

★Armor of the Gods:

Truly the greatest of all treasures - *Armor-of-the-Gods* is purely a metaphorical name since it's actually a beautiful mithril belt with a lightning inscribed buckle, and the fact that no power has ever stepped forward to claim ownership for it. It can be worn by warriors & rouses and unites with the wearer (who in turn no longer needs to eat, drink or breathe) and will only reaper when the character dies of old age, becomes a demigod, or is subjected to *Mordenkainen's - Disjunction*. The means and reason for creating this unique item are completely unknown and it's totally useless to divine beings.

Powers:

1. The armor grants base AC -5 (modified by DEX and magic); +5 to all saves; STR & CON 25; ambidexterity (warriors and rouses only); vampiric regeneration. Moreover, any damaging attack against the wearer is reduced by 3 HP / die rolled (with a minimum of 1). The wearer can plane-shift (with plane adaptation) and teleport at will, and gains permanent Fly (36A), swim (18), improved blinking, 120' telepathy, 90', infra/dark-vision and see-invisible combined with normal sight.
2. The armor grants total (non-reducible 100%) immunity to poison, disease, paralysis, stun, knockout, instant death, slow, charm, polymorph, vorpal effect, possession, sense debilitating & stealing, gaze attacks and all types of area damage & explosions.
3. The wearer can manifest (instantly and at will) any weapon (or 2 weapons – for ambidextrous characters) within class limitation. Each weapon functions as +4 of vorpal / crushing and of flaming (though this flame is violet and made of pure energy, not heat). The wearer can sacrifice 1 level temporarily to make the weapon(s) +5 for 1 turn. This level loss will wear off after 1 month.

★Ring of the Undead Lord:

Only a lawful-evil necromancer of the 20th level with 18 INT or higher can create this ring. A knowledge that is near impossible to acquire - over 100 years of intense studies, and the preparations take 13 additional years (20% success chance +5% / failed attempt). The ring confers the wearer with all the immunities and powers of a death knight, a lich, a vampire and a banshee (suffering only the penalties related to all of them – if there are any), and allows him to travel freely to the negative material plane, the Demiplane of shadows and to the dimension of nightmares. The ring is unaffected by fire, cold, electricity or acid and can store up to 7 spells of any level. It however causes the wearer to radiate chill 20' around him, reducing the reaction of any living creature by -6. This chill is not related to temperature and cannot be negated with heat. Furthermore, the wearer doesn't breathe, moves with no sound and has no reflection. The wearer's flesh and skin slowly shrink (and attach to his/her bones) - turning gray, and the eyes become pale (then finally white), resulting in charisma loss (-1 point / year). This is reversible only by destroying the ring (300 HP, AC -10, regenerates 1 HP / round, damaged only by +4 or greater enchantment) and applying dispel-evil and cure-all by a 20th level lawful-good cleric. When the wearer's charisma reaches 0 he becomes one with the ring and is transformed to a zombie-like undead (with all powers mentioned above), keeping all knowledge obtained in life, though this one cannot be turned.

★Hand of the master thief

This is a thick and wide bracelet of leather and metal inscribed with the carving of a Tarantula spider. It grants the wearer with all the abilities of a thief of equal level. If used by a bard it increases his CHA to 25 (thieves gain 5 additional levels instead) and his DEX to 25, and also functions as elven cloak, elven boots and a ring of free action. The bracelet is unaffected by any form of attack of mortal level.

★Amulet of divine holiness

This item appears as a flat hexagon-shaped amulet made of gold with a silver chain but previous attempts for analysis have always failed. When used by non-clerics it bestows the wearer with *protection from evil* and the ability to turn undead as a cleric of equal level. If used by a cleric the amulet vanishes and a golden hexagon with the cleric's symbol is formed on his forehead. It then grants the cleric with WIS of 25, another spell from each level, the ability to *cure disease* at will, +3 to all saves and all the abilities unique to paladins. It also bestows total immunity to all ill effects from attacks made by undead.

★Eye of magic

This is a spherical yes-shaped medallion. It grants the wearer with INT 25, 40% bonus to magic resistance, the ability of using any magical item (even scrolls and items restricted only to druids or certain levels). It also doubles any level check score rolled by the character. Wizards and bards who wear this medallion also gain absolute memory and are able to convert all their spells into magic points and cast any of the spells in their spell-books with no need for memorizing spells. Once worn, the medallion is insubstantial to anyone and anything but the wearer and cannot be damaged or removed by means except by will or death of the wearer.

★*Invisiblade*

Background: No one can explain the existence of this impossible weapon (not even the gods themselves). It appears as diamond-like blue crystal shaped as the hilt of a dagger. When held, a blade of pure force is formed with edges that pulsate with a soft blue light. The hilt is adorned with a small diamond-like orange gem that glows red if the wielder is in danger. This includes traps, ambushes etc (making the wielder is impossible to surprise or ambush). Past examination showed no magic related to the blade. The only sure thing is that several gods have tried directly to destroy the blade and failed, eventually getting rid of the accursed thing (in their own words). In battle the blade becomes invisible to anyone but the wielder, giving an additional +3 to hit on the first attack and +1 on later attacks. The blade will affect anyone (including amorphous, incorporeal and divine beings).

The blade will bond with the wielder, effectively giving the wielder extra 50% HP. This bond may last for the character's entire life or for only a few minutes (no pattern yet established), then it vanishes only to reappear elsewhere. The blade can be summoned whenever needed, and any successful disarm (at -7) will only result in the blade blinking back to the wielder's hand. If anyone else tries to wield the blade in battle, he must save vs. Paralysis (to let go quick enough) or evoke a terrible power of the blade:

The blade turns black, and from the hilt spring forth 20 black, dragon-like snakes, which are between 10' and 14', long (4 of each length), they stay attached to the sword at the tail. Their attacks cause the wielder 1d6 points of damage per snake per round. They are completely immune to all magic and psionics from regular mortals (avatars, demigods and gods affect them normally), and are only harmed by weapons of at least +5 enchantment. Each snake has 12 - 16 hit points (2 + length). Any attack directed against the snakes causes only half damage on the snake (unless destroyed), and the other half on the victim. They are AC -6. When a snake is killed, it disappears back into the hilt, and can reappear again 1 day per hit point later.

Note: the blade will always turn against avatars, demigods and gods, and if defeated, will become useless for the wielder.

Type: (varies) +7

INT: none (?)

Ego: none (?)

Alignment: none

Communication: none (wielder is automatically aware of all powers)

Primary powers: The blade has no weight. It adjusts itself to fit the situation and character, and can act as a dagger / wakizeshi / katana. The wielder (even a mage) fights as a weapon master (see the character) of the same level, adding an extra 1d6 / 1d8 / 1d10 +7 points (enchantment) to the damage. At 19th level and above the character would attack 5 (4 + 1 for quickness) times for an astonishing total damage of 5d6+12 / 5d8+12 / 5d10+12 + STR bonuses per attack.

The blade has the following powers:

- Quickness and Vorpal
- Blood drain: any damage against living creatures is healed to the wielder.
- *Mordenkainen's - disjunction* aimed exclusively on the target
- Targets only count DEX for their AC. The blade cuts through any material like a vorpal weapon striking human flesh (causing any successful parrying attempt, by either the wielder or the opponent, to result in the destruction of the opponent's weapon – even those considered unbreakable or even indestructible – this one triumphs against all others).
- The Character gains free action and protection from missiles (+3 enchantment or lower), paralysis, poison, and instant death.

If a natural 20 is rolled to hit, roll a D % and consult the following table for the effect:

D100	Effect
01-50	Double damage
51-75	Triple damage.
76-95	Quadruple damage
96-98	Opponent must also save vs. Death Magic or die (see result 00).
99	Opponent now must save with -8 (see result 00).
00	Opponent's soul is absorbed, then his body is vaporized and scattered throughout the various planes of the multiverse. He is irrevocably dead (very irrevocably) and the wielder permanently gains a point on each characteristic (up to 25), and now has any information the opponent had.

★*The hunting bow*

Type: godly composite short bow

Damage: 2d8 (base) +7 (hit & damage)

The hunting bow is undoubtedly the world's most magnificent bow. It's the creation of *Diana*, the hunting goddess of the moon. At any given moment in time there's 1 ranger in the world (one who devotes his life to nature) who is blessed with the ability of using it (not necessarily the most powerful). Until healed in battle or hunt it looks like nothing more than the middle bone-handle of a composite bow, inscribed with the carved figure of a peregrine falcon. When held in combat or hunting it opens up to a breathtakingly beautiful bow with no string. It bestows the ranger with proficiency of a weapon master of an equal level, allowing an extra attack / round (no need to load arrows). The bow has the following powers:

String & flame arrow (1d6 points extra - optional) generation when pulled (by will of the ranger).

_5 times the range (as short range) and bestowing the ranger the eyesight of a peregrine falcon.

Armor piercing (ignoring any physical & magical armor bonuses).

Exploding arrow – once / turn (fireball at the level of the ranger), by will of the ranger.

Note: All the above powers were created by **Diana** and therefore are not susceptible to *dispel magic* or *anti magic*. As long as the goddess exists so shall the bow.