the Dragon Crown Mountains, several have expressed an interest in the powerful artifact. The sorcerer-king of Urik has sent some of his finest warriors to the Dragon's Crown in search of the *Psionatrix*, many of which have not returned.

Campaign Uses

In the DARK SUN adventure *DRAGON'S CROWN*[®], the *Psionatrix* was supposedly destroyed with a magical device called a *water hammer*. The hammer produced a powerful sonic vibration that shattered the *Psionatrix*, preventing Pharistes from dampening all Athasian psionics. If in a specific campaign the *Psionatrix* was shattered, a small portion of this artifact may have survived and would still contain an incredible amount of power. Obviously, a smaller portion of the artifact would be less powerful than the whole. Remember that knowledge of the *Psionatrix's* return has spread across Athas, and more than just the sorcerer-kings are looking for it.

Powers

Abilities of the *Psionatrix* are given in two forms: before the artifact was shattered by the *water hammer*, and after. Which version of the *Psionatrix* is used in a DM's campaign is up to them. Regardless, both versions will be sought after should the existence of the *Psionatrix* become too well known.



Psionatrix—Original Version

Constant Powers—Before its destruction from a blow by the *water hammer*, the *Psionatrix* was a very powerful psionic item. Any creature with psionic powers that is in contact with the *Psionatrix* has access to an unlimited number of PSPs—which are generated by the artifact without tapping into the wielder's personal points. The possessor of the *Psionatrix* also has access to the five psionic attacks (*ego whip*, *id insinuation*, *mind thrust*, *psionic blast*, and *psychic crush*) and the five psionic defenses (*intellect fortress*, *mental barrier*, *mind blank*, *thought shield*, and *tower of iron will*) which can be used at any time. While holding the artifact, all MAC scores are halved for chances of success, and range for psionic abilities (when applicable) is doubled. All other costs and prerequisites are the same.

Invoked Powers— Once per day the *Psionatrix* can inhibit all psionic activity in a one-mile radius for three hours. While this psionic interference field is in effect, the cost of all psionic powers is quadrupled, and all MAC rolls are doubled. This field is especially dangerous to thri-kreen, who can be driven mad by its effect. All thri-kreen in the area of effect must save versus spells or revert to their primal instincts. Affected thri-kreen immediately dash out into the wastelands to hunt, ferociously hunting all that moves (with the exception of any clutchmates). This berserk fury lasts for 24 hours.

Suggested Powers— The *Psionatrix* also has the following psionic powers, all at 25th level of ability: *all around vision* when held, *blink* (3/day), *displacement* for one hour (1/day), *project force* (1/day), and *protection from magic* for one hour (1/day).

Random Powers— These powers are to be used instead of the suggested powers above: three results from **Table 23: Psionic Powers—Devotions**, one result from **Table 24: Psionic Powers—Sciences**, and one result from **Table 25: Protection**.

Psionatrix—Lesser Version

Constant Powers— After being shattered with the *water hammer* in the adventure *Dragon's Crown*, a small portion of the artifact's power survived. Any creature with psionic powers that comes into contact with the *Psionatrix* fragmented can tap on a reserve of 100 PSPs in a 24 hour period. The possessor of the shattered *Psionatrix* also has access to the psionic the attack form *ego whip*, and the defense form *mind blank*, which can be used at will. If the artifact is drained of PSPs, then the possessor's points can be used to fuel these powers.

Invoked Powers— The psionic dampening field of the *Psionatrix* is far inferior following its shattering. Once per week the *Psionatrix* can inhibit all psionic activity in a 100 yard radius for 1d2+2 turns. While this psionic interference field is in effect, the cost of all psionic powers is tripled. This version of the *Psionatrix* is no longer debilitating to thri-kreen, though the creatures still feel "discomfort" while in the area of effect.

Suggested Powers— The *Psionatrix* also has the following powers, all at 15th level psionic ability: *all around vision* when held, *blink* (3/day), *displacement* for one hour (1/day), and *protection from magic* for one hour (1/day).

Random Powers— These powers are to be used instead of the suggested powers above: two results from **Table 23: Psionic Powers—Devotions**, and one result from **Table 25: Protections**.

Suggested Means of Destruction

- The only known means to destroy the *Psionatrix* is with the *water hammer* device. One use of the hammer on the artifact reduces it to a less powerful device, while a second use destroys it.

The Scorcher



The *Scorcher* was created by Rajaat at the same time as the *Silencer of Bodach*, and is a massive long sword. The *Scorcher* is constructed of the same unidentifiable red alloy as the *Silencer*, and is much harder than enchanted steel. The *Scorcher's* blade is perfectly smooth, and the hilt contains a red glowing rune identical to that of the *Silencer*. The hilt is constructed of unbreakable obsidian, wrapped in the hide of an ancient fire drake. The pommel is a tooth from said fire drake, and its point is razor sharp. When used in combat, ebony, flames appear from the blade and burn opponents with cold, black, fire.

The long sword is amazingly light and well balanced, and all but the most feeble or diminutive warriors can wield it. The *Scorcher* is too large for halflings to wield properly.

History

When Rajaat planned the Cleansing Wars 4,000 years ago, the great defiler warlord crafted three mighty weapons to be given to his most favored champions. The *Silencer* was given to the left-hand of Rajaat, a warlord named Irikos, who was later killed after destroying the city of Bodach. The second weapon, a long sword called *Scorcher*, was given to the right-hand of Rajaat—a warlord named Myron who later became known as Myron the Troll Scorcher, 4th Champion of Rajaat. And the third was the *Scourge*, which was given to Borys of Ebe. With the *Silencer* lost following Irikos' death, Rajaat relied heavily on Myron during his war with the preservers of Athas, and with the help of the *Scorcher* Rajaat succeeded. Next came the Cleansing Wars.

As the terrible wars against the races of Athas ensued, Myron of Yorum began to question the moral implications of Rajaat's intentions. Perhaps the warlord discovered Rajaat's goal of returning Athas to a Blue Age, and realized that the Champions would also be slain. In the end, Myron's treachery was discovered by Rajaat and he was slain and replaced by Hamanu—who became the new 4th Champion of Rajaat and wielder of the *Scorcher*.

The *Scorcher* remained in Hamanu's possession for years, and was the blade used by the sorcerer-king of Urik to deal the death-blow to Dregoth, the Ravager of Giants. Shortly after killing 3rd Champion of Rajaat, Hamanu lost the *Scorcher* in the Silt Sea near Giustenal. It is believed that the assassins of Dregoth witnessed how easily the *Scorcher* slew the king of Giustenal, and it was agreed that this weapon of Rajaat could pose a threat to them some day—and was better off lost to all of Athas. All traces of the *Scorcher* were removed from the land, as the sorcerer-kings did not wish their subjects to know of a weapon capable of killing them.

The long sword remained at the bottom of the Sea of Silt for many centuries, until being accidentally swallowed by a silt horror. Later, the horror was killed when it raided the shores of the village of Cromlin and the artifact was retrieved from its gullet by an ex-gladiator named Vorr. With the power of the *Scorcher*, Vorr slew dozens of slave raiders from Draaj, Raam, and Nibenay, before supposedly being killed by a nightmare beast in the Valley of Trevain.

Campaign Use

The *Scorcher* is a weapon capable of killing the most powerful of Athas' creatures—a sorcerer-king. Unlike the *Silencer*, the *Scorcher* is a more elegant weapon that relies on its vast array of unique abilities to achieve its end. Because of Myron's powerful influence the *Scorcher* is considered “neutral” in alignment, causing it to be driven by whatever its possessor desires most. If the wielder of the *Scorcher* is intent on killing innocent villagers, the sword lends its power to the gruesome task. If the wielder wishes the death of a sorcerer-king, then the *Scorcher* wants nothing more than to once again drink the blood of Rajaan's champions.

The attitude of the *Scorcher* is not one of good or evil, but of purpose. The *Scorcher* is not a weapon that will ever hang on someone's trophy wall. If the *Scorcher* is ever without a purpose it is either lost by the wielder, or it summons someone within a 30 mile radius that would have use of its powers in some sort of campaign. This challenger fights the wielder of the sword for its possession, and the *Scorcher's* powers do not work for the idle possessor.

The *Scorcher's* whereabouts since Vorr's death are unknown. Rumor has it that the blade can be found in the lair of a nightmare beast that slew Vorr, though this is speculation by the only witness to the incident.

Powers

Constant Powers— The *Scorcher* is a long sword that can easily be wielded as a one- or two-handed weapon. The artifact is a weapon of +3 enchantment, and has the weapon speed of a short sword when wielded by someone with a Strength greater than 17. The blade radiates a cold, ebony fire when drawn for combat, and contact with the flame causes an additional 1d4 damage to any struck by the weapon. The possessor of the *Scorcher* is immune to all mind-affecting spells, and imposes a -5 to MTHAC0 rolls against mind-altering psionics. While the *Scorcher* is held in the possessor's hand, they are immune to fire as if wearing a *ring of fire resistance*. However, what truly makes the artifact deadly is that it ignores all magical protection in regards to armor class. Hence, an opponent with a *bracers of defense AC 5* and a Dexterity of 17 would be armor class 7 against this mighty blade.

Certain special powers of the *Scorcher* depend solely on the alignment of the possessor. If the owner of the sword has a lawful alignment (good, neutral, or evil), then the blade functions as a *vorpal* weapon, severing the head of its victim on a modified die roll of 20 or greater. If the wielder of the *Scorcher* is neutral in alignment (good, evil, or true neutral), then the blade functions as a *sword of wounding* that causes wounds to heal at half the normal rate. If the possessor of the blade is chaotic (good, neutral, or evil), then the blade functions as a *sword of sharpness*. Against huge or gigantic creatures (ones without heads or limbs to sever), the *Scorcher* deals double weapon damage.

Suggested Powers— The *Scorcher* bestows the possessor with the following powers at 20th level of ability: *blur* while the artifact is in hand, *slay living* upon opponent struck (1/week), *true seeing* (1/day), *wall of fire* (1/day), cast *cure serious wounds* upon wielder (3/day), and a constant *protection from good/evil*.

Random Powers— These powers are used instead of the suggested powers above: two results from **Table 3: Combat**, one ability from **Table 6: Detection**, one ability from **Table 9: Elemental Fire**, one ability from **Table 14: Healing**, and one ability from **Table 22 Personal Enhancement**.

Curse— The wielder of the *Scorcher* remains focused on an individual purpose, regardless of its implications to friends or family. Nothing matters but the endeavor at hand. In addition, a random curse befalls the possessor (roll on **Table 5: Curses**), different for every owner of the sword.

Suggested Means of Destruction

- Strike the weapon against the *Silencer of Bodach*, shattering both blades.
- The blade is consumed by a water drake.

Scourge of Rkard

The *Scourge of Rkard* is a great bastard sword created thousands of years ago by Rajaat. The steel of this sword is like no other, having an almost ivory sheen, and its polished surface is as reflective as the finest mirror. The pommel of the *Scourge* is wrapped in the hide of a nightmare beast, and the tang is engraved with ancient symbols of power.

History

The *Scourge of Rkard* (originally called the *Scourge*) is the third of the three great swords created by Rajaat—the other two being the *Scorcher* and the *Silencer*. Rajaat gave the *Scourge* to his 13th champion, Borys of Ebe, to be used in his crusade to eliminate the dwarves from the face of Athas. The *Scourge* drank the blood of many, and soon the Butcher of Dwarves was met by Rkard, the last and most powerful of the dwarven kings. In the terrible conflict that followed Borys buried the sword deep within Rkard's chest, earning it the name the *Scourge of Rkard* thereafter.

As the champions of Rajaat planned to rebel against their master, Borys lost the *Scourge of Rkard*, and it somehow ended up in the hands of surviving dwarves of Kemalok. Over the centuries that followed, the *Scourge* was kept in the tomb of Rkard until the day that it was needed to defend the dwarves from the ravaging of Borys of Ebe.

Following the death of King Kalak, Rikus came to the dwarves of Kemalok to enlist their aid in defending Tyr from the approaching army of Urik. For agreeing to help retrieve the stolen *Book of Kemalok Kings*, Rikus was declared a knight of Kemalok and given both the *Scourge of Rkard* and the *Belt of Kings* to help him in the arduous battles that were ahead. Though the *Book of Kemalok Kings* was not recovered, the Urikian army was repelled and both Kemalok and Tyr were safe. Rikus returned the *Belt of Kings* to the dwarves, but was given the *Scourge of Rkard* by the dwarven elder Lyanius as a reward for his struggles.

During the following decade, Rikus used the powers of the *Scourge* to help defend Tyr and the rest of the Tablelands from the ravages of the Dragon—otherwise known as Borys of Ebe. After Rajaat was released from his prison Rikus found himself in mortal combat with Borys, with his only weapon the *Scourge of Rkard*. In the battle that followed, Rikus drove the *Scourge* deep into the snout of the Dragon, and as a result of the creature's subsequent thrashing Rikus snapped the blade in two. The blade that remained impaled in the Dragon began to ooze a black ichor which eventually consumed and killed Borys. The two pieces of the *Scourge of Rkard* were left at the Ring of Fire following Rajaat's defeat, and are now guarded by powerful wards placed on the area by Sadira of Tyr.

Campaign Use

The *Scourge of Rkard* is a powerful weapon that can be used by either the forces of good or evil, whichever happens to have possession of it at the time. The *Scourge* was in the possession of Rikus for nearly a decade, and it is possible characters may have come into contact with the blade if they were familiar with the ex-gladiator mul. It is unlikely that Rikus would have parted with the *Scourge*, since he felt it to be the supreme gift from dwarves.

Like many of the events in the *Prism Pentad* novels, the final fate of the *Scourge of Rkard* could be different depending on a DM's campaign. Should Rikus have been killed defending Tyr or in battle against Hamanu (who was not affected by the *Scourge's*



powers), it might be up to the player characters to recover the sword and use it to slay the Dragon. However, if a DM's campaign did follow the destruction of the Dragon and the shattering of the *Scourge*, then retrieving it from the Ring of Fire would almost certainly attract the unwanted attention of Sadira of Tyr and her allies.

Powers

Constant Powers— The *Scourge of Rkard* is a two-handed bastard sword, though it can be wielded with one hand if the user has a 20 or greater Strength and stands over six feet in height. The weapon is +4 to hit and damage, +6 versus champions of Rajaat. The *Scourge* is also able to damage creatures of the Shadow World, inflicting double damage per strike. In addition, the *Scourge* is a vorpal weapon (as per Appendix 3 of the DUNGEON MASTER Guide). The *Scourge* can cut through wood as easily as a knife through butter, and all obsidian weapons that come into contact with the artifact shatter. Enchanted obsidian receives a saving throw versus crushing blow to avoid this effect.

The *Scourge of Rkard* also enhances the hearing of the possessor. Upon command the sword can increase its possessor's hearing 100 fold, giving them the ability to hear noises up to a mile away if necessary. Additionally, if the *Scourge* is broken (which has occurred twice in recent history), the two pieces can mend themselves if held together for a period of one month. During this time none of the sword's powers function. While two broken pieces of the sword are apart, each piece issues a black ichor. Anything that comes into contact with this ooze is consumed by it, eventually dissolving into nothingness. This ooze can only be removed if fire is applied to it within one minute of exposure.

Invoked Powers— Once per day the wielder of the *Scourge of Rkard* can rally his allies by holding the sword high in the air prior to entering battle. Those viewing this spectacle are inspired for the forthcoming battle, gaining +2 on all to hit, damage, and saving throw rolls until either the battle is over or the possessor of the *Scourge* falls in battle.

Suggested Powers— The *Scourge of Rkard* also has the following abilities produced at 25th level: functions as a *ring of protection* +2 when held, prevents the possessor from ever becoming lost, and grants the wielder complete immunity to poison.

Random Powers— These powers are randomly generated instead of the suggested powers above: one ability from **Table 13: Fate and Fortune**, one ability from **Table 15: Immunities**, and one ability from **Table 25: Protections**.

Curse— The power of the *Scourge of Rkard* is not without price. Should the possessor of this artifact ever come into contact with one of the remaining champions of Rajaat, they must make a saving throw versus spells with a -5 penalty or attack the champion outright. As far as the wielder of the *Scourge* is concerned, this is a confrontation to the death.

Additionally, should the *Scourge* ever again drink the blood of a dwarf, there is a chance that the sword's original purpose—the destruction of the dwarven race—will be revived. For each dwarf that is slain by the *Scourge of Rkard* there is a 5% cumulative chance that the possessor will take up the one-time mantle of Borys of Ebe, and attempt to finish killing all the dwarves on Athas. Only the death of the afflicted user can free them from this savage need to massacre the dwarven race.

If neither of these curses are appropriate for a DM's campaign, then randomly generate three results from **Table 5: Curses**.

Suggested Means of Destruction

- Bath it in the elemental waters that are now Rajaat.
- Place it at the bottom of the Silt Sea for a decade.
- Have it melted down by a dwarf with the purest of hearts.

Artifact Random Powers Charts

TABLE 1: ABJURATIONS

These powers primarily negate things, properties, and powers. Unlike offensive spells, the powers here are not intended to destroy those things properly in their place, but instead to remove enchantments, bindings, and the like that do not belong.

1d20 Power

- 1 Cast *abjure* (3/day).
- 2 Cast *avoidance* between a creature and the user (1/day).
- 3 Cast *protection from normal missiles* (3/day).
- 4 Instantly dismiss an elemental (1/week).
- 5 Cast *dismissal* upon any planar creature by touch (1/week).
- 6 Cast *dispel evil/dispel good* (1/day).
- 7 Cast *dispel magic* by touch (1/day).
- 8 Cast *holy word/unholy word* (1/week).
- 9 Cast *mind blank* (1/week).
- 10 Cast *imprisonment/freedom* by touch.
- 11 Cast *anti-magic shell* (1/week).
- 12 Cast *knock* (3/day).
- 13 Cast *merciful shadows* (7/day).†
- 14 Spell turning (as per ring) constantly in effect while the artifact is in hand.
- 15 Cast *purify food & drink* within a 10' radius of the artifact (7/day).
- 16 Cast *remove curse* by touch (3/day).
- 17 *Repel insects* in a 10' radius constantly in effect while the artifact is in hand.
- 18 Cast *repulsion* upon one creature (1/week).
- 19 Dispel all illusions within a 60' radius (3/day).
- 20 *Turn wood* constantly in effect while the artifact is in hand.

† See *DARK SUN Campaign Setting* (#2438)

TABLE 2: CATAclysms

Cataclysms can never be intentionally called upon by the artifact's owner. They occur at unplanned times. While a character might get lucky and trigger an *incendiary cloud* just as gith storm the stronghold, the cataclysm effect takes no sides. Both defenders and gith attackers are equally vulnerable to the artifact's vengeance; even the artifact's owner is fair game. All of the cataclysms described here affect an area one mile in diameter. Everything within that range is subject to the cataclysm.

1d20 Power

- 1 Cast *acid storm* to rain down upon the area of effect for two full turns.
- 2 Create a permanent aura of desolation that settles over the area of effect. Individuals of good alignment are haunted by terrifying dreams and suffer -2 penalties to THACO and saving throw rolls while evil creatures gain +2 penalties to the same. Plants twist and wither, crops fail, and herds grow sickly.
- 3 Blanket the area with numbing cold, dropping temperatures to 0°F and inflicting 1d6 points of damage per hour to those unsheltered until sunrise.
- 4 Ravage the area of effect with *call lightning* for 72 hours (432 bolts), randomly striking any targets.
- 5 Creates a *cloudkill* spell upon the area of effect for 1d6 hours.
- 6 Form a ring of *creeping doom* around the area of effect that constricts in a solid blanket inward, not diminishing until the center is reached (4 hours to reach center).
- 7 Settle a *death fog* over the area of effect that remains in place for 2d20 rounds.
- 8 All water in the area of effect instantly evaporates.

- 9 Strike the area of effect with an *earthquake* spell.
- 10 Rain a *fire storm* down upon the area of effect for 2d6 rounds.
- 11 All vegetation for one mile suffers from defiler magic destruction.
- 12 Sweep an *incendiary cloud* through the entire area of effect.
- 13 Settle an *insect plague* upon the area of effect for 1d6 hours that, in addition to other spell effects, destroys all vegetable matter.
- 14 Instantly create a permanent magic-dead area of effect. Nonartifactual magical items do not function within the zone, spellcasting is impossible, and all existing spells are instantly negated, including permanent enchantments on creatures.
- 15 Create a *meteor swarm* to rain down upon the area of effect for 1d12 hours (8 spheres/round, or 480/hour), randomly striking targets within the area of effect.
- 16 All dead humanoids for one mile rise from the dead as zombies and attack the living.
- 17 All magical items in the area of effect are destroyed.
- 18 All living creatures in the area of effect must save versus poison or die.
- 19 Area is effected by a *transmute rock to mud* spell.
- 20 All living creature in the area of effect are victims of a *ray of enfeeblement* spell (save applicable).

TABLE 3: COMBAT

The powers of this table are associated with weapons and generally give advantages to their owner in melee combat. These powers are different from those found on **Table 23: Personal Enhancement**, which alter the possessor's own abilities and scores. The powers here are effective only when the artifact itself is used as a weapon.

- | 1d20 | Power |
|------|---|
| 1 | Cause paralyzation by touch (3/day). |
| 2 | Provide initiative each combat round. |
| 3 | Have <i>blur</i> constantly in effect while the artifact is in hand. |
| 4 | Cast <i>fleet feet</i> (3/day). [†] |
| 5 | Provide double attacks per round. |
| 6 | Cast <i>energy drain</i> by touch (1/week). |
| 7 | Cast <i>fire shield</i> (1/day). |
| 8 | Cause an opponent to <i>fumble</i> (7/day). |
| 9 | Cause an opponent to suffer from <i>slow</i> (3/day). |
| 10 | Imbue the user with skills with all weapons, regardless of class. |
| 11 | Cast <i>harm</i> (reverse of <i>heal</i>) upon an opponent struck by the weapon (1/week). |
| 12 | Cast <i>improved invisibility</i> (1/day). |
| 13 | Cast <i>mirror image</i> (7/day). |
| 14 | Imbue the user with combat skills with two weapons at no penalty. |
| 15 | Gains <i>combat mind</i> while in battle (3/day). ^{††} |
| 16 | Cast <i>slay living</i> (reverse of <i>raise dead</i>) upon an opponent struck by the weapon (1/week). |
| 17 | Imbue the user with all benefits of weapon specialization. |
| 18 | Cast <i>strength</i> upon the user (3/day). |
| 19 | Function as a <i>vampiric regeneration ring</i> . |
| 20 | Cast <i>time stop</i> (1/month). |

[†] See *DARK SUN Campaign Setting* (#2438)

^{††} See *Defilers and Preservers* (#2445)

TABLE 4: CONJURATION/SUMMONING

The powers on this table relate to the ability to summon creatures or objects from other places or to create things out of thin air.

1d20	Power
1	Cast <i>aerial servant</i> (1/week).
2	Cast <i>grease</i> (3/day).
3	Cast <i>animal summoning I-III</i> with the user choosing the type of creature summoned (1/day).
4	Cast <i>animate object</i> (1/day).
5	Cast <i>call lightning</i> (1/week).
6	Cast a <i>conjure lesser elemental</i> spell of the user's choice (1/week). [†]
7	Cast <i>flame arrow</i> (3/day).
8	Cast <i>fabricate</i> (1/day).
9	Call upon <i>Leomund's secret chest</i> at any time, using the chest to store the artifact when not needed.
10	Cast <i>maze</i> (1/week).
11	Cast <i>monster summoning I-VII</i> with the user choosing the type of monster summoned (1/week).
12	Cast <i>prismatic sphere</i> (1/week).
13	Cast <i>power word, blind</i> (1/week).
14	Summon a random giant (uncontrolled) (1/week).
15	Summon an <i>invisible stalker</i> (1/week).
16	Cast <i>summon shadow</i> (1/week).
17	Inscribe a <i>symbol</i> of the user's choice (1/week).
18	Cast <i>trap the soul</i> upon a creature by touch (1/month).
19	Cast <i>unseen servant</i> to constantly be at hand and serve the user.
20	Cast <i>weather summoning</i> (1/week).

[†] See *Dragon Kings* (#2408)

TABLE 5: CURSES

These powers, unlike those on **Table 2: Cataclysms**, affect only the owner of the artifact. Once a curse is triggered, the presence of the artifact is not important, since the effect centers on the character and not the item. Most curses end when the character voluntarily surrenders the artifact, whether it is given up, lost, or stolen.

1d20	Power
1	Instantly pollutes all water within 30' of the user.
2	Reduce the user's Charisma by 1d4 points.
3	Inflict a -1 penalty on the user's saving throws vs. magic.
4	Inflict a -2 penalty on the user's saving throws vs. poison.
5	Cause the user's touch to rot away wooden items the size of a club or less in 1d4 days.
6	Cause the user's touch to kill plants (inflicts 1d6 points of damage to plant-based creatures).
7	Cause NPC reactions to the user to be never better than neutral.
8	Inflict insatiable hunger upon the user, who must eat a full meal once every waking hour.
9	Instantly change the gender of anyone handling the artifact for the first time.
10	Inflict deafness upon the user, who can only hear voices at a shout.
11	Inflict an incurable disease upon the user. At the start of each month a saving throw vs. death must be made to avoid losing 1 point of Constitution. When the user's Constitution reaches 0, death occurs.
12	Cause the user's touch to have a 50% chance of draining the magic from any nonartifact item.

- 13 Inflict 5d10 points of damage upon anyone handling the artifact for the first time.
- 14 User must drink a daily compliment of water each time the artifact is used or lose points of Constitution.
- 15 Age the user 1d10 years each time the artifact is used. Although the user suffers all the effects of aging, death by old age is not possible as long as the artifact is possessed.
- 16 Causes the user to unable to use psionics as long as the artifact is in their possession.
- 17 Cause the user's touch to be poisonous (successful saving throw vs. poison or 2d12 points of damage are inflicted).
- 18 Inflict photosensitivity upon the user, who suffers a -1 penalty to all die rolls while out in daylight.
- 19 Cause the user's personal possessions to gradually disappear as if lost. Little things disappear first, then larger possessions, until the user is stripped of all worldly goods.
- 20 Cause the user to become forgetful, starting with small details and progressing until full amnesia occurs.

TABLE 6: DETECTION

These powers are oriented toward finding and discovering things hidden, but not necessarily unknown. Thus, the table includes the power to detect poison, but not that of foreseeing the future. Learning what is not normally revealed, such as alignment, is covered on **Table 7: Divination**. Unless otherwise noted, these powers are in effect whenever the artifact is held or worn.

1d20 Power

- 1 Provide a +1 bonus to the user's surprise rolls while the artifact is in hand.
- 2 Imbue the user with all benefits of the *appraisal* proficiency.
- 3 Have *comprehend languages* constantly in effect while the artifact is in hand.
- 4 Have *detect charm* constantly in effect while the artifact is in hand.
- 5 Cast *detect evil/detect good* (3/day).
- 6 Detect illusions (3/day).
- 7 Cast *detect invisibility* (3/day).
- 8 Cast *detect magic* (3/day).
- 9 Cast *detect poison* (3/day).
- 10 Have *detect snares & pits* constantly in effect while the artifact is in hand.
- 11 Detect stonework traps when held.
- 12 Cast *detect undead* (3/day).
- 13 Cast *detect psionics* (3/day). †
- 14 Cast *watchfire* (3/day). ††
- 15 Cast *find traps* (1/day).
- 16 Have *infravision* constantly in effect while the artifact is in hand.
- 17 Cast *locate object* (3/day).
- 18 Cast *true seeing* (1/day).
- 19 Cast *wizard eye* (3/day).
- 20 Cast *defiler scent* (3/day). ††

† See *DARK SUN Campaign Setting* (#2438)

†† See *Earth, Air, Fire, and Water* (#2422)

TABLE 7: DIVINATION

Divinations are the counterpart of detections, revealing things unknown or uncertain. Unlike most detections, these powers tend to reveal intangibles—things that cannot and could never have been seen without the aid of the power. In most cases the artifact must be touched to the desired target of the power.

1d20	Power
1	Cast <i>analyze balance</i> by touch (7/day). †
2	Cast <i>augury</i> (3/day).
3	Permit the user to <i>commune</i> with a deity associated with the artifact. Any question about the artifact or its powers will not be answered (1/week).
4	Cast <i>consequence</i> (1/day). †
5	Cast <i>true seeing</i> (1/day).
6	Cast <i>detect lie</i> upon any creature within 10' (3/day).
7	Cast <i>detect scrying</i> (1/day).
8	Cast <i>divination</i> (1/day).
9	Cast <i>speak with water</i> (1/day). ††
10	Cast <i>ESP</i> by touch (3/day).
11	Cast <i>find the path</i> (1/day).
12	Cast <i>foresight</i> (1/week).
13	Cast <i>identify</i> by touch (1/day).
14	Cast <i>know alignment</i> by touch (3/day).
15	Cast <i>slave scent</i> (7/day). ††
16	Cast <i>clues of ash</i> (3/day). ††
17	Cast <i>black cairn</i> by touch (3/day). ††
18	Cast <i>personal reading</i> upon a creature by touch with no knowledge of birth or other information required (3/day). †
19	Cast <i>read magic</i> by touching the artifact to written material (3/day).
20	Cast <i>stone tell</i> by touch (3/day).

† See *Tome of Magic* (#2121)

†† See *Earth, Air, fire, and Water* (#2422)

TABLE 8: ELEMENTAL AIR

These powers grant knowledge of or control over the elemental forces of Air. Most function identically to the spell of the same name. Some are activated by the touch of the artifact while others transfer their power to the wielder.

1d20	Power
1	Cast <i>aerial servant</i> (1/week).
2	Cast <i>cloud of purification</i> (2/day). †
3	Cast <i>cloudkill</i> (1/day).
4	Cast <i>conjure air elemental</i> (1/week).
5	Cast <i>control winds</i> (3/day).
6	Cast <i>silt tides</i> (1/week). ††
7	Have <i>feather fall</i> constantly in effect while the artifact is in hand.
8	Cast <i>fly</i> (3/day).
9	Cast <i>silt cyclone</i> (1/week). ††
10	Cast <i>gust of wind</i> (5/day).
11	Cast <i>solidfog</i> (1/day).
12	Cast <i>stinking cloud</i> (3/day).
13	Cast <i>wall of fog</i> (3/day).
14	Cast <i>curse of tongues</i> (7/day). †††
15	Cast <i>wind walk</i> (1/day).
16	Cast <i>wind wall</i> (1/day).
17	Cast <i>mark of the hunted</i> (1/week). †††
18	Open a portal to the Elemental Plane of Air. The passage can be traversed in both directions and remains open for 1 hour. Any creature can use the portal.
19	Can ignore the presence of air as a 5th level cleric of air.
20	Send messages in a fashion similar to a <i>whispering wind</i> . The user need only know the name of the recipient before whispering a message to the sky. The user's voice will reach its target within 24 hours, if that person is on the same plane (at will).

† See *Tome of Magic* (#2121) † See *Dragon Kings* (#2408) ††† See *Earth, Air, Fire, and Water* (#2422)

TABLE 9: ELEMENTAL EARTH

These powers grant knowledge of or control over the elemental forces of Earth.

1d20	Power
1	Cast <i>animate rock</i> by touch (1/day).
2	Imbue the user with the ability to appraise gems and jewelry as long as the artifact is in the user's possession.
3	Cast <i>conjure lesser earth elemental</i> (1/week). †
4	Imbues with the power <i>eliminate tracks</i> , as an earth cleric (3/day). ††
5	Imbue the user with the ability to detect gems while the artifact is in hand.
6	Gains +2 on all saving throws versus earth-based spells.
7	Cast <i>earthquake</i> (1/month).
8	Cast <i>curse of the black sand/silt</i> by touch (3/day). ††
9	Cast <i>flesh to stone</i> by touch (1/day).
10	Imbue the user with the gem cutting proficiency.
11	Cast <i>meld into stone</i> (3/day).
12	Cast <i>move earth</i> (1/week).
13	Cast <i>passwall</i> (1/day).
14	Cast <i>glass storm</i> (1/week). ††
15	Cast <i>stone shape</i> (3/day).
16	Cast <i>thorns of binding</i> (1/day). ††
17	Cast <i>stoneskin</i> (1/day).
18	Cast <i>transmute rock to mud</i> (1/day).
19	Cast <i>wall of stone</i> (1/day).
20	Open a portal to the Elemental Plane of Earth. The passage can be traversed both ways and remains open for 1 hour. Any creature can use the portal.

† See *Dragon Kings* (#2408)

†† See *Earth, Air, Fire, and Water* (#2422)

TABLE 10: ELEMENTAL FIRE

These powers grant knowledge of or control over the elemental forces of Fire.

1d20	Power
1	Cast <i>chariot of sustarre</i> (1/week).
2	Cast <i>conjure fire elemental</i> (1/week).
3	Cast <i>delayed blast fireball</i> (1/day).
4	Imbue the user with the ability to breathe a cone of fire 30'~ 10', inflicting 1d6 points of damage per level (1/day).
5	Cast <i>create smoke</i> (3/day). †
6	Imbue the user with the ability to assume the form of a small fire elemental, changing body and possessions into flame. All within 5' suffer 2d6 points of damage each round (successful saving throw vs. spell halves) and the user's physical blows inflict 2d8 points of damage per hit. The user is immune to all types of fire. The form lasts 2d6 rounds.
7	Cast <i>fire shield</i> (1/day).
8	Cast <i>fireball</i> (3/day).
9	Cast <i>fireflow</i> (3/day). ††
10	Cast <i>flame strike</i> (1/day).
11	Cast <i>flame walk</i> (3/day).
12	Cast <i>watchfire</i> (1/day). †
13	Can ignore the presence of fire as a 5th level cleric of fire. †
14	Cast <i>light</i> (3/day).
15	Cast <i>spirit of flame</i> (1/week). †
16	Have <i>protection from fire</i> constantly in effect while the artifact is in hand.
17	Imbue the user with the ability to sculpt normal fire by hand (no damage suffered). The fire can be fashioned into any shape the user is capable of making, but does not gain any special powers because of this. Sculpted fire holds its form for 1d6 turns before reverting to normal.
18	Cast <i>sunray</i> (1/day).
19	Cast <i>wall of fire</i> (1/day).
20	Open a portal to the Elemental Plane of Fire. The passage can be traversed both ways and remains open for 1 hour. Any creature can use the portal.

† See *Earth, Air, Fire, and Water* (#2422)

†† See *Tome of Magic* (#2121)

TABLE 11: ELEMENTAL WATER

These powers grant knowledge of or control over the elemental forces of Water.

1d20	Power
1	Cast <i>airy water</i> (3/day).
2	Cast <i>cone of cold</i> (1/day).
3	Cast <i>conjure water elemental</i> (1/week).
4	Cast <i>soothe</i> (3/day). †
5	Cast <i>create water</i> (1/day).
6	Cast <i>ice storm</i> (1/day).
7	Shoot a watery blue beam at a single target. If struck, the target must roll a successful saving throw vs. death. If the saving throw is failed, the target is slain as it melts into a puddle of ooze. If the save is successful, the target still suffers 2d8 points of damage. This power is not effective on water-based creatures or those that lack solid structure (puddings, oozes, etc.) (1/day).
8	Cast <i>lungs of water</i> (1/day). †
9	Cast <i>curse of the choking sands</i> by touch (3/day). †
10	Cast <i>conjure lesser water elemental</i> (1/day). ††
11	Cast <i>circle of life</i> (3/day). †
12	Can ignore the presence of water as a 5th level cleric of water. †
13	Render any small body of water into a <i>reflecting pool</i> (1/day).
14	Imbues the user with <i>body of water</i> , as per a 5th level cleric of water (1/day). †
15	Cast <i>create oasis</i> (1/month). ††
16	Cast <i>wall of ice</i> (1/day).
17	Imbue the user with <i>water breathing</i> while the artifact is in hand.
18	Imbue the user with the abilities of <i>water walk</i> while the artifact is in hand.
19	Imbues with the ability <i>spark of life</i> , as per 7th level water cleric (1/day). †
20	Open a portal to the Elemental Plane of Water. The passage can be traversed both ways and remains open for 1 hour. Any creature can use the portal.

† See *Earth, Air, Fire, and Water* (#2422)

† See *Dragon Kings* (#2408)

TABLE 12: ENCHANTMENT/CHARM

The powers on this table are charms, holds, suggestions, and other abilities to influence the minds of creatures. Most operate directly through the artifact—the owner must present the device boldly when activating the power. The targets are then possibly entranced by the power radiating from the artifact.

1d20	Power
1	Increase the user's Charisma score by 3, with the enhancement only affecting the opposite gender. The user need not present the artifact, but the power vanishes when the artifact is no longer possessed.
2	Imbue the user with the effects of <i>animal friendship</i> while the artifact is in hand.
3	Cast <i>charm monster</i> (1/day).
4	Cast <i>charm person</i> (2/day).
5	Cast <i>charm plants</i> (5/day).
6	Cast <i>cloak of bravery/cloak of fear</i> (2/day).
7	Cast <i>command</i> (7/day).
8	Cast <i>confusion</i> (1/day).
9	Cast <i>demand</i> (1/week).
10	Cast <i>domination</i> (1/week).
11	Cast <i>emotion</i> (1/day).
12	Imbue the user's gaze with the effects of <i>cause fear</i> (reverse of <i>remove fear</i>) while the device is in hand.
13	Cast <i>feeblemind</i> by touch (1/week).
14	Cast <i>forget</i> by touch (3/day).
15	Cast <i>geas</i> by touch. The mission must relate to the goals of the artifact, if any (1/month).
16	Cast <i>hold person</i> (1/day).
17	Cast <i>hypnotism</i> (1/day).
18	Cast <i>Otto's irresistible dance</i> by touch (1/day).
19	Cast <i>chimes of finding</i> (1/week). †
20	Cast <i>suggestion</i> (3/day).

† See *Earth, Air, Fire, and Water* (#2422)

TABLE 13: FATE AND FORTUNE

This table is a collection of powers where the user benefits from good fortune. Some powers are straightforward, many are unusual, and a few are quite potent. These powers tend to be automatic as long as the user possesses the artifact.

1d20	Power
1	Grant a +1 bonus to all of the user's saving throw rolls.
2	Grant a +1 bonus to the user's THACO.
3	Grant a +1 or +10% bonus (assuming a high roll is good) to all instances of dicing for a division of treasure, including magical items (but not other artifacts). This bonus is <i>mandatory</i> and cannot be declined by the user.
4	Permanently imbue the user with all knowledge of the gambling proficiency. If the user is already is proficient in gambling, the ability score improves by one point.
5	Grant a +1 bonus to the user's encounter reaction rolls.
6	Imbue the user with natural luck in combat, granting a +1 bonus to all surprise rolls. Grant a -1 bonus on all of the user's initiative rolls.
8	Grant the user a change of luck. Once per game day, the player can choose to have any single die roll rerolled-an attack roll, damage roll, resurrection survival roll, etc. The second roll is the actual result.
9	Grant the user incredible luck. Once per game week, the user's player can choose to alter any situation by naming an incredible coincidence, as long as it does not involve magical items or directly cause the death of a creature, and that event will occur. For example, an evil defiler could be made to trip over her own robes in the middle of spellcasting, but could not be made to fall off a cliff to her death.
10	Grant the user's adventuring group automatic surprise (1/week).
11	Allow the user to always find suitable work, regardless of status or skills.
12	Prevent the user from ever being completely destitute. Should all of the user's funds be consumed, some lucky chance happens to provide just enough to get by-a reward, coins in the street, a kind stranger, etc. The amount found is never much, but it sees to basic needs.
13	If traveling upon the Silt Sea, the user's craft will never be attacked by hostile monsters.
14	Prevent the user from ever being the target of pick-pockets, thieves, house-breakers, or con artists-except for those who are specifically after the artifact. The power does not prevent general hold-ups by bandits and the like, only individual thefts.
15	Cause merchants to never overcharge the user, always offering the best deals.
16	Prevent the user from ever getting lost.
17	Allow the user to always sell goods at 50% greater than normal prices.
18	Prevent the user from ever going without water. If the user is unable to buy or find water, some fortunate circumstance occurs to provide enough. Cause the user to always appear innocent of crimes. The user is never suspected or accused of a crime unless there is no other possibility. Even then, plausible explanations cause a reaction roll to see if the story is accepted. Cause all spells cast by the user to operate at maximum effect.

TABLE 14: HEALING

These powers undo the woes and harms of the world and make it a better place. Most are triggered by a touch of the artifact to the person healed or cured. Only a few are constantly in effect.

1d20	Power
1	Constantly provide the user with the benefits of <i>accelerated healing</i> (heals at 3x the normal rate).
2	Cast <i>aid</i> (5/day).
3	Render one creature immune to specific element for one day (1/week).
4	Render one creature immune to a specific disease or poison for one week (1/week).
5	Cast <i>cure blindness or deafness</i> (3/day).
6	Cast <i>cure critical wounds</i> (2/day).
7	Cast <i>cure disease</i> (3/day).
8	Cure insanity or restore the mind of one affected by <i>feeblemind</i> or similar spells (1/week).
9	Cast <i>cure light wounds</i> (3/day).
10	Cast <i>cure serious wounds</i> (3/day).
11	Purge from a body the effects of any drug, including drunkenness (1/day).
12	Cast <i>heal</i> (1/day).
13	Grants the user the ability to regenerate 3 hit points per turn.
14	Restore hit points to the user by draining 1d6 points from every other creature within 10'. The drained points are added to the user's but cannot exceed the original hit point total.
15	Cast <i>neutralize poison</i> (3/day).
16	Cast <i>raise dead</i> (1/week).
17	Cast <i>regenerate</i> (1/week).
18	Place a creature in stasis, halting all further decay and damage. The inert body is immune to gases, fire, cold, or lack of oxygen, but can still be harmed by physical attacks. Damage from these attacks is subtracted immediately, but death does not occur until the stasis is lifted. No further damage affects the body but all damage suffered and poisons still in the system continue their normal course as soon as the stasis is ended. Only willing targets can be placed in stasis and the effect lasts 1 week or until the user of the artifact cancels it. (1/week).
19	Cause all healing spells applied to the user to be doubly effective.
20	Erase scars and other disfigurements caused by battle (at will).

TABLE 15: IMMUNITIES

These powers are similar to those found on **Table 26: Protections**, preventing the user of the artifact from coming to harm. Those found here, however, are much more sweeping—these provide a complete shield to some effect. Unless otherwise noted, immunities are constantly in effect—the character need only have the artifact at hand to gain the benefit.

1d20	Power
1	Imbue the user with immunity to all normal diseases—colds, flu, black death, even food poisoning. This does not include diseases caused by spells or monsters.
2	Imbue the user with immunity to all magical diseases. While it offers no protection from something as mundane as a cold or flu, the immunity does work against diseases like rot and the results of <i>cause disease</i> spells.
3	Imbue the user with immunity to all forms of disease, both normal and magical.
4	Imbue the user with immunity to magically caused fear.
5	Imbue the user with immunity to all forms of gas. The user must still breathe, however, and so could suffocate or drown.
6	Imbue the user with immunity to charm- and hold-based spells and spell-like effects—except those caused by artifacts.
7	Imbue the user with immunity to missiles from <i>magic missile</i> spells.
8	Imbue the user with immunity to all forms of psionics.
9	Imbue the user with immunity to all magical mental attacks. The character is still vulnerable to psionic attacks.
10	Imbue the user with immunity to all forms of paralysis, including all hold-based spells, the results of <i>web</i> and <i>entangle</i> spells, and the like.
11	Imbue the user with immunity to cold temperatures as low as -50°. Saving throw rolls vs. magical cold gain a +2 bonus.
12	Imbue the user with a magic resistance of 20% or grant a 20% bonus to any existing magic resistance.
13	Imbue the user with immunity to all forms of poison.
14	Imbue the user with immunity to normal fire and provide a +2 bonus to saving throw rolls vs. all forms of magical fire.
15	Imbue the user with immunity to all forms of electrical attack.
16	Imbue the user with immunity to energy draining.
17	Imbue the user with immunity to illusions, always revealing these as shadowy forms. This power does not reveal anything where the physical form has actually been changed, such as polymorphed objects or creatures.
18	Serve as a moral guide. Whenever the user intends something evil or unlawful, the artifact delivers a powerful, numbing shock. No damage is taken, but the user is paralyzed for 1d6 rounds. The shocks end when the character gives up the intention or the temptation is gone. Note that this power is only suitable for lawful good aligned artifacts.
19	Imbue the user with immunity to polymorph and shapechanging spells and spell-like effects.
20	Imbue the user with immunity to petrification.

TABLE: 16 MAJOR SPELL-LIKE POWERS

The powers on this table are a collection of powerful spells, many of which do not fit well into any other category. These powers must be invoked directly from the artifact and work identically to the spells named.

1d100	Power
1-3	Cast <i>doom legion</i> (1/week).
4-7	Cast <i>animate dead</i> (1/day).
8-10	Cast <i>blade barrier</i> (1/day).
11-13	Cast <i>cause critical wounds</i> (reverse of <i>cure critical wounds</i>) (1/day).
14-17	Cast <i>cause serious wounds</i> (reverse of <i>cure serious wounds</i>) (3/day).
18-20	Cast <i>control undead</i> (3/day).
21-23	Cast <i>control weather</i> (1/day).
24-26	Cast <i>destruction</i> (reverse of <i>resurrection</i>) (1/week).
27-30	Cast <i>forcecage</i> (1/day).
31-33	Cast <i>globe of invulnerability</i> (1/day).
34-36	Cast <i>harm</i> (reverse of <i>heal</i>) (1/day).
37-40	Cast <i>hold monster</i> (2/day).
41-43	Cast <i>rejuvenate</i> (3/day). †
44-46	Cast <i>magic jar</i> (1/day).
47-50	Cast <i>mindshatter</i> (1/week). ††
51-53	Cast <i>vampiric youthfulness</i> (1/month). †††
54-57	Cause ghoulish paralysis by touch (3/day)
58-60	Cast <i>protection from time</i> (1/month). †††
61-63	Cast <i>prismatic spray</i> (1/day).
64-67	Cast <i>resurrection</i> (1/week).
68-70	Cast <i>reverse gravity</i> (1/day).
71-73	Cast <i>shades</i> (1/day).
74-76	Cast <i>haste</i> (2/day).
77-80	Cast <i>telekinesis</i> (3/day).
81-83	Cast <i>time stop</i> (1/week).
84-86	Cast <i>memory wrack</i> (1/day). ††
87-90	Cast <i>wall of force</i> (1/day).
91-95	Cast <i>wall of thorns</i> (1/day).
96-00	Cast <i>wither</i> (reverse of <i>regenerate</i>) (1/week).

† See *DARK SUN Campaign Setting* (#2438)

†† See *Tome of Magic* (#2121)

††† See *Defilers and Preservers* (#2445)

TABLE 17: MINOR SPELL-LIKE POWERS

This table contains all of the minor powers that accompany many artifacts. All of these powers function as the spells of the same names and only work when the artifact is pointed at or touched to the target or area of effect.

1d100	Power
1	Cast <i>wakefulness</i> (5/day). †
2-3	Cast <i>audible glamor</i> (7/day).
4-5	Cast <i>bleed</i> (7/day).
6-7	Cast <i>burning hands</i> (5/day).
8	Cast <i>fleet feet</i> (3/day). ††
9-10	Cast <i>call upon faith</i> (5/day). †††
11	Cast <i>altruism</i> (5/day). ††††
12-13	Cast <i>chill touch</i> (5/day).
14-15	Cast <i>color spray</i> (5/day).
16	Cast <i>contagion</i> (3/day).
17-18	Cast <i>continual darkness</i> (reverse of <i>continual light</i>) (3/day).
19-20	Cast <i>continual light</i> (3/day).

21-22	Cast <i>control temperature, 10' radius</i> (5/day).
23-24	Cast <i>create food and water</i> (5/day).
25-26	Cast <i>curse</i> (reverse of <i>remove curse</i>) (5/day).
27-28	Cast <i>dancing lights</i> (5/day).
29	Cast <i>darkness, 15' radius</i> (3/day).
30	Cast <i>dispel magic</i> (3/day).
31	Cast <i>dust devil</i> (5/day).
32-33	Cast <i>enlarge</i> (3/day).
34	Cast <i>enthrall</i> (5/day).
35-36	Cast <i>Evard's black tentacles</i> (3/day).
37-39	Cast <i>faerie fire</i> (5/day).
40	Cast <i>fear</i> (3/day).
41	Cast <i>fire purge</i> (5/day). †††
42-43	Cast <i>flame arrow</i> (5/day).
44-45	Cast <i>flaming sphere</i> (5/day).
46	Cast <i>gaze reflection</i> (3/day).
47-48	Cast <i>glyph of warding</i> (3/day).
49-50	Cast <i>grease</i> (7/day).
51-52	Cast <i>hold animal</i> (5/day).
53-54	Cast <i>hold plant</i> (5/day).
55	Cast <i>hypnotic pattern</i> (3/day).
56-57	Cast <i>invisibility</i> (3/day).
58	Cast <i>levitate</i> (5/day).
59-60	Cast <i>magic missile</i> (5/day).
61	Cast <i>morale</i> (5/day). †††
62-63	Cast <i>phantasmal force</i> (3/day).
64	Cast <i>phantasmal killer</i> (3/day).
65-66	Cast <i>plant growth</i> (5/day).
67-68	Cast <i>polymorph other</i> (3/day).
69-70	Cast <i>music of the spheres</i> (7/day). †††
71-72	Cast <i>shadow monsters</i> (3/day).
73-74	Cast <i>shocking grasp</i> (5/day).
75	Cast <i>shout</i> (3/day).
76-77	Cast <i>silence, 15' radius</i> (3/day).
78-79	Cast <i>sleep</i> (5/day).
80	Cast <i>slow</i> (3/day).
81	Cast <i>slow poison</i> (7/day).
82	Cast <i>spike growth</i> (3/day).
83-84	Cast <i>stinking cloud</i> (5/day).
85-86	Cast <i>stone shape</i> (5/day).
87-88	Cast <i>sanctuary</i> (5/day).
89-90	Cast <i>tongues</i> (5/day).
91-92	Cast <i>trip</i> (5/day).
93-95	Cast <i>vampiric touch</i> (3/day).
96-98	Cast <i>web</i> (5/day).
99-00	Cast <i>wizard lock</i> (5/day).

† See *Defilers and Preservers* (#2445)

†† See *DARK SUN Campaign Setting* (#2438)

††† See *Tome of Magic* (#2121)

†††† See *Earth, Air, Fire, and Water* (#2422)

TABLE 18: MOVEMENT

These powers enhance the ability to maneuver and travel quickly. Since most artifacts cannot carry the user, these powers are activated when the artifact is in hand.

1d20	Power
1	Cast <i>air walk</i> (2/day).
2	Cast <i>blink</i> (3/day).
3	Cast <i>dimensional folding</i> (1/day). †
4	Imbue the user with double the normal overland movement rate as long as the artifact is in hand.
5	Cast <i>flame walk</i> (3/day).
6	Cast <i>fly</i> (2/day).
7	Cast <i>free action</i> (1/day).
8	Cast <i>haste</i> (1/day).
9	Cast <i>jump</i> (5/day).
10	Cast <i>pass without trace</i> (3/day).
11	Cast <i>passwall</i> (1/day).
12	Cast <i>rainbow</i> (1/day).
13	Cast <i>shadow walk</i> (1/day).
14	Cast <i>spider climb</i> (3/day).
15	Cast <i>teleport without error</i> (1/day).
16	Cast <i>transport via plants</i> (3/day).
17	Cast <i>water walk</i> (5/day).
18	Cast <i>wind walk</i> (1/day).
19	Cast <i>word of recall</i> (1/day).
20	Cast <i>wraithform</i> (1/day).

† See *Tome of Magic* (#2121)

TABLE 19: OFFENSIVE POWERS

These powers are coveted by players, due to their powerful punch. Unlike those powers associated with **Table 3: Combat**, the ones listed here are not limited to weapons or hand-to-hand combat. These powers must be triggered from the artifact and most function as the spell of the same name.

1d20	Power
1	Cast <i>age creature</i> (1/day). †
2	Cast <i>Bigby's crushing hand</i> (1/day).
3	Fire a black beam of death that causes 2d8 points of damage to any creature successfully hit. The beam's range is 100 yards (5/day).
4	Cast <i>cause critical wounds</i> (reverse of <i>cure critical wounds</i>) (1/day).
5	Cast <i>chain lightning</i> (1/day).
6	Cast <i>death fog</i> (1/day).
7	Inflict an equal amount of damage upon any creature that inflicts non-spell damage upon the user.
8	Cast <i>disintegrate</i> (1/week).
9	Cast <i>finger of death</i> (1/week).
10	Cast <i>fireball</i> (1/day).
11	Cast <i>flame strike</i> (1/day).
12	Cast <i>lightning bolt</i> (1/day).
13	Cast <i>mindshatter</i> (1/day). †
14	Cast <i>power word, blind</i> (1/day).
15	Cast <i>power word, stun</i> (1/day).
16	Cast <i>power word, kill</i> (1/week).
17	Cast <i>shape change</i> (1/week).
18	Cast <i>suffocate</i> (1/week). †
19	Cast <i>vanish</i> (1/week).
20	Cast <i>weird</i> (1/week).

† See *Tome of Magic* (#2121)

TABLE 20: NATURE

The powers of this table are related to plants, animals, and weather. Most function as spells. Other powers are explained below.

1d20	Power
1	Have <i>animal friendship</i> constantly in effect as long as the artifact is in hand.
2	Cast <i>animal growth</i> (3/day).
3	Transfer one of a creature's powers to the user by touch. This can include AC, movement, senses, or any noncombat special ability. The transfer lasts 1 hour and then fades (3/day).
4	Imbue the user with the ability to see through the eyes of any desert animal. The creature must be within sight and within 60' of the artifact at the time of activation. The power lasts 1d3 turns (3/day).
5	Cast <i>animal summoning III</i> (2/day).
6	Cast <i>call lightning</i> (1/day).
7	Cast <i>defensive harmony</i> (1/day). †
8	Cast <i>charm plants</i> (3/day).
9	Cast <i>entangle</i> (3/day).
10	Heighten one of the user's senses— keen hearing, infravision, superior smell, etc., granting a +1 bonus to all surprise rolls.
11	Cast <i>hold animal</i> (3/day).
12	Have <i>pass without trace</i> constantly in effect as long as the artifact is in hand.
13	Cast <i>plant growth</i> (3/day).
14	Imbue the user with the ability to use <i>speak with plants</i> at will.
15	Imbue the user with the ability to use <i>speak with animals</i> at will.
16	Cast <i>transport via plants</i> (1/day).
17	Cast <i>wall of thorns</i> (1/day).
18	Cast <i>warp wood</i> (3/day).
19	Cast <i>weather summoning</i> (1/day).
20	Cast <i>anti-plant shell</i> (1/day).

† See *Tome of Magic* (#2121)

TABLE 21: NECROMANCY

These deadly powers are among the most hideous known for artifacts. All affect the life-force of creatures. Unless otherwise noted, the artifact must touch the target for the power to be effective.

1d20	Power
1	Cast <i>animate dead</i> (3/day).
2	Cast <i>invisibility to undead</i> (3/day).
3	Cast <i>aid</i> (5/day).
4	Cast <i>finger of death</i> (1/week).
5	Cast <i>cause disease</i> (reverse of <i>cure disease</i>) (1/day).
6	Cast <i>cause blindness</i> (reverse of <i>cure blindness</i>) (1/day).
7	Cast <i>chill touch</i> (3/day).
8	Cast <i>contagion</i> (2/day).
9	Cast <i>control undead</i> (2/day).
10	Cast <i>death spell</i> (1/week).
11	Cast <i>energy drain</i> (1/week).
12	Cast <i>feign death</i> (3/day).
13	Cast <i>slay living</i> (reverse of <i>raise dead</i>) (1/week).
14	Cast <i>reincarnation</i> (1/week).
15	Imbue the user with the ability to use <i>speak with dead</i> at will, as long as the artifact is in hand.
16	Cast <i>summon shadow</i> (1/week).
17	Transform the user into an undead creature. The user retains all original hit points and abilities and gains the immunities of an undead creature. In addition, the user is not affected by gasses or poisons that would harm a living being. The condition lasts 1d6 turns (1/day).
18	Cast <i>restoration</i> (1/week).
19	Cast <i>vampiric touch</i> (3/day).
20	Cast <i>wither</i> (reverse of <i>regenerate</i>) (1/week).

TABLE 22: PERSONAL ENHANCEMENT

Aside from the massive powers of artifacts, these are powers many characters dream about—the undeserved rewards of simply finding an artifact. Unlike many other powers, those given here can be used virtually without restriction. Unless otherwise stated, these powers last as long as the character owns the artifact and function *at will*. A few are noted as permanent, remaining with the character even after the artifact is gone. Permanent powers take effect as soon as the artifact is touched, but only once per adventuring group (or until the owner is dead).

1d20	Power
1	Cast <i>alter self</i> .
2	Cast <i>clairaudience</i> .
3	Cast <i>clairvoyance</i> .
4	Have <i>animal friendship</i> constantly in effect.
5	Provide the user with the effects of <i>deep pockets</i> , regardless of garb.
6	Imbue the user with invisibility to undead.
7	Shield the user constantly with <i>protection from evil/protection from good</i> (as appropriate to the artifact).
8	Regenerate 2 hit points per turn.
9	Cast <i>feign death</i> .
10	Cast <i>friends</i> .
11	Cast <i>merciful shadows</i> . †
12	Provide the user with a permanent +1 bonus to saving throw rolls.
13	Permanently increase the user's prime requisite score(s) by 1.
14	Permanently imbue the user with the ability to use <i>comprehend languages</i> .
15	Permanently imbue the user with <i>protection from undead</i> (as the scroll).
16	Permanently imbue the user with the ability to use <i>speak with monsters</i> .
17	Permanently imbue the user with the ability to use <i>speak with animals</i> .
18	Permanently imbue the user with the ability to use <i>speak with plants</i> .
19	Permanently imbue the user with the ability to use <i>water breathing</i> .
20	Permanently imbue the user with the ability to use <i>ventriloquism</i> .

† See *DARK SUN Campaign Setting* (#2438)

TABLE 23: PSIONIC POWERS—DEVOTIONS

The powers of this table grant psionic powers to the possessor of the artifact. These powers are identical to normal psionic devotion, except they are usable a set number of times per day or constant effect instead of having a PSP cost. Consult *The Way of the Psionicist* for the effect of the power. For *Telepathic* devotions, the artifact must achieve *contact* with the victim first (skill score of 17).

1d20	Power
1	<i>All-around vision</i> while artifact is in hand.
2	<i>Combat mind</i> while the artifact is in hand.
3	<i>Danger sense</i> while the artifact is in hand.
4	<i>Know direction</i> while the artifact is in hand.
5	<i>See magic</i> while the artifact is in hand.
6	<i>Molecular agitation</i> for 1 turn (3/day).
7	<i>Molecular manipulation</i> for 1 turn (3/day).
8	<i>Absorb disease</i> while artifact is in hand.
9	<i>Displacement</i> for one hour (1/day).
10	<i>Enhanced strength</i> for one hour (2/day).
11	<i>Mind over body</i> for one day (1/week).
12	<i>Blink</i> (3/day).
13	<i>Dimensional door</i> for 70 yards (1/day).
14	<i>ESP</i> for one turn (1/day).
15	<i>Inflict pain</i> by touch. Used for evil artifacts only (3/day).
16	<i>Mind bar</i> for one hour (3/day).
17	<i>Invisibility</i> against up to five creatures (2/day).
18	<i>Send thoughts</i> to one target (3/day).
19	<i>Suppress fear</i> upon one target by touch (3/day).
20	<i>Truthhear</i> upon one spoken phrase (7/day).

TABLE 24: PSIONIC POWERS—SCIENCES

The powers of this table grant the most of powerful psionics to its possessor. These powers are identical to normal psionic science, except they are usable a set number of times per day or constant effect instead of having a PSP cost. Consult *The Way of the Psionicist* for the effect of the power. For Telepathic sciences, the artifact must achieve *contact* with the victim first (skill score of 17).

1d20	Power
1	Detection upon one item for up to one hour (1/day).
2	Object reading upon one item for maximum effect (1/week).
3	Precognition for one probable outcome (1/day).
4	True sight for one turn (1/day).
5	<i>Detonate</i> upon one object (1/day).
6	<i>Disintegrate</i> upon one object (1/week).
7	<i>Project force</i> upon one object (2/day).
8	<i>Telekinesis</i> upon to 100 pounds (2/day).
9	<i>Telekinetic barrier</i> 10-foot radius for two turns (1/day).
10	<i>Complete healing</i> which occurs instantaneously (1/week).
11	<i>Death field</i> which does not effect the possessor—evil artifacts only (1/day).
12	<i>Energy containment</i> up to 50 points of damage while artifact is held (1/day).
13	<i>Life draining</i> for up to one turn—evil artifacts only (2/day).
14	<i>Teleport</i> up to 100 miles without error (1/week).
15	<i>Teleport other</i> up to 100 miles without error (1/week).
16	<i>Domination</i> upon up to 10 levels or hit die of creature for up to 3 hours (3/day).
17	<i>Mass domination</i> upon up to 5 creatures not totaling more than 10 hit die for three hours (1/day).
18	<i>Mindwipe</i> upon one victim by touch (1/day).
19	<i>Superior invisibility</i> up to one hour (2/day).
20	<i>Ultrablast</i> (1/week).

TABLE 25: PROTECTIONS

This table contains a collection of powers that enhance the safety of the artifact's owner and, in some cases, any companions present. Unlike **Table 16: Immunities**, not all of these powers are constant or 100% effective. Some function all the time, some require the artifact to be in hand, and others must be invoked by the user.

1d20	Power
1	Grant an Armor Class bonus of 2 to the user when held.
2	Function as a <i>ring of protection</i> +2 when held.
3	Cast <i>anti-magic shell</i> (1/day).
4	Cast <i>anti-plant shell</i> (2/day).
5	Cast <i>armor</i> upon any creature the artifact touches (5/day).
6	Protect the user constantly with the effects of a <i>feather fall</i> spell.
7	Cast <i>fire shield</i> (1/day).
8	Generate a <i>sphere of forbiddance</i> , 15' in radius, centered on the artifact. This forbiddance is not permanent (as is the spell), having a duration of only 2d6 hours. It can be password locked, however (1/week).
9	Have <i>mind blank</i> in effect as long as the artifact is in hand.
10	Have <i>negative plane protection</i> constantly in effect as long as the artifact is in hand, with no saving throw necessary.
11	Have <i>non-defection</i> constantly in effect as long as the artifact is in hand.
12	Have <i>protection from normal missiles</i> constantly in effect as long as the artifact is in hand.
13	Have <i>protection from lightning</i> as long as the artifact is in hand.
14	Have <i>protection from fire</i> as long as the artifact is in hand.
15	Have <i>protection from paralysis</i> as long as the artifact is in hand.
16	Have <i>shield</i> in effect when the artifact is boldly presented (5/day).
17	Gains <i>merciful shadows</i> each day. †
18	Cast <i>protection from evil</i> 15' radius (5/day).
19	Cast <i>undead ward</i> upon a 100' × 100' cube. The undead are turned as if by an 18th level priest (1/week). ††
20	Cast <i>zone of truth</i> (1/week)

† See *DARK SUN Campaign Setting* (#2438)

†† See *Tome of Magic* (#2121)



CHAPTER TWO: Life-Shaped Items

"Life shapes are the wondrous tools of our ancient past. They are our heritage, our birthright. Cast off the dead. Use not the unliving tool. Our ancient glory can only be restored by embracing life, not death.

"We are all that is left. We hold in our hands the fate of our people. The Rhul-thaun are the true fruit of the rhulisti tree. The life shapes are what set us above the other races. Only we still know the secrets of life and how to shape it. Heed not the temptations of the powers of the mind, for they are anathema. Spurn the lesser races for they are not of the true blood. Believe in the life shapers, for only they can deliver you to the glory that is our birthright."

— **Loi Far-oneth, Rhul-thaun of the Jagged Cliffs**

Sage's note: The rhulisti are the ancient halfling race. The halflings of today are their descendants. The Rhul-thaun are a halfling subculture living in the Jagged Cliffs.

In the Blue Age of Athas, the rhulisti (ancient halflings), known as the Shapers of Life worked with living material the way that a smith works with iron or a carpenter with wood. The fruits of their labors were tools and machines that lived and grew and even reproduced. Why make a shovel when you can make a living tool that will dig by itself?

Eventually the Blue Age came to an end. The other races developed powers of the mind that matched and even exceeded the abilities of life shaping. The rhulisti lost their dominance and their civilization fell into ruin. Exactly how and why has been lost in the sands of time.

One small enclave of rhulisti survived the end of the Blue Age. Hidden away on the precarious Jagged Cliffs, the Rhul-thaun still practice the ancient ways. In the eons since the passing of the Blue Age, the Rhul-thaun science of life shaping has deviated and evolved from the old ways. Some would even say it has mutated.

The life-shaped that are truly descended from the Blue Age are different than those created by the Rhul-thaun. They are not so different that they bear no resemblance, but different enough. If an item described in this book is different than the same item in the Windriders of the Jagged Cliffs, it is because they are close cousins but not identical twins.

Defining the Life-Shaped

The items described in this chapter are all alive, in one way or another. All of them are descended from life-shaped items of the Blue Age. There are several ways these items could have survived or reproduced from that time into your campaign. These are covered in detail later.

Life-shaped items fall into three basic categories: *products*, *tissues*, and *creatures*. Furthermore, the life-shaped function in four different ways, as *tools*, *grafts*, *producers*, or *parasites*. All the items described below are labelled with these categories.

All life-shaped tissues and creatures (but not products) have hit dice, hit points and armor class. Creatures have all the characteristics of monsters. In general, man-sized life-shaped have two hit dice. Smaller life-shaped have one or even just a half a hit die, while larger life-shaped have as many as three hit dice. Armor classes range from 8 to 4. Items intended to take severe punishment or stress (such as armor) may have armor classes as high as zero. If the item is the direct target of an attack, it uses its armor class, or that of the person carrying it, whichever is better. The life-shaped intended for such stress do not suffer damage if used properly. However, they tend to live half the normal span of their kind.

Direct exposure to disease requires the life-shaped item to make a saving throw, in addition to any saving throw made by its owner. They may still use the better of the two saving throw scores. Even without direct exposure, there is a 1% chance per week that an item will contract a disease. Most ailments last for 1d10 days and cut the effectiveness of the item in half. Weapons suffer a -2 penalty to attack rolls and damage rolls. Armor loses two points. 10% of all diseases are fatal.

Product

A product is not alive. It is the by-product of another creature. For example, the small *arrowhead gecko* sheds large scales that are perfectly shaped arrow heads. The *arrowhead gecko* is a life-shaped creature that was engineered to create arrow heads. The arrow head itself is an organic product. Since it is not alive, a product does not have a lifespan. With typical wear and tear, most products last for decades. Products subject to high stress, such as the arrow heads mentioned above, may only last a year or so. Products are always tools, never grafts, producers, or parasites. Products cannot heal or be healed. They can only be repaired. Caring for a product is no different than caring for any other object.

Tissue

A tissue is alive, but cannot survive by itself. It must be tended and cared for, like an exotic plant. The tissue has only those organs or cells necessary to perform its function. It rarely has sensory organs, any form of intelligence, mobility, or the ability to reproduce. Tissues are tools, grafts, or parasites, though a few are producers.

Tissues are almost always found in a dormant stage. They can exist for centuries in a form of hibernation. Once the tissue is resuscitated, and is properly cared for, it will live for one to two years. While tissue cannot reproduce, it is possible to take a "cutting" from one and have it grow into a new tissue. The original techniques for tissue growth are known only to the long dead rhulisti. Only characters with proficiency in healing or agriculture, may try. Both the original tissue and the cutting have a 60% chance of being killed by the procedure, if the proficiency check is successful. Tissue cannot heal itself, but can be healed by spells.

A life-shaped tissue is the most difficult of all the life-shaped to care for. Since a tissue cannot feed itself, its owner must feed it. Grafts draw sustenance directly from their hosts. Other types of tissues must be soaked in a special nutrient bath called *cam-rahn*. The formula for cam-rahn is quite simple, with components that can be easily purchased in any city. However, the character must first get the formula. One dose of cam-rahn will feed one hit die of life-shaped tissue for one day. The components to mix the cam-rahn cost 10cp per dose.

The tissue created by the Jagged Cliff halflings also need to be soaked in an oxy-



generating solution. Wild tissues have mutated and adapted over the thousands of years since they were abandoned by the rhulisti. They can draw oxygen from the air and a limited amount from water or cam-rah solutions.

Creature

A creature is no different from any other life form. It could be written up as a monster, or described like a domesticated animal. However, life-shaped creatures were designed to fulfill a single purpose. It was bred into them to do this one thing to the exclusion of all else, even before self-preservation. Creatures can be tools, grafts, producers, or even parasites.

Most of the creatures life-shaped by the rhulisti have the ability to reproduce, although it has never successfully happened in captivity. Some types are sterile, but most of those died out thousands of years ago for obvious reasons. The remaining life-shaped creatures are not true to their ancestry. Hundreds of generations have altered their nature somewhat. For example, today's life-shaped creatures now have a self-preservation instinct. They will not risk their own lives foolishly or worthlessly. It is even possible for them to turn on their owner. This does not mean that the creature will not perform risky or even highly dangerous acts relative to their original design. Life-shaped creatures will heal one hit point per day, assuming that they are allowed to rest for the bulk of that time.

The creatures described here are the common stock of life-shaped creatures. There is a 10% chance that a given creature has mutated into a close relative of what is described below. In that case, some aspect of its function has changed. It is up to the DM to determine what, if anything, is different about the mutated life-shaped creature. Creatures life-shaped by the Rhul-thaun are always as described and never turn on their owners. As a result, they are valued higher.

Life-shaped creatures not made by the Rhul-thaun halflings of the Jagged Cliffs have adapted to life in the wild. They eat and drink like other animals. They do not require the special nutrient solutions that the tissues need to survive. Most plants and small insects. Few creatures were life-shaped to be carnivores. There are exceptions, like the *watchpack*. A life-shaped creature has a life span of 3d4 years.

Tool

This is the most common form of the life-shaped. Tools are independent of the owner, but still directly useful to him. A tool can be set aside, lost, forgotten, sold, etc. Some tool creatures form bonds with their owners, but otherwise are no different than a hammer or spear. Tools can be products, tissues, or creatures.

Graft

To the typical Athasian, a graft is most odd. It actually becomes a part of the owner's body. The original rhulisti grafts could be removed and reattached at will. The Rhul-thaun still make grafts that work this way, and are valued all above other "wild grafts." However, many wild grafts that are found today are far more aggressive. These mutated grafts attack the host's flesh, bonding in an extremely painful manner. Once attached they cannot be removed with causing severe pain and even permanent damage to the host. Fortunately, grafts that die of age or disease fall off harmlessly, just as their predecessors did. Grafts can be tissues or creatures, but never products.

A graft cannot be overlapped with another graft on the same host body. It will just refuse to attach to the host. For example, if a graft is meant to cover a host's forearm, he cannot have another graft that attaches to the forearm, elbow or wrist. This assumes that the second graft overlaps a bit onto the forearm.

Some grafts decrease the Charisma of their host. Since the graft becomes a part of the host's body, the host looks more and more alien as he adds grafts to his body. After a while, he is so alien that adding more grafts will no longer affect his Charisma. A host's Charisma cannot drop more than eight points due to grafts. His Charisma will never drop below three.

Grafts were created by the rhulisti, for the rhulisti. Since the rhulisti are the

ancient ancestors of the halflings, all grafts will accept a halfling as a host. Unfortunately, this is not true of the other races. Thri-kreen, for example, cannot use grafts at all. The table below gives the percentage chance of a character of any given race being able to use a particular graft.

% Chance of the graft accepting the host		% Chance of the graft accepting the host	
Race		Race	
Aarakocra	30	Human or Pyreen	70
Dwarf	90	Mul	80
Elf	80	Pterran	10
Half-elf	75	Thri-kreen	0
Half-giant	20	Other	0
Halfling	100		

A graft actually taps into the host's body, feeding from his blood stream, sensing with his nervous system, etc. A graft can react instantly to any situation because it is hooked into the host's own nervous system. All grafts weapons have a speed factor of +3, the same as for natural weapons such as claws and teeth.

Optional Rule

The host does pay a slight penalty for using a graft. Since the graft feeds from his blood stream, he must eat and drink more to support the graft. The table below spells out how much more the host must eat and drink. Add up the percentages for each graft and add them to the character's total daily needs. It is recommended that in most campaign situations, values under 10% be ignored. Obviously there may be extenuating circumstances where even small variations make a difference. Multiple grafts that have "nil" effect on food and water needs are added together (sum the hit dice) before consulting the table below

Extra Food and Water Needed							
Graft hit dice	Hours worn in a day			Graft hit dice	Hours worn in a day		
	2-8	8-16	all day		2-8	8-16	all day
½	nil	nil	1%	2%	3%	6%	12%
1	nil	1%	2%	3	4%	8%	16%
1½	1%	2%	4%	3½	5%	10%	20%
2	2%	4%	8%	4	6%	12%	24%

Producer

A life-shaped producer is usually a creature, although a few tissues do exist. It creates other life shape items, but is not itself directly useful. A few producers actually make tissues. The arrowhead gecko in the example above is a producer.

Most producers create a tissue or a product. None have been found that create creatures, although theoretically such a feat is possible. For each tissue and product described, assume that there is a producer. Most producers have two hit dice and an armor class of 8. Obviously there are variations.

Introducing a producer into a campaign must be done carefully. Before doing so, try to gage what the worst possible scenario might be where the characters have an unlimited supply of whatever the producer creates. For this reason, the random treasure tables do not include producers for most of the items. If the DM wants to add them, whenever a tissue or product is generated by the table, there is a 10% chance it is a producer of the item instead.

Parasite

Each 'life-shaped item labelled parasite is a malefic, mutated version of some other item. They seek to do harm to their "owners." As soon as the parasite has gotten its pound of flesh, it attempts to flee. Obviously tissues cannot flee. Enterprising characters might think of some dastardly use for a parasite, but in general they are malignant creations that need to be destroyed.

The State of Life-Shaped Objects

These Life-shaped items are presented as the ancient Shapers of Life created them. The environment, and evolution may have changed them. Once the type of item has been determined, roll on the chart below to determine the state of the object.

1d100 Roll	State of the Life-Shaped	1d100 Roll	State of the Life-Shaped
01-10	Dead	81-90	Diseased
11-45	Normal	91-00	Inferior
46-80	Mutated		

Dead

Dead Life-Shaped objects are utterly useless. A successful *resurrection* spell can be used to restore the object to life. (A dead Life-Shaped object restored in this way should be rerolled on the chart above. A second result of 01-10 means that the object did not survive the shock to its system or was dead too long to be revived.

Normal

These objects are normal in all ways. A *parasite* that was determined to be normal would still be harmful. Normal objects act according to their descriptions.

Mutated

Mutated Life-Shaped objects have changed in one or more ways. Just how the object has changed is up to the DM, but keep in mind that the mutation should not normally be beneficial. Some guidelines are provided below:

Tools: Mutated tools either work in a less efficient manner (-1 or -5% to any applicable rolls) or have changed their basic function (a mining tool which ate rock around gold deposits making recovery easier now eats the gold itself).

Grafts: Most mutated grafts bond permanently and painfully with the host. The mutated graft causes intense pain for 24-48 hours while it bonds with its hosts system. While this is happening, it is impossible for the host to do anything more than rest. Removing a graft does permanent damage to the host, equal to the graft's hit points unless a *regeneration* spell is cast within one week of removal.

Producers: Mutated producers tend to produce mutated goods. How the created item differs from the original is up to the DM to determine. Using the example of the *arrowhead gecko*, a mutated *arrowhead gecko* could produce arrowheads which were brittle and tended to break on impact (-2 damage) or were slightly warped causing the arrow to drift in flight (-1 to hit).

Parasites: Parasites that have been mutated can have a beneficial side effect, or be even more deadly than normal.

Diseased

Diseased Life-Shaped items have their hit dice reduced by half and have a 10% chance of malfunctioning each round they're used. The disease is communicable to most intelligent humanoids native to Athas (Thri-kreen are immune). There is a 1% cumulative chance per week of using or carrying a diseased Life-Shaped item to contract the illness. Humanoids suffering from the sickness lose 2 points from each of their physical stats (Strength, Dexterity, and Constitution) until cured. The disease can be cured with a simple *cure disease* spell.

Inferior

These Life-Shaped items are most commonly the degenerate offspring of true Life-Shaped items created by the rhulisti. Rather than mutating into dangerous creatures, these items have become less specialized over the centuries, as evolution has undone what the rhulisti formed. Inferior items tend to be less powerful or "sure" than their counterparts. They most commonly either have a reduced effect (reduced damage, reduced range, a required "rest" period between activations) or have a reduced life span, burning out after a limited number of uses.

Adding the Life-Shaped to Your Campaign

Adding regular magical items to a campaign is quite simple. Just change the random treasure generation tables and the items begin showing up. The players don't think twice about it, because the origin and nature of magical items is well established. The DM has only increased the variety of something that was already there.

Life-shaped items are not so easy to add to a campaign. They are distinctly different from anything the players or characters have ever seen before. They are going to ask questions such as, what are these things? Where did they come from? Why haven't we seen them before? Who made them? How do they work?

All life-shaped creations can enter into a dormancy. Toward the end of the Blue Age, the rhulisti began to breed this trait into their living tools. When not in use for many months, or when subject to a prolonged hostile climate (lack of water, excessive heat, etc.), the life-shaped shut down. It takes several days for one to become dormant. Once in that state, the life-shaped can survive for centuries, or even eons, if left undisturbed.

This is not the only way that the life-shaped have survived over the thousands of years since the Blue Age. Creatures, but not tissues or products, can reproduce. Those life-shaped that did not go dormant bred. Although the rhulisti created them to breed true, thousands of years can undo even the best efforts. Mutations crept into the bloodlines. Even with these slow changes, descendants of the life-shaped are still alive today.

Before introducing the life-shaped to a campaign, the DM must decide on a rationale for their sudden appearance. He must have answers to all those questions. Below are several ways to add the life-shaped to a campaign. Pick one. Each method has the same ancient history for the life-shaped, given at the beginning of this chapter.

Once in the campaign, the DM must take care to give the players some equivalent of an instruction manual. When the characters find a life-shaped creation, it will not be obvious how to use it. In fact many of them look so strange that they will be mistaken for a dangerous creature and be destroyed rather than experimented with.

One of the easiest and best ways to handle this problem is to have the characters find the life-shaped item in the hands of a current, usually evil, owner. By seeing the life-shaped creation in action, they understand that it is not just some strange monster.

A second, not so easy method, is to have them find an "instruction manual." This might be some life-shaped creature that transmits telepathic instructions, or recites clues in ancient rhulisti. It could be a literal book, or pictograms drawn on a wall. Finding these clues must happen before the characters encounter the life-shaped. A character might carry around a magical item hoping to later figure out how to use it. However, it is unlikely that he will carry around a living creature or dangerous looking tissue hoping to discover how to use it.

Far, Far Away

The characters first encounter the life-shaped in a location far removed from their normal stomping grounds. Technically the life-shaped can be found anywhere on Athas. However, if the characters are visiting the far south for the first time, then that is a good place for them to first find a life-shaped item. For that particular campaign, such items are only found in that region. As time goes on, the life-shaped may become more common throughout Athas.

In fact, one of the side effects of this method is that the characters themselves may be responsible for their spread. Ever greedy characters may realize that such items fetch a far higher price back home, where no one has ever seen them. Of course, this also means that the characters become targets for thieves, the Veiled Alliance, and whoever else covets the life-shaped.

The Epic Adventure

The characters hear rumor of a strange and wondrous treasure. This can take the form of a map, trader's whispers, someone offering them a job, the dying gasp of a Rhul-thaun halfling from the Jagged Cliffs, or whatever else the DM can think up. Ideally this new adventure should be of epic proportion: a trip to the long buried city of the rhulisti halflings, a life-shaped ship found floating in the Sea of Silt, an evil Rhul-thaun halfling from the Jagged Cliffs come to conquer all of Athas, mutated life-shaped monsters decimated remote villages, or an immensely powerful life-shaped guardian awakened after thousands of years goes on a rampage.

The result of this epic adventure would introduce the life-shaped to the campaign region of Athas. During the adventure, it can be made clear that other adventurers and interested parties are helping themselves to the newly discovered life-shaped items. Alternately the adventure opens up many clues and opportunities to find more of the life-shaped. Of course, the word will get out, no matter how careful the characters might be.

The Cerulean Storm

For thousands of years, the life-shaped have lain dormant. The seeds and eggs from which they sprout are buried beneath the sands. Their still bodies entombed in the very rocks. Without water, they remained inert, unmoving. The seeds and eggs were mistaken for rocks or unknown plants, the dormant bodies burnt or eaten in the rare event of a discovery.

Now the rains have come again, at least around the Cerulean Storm, the life-shaped awaken. The seeds and eggs absorb the water that falls more than once every few years. The mummified bodies swell with fluids that seep into the hairline cracks in the rock. Slowly they stretch and come to life. The life-shaped have arrived again on Athas after thousands of years of drought.

Open Commerce with the Jagged Cliffs

This is not a very likely scenario. The Rhul-thaun halflings of the Jagged Cliffs are xenophobic in the extreme. They consider all other races, even other halflings, to be inferior. However, it is not totally impossible that some enterprising halfling, maybe even a PC, will open up trade with them. The life-shaped would slowly become available throughout the northwestern tablelands.

Renegade Rhul-thaun from the Jagged Cliffs

Most Rhul-thaun halflings are paranoid and jealously guard the secrets of life shaping. However, one Rhul-thaun life shaper has fled his homeland. Away from the Jagged Cliffs, he practices his art, experimenting with forbidden techniques that his masters fear so much. Some of these life-shaped are sold, some are stolen, some just plain escape.

To make matters worse, the life shapers of the Jagged Cliffs are not about to let one of their own escape unpunished. They send several expeditions to find the renegade. Each is heavily armed and equipped with the best life-shaped items available. Of course not all of these expeditions will survive. Many will fall prey to the dangers of the Athasian desert.

The Awakening

The life-shaped have been lying dormant in hidden caves, sink holes, buried cities, and lost enclaves. Each has been set, like a living alarm clock, to awaken at a certain time. The time has come. Before now, adventurers found life-shaped creations but could not awaken them. Most were destroyed out of carelessness. A few were sold as curiosities, assumed to be inanimate objects. Over the next few years, more and more life-shaped awaken.

Magic Effects on Life-Shaped Items

The life-shaped can be affected by spells. If an item is being carried by its owner, it uses that person's saving throw value. If not, it has a saving throw equal to its hit dice as a fighter. Certain spells, such as area effect spells, affect life-shaped directly, even if they are in a character's possession. The item uses its saving throw, or that of its wielder, whichever is better. Only life-shaped products ever use the Item Saving Throw table. All other items save as creatures.

Those spells castable upon creatures can be cast upon life-shaped tissues or creatures, but not products. The tissue or creature cannot be targeted by a spell, unless the spell description allows for that kind of discrimination. Grafts can never be independently targeted. They have become a part of their host.

Wizard Spells

Animal growth: The life-shaped are an amalgam of both plant and animal. This spell, has a 50% chance of failing, prior to the saving throw.

Animate dead: This spell can only be cast upon creatures, not tissues. The undead life-shaped creature is only half as effective, and moves at half speed. Undead grafts will not function on a living creature, but will function on an undead one.

Charm plants: The life-shaped are an amalgam of plant and animal. Thus this spell has a 50% chance of failing, prior to the saving throw.

Charm monster: This spell works normally. However, tissues are not quite living creatures. There is only a 50% chance of this spell working on a tissue. If successful the caster gains control of the life-shaped item for 1d6x10 days. The life-shaped item does not directly harm its possessor, but otherwise obey the caster.

Clone: This spell works on tissues. It is one of the few ways to reproduce a tissue. Creatures also can be cloned, and will not attempt to destroy each other.

Enchant an item: This spell will only work on products, not tissues or creatures.

Energy drain: This spell affects a life-shaped creature normally.

Forget: Only creatures are affected, not tissues. They will do nothing for 1d8 rounds.

Grease: If cast directly upon a tool, this spell may cause it to slide off the owner, unless a successful saving throw is made.

Haste: This spell works normally. A weapon with this spell can attack twice as often.

Hold monster: This spell works normally on creatures, but has a 50% chance of failing if cast upon tissues. If the saving throw fails, the item is useless for the spell duration.

Major creation: This spell can be used to generate a product, not a tissue or creature. Obviously the caster must have had a reasonable opportunity to examine the particular life-shaped product he is attempting to duplicate.

Minor creation: This spell can be used to generate a product, not a tissue or creature. Obviously the caster must have had a reasonable opportunity to examine the particular life-shaped product he is attempting to duplicate.

Otto's irresistible dance: Only life-shaped creatures can be affected. If unable to dance, they quiver and shake for the spell duration, and are completely useless.

Plant growth: The life-shaped are an amalgam of plant and animal. Thus this spell has a 50% chance of failing, prior to the saving throw.

Polymorph other: This spell works normally on creatures. Tissues are not complete creatures and have a 50% chance of not being affected. For the caster to change anything into a life-shaped item, he must have a reasonable opportunity to examine that particular item. Grafts are automatically polymorphed with the target.

Polymorph self: Grafts are polymorphed with the caster. It is possible to polymorph into a life-shaped creature, but not a tissue or product.

Polymorph any object: Grafts are automatically polymorphed with the target. This spell can affect all life-shaped items normally, even products.

Power word, stun: Stunned life-shaped items are unable to function.

Ray of enfeeblement: The life-shaped item's effectiveness is cut in half. Weapons suffer a -2 penalty to attack and damage rolls. Armor loses two points of AC bonus.

Reincarnation: This spell has no effect upon the life-shaped.

Repulsion: This spell works normally on creatures. Life-shaped creatures may leave their owner, unless of course they are grafted on.

Shapechange: See *polymorph self* above.

Sleep: Only one item can be affected. It becomes limp and useless for 1d6 rounds.

Slow: The item is affected normally, moving half speed and acting every other round.

Stone to flesh: The life-shaped are an amalgam of plant and animal. Thus, this spell, and its reverse, *flesh to stone*, have a 50% chance of failing, prior to the saving throw.

Stoneskin: This spell can be cast upon a life-shaped item. If the item is in a character's possession, he does not get the full benefits of the spell. However, if the *stoneskin* is cast upon the character, the item does benefit. If both have the spell, each attack upon the possessing character subtracts an attack from both spells.

Strength: This spell works normally on the life-shaped item. Weapons and armor gain one point for attack rolls, damage and armor class.

Transmute water to dust: If the saving throw fails, the life-shaped item dies.

Vampiric touch: This spell works normally against the life-shaped. Treat any attempt to touch and item in the possession of a character as an aimed attack.

Priest Spells

Animal growth: The life-shaped are an amalgam of plant and animal. Thus, this spell, has a 50% chance of failing, prior to the saving throw.

Animate dead: This spell can only be cast upon creatures, not tissues. The undead life-shaped creature is only half as effective, and moves at half speed. Undead grafts will not function on a living creature, but will function on an undead one.

Animate object: Only products are affected by this spell. No other form of life-shaped qualifies as an object. **Anti-animal shell:** The life-shaped are neither plant nor animal, but an amalgam of both. Therefore this spell, and others like it, have a 50% chance of not affecting the life-shaped, prior to the saving throw.

Anti-plant shell: The life-shaped are an amalgam of plant and animal. Thus, this spell has a 50% chance of not affecting the life-shaped, prior to the saving throw.

Charm person or mammal: The life-shaped are an amalgam of plant and animal. Thus, this spell has a 50% chance of failing.

Cure light wounds: All healing spells work normally on the life-shaped.

Hold animal: The life-shaped are an amalgam of plant and animal. Thus, this spell has a 50% chance of failing. If the life-shaped fails its saving throw, it is useless for the spell's duration.

Hold plant: This spell works normally on creatures, but has a 50% chance of failing if cast upon tissues. If the saving throw fails, the item is useless for the duration of the spell.

Invisibility to animals: The life-shaped are an amalgam of plant and animal. Thus, this spell has a 50% chance of not affecting any individual item. Only those that use their own sensory organs or direct their own attacks are affected. For example, an *armblade* is directed by the host, therefore it is unaffected.

Plant growth: The life-shaped are an amalgam of plant and animal. Thus, this spell has a 50% chance of failing, prior to the saving throw.

Raise Dead: This spell has no effect on the unintelligent life-shaped.

Regenerate: This spell affects life-shaped creatures normally. Tissues are healed completely. Its reverse, *wither*, will immediately destroy a tissue. This is one of the few spells that can safely destroy a graft without harming the host.

Resurrection: Any life-shaped item can be brought back from the dead.

Speak with monsters: In general it is not possible to speak with the life-shaped creatures, using magic or psionics. There a few exceptions, where the life-shaped creature has a measurable intelligence.

Speak with plants: In general it is not possible to speak with the life-shaped creatures, using magic or psionics. There a few exceptions, where the life-shaped creature has a measurable intelligence. Even then there is a 50% chance of failure since the life-shaped are a hybrid of plant and animal.

Speak with animals: In general it is not possible to speak with the life-shaped creatures, using magic or psionics. There a few exceptions, where the life-shaped creature has a measurable intelligence. Even then there is a 50% chance of failure since the life-shaped are a hybrid of plant and animal.

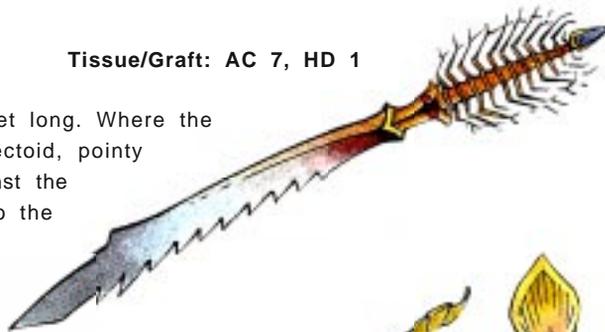
Transmute wafer to dust: If the saving throw fails, the life-shaped item dies.

The Life-Shaped: Products, Tissues, and Creatures

Armblade

Tissue/Graft: AC 7, HD 1

The *armblade* is a bony blade two feet long. Where the hilt should be, is a collection of insectoid, pointy legs. When the legs are pressed against the back of a host's forearm, they dig into the flesh and wrap themselves tightly around the bones. An *armblade* has advantages and disadvantages. Being a part of the host's body, he can never be disarmed. The host can hold something in his hand while using the blade. The disadvantage is that he can never sheath the blade. It can be difficult to even pick things up with two feet of blade extending out from his wrist. The sharp serrated blade does 1d8 points of damage to small and medium targets, and 1d8+1 against large.



Arrowhead Gecko

Creature/Producer: AC 7, HD ½

This small lizard sheds large scales that are perfectly shaped arrowheads. The scales even have ridges on the tang where the cords will be used to bind it to the shaft. Each arrowhead is about two inches long and razor sharp. It is so sharp in fact that it is treated as if it were made of metal, although it is not. The *arrowhead gecko* is only a foot long, including the tail. It sheds an arrowhead once each week. The gecko lives on small insects and pieces of fruit.



Bloodclot

Tissue/Graft: AC 5, HD ½

Bloodclots are small, three inch diameter, ovals. The surface is smooth, mottled red and blue, and warm to the touch. When applied to a wound, the clot begins to throb in time with the user's heart, absorbing the blood. The wound ceases bleeding and begins to heal. After 1d10 rounds, the clot is merged with the host's flesh and the wound is sealed. The host heals one hit point immediately. The host heals at his normal rate thereafter, but does not need to rest while healing. After a few days, the *bloodclot* is absorbed into the host's body and cannot be retrieved.



Breathermask

Tissue/Tool: AC 10, HD ½

This organic face mask allows its wearer to breathe water. It only covers the lower face, completely hiding the mouth and nose. The *breathermask* is a blue and green striped oval of a limp, pliable rubbery substance. As a side effect the *breathermask* also filters most impurities and toxins, granting the wearer a +4 bonus to all relevant saving throws.



The tissue needs to be immersed in water once a day for at least five minutes. If it is kept dry for over three days, it dies. This living item is seen as proof that long, long ago, water was much more plentiful than it is today on Athas. Otherwise why would anyone engineer a life form that allowed a person to breathe water?

Burrower

Creature/Parasite AC 6, HD ½

This foul beast looks like any one of several other small, life-shaped creations. Shaped like a cone, it has small teeth on its large end. When placed against any part of the body, it begins to chew its way inward. The host has two rounds to attempt to pull it off before it has gotten too deep to be extracted safely.

Once inside a host, the *burrower* attaches itself to his heart. The parasite then begins to excrete a chemical which prevents the host's blood from coagulating. The host's Constitution is lowered by one point so long as the *burrower* is living inside him, and wounds continue to bleed doing an extra 1 point of damage to the afflicted character per round until bound or magically healed. Each year there is a 25% chance that the *burrower* dies and the host regains his lost Constitution.



Chameleon Cloak

Creature/Tool: AC 9, HD 2

Not a true cloak, but a living creature, it none-the-less looks just like a cloak. Anyone handling it immediately knows something is wrong. The "cloak" is too thick and is warm to the touch. The mouth and sensory organs are in the "hood". Rumor has it that particularly dull-witted adventures have raised the hoods on their long unfed *chameleon cloaks* only to have the creature take a bite out of them! Fortunately, they are not equipped with fangs (damage of 1 hp).

A *chameleon cloak* changes its skin color and texture to match its immediate surroundings. Under normal circumstances, where the wearer is moving cautiously and not completely covered by the cloak, it adds 10% to the hiding ability of the wearer. Characters with no such ability suddenly gain a 15% chance. If the character is standing still, the light is poor, and the only part of him visible is the cloak, it adds 4 to the hiding ability. The DM must interpret individual situations. The chance of remaining undetected never exceeds 95%.

Chameleon cloaks, like most of the rhuisti living items, feed on waste products produced by the body. The cloak derives nutrition from material found in perspiration. The cloak must be worn at least one day out of every week for it to get sufficient nutrients.



Clawgrafts

Tissue/Graft: AC 8, HD 1

Clawgrafts are found in sets of up to five. They are tiny spikes one and half inches long. When pressed onto the tips of the host's fingers, they merge with the flesh of the fingertips. The *clawgrafts* bond to the flesh of the hosts fingers, becoming a part of his hand. The damage done by a rake or slash varies depending upon how many *clawgrafts* the host has. One claw does one point of damage, two to three claws do 1d3 points, while four to five claws do 1d6 points.



Climbing Boots

Tissue/Graft: AC 8; HD 1

At a glance, these look like normal boots. They are light brown and wrinkled, like tough leather. Upon closer inspection, an observer can see that the top of the "boot" actually merges with the skin of the host's leg. The fringe of the sole is serrated, like the upper jaw of a primitive lizard. Subtle cracks can be seen that separate the toes.

When *climbing boots* are slipped onto the feet of a potential host, they immediately secrete a powerful adhesive, effectively grafting the boots to the flesh of the foot. Once the bond is formed, it feels to the host as if he is barefoot. However, rocks, hot sand, or other uncomfortable obstacles can be felt but do not hurt.

Climbing with the boots is a joy. The sole of the foot seeks out footholds and grips them tightly. The prehensile strength of the toes is dramatically enhanced. The host's climbing skill is enhanced by 25%, but never exceeds 99%. If a bar or other simple handhold is available, the host can even hang upside down, but only for three rounds before the boots lose their grip.

Climbing boots cannot be removed once attached, but can be cut off of a host, causing as many points damage as the graft has hit points. Once off, the host's feet are forever tender. He can only walk half as far as normal before needing to give his feet a rest.

Clingbag

This unique bag is extremely handy. Just below the edge of the mouth is a dark patch that secretes a powerful adhesive that will stick to just about anything, even a character's skin. On the opposite side of the bag is a light patch of sensitive tissue. When squeezed, glue side releases and the bag can be pulled off with a quick jerk. *Clingbags* are found in a variety of natural colors including sandy yellows, tans, browns, and grays. They come in two different sizes. Large bags can hold up to 40lbs., while small bags can only hold 10lbs.

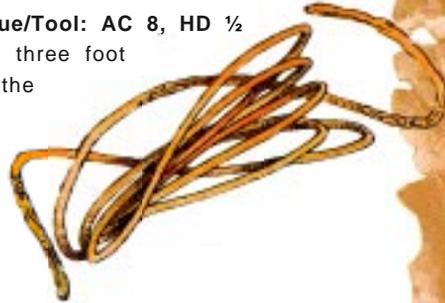
Tissue/Tool: AC 8, HD ½



Clingrope

Made from a similar material to *clingbags*, a *clingrope* has a three foot long glue patch on one end and a six inch release patch on the other. The ropes are found in a variety of lengths, but never shorter than 20 feet long and never longer than 90 feet (1d8+1 times 10 feet). If the *clingrope* is used to grapple a living creature, treat it as an adhesive lasso. Creatures tied up with *clingrope* have half the normal chance to break or slip their bonds.

Tissue/Tool: AC 8, HD ½



Clothworms

These small (3 inches long), gray-green worms are not pleasant to look at. However the cloth that they make is very beautiful. A *clothworm* must be placed on a person's body before it will spin any cloth. As it crawls across the person, it leaves behind a fine, silk thread. It has an instinctual ability to go under and over every other thread blocking its path. In this manner, it actually weaves while on the person's body. The worm eats threads that run parallel to its path, replacing it with new thread. The high armor class of the worm is strictly due to its small size.

Creature/Producer: AC 5, HD ½

The worm absorbs the person's sweat and reads his current emotional state. The color and pattern of the cloth is woven to match the current mood of the owner. Because the cloth is actually woven on the person's body, it is a perfectly tailored fit. The cloth will begin to deteriorate after 24 hours. Only the richest and most decadent of people would buy *clothworm* weave. However, they will pay a good price for it.

One *clothworm* cannot weave fast enough to clothe even the smallest halfling. It takes six *clothworms* to keep a halfling dressed. Most humanoids need about ten, and half, giants need 20 *clothworms*. It takes about half an hour to "get dressed" with *clothworms*.



Coolcloak

The *coolcloak* is not truly a cloak, but a living creature. Anyone handling it immediately knows the difference. The "cloak" is too thick and feels like rubbery flesh. The mouth and sensory organs are on the inside of the "hood". Occasionally careless adventures have failed to feed their coolcloaks for over three days. When they raised the hoods the creature has taken a bite out of them! Fortunately, they are not equipped with fangs (damage of 1 hp per bite).

Creature/Tool: AC 9, HD 2

The outside of the cloak is a dazzling white. The black interior stays cool in even the most severe desert temperatures, drawing heat away from its owner. The cloak provides a +1 bonus against any heat related attack.





Darkboots

Creature/Parasite: AC 8, HD 1

At a glance, these look like normal boots. They are dark brown and wrinkled, like tough leather. The fringe of the sole is serrated, like the upper jaw of a primitive lizard. Subtle cracks separate the toes. They look very much like *climbing boots* or *trackboots*.

When a potential owner slip one onto his foot, it clamps down on his leg. This bite is so powerful that there is a 10% chance it cuts his foot right off. Regardless, it causes 2d6 points of damage. The beast will then attempt to flee. If caught, it has no combat attack form or any other natural defenses.

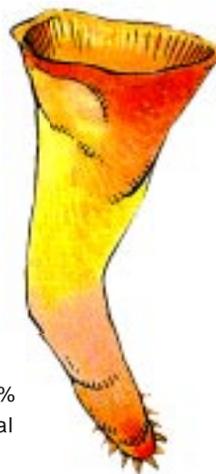
Earial

Tissue/Graft: AC 8, HD 1/2

These wide, soft, fleshy cones are only six inches in diameter. They are far from perfectly round, instead being oddly contorted and convoluted. The tip of the cone is spiked with a ring of sharp thorns.

When placed against a potential host's ear, the *earial* begins to work its way in. This is obviously quite disconcerting. Wearing *earials* (one or two) causes a host to lose a point of Charisma. This point loss is temporary, lasting only while the *earial* is being worn.

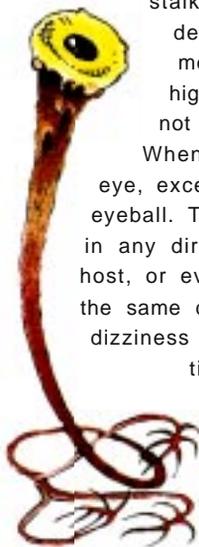
The *earial* completely covers the ear. The host can now hear sounds twice as far or twice as faint (but not both) as he could before. With only one *earial*, the host cannot fix on a direction for sounds beyond his normal range. However, with two *earials* he can. A rogue adds 25% to his Detect Noise score with one *earial*, and an additional 10% with a second *earial*.



Eyestalks

Tissue/Graft: AC 5, HD 1/2

These strange grafts look like eyeballs mounted on one foot long stalks. The stalk is actually a flesh covered, flexible spine. The base of the stalk has three tiny, clawed tendrils. An *eyestalk* can only be set into an empty eye socket. The tendrils sink themselves into the host's brain. At the same time, the stalk secretes a powerful anesthetic, putting the host into a deep, dreamless sleep. For the next day, while the *eyestalk* merges with the host's system, the host is kept asleep. The high armor class of the *eyestalk* is because of its small size, not the toughness of the flesh.



When retracted, the *eyestalk* is indistinguishable from a normal eye, except that it has a yellow iris. The stalk lies coiled behind the eyeball. The host can make the *eyestalk* extend out up to one foot in any direction. It can peer around corners, look around behind the host, or even extend into small openings. The *eyestalk* must point in the same direction as the host's eye, or else the host suffers from dizziness and disorientation (make a saving throw versus paralyzation at -2 or disoriented for 1d4 rounds. -1 to all attack rolls.) The only other alternative is to leave one eye in the socket, covered with the eyelid.

Some *eyestalks* (10%) do not require an empty eye socket to attach. Instead the base of the stalk secretes a powerful adhesive and can be secured to almost any part of the body. The eye beams images directly to the host's brain using a form of telepathy.

Face-eater

Tissue/Parasite: AC 8, HD ½

This nasty item is a limp, flexible disk that feels like rubber. It is about a foot in diameter and completely transparent. It looks very much like a *mysk* or a *breathermask*. When applied to a potential host's face, it grafts itself on. It dissolves the skin with a powerful acid, so that it can get to the blood vessels. A character with this parasite looks as if his face has been peeled off. The underlying muscles and blood vessels are all that remains. A character with a *face-eater* attached loses three points of Charisma. Each month there is a 10% chance that the *face-eater* dies and falls off. The host's face will partially heal over, but remains heavily scarred. He recovers two of his lost Charisma points, but never the third unless extensive healing magics are used.



Farspeaker

Creature/Tool: AC 8, HD ½

A *farspeaker* looks like a six inch tall cross between a lizard and bird. It has the shape and posture of a bird, with two back legs and no forelegs. Where it should have wings, it has two large membranes that look more like ears. Its tail is about a foot long and used primarily for balance. Although it is covered with bright red and yellow scales, it has a large, stubby beak, and a spiked crest.



All *farspeakers* can share their thoughts. This does not amount to much, since they have few original or interesting thoughts of their own. However, *farspeakers* know the names of all their kind, no matter where they might be on Athas. When their owner speaks a name, they mentally broadcast whatever he says next to the *farspeaker* with that name. The only way to send a message to anyone is to know the name of his *farspeaker*.

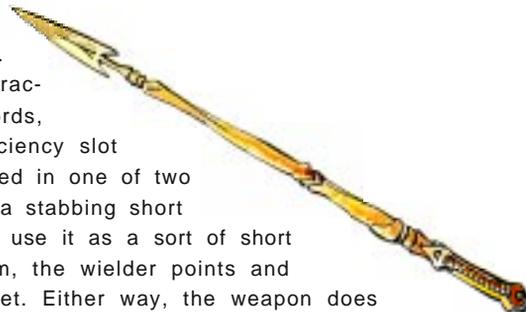
These odd beasts prefer to perch on an owner's shoulder. If a *farspeaker* hears a message, it whispers it into its owner's ear. Their voices are soft, but have amazing range. The repeated voice does not sound like the original, but carries all the intonations and accents.

No psionicist has been able to read the mind of a *farspeaker*. Nor has anyone been able to get a *farspeaker* to say anything of its own accord, other than its name. If asked a direct question, the *farspeaker* always replies with its own name.

Flashlance

Creature/Tool: AC 6, HD 1

This bony, white spear is three feet long, with two overlapping ridges. The six inch base of the spear is a handle. When the handle is squeezed, the spear extends to its full length of six feet. This telescoping effect is so fast that it can puncture armor and the flesh beneath. Quick as a flash, the spear contracts, to be ready for a new attack.



It takes many months of dedicated practice to master this weapon. In-other-words, the character must use a weapon proficiency slot for it. Until that time, it can only be used in one of two ways. The wielder may either use it as a stabbing short sword, ignoring its telescoping ability, or use it as a sort of short range missile weapon. In the latter form, the wielder points and squeezes, attempting to impale the target. Either way, the weapon does 1d6 points of damage. Once proficient, the wielder can combine the two and gains a +1 to hit the weapon does 1d10 points of damage per attack.

Flexars

Tissue/Graft: AC 5, HD 1

A *flexar* is dark yellow, bony half-shell that can improve the Dexterity of its host. Varying in size, the smallest is as big as a fingernail and the largest as big as a man's palm. The inside surface of a *flexar* is covered with



miniature spikes. They are usually found in pairs (left and right side), or a set of ten miniatures, one for each knuckle.

Flexar grafts are placed on one of the major joints of the body. The spikes grip the skin and send tendrils into the joint. The grafting process is painless, but the process causes some swelling and stiffness for the next several days. During the grafting process, the host's Dexterity is reduced by two points. Only if the *flexar* is destroyed by damage, can it be removed. Damage done to a *flexar* is also applied to the host. For every three *flexar* pairs on a host, he gains one point of Dexterity. There are only nine pairs available, so a host cannot gain more than three points of Dexterity, and cannot exceed a Dexterity of 24. If a host has three or more pairs of *flexars*, he loses one point of Charisma, assuming they are not covered.

Optional Rule- If the DM wishes to get more specific with the *flexars*, the pairs are applied to the following joints: wrists, elbows, shoulders, hips, knees, ankles, fingers, spine, neck. Unlike the *tendonils*, it is more difficult to apply specific Dexterity awards for specific joints.

Glider Grafts

Tissue/Graft: AC 10, HD 1

This large, thin membrane stretches from the host's wrists, across his back, and anchoring at his neck and hips. On a halfling or other small host they stretch from ankles to wrists. The grafts are a fleshy color with red tracings, highly reminiscent of blood vessels. When first attached, the host's back and wrists feel like they are on fire. The feeling lasts for about a day during which time the host acts as if he were under the effects of a slow spell because of the pain and swelling.



When unfurled, the *glider grafts* allow the host to glide through the air. The host must launch himself from at least 30 feet high, because the first 20 feet or so he is free falling before the *glider grafts* catch enough air. After that, the host can glide. Halflings, and like-sized hosts, glide 100 feet for every ten feet of launch height (beyond the first 20). Man sized hosts glide 50 feet for every ten of launch height. On large hosts, the *glider grafts* do not allow any flight, but will break a fall such that it does no damage.

Glowpods

Creature/Tool: AC 10, HD 1

A *glowpod* is a one foot diameter sphere, with a flattened bottom. Although it is bulky, the *glowpod* only weighs two pounds. The creature's feeding organs are on the small, flattened side. Feeding the *glowpod* is as simple as setting it in a dish of food. When not glowing, the *glowpod* is a leathery yellow.

If the *glowpod* is in a darkened area for more than one round, it begins to glow. One *glowpod* can illuminate an area 30 feet in diameter with soft blue light. If well fed, the *glowpod* can light this area for up to 10 hours before fading.



Grappler

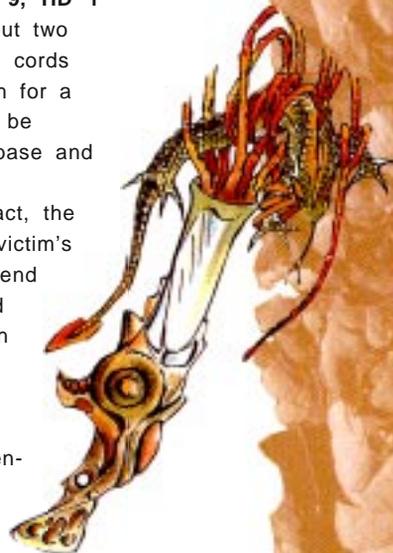
Creature/Tool: AC 9, HD 1

This ranged weapon fires a stream of long, sticky cords. The *grappler* is about two and a half feet long and six inches in diameter. One end is open, where the cords are coiled. The other end has a curious hole near the base, just large enough for a thick, human finger. The weapon is bulky and awkward enough that it must be wielded with two hands. It is fired by inserting a finger into the hole in the base and plucking the exposed tendon.

When fired, six sticky tentacles shoot out up to 30 feet away. Upon contact, the wrap themselves around the target. There is a 50% chance of trapping the victim's arms. The adhesive on the tentacles is quite strong, requiring a successful bend bars/lift gates roll to escape. While entangled, the victim loses all shield and Dexterity bonuses. There is a 25% chance of knocking the victim down with a strong pull.

Once the tentacles are unwrapped from a victim, it takes five full rounds for the cords to retract. Until then the *grappler* is inoperable. The *grappler* holds its victim for ten rounds before releasing of their own accord. If the tendon trigger is pulled, the tentacles will release immediately.

The *grappler* is a plant-based creature and when not in use it feeds on sunlight and water. Once per month a *grappler* should be allowed to extend its roots and plant itself for at least one week. Each month that a *grappler* goes without being planted it loses one hit point.



Healer Pod

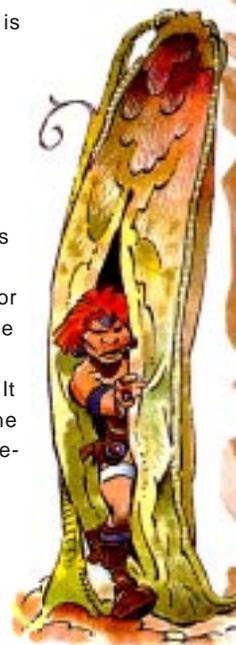
Creature/Tool: AC 7, HD 3

Standing seven feet tall, the *healer pod* looks like an overgrown seed. It has a seam on its front face that allows access to its hollow interior. Any character can crawl inside the pod, which slowly closes itself over him. Once inside the pod, hundreds of tiny tendrils and roots invade the person's body. Within seconds the patient is unconscious. Attempting to remove a patient prematurely forces him to roll a system shock check, where failure means death. Furthermore, the patient sustains 3d10 points of damage.

The more severely wounded the patient, the longer he must remain within the *healing pod*. Each hour the patient heals 1d4 hit points. On the average, it takes a patient ten hours to heal 25 hit points. Healing a disease takes 1-10 extra hours depending upon the severity of the disease. Regenerating lost limbs adds a full day for each limb, but only two hours for fingers, toes, ears and the like. A *healing pod* cannot cure mental disorders, magical diseases or curses, or conditions the character was born with. The *healer pod* was designed to handle life-shaped grafts, healing them while leaving them attached to the patient.

A *healer pod* is most often found as a seed about the size of a man's palm. It must be planted in fertile soil and tended for a full season. During that time, the plant grows to its full size. Laying on the ground, its root structure is not immediately visible. However, it takes a combined Strength of 30 to pull it from the ground. Once pulled, the *healer pod* withers and dies.

Halflings are perfectly safe inside a *healer pod*. Most other humanoid races have a 1% chance per use of something going wrong. Half-giants and Thri-kreen cannot use it at all. There are many things that can go wrong. 75% of the time it is just a cosmetic change, but 25% of the time it is more severe.



1d8 Cosmetic

- 1 Total loss of body hair
- 2 Skin or hair color changes
- 3 Joints become very large
- 4 Voice becomes raspy
- 5 Webbing between fingers/toes
- 6 Forked tongue and slitted eyes
- 7 Grows brightly colored feathers
- 8 Grows a 3' tail, not prehensile

Severe

- Becomes sterile
- Addicted to healer pod*
- Clubbed foot or hand (-2 DEX)
- Loses 1d6 hit points permanently
- All life-shaped grafts die
- Becomes deaf
- Healer pod dies, 3d10 damage to character
- Character dies

* Addiction to the pod causes the individual to spend at least 8 hours per day within the pod, otherwise the character suffers 1d8 points of damage for every day away.

Ingenies

Each *ingeni* improves its host's Intelligence by one point. Each of the three types is shaped like a blunt cone about four inches high. The base of the cone has a small, sharp spike. The bulk of the cone is pliable and soft, with a thick, leathery skin. The *memory ingeni* is furry, and marked with a complex pattern of black and orange diamonds. The *logic ingeni* is shiny and smooth, colored pale blue with a chaotic pattern of fine black lines. The *creativity ingeni* is a dull brown, and textured like human skin. Having more than one *ingeni* causes the host to lose one point of Charisma, assuming they are not covered. A host cannot have more than one of each type of *ingeni*, and all together they cannot raise the host's Intelligence above 24.



When attached to the top or back of the head, the *ingeni* puts its host into a coma for 20-30 hours while it sends filaments into the appropriate part of the host's brain. An *ingeni* cannot be removed without killing the host. If the *ingeni* is killed, the host goes insane and dies within 24 hours. A *heal* spell will allow the host to live, but only a *restoration* or *wish* spell will cure the insanity.

Tissue/Graft: AC 8, HD ½

Ironthread

Ironthread does not actually have any iron in it. It is made of a unknown, smooth, dull, flexible material. Although *ironthread* is as thin as a piece of yarn, and almost as light, it is stronger than giant hair rope. A 50 foot length of *ironthread* weighs only two pounds. *Ironthread* can hold up to 1000 lbs. before snapping.

The drawback of *ironthread* is that it is so thin it cannot be used to hold anything soft yet heavy, such as a person. It will begin to cut right through the flesh. Each round the person loses one hit point. However, *ironthread* is perfect for wood, stone, bone, or even metal.

Product/Tool: AC -2, HD 3

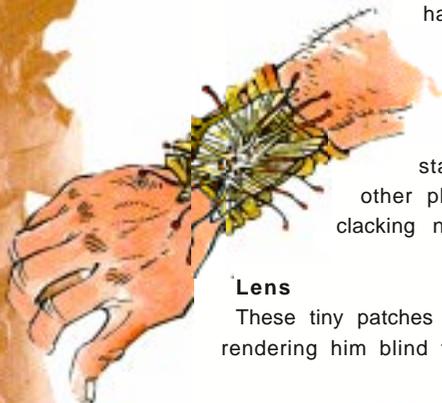


Klacker

A *klacker* is small enough to fit around a man's wrist or ankle. It has four tentacles, two on each side, which it uses to grasp and hold onto the character. The body is a soft, green oval, with a dozen hair thin antenna. The top of the oval has two chitinous plates, like misplaced insect wings.

So long as the *klacker* is grasping a living creature, it will sense for the presence of planar energy. It knows if there are any other planar creatures within 60 feet. Exactly how it does this is a mystery. Only lead and some obscure magical substances, such as basilisk's blood, will block it. When it detects other planar energy, it taps the two chitin plates together, making a clacking noise.

Creature/Tool: AC 7, HD ½



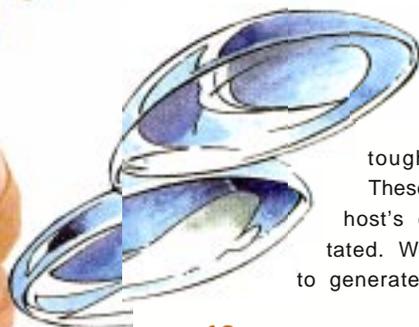
Lens

These tiny patches of tissue are clear. They are applied directly to the host's eyeballs, rendering him blind for about a day. Once they have adapted to the host, he can see clearly at twice his normal range. If the host had serious vision problems, they only correct vision to make it normal for his race.

A single *lens* graft causes blurriness and nausea. Its benefits can only be achieved by having a matching set. The high armor class of the graft is due to its tiny size, not its toughness.

These grafts feed on tears and have two slight side effects. The host's eyes tend to be slightly drier than normal, becoming red if irritated. While wearing *lenses* the character is cannot cry, he is unable to generate sufficient moisture from his eyes to form tears.

Tissue/Graft: AC 3, HD ½

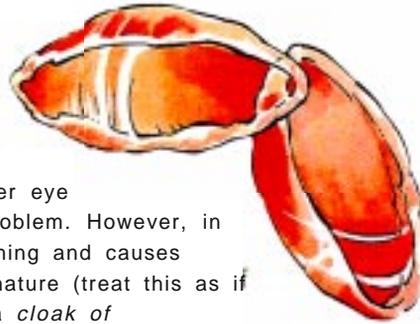


Lens, Red

These tiny patches of tissue are a transparent ruby red. They are applied directly to the host's eyeballs, and cause blurred vision for about a day (-1 to hit, cannot see further than 20'). Once they have adapted to the host, he can see heat emissions clearly. If the host already had infravision, it does him no good.

A single *red lens* only functions with the other eye closed. In normal light situations this isn't a problem. However, in low light a single *red lens* puts a tint on everything and causes ghost images of anything with a strong heat signature (treat this as if all creatures view with the *lens* were wearing a *cloak of displacement*.) The high armor class of the graft is due to its tiny size, not its toughness.

Tissue/Craft: AC 3, HD



Life Leech

A *life leech* looks very much like a *bloodclot*. It is a small, three inch diameter, oval. The surface is smooth, and mottled red and blue. True *bloodclots* have more red than blue, but a *life leech* is more blue than red. When applied to a wound, the *life leech* begins to drain it's host of blood and other vital fluids. He loses 1d6 hit points immediately. The leech remains on the host for another 1d6 days, draining one additional hit point each day. When satiated, it falls off. Cutting the *life leech* off of a host causes him 1d4 points of damage.

The original purpose of this tissue is not known. It is highly likely that it is a parasitic mutation of the *bloodclot*. The leech is almost impossible to use in combat, since it must be applied to a wound. It does not react if placed on healthy skin. However, it has been used by the unscrupulous for torture.

Tissue/Parasite: AC 5, HD ½

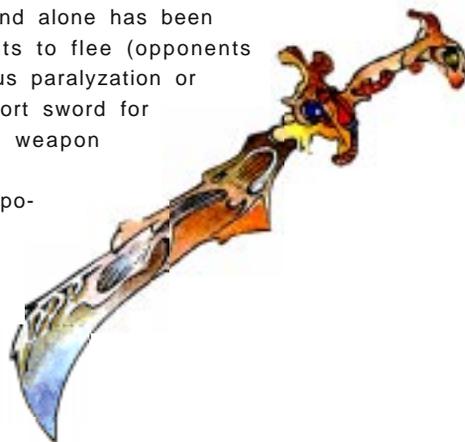


Life Leech Sword

This is a powerful weapon, worthy of considerable respect by all adversaries. It begins to gibber and pant in low tones as soon as it is drawn. It sounds for all the world like the creature is insane and hungering for the taste of blood. The sound alone has been known to cause weak willed opponents to flee (opponents of less than 1 hit die must save versus paralyzation or flee.) This weapon is considered a short sword for purposes of determining damage and weapon speed.

When the blade strikes a living opponent, it drains its victim of blood, water and other nutrients. The creature utters a ghoulish sigh as it absorbs the fluids. That first strike drains 1d12 points of damage in addition to the wound. Thereafter, the victim is too dehydrated, and can only be drained of 1d6 hit points per wound. It takes a full day, with lots of fluids, to recover from the effects of the *life leech sword*. The victim does not regain any hit points, but no longer feels dehydrated.

Creature/Tool: AC 3, HD 1



Mandibles

At first glance, this weapon looks like the mancatcher polearm. It is ten feet long with a "Y" joint at the end. The tips of the two prongs have hooks pointing in toward the joint, and a spike at the joint pointing toward the target. At the base is a special grip. On a successful attack, the *mandibles* close around their target, doing 1d6 points of damage. If the special handle is twisted, the *mandibles* release. If twisted the other way, they clench even if no target is trapped between them.

Tissue/Tool: AC 10, HD 1



Mother



This strange creature looks like a large monitor lizard over six feet long. However, the tail is very short and the chest and stomach are overly large. While a *mother* has no teeth, it does have a serrated ridge. A bite can do 1d6 points of damage.

Creature/Tool: AC 6, HD 3

A *mother* is designed to care for tissues. Any tissue tossed near it is snapped up as if it were a delicate morsel. In reality, the tissue makes its way to a special stomach. There it is soaked in cam-rah-n and gently pampered. A command word is spoken when the tissue is given to the *mother*. When the command word is said again, the tissue is produced and laid gently on the floor. A *mother* can hold up to 10 hit dice of tissues at one time. A *mother* is very protective. Any aggressive actions will cause it to run or attack, whichever is most likely to preserve the precious tissues that it carries.

Mysks



A *mysk* raises its host's Charisma by one point. No host can have more than one of each type of *mysk*. They can never cause the host's Charisma to exceed 24. Unlike *tendonils*, *ingenies*, or the other attribute enhancing grafts, none of the three *mysks* look anything like each other.

Tissue/Craft: AC 8, HD ½

The *beauty mysks* is a limp, flexible disk that feels like rubber. It is about a foot in diameter and completely transparent. It is applied to the face, where it bonds to the host's skin. The *mysk* subtly alters his face to be more attractive, smoothing blemishes and evening out features.

The *dulcet mysks* is a hollow cone, mottled in various shades of red. It is placed in the host's mouth, where it wriggles down and lodges in his vocal cords. The host's voice becomes rich and melodious.

The *aromatic mysks* is a sickly, green fleshy disk about two inches in diameter, porous on one side and rough on the other. If the rough side is placed anywhere on the host's skin it bonds there within ten minutes. The *mysk* alters the sweat glands of the host to always emit specialized pheromones that subtly attract other creatures. This attraction is not strong enough to make any person or creature act abnormally, but if undetected can influence them. For example, a woman would not fall in love with a man because of these grafts. However, she might be more disposed to answer his questions.

Mysk, False

Tissue/Tool: AC 8, HD ½

This item is indistinguishable from a *beauty mysk*. It is a clear, flexible disk that feels like rubber. Its special power is to recall the shape of the last face to wear it. Putting it on changes the wearer's face to look just like the last face it covered, including coloration, tattoos, face paints, and even make-up. Unfortunately, this means that if the same person wears it twice in a row, it just makes him look like himself. The *mysk* can be put onto a dead person's face to pick up its impression. However, if the dead face has a wound, the wound will be imitated as well. It takes three full rounds for the *mysk* to memorize a face.



The *false mysk* can create a nearly perfect physical disguise, but does nothing to alter the wearer's mannerisms, voice, or knowledge. Using a *false mysk* gives a character with the non-weapon proficiency disguise a +5 on attempts to use the skill. Characters without the disguise proficiency can use the *mysk* to give them a base disguise chance of their Charisma minus one.

Nighteye

Creature/Tool: AC 8, HD 1

This strange creature looks like a skullcap with two fleshy tentacles growing from the sides. The tentacles have large, yellow spots, each with a dark, pointed center. They look very much like cat's eyes.

A *nighteye* is controlled with the muscles of the face and neck. The tentacles can be "told" to move and cause its spots to glow. The light is so strong, that it shines twin beams up to 60 feet away. The tentacles can be made to face to either side, but not backwards. Both tentacles will always face in the same direction. The *nighteye* can control the intensity of the light down to a dull glow. If an enemy sees only those "cat eyes," set over a foot apart and over six feet off the ground, he may assume he faces a huge nocturnal monster.



Olfactors

Tissue/Craft: AC 8, HD ½

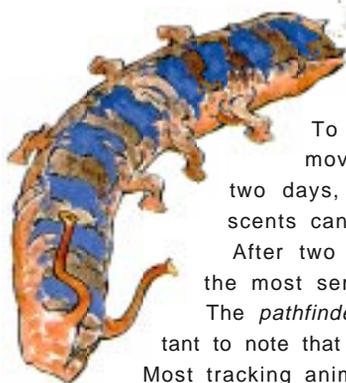
There is no mistaking this graft for anything but a nose. It is as long as a man's finger and as thick as two of them. Twin cavities on one end give away its function. The other end has a soft membrane. When the membrane is placed against the host's nose, molds itself to his nose. Once attached, the *olfactor* allows the host to smell as well as any tracking animal. When the host sniffs, the *olfactor* actually moves around, like a very short trunk. The host's tracking proficiency gains a +3 bonus. He is able to detect poison or tainted food and drink 20% of the time. An *olfactor* decreases the host's Charisma by one point while worn.



Pathfinder

Creature/Tool: AC 8 HD 1

This bizarre creature looks like a large slug with legs. It is about a foot long, with no discernable face, but two flexible antennae. It has six short legs, but no arms. It is grey on the top, with blue spots running down the center of its back, and brown on the belly.



The *pathfinder* leaves a scent trail behind it. To do this, it must walk along the ground. It has a movement rate of 6. It can find this trail for up to two days, presuming that nothing disturbs it. Powerful scents can obscure the trail, as can rain or other weather. After two days, the trail has completely evaporated. Even the most sensitive tracker cannot pick up its trail.

The *pathfinder* can be ordered to retrace its path. It is important to note that the trail is followed as the creature walked it.

Most tracking animals follow an airborne scent which allows them to make some short cuts. Even when forced to use ground trails, those animals head toward the stronger scent. The *pathfinder* will only follow its own scent, and it always follows it backwards, toward the weaker scent. The *pathfinder* is the perfect tool for exploring confusing underground mazes and dungeons.



Platons

Tissue/Graft: AC 3, HD 1

A *platon* grafts onto a part of the host's body and acts like plate armor. In the extreme heat of Athas, regular armor is impractical. Because *platons* become a part of the host's body, he does not suffer the penalties for such armor. *Platons* are brown and textured like tree bark. Having more than two pairs of *platons*, or just the head *platon*, causes the host to lose one point of Charisma.

There are three types of *platons*, body, limb, and head. A *body platon* is the right size for the chest or back of the host. A *limb platon* is about the size of a man's forearm. A head *platon* looks like a bowl. All three forms are concave, the head more than the others. When the concave side is applied to the appropriate part of the host's body, it melds with the skin. The *platon* grows to cover that part of the body. The *head platon* grows to cover the face as well, but not the lower jaw, and leaving openings the eyes and nose. For the next 20-30 hours, the *platon* is extremely soft while it molds itself to its wearer, care must be taken not to move during this process, as the armor can become damage easily. Once the *platon* molds to the user's body, it cannot be removed without damaging the wearer. Removing a *platon* causes damage to the wearer equal to the number of hit points the segment has.



The *platon* covered part of the host's body is effectively AC 3, before other modifiers. No other armor, except a shield, will function with *platons*. Limb *platons* can be fit onto the front or back of the lower leg, upper leg, lower arm, or upper arm. *Body platons* can be fit onto the chest or back. The general AD&D® rules do not allow different AC scores for different parts of a PC's body. However, they do allow for different AC scores for the front vs. the back of the character. If the optional hit location rules are not being used, each *platon* adds one point of AC to that side of the character. The *body platon* adds two points, for the appropriate side. The *head platon* adds one point to both sides.

Platons are incompatible with *tendonils*, *flexars*, *ingenies*, *soolmons*, *mysks*, and other exterior grafts. This is true only for those cases where the grafts are occupying the same part of the body. For example, an *upper arm platon* would prevent a host from having *shoulder* or *elbow flexars*, or *upper arm tendonils*. However, he could have *knee flexars*, *back tendonils*, or any *ingeni*.

Poison Nodule

Tissue/Tool: AC 8, HD ½

This tiny pod is six inches long and as thick around as a man's thumb. The nodule is a dull black, with fine green traceries. When squeezed, the nodule emits a virulent poison (type B, injection, onset 2d6 minutes, strength 20/1-3). The poison is a gel suitable for coating weapons.



The nodule secretes a powerful adhesive which allows it to be attached to almost any bladed weapon, including *clawgrafts*. The nodule can be made to expel its poison once every turn.

Psi-cloak

Creature/Tool: AC 8, HD 2

Although the original halfling life engineers had no psionic abilities, over the ages some of their creations have evolved them. This particular creature is highly resistant to psionic powers, and transfers that resistance to its owner. It conveys a psionic armor class mac bonus of +5.

The *psi-cloak* is a pale green with a blue fringe. Its surface is hard and rough. It provides a physical armor class of 5 for anyone wearing it. The sensory organs, as well as the toothless mouth, are all on the inside of the hood.

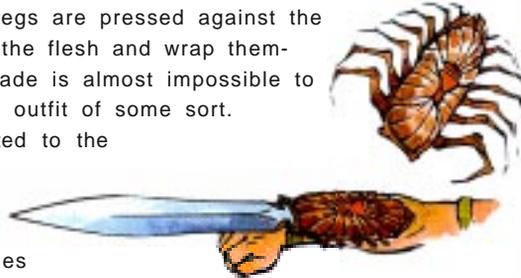


Quickstrike

Tissue/Graft: AC 8, HD 1

The *quickstrike* is a shorter version of the *armblade*. In its dormant state, it is a collection of pointy insectoid legs around a hard shelled body, with no blade visible. When the legs are pressed against the back of a host's forearm, they dig into the flesh and wrap themselves tightly around the bones. The blade is almost impossible to spot when hidden under a long sleeved outfit of some sort.

The host's nervous system is connected to the graft. After a few weeks of hard work and practice, the host can cause a blade to shoot out from the back of the graft. The blade sticks out eight inches beyond the host's clenched fist. This is a marvelous weapon for thieves and assassins. The blade does damage equal to that of a dagger.



Senselink

Tissue/Tool: AC 8, HD ½

The *senselink* is designed to transmit the memories of one creature to another. It is a cord, roughly three feet long, with a suction cup bulb at each end. The cord is a dark orange, almost brown. The two bulbs are a brighter shade, closer to red.

The ends of the cord are placed on the skulls of the two creatures that will share memories. So long as the cord links the creatures, each can access the memories of the other as if they were their own. It does not permit the transmission of thoughts, feelings or anything except memories of past events.

It is possible to send out a trained animal as a scout. Using the *senselink*, the owner can experience the memories of the creature, basically getting first hand report of the animal's travels.

If a recent memory of great physical pain is experienced, the owner must make a system shock roll or lose consciousness for 1d4 hours.



Sensor

Creature/Tool: AC 8, HD ½

The *sensor* is actually two symbiotic creatures, not one. One is called the crier, the other the baffler. Each is about six inches long. The crier is reddish brown and the baffler is yellowish brown. When in contact, the two twine about each other.

So long as the two are within 50 feet of one another, nothing happens. Once separated by at least that amount the crier begins to "pine" for the baffler. The crier keeps sensing for the baffler. Nobody knows how the crier detects the baffler. The crier can detect through moderately thick material, up to 10 feet of stone, and even through 5 feet of lead.

If any creature more than a foot in length enters the 50 sensing radius, the crier begins screeching in fear. The sound is quite piercing. The alarm continues until either the baffler gets within range, or the intruder leaves.



Shockstick

Creature/Tool: AC 8, HD 1

This creature has a round body with a hard, massive outer shell. Its tail is thick, solid, and about two feet long. When held by the tail, it curls up into a ball and looks like a club. When released, the "head" of the club uncurls and four crab-like feet appear. The *shockstick* can move at a rate of 10 feet per round.

When curled up, the creature can be used like a club, doing 1d6 points of damage with each blow. Its name is derived from the fact that every three rounds it can deliver a powerful electrical shock for 1d6 points of additional damage.



Slapper

Creature/Tool: AC 3, HD 1

A *slapper* looks like a medium sized lizard, with a body about foot and a half long, and weighs 25lbs. Its tail is another three feet long and ends with a large, flat, bony plate. The beast rides on the shoulders of its owner during combat, gripping him under both armpits. If any object or creature approaches quickly from behind, the *slapper* will attempt to swat it away with its tail. Slow approaches, such as an attempt to pick the owner's pocket, are ignored. Therefore any attack with an arrow, stone, hand held weapon, claw, even the bite of a small creature, has a chance of being deflected, or even knocked away. The effect of this is to improve the owner's armor class by two points. Do not use this armor class bonus for the bite of a large creature, or any attack by something too large to be deflected. The bonus is also ignored if an attack is aimed for any target below the waist, because the tail cannot reach there. As an added bonus, both the owner's hands are left free.



Sleekoil

Product/Tool: AC n/a, HD n/a

This stuff looks just like mercury. It is silvery, and has a severely rounded surface. It has the unusual property of being completely frictionless. It will not stick to any surface or substance, except *sovereign glue*. When poured over an object, no trace of it is left behind.

When poured onto any surface, it will slide downhill until it meets a wall or edge. It is so slippery that even on the most balanced flat surfaces it can find a downhill. If necessary, the DM should roll 1d12 (and clock directions) to determine which direction it slides. Its surface tension is strong enough that it will not pass through small cracks or gaps.

Anyone stepping onto *sleekoil* falls down. Furthermore, he also slides downhill until he meets an obstacle. There is no saving throw or ability check that will prevent this from happening. There are of course spells and psionic powers that can levitate a person over the *sleekoil*, effectively allowing him to remain upright. Enough *sleekoil* is usually found to cover a 5' diameter patch of ground.



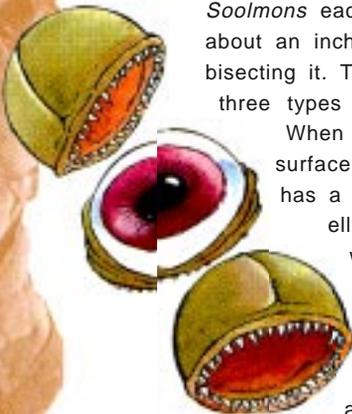
Soolmons

Tissue/Graft: AC 8, HD 1/2

Soolmons each raise the host's Wisdom by one point. A *soolmon* is a half sphere about an inch in diameter. The rounded side is tan and smooth, with a thin crack bisecting it. The flat side is concave and secretes a powerful adhesive. Each of the three types looks identical.

When placed on the host's forehead, adhere to the user's skull. The rounded surface of the *soolmon* opens and reveals a naked eyeball. The *insight soolmon* has a purple iris, the *patience soolmon* is red, and the *compassion soolmon* is yellow. The host cannot see with the *soolmon*'s, but they move and focus with his own eyes. The *soolmon* stimulates that portion of the brain which deals with a particular type of problem solving.

A *soolmon* can be removed by applying pressure to the base of the half sphere. This causes the *soolmon* to secrete a solvent to the adhesive. A host cannot have more than one of each type of *soolmon*, and all together they cannot raise the host's Wisdom above 24. Having any number of *soolmon*'s lowers the host's Charisma by one point.



Spineshield

Creature/Tool: AC 8, HD 1

The *spineshield* is a creature that resembles a flat turtle. Its shell is about three feet in diameter. The underside has four long legs, each with six joints and soft, unclawed feet. The head also protrudes from the underside and has a soft mouth with no teeth. It has a movement rate of one. The top side of the shell is covered with over a hundred sharp, three inch long spines.

When an arm is placed across the center of the underside, the legs grasp it tightly. The creature can now be used as a medium shield. Unlike a normal shield, the wielder does not have to grip any straps, the beast holds on by itself. It releases the arm if the underside of its head is tickled.

The *spineshield* can be used as a weapon, by attempting to strike an opponent with the spine encrusted surface. It does 1d6 points of damage and counts as one attack for that round. However, the *spineshield's* most interesting attack is to fire 1d4+2 spines at an opponent. Each one that hits does one point of damage. For faster combat, make one attack roll and roll 1d4+2 points of damage if it hits.

The shell of the *spineshield* is impervious to normal damage. The creature takes no damage from the normal wear and tear of performing its function. It only takes damage from attacks to its soft underside or magical attacks.



Splitter

Creature/Producer: AC 8, HD 2

A *splitter* takes the tissue and produces a cutting from it. This is one of the few safe ways to reproduce a tissue. The tissue and the cutting each have a 25% chance of not surviving the splitter.

Standing five and a half feet tall, the *splitter* is a man-sized creature. It is a broad, round, barrel chested creature that stands on six legs. It has no separate head, but the top of its torso ends in a large, upward facing mouth. The front of the creature has four eyes, set just below the toothless mouth. Two arms sprout from the back of the beast, bending up and over the mouth. A hasty adventurer might mistake it for Xorn.

When handed a tissue, the *splitter* "swallows" it. A few days later (1d4) the tissue and its cutting are dropped on the floor underneath it. The *splitter* digests any tissues or cuttings that do not survive. A *splitter* will eat just about anything organic. Most poisons and toxic substances (90%) do not affect a *splitter*. In contrast, most potion fruits and the like (90%) do not affect it either.

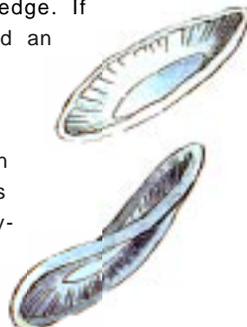


Suction Disk

Tissue/Tool: AC 7, HD ½

This small item is a disk about the size of a man's palm. Both sides are slightly concave. When pressed between two objects, it generates a powerful suction that effectively sticks them together. If set against just one object, it will grip it gently with its pliable edge. If the edge is stroked gently, it releases its hold and the objects are once again separate.

A *suction disk* cannot work on an object that is highly porous, like a piece of cloth. However, its soft lip will seek out and fill in crevices and uneven surfaces of non-porous objects. The strength of the grip is the equivalent to that of a character with a Strength of 23.



Tail, Agile

Tissue/Graft: AC 7, HD 1

The *agile tail* is four to six feet long, and as thick around as a man's forearm. It is only moderately flexible and cannot be used to grasp anything. It is covered with small, fine yellow hairs.

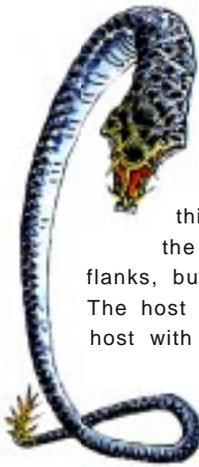


Unlike the other tail grafts, an *agile tail* is not truly controlled by its host. When it has full freedom of motion, the tail allows the host to balance perfectly, as if he had a Dexterity of 24. He can walk a tightrope or stand on one foot with his eyes closed. The only time the host needs to make a Dexterity check for losing his balance is if he is forcefully struck or surprised, say by a trap door in the floor. It does not improve his manual Dexterity, and therefore has no effect on combat scores, movement, or saving throws.

Tail, gladiator's

Tissue/Graft: AC 4, HD 2

This tissue is a six to eight foot long, scaled tail. The scales are thick enough to count as armor, and are generally shades of blue and black. The tip is barbed, and 15% of all gladiator's tails have poison glands (type C).



A character with a *gladiator's tail* loses one point of Charisma.

The base of the tail has a puckered mouth. When applied to the base of the host's spine, it sends tendrils through flesh and bone to connect to the spinal cord and join the bones and muscles.

A *gladiator's tail* is not prehensile and cannot grasp anything. However, the host can use it to attack any enemy to the rear or either side. It attacks with the host's THAC0 on the flanks, but suffers a -2 penalty for blind attacks directly behind him. The host gains half an attack per round with the tail. For example, a host with one attack per round normally, now has 3/2 attacks.

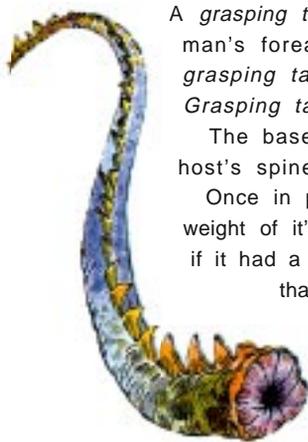
However, the tail must be the attack used every other round. A host with 3/2 attacks per round normally, now has two attacks per round. The tail must be one of the two attacks every other round. The tail can attack a maximum of once a round, but the extra half an attack is

lost from his normal attacks per round.

A *gladiator's tail* does 1d8 points of damage to small and medium targets and 1d10 to larger targets. Bonuses for high Strength scores to both hit and damage count when using a *gladiator's tail*.

Tail, Grasping

Tissue/Graft: AC 7, HD 1



A *grasping tail* graft is four to six feet long, and as thick around as a man's forearm. A jointed spinal column runs through the center. Most *grasping tails* are furred, but some scaled specimens have been found. *Grasping tail* grafts do not reduce the host's Charisma.

The base of the tail is puckered. When applied to the base of the host's spine, it clamps on with a powerful suction.

Once in place, the *grasping tail* is strong enough to support the dangling weight of its host for a short time. It is prehensile and can lift any object as if it had a Strength of 12. It can swing a weapon, but has such poor aim that its THAC0 is always 20.

Tail, Runt

Tissue/Graft: AC 8, HD ½

This tissue can be easily mistaken for small, lethargic snake. However, if given more than a glance, it becomes obvious that it is not. A *runt tail* can be from three to five feet long. It is usually scaled, but a few furred specimens are known to exist. It is pliable with powerful muscles, but does not have any bones.

The base of the tail is puckered. When applied to the base of the host's spine, it clamps on with a powerful suction.

In the Blue Age, a *tail graft* was most likely a cosmetic graft rather than a highly functional one. The host can swish his tail and use it to lift objects weighing five pounds or less. It cannot be used in combat or throw anything with accuracy. Having a *runt tail* does not affect the host's Charisma.



Tendonils

Tissue/Graft: AC 7, HD1

These ropey strands improve the Strength of their host. Each *tendonil* is from 6" to 18" long when dormant. Its surface is a mottled gray skin, smooth and slick like oiled leather. The soft tissue underneath surrounds a stiff, but flexible core. At each end is a spike. They are usually found in pairs (left and right side), or a set of ten miniatures, one for each finger. Only if the *tendonil* is destroyed by damage, can it be removed. Damage done to the *tendonil* is also applied to the host.

The *tendonil* grafts are inserted into various muscle groups of the host's body, near the joints. The process is painless, thanks to anesthetics secreted by the *tendonils*. The host cannot use the muscles for the next 20-30 hours as the *tendonils* come out of dormancy. During that time the *tendonil* draws nutrients from its host and contracts to become an exact fit for the host's muscle group. Each pair of *tendonils* must be inserted into a different muscle group. Except for the hand *tendonils*, any *tendonil* can be inserted into any muscle group. For every three *tendonil* pairs on a host, he gains one point of Strength. There are only nine allowable muscle groups, so a host cannot gain more than three points of Strength and cannot exceed a Strength of 24. If a host has three or more pairs of *tendonils*, he loses one point of Charisma, assuming they are not covered.

Optional Rule— The DM can deal with the specific effects of individual *tendonils*. For example, it might be interesting to only give a PC only right side *tendonils*, and only those that aid in lifting (not punching or swinging a weapon). In this case, a single *tendonil* can improve a specific type of Strength by one point. The nine pairs are: upper arms, forearms, shoulders, chest, back, buttocks, thighs, calves, hands. The hand *tendonils* are a joined set of five.



Tongue of Neural Lashing

Creature/Craft: AC 6, HD 1

This bizarre creature, called a *lasher* for short, looks like a four foot long snake, although the beast is only as thick around as a man's finger. The tip of its tail is split into three short tentacles, each no more than three inches long. If the tail is placed in a host's mouth, the tentacles grasp his tongue. The *lasher* begins to rebuild the bottom of his mouth. Most hosts faint from the pain, which is excruciating.

When the *lasher* has finally grafted in place a day later, the host seems to have a huge double chin. It makes him look like some sort of frog. This enlarged sac below his lower jaw is the new home for the *lasher*. One of the stubby tail tentacles now serves as the host's tongue for speaking, although he sounds as if he were talking from the bottom of an urn. The host has completely lost his sense of taste.

At will, the *tongue of neural lashing* can shoot out and attempt to bite a target. It uses its host's attack roll and counts as a full attack for that round. If successful, the bite itself does no damage. However, it injects a special nerve toxin into the victim. If the victim's saving throw fails, in 2d6 rounds he is paralyzed. The *lasher* has enough poison to inject three victims. It takes the beast a full day to regenerate its toxin.



Trackboots

Creature/Tool: AC 8, HD 1

At first glance, *trackboots* look like normal boots. They are pale gray and wrinkled, like tough leather. Upon closer inspection, an observer can see that the top of the "boot" actually merges with the skin of the host's leg. The fringe of the sole is serrated, like the upper jaw of a primitive lizard.

Small pits and discolored spots line the edges and bottom of the boot.



When not on a person's foot, the top portion of the boot (from ankle to knee) splits and unwraps into four flat legs. It rests on these legs like a spider, with the knee joints above the back of its body. While on a person's foot, the legs seal tight enough to keep out water.

Trackboots have the unique ability to track any material creature. Like other tracking animals, they need to be given the scent first. The wearer must show the boots some sample of the creature or his leavings, usually by stepping in them. The spore can be as subtle as a footprint that is less than 24 hours hold. Clothing and other possessions must have been held by the quarry no less than a week ago, longer if the possession is particularly fragrant.



The creatures can be left to hunt by themselves, moving at a speed of six. Or they can track while on their owner's feet. The boots tug and pull the owner in the direction of the quarry. *Trackboots* hunt using many senses, including smell, sound, sight, and a psionic locating sense. If one or two of these senses

has been eliminated, they can still track by the remaining senses. Each day, each *trackboot* has a 10% chance of losing its quarry. The DM can modify that depending upon weather, quality of the spore or other factors.

Velocets

Tissue/Graft: AC 7, HD 1

Physically, a *velocet* looks like a *tendonil*. Its surface is a mottled gray skin, but dry and scaly. The soft tissue underneath surrounds a stiff, but flexible core. At each end is a spike. They are usually found in pairs, left and right sides.

The *velocet* grafts are inserted into the muscles of the host's legs, near the joints. The process is quite painful. The host cannot use those muscles for the next 20-30 hours while the *velocet* contracts to become an exact fit for the host's legs. *Velocets* can be inserted into any of three muscle groups, lower leg, upper leg, and buttocks. Each pair of *velocets* increases the maximum running speed of the host by one point.

Velocets are incompatible with *tendonils*, *flexars*, *platons*, and other exterior grafts that hook into the same part of the host's body. Only if the *velocet* is destroyed by damage, can it be removed. Damage done to the *velocet* is also applied to the host.



Venom Whip

Tissue/Graft: AC 4, HD 1

The *venom whip* looks like a long, thin snake. It is eight to twelve feet long, and black with a red diamond pattern. The tip of the tail has a six inch long bone. The head is narrow and flat, and only has one eye.

When held by the bony tail, the *venom whip* can be wielded like a normal whip. However, the head will seek out the nearest target at the end of it's trajectory. As a result, the whip is +2 on all attack rolls. It does 1d4 points of damage with it's bite.

Venom whips come in many varieties, all based upon the type of venom they can inject. There is even a mutant type that has no venom at all. Roll on the table below to determine what type of poison the *venom whip* can inject.



1d20	Poison	Onset	Strength
1	None		
2-3	Type A	10-30 minutes	15/0
4-6	Type B	2-12 minutes	20/1-3
7-12	Type C	2-5 minutes	25/2-8
13-14	Type D	1-2 minutes	30/2-12
15	Type E	Immediate	Death/20
16	Type F	Immediate	Death/0
17-19	Type O	2-24 minutes	Paralytic
20	Type P	1-3 hours	Debilitative

Vigrons

Tissue/Graft: AC 9, HD ½

There are three specific *vigrons*. Each adds one point of Constitution to the host. Each *vigron* is a small, seed-like object covered with hundreds of long, fine hairs. The *heart vigron* is a flat, and disk shaped. The *lung vigron* is spherical. The *kidney vigron* is a long lozenge.

Each *vigron* improves the function of the attached organ. The *heart vigron* must be pressed against a major artery. The neck and wrist are the best choices. The *vigron* slips into the flesh and melds with the artery. The *heart vigron* helps the body clean the user's blood.

The *lung vigron* is inhaled through the nose or mouth. The host cannot exert himself and can only take shallow breaths for the next day, or he will fall unconscious. The *lung vigron* works to filter impurities from the user's lungs and filter and clean the air he breathes.

The *kidney vigron* is swallowed, usually with water. The host is stricken with severe stomach pains for the next day while it grafts onto his kidney. The *kidney vigron* assists the kidney in removing waste products from the user's body. A *vigron* cannot be removed without killing or maiming the host. A host can only have one of each *vigron*, and all together they cannot raise the hosts Constitution above 24.

Heart vigrons can only be detected by small discolorations left on the wrist or neck. Additionally, the hosts blood is now a deep green rather than red. *Lung vigrons* are detected by the noxious breath of the host, which can be smelled up close. *Kidney vigrons* leave large, bluish lumps on the host's lower back.



Warneye

Creature/Tool: AC 6, HD ½

At first glance, a *warneye* looks like a normal sized crab. However, the back of its shell can open to reveal a single large eye, roughly three inches across. The eye is yellow and slitted like a cat's. A *warneye* has four legs, and a small set of pinching claws.

Usually a *warneye* is placed on the back of person's neck, although it can be mounted anywhere. It uses its claws to grip the hair or head ornament of its owner. It weighs so little that after a while the person forgets it is there. Whenever the *warneye* feels threatened, it shuffles its feet. This feels like some is tapping on the character's neck or shoulder. Threatening actions are quick, aggressive movements within ten feet. It can see up to 40 feet with infravision.



With a *warneye*, a character cannot usually be surprised from behind. From other directions, the chances of being surprised are cut in half (round up). Remember that actions at a distance or done slowly will not trigger the *warneye*. An archer forty feet away will not set it off. Neither will a stealthy thief trying to slowly pick a pocket.

Watchpack

Creature/Tool: AC 6, HD 1

When not in use, this strange beast looks as if it were made all backwards. It walks on four legs, each of which has a three toed, multi-jointed foot. These legs are completely backwards, so that the creature's back faces the ground and its belly faces the sky. Its head is low and flat, with absolutely no neck. It just joints right to the torso. The ridged mouth is huge, hiding a three foot long prehensile tongue. Its eyes can face forward, or roll to look straight up.

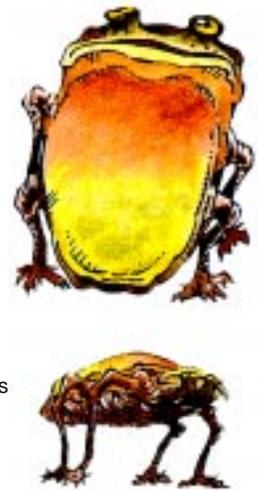
The reason for the creature's strange build is that it is used as a living backpack. It climbs up onto its owner's back and locks its legs around him. The fit is extremely comfortable. Once in place, it looks very much like a backpack, with the mouth where the opening should be, and a pair of large, watchful eyes above it.

A *watchpack* will bond with a person that treats it well for three consecutive days. The final step in the bonding process involves the creature licking its new owner's skin for an extended period of time. Once bonded, the *watchpack* remains loyal to its owner. Only the sight and smell of its owner's dead body will release it from its bond.

Watchpacks are not any more intelligent than other animals, but they have been shaped to have a high degree of associative memory. In other words, they can learn many simple commands easily and quickly. In particular, they are predisposed to learn two important commands, *store* and *fetch*. Since these can be different words in different languages, the *watchpack* does need to be taught.

When its owner says *store*, the long tongue whips out and wraps around whatever is in its owner's hand. If its owner releases the object, the *watchpack* tucks it away inside its large mouth. While they are both holding the object, its owner can name the object (three words maximum). Later, if the owner wants that object, he merely has to call out *fetch* and the object's name. The *watchpack* will quickly find the item and put it directly into its owner's hand. A *watchpack* can hold as much as a normal backpack. Even the most fragile items inside it are kept dry and unbroken.

The *watchpack* will protect its owner's possessions. Anyone other than the owner attempting to reach into the pack will get bitten. There is no attack roll. The thief just takes 1d6 points of damage. The ridged mouth clamps down and will not release unless the thief's hand is empty.



Water Condenser

Creature/Tool: AC 10, HD 1

A condenser looks like a three foot wide bowl. The beast's mouth is in the center of the cavity. It has no legs, but can move a foot a round by undulating it's base.

It pulls water from the air and discharges it into its concave interior. The condenser keeps a thin, transparent skin over the water to prevent it from evaporating. The skin can be punctured without harming the creature. It seals itself within three rounds.

The bowl can store up to 50 gallons. In a typical Athasian environment, the bowl condenses approximately one ounce every round. It takes about five days to fill the bowl. In the driest parts of Athas, it can only extract one ounce every ten rounds. Near the Cerulean Storm it can extract two ounces per round.

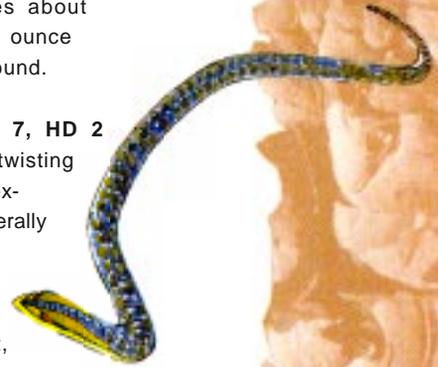


Water Sniffer

Creature/Tool: AC 7, HD 2

A *water sniffer* looks like a small snake. It is only two feet long, and has a twisting pattern of blue and green scales. The end of the sniffer's tail has a brown, textured spot, just the right size for a person's hand. It has no teeth and is generally harmless.

When the sniffer is held by the brown handle at the end of it's tail, it begins to sniff for water. It can detect water up to 300 yards away, and at a comparable depth. The sniffer will tug and pull at whoever is holding it, trying to lead them to water.



Weeper

Creature/Producer: AC 7, HD 3

This bloated slug is over eight feet long. It has three enormous eyes and a mouth, but no other visible organs. When a weeper is fed properly, it's eyes leak a clear, yellow fluid called firetears. The proper diet is oil, coal, and certain grasses. Firetears dry quickly in the athasian climate. However, a diligent owner can collect a vial full of firetears once a day. It only takes an hour to collect the vial, but the *weeper* will only weep once a day.

Firetears are extremely sensitive to blows. If thrown, the vial explodes on impact. The explosion does little damage, but the firetears ignite. The heat is so intense that sand is fused into glass. Anything in the ten foot diameter area takes 3d6 points of damage per round. Up to five feet further out takes 1d6 points of damage just from being nearby. Firetears do not burn for long, only one or two rounds. Obviously anything flammable within ten feet of the center of the explosion bursts into flames.

Carrying a vial of firetears is hazardous to a character's health. Even if kept in a soft waterskin, there is a chance it will explode if jostled too much. Normal walking, or riding on a mount is relatively safe. There is only a 1% chance per hour of it igniting. However, if the character falls, jumps and lands hard, or experiences some other comparably violent action there is a 20% chance of it exploding. In combat there is a 20% chance of it going off each round that the character is struck. Even on rounds when he is not struck, there is a 10% chance of it exploding.

A double sized vial can be assembled, but it doubles the hazard. The vial explodes for 5d6 points of damage in a 15 foot diameter area, 2d6 for being nearby (20 foot diameter). The chances of it exploding with normal care are 2% per hour, 40% when struck or falling, 20% just for being in combat. Attempting to prepare a dose any larger causes the firetears to explode immediately.

The *weeper* itself can be a dangerous beast to own. Only a foolish owner would ever whip one. The blow is almost certain to cause the *weeper* to explode. Even when treated with care, there is a 2% chance each month that it will explode for no apparent reason.





CHAPTER THREE: Rhul-tal: Life-Shaped Artifacts

Life-Shaped Artifacts

Of all the life-shaped creations described above none of them are truly intelligent. Better stated, the best of them has the intelligence of an average domesticated animal. This is just enough to do the job it was created for, but not enough to challenge it's owner.

At some point during the Blue Age, scholars hypothesize that it was toward the end, the rhulisti began to experiment with intelligent life-shaped creation. These items have an intelligence rivaling that of their creators. They are known as the Rhul-tal. The exact translation of this word has been lost. What is known is that it defines a close relationship with the rhulisti, family, mate, guardian or some such.

The Rhul-tal are very dangerous. They have a sense of self and full survival instincts. Noone can truly own a Rhul-tal, at least not like other life-shaped creatures are owned. A cautious friendship is the best one can hope for. It always pays to be cautious, because the Rhul-tal have their own goals and agenda.

In game terms, the Rhul-tal are life-shaped artifacts. Each is very powerful and very dangerous. Just like normal artifacts, the Rhul-tal must be dealt with carefully in a campaign. Each Rhul-tal is unique. It has a history and a purpose. If the DM decides to add Rhul-tal to his campaign, he should pick only a select few. the Rhul-tal will most likely dominate his campaign for as long as the characters are connected to it. It has the potential to create wonderful stories.

The Centennial Brain

Creature/Rhul-tal: AC 5, HD 16

This Rhul-tal is literally a giant brain. Measuring eight feet in diameter, it is covered with dozens of glowing blue and green runes. The hundreds of ridges pulse and writhe in their own pale light.

Without a body, the brain cannot do anything. It must have a body to move or channel any of its psionic powers.

History

An unknown life shaper created the brain to solve the great philosophical and theoretical problems of the Blue Age. He melded the brains of 101 of the greatest thinkers of that time. Sadly, none of these dignitaries consented to be a part of his creation. The evil life shaper's name was stricken from all histories, and no rhulisti was permitted to give his name to any of their children. He is referred to only as "the Unnamed." The brain was kept in honored memory of the rhulisti mutilated to create it.

The brain survived the Blue Age, and all those that came afterward. It has absorbed countless minds, growing ever larger. Over the millennia it has developed powerful psionic abilities, but disdains the use of magic.

Campaign Use

The *Centennial Brain* can be used in many ways in a campaign. It can be a villain, or the servant of one. It can be the savior in times of ultimate crisis, assuming that such actions serve its own purposes.

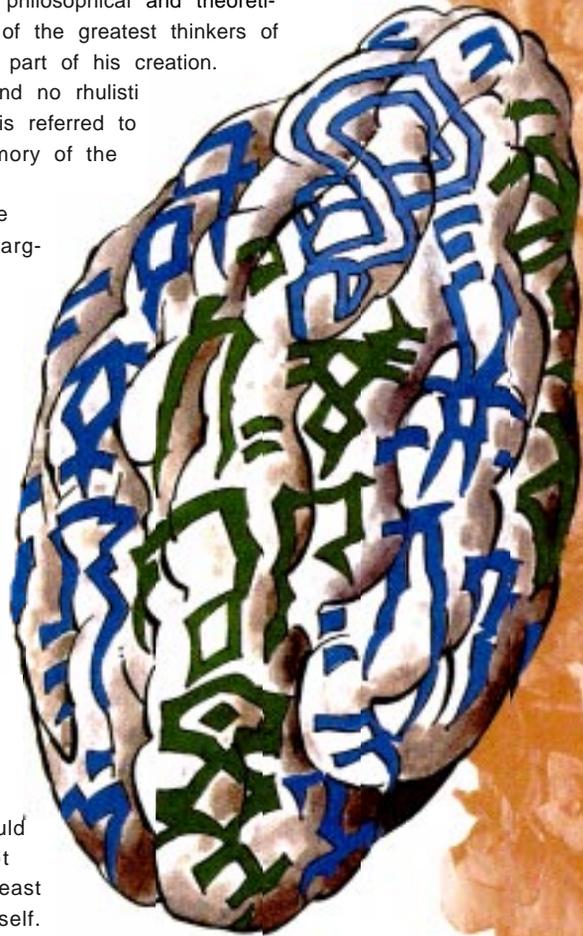
Probably the best way to use it, is as the supreme sage. It knows just about everything. Those things it does not know, it knows how to find out. Of course, the brain will not choose to answer every question. It will only answer those that forward its own goals. Many, many adventures can be started by the *Centennial Brain*.

Powers

Constant: The brain's Intelligence is not measurable. It would like asking how much a moonbeam weighs. It's just not relevant. The brain can answer almost any question, or at least provide the asker with directions to find the answer for himself. The supplicant need only make physical contact with the brain to allow telepathic communication. For silly questions, such as "what is the meaning of life," the brain merely responds "you wouldn't understand it if I told you," or "that's the wrong question. In order to ask the right question, you must first have most of the answer."

Invoked: The owner of the brain can use it to duplicate any known psionic science or discipline. However, all success rolls are made with the owner's ability scores, level, or other attributes. A character must lay both hands on the brain to channel a psionic power.

Curse: Every time the brain lends its psionic power to an owner, that character loses 1d10 percent of his mental resistance. Just talking to it or asking questions is not cause for a roll. The DM rolls this number secretly and keeps a running total. When the character has lost 100% of his mental resistance, his mind is absorbed into the brain and he becomes a mental vegetable. The brain then uses the mindless husk as a slave to give it freedom of action. Such slaves rarely last more than a year, no matter how well the brain takes care of them. The easiest way to defeat the brain is to kill the slave body.



The Corundum Wormskin

Creature/Rhul-tal: AC -4, HD 1-20

When it is first encountered, the *corundum wormskin* is no longer than a man's finger. It is a four inch long corundum cylinder. One end is closed and rounded, the open end is serrated with six dull flanges. Corundum is one of the hardest natural minerals, second only to diamond. Rubies and sapphires are impure corundum colored with other minerals.

If the *corundum wormskin* is placed on a finger, the serrated edges will gently close over it. The character now has a permanent finger sheath. No action, spell or power can remove the wormskin from this time forward.

The wormskin will begin to transform it's new owner. After a year, the player character must become an NPC. In two years, he becomes a small sink worm, but with a skin of corundum. For the next two years, the worm grows to it's full size (20 HD). At that point it will allow the largest male sink worm in the vicinity to mate with it. After depositing an egg, it dives for the deep earth and is never seen again. Some sages speculate that the corundum sink worm dies and becomes a deep vein of gemstones.

Others believe that there is a deep cavern graveyard where it goes to die. Such a place would be a treasure trove of gems.

The egg hatches after only three months of gestation. The player character emerges and is now returned to the player. His finger is made of solid corundum, but will not grow again. The character is now a Worm Lord and has new powers and abilities. His armor class is as it was before, and his attributes have returned to normal.

History

Legend has it that some of the life shapers of the Blue Age began to create extremely large creatures to be used as tools.

They succeeded in making sink worms, which were intended to be excavating tools and producers of gemstones. Something

went horribly wrong. One of the worms hatched a corundum sink worm that could not be controlled. Eventually the corundum sink worm was destroyed.

However, a small part of it remained, indestructible even by the life shapers of the Blue Age. Alive, and very much wanting to roam free again, it waits for it's next victim.

Campaign Use

The *Corundum Wormskin* is unique among artifacts in that it exacts a stiff penalty up front, but gives huge rewards afterward. For three years, the player loses control of his character. When he gets the character back, it is a powerful Worm Lord. Be careful in giving this artifact to a player character. Not all players are willing to pay this price.

The characters can encounter the wormskin with an NPC in the latter half of it's transformation. The NPC would then return years later as a Worm Lord. He could be a nemesis or a friend.

Transformation Powers

Constant: If a hit location system is being used, the covered parts of the character's body are armor class -2. Otherwise, the character's natural armor class slowly improves until it reaches -2, when he is completely encased. The table below shows the character's new minimum armor class. He can punch or kick for twice his normal damage.



Curse: Slowly the wormskin will grow, covering the character's hand, the his arm, across his chest, over his other arm, down his legs, and over his feet. The last part of his body to be covered is his face. The whole process takes just under a year.

Once the character is completely encased, the Rhul-tal begins to transform him. Within a year, he loses the last vestiges of humanity. He has become a small sink worm. For the next two years, it grows in size and hit dice until it becomes a full grown, corundum sink worm (AC -2, HD 20).

Although the mineral coating is rock hard, it somehow bends easily with the character, but still reduces his Dexterity somewhat. His Charisma is also reduced the more of him is covered. After 12 months, when he loses his hands, the player character becomes an NPC for a while.

Month	Min. AC	Charisma Penalty	Dexterity Penalty	Wormskin Transformation
1	9	0	0	Hand covered
2	8	0	-1	Arm covered
3	7	-1	-1	Chest covered
4	6	-1	-1	Other arm covered
5	5	-1	-2	Other hand covered
6	4	-2	-2	Stomach covered
7	3	-2	-2	Hips covered
8	2	-2	-3	Thighs covered
9	1	-2	-3	Calves and feet covered
10	0	-3	-3	Face covered
11-12	-1	-3	-5	Fingers & toes meld together
13-14	-2	-4	-5	Hands shrink
15-16	-2	-5	-5	Forearms shrink
17-18	-2	-6	-5	Remainder of arms shrink
19-20	-2	-7	-6	Thighs meld together
21-22	-2	-8	-8	Calves and feet meld together
23-24	-2	-9	-8	Face transforms

Worm Lord Powers

Constant: The character can sense the vibrations of anything moving over sand or silt. He must have his bare feet on the sand to do this. The range is 120 feet in sand, 90 feet in silt. He can burrow under the sand at his normal ground speed. Burrowing does not leave a passage suitable for other character's to follow. The Worm Lord has no trouble breathing in sand or silt.

Invoked: The Worm Lord can *phase* through 90 feet of rock (1/day). While *phasing*, he moves at his normal movement rate. He can summon a sink worm (1/week) by dancing on the sand for 10 rounds. It takes the worm 1d10+10 rounds to appear after the dance is completed. The sink worm will obey the Worm Lord, even to the point of being his mount. As soon as the sink worm is out of sight, he loses control. The worm will not serve for more than 24 hours under any conditions.

Random: One detection power from **Table 6**, one divination power from **Table 8**, one elemental earth power from **Table 11**, and a minor spell-like power from **Table 18**. Default powers are +1 bonus to surprise rolls, *stone tell* (3/day), *curse of the black sand/silt* by touch (3/day), and *dust devil* (5/day).

Curse: The bulk of this Rhul-tal's curse happens before the Worm Lord stage. However, being a Worm Lord is not without it's dangers. There is a 1% chance per sink worm summoning that the worm the character mated with appears. This particular sink worm is immune to the character's control power and will attack, almost certainly with surprise.

The Green Rhul

Creature/Rhul-tal: AC 0, HD 8

The *Green Rhul* is a nine foot tall plant that can be used like a suit of armor. It is shaped like a complete person, with legs, arms, a head, eyes, a mouth, etc. It bears a striking resemblance to the shambling mound, a monster not found on Athas. It is highly intelligent (18) and completely self-willed. It only speaks the language of the rhulisti.



Normally the *Green Rhul* is used by climbing inside it. There is a seam running down it's back, from it's neck to the base of it's spine. If the Rhul is willing, it can be pried open. The Rhul can prevent the seam from opening, which it normally only does when occupied. Once inside, thousands of tiny tendrils penetrate the skin of the occupant and join to his nervous system. The *Green Rhul* can communicate with it's occupant directly through his nervous system. It's sort of a biological, non-psionic form of telepathy. This form of communication transcends language. The occupant can see through the Rhul's eyes, hear through it's ears, etc.

Alternately the *Green Rhul* can be instructed from afar. It is never commanded, being a fully intelligent creature in it's own right. If it does not want to do as it is asked, it does nothing. The *Green Rhul* high Intelligence gives it a 75% chance of understanding most pantomimes and hand signs.

It is important to remember that while the *Green Rhul* may seem like a monster or autonomous creature, it is a life-shaped creation. The host provides the neural hookups that operate it's muscles. Without a host, it is incapable of moving.

History

Toward the end of the Blue Age, the rhulisti sought answers to their various problems. The mightiest of the life shapers created a living suit of armor as his life's master work. Their only mistake was in giving it an intelligence that rivaled his own.

The *Green Rhul* is apparently the ultimate machine of war from the Blue Age. What wars it fought in, and how it fared, are not among any of the few intact records. The Rhul-tal surely know, but does not speak of any events from the Blue Age.

The legends of the druids hold tantalizing clues to the *Green Rhul*. They believe that the first druid created the Rhul to protect the forests of the Blue Age. This conflicts with other stories, unless the first druid was a rhulisti. The druids seek the *Green Rhul* and will do almost anything to control it.

The druids speak of a time when one of their ranks found the *Green Rhul*. With it, the druids sacked a long forgotten city-state whose ruler was despoiling any oasis he could find. When the host found herself slowly changing into a halfling, the story says she marched the Rhul into Sea of Silt and was never heard from again.

Campaign Use

There are two principle ways to use the *Green Rhul* in a campaign. The first is to have a villain (probably a halfling, or even a Rhul-thaun) show up with it and cause all kinds of trouble. Secondly, the *Green Rhul* can be the salvation item

for a particular danger. For example, they learn that the only way to defeat a Kaisharga is with the *Green Rhul*. The characters are then off and running to find this dangerous artifact.

This artifact is dangerous for any player character to use for an extended period of time. Make sure to have the first event of artifact possession or artifact transformation be very scary. Eventually they will try to destroy the *Green Rhul* or find a safe place to abandon it.

The druids will always be interested in the *Green Rhul*. They may actually be able to store it safely. They are certain to oppose anyone abusing it.

Powers

Constant: While inside the *Green Rhul*, the wearer has an armor class of 0. All physical attacks affect the Rhul and not its occupant. Psionic and non-physical magical attacks can affect the occupant, but only if specifically targeted at him.

Furthermore, the *Green Rhul* has a Strength of 24 (+3 THAC0, +8 damage), but only a speed of 9 both of which transfer to its occupant. Its other attributes are DEX 13, CON 24, INT 19, WIS 11, CHR 3, none of which limit a character inside it.

The *Green Rhul* is immune to gasses, poison, disease, as well as any environmental effects. It protects its host from all of the above so long as he is inside it. A host does not need to breathe, eat or drink while inside the *Green Rhul*.

Invoked: The keen battle mind of the *Green Rhul* gives its host a distinct advantage. The DM must tell the player what actions all enemies are going to take for the round. With that information in hand, the player now decides what his character will do. He cannot warn the other characters with this privileged information.

The *Green Rhul* can sink roots into the soil to extract water and nutrients. An hour of being "planted" in the sunshine is enough to feed itself and its occupant for a day. The sunshine is necessary for it to heal, but not for it to exist.

Random: The *Green Rhul* did not originally have psionic powers. However, thousands of years of solitude and contemplation have allowed it to develop psionic powers. Now it has 100 PSPs, one random science from **Table 25** and three random devotions from **Table 24**. Default recommendations for these powers are *detonate*, *danger sense*, *dimensional door*, *all-around vision*. The character can use these psionic powers at will, using the Rhul's PSPs instead of his own.

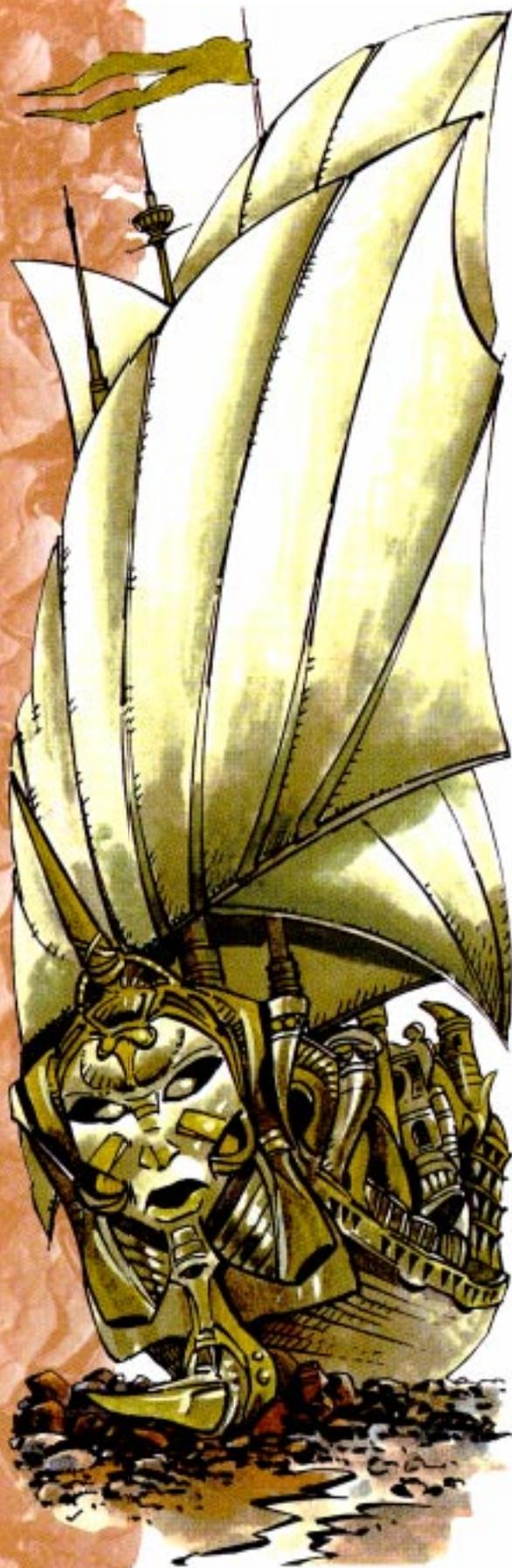
Curse: The *Green Rhul* has a dual curse. Any non-halfling occupant is subject to *artifact transformation*. The Rhul was built for ancient halflings and will slowly transform any owner into one. Simultaneously, an owner of any sort is subject to *artifact possession*. The *Green Rhul* is an intelligent creature, but not totally in control of its own destiny. It longs to be free. To this end, it tries to dominate and possess any occupant. Eventually the tables will be turned and the *Green Rhul* will have an occupant as its slave. It can then wander Athas as a free creature, in search of its own destiny.

Suggested Means of Destruction

Bringing the *Green Rhul* below zero hit points merely makes it inactive. It can heal and regenerate any amount of damage at the rate of one hit point per day. Even if it is burned and the ashes scattered, somewhere a small spore will survive and regrow the entire Rhul.

- The touch of the descendent of the first true druid will turn the *Green Rhul* to dust.
- A genuine rhulisti (not a halfling descendant or rhulthaun) must sacrifice himself to be the final host of the *Green Rhul*.
- It must be burned by the breath of a Dragon.

The Jade Marquess



Creature/Rhul-tal: AC 4, HD 3 to 30

There is no stranger sight in all of Athas than the *Jade Marquess*. It is a sailing ship made of a dark, green material reminiscent of jade. However, this ship was never meant for the water. It's prow can part the earth as if it were water. It actually sails on land.

The size of the *Jade Marquess* fluctuates. At her largest she is 120 feet long, and at her smallest only 12 feet. When food is plentiful, the Marquess grows a foot every week. Each week she gets no food, she shrinks a foot. At 12 feet long, she enters into a state of hibernation, neither eating nor shrinking. Her hit dice are always one quarter of her length.

As the *Jade Marquess* grows, she adds new features. At her smallest, she is just a simple canoe. At 20 feet, she grows a small mast and sail. At 30 feet a small cabin forms. Each time the *Jade Marquess* grows, the particular features are different than the time before. At her largest, she has three masts, and four deck levels.

The prow (front) of the *Jade Marquess* is carved in the shape of a halfling face. In fact, this is the face of the rhulisti. It can see, hear, smell, and talk with this face. Her voice is soft and quiet when she is small, but deep and commanding when full grown.

History

Ironically, a ship that is tailor made for the waterless environment of Athas was made at a time when the world had oceans. The *Jade Marquess* was a crowning achievement of the life shapers of the Blue Age. History does not say who they built it for.

The elves have the most tales of the *Jade Marquess*. Their myths hold that when their race was first born and new to the land, they rode upon great beasts that moved through unimaginably large pools of water. Then the *Jade Marquess* appeared, a gift of an evil lord from the elemental plane of earth. The elves eagerly boarded her and fell prey to her curse. All the land trembled when the living ship and her elven crew broke the horizon. Eventually the captain and his crew sacrificed themselves to the ship. From that day forward, elves have never ridden upon a living creature or ridden a mount. Of course this is just a myth. There is no way to tell if there is any truth in it.

There are a few other legends and tales of the *Jade Marquess*. One even has it battling the Dragon himself to a standstill. Most historians believe this to be a false tale. Although it is not a battle craft, most of the myths have it appearing in times of war and sailing bravely into battle.

Campaign Use

The *Jade Marquess* can be used to create a flying dutchman type of story for your campaign. It is best used in the hands of an NPC, because it's curse is

extremely severe. However, a player character willing to play the part of a cursed captain could have a lot of fun with this Rhul-tal.

There is no way to hide the *Jade Marquess*. Everyone that sees it will want it. Elves in particular will seek the ship. Their most ancient legends and myths tell of the evil done by the *Jade Marquess*. Most elves will seek to destroy it, a few tortured souls may seek to own it.

Powers

Constant: When awake, the *Jade Marquess* can sail across dirt, sand and other soft earth at a speed of 12. On the Silt Sea she can achieve a speed of 18. She pushes small enough stones and rocks aside (small is relative to it's current size), but must sail around rock out-croppings. She cannot sail up an incline of greater an 30 degrees, and cannot sail in water or any other liquid. The *Jade Marquess* leaves behind a very distinctive wake of furrowed land. She never needs a crew. Whoever is standing at the helm can command all of her sailing and combat functions. No storm, spell, or creature can sink the *Jade Marquess*. When she takes damage, she shrinks. Every five lost hit points is a foot of lost length. She saves vs. spells as a creature of her hit dice. No spell can change her shape or nature, or control her mind. She is unaffected by any form of psionics. If she shrinks too much, she may lose some of her weapons (see below).

Random: When the *Jade Marquess* reaches 40 feet in length, she grows a strange looking device on her forecastle (forward most deck). It has one offensive power from **Table 20** that can only fire in a forward 45 degree angle. At 60 feet, she grows another with the same power to the aft that can only fire in a 45 degree angle to the back. At 80 feet in length she grows a different looking device on one side that has a different offensive power from **Table 20**. At 100 feet, she grows an identical device on the other side with the same power. Both of these are only able to fire in a 45 degree arc to the side they each face. The default power for the fore and aft weapons is *Bigby's crushing hand* (1/day), and for the port and starboard weapons is *lightning bolt* (1/day).

Curse: The *Jade Marquess* must devour living flesh to survive. Each week she must consume her hit dice in living creatures in order to grow. If she eats less than half that, she will begin to shrink. When this hungry, there is a 25% chance that she will take off after nearby creatures, ignoring her captain's commands. Her mouth rides just above ground level, and she can chase down prey and gulp them down. Her THAC0 is only that of a creature with half her actual hit dice. Her bite does 1d6 points of damage for every full 20 feet of length, 1d4 when under 20 feet.

Once the new captain of the *Jade Marquess* has sailed her, from dawn to dusk of the same day, he is permanently bonded to her. If he ever steps off of her deck for more than a day, he is compelled to return as if under a *geas* spell. When he dies, he becomes an undead creature always in search of the *Jade Marquess*. The *Jade Marquess* has twice as many encounters with undead as normal. They are the spirits and corrupt bodies of her former captains and other that she has devoured.

Suggested Means of Destruction

- The undead spirit of her first captain can sail her into a large body of water where she will sink and then slowly dissolve.
- An elf who is the eldest daughter of an eldest daughter unto 11 generations must willingly sacrifice herself to be eaten.
- She must be tricked into eating a moonbeam.

The Ma-kat Mannequin

Creature/Rhul-tal: AC n/a, HD n/a

This is a strange looking figurine of a full sized halfling made of what appears to be some sort of hard wood.

A careful observer will notice that it's chest rises and falls, as if it were breathing. In fact all normal vital signs are present. It breathes, it's heart beats, it is warm to the touch, etc. However, the mannequin's eyes never blink, and it never eats, drinks or excretes.

The mannequin is carved with hundreds of intricate tattoos. The detail is much finer than any modern wood carver could achieve. The lines of these tattoos are filled with colored dyes, predominantly green and blue. The mannequin appears to be indestructible. Weapons will not nick it, spells will not harm it, psionic powers have no effect.

If searched carefully (find secret doors), a secret compartment is revealed in the center of it's chest.

Inside this compartment is a wooden heart—a beating wooden heart. To activate the mannequin, it's new owner must remove his own heart and place this wooden one in it's place. Obviously the owner does not survive the removal of his own heart.

However, if the mannequin's heart is placed inside the bloody chest of the-prospective owner within an hour of his death, he is restored to life. In a few hours the wound is completely healed over and the wooden heart is beating steadily. He is now a symbiotic host.

History

The origin of the *Ma-kat Mannequin* may never be learned. It's first appearance is in an ancient story told by the Rhul-thaun. In the story a master life shaper named Ma-kat found the mannequin and fathomed some of it's secrets. She used the mannequin to rule over all the Rhul-thaun for many years. Then one morning she was found dead, her heart torn out and missing. The mannequin was gone and never seen again by the Rhul-thaun.

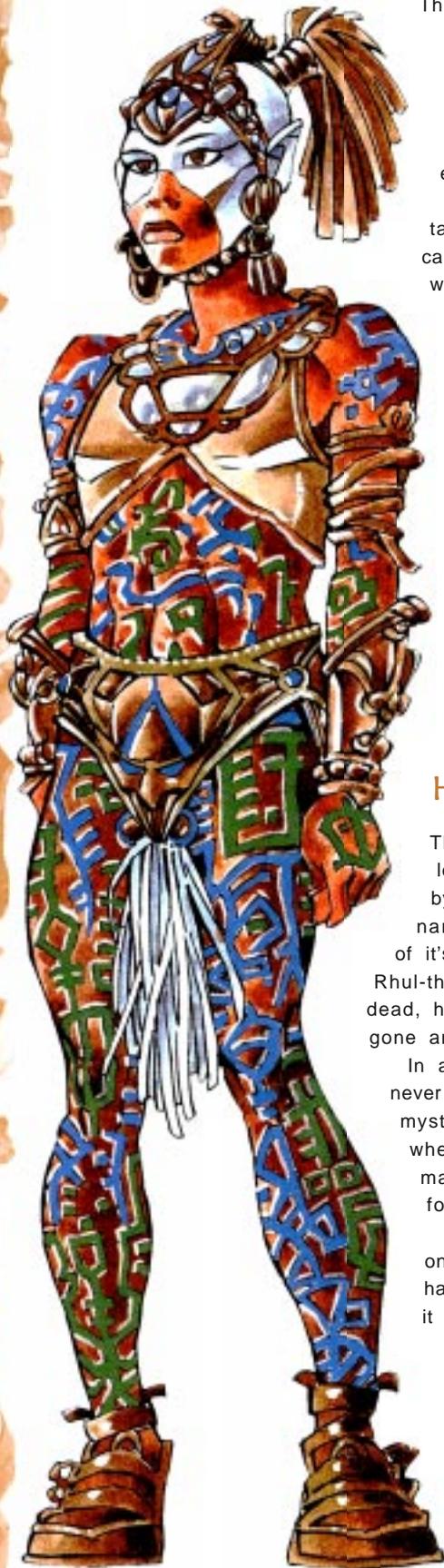
In all of the tales and legends of the mannequin, it has never been seen to move. Yet most of these tales relate mysterious happenings where the mannequin is found not where it was left when no person could have moved it. In many of these stories, the owner of the mannequin is found slain in some gruesome manner.

The *Ma-kat Mannequin* is never found with any grafts on it. Nobody knows what happens to the grafts it last had. Old wives tales say that it eats them. Others say that it devours the life force of its previous owner as well.

It is assumed that the mannequin has a keenly intelligent mind, since all other Rhul-tal do.

However, it has never communicated with anyone.

Tar T'ak, an owner that had possession of the mannequin for an unusually long time claimed that he could understand it's silence. Of course Tar T'ak was also thought to be insane for most of his life.



Campaign Use

This rather grisly Rhul-tal is best used by villain NPCs. The certainty of the owner's death makes it a poor choice for a player character. The easiest way to control this is to not let the characters find out how to become symbiotic hosts. The next best way is to let them find out the exact consequences of owning the mannequin.

The Rhul-thaun are particularly interested in this relic. The life shapers of that lost society believe that the *Makat Mannequin* holds secrets that will allow them to reclaim their lost heritage. They think that with it, they can rebuild the Blue Age and restore the reign of the rhulisti.

Powers

Constant/Invoked: Any graft will adhere to the mannequin. The symbiotic owner of the mannequin finds himself with the powers and abilities of the grafts, even though they are attached to the mannequin and not to himself. Even grafts such as the armlblade function. The symbiotic owner can swing his arm and cause damage to nearby victims. There is no visible weapon on the owner. However, it's invisible edge can be felt. Except for the edge, no other part of the graft can be felt.

This is not a magical or psionic effect. It cannot be shut down or excluded by any known power. How the mannequin operates is a total mystery.

Random: One fate and fortune power from **Table 14**, one immunity from **Table 16**, and one personal enhancement from **Table 23**. Recommended defaults for these random powers are never getting lost, immunity to energy draining, and a +1 bonus to saving throws. While all of these powers are automatic, some random powers from the personal enhancement table are not. The owner must know what the power is before he can use it. This usually means research or divination.

Curse: Eventually the mannequin will kill it's owner. No magical or psionic power can protect the owner. No power known on Athas can forewarn him either. Each month there is a cumulative 1% chance the Ma-kat mannequin will retrieve it's wooden heart and vanish for a while. Of course, without a heart, it's former owner dies, usually in a very gruesome and messy fashion.

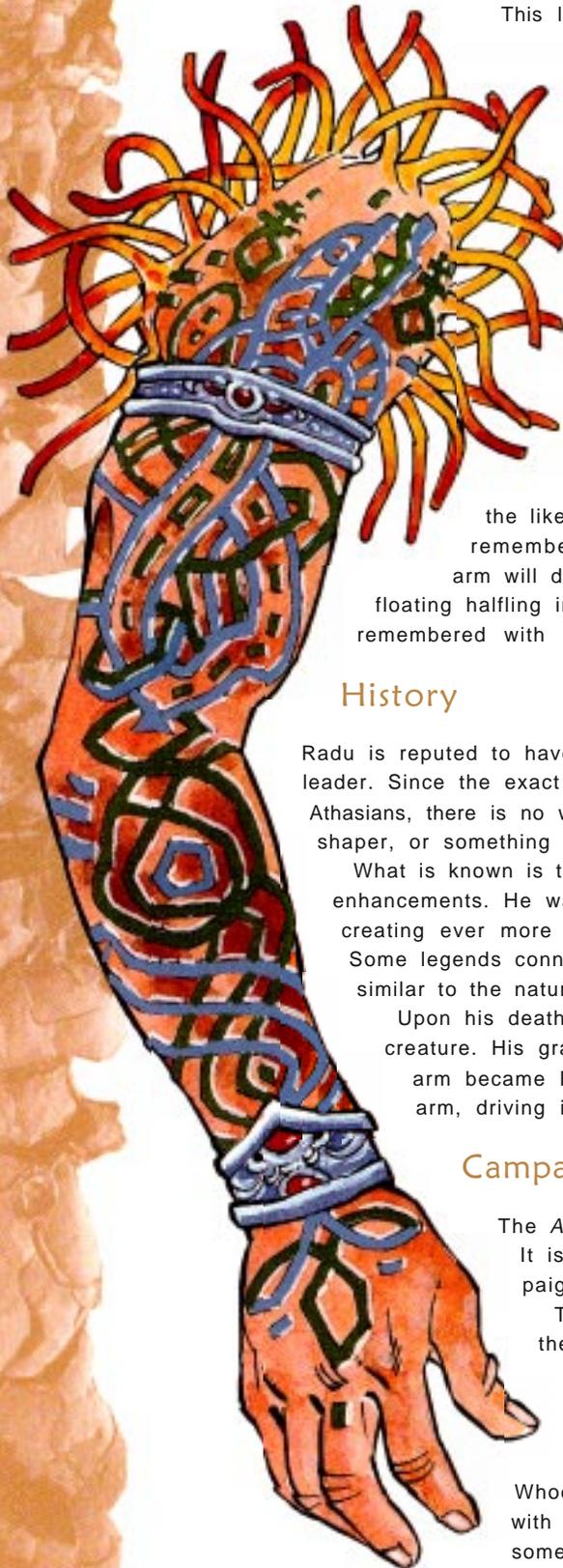
Suggested Means of Destruction

- A kiss from the daughter of a barren woman.
- Burn it in the heart of the Cerulean Storm.
- Throw it's wooden heart into the sun.
- Fill in the carved tattoos with the blood of a rhulisti.

The Arm of Radu

Tissue/Rhul-tal: AC 2, HD 5

The *Arm of Radu* is a healthy looking halfling right arm covered in strange blue and green tattoos. The shoulder joint is a thick mass of short tentacles.



This life-shaped creation is a graft. If the tentacles are placed against an empty shoulder socket, they will attach themselves to the new host. In fact, if the tentacles are placed against a healthy shoulder, they will still penetrate the muscle and attach themselves. For the next 1d10+10 days, the host has two right arms, but neither of them are functional. During that time, the host's original right arm withers away, until finally it falls off. Once attached, the arm cannot be removed without killing the host.

Like all Rhul-tal, the arm is intelligent, with a score of 15. The arm can only speak to the character in dreams. When he is awake, it seems to be just a piece of meat. Once asleep, the character dreams of creating wondrous things, such as buildings, great gardens, delicate figurines and the like. The details of such things are always blurred to remember, but the wonder of them remains. Occasionally the arm will dream talk with the character. It always appears as a floating halfling in flowing white robes. These conversations are always remembered with crystal clarity.

History

Radu is reputed to have been some sort of powerful and important rhulisti leader. Since the exact nature of rhulisti society is not known to modern Athasians, there is no way to know if he was a king, a shaman, a priest, a life shaper, or something unique to the rhulisti.

What is known is that Radu had a great many grafts and life-shaped enhancements. He was obsessed with great works. He devoted his life to creating ever more fantastic objects, buildings, and life-shaped creations. Some legends connect Radu with the first dwarves, for his obsession was similar to the nature of that race.

Upon his death, Radu is said to have become a powerful undead creature. His grafts all rejected him and fell away. However, his right arm became Rhul-tal. Some small aspect of Radu remains in the arm, driving it to always build.

Campaign Use

The *Arm of Radu* is a good item to give to player characters. It is quite powerful, but not greatly unbalancing for a campaign. It's curse is interesting without being unwieldy.

The *earthquake* curse of the arm will constantly give the character excuses to build. Things are always being torn down by the shaking land, and therefore need to be rebuilt.

All dwarves covet the *Arm of Radu*. With this arm, they believe they can create mighty works. Whoever owns the arm is sure to have far more encounters with dwarves than seems proper. Some will want to buy it, some to worship it, others will just try steal it.

Powers

Constant: The arm is a weapon of no small means. The arm has a Strength of 20, and gives a weapon combat bonus of +2 THAC0 and +3 damage. The iron hard nails are sharp enough to be their own weapon, attacking with the host's THAC0 and doing 2d6 points of damage. On a natural roll of 20, the arm grabs the neck of it's opponent, but does no damage. Each round thereafter, the opponent must save vs. death or pass out. The opponent continues to make saves, but failure now indicates death. The character is no longer in control of the arm while it is strangling. He must make a saving throw vs. paralyzation to release the victim. He can try each round.

Random: The arm has seven tattoos depicting a particular power. Each is symbolic of a power, one from each of the following tables: abjuration (1), cataclysms (2), combat(3), elemental earth (12), immunities (16), major spell-like powers (17), offensive powers (20). Default powers are *protection from normal missiles* (3/day), strike the area of effect with an *earthquake* spell (cataclysm), imbue the user with combat skill with two new weapon (no cost), *move earth* (1/week), immunity to *shapechange*, *polymorph* and the like, *telekinesis* (3/day), *finger of death* (1/week). The *earthquake* cataclysm cannot be controlled it happens randomly whenever the arm is used. Exactly when is up to the DM.

Curse: The arm needs to build. If it is not actively engaged in construction for at least an hour a day, *and* uses one of it's powers while building, it begins to punish it's host. Each day without building it uses one fingernail to scratch it's host. The scratches heal, but the scars will always remain. Roll on the table below to determine where the host is scratched. Every three scars on the face lowers the host's Charisma by one point. A host cannot lose more than three points nor have a Charisma of less than three.

1d6	Body part
1	Left leg
2	Right leg
3	Left arm
4	Chest/stomach
5	Back
6	Face

Suggested Means of Destruction

- The shade of Radu must rip the arm from it's host and break it across it's knee.
- After the host suffers 1001 consecutive scratches, the arm falls off. It is not destroyed, but can now be hidden or lost again.
- The arm must be hurled into the Dark (the mysterious dimension that surrounds the world of Athas).
- The arm must be dipped in elemental fire, water, air, and earth, all within a three day period.

Spirit Wombs

Creature/Rhul-tal: AC n/a, HD n/a

There are four known *spirit wombs*, one each of air, earth, fire, and water. Each has a different shape. The *air spirit womb* is a pale blue, 30 foot long, snake-like creature. Wind can be heard whistling through the length of it. The *earth spirit womb* resembles a huge, 12 foot diameter, brown and gray turtle with a rough hewn shell. The *fire spirit womb* is a 16 foot long, deep red lizard covered in orange and yellow spines. The *water spirit womb* is a large, blue and green egg shaped creature, 10 feet in diameter. It has a face, but no limbs. All of them have human looking faces and a movement rate of 3. The *water spirit womb* moves by floating.

The air womb is colored blue and white, in misty, swirling patterns. The earth womb is speckled brown and gray, with large, irregular spots. The fire womb is striped red, orange, and yellow. The water womb is mottled blue and green.

Each *spirit womb* holds an elemental spirit of the land imprisoned inside it. How this can be is unknown. Most of the powers of the womb are derived from the trapped spirit. The *spirit wombs* can speak, and will attempt to convince their owners toward highly ecological goals, like those of the druids.

The *spirit wombs* will react to attacks like other creatures. All forms of attack cause them pain, even though they cannot truly wound them. Spells and attack can cause bruises, but will not penetrate the skin or cause any other form of noticeable injury. The wombs cannot be destroyed by any known means.

History

There is much speculation that at one time Athas was filled with life energy and an uncountable number of elemental spirits. This same theory holds that most of the life in the world was created by these spirits.

The ancient rhulisti are known to have been masters of the forces of life. Although in their time the elemental spirits would have been far fewer in number than at the birth of the world, they were certainly more numerous than today. It is thought that the rhulisti communed with them.

Somehow a power hungry, ancient life shaper created these vessels and caused the elemental spirits of the land to enter them. Only a living creature could hold these spirits. Inanimate objects, no matter how magical, could not contain them.

Since that time, the spirits of the land are reluctant to establish any relationship with the life forms of Athas. Many of them fled back to the elemental planes that spawned them. Today the few remaining spirits of the land only trust the druids that are dedicated to protecting them.

Campaign Use

Like many artifacts and Rhul-tal, the *spirit wombs* are very powerful and should only be introduced to a campaign after careful forethought. One of the best approaches is to oppose them. A villain acquires one *spirit womb* and the characters must find one of the others in order to stop him.

Druids are certain to oppose anyone with a *spirit womb*. They are the guardians of the land and commune with the spirits of the land. The druids will not take lightly someone enslaving one of their precious spirits.

Suggested Methods of Destruction

- Each *spirit womb* can only be destroyed by taking it to the elemental plane of its opposing element (fire vs. water, air vs. earth) and have the ruling elemental of that plane breathe upon it.
- Air: stones from the sky. Earth: breath of a dead halfling. Fire: tears of dragon. Water: the eternal fires of the sun.
- Each womb can only be destroyed by womb of its opposing element. The resulting explosion will decimate anything within a mile.
- A character must take possession of all four spirit wombs simultaneously. This frees all the spirits of the land and kills their Rhul-tal prisons.

Powers of the Air Spirit Womb

Constant: Like all *spirit wombs*, the air womb can be ridden. When travelling through clear air, it has a speed of 24, with maneuverability class A. Through dust storms, rain, or other contaminated air, it only has a speed of 12 and maneuverability class B.

Invoked: The air womb has all the powers of an air spirit of the land, including the ability to gate in air, create a hurricane force wind (capable of knocking down all creatures of less than gargantuan size, and lasts one hour), and can contact their owner via a *whispering wind* spell.

Random: The air womb has four elemental air powers from **Table 9**. The default powers are *cloudkill* (1/day), *conjure lesser air elemental* (1/week), *control winds* (3/day), and *wind wall* (1/day).

Curse: Within the first month, the character falls in love with a place that has a constant or predictable wind, such as a canyon or open stretch of desert. The character is compelled, as if under a *geas*, to visit this place for at least one full day each month. He will oppose any threat to it, even if it means risking his life.



Powers of the Earth Spirit Womb

Constant: Like all *spirit wombs*, the earth womb can be ridden. It can phase through stone and dry earth at a speed of 24, with maneuverability class A. Travelling through mud, silt, lava, or other contaminated earth, it only has a speed of 12 and maneuverability class B.

Invoked: The earth womb has all the powers of an earth spirit of the land, including the ability to gate in earth, form a large earthen wall (which can be caused to fall upon enemies for 10d6 points of damage), cause an *earthquake* once a week (radius 100 feet, 1 in 6 chance of a creature being swallowed up), and can communicate by vibrating a message through the earth into its owner's feet.

Random: The earth womb has four elemental earth powers from **Table 12**. The default powers are *animate rock* (1/day), *conjure lesser earth elemental* (1/week), *move earth* (1/week), and *stoneskin* (1/day).

Curse: Within the first month, the character falls in love with a feature of land no larger than a mile in diameter. It must have a large quantity of exposed rock, earth, or sand. The character is compelled, as if under a *geas*, to visit this place for at least one full day each month. He will oppose any threat to it, even if it means risking his life.



Resonating Powers

Each *spirit womb* has an elemental opposite, air opposes earth, and fire opposes water. Elementally opposite wombs cannot abide one another. A womb will refuse to be owned by a creature that already owns its opposite. However, any other pairing is allowed.

In addition to the combined powers of the two Rhul-tal, part of the owner's body turn elemental. Air—legs become mist, can fly at a speed of 3. Earth—fists become stone, can do 1d8 points of damage and stone shape (1/day). Fire—hair becomes flames, can *affect normal fires* (3/day). Water—face becomes ice, can use *telekinesis* (3/day) to control water, and heal 1d8 points of dehydration damage with a kiss.

Powers of the Fire Spirit Womb



Constant: Like all *spirit wombs*, the fire womb can be ridden. It can travel through fire at a speed of 24, with maneuverability class A. In smoke, extremely hot desert air (over 120 degrees), or other contaminated fire, it has a speed of 12 and maneuverability class B. It's rider is unharmed by the heat for as long he is mounted on the fire womb. Legend has it that even the Dragon's fiery breath will not affect the fire womb. **Invoked:** The fire womb has all the powers of a fire spirit of the land, including the ability to gate in fire (appears as a *wall of fire* as if cast by a 20th level druid), create a hot, sulfuric wind (causes choking and gagging each round a save vs. poison is failed), and can communicate with it's owner through any fire by forming images in the flames.

Random: The fire womb has four elemental fire powers from **Table 10**. The default powers are *conjure lesser fire elemental* (1 /week), *fireshield* (1/day), *fireball* (3/day), and *light* (3/day).

Curse: Within the first month, the character falls in love with a feature of land that has extreme heat, such as an open desert flat or lava pit. In this place he will build a great fire and attempt to keep it lit as long and often as possible. The character is compelled, as if under a *geas*, to visit this place for at least one full day each month. He will oppose any threat to it, even if it means risking his life.

Powers of the Water Spirit Womb



Constant: Like all *spirit wombs*, the water womb can be ridden. It can swim through water at a speed of 24, with maneuverability class A. In mud, rain, or other contaminated waters, it has a speed of 12 and maneuverability class B. It's rider can breathe underwater and is unharmed for as long he is mounted on the water womb. Sadly, there are not many places where this ability can be used today.

Invoked: The water womb has all the powers of a water spirit of the land, including the ability to gate in water, cause a pool of water to grab a victim and drown him (Bend Bars roll to escape the watery arms), and communicate with it's owner through and still water surface.

Random: The water womb has four elemental water powers from **Table 11**. The default powers are *cone of cold* (1/day), *conjure lesser water elemental* (1/week), *create oasis* (1/month), and *wall of ice* (1/day).

Curse: Within the first month, the character falls in love with a feature of land no larger than a mile in diameter. It must have a large variety of plant and animal life, and a source of water. The character is compelled, as if under a *geas*, to visit this place for at least one full day each month. He will oppose any threat to it, even if it means risking his life.

Resonating Curse

Part of the resonating curse is the drastic change in appearance described above. In addition, the owner gets a -4 penalty on all saves vs. opposition elements, and attacks with opposition elements gain +4 to their attack rolls. The owner suffers a random cataclysm power from **Table 2**. The default choices are *acid storm* for two turns (air/water), *incendiary cloud* sweeps over the area (air/fire), area suffers a *transmute rock to mud* (earth/water), or all water in the area evaporates (earth/fire).

The Tongue of Glib the Mad

Tissue/Rhul-tal: AC 8, HD n/a

Without a host, the tongue looks like a large slug or leech. It is jet black in color with a sucker-like mouth on the fat end. If the mouth is pressed against a potential host's tongue, it grips it tightly. It then begins to eat the host's original tongue in order to take its place.

History

Into every generation is born a person of unusual abilities. Par L'en of the rhulisti could talk. He could talk for hours without a single stutter, stammer, or pause. To make matters worse, everything he said seemed to make sense, at least the way he put it. He could tell anybody almost anything and they believed him. He quickly gained the nickname Glib.

Glib rose to a position of power among the rhulisti. Exactly what that means not fully understood. It is known that he wielded great personal power, similar to that of the templars and psionics of modern Athas.

The more power Glib collected, the more he began to believe in his lies. Therein lies the road to madness. By the time he died, Glib lived in a fantasy world that existed only in his own mind.

On his death, the life shapers removed his tongue and kept it alive. Believing that this commonplace organ was responsible for Glib's unusual ability, they studied it for decades, but determined nothing. The tongue remained a curiosity in the possession of the shapers for many centuries.

Campaign Use

Any NPC leader or politician can make extraordinary use of this artifact. He is certain to have many powerful friends and allies. He need not be personally powerful, although the *Tongue of Glib the Mad* certainly helps.

Only allow your player's characters to have the tongue if they can roleplay its curse well. A cooperative player can make a campaign truly interesting if he is willing to play along with the curse. Uncooperative players will have to be tricked, which may not be possible.

Powers

Constant: Anything the host says is believed by whomever hears it. However, this effect only lasts so long as they are within range of his voice.

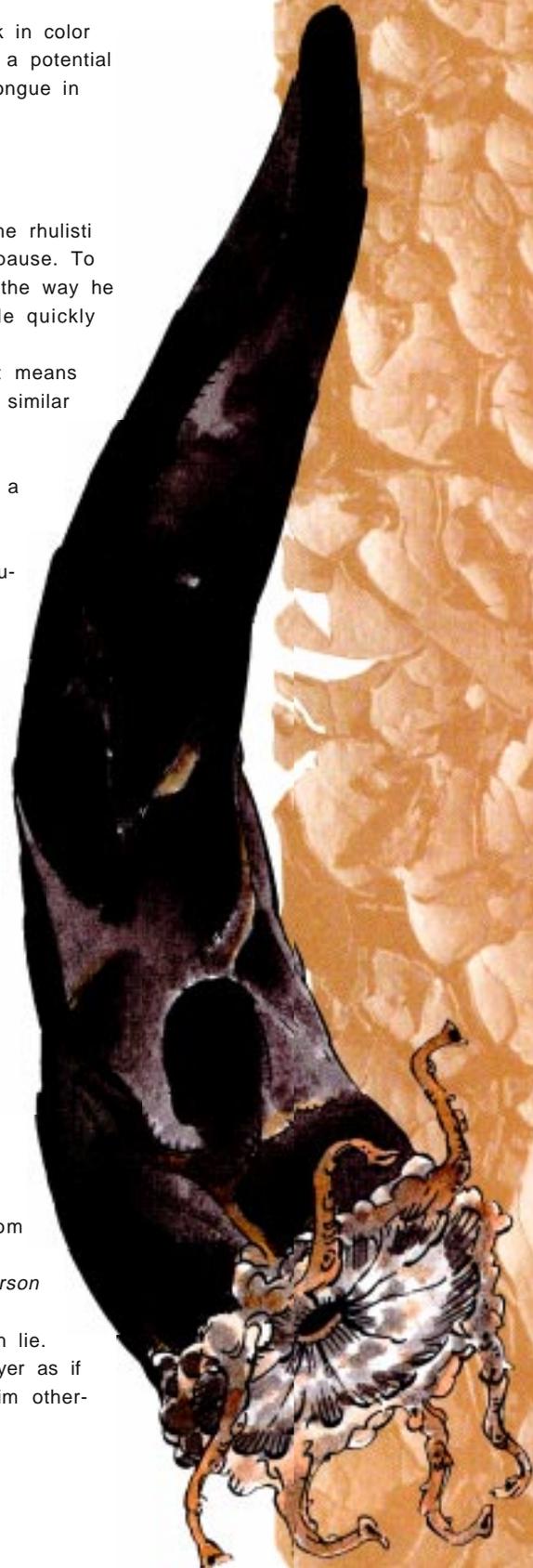
Invoked: Once per day, the tongue can affect everyone in range with a *mass suggestion* spell-like effect.

Random: The tongue has three random enchantment/charm powers from **Table 13**. Each of these must be triggered by a spoken word or sound. Default powers are *charm person* (2/day), *emotion* (1/day), and *hold person* (1/day).

Curse: There is a 5% chance per lie, that the host will believe his own lie. He will see things that are not there if necessary. Make it seem to the player as if the tongue actually altered reality. If the other players try to convince him otherwise, make it seem as if this is a special effect that only he can see.

Suggested Means of Destruction

- Bury it with the body of Glib the Mad.
- Feed it to an honest person, who has never told a lie.
- Its host must not speak a single word for 33 years.





CHAPTER FOUR:

DARK SUN[®]

Magical Items

Fruits

Drake Control: This fruit is extremely rare. These five different fruits are found only in the gardens of sorcerer-kings, powerful preservers, or members of the Order. The secret to the creation of these fruits is closely guarded. The nature of the fruit depends on the drake involved:

Air Drake (Strawberry)

Earth Drake (Radish)

Fire Drake (Apple)

Water Drake (Water Crest)

Lesser Drake (White Pear)

Anyone who consumes one of these fruits has limited control over drakes of the corresponding type. These fruits are commonly used to force a drake to move into or out of a general area through force of will. This control power has a duration of one hour. The fruit cannot be used to commit a greater drake to a specific task (such as destroying a certain town or killing a specific person) because of its limited intelligence.

All lesser drakes (magma, rain, silt, and sun) are affected by the same type of fruit, but receive a saving throw because of their greater intelligence and psionic power. Lesser drakes with some type of active psionic protection (ie. mindbar, id insinuation) gain a +3 to their save. Because of their greater intelligence lesser drakes can be ordered to do preform limited tasks, but when the effect of the fruit wears off the drake typically remembers the controller and attempts to extract revenge. The controlling character must remain within 100 yards of the drake or contact and control are lost.



Mind Blank (Kiwi): This fruit's effects are identical to the psionic devotion *mind blank*, but does not require PSPs to begin or maintain. The fruit's duration is 2-5 hours.

Psionic Boosting Fruit (Green Grapes): Eating this fruit temporarily increases the total amount of PSPs available, increasing the total number of psionic points by 25%. These points are used first when using any psionic abilities, and are good for 12 hours. Consuming multiple pieces of this fruit has an opposite effect, decreasing PSPs by 25% if two or more are eaten within a 12 hour period.

Restore Psionics Fruit (Lemon): This fruit restores PSP at a rate of 10 points per turn to anyone eating it. The entire fruit must be consumed to achieve this effect. Eating portions of the fruit does not result in lesser effects. The lemon rots after one hour if not entirely consumed once bitten into.

Silt Breathing (Peach): Those who eat this fruit have no need to breathe air while submerged in silt. The effects of this fruit do not supply the eater with air in other airless environments (such as a vacuum or being buried beneath the earth), only silt. This fruit has a duration of 2d6+2 turns.

Oils

Oil of Armor: Once applied this oil toughens a surface, effectively increasing its armor class and hit points. The oil adds +3 to the recipient's armor class and adds 2d4 temporary hit points to their total. Damage to the recipient is first taken from the temporary hit point. The affect works in conjunction with armor and other magical protection, but only to the areas the oil is applied. One application of this substance is enough to coat one average size human or elf for 24 hours. Dwarves and halflings need only half a dose, muls require one and a half, and half-giants require four applications to cover themselves. Thri-kreens gain no benefits from this substance.

Oil of Dryness: Once applied this oil prevents a contacted surface from reaching temperatures above 70 degrees or below 30 degrees. If applied to a living creature this oil prevents perspiration and sunburn, and reduces their need for water by 50% per day. This oil has a duration of 36 hours; however, immersion in water washes the oil away, negating its effect.

Oil of Masking: When this oil is rubbed on the body it effectively "masks" the person from all senses except normal vision. Senses such as smell, hearing, infravision, and any means of psionic detection cannot detect the presence of someone covered in this oil. This oil also renders the mind of the individual "invisible" to the psionic skill *contact*, thus preventing the use of telepathic and many other types of psionic disciplines. The oil has a duration of 24 hours.

Scrolls

Scrolls are usually found in tubes made of ivory, ceramic, precious minerals, animal hide, bone, leather, or in rare cases, wood. Truly ancient scrolls might be found in a metal case, but in those cases, the metal case may be worth more than the scroll. All other aspects of Athasian scrolls follow the rules for scrolls in the *DUNGEON MASTER Guide*.

Very few Athasian scrolls are written on paper, most are either carved on clay tablets or painted on animal skins.

A few types of scrolls are not found in Athas, such as *protection from lycanthropes* (Athas has none), *protection from dragon breath*, and *protection from undead*. However, there are several new types of scrolls unique to the world of Athas.

Protection from Earth (reading time—6): Reading this scroll creates a 10 foot diameter sphere centered on the reader. No form of earth (dirt, rock, sand, silt, dust) can enter the sphere. Rocks, even large boulders, bounce off the protective sphere. The reader's



body will float several feet off of sand or silt, keeping his center of mass five feet above it. He will not sink into a dust bowl or the Sea of Silt. The effect lasts 1d4+2 turns.

Protection from Insects (reading time—2): Reading this scroll creates a protective sphere 10 feet in diameter, centered on the reader. No insect, or insect based, life form may enter the sphere. This includes Thri-kreen and the related Kreen races. If the reader moves, even insects weighing more than he does, must move out of the way. If an insect, or horde of them, has nowhere to retreat, the protective sphere is burst. Note that spiders are not insects. The effects of the scroll lasts for 1d6+3 turns.

Protection from Mental Invasion (reading time—1 round): Magic cannot truly prevent psionic powers. However, it can isolate a person's mind from all outside influences. The reader of the scroll is immune to any effect that tampers with his mind, magical or otherwise. However, this protection works two ways. The reader's mind cannot contact or invade anyone else's mind. The spell lasts for 1d6+2 turns.

Protection from Silt Horrors (reading time—3): There are many types of silt horrors roaming the Sea of Silt. All are tightly related creatures. This scroll creates a zone of protection with a 10 foot radius. No silt horror or silt spawn can enter the protective sphere. The sphere cannot push the horror away, but neither can it move the sphere. It lasts for 1d4+6 turns.

Protection from Undead (reading time—5): This scroll is quite different from the scroll of the same name in the *DUNGEON MASTER Guide*. There are two varieties of this scroll. The first is only effective against undead without free will. Zombies, skeletons, kraglings, and the like are all unable to enter to five foot radius of effect, centered upon the reader. They must give way if the sphere moves. If no option for retreat exists, the undead creatures are destroyed. The scroll does not prevent powers, such as *charm gaze* or breath weapons from entering it's radius. The effect lasts for 2d4 turns.

The second variety of this scroll is highly specific. It is only effective against a particular undead or specific monster type. For example, it might only work against dwarven banshees, or it might only protect the reader from Ur'Hatha, the undead torturer. In all cases, scrolls that protect the reader from free willed undead are highly specific. The DM should hand pick the type of undead the scroll affects, based upon events in the campaign. If it does not matter, he can roll on the table below.

d100 Scroll type

- 1-70 Non-free willed (skeletons, zombies, kraglings, etc.)
- 71-100 Specific form of free willed undead

d100 Type of Free Willed Undead

- 1-6 Banshee, dwarf
- 7-13 Dhaut
- 14-19 Dune runner
- 20-25 Fael
- 26 Kaisharga
- 27-32 Krag
- 33-38 Meorty
- 39-40 Raaig
- 41-46 Racked Spirit
- 47-50 T'liz
- 51-53 Wraith, athasian
- 54-60 Zombie, thinking
- 61-100 Specific, named undead

Scroll of Illumination (reading time—3 rounds): Reading this scroll makes everything crystal clear to the reader. His mind understands it's own operation to a much greater extent than ever before. The result of this is that the reader gets a 50% bonus to his total PSPs. The effect lasts for 2d6 turns. When it wears off, the bonus PSPs vanish. If the reader is left with negative PSPs because of this, he falls into a coma for 24 hours and cannot use his psionic powers for a week.

Rings

Ring of Animal Influence: This type of ring was created to control creatures of animal intelligence for use as beasts of burden. While under the influence of the ring's power, a specific type of wild animal becomes docile and responds to simple commands given by the wearer. The kind of creature the ring dominates depends on its construction, which is usually bone or chitin. These rings only affect the type of creature that they're keyed to. These rings have a maximum of 40 charges when created. One charge from the ring is used for every hit die of the creature dominated. The creature is from then on subject to the power of the ring. Control ends when the user is more than 100 yards from the animal, or when the ring runs out of charges. The ring can be recharged.

1d100 Roll	Type of Creature
01-20	Kank
21-49	Erdlu
50-79	Inix
80-95	Mekillot
96+	Other (DM's Choice)

Ring of Coolness: The ring is constructed of jade and functions similar to a *ring of warmth*, except that it protects against the heat of the desert sun. It protects its wearer from the harsh effects of heat, even when the wearer is fully exposed to the sun and wearing heavy armor. This ring provides restoration of heat-sustained damage at the rate of one hit point per turn. It also increases saving throws versus heat-based attacks by +2, and reduces damage sustained by -1 per die.

Ring of Psionic Attack: This item adds to the mental to hit armor class zero (MTHAC0) score of an attacking psionic character. This bonus is applied to die roll totals against an opponents mental armor class (MAC) in addition to any other applied bonuses. These rings are created with psionic power, and do not radiate magic, but do show under a *detect psionics* spell. The power of this ring functions with any of the five psionic attacks, though the most powerful of these rings (typically +4) often work with only one or two of the attack forms.

1d100 Roll	MTHAC0 Attack Bonus
01-70	+1
71-92	+2
93-99	+3
00	+4

Ring of Psionic Mastery: This ring reduces the amount of PSPs needed to begin and maintain certain psionic powers. Each of these rings is keyed to a specific power group, and the PSP savings varies depending on the creator's expertise.

1d100	Type of Power	1d100	PSP cost
01-20	Clairsentient Powers	01-65	-25% PSP cost
21-40	Psychokinetic Powers	66-97	-50% PSP cost
41-60	Psychometabolic Powers	98-00	-75% PSP cost
61-80	Psychoportive Powers		
81-00	Telepathic Powers		

These rings are usable only by psionicists, and do not function in conjunction with wild talents. The more powerful of these rings are constructed by members of the Order and various sorcerer-kings. These rings are metal inlaid with gems that focus the items power. The more precious the gem, the more powerful the item.

Ring of Mental Protection: Rings of this nature add to a character's mental armor class (MAC) for purposes of psionic attacks. The amount of protection ranges from +1 to +5, and are added to the base MAC. Like the physical armor class, the higher



the number the more protection is granted. The plus of the ring is randomly determined below. These rings are created with psionic power and do not radiate magic, they do show up under a *detect psionics* spell. The power of this ring functions with any of the five psionic defenses, though the most powerful of these rings (+4 and +5) often work with only one or two of the defenses.

1d100	Roll	Level of Protection
01-60		+1
61-82		+2
83-90		+3
91-97		+4
98-00		+5

Ring of Silt Walking: This ring enables the wearer to walk on silt without sinking into it. The wearer's feet don't actually touch the silt, always remaining above the surface. This ring does not magically conform to a wearer's hand, and rings of this nature are seldom made for the large hands of half-giants or giants. *Rings of silt walking* are crafted from the teeth of a silt drake, making them difficult to obtain. The wearer of this ring may travel across silt at their normal movement rate.

Ring of Psionic Storage: The wearer of this ring can store psionic points in the device for future use on a two-to-one basis. The amount of PSPs that can be stored depends on the ring:

1d100	PSPs
01-25	10 PSPs
26-50	15 PSPs
51-89	25 PSPs
90-98	35 PSPs
99-00	50 PSPs

Once psionic power is stored, the ring "spends" one PSP per day to keep the power stored. For example: if a psionicist stored 10 PSPs (by spending 20 points) in a ring and did not spend any, the following day there would be nine PSPs left. The secrets to creating these rings are closely guarded by members of the Order. However, rogue psionicists and former (though short lived) members of the Order have traded the secret of this ring's manufacturing to preservers and defilers for their magical services.

Ring of Time Shifting: This ring functions the same the psionic power *time shift*. These rings are often carved from the bone or ivory of a creature with psionic power. These rings are created exclusively using psionic power, and do not radiate magic, but do show up under a *detect psionics* spell. When discovered these rings have 3d10 charges. *Rings of time shifting* can be recharged only by psionicist with the *empower* devotion.

Rods

Ranike Rod: This rod, made from the wood of a ranike tree, is a useful weapon against the giant insects of Athas. In combat, it strikes as a *club +1* and may be used by any character class that can wield a club. Whenever it strikes a giant insect, including thri-kreen, it gives off a puff of smoke like that created by burning ranike sap. This uses one of its charges (it will typically have 1d10+40 charges) in the process. This cloud stays around the target, no matter what the victim does, reducing it to utter helplessness if a saving throw versus rods fails at a -4 to the roll. The enemy can neither attack nor defend, and its only movement is to fall to the ground and thrash blindly in agony for four rounds. Its helplessness gives an enemy striking the victim a +1 bonus to attack rolls until the cloud dissipates. If a *ranike rod* is used in further attacks, it does not release more clouds on a victim already surrounded by a cloud, thus saving charges. The rod may not be recharged.



Staves

Staff of Desert Travel: These staves are constructed by halflings of the Ringing Mountains who travel to the harsher Tyr region. They are carved from a wood known only to the halflings, and empowered with various psionic powers (which are unknown, as the halflings do not share this information). Each of these staves can hold up to 20 charges, though some of the powers do not require expending a charge to activate. Once all charges are expended the staff is useless. These staves are created by halfling clerics exclusively for their use, though any elemental priest can use them.

The following powers drain no charges:

- Find enough water to sustain the wielder for one day, once per day.
- Empowers constant knowledge of direction (always points north).
- Detects desert predators within 100 yards.

The following powers drain one charge:

- *Create water*
- *Merciful Shadows*
- *Purify Food and Drink*

The following powers drain two charges:

- *Conjure Lesser Water Elemental*
- *Conjure Paraelemental Rain Beast*

Staff of Pain: This weapon is typically used by the templars of Athas to motivate slaves under their control by inflict pain upon them. The staff causes no actual damage to the victim unless they are extremely weak and near death, but does cause near unbearable pain. The wielder of the staff must have psionic power of some sort to make the device work. The level of pain inflicted depends on the number of PSPs channeled through the staff. For every two psionic points directed through the device the degree of pain increases, up to a total of eight PSPs. If six or more PSPs are used in this manner the victim must make a Constitution check or be rendered momentarily unconscious (1-4 rounds) from the shock to their system. Though they do not have charges, these staff eventually cease to function. The staves become useless after 1d20+100 psionic points are channeled through them.

If a character's Constitution score is less than a 7, he must make a successful system shock roll or take 1d10 points of damage for every psionic point being used to power the staff.

Ranike Staff: This enchanted staff has powers similar to those of the *ranike rod*, though it strikes a target as a *quarterstaff +1*. It is also restricted to 25 or less charges, and is also not rechargeable. If one charges is expended, the results are the same as a *ranike rod*. If two charges are expended at once, the staff creates a billowing cloud of ranike sap smoke 40' wide, 20' high, and 20' deep. The cloud's movements are controlled by the staff's wielder as long as there is no strong wind, which dissipates the cloud in one round. The cloud can travel at a speed of 10' per round and lasts for 12 rounds. The smoke is not heavy (like *cloudkill* vapor), so it does not sink into low areas. This weapon is especially effective against attacking packs of thri-kreen or large nests of dangerous insects.

Wands

Wand of Desert Winds: This device creates a gust of wind strong enough to pick up sand or dirt particles and fling them at a designated target. The amount of material affected is 10 cubic feet per charge expended. The damage done by this wand depends on the affected material. In the desert, the wands affects sand, doing 3d6 damage per charge. In cities, underground, or in forest terrain it inflicts 2d6 damage per charge. If the wand is used in an area where there is no loose substance (such as the Obsidian Plain), a charge is expended and nothing happens. Only two charges can be expended in any one round. When found these wands have 2d10+20 charges and cannot be recharged.



Wand of Obsidian Detection: This wand has a 60-yard radius range. This wand pulses in the wielder's hand and points in the direction of the largest deposit of obsidian within the radius. Once the wielder comes within 20 feet of the deposit, the amount of obsidian is also known. The charge lasts for two turns, and is able to find multiple deposits. The wand may be recharged using the psionic devotion *empower*.

Wand of Psionic Detection: This wand functions in a manner similar to a *wand of magic detection*. Once a charge is expended the wand indicates to the wielder the presence of items which use psionic power, or those under the influence of or using psionic powers. Detection range is a 30-foot radius of the wielder. These wand function on psionic, not magical power, and can only be recharged by the psionic devotion *empower*.

Wand of Psionic Negation: This device temporally negates activated psionically powered items, or removes psionic affects from individuals. Psionic items affected by this wand do not function for 1d4+4 rounds. Entities under the influence of psionic powers have all connections with their person severed (such as *contact* or *molecular agitation*). The wand can function once per round, each negation draining one charge. The wand cannot be recharged.

Wand of Showers: This wand creates storm clouds which then creates brief rain showers. The rain lasts for 1d3 turns, affecting an area 100 yards in diameter. The amount of rain produced by this effect is minimal, though it can supply up to six humanoids (or three humanoids and one half-giant) with enough water for one day provided they have some means of collecting the water. It takes three charges to operate the wand in the deep desert, two charges in areas of vegetation, and one charge in a heavy forest. These wands are constructed of birch wood, can hold up to 5d10+20 charges, and are usable only by water, earth, air, or rain clerics, and druids. These wands cannot be recharged.

Miscellaneous Magic: Jewels, Jewelry, Phylacteries

Amulet of the Dragon: These amulets are used by followers of Dregoth the Undead Dragon King. These amulets are considered holy symbols by Dregoth and his followers, typically worn by his dray followers. The amulets are small metal disks about two inches in diameter, usually attached to a leather tie or metal chain. Few of these amulets are still in use, and are often found among the corpses that litter the ruins of Giustenal. Anyone who wears one of these amulets gain the following protections as the dray: immunity to fire and heat, infravision, and need half the normal amount of water per day. The amulets have the added side effect of allowing Dregoth to know where the wearer is at all time, should he have any reason to wonder.

Brooch of Obsidian Shattering: This magical brooch takes the form of a small silver hammer of elven manufacture. It contains up to 60 charges (4d10+20), and is activated by touching it with a small piece of obsidian (which then turns to dust) as the elven word "shallackan" ("shatter") is spoken. The brooch shatters all obsidian within 120 feet of the wearer when activated. The brooch is especially effective in disarming opponents armed with obsidian weapons. Magical obsidian items are entitled to a saving throw versus disintegration. These brooches cannot be recharged.

Obsidian Neck/ace: This powerful item stores psionic power (like a *ring of spell storing*) and can later channel the accumulated PSPs into the psionic science *disintegrate*. This necklace can be recharged by using the psionic devotion *empower*. For every charge put into the necklace a psionist must spend 15 PSPs (activation for *empower*) and 150% the cost of *disintegrate* (60 PSPs), These necklaces can hold a maximum of 20 charges, and cannot be recharged if the last charge is expended.

Silver Necklace: When charges on this necklace are used, the wearer is affected by the psychometabolic devotion biofeedback—reducing the wearer's armor class by



one. Once activated the power of the necklace lasts for 1d4+2 turns. When found these necklaces have 2d10+20 charges and cannot be recharged.

Talisman of Psionic Storage: The wearer of this talisman can store psionic points in the device for future use. These talismans are more powerful than a *ring of psionic storage*, taking longer to manufacture and being able to hold more psionic points. Unlike a *ring of psionic storage*, these devices store PSPs on a one-to-one basis. The amount of PSPs that can be stored depends on the talisman:

1d100 PSPs

01-25	10 PSPS
26-50	20 PSPS
51-89	35 PSPS
90-98	50 PSPS
99-00	70 PSPS

Once psionic power is stored, the talisman "spends" two PSP per day (unlike the ring which spends one) to keep the power stored. For example: if a psionicist stored 10 PSPs in a talisman and did not spend any, the following day there would be 8 PSPs left. The secrets to creating these items are as closely guarded by the Order as with other items that store psionic power.

Talisman of Contact: This talisman gives an attacking psionicist a bonus to any attempts to use the skill *contact* against a closed mind. The bonus is between +1 and +3, with the later being extremely rare. Most of these talismans (90%) give a +1 bonus to the *contact* skill.

Miscellaneous Magic: Candles, Dusts, Ointments, Incense, and Stones

Candle of Rejuvenation: This item allows a psionicist to recover PSPs at up to four times the normal rate while within 10 feet of the burning candle. If the psionicist is meditating, the rate of recovery is doubled; if the character is asleep, PSPs are recovered at three times the normal rate. If these candles are used in conjunction with the proficiency *rejuvenation*, recovery rate is four times normal. Each of these candles burns for a total of eight hours.

Chitin Ointment: This salve, created by the thri-kreen, is used to cure damaged chitin on members of their race. Once applied, this substance mends brittle or broken chitin, greatly accelerating the healing process. One application of this liniment heals a thri-kreen or other chitinous creature of 1d8+2 points of damage. Applying this substance to non-chitinous creature produces no affects. Small ceramic containers of this substance can hold up to three uses of the unguent.

Dust of Psionic Invisibility: This fine powder resembles sand (which is a main component) and is often mistaken for such and discarded. When a pinch of this substance is sprinkled over the possessor, or any other article, it is rendered invisible to all forms of psionic detection. This form of non-detection protects from all clair-sentient sciences and devotions that detect or otherwise espy something through the use of psionic power. The dust does not protect against the skill *contact*. One pinch of this dust lasts for 1d4+2 turns. A pouch of this dust contains 1d8+6 pinches.

Dust of Sense Depravation: This dust, when sprinkled on a living creature, prevents detection by all senses other than sight. Since many creatures of Athas use senses such as hearing, smell, and touch to hunt their prey, this dust effectively protects them against discovery while traveling in the wilds (including detection by thri-kreen antennae). In some cases (25% of the time) this dust also functions as *dust of psionic*



invisibility, adding psionic detection to the list of deprived senses. One pinch of this dust lasts for 1d4 hours. A pouch of this dust contains 1d6+2 pinches.

Enhancement Stone: This stone adds to the total number of psionic points normally available to a psionist or possessor of a wild talent. These additional PSPs are transferred from the stone to the psionist while he rests. If the stone is lost or destroyed, so are the points. The amount of PSPs enhanced depends on the stone.

1d100 PSPs

01-25	5 PSPS
26-50	10 PSPS
51-89	20 PSPS
90-98	25 PSPS
99-00	35 PSPS

Stone of Earth Passage: This stone bestows upon its possessor the ability to pass through the earth the same as a 5th level earth cleric. Movement through the earth is at half the possessor normal rate, and spells may not be cast during its use. If the stone is lost or dropped for whatever reason while moving through the earth, the unfortunate person instantly solidifies and is killed. These stones can be used once per day, for up to five rounds; the stone functions if used a second time in the same day, but is useless thereafter.

Miscellaneous Magic: The Weird Stuff

Cube of Energy Containment: This device functions comparably to the psionic power *energy containment*, protecting the possessor from forms of energy such as electricity, fire, cold, heat, or sound. If the possessor is subject to any of these attacks and makes his saving throw they take no damage from the assault, instead the full number of points of damage are transferred into the cube. If the saving throw is failed, he suffers half damage, regardless of what the spell description states. If there is no saving throw for the effect, the cube holder takes only 3/4 damage from the spell. The difference in damage from what the possessor receives is transferred into the cube, which then glows with a blue illumination from then on. The area of protection is confined to the possessor of the cube and anything on their person.

Each of these cubes contains up to 200 points of energy in this fashion before exploding. As the cube absorbs more energy, the illumination grows in intensity. When the cube is within 20 points of exploding, it begins to radiate low levels of heat. This is an indication that the cube should be discarded. When the cube, explodes, everything within a 30-foot radius suffers from the total amount of hit points absorbed by the device (save for half).

Erdlu Canteen: This magical canteen is made from the empty shell of an erdlu egg; the entire shell must be available for the canteen to be created. Once per day, upon utterance of the command word, the canteen fills itself up with the fresh red yolks of an erdlu—a refreshing treat to any inhabitant of Athas. This item is meant to serve as a personal canteen for a lone traveler. It is possible for a member of some adventuring party to create yolk more than once per day, but cannot create more than seven yolks during an one-week period. If the owner foolishly tries for the eighth yolk in the same week, the canteen explodes, inflicting 1d4 hit points of damage to anyone in a S-foot radius—literally leaving them with egg on their face.

Saddle of Desert Travel: These magical saddles are used by travelers to speed their voyages across the perilous desert. These saddles are crafted of lizard skin, and fit either kanks, inix, or crodlu. Once affixed to the mount, the creature travels at 150% of its normal movement rate through desert terrain, and requires only 25% its normal water intake each day. In addition, the rider cannot be thrown from the saddle unless he or she wishes.



1d6	Saddle Type
1-3	Kank
4-5	Inix
6	Crodlu

Silt Skiff: Similar to a *folding boat*, the *silt skiff* is used to travel over the dangerous Silt Sea and other such phenomena. This item has been *empowered* with the psionic power *levitation*, allowing the device to move across the silt instead of plummeting to the bottom. When discovered, a *silt skiff* appears as a small ceramic plate covered in cryptic markings which radiates powerful magic. Upon speaking the command word this plate expands into a small skiff capable of transporting up to three humanoid creatures (or one half-giant) across precarious silt. The skiff is 15-foot long, 6-foot wide, and 4-foot deep.

Another series of command words produces either a kayaking style oar (one oar with a paddle on both ends) or a 15-foot pole to move the skiff through the silt. A final command word is also needed to fold the skiff back into its "plate" form. These command words are seldom inscribed on either of the skiff's forms, and its best to have a written record of them closely guarded.

Psionic Items

Psionic items are thinking creatures. Each has an intelligence, ego, alignment, level, MAC, and PSPs. The alignment is completely random, but the other attributes are fixed. Along with all of these, the item has its own personality and goals. In most cases these are very simple, amounting to being well cared for and getting to use their powers at least once a day. Rules for item personalities and ego are found in the *DUNGEON MASTER Guide*.

To use a psionic item, the character must contact it telepathically or empathically and request that it use its powers. This will cost the character PSPs for the appropriate devotion or science. Once telepathic contact has been established, the request takes no more time than uttering a command word for a magical item. If the psionic item agrees, it activates its power immediately. A psionic item recovers PSPs at a rate of six/hour, three if it is damaged. *The Will and the Way* accessory contains more details about psionic items and how to create them.

When a psionic item is first found, a rapport must be established between it and the new owner. This is a great opportunity for roleplaying. Keep in mind that very few psionic items will be belligerent enough to deny their new owners. Evil owners will threaten or bribe the item to get it to work. Good owners will befriend the item to get it to work. In both cases, there is a 95% chance of the item agreeing to work for the character or NPC. Once in a great while the item may-choose to act of its own accord or not act at all, especially if it has been ignored or taken for granted. None of these psionic items will detect as magic. However, any psionic probe will reveal latent power within them.

Alchemy Jug, Athasian

**PSPs 30, Int 14, Ego 12
MAC 5, MTHAC0 14**

An *athasian alchemy jug* is made of ceramic. The clay is first mixed with powered bones from a gray silt horror. Any material placed within the jug can be transmuted using the jug's *molecular rearrangement* science. It only has enough PSPs to work on an object for one hour, which is only enough time to affect one ounce of material. Items over an ounce can be transmuted in several sessions. Once the transmutation is complete, it cannot be improved upon. If the finished item is flawed, it cannot be put back in to fix it. Additionally, the jug cannot transmute non-metals to metals.

Aura Mirror

**PSPs 18, Int 12, Ego 7
MAC 9, MTHAC0 19**

An *aura mirror* looks like any other mirror. However, the reflective paint on the back is made with ground lenses from the eyes of Pterran. When activated, the mirror shows the aura of anyone reflected in it. The mirror does not have enough PSPs to work for more than one round before it must rest.

Bag of Creation

**PSPs 40, Int 16, Ego 10
MAC 6, MTHAC0 16**

Few adventurers first think this bag is anything special. It is made of many different types of cloth, all sewn together in a crazy patchquilt. However, this bag can be very handy. When stuffed full of raw materials, such as sticks, grass, stones, bones, rope, or whatever else is lying around, it can assemble them into just about any object using the *create object* science. The only restriction is that the object must fit completely within the bag (4-foot diameter sphere).

Bag of Faces

**PSPs 33, Int 15, Ego 14
MAC 7, MTHAC0 17**

This very unusual item is made from thick hide. The bag has the *alter features* devotion (power score, Con-1; int. cost, 6; maintain, 3/turn; range, 0; prep time, 1; roll score, dis-guise will pass close inspection; roll 20, save vs. polymorph or new features are permanent) from *The Will and The Way* accessory. The owner places the bag over his head for one full turn. When he takes it off, he looks like someone else. The owner must keep the bag on his person for it to maintain the disguise. He cannot be made to look like a member of another species. However, he has complete control over all his facial features, including eye color, skin color, bone structure, hair, etc. This is an actual change, not an illusion. If he rolls a 10 or better for this power, he can exactly duplicate another person's face. Since the bag does not change the owner's body, voice, or mannerisms, this disguise is only useful with people that know the imitated person casually. A successful power check is needed each time the disguise is closely inspected.

Bag of Impressions

**PSPs 20, Int 12, Ego 7
MAC 9, MTHAC0 19**

A fine weave of embroidery covers the surface of this large sack. One side depicts a scene of someone placing an object, usually a weapon, into a brightly colored bag. The other side of the sack shows a vision in a cloud, usually of a dramatic death, rising up out of the bag to the astonishment of the people.

A *bag of impressions* has the *object reading* science. When an object is placed inside the bag, anyone in telepathic contact with the bag sees the embroidered scene come to life and reveal whatever details it gleans from the object. The embroidery does not really move. That is just a mental effect caused by the bag.

Boots of Equilibrium

**PSPs 12, Int 12, Ego 4
MAC 9, MTHAC0 19**

These boots can vary in color from a deep red to a dark, mossy green. Those are the colors of the hej-kin hide used to make them. The psychometabolic devotions *body equilibrium*, and *catfall* are the talents of these boots. When *body equilibrium* is activated, the character becomes light as a feather and is able to walk on any surface, such as water or a spider's web, without falling through or breaking it. However, he becomes susceptible to strong gusts of wind.

Catfall allows the character to fall like a cat, always able to get his feet down first and land standing. He only takes half damage from falls and can fall 30 feet without any injury.

Carpet Anchor

**PSPs 20, Int 13, Ego 8
MAC 9, MTHAC0 17**

A *carpet anchor* looks like a normal carpet, usually measure 10 by 8 feet. It can be made of any material, but must be woven telekinetically. The carpet is a wonderful defensive item. Anything on it when it activates its *time/space anchor* devotion is protected from all forms of teleportation, time shifting and travelling, or other dimensional movement. The characters and objects must remain on the carpet to be protected.

Cloak of Energy Protection

**PSPs 9, Int 12, Ego 5
MAC 9, MTHAC0 20**

Woven from the hairs of a megapede, this cloak can have any pattern of yellow and brown. If the cloak makes its power check, it automatically absorbs any form of electricity, fire, cold, heat, or sound directed at it. The energy is transformed into vis-



ible light, making the character shine like a lantern. The cloak is using the *energy containment* science, which does not require the expenditure of any PSPs. A successful power check means he can double his die roll when saving against any of these attack forms. For example, a roll of 7 becomes a 14, before comparing it to the character's saving throw value. See the *energy containment* science for more details.

Crown of Lashing

**PSPs 24, Int 14, Ego 15
MAC 5, MTHAC0 15**

This deadly psionic item has the *ego whip* telepathic devotion. Usually made of ceramic, and occasionally bone, the points of the crown are each formed with the tip of an upraised whip. It is rare for a crown of lashing to have good or benevolent personality. They tend to enjoy lashing out at other minds. Like many bullies, it gets sulky when it encounters a stalwart resistance.

Death Robe

**PSPs 12, Int 12, Ego 8
MAC 7, MTHAC0 17**

Death robes come in all colors and sizes. The only requirement is that they were once worn by an undead creature with psionic powers. Contrary to its name, this robe does not kill its wearer. It allows him to use the *suspend animation* devotion. The initial cost of this power is paid by the robe. If the power check is successful, the wearer remains suspended until his preset, internal alarm clock wakes him, or until the robe is removed.

Dimensional Pocket

**PSPs 12, Int 12, Ego 9
MAC 8, MTHAC0 18**

There is no handier item for a thief than a dimensional pocket. This smallest of bags is the size of a normal pocket. It is typically made from drake's hide. Its edge is lined with tiny holes, so that it can be sewn to the inside of the owner's clothing. If a needle punctures the pocket, not through one of these holes, the item is ruined forever.

Once attached, or even if not, the pocket can be asked to activate its *dimensional door* devotion. This door is only the size of the pocket's opening. The owner can then stick his hand in his pocket and have it appear at the other end of the *dimensional door*. This is an ideal way to pick someone else's pocket. Of course, the only things that can be retrieved back through the pocket are those that fit through a hole of that size.

Dreamband

**PSPs 48, Int 16, Ego 13
MAC 5, MTHAC0 14**

A *dreamband* is made from the tanned hide of any creature capable of dreaming. Most often it is made of many layers of folded humanoid skin. Half a dozen small gemstones adorn the band, which is worn around its owner's skull. The dreamband has the *day-dream*, and *dream travel* devotions. In addition, it has the ability to place its owner into another person's dreams. This requires two power checks or mental attack rolls. The first roll is to determine if the character can enter into the other person's dreams. If the roll fails, he cannot try again until the next night, or when the other person next sleeps.

If the first roll is successful, he must roll again to see if he is noticed. A successful roll means the character has not been noticed by the dreamer, assuming that he is trying to remain hidden. A noticed character can communicate with the dreamer, and the dreamer will know that this is not a part of his dream. If the dreamer gets angry, the character is in a world of hurt. Inside another person's dreams, he is completely vulnerable and cannot leave unless the dreamer allows it. The dreamer can do anything he wants to the character's dream self. The character will remain in the other person's dreams until that person awakens. Depending upon how creative and vicious the dreamer was, the character is in a state of complete terror for 1-24 hours. This number is not rolled, but decided upon by the DM.

If the character is unnoticed, he can completely control the other person's dream. This can be used to send messages, fake prophecies, or just plain give him nightmares. Even the worst dreamband induced nightmare is still assumed to be a dream by the other person. He might be terrified for a few rounds after waking, but will quickly recover his composure.

Fire Flute

PSPs 27, Int 12, Ego 9
MAC 7, MTHAC0 16

The *fire flute* is made from the stem of a burnflower. When played, it activates its *control flames* devotion. Any fire can be controlled by the flute. It can become larger or smaller, even be moved around and shaped. Magical fires and those of elemental creatures are immune to the flute.

Folding Cloak

PSPs 16, Int 13, Ego 12
MAC 6, MTHAC0 14

This cloak is a speckled brown, with a dull olive and white inside. These are the same colors of the cloud ray, whose skin is used to make it. When triggered, the interior surface of this cloak becomes a dimensional gateway with the *dimensional door* devotion. It is triggered by telepathic contact. The wearer decides upon an exit location, where he will pop out. The cloak gets its name because it seems to fold in upon the wearer and itself, until it vanishes. So long as the cloak remains fastened around his neck, the wearer can attempt to enfold an opponent in it. A successful attack roll is necessary. An unwilling opponent would get a saving throw versus magic to avoid being moved.

Gauntlets of War

PSPs 39, Int 12, Ego 10
MAC 4, MTHAC0 18

Made from bits of bone sewn together with Kirre gut, the most noticeable feature is the distinctive hide covering. Curious characters may discover that the hide is from a nightmare beast. These gauntlets use two powers, *body weaponry* and *enhanced strength* to greatly augment the character's fighting prowess. The *body weaponry* devotion allows his arm to become any sort of non-ranged weapon that the character is allowed to use. Secondly, the *enhance strength* devotion increases his Strength, which might give him attack and damage bonuses. It's up to the character, unless the item overrules him, to decide how high his Strength goes, with a maximum of 18. However, it costs two PSPs per point of Strength added.

Gloves of Decay

PSPs 45, Int 15, Ego 14
MAC 4, MTHAC0 12

These gloves look brand new. Not a stitch is out of place, nor a single spot of dust mars their fine silk weave. A side effect of the psionic powers of the gloves keeps them in this condition. These cursed items exist only to use their powers at every opportunity. Once a character has donned them, they bond to his skin and cannot be removed with any form of psionics or magic short of a *wish* spell. The gloves are able to *cause decay* anytime they are in contact with an inanimate object. Wood warps and splits, cloth falls to dust, stone cracks and crumbles, bone becomes so brittle it breaks at any contact, and leather just rots away. The gloves must make their power check and the affected item is allowed a save vs. acid each round. Only 60 pounds of material can be affected per round. Once the item runs out of PSPs, it will not usually attempt to *cause decay* again for about four hours. However, it has more than enough intelligence to decide otherwise.

Helm of Iron Will

PSPs 27, Int 15, Ego 11
MAC 3, MTHAC0 14

The helm is the rune covered, bony skull plate of an id fiend. The inside has been laced with a fine web of iron threads. Greedy adventurers have been known to strip the iron out of the helm, never knowing its true worth. A character with this helm can use it to put up the *tower of iron will* defense mode. He cannot use any other defense mode while the helm is operating.

Horn of Clairaudience

PSPs 22, Int 12, Ego 8
MAC 9, MTHAC0 18

Frequently mistaken for a musical instrument, the horn looks like a simple bone trumpet. However, it is made from the bones of a silt runner. When the small end is placed at its owner's ear, it can use its *clairaudience* science to listen in on remote places. The horn cannot move its listening point once it has been established.



Lyre of Silence

**PSPs 60, Int 12, Ego 9
MAC 5, MTHAC0 17**

A *lyre of silence* is a harp like instrument must be strung with the braided tendons of a bat. When it is played, it makes no audible sound. Supposedly certain creatures such as pterrans and pyreens can hear it's notes, but it is certain that no player character races can. Whomever plays the lyre can see by it's sound, and hear through his skin, using the lyre's *see sound* and *feel sound* devotions, which operate simultaneously. To him the area becomes lit as if by bright lanterns, and all sounds can be felt and understood.

The range of the sound has nothing to do with it's volume. Instead the skill of the player in weaving harmony and melody count. Plucking the strings in random discord allows for a 40 foot radius of sight. An average musician, such as a typical bard can achieve a radius of 90 feet. A master musician can get a radius of 180 feet.

Maul of Power

**PSPs 36, Int 12, Ego 11
MAC 4, MTHAC0 14**

The head of this huge hammer is made from the claws of an earth drake. The maul has the ability to use it's detonate science, but only upon impact, with any non-living object, including undead. The maul must be wielded with two hands, has a speed factor of 9, and does 1d8 points of damage, 1d10 vs. large. This damage is from the physical blow, not the detonate power.

Memory Cloak

**PSPs 33, Int 12, Ego 9
MAC 6, MTHAC0 15**

Woven from the fibers of a bloodgrass plant, these cloaks are usually a rich red. This cloak is capable of remembering the psionically altered physical form of it's wearer. The wearer must have a full round of telepathic contact with the cloak to have it store a shape. If the cloak makes its power check, the wearer no longer pays maintenance costs for any psychometabolic sciences or devotions that alters the shape of his body. The cloak pays the cost instead. Another round of telepathic instructions turns off the cloak. The cloak works without needing a power check.

Mirror of Clairvoyance

**PSPs 16, Int 12, Ego 8
MAC 9, MTHAC0 18**

Although this item looks like a common mirror, it is not. The reflective paint used to coat the back of the glass is mixed with the ground skull of a psionic cat. When the mirror activates it's *clairvoyance* science, it can see things far away. Anyone else looking into the mirror sees the distant scene. The mirror cannot move it's viewpoint, but the owner can angle his head to try and see to the sides.

Needle of Knowing

**PSPs 35, Int 16, Ego 13
MAC 7, MTHAC0 15**

This large bone needle is carved from the tooth of a psionic cat. In order to work, the needle must be floated, usually in a bowl of water or oil. It has multiple psionic powers, *know direction*, *know location*, and *radial navigation*. It also has the little know clairsentient devotion *time sense* (power score, Int; int. cost, 1; maintain, na; range, 0; prep time, 5; roll score, remains active for the next 8 hours; roll 20, disoriented, has no sense of time for the next 8 hours). The needle of knowing is sometimes called a know-it-all because of the haughty and superior attitude it has.

Robe of the Beast

**PSPs 24, Int 12, Ego 6
MAC 8, MTHAC0 19**

These robes can be made from the hide of virtually any psionic animal. A robe of the beast allows it's wearer to discover and use his animal aura, as described by the *animal affinity* science. It is important to remember that the cloak does not choose the animal. That comes from the unconscious mind of the wearer. The cloak has 24 PSPs it can use toward this science.

Spirit Pipes

PSPs 40, Int 14, Ego 11
MAC 5, MTHAC0 16

Made from the fingers of any once animated skeleton, these pipes are not meant to be played. When activated, they use their *spirit sense* devotion to detect the presence of noncorporeal undead. If the area within 15 yards is frequented by such spirits, or any spirit is that close, it plays a haunting tune all by itself. Supposedly it has a different tune for each type of undead. Unfortunately Athas has such a variety of undead that it becomes very difficult to learn which tune matches which type of undead.

Sun Cloak

PSPs 17, Int 12, Ego 4
MAC 9, MTHAC0 20

These cloaks are always some shade of green and made from a variety of plant fibers. They are "turned on and off" by telepathic contact. Once on, the cloak absorbs sunlight using the *photosynthesis* devotion (power score, Con+1; int. cost, 5; maintain, 2/turn; range, 0; prep time, 1; roll score, don't need food or water all day; roll 20, sleeps until roused or darkness falls) from *The Will and the Way* accessory. For each turn of lying motionless in the sun, the cloak heals its wearer 1 hit point. A full hour also eliminates his need for one meal and half his daily water.

Unmovable Boots

PSPs 35, Int 13, Ego 9
MAC 5, MTHAC0 15

Hard to get earth drake hide is used to make these boots. A character wearing these boots can make himself virtually unmovable with the psychometabolic *immovability* devotion. A combined Strength of 150 is needed to uproot him. The character is not any heavier or any stronger, he is just harder to move. He must be standing on a relatively flat surface.

Unique Psionic Items

On a world with cultures as rich and varied as those on Athas, there are bound to be many unique and powerful magical and psionic creations. The following section contains but a few of these. While not true artifacts, these are items of tremendous power and intelligence that could be found by lucky player characters. This is by no means meant to be a complete list of legendary psionic items, just a small sampling to get your creative juices flowing.

Agafari Rod

Discipline: Psychokinesis

PSPs: 48

Sciences: Telekinesis (8), telekinetic barrier (6)

Devotions: Control flames (8), ballistic attack (6), deflect (8), inertial barrier (6), levitation (8)

Intelligence: 12

Ego: 16

Alignment: Lawful Neutral

MTHAC0: 9

The *Agafari Rod* is a mysterious device crafted by a hermit of the Crescent Forest. It is nearly 3-feet long and carved in the artistic fashion of Gulg, with totem-like creatures climbing its length. A tuft of exotic feathers decorates its head. The *Agafari Rod* is also enchanted as a *club +2* in addition to its psionic properties.

The crafter of the *Agafari Rod* was a powerful druid known as the Keeper. He fought against the logging crews of Nibenay, and occasionally aided the war parties of Gulg by appearing to tell them where the Nibenese forces were encamped. Eventually, the Keeper so angered the Nibenese that a party of templars was sent to track him down and kill him. Armed with powerful sorcery, they cut a ruined swath through the Keeper's Grove, forcing him to meet them in battle. The Keeper fell, and his weapon was taken back to Nibenay.

About five years after the expedition's return, the *Agafari Rod* was stolen from the High Templar's trophy chamber by a Gulgian slave who used it to kill her during his escape. For more than 20 years, nothing has been seen of the *Rod*, since the slave never appeared in Gulg again. However, it's rumored that there's a new Keeper in the forest, and the Nibenese loggers must guard constantly against attacks from the woods.

Periapt of Tierna

Discipline: Psychometabolism

PSPs: 44

Sciences: Complete Healing (7)

Devotions: Body control (5), cell adjustment (6), displacement (6), mind over body (8)

Intelligence: 15

Ego: 11

Alignment: Lawful Good

MTHACO: 10

The *Periapt of Tierna* is a pale green gemstone with a white star in its center. It was created 2,000 years ago by a seeress of Raam named Tierna. This rich noble wandered widely throughout the Tyr region and believed in aiding any person who needed her help. She created the *Periapt* as a gift for her apprentice Relia, who was unfortunately killed in the desert by raiders soon after leaving Tierna's tutelage. Since that time, the gem has passed from hand to hand across the Tablelands.

The *Periapt* can speak, but only does so if someone nearby is suffering and its owner does not know of its healing abilities. It grieves for Relia and has been saddened by the violence that surrounds it. Most of its owners have been savage bandits or marauders, and the *Periapt* wants to be placed in the hands of a healer to preform its original missions.

Red Crystal of Tyr

Discipline: Clairsentience

PSPs: 59

Sciences: Clairvoyance (7), precognition (8), spirit lore (7)

Devotions: Predestination (9), see ethereal (7), see magic (9), spirit sense (8)

Intelligence: 17

Ego: 17

Alignment: Lawful Evil

MTHACO: 11

The *Red Crystal of Tyr* is a large, jagged shard of unidentified stone, about the size of a sword hilt. Its facets are razor-sharp and can easily injure a careless handler. The crystal is circled by two bands of copper and suspended from a copper chain. Its creator is unknown, though it is suspected that the sorcerer-king Kalak may have created it three King's Ages ago.

The Red Crystal is a vicious thing with a sarcastic, mocking manner. It urges its possessor to do whatever it takes to amass power. It provides its bearer with remarkably accurate knowledge of the future, but delights in showing possible failures and death to its owner just to amuse itself. The *Crystal* attempts to master anyone claiming it.

The *Crystal* has been seen from time to time in the city of Tyr for decades. It is thought that a bold thief might have stolen it from Kalak's treasury, only to be driven insane by the item's sinister whisperings. As recently as 20 years ago, a High Templar named Kiarnah embarked on a campaign of assassination against his fellow templars, trying to win Kalak's respect. The *Crystal* disappeared following Kalak's death, but it is thought to have been taken to Urik by a fleeing ex-templar.

Talisman of Torr'ack the Cruel

Discipline: Psychometabolism

PSPs: 37

Sciences: Death Field (6), Life Draining (6)

Devotions: Aging (5), Double Pain (6), Enhanced Strength (8)

Intelligence: 13

Ego: 17

Alignment: Chaotic Evil

MTHACO: 12

The *Talisman of Torr'ack the Cruel* is an obsidian circle covered in cryptic carvings, with a silver and iron necklace attached. The *Talisman* was created by an insane defiler/psionicist sometime during the last King's Age. Torr'ack was a defiler of great power who sought to conquer none other than the Shadow King of Nibenay. He was utterly crushed by the sorcerer-king, and the *Talisman* fell into the hands of one of the Shadow King's templars. From there it passed on to many over the years, each of them eventually falling prey to its deep-seated dementia.

Once a person of some skill comes into contact with the *Talisman of Torr'ack the*



Cruel, the device begins manipulating its owner to commit brutal and inhuman feats to those of less power. If the *Talisman* comes into the possession of someone without the competence or power to use it properly, the device either remains inert or convinces its owner to “seek out” someone more capable of serving its needs. The *Talisman* takes great pleasure in twisting innocents to its own ends.

As someone uses the *Talisman*'s corrupt powers more and more, they are slowly affected by *delusional insanity*— causing the owner to believe he or she is nearing a level of power greater than the sorcerer-kings. This false belief eventually leads to the owner's death.

New Psionics

Empower (devotion)

MAC: 7
PSP cost: varies
Maintenance Cost: na
Range: touch
Area of Effect: one item
Prerequisites: 10th level

This power is similar to the psionic science of the same name, serving a purpose in creating and maintaining psionic and magical items. Unlike the science *empower*, this devotion is used to create items that produce psionic effects and recharge these devices. It does not imbue psionic devices with intelligence or extraordinary abilities. Although it is a devotion, this version of *empower* is not a skill that is easily accessible to the general psionic population of Athas. This skill is rarely learned by those outside of the Order or the tutelage of a sorcerer-king. Each item takes a set number of days to create, and each item is different, and the secrets behind fabricating each item is usually taught by a powerful master. It can take a decade for a psionist to learn the methods in creating one psionic item. The creation of these items are never left to random chance.

Like any item to either be enchanted or psionically enhanced, the device must be of superior quality. The exact cost of the item is left to the DM. Even if the item, such as a wand, does not have a great cost, other items such as material components used to assist the process should be expensive.

At the beginning of each day needed to create the item, a set number of PSPs are funneled into the item. This process takes place for a predetermined number of days, after which the item is typically empowered and can be used. There is an initial PSP cost when beginning the process, and a cost which must be expended each day until the item is finished. If one day is missed, and any of the power checks fail, the creator must start over. PSP costs and number of days required is listed below:

Type of Item	# Day	Initial Cost	Subsequent Cost
Rings	20	50 PSP	25 PSPs/day
Wand/Staff/Rod	18	45 PPS	20 PSPs/day
Misc. Jewelry	15	35 PPS	18 PSPs/day
All other items	10	30 PPS	15 PSPs/day

Recharging Items

Certain psionic-based items can be recharged using this devotion. For simplicity sake, each charge is equal to a number of PSP placed in the item, and once the charges are expended all PSPs are gone. With many items, when the last PSP is used the item becomes useless. The cost for recharging a psionic item is one-quarter the initial cost for half as many required days to create the item for one charge. As with creating an item, if a day is missed or a power check is failed, the process must begin again.

Empower (science)

MAC: 4
PSP Cost: varies
Maintenance Cost: na
Range: touch
Area of Effect: one item
Prerequisites: 10th level

Characters using this science imbue an item with rudimentary intelligence and psionic ability. The process requires extraordinary time and effort, and is not something to be abandoned for other pursuits. Unlike the devotion *empower*, items created with this science tend to be more powerful, sophisticated, and complex.

Item Requirements: An item must meet two requirements before it can be empowered. First, it must be of exceptional quality-worth 250% to 500% of the normal cost for an item. Second, it must be newly constructed. The process of *empower* must begin within 48 hours after the item is manufactured. If it's delayed longer, the item cannot be empowered-all attempts automatically fail. If the item meets these two requirements, the psionist can begin the empowerment.

Step One: At the start of each day, the psionist must prepare the item to receive psionic power. This costs 30 PSPs and requires a MAC check. If this check fails, the day is wasted; no further progress can be made until the next day. If a second check fails, which takes the process beyond 48 hours, the item cannot be empowered.

Step Two: If the item has been prepared, the psionist can give it access to a discipline. It can have access to only one discipline, never more, and the psionist must have access to it as well. This step costs 70 PSPs and requires a MAC check.

Step Three: The psionist can attempt to empower the item with any single power he knows within the chosen discipline (the item must have been properly prepared on the same day). The psionist must make two successful MAC checks: first, a check for the chosen power (using that power's MAC score), and second, another *empower* check. If both checks are successful, the item has that psionic power, with a MAC two points below the psionist's. At the conclusion of Step Three, the psionist must spend another 70 PSPs.

Step Four: The psionist can imbue the item with another power by repeating Step Three. The item can acquire *one* power per day, if properly prepared.

Step Five: Prior to sealing the item (see Step Six), the MTHACO of the item needs to be determined. The base MTHACO of any psionic item is equal to half the psionist's level, rounded down, subtracted from 25. For example, a psionic item created by a 12th level psionist would have a base MTHACO of 19 ($12 \div 2 = 6$; $25 - 6 = 19$). The psionist can improve the MTHACO of the item by expending additional PSPs. For every 30 PSPs spent the MTHACO is improved by one (to a total number of days equal to half the psionist level, round down). The psionist can only reduce the MTHACO once per day, and the item must be successfully prepared each day.

Step Six: When the item has acquired all the power which the psionist intends to give it, the psionist then seals the powers within the item. To do this the item must be prepared (see Step Two), and requires a MAC check. Once sealed, the item can never gain any additional powers-but it can't lose them either. An item that has not been properly sealed loses one power per month until it is just a normal object again.

An empowered object has 6 PSPs per devotion and 9 per science. It has an Intelligence score equal to its maker's Intelligence minus 1d6 points, with a minimum of 12. Its ego is 2 points per devotion and 3 points per science. Additional PSPs can be added to the item by permanently exchanging PSPs of the psionists to the item. This is done before the object is sealed, and requires a MAC check. For example, a psionist with 106 PSPs can give 6 PSPs to an object, permanently reducing his total to 100 PSPs.

The alignment of an object matches its creator. Psionic weapons tend to have their own personality and like all intelligent weapons will try to assert their independence. The empowering process must be unbroken. *If a day passes in which the psionist does not at least try to prepare the object, its is finished as is.* He cannot even try to seal the powers, and they'll wear off over the course of time.

Appendix I: Other Life-Shaped Items

Acidic Spawn (Creature, 5 hp, AC 8): This creature looks much like an urn or flask made of pulsing flesh. At the “mouth” of the urn a bowl-shaped depression secretes a powerful acid when the creature is squeezed. The acid is strong enough to eat through fabric in one round, leather in two, and wood in five. It is not vigorous enough to destroy stone, so it is useful for cleaning dirt and debris from stone objects. Living creatures receive 1 point of damage per round of contact with the acid. Acidic spawn is immune to its own acid.

Air Burster (Creature, 4 hp, AC 4): This creature looks like a foot-long tube with a large, membranous air sack on one end and a round, 6-inch wide pod on the other. When pressure is placed on the underside of the tube, the creature’s membrane fills with air. An object smaller than 6 inches in length is then be inserted into the pod. When the air sack is squeezed, air pressure ejects the object from the pod with an explosive burst of air. Virtually any small object can be launched up to 100 yards. Charges commonly used in air bursters include grappling hooks (attached to ropes), spore bombs, and small nets (wadded up inside the pod). In desperate situations, small, sharp objects can be placed in the pod and fired as projectile weapons.

Air Filter (Creature, 4 hp, AC 8): This 1-foot diameter, spongy globe continuously recycles air, breathing in carbon dioxide, smoke, and even foul odors, and breathing out pure, clean air. After one month of use, the creature should be washed to rid it of dust, smoke particles, and everything else it has filtered out of the air. If this is not done, it chokes to death.

Air Pump (Creature, 3 HD AC 4): This creature has a huge, expandable lung and a large, central organ that holds air. The creature uses two trunk-like appendages to inhale air. A single air pump can draw up to 30 cubic feet of air per round. The creature itself is a bulbous mass of flesh with a prehensile trunk on either end. Its body is 10 feet across and each trunk is 6 feet long and 3 feet around. Sometimes branch tubing is installed in the exhalation trunks to direct the airflow to different locations.

This creature is useful for circulating air in large structures, ridding enclosed spaces of befouled atmospheres, and providing underwater chambers with fresh oxygen (large pipes or tubes often connect one trunk with the surface if deep underwater).

Armspike (Tissue Graft; 4 HD, AC 4): The armspike welds itself to a host’s forearm. It has from one to three spikes, 3 to 6 inches in length, projecting from the wielder’s arm. The weapon can be used to slash and pierce in close quarter combat. Because it grafts to the arm, it frees the user’s hands.

Ber-ethern (Creature, 3 HD, AC 6): Ber-ethern means breeze sprites, and these creatures are the smallest of the windriding mounts. They are insect-based flyers with room to carry only one halfling rider and 25 pounds of cargo. They can fly up to 75 miles per hour fully loaded.

Bond (Creature, 4 HD, AC 6): This creature looks like a tube, 6 inches long, closed on both ends. One end has a small aperture from which a syrupy gel is produced. The gel hardens quickly, bonding whatever materials are joined. It makes a powerful, permanent seal and is used to fill or repair holes in constructions and fix broken equipment. A bend bars roll is required to break the bond. Because of its organic nature, the gel can even repair damaged life-shaped tissue items. It cannot be used on creatures.

Climbdog (Creature, 2 HD, AC 8): This beast resembles a wolf with wide, grasping paws and extremely flexible legs, to allow them to climb even sheer, rocky slopes. They accompany climbers, providing them with protection and aiding them with keen senses of smell, hearing, and eyesight. These senses are all twice as good as the average halfling’s. In times of danger or combat, they sacrifice themselves without hesitation to protect their masters.

Climbing Gloves (Tissue, 1 HD, AC 8): These gloves change texture and shape for better adhesion to the climbing surface. They add a +5 bonus to climbers’ chances to climb. The bonus is cumulative with bonuses from climbing boots, but the maximum chances are still 99%. Because of their malleability, climbing gloves can be worn by any humanoids smaller than half-giants.

Clingpad (Tissue, 1 HD, AC 8): These pieces of leathery tissue are 1-foot in diameter, have the same properties of clingbags, and can support up to 20 pounds of weight. Both sides secrete the same adhesive, enabling them to be used to join different items.

Cosmetic Skin Graft (Tissue, 1d4 hp, AC 8): These grafts are minor and the drain upon hosts is negligible no matter how long they are worn. Most of them are designed as symbols displaying the wearer’s membership in an organization, such as the vher-elus. These are often called badge grafts, others are merely decorative.

Dark Cloak (Creature, 2 HD, AC 5): These shapes are the result of an accident, and, unknown even to the life-shapers who created them, they have acquired psionic powers similar to wild talents. A dark cloak is really a psicloak, a living wrap that gives its wearer psionic protection. It offers a physical and a mental AC of 5.

Darkstrike (Creature, 1 HD, AC 8, #At 1, Dmg 1d4 [bite]): These guardians are attached to walls, 10 other surfaces, with an adhesive. If possible, a darkstrike blends into the shadows. They are usually placed within nooks or around corners so that they can hide. When preselected conditions are met, this creature strikes at any available target with a fearsome bite. The darkstrike has the ability to sense motion using sonar similar to a bat's, so conditions are usually based on movement. Conditions include the detection of movement based on the amount of light (day or night), the number of figures passing by the creature, the size, race, or species of the figures passing by, or any similar criterion.

Deathspray (Creature, 4 HD, AC 6): This creature resembles a 2-foot long, scaled tube with a wide, bulbous nodule on one end and a narrow opening at the other. The creature produces a caustic, poisonous venom that can be sprayed from the aperture to a distance of 15 feet. An attack roll required. The spray inflicts 1d6 damage, but a saving throw vs. poison is required. The poison is Ty H. The venom must be sprayed in the eyes, nose, or mouth.

Detoxifiers (Creatures, 1 hp, AC 10): These tiny creatures are suspended in a liquid that the patient consumes. These tiny, virtually microscopic organisms enter the patient's bloodstream and vital organs, isolating all toxic substances. In 2d4 rounds they completely neutralize all poisons. They do not repair damage already sustained, but they can prevent damage from occurring if taken in time. Once they have performed their function, they are flushed from the system and die.

Dhev-sahr (Creature, 3 HD, AC 6): The dhev-sahr is the only land-based mount made by the rlu-thaun life-shapers. Its body is round with four long legs. Two halflings can ride comfortably on top.

Directional Sensor (Creature, 2 hp, AC 8): This tiny, cone-shaped creature always senses north, pointing its narrow end in that direction whenever placed on a flat surface.

Disposer (Creature, 2 HD, AC 4): This pod creature is 4 feet tall and 3 feet wide. It has an aperture at its top that is as wide as its body and functions as the creature's mouth. The disposer is entirely digestive system. It can break down virtually any organic waste material—food scraps, human waste dead creatures, or plant material. It converts these substances into gases and into the soupy paste known to the shapers as pith.

Dry Anchor (Tissue, 1 HD, AC 8): This sticky blob of organic putty secretes a strong adhesive that is unaffected by moisture. Climbers use it to counter wet surfaces. By sticking dry anchors to the rocks, they can use them as dry handholds or anchors for hooks and ropes despite the mist.

Drycloak (Product): This cloak is not a living creature, but merely an organic product of life-shaped engineering. It appears to consist of a particularly slick, shiny cloth. The cloak's main function is to keep the wearer dry by repelling water. Rain and mist droplets simply bead and run off the cloak in rivulets. It can be modified during crafting to fit any humanoid creature smaller than a half-giant.

Eyehand (Tissue, Graft; 1d4 hp, AC 8): An eyehand is a strange graft that can be placed on the palm of a humanoid's hand. It resembles a flattened eye and feeds visual information through the nerves in the host's arm as if it were a normal eye. When the eyehand is used, the wearer's normal eyes should be closed to prevent sensory overload and disorientation. The eye has a thick eyelid closes when the hand is used so that the eye is protected. The eyehand is useful for looking backward, peering around corners, and similar situations.

Food Producers (Creatures, 1d4 hp, AC 8): Food producers come in many varieties. Bar-edum are soft-backed, turtle creatures that produce eggs. Don-eguth are small tree growths that sprout from bulbs and produce sweet, reddish fruit. Chuhn-egil give milk from their bulbous bodies and vash-erat sprout large amounts of tiny grains on their body that is then sheared and ground into flour.

Furnace (Creature, 2 HD, AC 6): This globular creature is about 3 feet across. It generates an inordinate amount of heat—the equivalent of a several large, roaring campfires.

Gillmask (Creature, 1 HD, AC 8): Similar to a breather, the gillmask fits over the mouth and nose of the wearer. Along its sides, it has gill slits that perform like those of fish. The wearer can breathe underwater while wearing the mask. The masks fit virtually any creatures smaller than half-giants.

Glow Graft (Tissue, 1 d4 hp, AC 8): These grafts are similar to glow pods. They create light through bioluminescence and produce light to equivalent to that of a torch.

Gon-evauth (Creature, 4 HD, AC 6): This windrider mount is also called a soar whale and sometimes (usually by outsiders who see them from afar) an airship. A gon-evauth is huge and balloon-shaped, able to keep itself aloft in the winds of the cliffs by filling its large inner cavities with hot, moist air. Windriders ride either atop the floating beasts or in a gondola affixed underneath the beast that can carry up to eight halflings or one windrider and a ton of cargo. Fully loaded, a soar whale moves at a top speed of 30 miles per hour.

Grasping Hook (Creature, 2 HD, AC 8): Similar to conventional grappling hooks, this tool resembles a claw with four talons spaced equidistantly around a central palm. When the palm is stimulated, the claws reflexively clench. Attached to ropes and flung to grasp secure objects, grasping hooks are very useful to climbers. The hooks have a grasping Strength of 20.



Grasping Rod (Creature, 1 HD, AC 8): This is a grasping hook mounted on a sturdy, organic pole, 10 feet in length. It is useful for reaching and snatching objects that are otherwise out of normal reach.

Healing Patch (Tissue, 1 hp, AC 8): More potent than bloodclots, these fleshy patches release healing chemicals and medicines into the systems of the creatures to which they are applied. The healing patches restore 1 d8 points of damage. After this immediate use, they wither and die.

Hurling Titan (Tissue, 4 HD, AC 4): This weapon resembles a large mace or (especially in the hands of a halfling) a maul. Like other shaped melee weapons, it consists of hardened tissue. The hurling titan's head has a liquid core, however. When swung, the nucleus creates a momentum of centrifugal force, allowing it to do great damage despite its size.

Joiner (Tissue Graft), 1 hp, AC 8): A joiner is a sophisticated healing graft that facilitates the rejoining of severed limbs. It is a thin mass of tissue that is literally placed between a severed limb and the stump to which it was formerly connected. The joiner mends bone tissue, reconnects blood vessels and muscle tissue, and reestablishes nerve connections. For 2d6 days after this operation, the patient cannot move at all. After this period there is a 75% chance that the joiner has successfully facilitated the reattachment of the limb to the body. At this point, the graft becomes part of the host, and no longer drains nutrients. If the part to be attached was not an original limb of the patient, the chance of success is only 50%.

Lifechair (Creature, 4 hp, AC 8): This life-shape actually includes a number of different kinds of furniture. Sofas, beds, lounge chairs, and even life-shaper designed tables, each grown to be soft, sturdy, and either comfortably warm or pleasantly cool. Many find the pulsing of the lifechair's body fluids to be restful when they retire. Strangers to life-shaped objects are unable to distinguish between this furniture and that of the normal, nonliving sort-until they sit and feel one for a moment.

Lightning Generator (Creature, 2 HD, AC 8): This creature is a barrel-shaped pod 4 feet tall and 2 feet wide. It generates and builds up static electricity within specialized organs, releasing the energy as a 6d6 lightning bolt cast by a 6th-level wizard. The bolt is directed by an operator with a 3-foot long wand connected by a flexible cord to the generator. These tools are actually parts of the creature itself. One bolt can be fired every 15 minutes, but the generator only produces if left idle (that is, it cannot be jostled, damaged, carried, or otherwise disturbed). This makes a useful weapon for defense, but it cannot be carried into battle. If placed in the carriage of a soar whale, there is a 25% chance that even the slow, gentle movement of that creature prevents it from operating at any given time.

Lightvisor (Tissue, 1d4 hp, AC 8): This graft fits over the eyes of a host like a blindfold or a mask, although it can be pushed up onto the forehead when not in use. The visor resembles a hat brim. When the host looks through the reddish membranes covering the eye holes, the lightvisor allows him to see normally in situations where there is very little light. It is useless, however, in total darkness.

Lock, Hard Key (Creature, 1 HD, AC 4): This resembles a normal lock and key, similar to those found anywhere on Athas. It is made of hard organic tissue, though, and the key does not trip the mechanism. Instead, the symbiotic key stimulates a reflex within the creature-lock to clench or unclench its clawed clasp. When purchased, the lock comes with the symbiotic key, also made from hard, organic tissue. (The key is not alive, but rather an organic product.) This lock can be picked.

Lock, Soft Key (Creature, 1 HD, AC 6): This special lock has a clawed clasp, but there is no key hole, or at least not a conventional one. The main body of this lock appears to be a simple pod with the ability to chemically decompose organic molecules and "read" them, identifying patterns unique to each living creature. The only way to cause the lock to open or close is to place specifically designed living tissue against the pod, allowing the chemicals within the pod's outer layers to read the tissue's organic signature. A soft-key lock can be tailored so that the required tissue is the flesh of a specific individual. Thus, the lock can only be opened or locked only by the touch of a particular person. The key could also be another specific shaped creation, such as a warstaff, or a coolcloak, or a special living key can be made to fit the lock. There is no way to pick this lock.

Lockpick (Creature, 4 hp AC 6): This creature is made of malleable tissue that can be inserted into a hard key lock. It adapts and attempts to match the shape of the key required to open the lock, giving lock pickers a +10 bonus to their chance to pick a lock.

Malleable Tool (Creature, 4 hp, AC 4): Similar to a lockpick, this creature's tissue is malleable, and can be shaped like putty. It can be worked, however, only with smooth, soft strokes. It is resistant to firm pressure and hard blows, making it a useful tool when shaped into the form of a blade, an ax, a pick, a crowbar, a small shovel, a hook, or any other necessary form. The tool has enough mass to be shaped into any of those tools, or virtually any other item weighing 10 pounds or less.

Poison Nodule (Tissue, 2 hp, AC 10): This is a tiny (1/2 inch diameter) organic pod that produces and secretes a virulent toxin. Like clingbags, they have adhesive backs that allow them to be attached to other things. Commonly, they are placed on bladed weapons to coat them with the poisonous secretion. Poison nodules produce Class B poisons (Method: Injection, Onset: 2-12 minutes; Strength: 20/1-3).

Mimicskin (Creature 1d4 hp, AC 8): This is applied much in the same way as sheath armor. It provides no protection, however. Instead, it can obey the mental commands of the wearer and alter his outward appearance (making it one of the most sophisticated of all artifact-shapes.) The limits of this disguise are as an alter self spell. Simply put, the wearer can appear as any humanoid creature with 50% of his mass. The skin, however, can only make the wearer appear the same size or larger, never smaller.

Motive Engine (Creature, 2 HD, AC 6): This creature is made to drive or move simple machines like flour grinders, pulley systems, elevator platforms, and even gates. A motive engine looks like a large mass of muscle with one to four huge arms that pull, push, turn and manipulate large, simple objects.

Preservation Fluid (Product): This soup preserves organic material from decomposition. It may be used to preserve severed limbs so that they can be reattached with a joiner.

Protector (Creature, 1 HD, AC 8, #At 1, Dmg 1d6 [bite]): This creature is essentially a guard dog, although it actually appears more feline. It can be instructed to recognize intruders and attack. The protector can flawlessly discriminate between those it is to protect and those that present an obvious danger.

Recorder (Creature, 1d4 hp, AC 8): This device resembles a cube, 5 inches to a side. In a manner unknown to even the most enlightened modern shaper, the cube is able to capture sounds and replay them any number of times. One recording of up to 10 minutes in length, can be stored for each cube face. There is only one known in existence today, and it is never used to store new sounds. It holds the Dal-erat, or the word of the people, a message from ancient times regarding the values of life spoken by an unknown life-shaper or high lord.

Scrubslug (Creature, 2 hp, AC 8): This creature looks like a large, foot-long slug. It moves silently through a home or business place devouring dust, lint, dirt and other particle matter. It also absorbs spilled liquids, crumbs, and food messes. It converts these materials into a quick-drying waxy polish that is excreted in a slimy trail behind it. It is organically programmed to move methodically over floors and walls, leaving behind spotless, shiny surfaces. Since they move slowly, large buildings are best served using a number of these creatures.

Shieldswarm (Creature, 1/2 hp, AC 8, #At 1, Dmg 1d2 [bite]): These insectoid creations are 6 inches long and can fly up to 30 miles per hour. A swarm consists of 50 to 100 of these shield-bugs. They accompany windriders on their mounts (usually resting on the windriding mount until needed), flying up and around their master screening out intruders and attacks. Each can detect a light ranged attack and the swarm as a whole can obscure the rider. They can also be commanded to swarm and harass the rider's foes in battle.

Shockwand (Tissue, 3 HD, AC 4): A shockwand is a rod of hardened tissue, 6 inches in length. The wand absorbs static electricity from its surroundings, storing it for later use. When one end is squeezed, the other releases an electrical charge. The shockwand was designed for use in the life-shaping process (where electrical stimulation is often necessary to achieve the proper biochemical reaction state), but it can have other uses as well. As a weapon, it inflicts 1d4 points of electrical damage per touch. It is useful for prodding along large herd beasts and for evil characters when interrogating prisoners.

Slicksuit (Tissue, 2 HD, AC 4): This full body suit is crafted solely to fit halflings and halfling-size humanoids-no other sizes exist. Its surface is very smooth and it secretes an oily, slick liquid that coats the entire suit. The effect of this is similar to the magical *oil of slipperiness*, making it impossible for the wearer to be grabbed, grasped, constricted, or hugged by an opponent. Bonds such as ropes and manacles can easily be slipped loose. It requires a great effort for the liquid to be generated by the suit. Once used, the effect lasts for only four hours before the tissue suit requires a full 24-hours to replenish its supply of oil.

Spinethrower (Creature, 4 HD, AC 4): This weapon resembles a spiked mace. The head is covered with 1d4+10 spines, from one to three inches long. Besides its use as a melee weapon, however, it can be stimulated to fire its spines at foes at a distance of up to 90 yards. It fires 1d6 spines per round, each inflicting 1d3 points of damage (each requires its own attack roll and all of them must be thrown at the same target). The spines grow back in 1d4 days.

Spore Pod (Tissue, 4 hp, AC 8): These small weapons are organic spheres that look like tiny eggs. Each can be thrown at a target. They burst open on contact and release a cloud of tiny spores. The spores explode in a radius of 10 feet and have the potential to affect every breathing creature in that area, though life-shaped breathermasks do protect against spores and dangerous gases. There are three types of spore pods, and the spores they contain can have one of three different effects.

The effect of the first type of spore is irritation. The spores cover living foes and cause them to itch, sneeze, and suffer from blurred vision. When a spore pod opens, everyone within 10 feet must make a saving throw vs. poison or be debilitated for one round (no actions possible). After that, they suffer a -1 penalty to attacks and damage for 1d4 days.

The second kind of pod produces sleep spores that their victims to fall into a deep hallucinogenic fit of unconsciousness. The effect lasts for 1d4+1 rounds and must be resisted by a saving throw vs. poison by all within 10 feet of the spore pod. The last type is the most dangerous. Poison spores act as Class I poisons (Method: Ingested; Onset: 2-12 minutes; Strength: 30/15) on all those within 10 feet of the pod's burst.

Stealthboots (Tissue, 3 HD, AC 6): These seemingly normal leather boots are grown in a way that reduces the amount of noise made by a wearer's footsteps. Thieves gain a +10% bonus to move silently (to a maximum of 99%), while nonthieves (or thieves with a move silently skill of less than 10%) who wear the boots have a base 20% chance to move without sound. The boots can be designed to fit any size humanoid up to a half-giant.

Storage Pod (Creature, 3 HD, AC 6): These creatures are egg-shaped, with dark shells covering their hides. They open by peeling down their outer skins to expose large, empty cavities. Up to 5 cubic feet of material can be placed inside one of these pods and then sealed within it. Either hard or soft keyed locks may be attached to keep the contents secure, but soft keys are preferred.

Swim Fins Graft (Tissue, 1d4 hp, AC 8): These grafts attach themselves to a host's hands and feet. As the name suggests, they are swimming aides. Swim fin grafts can increase a user's speed and the amount of time he can swim without tiring by 50%. Each of the fins absorbs nutrients from the host, so wearing four can be draining.

Textile Producers (Creatures, 1d4, AC 8): The shed skin of the snakelike drun-sahn can be cured into strong leather, while the slow-moving herd animals known as fis-evar grow long wool that is sheared and spun into fabric. The ghov-erad is a flat, nonmobile creature that secretes a thin film. The film hardens into the material used to make drycloaks.

Touch Pads Graft (Tissue, 1d4 hp, AC 8): Grafts are tiny, circular pads that attach to fingers. They increase the host's sensitivity to touch. Searching for traps or picking locks is easier with these grafts, the chances for the success of such actions are increased by 10% (to a maximum of 99%). One is needed on each finger, thumb, and the palm to be effective, although six of these grafts only drains the host as much as one normal graft.

Warmcloak (Creature, 2 HD, AC 8): Similar to a coolcloak, this thick wooly cloak maintains a high body temperature that keeps the wearer quite comfortable in cold weather. There is little call for this item, Athas being what it is even on the cliffs, but the shapers make a few of them for climbers who must deal with harsh night winds out on the open rock. Then too, tragic experience has taught the shapers that when an item ceases to be crafted, the knowledge of its making is soon lost. These cloaks can be altered to accommodate any humanoid creatures smaller than half-giants.

Water Condenser (Creature, 2 HD, AC 8): This creature looks like a 3-foot diameter bowl. It extracts moisture from the air and stores-up to 50 gallons of water in the bowl. The bowl can be covered by a flap of skin to prevent evaporation. It condenses water automatically and continuously until it senses that the bowl is full.

Warstaff (Tissue, 4 HD, AC 4): This weapon is 5 feet long and made of hardened tissue. One, and occasionally both ends, have heavy, spherical heads on which are fixed five 6-inch blades. Four of the razor-sharp knives project outward in the four compass points. The fifth barb extends directly out from the head.

Watcher (Creature 4 hp, AC 8): A watcher is a reptilian creature with large, bulbous eyes possessed of virtually 360 degree vision. If the watcher observes a specific sight preselected by its master, it lets out a loud keening sound.

Water Pump (Living Creature 2 HD, AC 6): This creature has a huge, expandable lung as well as a large stomach organ that holds water. Two appendages shaped like trunks draw in and expel water. A single water pump can displace up to 10 gallons per round. Like the air pump, the creature is a bulbous mass of flesh with prehensile trunks on either end. The creature's body is 10 feet across and each trunk is 6 feet long. Sometimes tubing reeds are attached to the expulsion trunk to allow the water to travel greater distances.

Yihn-eflan (Creature, 3 HD, AC 6): Yihn-eflan are windriding mounts whose name means gust climber. The yihn-eflan is an avian creature with huge, oversized wings. One to three riders can ride safely on its back, or 200 pounds of cargo and a single rider. Fully loaded, a gust climber can reach speeds up to 50 miles per hour.

Appendix II: Dark Sun® Magical Item Tables

Entries in *italics* are new items found in this accessory.

TABLE 1: MAGICAL ITEMS

1d100 roll	Category
1-19	Fruits, potions, and oils
20-33	Scrolls
34-37	Rings
38	Rods
39	Staves
40-42	Wands
43-49	<i>Life-shaped items</i>
50-51	Life-shaped Engines, Guardians, Producers and Transports
52-54	Miscellaneous Items: Jewels and Jewelry
55-56	Miscellaneous Items: Cloaks and Robes
57-58	Miscellaneous Items: Boots and Gloves
59	Miscellaneous Items: Girdles and Helms
60-61	Miscellaneous Items: Bags and Bottles
62	Miscellaneous Items: Dusts and Stones
63	Miscellaneous Items: Household Items and Tools
64	Miscellaneous Items: Musical Instruments
65-66	Miscellaneous Items: The Weird Stuff
67-76	Armor and Shields
77-100	Weapons

Note: There are no magical books or tomes in Athas.

TABLE 2: FRUITS, POTIONS, AND OILS (D6)

Subtable A (1-2)

1d20 roll	Item	XP
1	Animal Control*	250
2	Clairaudience	250
3	Clairvoyance	300
4	Climbing	300
5-6	Delusion**	—
7	Diminution	300
8	<i>Drake Control</i>	100
9	ESP	500
10-11	Extra-healing	400
12	Fire Breath	400
13	Fire Resistance	250
14	Flying	500
15	Gaseous Form	300
16	Giant Strength (Warrior) Athasian giants, 90% Str 23, 10% Str 24	550
17	Growth	250
18-19	Healing	200
20	DM's Choice	—

Subtable B (3-4)

1d20 roll	Item	XP
1	Heroism (Warrior)	300
2	Invisibility	250
3	Invulnerability (Warrior)	350
4	Levitation	250
5	Longevity	500
6	<i>Mind Blank</i>	250
7	Oil of Acid Resistance	500
8	<i>Oil of Armor</i>	500
9	Oil of Disenchantment	750
10	<i>Oil of Dryness</i>	300
11	Oil of Elemental Invulnerability †	500
12	Oil of Etherealness	600
13	Oil of Feather Falling ††	700
14	Oil of Fiery Burning	500
15	Oil of Fumbling ††	—
16	Oil of Impact	750
17	<i>Oil of Masking</i>	350
18	Oil of Slipperiness	400
19	Oil of Timelessness	500
20	DM's Choice	

Subtable C (5-6)

1d20	Item	XP
1	Philter of Glibness	500
2	Philter of Love	200
3	Philter of Persuasiveness	400
4	Philter of Stammering and Stuttering ††	—
5-6	Poison ††	—
7	Polymorph Self	200
8	<i>Psionic Boosting</i>	300
9	Rainbow Hues	200
10	<i>Restore Psionics</i>	450
11	<i>Silt Breathing</i>	400
12	Speed	200
13-14	Super-heroism (Warrior)	450
15	Sweet Water	500
16	Treasure Finding	600
17	Undead Control † (only mindless undead)	500
18	Ventriloquism	200
19	Vitality	300
20	DM's Choice	—

† The type of creature affected can be determined by die roll (see the specific item description for more information).

†† The DM shouldn't reveal the exact nature of the potion.

††† See *DARK SUN Campaign setting* (#2438)

TABLE 3: SCROLLS (D6)

Subtable A (1-4)

1d20 Roll	Item	Level Range*
1-3	1 spell	1d4
4-5	1 spell	1d6
6	1 spell	2d4+1 (1d6+1)
7	2 spells	1d4
8	2 spells	2d4+1 (1d6+1)
9	3 spells	1d4
10	3 spells	2d4+1 (1d6+1)
11	4 spells	1d6
12	4 spells	1d8 (1d6)
13	5 spells	1d6
14	5 spells	1d8 (1d6)
15	6 spells	1d6
16	6 spells	1d6+2 (1d4+2)
17	7 spells	1d8
18	7 spells	1d8+1 (1d6+1)
19	7 spells	1d6+3 (1d4+3)
20	DM's Choice	—

* Level Range lists the die roll to determine individual spell levels on the scroll. Ranges in parentheses are used to determine priest spells.

The XP Value for spells scrolls is equal to the total spell levels contained on the scroll x 100.

Subtable B (5-6)

1d20	Item	XP Value
1	Map	—
2	Protection—Acid	2,500
3	<i>Protection—Earth</i>	1,500
4	Protection—Electricity	1,500
5-6	Protection—Elementals	1,500
7	Protection—Fire	2,000
8	Protection—Gas	2,000
9	<i>Protection—Insects</i>	1,000
10-11	<i>Protection—Mental Invasion</i>	1,500
12	Protection—Petrification	2,000
13	Protection—Plants	1,000
14	Protection—Poison	1,000
15	Protection—Possession	2,000
16	<i>Protection—Silt Horrors</i>	1,000
17	<i>Protection—Undead</i>	1,500
18	<i>Scroll of Illumination</i>	1,000
19	Cursed	—
20	DM's Choice	—

TABLE 4: RINGS (D6)

Subtable A (1-4)

1d20 Roll	Item	XP Value
1	Animal Friendship	1,000
2	<i>Animal Influence</i>	1,500
3	Blinking	1,000
4	Chameleon Power	1,000
5	Clumsiness	—
6	Contrariness	—
7	<i>Coolness</i>	1,000
8-9	Delusion	—
10	Elemental Command	5,000
11	Feather Falling	1,000
12	Fire Resistance	1,000
13	Free Action	1,000
14	Human Influence	2,000
15	Invisibility	1,500
16	Jumping	1,000
17	Life [†]	500
18	Mind Shielding	1,000
19	Protection	1,000/plus
20	DM's Choice	—

Subtable B (5-6)

1d20	Item	XP Value
1	<i>MAC Protection</i>	1,000/plus
2-3	Protection	1,000/plus
4	<i>Psionic Attack</i>	1,000/plus
5	<i>Psionic Mastery</i>	4,000
6	<i>Psionic Storage</i>	2,500
7	Regeneration	5,000
8	<i>Silt Walking</i>	1,000
9	Shocking Grasp	1,000
10	Shooting Stars	3,000
11	Spell Turning	2,000
12	Sustenance	1,000
13	Telekinesis	2,000
14	<i>Time Shifting</i>	2,500
15	Truth	1,000
16	Warmth	1,000
17	Weakness	—
18	Wishes, Three	3,000
19	X-Ray Vision	4,000
20	DM's Choice	—

[†] See *DARK SUN Campaign setting* (#2438)

TABLE 5: RODS

1d20 Roll	Item	XP Value
1-2	Alertness	7,000
3	Beguiling (Priest, Wizard, Rogue)	5,000
4	Cancellation	10,000
5	Divining †	3,500
6	Flailing	2,000
7	Lordly Might (Warrior)	6,000
8	Passage	5,000
9-10	<i>Ranike</i>	1,500
11	Resurrection (Priest)	10,000
12	Rulership	8,000
13-14	Security	3,000
15-16	Smiting (Priest, Wizard)	4,000
17	Splendor	2,500
18-19	Terror	3,000
20	DM's Choice	—

† See *DARK SUN Campaign setting* (#2438).

TABLE 6: STAVES

1d20 Roll	Item	XP Value
1	Command (Priest, Wizard)	5,000
2-3	Curing (Priest)	6,000
4	<i>Desert Travel</i> (Priest, Halfling)	5,000
5-6	Mace	1,500
7	Magi (Wizard)	15,000
8	<i>Pain</i>	1,500
9	Power (Wizard)	12,000
10	<i>Ranike</i>	2,500
11	Serpent (Priest)	7,000
12-13	Slinging (Priest)	2,000
14-15	Spear	1,000/plus
16-17	Striking (Priest, Wizard)	6,000
18-19	Withering	8,000
20	DM's Choice	—

TABLE 7: WANDS

1d20 Roll	Item	XP Value
1	<i>Desert Winds</i>	2,500
2	Earth and Stone	1,000
3	Enemy Detection	2,000
4	Fear (Priest, Wizard)	3,000
5	Fire (Wizard)	4,500
6	Flame Extinguishing	1,500
7	Illumination	2,000
8	Illusion (Wizard)	3,000
9	Lightning (Wizard)	4,000
10	Magic Detection	2,500
11	Magic Missiles	4,000
12	Negation	3,500
13	<i>Obsidian Detection</i>	1,500
14	Paralyzation (Wizard)	3,500
15	Polymorphing (Wizard)	3,500
16-17	<i>Psionic Detection</i>	2,500
18	<i>Psionic Negation</i>	3,500
19	<i>Showers</i>	2,000
20	DM's Choice	—

TABLE 8: LIFE-SHAPED ITEMS (D6)

Subtable A (1)

1d20 Roll	Item	XP Value
1	Air Burster †	900
2	Air Filter †	1,000
3	Acidic Spawn †	1,000
4	Armsblade	750
5-6	Armspike †	750
7	Bloodclot	250 each
8	Bond †	600
9	Breathermask	200
10	Burrower	—
11	Chameleon Cloak	750
12	Clawgrafts	500
13	Climbing Boots	400
14	Climbing Gloves+	400
15	Clingbag	250
16	Clingpad †	200
17-18	Clingrope	400
19	Coolcloak	600
20	DM's Choice	

† See *Windriders of the Jagged Cliffs* (#2439)

Subtable B (2)

1d20 Roll	Item	XP Value
1	Cosmetic Skin (Graft) †	300
2	Darkboots	—
3	Dark Cloak †	2,000
4	Deathspray †	1,200
5	Detoxifierst	500
6	Directional Sensor †	500
7	Disposer †	300
8	Dry Anchor †	200
9	Drycloak †	200
10	Earial	250
11	Eyehandt	1,500
12	Eyestalks	500
13	Face-eater	—
14	Farspeaker	2,000
15	Flashlance	1,500
16	Flexars	750 each
17	Gillmask †	350
18	Glider (Graft)	1,000
19	Glow Graft †	400
20	DM's Choice	—

† See *Windriders of the Jagged Cliffs* (#2439).

Subtable C (3)

1d20 Roll	Item	XP Value
1	Glowpods	500
2	Grapppler	1,500
3	Grasping Hook †	400
4	Grasping Rod †	300
5	Healer Patch †	1,200
6	Healer Pod	5,000
7	Hurling Titan †	750
8	Ingenies	750 each
9	Ironthread	400
10	Joiner †	1,000
11	Klacker	750
12	Lens	250
13	Lens, Red	500
14	Lifechair †	250
15	Life Leech	—
16	Life Leech Sword	3,000
17	Lightning Generator	5,000
18	Lightvisor †	500
19	Lock, Hark Key †	300
20	DM's Choice	—

† See *Windriders of the Jagged Cliffs* (#2439).

Subtable D (4)

1d20 Roll	Item	XP Value
1	Lock, Soft Key †	200
2	Lockpick †	200
3	Mandibles	1,000
4	Mandible Tool †	400
5	Mimicskin †	1,200
6	Mother	7,500
7	Mysk	500 each
8	Mysk, False	600
9	Nighteye	400
10	Olfactors	750
11	Pathfinder	600
12	Platons	500 each
13	Poison Nodule	500
14	Preservation Fluid †	200/quart
15	Psi-cloak	3,500
16	Recorder †	2,000
17	Quickstrike	1,000
18	Scrubslug †	200 each
19	Senselink	300
20	DM's Choice	—

† See *Windriders of the Jagged Cliffs* (#2439).

Subtable E (5)

1d20 Roll	Item	XP Value
1	Sensor	600
2	Shockstick	1,000
3	Shockwand †	400
4	Slapper	1,000
5	Sleekoil	750
6	Slicksuit †	1,500
7	Soolmons	500 each
8	Spineshield	1,000
9-10	Spinethrower †	800
11-12	Spore pods †	—
	Irritant	200
	Sleep	400
	Poison	800
13	Stealthboots †	700
14	Storage Pod †	400
15	Suction Disk	250
16	Swim Fins (Graft) †	400
17	Tail, Agile	2,500
18	Tail, Gladiator's	3,000
19	Tail, Grasping	2,000
20	DM's Choice	—

† See *Windriders of the Jagged Cliffs* (#2439).

Subtable F (6)

1d20 Roll	Item	XP Value
1	Tail, Runt	500
2	Tendonils	500 each
3	Tongue of Neural Lashing	1,500
4-5	Touch Pad (Grafts) †	400
6	Trackboots	1,000
7	Velocets	500 each
8	Venom Whip	2,000
9	Vigrons	500 each
10-11	Warmcloak †	500
12	Warneye	750
13	Warstaff †	1,000
14	Watchpack	1,000
15	Water Condenser	1,500
16-17	Water Sniffer	1,000
18-19	Watersponge	300
20	DM's Choice	—

† See *Windriders of the Jagged Cliffs* (#2439).

TABLE 9: LIFE-SHAPED TRANSPORTS, GUARDIANS, ENGINES, & PRODUCERS

Subtable A (1)

1d20 Roll	Item	XP Value
1	Air Pump †	500
2-3	Arrowhead Gecko	500
4	Ber-ethern †	1,000
5	Climbdog †	2,000
6	Clothworms	100
7	Darkstriket †	1,600
7	Dhev-sahr †	800
8	Food Producers †	—
	Bar-edum	100
	Don-egil	50/bulb
	Chuhn-egil	200
	Vash-erat	200
9	Furnace †	400
10	Gon-evauth †	1,500
11	Motive Engine †	800
12	Protector †	3,000
13	Shieldswarm †	3,500
14	Splitter	4,000
15	Textile Producers †	—
	Drun-sahn	100
	Fis-evar	150
	Ghov-erat	200
16	Watcher †	2,000
17	Water Pump †	400
18	Weeper	3,000
19	Yihn-eflan †	1,000
20	DM's Choice	—

† See *Windriders of the Jagged Cliffs* (#2439).

TABLE 10: MISCELLANEOUS ITEMS: JEWELS, JEWELRY, PYLACTERIES (D6)

Subtable A (I-3)

1d20 Roll	Item	XP Value
1	<i>Amulet of the Dragon</i>	1,000
2	Amulet of Inescapable Location	—
3	Amulet of Life Protection	5,000
4	Amulet of Proof Against Detection and Location	4,000
5	Amulet of Psionic Interference ††	5,000
6	Amulet Versus Undead	200/bit die
7	Beads of Force	200 each
8	<i>Brooch of Obsidian Shattering</i>	2,000
9	Brooch of Shielding	1,000
10	Gem of Brightness	2,000
11	Gem of Insight	3,000
12	Gem of Seeing	2,000
13	Jewel of Attacks	—
14	Jewel of Flawlessness	—
15	Medallion of ESP	2,000
16	Medallion of Thought Projection	—
17	Necklace of Adaptation	1,000
18	Necklace of Missiles	100/hit die
19	Necless of Prayer Beads (Priest)	500 †
20	DM's Choice	—

† Per special bead

†† Item found in *Age of Heroes* sourcebook.

Subtable B (4-6)

1d20	Item	XP Value
1	Necklace of Strangulation	—
2	<i>Obsidian Necklace</i>	2,500
3	Pearl of Power † (Wizard)	200/level
4	Pearl of Wisdom † (Priest)	500
5	Periapt of Foul Rotting	—
6	Periapt of Health	1,000
7	Periapt of Proof Against Poison	1,500
8	Periapt of Wound Closure	1,000
9	Phylactery of Faithfulness (Priest)	1,000
10	Phylactery of Long Years (Priest)	3,000
11	Phylactery of Monstrous Attention (Priest)	—
12	Scarab of Death	—
13	Scarab of Enraging Enemies	1,000
14	Scarab of Insanity	1,500
15	Scarab of Protection	2,500
16	Scarab Versus Golems	††
17	<i>Silver Necklace</i>	500
18	<i>Talisman of Contact</i>	500/bonus
19	<i>Talisman of Psionic Storage</i>	1,500
20	DM's Choice	

† On Athas, pearls are smooth silicate stones found only in deep caves near dipping water, not in oysters

†† See description

TABLE 11: MISCELLANEOUS

1d20 Roll	Item	XP Value
1	Cloak of Displacement	3,000
2	<i>Cloak of Energy Protection</i>	3,000
3	Cloak of Poisonousness	—
4-6	Cloak of Protection	1000/plus
7	<i>Death Robe</i>	500
8	<i>Folding Cloak</i>	4,500
9-10	<i>Memory Cloak</i>	2,500
11	<i>Robe of the Beast</i>	1,000
12	Robe of Blending	3,500
13	Robe of Eyes (Wizard)	4,500
14	Robe of Powerlessness	—
15	Robe of Scintillating Colors (Priest, Wizard)	2,750
16	Robe of Stars (Wizard)	4,000
17	Robe of Vermin (Wizard)	—
18-19	<i>Sun Cloak</i>	1,500
20	DM's Choice	—

TABLE 12: MISCELLANEOUS ITEMS: BOOTS, BRACERS, GLOVES

1d20 Roll	Item	XP Value
1	Boots of Dancing	—
2	<i>Boots of Equilibrium</i>	1,500
3	Boots of Levitation	2,000
4	Boots of Speed	2,500
5	Boots of Striding and Springing	2,500
6	Boots of Varied Tracks	1,500
7	Boots, Winged	2,000
8	Bracers of Archery (Warrior)	1,000
9-10	Bracers of Defense	500†
11	Bracers of Defenselessness	—
12	Gauntlets of Dexterity	1,000

13	Gauntlets of Fumbling	—
14	Gauntlets of Swimming and Climbing †† (Priest, Rogue, Warrior)	1,000
15	<i>Gauntlets of War</i>	3,000
16	<i>Gloves of Decay</i>	—
17	Gloves of Missile Snaring	1,500
18	Slippers of Spider Climbing	1,000
19	<i>Unmovable Boots</i>	500
20	DM's Choice	—

† Per AC of protection less than 10.

†† Swimming is through silt, not water.

TABLE 13: MISCELLANEOUS ITEMS: GIRDLES, HATS, HELMS

1d20 Roll	Item	XP Value
1-2	<i>Crown of Lashing</i>	3,000
3	<i>Dreamband</i>	2,000
4	Girdle of Femininity/Masculinity	—
5-6	Girdle of Giant Strength † (Priest, Roge, Warrior)	2,000
7-9	Girdle of Many Pouches	1,000
10	Hat of Disguise	1,000
11	Hat of Stupidity	—
12	Helm of Brilliance	2,500
13-14	Helm of Comprehending Languages and Reading Magic	1,000
15-17	<i>Helm of Iron Will</i>	2,500
18	Helm of Opposite Alignment	—
19	Helm of Telepathy	3,000
20	DM's Choice	—

† 90% chance Str 23, 10% chance Str 24.

**TABLE 14: MISCELLANEOUS ITEMS:
BAGS, BOTTLES, POUCHES, CONTAINERS**

1d20	Item	XP Value
1	<i>Alchemy Jug, Athasian</i>	3,000
2-3	Bag of Beans	1,000
4	<i>Bag of Creation</i>	1,500
5	Bag of Devouring	—
6	<i>Bag of Faces</i>	750
7-10	Bag of Holding	5,000
11	<i>Bag of Impressions</i>	600
12	Bag of Transmuting	—
13	Bag of Tricks	2,500
14-15	<i>Dimensional Pocket</i>	3,000
16	Eversmoking Bottle	—
17	Flask of Curses	—
18	Portable Hole	5,000
19	Pouch of Accessibility	1,500
20	DM's Choice	—

**TABLE 15: MISCELLANEOUS ITEMS:
CANDLES, DUSTS, OINTMENTS, INCENSE, AND STONES**

1d20	Item	XP Value
1	<i>Candle of Rejuvenation</i>	750
2	<i>Chitin Ointment</i>	500
3	Dust of Appearance	1,000
4	Dust of Disappearance	2,000
5	Dust of Illusion	1,000
6	<i>Dust of Psionic Invisibility</i>	750
7-8	Dust of Tracelessness	500
9	<i>Dust of Sense Depravation</i>	1,500
10	Dust of Sneezing and Choking	—
11	<i>Enhancement Stone</i>	50015 PSPS
12	Incense of Mediation (Priest)	500
13	Incense of Obsession (Priest)	—
14	Ioun Stones	300/stone
15	Philosopher's Stone	1,000
16	Stone of Controlling Earth Elementals (Priest)	1,500
17	<i>Stone of Earth Passage</i>	2,000
18	Stone of Good Luck (Luckstone)	3,000
19	Stone of Weight (Loadstone)	—
20	DM's Choice	—

**TABLE 16: MISCELLANEOUS ITEMS:
HOUSEHOLD ITEMS AND TOOLS**

1d20 Roll	Item	XP Value
1	<i>Aura Mirror</i>	500
2	Brazier of Commanding Fire Elementals (Priest)	4,000
3	Brazier of Sleep Smoke (Priest)	—
4	<i>Carpet Anchor</i>	750
5	<i>Maul of Power</i>	2,500
6	<i>Mirror of Clairvoyance</i>	1,500
7	Mirror of Life Trapping (Wizard)	2,500
8	Mirror of Mental Prowess	5,000
9	Mirror of Opposition	—
10-11	<i>Needle of Knowing</i>	750
12-13	Rope of Climbing	1,000
14	Rope of Constriction	—
15-16	Rope of Entanglement	1,500
17	Rug of Smothering	—
18	Rug of Welcome (Wizard)	6,500
19	Spade of Colossal Excavation (Warrior)	1,1000
20	DM's Choice	—

TABLE 17: MISCELLANEOUS ITEMS: MUSICAL INSTRUMENTS

1d20 Roll	Item	XP Value
1	Chime of Interruption	2,000
2	Chime of Opening	3,500
3	Chime of Hunger	—
4	Drums of Deafening	—
5	Drums of Panic	6,500
6-7	<i>Fire Flute</i>	1,000
8	Harp of Charming	5,000
9	Harp of Discord	—

10	Horn of Blasting	1,000
11	<i>Horn of Clairaudience</i>	750
12	Horn of Collapsing	1,500
13	Lyre of Building	5,000
14	<i>Lyre of Silence</i>	1,000
15	Pipes of Haunting	400
16	Pipes of Pain	—
17	Pipes of Sounding	1,000
18-19	<i>Spirit Pipes</i>	1,500
20	DM's Choice	—

TABLE 18: MISCELLANEOUS ITEMS: THE WEIRD STUFF

1d20 Roll	Item	XP Value
1	Bowl of Commanding Water Elementals (Priest)	6,500
2	Bowl of Watery Death (Priest)	—
3	Censer of Controlling Air Elementals (Priest)	4,000
4	Censer of Summoning Hostile Air Elementals (Priest)	—
5	Crystal Ball (Wizard)	1,000
6	<i>Cube of Energy Containment</i>	2,500
7	Cube of Force	3,000
8	<i>Erdlu Canteen</i>	600
9	Eyes of Charming (Wizard)	4,000
10	Eyes of Petrification	—
11	Eyes of the Eagle	3,500
12	Lens of Detection	250
13	<i>Saddle of Desert Travel</i>	500
14	<i>Silt Skiff</i>	7,000
15	Sheet of Smallness	1,500
16	Sphere of Annihilation	4,000
17	Talisman of the Sphere †	1,000
18	Wind Fan	500
19	Wings of Flying	750
20	DM's Choice	—

† The Talisman of the Sphere is known as the Talisman of Zagy in other worlds, such as Toril or Oerth.

TABLE 19: ARMOR AND SHIELDS

1d20 roll	Armor type	Base AC
1-6	Leather	8
7-8	Studded Leather	7
9-10	Ring Mail	7
11-12	Hide	6
13-14	Scale Mail	6
15-16	Brigandine	6
17-18	Shield	+1
19	Metal	†
20	DM's Choice	—

† See *DARK SUN Campaign Setting* (#2438).

TABLE 19A: ARMOR CLASS ADJUSTMENTS

1d20 roll	AC Adjustment	XP Value
1-2	-1 †	—
3-10	0	—
11-14	+1	500
15-17	+2	1,000
18-19	+3	1,500
20	+4	2,000

† 75% of these armors are -1 due to poor quality and workmanship.

TABLE 20: WEAPONS

Subtable A (1-2)

1d20 roll	Weapon
1	Arrow †
2	Axe
3	Battle Axe
4	Bolt, crossbow †
5	Gythka
6	Bullet, sling †
7-9	Dagger
10	Chatkcha
11	Quabone
12-13	Spear
14-15	Sword ††
16	Wrist Razor
17	Impaler
18	Knife
19	Warhammer
20	DM's Choice

Subtable B (3-6)

1d20 roll	Weapon
1	Alhulak
2-3	Bard's Friend
4	Cahulaks
5	Carrikal
6	Crusher
7	Datchi club
8	Dragon's paw
9	Forearm axe
10-11	Gouge
12	Lotulis
13	Master's whip
14	Puchik
15-16	Singing Sticks
17	Tortoise blade
18	Weighted pike
19	Widow's knife
20	DM's Choice

† Ammo in quantities of 2d6, 3d6, or 4d6

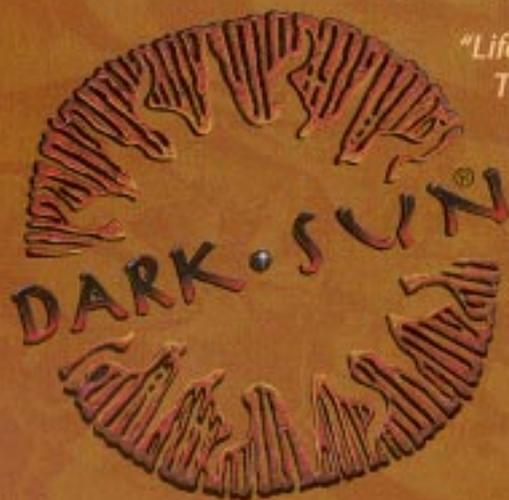
†† Includes long, short, two-handed, and bastard sword

TABLE 21A WEAPON MATERIALS

1d20 roll	Material	Cost	Weight	Damage	Hit Probability
1-3	Metal	100%	100%	—	—
4-8	Bone	30%	50%	-1	-1
9-12	Stone	50%	75%	-1	-2
13-16	Obsidian	50%	75%	-1	-2
17-20	Wood	10%	50%	-2	-3

TABLE 21B ATTACK ROLL ADJUSTMENT

1d20 roll	Sword Adj.	XP Value	Other Wpn. Adj.	XP Value
1-2	-1	—	-1	—
3-10	0	—	0	—
11-14	+1	400	+1	500
15-17	+2	800	+1	500
18-19	+3	1,400	+2	1,000
20	+4	2,000	+3	2,000



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