

Requires the use of the Dungeons & Dragons® Player's Handbook

ATHENAEUM ARCANAE CURSED ITEMS



BY MARK GEDAK

A+HENAÆUM ARCANÆ: CURSED I+EMS

INTRODUCTION

Many adventurers go through their careers without ever encountering a cursed magic item. Sages speculate that the appearance of cursed magic items is the result of random chance or a misstep in the delicate creation of a magic item. Many of these so-called mistakes are intentional, crafted for the express purpose of causing fear, uncertainty, dread, or vengeance.

A word of thanks

I would like to take a moment to thank Matthew Sprange at Mongoose Publishing Ltd. whose wonderful product *Classic Play – Book of the Planes* inspired one of the cursed items located in this PDF. I also thank him for giving me permission to link that item with some of the concepts presented in his book. Although not necessary for your enjoyment of this product, it is highly recommended for anyone interested in a planar campaign and is available at your local game store or online at <http://www.mongoosepublishing.com>

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About the Author

Mark Gedak is not a game designer, publisher, or editor in the industry. He's a high school chemistry teacher and gamemaster who has played various role-playing games for the last 20 years. For over a year now, Mark has been a regular playtester for Mongoose Publishing and recently released

The Quintessential Psion Revision as a web enhancement for Mongoose Publishing. He is married to a wonderful wife who has been encouraging him to continue writing. This is his first product for Ronin Arts and he hopes that it will be well received and not his last. If you have questions, contact him at mark_gedak@go4.it.

An Author's note on cursed item detection, pricing, and requirements.

A simple *detect magic* spell yields a misleading aura and strength, often indicating that the item is a non-cursed item of similar sort. An *identify* spell only has a 1% chance per caster level to reveal a cursed item's true properties, including the cursed aspect. *Analyze dweomer* reveals the true nature of a cursed item.

The prices of cursed items in the SRD seem to determine the value of the cursed magic item only on the beneficial aspects of the item. Some of the negative powers inherent to the cursed items in the SRD and this book may be indirectly more powerful than the item's benefits and this greater power is not reflected in the price of the items. It is the author's opinion that the crafting of cursed objects remains strictly an ability of NPC opponents. Most of the items contained in this book have been created from a creature's willful intent to do harm to another creature and as such the items possess more stringent requirements than cursed items in the SRD or cursed items that occurs by accident like the Steelmind Matrix.

Each cursed item follows the following format:

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NAME ⊕F CURSED ITEM (BARDIC KNOWLEDGE DC)

History: If a character makes a successful Bardic Knowledge check, that character will know that the item is not a regular magic item. A second successful check will reveal this information from the items past.

Description: This details the item's abilities, drawbacks, crafting requirements and the aura revealed by a *detect magic* spell. It will be presented in the format below:

Aura; Caster Level; Prerequisites; Market Price; Cost to Create; Weight

Detect Magic: False Aura that will be detected

BEAUTIFUL LONELINESS (DC 18)

History: There came a time when the men of the northlands decided they must expand their dominion into the ancient forests. Many attempts to clear-cut the area met with failure as workers vanished and equipment was sabotaged. An old trapper warned them that their incursions into the forest were drawing the attention of the faerie realms, but the foresters did not heed his warning. Instead they convinced a young mage to craft for them 4 magical handaxes of cold iron that could be used to slay the fey that had plagued the northland's expansion.

Unfortunately, this plan was overheard by a redcap named Bricriu who then hatched a plan of his own. He hid in the young wizard's home as the weapons were

being enchanted. While the wizard rested, the fey laid his own curse within the handaxes.

Description: The +1 cold iron handaxes known to bards as *Beautiful Loneliness* carry a curse that first emerges when the wielder of the axe wounds a creature of fey type. As blood is drawn the wielder becomes imbued with the unnatural majesty and beauty of the fey. This beauty radiates from the wielder for 1d4 rounds and all non-fey creatures within 30 ft. must make a Fortitude save (DC 15) or die. The wielder becomes the target of the *guilt* spell if he meets the alignment restriction with a Will save (DC 15) as well. Those that make the saving throw are immune to these effects for 1 hour. Once the wielder has drawn blood he will suffer this curse each time he injures a creature of fey type regardless if he is using the handaxe or another weapon.

Strong necromancy; CL 12th; Craft Magic Arms and Armour, *bestow curse*, *circle of death*, *guilt*, creator must be a Fey; Price 4,006 gp; Cost to create 2,003 gp + 160 xp; Weight 3 lbs.

Detect Magic: Faint evocation

BRACELET ⊕F WEAKNESS (DC 28)

History: The *Bracelet of Weakness* was first crafted by Gelhind Morimis, an unscrupulous advisor to the throne of Viraitia. The power hungry advisor seized upon his opportunity to bring this foul device into existence when the king became ill. This simple bracelet is made of flexible silver wire capped by silver balls. Gelhind Morimis designed the bracelet to

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monitor the king's health while slowly sapping his strength, causing the king to succumb to a series of illnesses until his inevitable death.

Description: The *Bracelet of Weakness* is enchanted to *detect disease* within the wearer and will glow with a green light when the wearer is afflicted with a malady. While concentrating on the bracelet, all the information granted by the *detect disease* spell can be gleaned from it. Once the bracelet has detected its first disease in the wearer, that wearer will suffer a -4 penalty to saves against the effects of any future diseases. In addition, any time the wearer contracts a disease they will suffer 1 point of Constitution drain.

Moderate necromancy; CL 7th; Craft Wondrous Item; *bestow curse*, *contagion detect disease*; Price 3,500; Cost 1,750 gp + 140 xp; Weight: -.

Detect Magic: Faint divination

DRUID'S VENGEANCE (DC 21)

History: Kiruk Halroth hated animals; they hated him as well. All his life animals had barked, hissed, screeched, and clawed at him. It reached a point where Kiruk would no longer leave the house for fear of being attacked. Kiruk hated being a prisoner to these lower creatures and hired an unscrupulous band of adventurers to capture a local druid by the name of Silhia to find a remedy for his situation.

At first the druid seemed understanding and open to Kiruk's problem. Unfortunately, Kiruk's goal to create a weapon to slaughter the animals, which did not give him the proper respect, soon

caused the conversation to become one-sided. Angered at the druid's refusal to help, Kiruk imprisoned him in his cellar and began a regular regiment of torture trying to force the druid to capitulate. After two months of constant abuse, Silhia realized a way out and vowed to craft a mighty spear that could be used to slay even the most savage of beasts that were hostile to Kiruk. Of course, as Kiruk found out, that could mean a lot of things to different people.

Description: The *Druid's Vengeance* is a +2 *animal bane spear*. When a wielder first touches the weapon one part of the curse falls upon him. All encounters between animals and the wielder will begin at unfriendly and can never become better than indifferent. This effect will persist even if the wielder is no longer using the spear; in effect, it becomes their personal curse. When the wielder strikes an animal with the spear it makes the animal just as violent and aggressive as Kiruk believed it to be. The animal is affected by the *rage* spell and continues fighting until it is at -10 hp and dies or until the person who injured it with the *Druid's Vengeance* is dead.

Moderate enchantment; CL 8th; Crafts Magical Arms and Armour, *bestow curse*, *rage*, *summon monster I*; Price 17,500 gp; Cost to create: 8,750 gp + 700 xp; Weight 6 lbs.

Detect Magic: Moderate conjuration

ELIXIR ⊕ F FREEDOM (DC 25)

History: Some say that this elixir was first crafted by a gnome cleric by the name of Brindle. He maintained a small shrine at the edge of a small town that was often the thoroughfare of adventurers. Adventurers who demanded healing spells or curative potions constantly approached Brindle. They would callously toss a pouch of coins

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at him feeling that this was restitution enough for access to his divine gifts, and for a time it was. Gradually however, Brindle realized that all the powers that his god would grant him were each day were being squandered on adventurers that took no heed of his teaching or of his god's ways. Dissatisfied by the turn that his life had taken, Brindle hatched a plan to end the adventurer plague that had befallen him. It was at this time he created the *Elixir of Freedom*.

Description: The *Elixir of Freedom* appears to be nothing more than a standard *cure light wounds* potion by its colour, smell and taste, due to the *prestidigitation* spell that is at the heart of this elixir. Upon drinking this elixir, which is disguised as a healing draught, the creature is targeted with the spell *vacate bowels*. The creature may attempt to resist the effects of this elixir with a successful Fortitude save (DC 12). A successful save by the creature still leaves the creature sickened for one round.

Faint necromancy; CL 5th, Craft Wondrous Item, *bestow curse*, *prestidigitation*, *vacate bowels*, Price: 150 gp; Cost to create: 75 gp + 6 xp; Weight: -.

Detect Magic: Faint conjuration

HARP OF HEROES (DC 12)

History: One cannot be sure where the Harp of Heroes came from, since as many tales exist about its origin as the tales that have been told with it. The most popular tale recounted among the clerics of law is that the harp was cursed by the Lawgiver and given to a boastful charlatan who would tell great lies, exaggerating his own deeds against the forces of chaos and ignoring the deeds of those with him. Having

been abandoned by his peers, he drifted from town to town until he found a shrine to the Lawgiver, whom his father had worshipped, where he prayed for vengeance on the ignorant people who failed to recognize his greatness and abandoned him. The Lawgiver was insulted to be sought after by such a petty selfish fool and decided to punish the man.

Before leaving the shine the man found a beautiful harp with the sweetest of song. It was when he next performed a tale of his heroics, while plucking the harp, that he discovered some of the powers that had been entrusted to him. As he told the tale, the air was filled with moving images of his heroic self and the foul beasts that he defeated and the sounds of conflict. All in attendance rewarded the man with great amounts of money in recognition of his performance and marveled at how real it had all seemed. It was days later that he realized how real the images and beasts he created actually were.

Description: The *Harp of Heroes* is a masterwork harp enchanted to create illusions of the actions depicted in any tale that is told while playing the harp, as if the musician is using *ghost sound* and *silent image* at will. However, that is not all the harp does, 1d3 + 2 days later the antagonist or antagonists defeated in the tale will appear 2d12 miles from where the tale was told, summoned from the Questing Grounds, a outer plane where stories and legends live. The creatures will then begin to hunt down the protagonist or protagonists of the tale. The antagonists will appear exactly as they did in the tale, although they will also possess the questing beast template (see below) and be intent on killing the protagonist. If the protagonist is killed by the questing beast, the questing beasts will wink out of existence. This can

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be an extremely dangerous curse for any overly-boastful character or for those that heckle the storyteller, since they may find themselves included as protagonists themselves in the story. (The Harp of Heroes was inspired by earlier work by Michael Hammes in *Forbidden Arcana: Magical Pipes and Tobacco*)

Overwhelming conjuration; CL 22nd; In effect, this is a minor artifact and cannot be created; Price: n/a; Weight 3 lbs.

Detect Magic: Faint illusion

KEEPER'S T⊕⊕LBELT (DC 25)

History: The keepers are an enigmatic class of automatons that are tasked with maintaining the Clockwork-Driven Lighthouse, a demiplane built by the forces of law (**Author's note: More on the Clockwork-Driven Lighthouse can be found in Ronin Arts' A DM's Dictionary of Demiplanes by Philip Reed and Michael Hammes – also available at RPG-NOW**). These beings flit through the Lighthouse making sure that it does not fall into disrepair. While the automatons are not seen outside of this demiplane that does not mean that their presence is not felt.

When the forces of law built the Clockwork Driven Lighthouse, they were concerned that some diabolical force may attempt to harm the keepers and prevent the maintenance of this powerful weapon. Therefore, they levied a curse upon each *Keeper's Toolbelt* to make sure the keepers' numbers would remain constant. When a keeper is destroyed the divine spark that animated and gave life to it is transferred into its toolbelt. Some foolish planar trav-

elers will actually take the toolbelt from the keeper's broken form as a trophy.

Description: The *Keeper's Toolbelt* is a magical belt that provides a +8 competence bonus to all craft checks and reduces the cost of crafting any item by 50% as the crafter's understanding of construction methods is augmented. Once a creature wears this belt for more than 1 week, the true intent of the belt begins to assert itself. Each time the wearer constructs an item of metal he, unbeknownst to him, gains a point of hardness. The wearer may learn of this condition if he is attacked and notices some of the damage has somehow been mysteriously resisted. Once the wearer has accumulated 20 points of hardness; he will undergo a metamorphosis that takes 10 minutes as his form shrinks and his body and mind transform into that of a keeper. As a keeper he will immediately begin constructing a temporary portal, which takes 3 days, and return to the Clockwork-Driven Lighthouse. This portal will be big enough for medium size creatures to pass through and will collapse after 1 hour.

Overwhelming transmutation; CL 26th; In effect, this is a minor artifact and cannot be created; Price: n/a; Weight 4lbs.

Detect Magic: Moderate divination

N⊕BLE'S H⊕N⊕UR (DC 16)

History: Unfortunately not all rulers rise to power because of their fair judgment and wise leadership. Jerith Lars wanted to rise to power using his good looks, and why should he not? He was a dashing figure, after all. But he was getting older and his looks were beginning to fade, while he still had a long way to go to attain the power he wanted.

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In the city in which he lived, now forgotten to time, there was a mature human sorceress that Jerith had heard possessed great mastery of the arcane arts. He met with the sorceress and after a period of weeks was able to work his way into her bed and heart. Once he was sure *her* love was true, he convinced her to craft for him a *cloak of charisma* as a present. The sorceress was no fool; she had seen how Jerith looked at the young maidens at court and knew how charming he could be already. Thus, she crafted into the cloak a way to retain the man's faithfulness. It was only a week after she presented the cloak to Jerith that he poisoned her and left to find new conquests. It was not long before her terrible curse became apparent.

Description: The *Noble's Honour* acts as a *cloak of charisma* +4 with one serious drawback. The suspicious sorceress realized that the noble could use the cloak to help work his way into the beds of other women and so cursed the item with a variant form of *jealousy*. Should the wearer bed any member of the opposite sex with the help of the cloak, the wearer, from that point on, would be bound to that lover, suffering (8d6) damage for any attempt made to use a charisma-based skill to positively affect the attitude of another member of the opposite sex or if the wearer commits an act of unfaithfulness. The wearer is allowed a Will save (DC 16) to take only half damage. This curse persists for as long as both bonded creatures live, even if the cloak is thrown away.

Moderate necromancy; CL 8th; Craft Wondrous Item, *bestow curse*, *eagle's splendor*, *jealousy*; Price 16,000 gp; Cost of Create 8,000 gp + 640 gp; Weight 2 lb.

Detect magic: Moderate transmutation.

R⊕D ⊕F BESTIAL FURY (DC 22)

History: Teelia Sworsjin, a maenad Puppetmaster, was angry. Time and time again her puppets would fall in battle due to their pathetic weaknesses. When she did manage to control a stronger creature, its will over time would assert itself and it would rebel. After the disastrous rebellion of her half-giant ranger at the Blacktooth Canyon, Teelia retreated from the world to reflect on the problem. "How can I guarantee strength in my puppets while ensuring they unwavering loyalty," she thought. She crafted a psionic item that would not only increase the power of her puppet but also leave them supple to her will. For a time it seemed her *Rod of Bestial Fury* had indeed given her everything that she desired. It seemed to be a perfect solution until the half-giant died. Teelia didn't recognize the emotional trauma that the rod had inflicted on the puppets' mental essence or the abomination that would result from her careless abuse.

Description: The *Rod of Bestial Fury* is a universal item that can be used once per day. When the rod is touched to a living creature and the command thought is provided by the wielder, the target gains a number of permanent adjustments: +4 enhancement bonus to both Strength and Constitution, -4 penalty to Intelligence and Wisdom, and damage reduction equal to 2/-. If a creature targeted by the rod is reduced to 0 Intelligence or Wisdom, it will die. When the target of the rod dies for any reason their essence does not rest but instead they acquire the Reverberant template below and rise from their body in 1d4 rounds. Once risen, the Reverberant will seek to destroy the creature that hurt it with the rod and then seek out any other psionic creature to destroy.

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Strong psychometabolism; ML 14th; Craft Universal Item, *animal affinity*, *biofeedback*, *psionic bestow curse*; Price: 78, 680 gp; Cost to Create: 39, 340 gp + 3,147 xp; Weight 7 lbs.

Detect Psionics: Moderate psychometabolism

STEELMIND MATRIX (DC 24)

History: Deep within the foundries of the world, Muckler Steelmind, a duergar shaper, toiled in the darkness trying to end the siege of his homeland. Everyday the duergar defended the entrance to their clanhold against the vile possessors, but the clan's numbers were falling to these foul children of outer gods.

The clan elders met and chose Muckler Steelmind to create a number of *cognizance crystals* that the clan's psychic warriors could use to take the fight out of the clanhold and end the threat of these foul aberrations. Resources in the clanhold were short, as the siege of the possessors had gone on for several months, so instead of investing in new materials Muckler had to realign older psychoactive materials to make the 30 crystals the elders demanded. When the psychic warriors had prepared themselves to lead an assault against the possessors, the power promised to them never came and they too were possessed. The clanhold fell two days later.

Description: The *Steelmind Matrix* acts as a cognizance crystal in many ways; in fact it will hold 9 power points when fully charged. However the matrix used to hold the power is unstable and requires 2 power points to be used to store a single point, although the user will not recognize this flaw. Additionally the matrix is only

considered stable when holding 0, 3 or 9 points; if the matrix is currently holding another number of points it will lose an additional 1 power point every minute until it has only 0 or 3 power points in it. The curse of this item results from poor craftsmanship and not from any malicious intent.

Faint psychokinesis; ML 9th; Craft Cognizance Crystal, Price: 4,000, Cost to Create 2000 gp + 160 xp; Weight 1 lb.

Detect Psionics: Moderate psychokinesis

WINTERSCARRED SILVER (DC 20)

History: The death of Olaf Stonesinger and his bodyguards in the Winterscarred Mountain was a great loss to their clan. In tribute to the Olaf and his bodyguards, 8 silver ingots were forged and were left with their bodies in the tomb to mark their sacrifice for the good of the clan. Olaf's courage against the gargantuan remorhaz became a legend to be respected and remembered. It became a tradition that each day the men of his clan toiled for silver in the Winterscarred Mountains and each day the men of his clan would visit the tomb of Olaf to pay their respects. The clan was blessed for their reverence and dedication to traditions for centuries, until a young thief named Razul Shalesplitter stole one off the silver ingots and fled. In outrage at the sacrilege perpetrated by one of his clansmen, Kragmor Thornwarmer, the high priest and spiritual leader of the clan, brought his god's fury to bear upon the claim. First he laid a powerful curse on the remaining 7 silver ingots and then he called a great glacier down upon the mountains sealing the tomb and silver mine off from the rest of the world. The clan was forced

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from their holdings, their prosperity, and their traditions. Now the clan exists as a shadow of its former glory and its members endlessly travel and search for the missing ingot that has robbed them of their destiny.

Description: *Winterscarred Silver* is the name given to any of the 7 remaining ingots that were first laid in remembrance of the Stonesinger sacrifice. These ingots are palm-sized, square and have been stamped with the image of a miner's pick. They possess no magical properties beyond their two-fold curse. Any creature who takes one of the silver ingots for their resting place in Olaf's tomb is immediately seized by the curse and will not part with his ingot unless he is trying to returning to it rightful resting place. Any time another creature asks the cursed creature for material or finance assistance the cursed creature must make a Will save (DC 18). If the save is failed the

cursed creature must provide that assistance to the creature as best he can and make a second Will save (DC 18). If the second save fails as well the cursed creature will explain, "I freely will give all that you ask and I can provide for I, like a base villain, have stolen a silver ingot from the sacred Stonesinger Tomb and it is all that I will ever need." This curse can only be lifted if all 8 silver ingots are returned to the Stonesinger Tomb in the Winterscarred Mountains. (This item was inspired by Michael Hammes and Phillip Reed's *Adventure Locations: Ice Tomb of the Dwarf Lord*)

Strong enchantment; CL 14th; Craft Wondrous Item; *bestow curse, suggestion*; Price 4 g; Cost to Create NA; Weight _ lb.

Detect Magic: Does not detect as magical.

CREA+URES

KEEPER

Tiny Construct

Hit Dice: 1/2 d10 (5 hp)

Initiative: +4

Speed: 60 ft.

Armor Class: 14 (+2 size, +4 Dex), touch 16, flat-footed 12

Base Attack/Grapple: +0/-8

Attack: Masterwork tool +3 melee (1d3)

Full Attack: Masterwork tool +3 melee (1d3)

Space/Reach: 2-1/2 ft./0 ft.

Special Attacks: —

Special Qualities: Advanced capabilities, construct traits, darkvision 60 ft., hardness 20, low-light vision, repair

Saves: Fort +0, Ref +4, Will -5

Abilities: Str 10, Dex 18, Con —, Int —, Wis 1, Cha 1

Skills: —

Feats: —

Environment: Clockwork-Driven Lighthouse Only

Organization: Work Group (40)

Challenge Rating: 1/2

Treasure: None

Alignment: Always neutral

Advancement: —

Level Adjustment: —

These tiny constructs look like finely detailed little metal men. Their tools are attached in various places on their bodies and are pulled off as needed.

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Combat

Keepers do not initiate combat and ignore any attacks on themselves unless they are damaged (the damage exceeds their hardness).

Once damaged, however, a Keeper lets out a shrill whistle that immediately summons any and all other Keepers in the vicinity to its side. These Keepers whistle in turn, passing the signal along and within five rounds the signal has been sent throughout the entirety of the Lighthouse and all Keepers converge on that location within another five rounds to repair their fellow and drive out the danger.

If multiple Keepers are attacked in different locations, the Keepers divide their numbers as evenly as possible among the different locations (so if Keepers are being attacked in three different locations, one-third of the total Keepers would arrive at each location within ten rounds).

Advanced Capabilities (Ex): Tasked with maintaining the Clockwork-Driven Lighthouse to maximum efficiency, each Keeper is able to accomplish any necessary function for fulfilling that mission. This includes not only keeping the Lighthouse spotless and the repair or replacement of broken pieces, but also the ability to forge those replacement pieces (there's a forge and supply room in the Machine Column)

and the creation of simple machines to perform other tasks (i.e. a rope and pulley system to lift an object too heavy to move).

Hardness 20 (Ex): Keepers are forged from adamantite and have a hardness of 20. In addition, because they are animated objects, electricity and fire deal half damage to a keeper (divide damage dealt by 2 before applying hardness) and cold deals only one-quarter damage (divide damage dealt by 4 before applying hardness). Acid and sonic attacks damage Keepers normally. Keepers take only half damage from ranged weapons (unless the weapon is a siege engine or something similar, divide the damage dealt by 2 before applying the keeper's hardness).

Finally, because of their masterwork craftsmanship, Keepers receive a +1 enhancement bonus on their attack rolls (already included in the calculations) and their tools ignore any hardness less than 20 when it comes to attacking objects or sundering.

Repair (Ex): As long as it has access to the appropriate materials and tools, a Keeper can repair itself or another Keeper. This process takes one hour per hit point.

Crafting such an intelligent and capable automaton is beyond the capabilities of mortals.

PSI⊕NIC POWERS AND SPELLS

BEST⊕W CURSE, PSI⊕NIC

Psychometabolism

Level: Psion/Wilder 4

Display: Material and Visual

Manifesting Time: 1 standard action

Range: Touch

Target: Creature touched

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Duration: Permanent
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 7

As the *bestow curse* spell except as noted above.

DETECT DISEASE

Divination
Level: Clr 0, Drd 0, Pal 1, Sor/Wiz 0
Components: V, S
Casting Time: 1 standard action
Range: 60 feet
Area: A quarter circle emanating from you to the extreme of the range.
Duration: Concentration, up to one minute/level (D)
Saving Throw: None
Spell Resistance: None

The player can detect in a creature the presence of disease or disease-causing filth or conditions, etc. The amount of information revealed depends on how long you study a particular area or subject:

1st Round: Presence or absence of disease.

2nd Round: Number of disease or disease-ridden areas and the location of each. If a disease source lies outside your line of sight, you discern its direction but not its exact location.

3rd Round: The general type of disease: the damage it inflicts, the incubation period, contagion factors, and the relative difficulty of the save.

Note: Each round, you can turn to detect disease in a new area. The disease can barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 1 yard or wood or dirt blocks it.

GUILT

Enchantment (Compulsion)[Mind-Affecting]

Level: Brd 1, Clr 1, Wiz/Sor 1

Components: V, S, F

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: On living creature of nongood alignment

Duration: 1d4 rounds

Saving Throw: Will negates

Spell Resistance: Yes

A nongood creature is forced to think about some evil deed it performed, denying it any actions except to defend itself.

Focus: A small mirror

JEALOUSY

Necromancy

Level: Clr 3, Wiz/Sor 4

Components: V, S, M

Casting Time: 1 standard action

Range: Touch (see text)

Target: Creature touched (see text)

Duration: Permanent

Saving Throw: Will half

Spell Resistance: Yes

The player places a curse on the subject. If the target attempts to engage in sexual intercourse with any creature other than with the player, the creature experiences agonizing pain causing 1d6 points of damage per caster level (maximum 10d6), with a Will save half.

If the player has placed a divine or arcane mark upon the creature the spell can be cast at any range.

Material Component: A drop of seminal fluid from the target creature.

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VACATE BOWELS

Necromancy

Level: Brd 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 round

Saving Throw: Fortitude negates

Spell Resistance: Yes

The target creature's bowels completely evacuate, with predictable results, if it fails its Fortitude saving throw. So violent is this action that the creature is immediately stunned (drops everything held, can't take actions, takes a -2 penalty to AC, and loses Dexterity bonus to AC) until the caster's turn next round.

TEMPLATES

QUESTING BEAST

A questing beast is a creature of story or legend that lives within the imagination and has corporeal form in the Questing Grounds. It is the storybook foe of some great hero and will do its best to hunt down and destroy that hero in the story in which he lives.

Creating a Questing Beast

"Questing Beast" is a template that can be applied to any creature (but usually animal or magical beast), referred to as the base creature. The creature gains the 'story' subtype, which has specific powers and limitations on the Questing Grounds but not in the Prime Material plane. It uses all the base creature's statistics and special abilities except as noted here.

HD: base creature's HD +2*

AC: natural armour increases by +2

Special Attacks: Same as the base creature, and add:

Phantasmal Strike (Su): Three times per day, a questing beast may adopt a terrifying guise for one round as a free action. Any creature in combat with the Beast may

make a Will save (DC 10 + 1/2 Beast's Hit Dice + its Charisma modifier) to see through the guise. If the Will save is failed, then anyone injured by the Beast's attacks this round must make a Fortitude save (DC 10 + 1/2 Beast's Hit Dice + its Constitution modifier) or die. Even if the Fortitude save succeeds, the injured character takes an extra 3d6 points of damage.**

Special Qualities: A Questing Beast retains all the special qualities of the base creature, and adds:

Discern Location (Sp): A Questing Beast can discern the location of the creature that is its protagonist.

Greater Teleport (Sp): A Questing Beast can teleport to the vicinity (within 10 miles) of the protagonist.

Plane Shift (Sp): A Questing Beast can *plane shift* at will, but only to follow its protagonist.

Abilities: Add +2 to all abilities of the Questing Beast. Its intelligence score cannot be lower than 6 and must be raised to this if not equal to 6 or higher after the adjustment was made.

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Treasure: Standard, plus killing a questing beast antagonist gives the protagonist a *limited wish*.***

Alignment: Always chaotic. The moral part of the creature's alignment is always the opposite of the protagonist.

* When a Questing Beast is reduced to 0 hp on a plane other than the Questing Ground it disappears as its essence returns to the Questing Grounds.

** If the Question Beast template is added to a creature with no constitution score then the Fortitude save to resist the Phantasmal Strike's death portion is modified by the creature's Charisma modifier instead.

*** The *limited wish* is granted so that the successful protagonist is able to live happily ever after just as the heroes of fairy tales and legends do.

REVERBERANT

The reverberant is the emotional essence of an intelligent creature that has suffered great emotional and psychic trauma as the deliberate results of another's actions. The reverberant comes into existence with an intense hatred of whoever caused the trauma and beings that wield psionic powers.

Creating a Reverberant

"Reverberant" is an acquired template that can be added to any aberration, animal, dragon, giant, humanoid, magical beast, or monstrous humanoid. The creature (referred to hereafter as the base creature) must have a Charisma of at least 6. If their score is below 6 then raise it to 6 before continuing. A reverberant uses all the base creature's statistics and special abilities except as noted below.

Size and Type: The creature's type changes to undead. Do not recalculate the creature's base attack bonus, saves, or skill points. It gains the incorporeal and psionic subtypes. Size is unchanged.

Hit Dice: All current and future Hit Dice become d12s.

Speed: Reverberants have a fly speed of 30 feet, unless the base creature has a higher fly speed, with perfect manoeuvrability.

Armor Class: As an incorporeal creature its natural armour bonus is +0, but it gains a deflection bonus equal to its Charisma modifier or +1, whichever is higher.

Base Attack/Grapple: The base attack bonus remains unchanged. The reverberant does not have a grapple bonus since incorporeal creatures may not grapple.

Attack: Any attack that the creature previously had that required physical contact have been replaced with incorporeal touch attack. The attack bonus for any such attack is modified by the reverberant's Dexterity.

Full Attack: Any attacks that the creature previously had that required physical contact have been replaced with incorporeal attacks. The attack bonus for any such attack is modified by the reverberant's Dexterity.

Damage: The reverberant's physical attacks deal the same amount of damage did previously although they no longer have a Strength bonus or penalty. In addition any successful attack will subject the creature to the reverberant's Draining Touch ability

Special Attacks: A reverberant retains all the special attacks of the base creature, however the save DC against a special attack previously based off Strength or Constitution is now equal to 10 + 1/2 reverberant's HD + reverberant's Cha modifier.

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Draining Touch (Su): When a creature is struck by the reverberant the creature must make a Will save (DC 10 + 1/2 reverberant's HD + reverberant's Cha modifier). If the save fails the target creature will be drained of 1d4 power points or 1 point of intelligence, if they have insufficient power points. Any power points the reverberant drains can be stored by the reverberant up to the number of power points a day it would possess if it were a psion of equivalent Hit Dice. These stored power points may be used to augment any of the reverberants' psi-like abilities.

Emotional Disharmonics (Su): The extreme emotions that the reverberant radiates disrupts mental prowess of psionic creatures. If the reverberant is currently threatening a psionic creature then the psionic creature must make a Will Save (DC 10 + 1/2 reverberant's HD + Charisma modifier) or may not manifest powers psionic powers.

Power Conversion (Su): When a reverberant drains power points by means of its incorporeal touch, it immediately heals 1 hit point per power point or 4 hit points per intelligence point drained. It can not gain more hit points than is allowed for its Hit Dice but it could rise above the reverberant's starting hit points.

Psi-Like Abilities (Ps): At will – detect psionics, energy burst (electricity, 5d6, DC 15 + Cha modifier) or (sonic, 5d6-1, DC 13

+ cha modifier). Manifest Level is equal to Hit Dice. The save DC is Charisma based

Special Qualities: A reverberant has all the special qualities of the base creature as well as those described below.

Turn Resistance (Ex): A reverberant has +2 turn resistance.

Abilities: Same as the base creature, except that the reverberant has no Strength or Constitution score, and its Charisma score increases by +4.

Skills: Reverberants have a +4 racial bonus on Listen, Search, and Spot checks.

Environment: Any, often as base creature.

Organization: Solitary.

Challenge Rating: Same as the base creature +1.

Treasure: None.

Alignment: always Lawful Evil.

When a reverberant is reduced to 0 hp it is destroyed. The total of the reverberant's essence is not lost at this point but instead will remain in this area as 1d3 broken psionic echoes that could later be harvested by a psionic character (This option is only available for those using the optional rules found within *The Quintessential Psion* from Mongoose Publishing Ltd.)

What is a psionic echo and why would I want to harvest it?

Simply put a psionic echo is a piece of the creature's negative mental energy. Like a strong memory of loss, rage, injury, terror, or death the echoes are carried like baggage throughout a creature's life only to be released upon the creature's death. They hang invisibly in the air retaining their mental energy until they dissipate or are harvested. If a psion harvests the echo it can be used and another source of power points to fuel their manifestations.

ATHENAUM ARCANÆ: CURSED ITEMS

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