

D&D 3RD EDITION

NEW MAGIC ITEMS

MEDALLION OF THE DIVINE

This item is for use by divine spellcasters, although other characters can use it if their alignment matches (see **Alignment** below and DMG 3.0, p.229). It is a medallion (or pendant) intended to be worn around the neck. The medallion is embedded with the spell *Imbue with Spell Ability*, and functions similarly. The user, however, is not limited by his hit dice when casting spells from this medallion (since it is actually the medallion itself that is imbued with spell ability). Note that the item can be charged only with divine abjuration, divination, and conjuration (healing) spells. The user must also have any material components and/or foci for the spells to be cast. The medallion can store up to (2) first and (1) second level spells.

An example medallion:

Alignment: Neutral Good

Physical Description: A rayed sun disc of gold, hung on a gold chain, and studded with numerous sards, the whole being worth about 3,000 gp.

Caster Level: 7th; **Prerequisites:** Craft Wondrous Item, *Imbue with Spell Ability*, creator must be a divine spellcaster; **MSRP:** 6,000 gp.

RING OF THE ARCANES

This item is useable only by arcane spellcasters. It is embedded with the spell *Rary's Mnemonic Enhancer* (PHB 3.0, p. 242). The ring functions exactly as the spell, with the stipulation that the ring must be worn continuously if it is used to prepare additional spells (i.e., these extra spells are lost if the ring is removed before they are cast). Note that the user must provide any material components and/or foci for the extra spell(s) (but not for the *Mnemonic Enhancer*).

Physical Description: An electrum band mounted with a medium-blue sapphire, the whole being worth about 5,000 gp.

Caster Level: 7th; **Prerequisites:** Forge Ring, *Permanency*, *Rary's Mnemonic Enhancer*; **MSRP:** 10,000 gp.

STAFFS

Snake Staff: This large staff functions as a +1 quarterstaff when used in melee. Upon the user's command, it changes (a full round action) into a medium-sized constrictor snake (see **MM** pp. 200–202

for stats). The snake obeys the users' commands. The serpent returns to staff form (a full round action): (a) upon command, (b) when over 40' distance from the user, or (c) if it is reduced to 0 hit points (in which case it cannot be used again for 24 hours).

Caster Level: 7th; **Prerequisites:** Craft Staff, Craft Magic Arms and Armor, *Sticks to Snakes*; **MSRP:** 10,000 gp.

WEB NUTS

Range Increment: 20' (use rules for grenade-like weapons)

Area of Effect: 10' rad. Sphere

Duration: 30 min.

MSRP: 300 gp each

Web Nuts reproduce the effects of a Web spell, except as noted above. They are about the size of a baseball. A thin, rough ceramic (or glass) shell surrounds a mass of sticky strands (like a ball of goeey brown yarn). Upon impact, the Web Nut explodes into the webs. Cf. *Web* spell for other details. Note that the person carrying the Web Nuts should take precautions against accidental detonation. They are usually supplied packed in a wooden box with cushioning. Recommend 1–6 per lot.

Caster Level: 3rd; **Prerequisites:** Brew Potion, *Web*; **MSRP:** 300 gp.