

Magical Treasures

Volume I · Items 01–20

15 STANDARD ENCHANTMENTS / 5 ANATHARI DEVICES

This is a collection of magical items for AD&D 2nd Edition. Unless otherwise noted, none of these are artifact-level or relic-level items, and none have suggested XP or monetary values attached.

Items are divided into two major categories: standard magical items and Anathari devices.

Anathari devices incorporate both magic and lost technology left behind by an empire that collapsed long ago. These practical items represent surviving designs, not unique specimens. After roughly two thousand years, working examples of Anathari devices are rare and highly prized. Most require no specialized knowledge to use; understanding or reproducing their workings is another matter, however.

STANDARD MAGICAL ITEMS

No.	Item	At a glance	Page
01	Boots of the Long Road	Dry feet; no ordinary wear	2
02	Bell of the Faithful Watch	Warns of approaching creatures	2
03	Cloak of the Sheltering Bough	Shelters its wearer from weather	2
04	The Honest Edge	+1 to hit; an enduring cutting edge	3
05	Staff of the Sure Step	+2 bonus on relevant balance checks	3
06	The Watchman's Ward	+1 shield; guards a companion	3
07	The Cartographer's Case	Protects and repairs documents	4
08	Stones of the Far Whisper	Spoken messages across one mile	4
09	Ring of the Steady Hand	Steadies hands; one missile bonus daily	4
10	Ring of the Second Chance	A second saving throw with +2 daily	5
11	Blade of the Returning Hand	+1 sword; returns after disarming	5
12	Lantern of Revealing Shadows	Invisible creatures cast faint shadows	5
13	Key of the Patient Locksmith	Opens an ordinary lock in one turn	6
14	Bracer of the Last Arrow	1d4 final ordinary arrows each day	6
15	Cup of the Kindly Host	Pleasant temperature; removes spoilage	6

ANATHARI DEVICES

No.	Item	At a glance	Page
16	Anathari Hearthstone	Reliable, smokeless room heating	7
17	Anathari Preserver's Plate	Food stays fresh while supported	7
18	Anathari Measure	Reads dimensions in Anathari units	8
19	Anathari Cleansing Vessel	Purifies three gallons in ten minutes	8
20	Anathari Mender's Frame	Rejoins broken ceramic, glass, or stone	8

Item names link to their entries; each entry links back to this index. Item numbers remain the same across the individual volumes and master catalogue. “In Audalis” passages are optional lore.

I. Standard Magical Items

01. Boots of the Long Road

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FOOTWEAR / TRAVEL

Appearance. *Sturdy leather traveling boots with well-made soles and simple fittings. Their appearance suggests long service, but their construction remains sound.*

Magical properties. The wearer suffers no blisters, wet feet, or ordinary foot soreness from walking. The boots never wear out through normal use. These benefits are constant while the boots are worn.

Limits. The boots do not prevent general fatigue, remove the need for rest, or increase travel speed. They do not protect against deliberate damage or extraordinary hazards.

In Audalis. Such boots might first have been commissioned for professional messengers whose livelihoods depended upon their feet. A surviving pair could be a courier's prized possession, an inherited gift, or the work of an otherwise forgotten enchanter.

02. Bell of the Faithful Watch

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BELL / SECURITY

Appearance. *A small bronze bell suspended from a leather cord. Its worn surface and modest size make it easy to mistake for an ordinary household bell.*

Magical properties. When suspended and activated, the bell sounds quietly whenever a creature larger than a common rat comes within 30 feet. The owner can exempt known companions when setting it simply by concentrating on them for a moment.

Limits. The bell gives no indication of numbers or intentions. Ordinary passersby and animals can trigger it; its warning is no substitute for a vigilant sentry.

In Audalis. An isolated household or lonely waystation might value this enchantment as highly as a traveling adventurer. A bell hanging above an unremarkable doorway could be the most valuable object in the entire building.

03. Cloak of the Sheltering Bough

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CLOAK / WEATHER PROTECTION

Appearance. *A finely woven green cloak, unusually light and supple, fastened with a simple clasp. The cloth drapes easily without the bulk of a heavy winter garment.*

Magical properties. The cloak keeps its wearer comfortable through ordinary rain, wind, snow, and cold. Water slides from its surface without leaving the garment damp or heavy.

Limits. The cloak grants no Armor Class bonus. It does not protect against magical effects or dangerously extreme temperatures.

In Audalis. These cloaks are associated with sylvari frontier wardens, scouts, and forest messengers. Some traditions trace their enchantment to protective weaving once taught by the fae; others credit later mortal invention. Their everyday usefulness offers no certain answer to that older question.

04. The Honest Edge

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DAGGER / UTILITY AND COMBAT

Appearance. *A carefully made steel dagger with a plain, comfortable hilt. Its enduringly keen edge is more remarkable than its otherwise restrained workmanship.*

Magical properties. The blade never dulls, rusts, or develops a nick through ordinary cutting, and it remains clean and sharp without sharpening. In combat, it grants +1 to attack rolls and can strike creatures requiring a +1 weapon.

Limits. The dagger grants no magical damage bonus. Its resistance to ordinary wear does not make the entire weapon indestructible.

In Audalis. An enchantment of this kind might originate in a craftsman's commission rather than a soldier's request. Hunters, leatherworkers, and surgeons could all appreciate an edge that remains dependable through years of work.

05. Staff of the Sure Step

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STAFF / EXPLORATION

Appearance. *A stout wooden walking staff with an iron ferrule and a grip polished by use. Nothing in its outward appearance distinguishes it from a well-made traveler's staff.*

Magical properties. When wielded, the staff gives its bearer an uncanny sense of balance. The bearer gains a +2 bonus on applicable Dexterity checks involving footing or balance.

Limits. The staff does not help when the supporting ground collapses. It does not allow the bearer to walk on impossible surfaces or perform otherwise impossible feats.

In Audalis. Mountain guides, shepherds, surveyors, and explorers would all have reason to seek such a staff. Its history might be no grander than a wizard's attempt to make a dangerous journey more manageable.

06. The Watchman's Ward

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SHIELD / DEFENSE

Appearance. *A sturdy shield of wood and metal, scarred by use. Surviving examples might bear the faded device of a household guard or a defensive company.*

Magical properties. The Watchman's Ward functions as a shield +1. Once per round, its bearer may forgo an attack to guard an adjacent companion. That companion receives a further one-point improvement to Armor Class against visible attackers.

Limits. The additional protection requires the bearer to deliberately guard the adjacent companion and forgo the attack.

In Audalis. This enchantment suits soldiers and household guards charged with protecting others. A particular shield might have a remembered service history without being a unique relic or the possession of a famous hero.

07. The Cartographer's Case

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DOCUMENT CASE / SCHOLARSHIP

Appearance. *A cylindrical leather case with sturdy end caps and a secure closure, sized for rolled maps and documents. The leather may show the wear of many journeys.*

Magical properties. Maps and documents stored within the case are protected from ordinary moisture, insects, and mildew. Smudged ink and small accidental tears repair themselves overnight.

Limits. Missing information is never recreated. A ruined or incomplete map remains incomplete; the case does not supply details that no longer survive.

In Audalis. Navigators, historians, and custodians of old records would have strong reasons to commission or acquire such a case. Its contents might prove more important than the enchantment, especially when it has preserved a document long thought lost.

08. Stones of the Far Whisper

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PAIRED STONES / COMMUNICATION

Appearance. *A matched pair of smooth stones, easily carried in a pouch or closed hand. Their matching appearance is the clearest outward sign that they belong together.*

Magical properties. The stones carry spoken communication over distances of up to a mile. Words spoken into one emerge quietly from the other. Each stone can be activated three times per day, for up to one minute per activation.

Limits. Only one stone can transmit at a time. Communication requires the matched pair to remain within range.

In Audalis. Sentries, miners, and military scouts might use these stones where ordinary signals are impractical. A pair found separately could have passed through several owners who never understood why a seemingly unremarkable stone occasionally spoke.

09. Ring of the Steady Hand

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RING / PRECISION

Appearance. *An unassuming silver ring, its surface polished smooth by frequent wear. A small stone or simple decoration may be its only ornament.*

Magical properties. The ring suppresses involuntary trembling in the wearer's hands caused by fear, age, fatigue, or physical strain. Once per day, the wearer may also gain +2 to a single missile-weapon attack roll, declared before rolling.

Limits. The ring does not improve Dexterity generally or compensate for deliberate interference with the wearer's hands.

In Audalis. One possible origin is a commission from an aging master jeweler whose trembling hands threatened to end his life's work. An enchanter who fulfilled that request might later have produced examples for scribes, surgeons, and archers.

10. Ring of the Second Chance

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RING / SURVIVAL

Appearance. *A modestly ornamented ring, often set with a pale stone. Its protective enchantment is not apparent from its design.*

Magical properties. Once per day, when the wearer fails a saving throw, the ring permits an immediate second saving throw with a +2 bonus. The result of the second roll stands.

Limits. The ring does not help against spells or effects for which no saving throw is permitted.

In Audalis. Physicians and explorers would have reason to prize such a ring. Its maker might have worked on commission, experimented with protective enchantments, or simply sought a safeguard for someone exposed to venomous creatures.

11. Blade of the Returning Hand

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SHORT SWORD / COMBAT

Appearance. *A well-balanced short sword with a practical crossguard and a worn leather grip. Its fittings may reflect the tastes of its original owner rather than any wider tradition.*

Magical properties. This short sword +1 can be summoned back to its bearer's open hand once per day after the bearer has been disarmed. The blade must be within 30 feet and not physically secured. It flies directly back to the bearer.

Limits. The returning blade cannot injure creatures during its return. The power requires an open hand and does not retrieve a weapon that is physically secured.

In Audalis. A duelist or guard might have commissioned the weapon after a dangerous encounter in which being disarmed nearly proved fatal. Such a personal origin is sufficient; the enchantment need not conceal a larger destiny.

12. Lantern of Revealing Shadows

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LANTERN / DETECTION

Appearance. *A sturdy metal lantern with shuttered glass panels and an ordinary oil reservoir. Its frame and handle show the practical wear of regular use.*

Magical properties. The lantern burns ordinary oil. Once per day, its light can be altered for 10 minutes. During that period, invisible creatures within the illuminated area cast faint shadows upon nearby surfaces.

Limits. The lantern does not reveal a creature's exact appearance or negate invisibility. It provides a clue to an unseen presence rather than making the creature fully visible.

In Audalis. Such lanterns might be commissioned to secure important chambers against magical intrusion. A chamberlain or watch officer could value one chiefly as a precaution, while an adventuring party might carry it into places where unseen creatures are suspected.

13. Key of the Patient Locksmith

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KEY / ACCESS

Appearance. *A slender iron key whose wards subtly change shape when it is inserted into a mundane mechanical lock. Its bow may bear the mark of a locksmith or steward.*

Magical properties. Once per day, the key can unlock a nonmagical lock of ordinary construction after remaining inserted and undisturbed for one full turn (10 minutes).

Limits. The key cannot open barred doors, defeat magical locks, or operate locks that require an unusual sequence of mechanisms.

In Audalis. A steward responsible for an old estate might welcome this item as readily as an adventurer. It could have begun as a practical commission for a locksmith who regularly dealt with lost keys, neglected storerooms, and inherited strongboxes.

14. Bracer of the Last Arrow

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BRACER / ARCHERY

Appearance. *A leather archer's bracer with restrained metal fittings or stitched decoration. Its protective surface is marked by long use.*

Magical properties. Once per day, when the wearer draws the last ordinary arrow from a quiver, the bracer can create 1d4 temporary replacements. The conjured arrows function as normal missiles.

Limits. These arrows grant no attack or damage bonus and vanish after striking or missing. The bracer functions only once per day.

In Audalis. Among frontier archers, such an enchantment could be regarded as a final precaution rather than a substitute for carrying sufficient ammunition. Its original commission might have followed one desperate encounter in which a single additional shot would have mattered.

15. Cup of the Kindly Host

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DRINKING VESSEL / HOSPITALITY

Appearance. *A well-made drinking cup, perhaps carved from wood or fashioned in metal, with restrained decorative work. Years of handling may have softened its details.*

Magical properties. Water, ale, or wine placed in the cup is brought to a pleasant drinking temperature, whether previously hot or cold. Once per day, the cup can also remove ordinary spoilage from a single serving of drink.

Limits. The cup cannot neutralize deliberately introduced poisons or magical contamination.

In Audalis. An innkeeper, prosperous merchant, or noble household might treasure this cup for generations. Its history could be as simple as a gift to a generous host, with no surviving account of the wizard who made it.

II. Anathari Devices

16. Anathari Hearthstone

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DOMESTIC DEVICE / HEATING

Appearance. *A crystalline sphere mounted within a bronze cradle. A small rotating control adjusts its output; the housing may be weathered in appearance while the internal workings remain sound.*

Magical properties. When activated, the hearthstone produces enough warmth to maintain a comfortable temperature in a modestly sized enclosed room. It requires no fuel, produces no smoke, and presents no ordinary fire hazard.

Limits. The device cannot produce enough heat to cook food or serve as a weapon.

In Audalis. Once standard household heating equipment, a surviving hearthstone is now a highly prized possession. Some abandoned Anathari chambers remain comfortably warm even after two millennia. Recognizable designs have survived in multiple examples, but no such discovery is commonplace.

17. Anathari Preserver's Plate

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DOMESTIC DEVICE / FOOD PRESERVATION

Appearance. *A shallow, pale green crystalline platform approximately 18 inches across, sometimes found in a surviving stone or metal countertop.*

Magical properties. The plate arrests the ordinary decay of food resting upon it. Food remains fresh for as long as it is supported by the plate. Removing the food allows ordinary deterioration to resume.

Limits. The plate does not restore spoiled food or remove poison. Its capacity is limited by the food it can support.

In Audalis. These devices once served in Anathari homes, kitchens, and provisioning facilities. A functioning example might be recognized by knowledgeable traders and coveted by wealthy households. Larger examples may survive in the remains of communal kitchens or provisioning halls.

18. Anathari Measure

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TECHNICAL INSTRUMENT / MEASUREMENT

Appearance. *A slim handheld instrument of pale metal and smoky crystal. Its display bears luminous Anathari markings.*

Magical properties. The instrument determines the dimensions of visible objects through an internal system of crystalline sensors. Its readings use Anathari units. Some versions can also estimate weight when an object rests on a compatible platform.

Limits. The readings require knowledge of Anathari units or practical calibration through repeated comparison. The device does not identify composition, magical properties, or concealed contents.

In Audalis. Anathari builders, merchants, and workshop artisans used such instruments for practical measurement. A surviving Measure may still function perfectly even when its owner cannot interpret every reading. Its difficulty lies in understanding the display, not in performing an elaborate activation ritual.

19. Anathari Cleansing Vessel

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DOMESTIC DEVICE / SANITATION

Appearance. *A shallow basin of smooth dark metal, threaded with nearly invisible crystalline filaments. The surface is designed for straightforward, repeated use.*

Magical properties. The vessel removes ordinary biological contamination and virtually all naturally occurring impurities from water. It purifies up to three gallons of water in approximately 10 minutes.

Limits. The vessel does not create water. It cannot neutralize every poison or powerful alchemical substance and has no impact on magical corruption.

In Audalis. Such basins once served Anathari households and medical facilities. A functioning example might be among a remote settlement's most valued possessions. Its reputation could spread well beyond its owner, even though no one understands how the cleansing takes place.

20. Anathari Mender's Frame

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WORKSHOP DEVICE / MATERIAL REPAIR

Appearance. *A small rectangular frame surrounding a translucent crystalline working surface. Its construction suggests a dependable workshop or household tool rather than a ceremonial object.*

Magical properties. When two broken pieces of the same nonmagical ceramic, glass, or stone object are placed together upon its surface, the frame gradually rejoins them. Repairing a small object takes approximately one hour.

Limits. Missing pieces cannot be recreated. The frame cannot repair magical objects, metal, or living material.

In Audalis. Originally a practical repair device, the frame could now serve a household, artisan, or scholar restoring damaged inscriptions. A broken bowl and a shattered historical tablet are equally suitable work: their significance belongs to their owners, not to the device.

What is Audalis?

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Audalis is a community-created campaign setting for AD&D, with more than thirty contributors since its inception in 1990. It is a low-magic setting where divine blessings are seen as true miracles, magical items are precious, and death is no mere inconvenience. The idea is to have a “realistic” fantasy setting – a world with rich history, believable cultures, and a unique feel that can only come from the ideas of many people.

Currently, a full sourcebook project is underway; the eventual goal is to provide a full copy of the sourcebook as a free PDF online. A limited print run will also be done so that major contributors will be able to own a tangible copy. If you’d like to know more, please contact olansuddeth@gmail.com or connect with Olan Suddeth on Facebook. We have Discord, web, and email channels for development discussion, and we are always looking for new ideas and new energy!

About this edition

Volume I • Items 01–20: fifteen standard magical items and five Anathari devices.

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