

A SPECIAL FANTASY X-MAS LIST
Magical items to delight, surprise, and astound!

With only a touch of whimsy, we present a list of new magic items for GM's and players alike. While none of these things can be found at Hobbies and Such, they're only a thought away in the world of fantasy gaming.

Salvation Bell - This rather plain iron bell, when rung, will cause all creatures within 3" to make a save vs. spell or feel GUILT. This will cause the afflicted to give any one valuable item that is on his person and accessible within one round to the one ringing the bell. Those of lawful good save at -2, other good alignments at -1, chaotic neutrals save normally, lawful and neutral evil at +1, chaotic evil at +2.



Salvation Pot - This red painted pot provides a sanctuary spell vs. thieves when used in conjunction with the Salvation Bell. (Save vs. magic at -4) If a save is made, and someone attacks the bell ringer, he/she must save at the end of the day at a -5 or become lawful good. The pot acts as a bag of holding, and gives the appearance of only having a few copper coins at the bottom. Any one who looks into the pot doubles their save bonuses or penalties, as per the Salvation Bell.

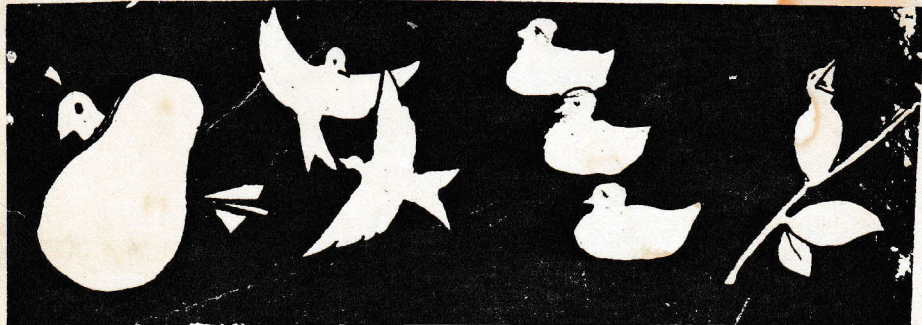
Suit of Height - This is a suit of red and white, fur lined, and complete with wide belt and shiny black boots. It allows the wearer to jump straight up, 25 feet, once per turn. It also acts as a ring of feather falling.

What do you think
it looks like?

Cursed Item

Candy Cane of Tooth Decay - This red and white striped cane of crystalized sugar causes the eater to save vs. poison at a -2 or eat nothing but candy for the rest of the day, doing anything necessary to get some. At the end of this binge, the unfortunate must save again, or lose 1-3 teeth! (Lose 1-2 points of comeliness.) A save indicates that the character requires the services of a dentist, and will suffer a -2 to hit penalty due to the pain of cavities. Cure disease will get rid of the pain, and a Neutralize Poison will restore the lost teeth if cast within one turn of the end of the binge.

THE TWELVE DAYS OF



1) The Partridge in a pear tree is represented by a small potted tree with a tiny stuffed partridge on one of its branches. When planted, the tree will grow into a mature fruit bearing tree and the bird will answer one yes/no question a week for one year.

2) Two Turtle Doves are actually two cakes which have a magical charm on them. If the cakes are shared by two lovers, the love between them will never falter. If eaten by two people who are not lovers, a great love or a great hate shall arise between them. If one person eats both, he/she will contract meglomania and become an egoist.

3) Three French Hens - Three crock pots in the shape of chickens. Together they will produce enough food (chicken based), for none people for one meal a day for 3 months. After this time, they lose that ability and remain decorative cookware.

4) Four Calling Birds - are on a small cloak pin. On the command "Sing", the tiny birds will animate and chirp. The sound issuing forth will cause insanity in all those in front of the wearer. To those behind, it will sound like little birds chirping. The pin is usable 4 times, each time losing a bird. The save vs. insanity becomes easier after each use.

5) Five Golden Rings These will be found in a small leather bag. The first will enable the wearer to "lay on hands" as a Paladin of the same level, once a day for a week. Then, it becomes normal. The second ring has a small diamond set into it, and is worth 1000gp. It is non-magical. The third ring is a plain silver band that will protect the wearer three times from heat or cold (as endure spells do), but then reverts to a 10gp piece of jewelery. The fourth ring is actually a weapon that, when thrown, will grow to the size of a pie, doing 1d6 points of damage. It will shrink back to its normal size after it hits, and may be used again. The fifth and final ring is a ring of one wish.

6) Six Geese A-Laying Is actually one goose that will lay a total of six golden eggs, once a month, on the first day of the month, for six months. The eggs are no larger than normal goose eggs, but they weigh approximately one pound each. Afterwards, the goose will produce double the normal amount of eggs until it dies. (Note that, as per the fairy tale, cutting the goose open will net you one goose corpse and no gold.)

7) Seven Swans A-Swimming These are seven miniature swans which, when placed upon water, will grow into small two seater boats. They will move at 15" over smooth, calm water, 7" over choppy water, and not at all over rough water. (But they do act as life preservers.) They are each useable once, and will turn into normal swans after six turns.



CHRISTMAS

8) Eight Maids A-Milking The maids are represented by eight bottles or cold, pure milk. When drunk, the milk restores the body of all lost hit points and refreshes the person as if he/she had had eight hours of sleep.

9) Nine Ladies Dancing The nine ladies are within a small, ornate music box. When played, the box will generate an illusion of nine can-can dancers, who will do three different routines and then disappear. The box has nine charges.

10) Ten Lords A-Leaping Inside this carved chest, you will find ten different sizes and styles of shoes and boots made for men. All the footwear is servicable and has a magic aura. But only the toe shoes are actually magical - they allow the wearer to move as gracefully as a ballet dancer. They also act as boots of striding and springing.

11) Eleven Pipers Piping This is an eleven keyed flute that enables a mere novice to play as an expert, and an expert to play an enchanting tune that generates a powerful charm spell, leaving the listener very open to suggestion. This tune can only be played by Master class musicians

12) Twelve Drummers Drumming The twelve drums that the drummers use are the key here. Eight of them are kettle drums - two drums of panicking, two drums of deafening, and two sets of paired Drums of Signaling. The Drums of Signaling can be heard clearly from five miles away, under any circumstances. These come with a code book, (Morse), and are very useful on the battlefield. One set is a connected pair of drums that produce a plus 10% modifier when played to accompany a bard on charming or spell casting songs. The eleventh drum acts as a chime of opening, and the final drum is a drum of collapsing. (Same as the horn.)

Remember, these items are not just for show, or for a laugh. Give your players a jolt and throw in a new magical item from GATEWAYS. Let them try to figure out exactly what the fruit tree is supposed to do, and watch how fast wearing ballet slippers becomes a fashion on your world. And for those of you with Battlesystem, try and figure out the modifiers for the various drums. In the mean-time, have a merry one.

