

Magical Items

Talismans

The talismans correspond to the rules found in the OA rule book. In the world of the shattered empire however, every yin contains a yang and thus all of these have an inherent drawback. This is also reflected in the prices for these items (10% discount). Additionally, the skill rolls required to identify these are provided.

- **Lizard Scale Talisman:** This talisman is a small disk made of lizard skin with two holes that allow to sew it to clothing. When broken, the user gains a natural armour bonus of +2 for 10 rounds. His skin takes on a slightly scaly look but does not change its colour. Additionally animals and beasts that are of a reptilian nature will not attack someone who is thus changed, unless magically compelled. While this magic is in effect, the subject is unable to talk normally, everything from his mouth is no louder than a hiss. Spellcasting is not affected, however. These talismans are most commonly created by the wu jen of the coastal marches and can be identified by either a Knowledge (Arcana) or Knowledge (Geography) vs. DC 14. *Caster Level: 3, Prerequisites: Craft Talisman, Scales of the Lizard, Market Price: 145 gp, Weight: -*
- **Terracotta Horse:** This talisman is a tiny terracotta horse on a small leather band, which can be worn



around the neck. When thrown to the ground, it will turn into a live-size riding horse (with normal statistics (sans constitution bonus) but with all immunities of a construct) for 4 hours. While the horse is excellent transportation and inspires fear in commoners, it has one serious drawback: it is really uncomfortable to sit on, unless a thick blanket or similar piece of cloth is used. The horses were originally designed for elite soldiers of the Empire, who might be in need for instant transportation but unable to take horses with them. They were so uncomfortable, however, that they are rarely manufactured today. Knowledge (History) vs. DC 12 or Knowledge (Arcana) vs. DC 18 is needed to recognise these. *Caster Level: 2, Prerequisites: Craft Talisman, Mount, Market Price: 90 gp, Weight: -*

- **Monkey Paw Talisman:** This small talisman is made from the paw of a small monkey. When used it has the same effect as the spell *spider climb*. However, when used by a monkey Hengeyokai, it allows one additional transformations that day, which occurs immediately when activated. Only one paw can be used per day. They are recognised with Knowledge (Arcana) vs. DC 20 (DC 12 for monkey Hengeyokai). *Caster Level: 1, Prerequisites: Craft Talisman, Spider Climb, creator must be a monkey Hengeyokai, Market Price: 50 gp, Weight: -*
- **Si Wang Symbol:** This symbol is a small jade disk, with the word "death" written on it. There is a hole through the disk that allows it to be sewn to clothing or to be worn around the neck. When the wearer goes below -8 hit points and is not dead yet, the talisman does its work and stabilises

the wearer. After it was used, the symbol changes to a red stone and has the word "life" on it. The depleted stones can sometimes be sold to decadent nobles who wish to gain a flair of "adventure". The usual price is 10 gp. Using a Si Wang Symbol has a serious drawback however - stabilisation occurs at the expense of the users strength, causing 1d4 temporary strength damage, which heals at a rate of one point per day. These talismans are very common and almost everybody knows them. *Caster Level: 1, Prerequisites: Craft Talisman, Cure Light Wounds, Market Price: 45 gp, Weight: -*

- **Talisman of Shark Form:** This talisman is shaped like a small shark biting its own tail. When broken, the user transforms into a shark for 24h, as if affected by *polymorph others*. The effect cannot be ended prematurely and if a large amount of blood is present, a will save vs. DC 10 has to be made to avoid attacking the nearest target until it is dead. Identifying this talisman requires a knowledge (arcana) DC 15 or a knowledge (history) DC 17 as they were invented by the second emperor who was known for his love of the sea. *Caster Level: 7, Prerequisites: Craft Talisman, Polymorph others, Price to Create: 1400 gp + 56 XP, Market Price: 2800 Weight: -*

Wondrous Items

Magical Glove of Water Breathing

Anybody touched by this glove will be able to breathe water for 10 hours. Only 20 creatures can be affected this way per day. This powerful item is used by people who wish to field large armies underwater. Identifying these rare gloves requires a knowledge arcane (DC 25).

Caster Level: 6, Prerequisites: Craft Wondrous Item, Water Breathing, Market Price: 60000 gp, Weight: 2 lbs.

Lion Brazier

This brazier is shaped like a lion. When coal is put into it, a fire element lion (use the template from the *Manual of the Planes*) is summoned and will stay around until the fire is extinguished. These braziers are often used to guard temples against intruders. A lion brazier can be recognised by a knowledge (arcana) DC 15 or knowledge (religion) DC 18. A knowledge (planes) vs. DC 14 will reveal a connection to fire magic. *Caster Level: 13, Prerequisites: Craft Talisman, Summon Monster IV, Price: 80000 gp Weight: 60 lbs.*



Necklace of Control

These psionic items are used by the mind flayers to keep control of their slaves. The necklaces have several effects. First of all they lower a persons intelligence and wisdom 1d4+2 points as long as it is worn, to keep her from using powerful spells. Second, it can be used to inflict 1d12 subdual damage as a standard action by anybody wearing a *master ring*, the complementary psionic item. The final and most dire effect is that the wearer of a necklace of control cannot attack anybody wearing a master ring, unless they pass a will save vs. DC 16 for each

attack action. A knowledge (arcana) vs. DC 25 is required to understand these items. *Manifester Level: 3, Prerequisites: Craft Universal Item, Biocurrent, Mind Thrust, Psychic Crush Market Price: 14000 gp + 100 gp for the master ring, Weight: 2 lbs.*

Back Banners

Back banners are a popular way to identify nobles, military units, and other remarkable personalities. They are attached to a harness worn over the armour. Naturally magical back banners have appeared over the time, often enhancing an already remarkable quality of the bearer. While some back banners provide quite powerful enhancements, it is considered unwise to use stolen ones in public.

- **Back banner of the red horse:** This banner is worn by the officers of the order of the red horse, a special warrior brotherhood among the Northern tribes. It grants a magical +1 bonus to all ride checks and increases the speed of a mount by 10ft. *Caster Level: 1, Prerequisites: Craft Wondrous Item, Mount, Expeditious Retreat, Price: 1050 gp, Weight: -*

Pocket Theatre

This small egg-shaped item can be opened and projects a 1:10 scale three-dimensional moving picture complete with sound that tells a randomly generated story. There are three different settings - romance, adventure, and moral tale. In the more stable parts of the shattered empire, pocket theatres are a prized possession, especially if they have good story generators (the quality of which depends on the *perform (storytelling)* roll during creation). *Caster Level: 3, Prerequisites: Craft Wondrous Item, Prestidigitation, Price: 600 gp +*

the often substantial price for the shell itself, Weight: -

Grenadelike Weapons

Many assassins and secret societies in the Shattered Empire are very fond of grenadelike weapons, using them to kill their targets or escape tight situations. Many of these items have been made in large quantities by various groups and their existence is common knowledge.

- **Zodiac Eggs:** The zodiac eggs are relatively simple to make and are used by a variety of people as convenient weapons. People who use an egg that corresponds to their zodiac conjure a creature with maximum hit points.
 - **Zodiac Egg, Rat:** This egg has the symbol for rat on it. When thrown it breaks and hatches a dire rat that will attack the nearest *living* target (i.e. undead and constructs are unaffected). The rat will fight to the death and cannot be stopped by any means other than killing it. *Caster Level: 4, Prerequisites: Craft Talisman, Summon Monster I, Price: 180 gp, Weight: -*
 - **Zodiac Egg, Rabbit:** This egg has the symbol for rabbit on it. When thrown it will break and hatch a rabbit. The thrower can see through the eyes of the rabbit for 4 rounds as a free action, movement can be controlled as a full action. After this time span the rabbit is free to leave but usually makes a good snack for the user. *Caster Level: 4, Prerequisites: Craft Talisman, Summon Monster I, Price: 180 gp, Weight: -*
 - **Bighead:** A bighead has the general shape of a small mace and is made entirely of a heavy black wood. It is carved to resemble an ugly man with





a big head and skinny body (the body would be the handle of the mace). Most people know that this is a weapon used by the wild men of the Eastern marches, but only those who pass a Knowledge

(Arcana) or Knowledge (Geography) roll vs. DC 18 know that it is not a melee weapon. When hitting a surface (either after being thrown or when used to strike someone), the bighead will explode in a burst of slivers just as if *Elemental Burst* had been cast on it, doing 1d8 damage in a radius of 10 feet. (Ref vs. DC 12 for half effect.) Of course, using it in melee range is thus a bad idea. *Caster Level: 1, Prerequisites: Craft Talisman, Elemental Burst, Price: 50 gp, Weight: 5 lbs.*

Normal Weapons

There are a couple of 'standard' magical weapons in the world of the shattered empire as well. Some of these are described here.

- **Shadow Sword:** These weapons are rare and hard to manufacture, since they must be made of a black silver mined on the Shadow Plane. A shadow sword is a short sword +1, that drains any humanoid it hits by sucking his life force. For each point of damage inflicted, the wielder is healed by the same amount. The sword is neutral evil and anybody who wields it, hears terrible voices whispering in his head. *Caster Level: 6, Prerequisites: Craft Magic Arms and Armour, Vampiric Touch, Price: 38000 gp, Weight: 1 lb.*
- **Kishi Lance:** This is a holy item of the Kishi Brotherhoods of the North and only handed to their most trusted members. It is a heavy lance +2 that



grants a +2 dex bonus while mounted on a horse, provides the *Improved Trip* feat for free (or gives +2 on strength rolls in a trip attempt if the feat is already known), and can manifest a cone of light (60 ft. range) at will as a free action.

When first used by a new wielder, the lance is only +1 and has the light ability. To activate the dex bonus, one must have killed a stronger opponent (higher CR) while mounted. The weapon bonus goes up to +2 after killing the first spirit with it. Finally, the trip bonus is gained after killing a stronger opponent that is prone after being tripped with the lance. *Caster Level: 5, Prerequisites: Craft Magic Arms and Armour, Cat's Grace, creator must have improved trip and spirited charge feat Price: 8000 + 3600 (dex) + 1000 (feat), Weight: 11 lbs.*

Unique Items

Each of these items exists only once. While they are quite powerful, their magical abilities have to be activated one by one. Thus they can be gained at low levels and slowly developed by the player.

- **The Mace of Disorder:** This black mace +1 was created by fusing a chaotic spirit with a masterwork mace that was shaped like a head with four faces, each expressing a different mood. While the mace initially seems not to be very powerful, it can gain impressive powers through special actions. Also, it is intelligent and quite likely to take influence on its wielder.
 - *Lawful spirits' bane:* the weapon has an effective +3 enhancement bonus against lawful spirits and deals an additional 2d6 damage to them. This power can be activated by putting a black pearl into the

empty socket at the hilt. These pearls cost gp.

- *Detect Law*: This power can be used at will as a free action, as the spell cast by a 4th level shaman
- *Smite Law*: this power has 5 charges and allows to increase the damage of a single attack by the wielder's level. Non-lawful targets are immune and misses still use a charge. The 5 charges can be restored by sacrificing xxx gp to a chaotic spirit during a 4 hour long ritual. The damage bonus does not stack with the bane effect!
- *Magic Circle against Law*: This power is a spell-like ability (caster level is the level of the wielder) that is activated as a full-round action. There is only one charge for this that can be regained during a 8h long ritual that involves the sacrifice of a gem worth xxx gp.
- *Berserking*: When it has detected lawful creatures and is held, it behaves like a berserking sword but ignores anyone not lawful. The positive rage effect lasts for 7 rounds, after that the after rage penalties kick in but the urge to attack lawful creatures is still present.
- *Chaos Aura*: The mace can be detected by lawful creatures within 50 ft. They start to feel uneasy and once they see the mace, they know it is responsible.
- *Intelligent Item*: The mace has an int of 7, wis of 13, and cha of 12. It communicates by empathy.

