AUDALIS

Magical Treasures

Volume III · Items 41–60

17 STANDARD ENCHANTMENTS / 3 ANATHARI DEVICES

This is a collection of magical items for AD&D 2nd Edition. Unless otherwise noted, none of these are artifact- 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
41	Bracers of Accuracy	+1 bow attacks; reduce range penalties by 2	2
42	Cloak of Balance	+25 to climbing chances; steadier balance	2
43	The Red Bargain	+1 longsword; awaken +3 power at a cost	3
44	Shield of the Turned Shaft	+1 shield; added protection against missiles	3
45	Mail of the River Guard	+1 mail; swim as though unarmored	4
46	Helm of the Rearward Glance	See behind the wearer through a rear crystal	4
47	Ring of the Remembered Door	Sense the direction to one remembered doorway	4
48	Ring of Succor	Transfer up to 1d6 of the donor's available HP	5
49	Mercy's Weight	+1 mace; deliver a nonfatal finishing blow	5
50	Boots of the Backward Trail	Leave footprints pointing the opposite way	6
51	The Orderly Satchel	Bring a known item to the satchel's opening	6
52	Kettle of the Kindly Supper	Cook and stir a meal without fire or fuel	6
53	Traveler's Washcloth	Wash away ordinary grime with little water	7
54	Chalk of the Brief Window	Create a temporary view through a thin wall	7
55	Spoon of Fond Suppers	Taste a fondly remembered meal	7
56	Perfumer's Vial	Capture and reproduce one scent	8
57	The Shadowbutton	Leave the owner's shadow in a fixed pose	8

ANATHARI DEVICES

No.	Item	At a glance	Page
58	Anathari Transfer Pump	Move liquids; self-fitting hose connections	9
59	Anathari Work Lens	Magnify and illuminate fine detail	9
60	Anathari Echo Cylinder	Record and replay one minute of sound	9

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

41. Bracers of Accuracy

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PAIRED BRACERS / ARCHERY

Appearance. *A matched pair of leather bracers decorated with fine silver lines. When the wearer takes aim, the lines seem to converge toward the target.*

Magical properties. While both bracers are worn, the wearer gains +1 to attack rolls made with bows. Penalties caused solely by range are reduced by 2, to a minimum penalty of zero. Medium-range penalties are therefore removed, while the usual long-range penalty falls from -5 to -3. The separate +1 attack bonus still applies.

Limits. The range-penalty reduction never becomes an additional attack bonus. The bracers do not increase the bow's maximum range or damage or reduce penalties caused by cover, poor visibility, or other conditions.

In Audalis. An archer, hunter, or military officer might commission these bracers for dependable accuracy. One pair could have belonged to an aging champion whose eyesight remained good but whose precision had begun to decline. Their usefulness does not depend on knowing the identity of their first owner.

42. Cloak of Balance

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CLOAK / CLIMBING AND BALANCE

Appearance. *A close-fitting cloak with a weighted hem that shifts subtly as its wearer moves. Careful observers sometimes notice it moving against the wind.*

Magical properties. The cloak treats its wearer's Dexterity as 1 point higher for checks involving balance. It also increases permitted climbing chances by 25 percentage points, subject to the campaign's normal limits on success. Both benefits apply while the cloak is worn and leave the wearer's hands free.

Limits. These benefits do not increase Dexterity for other purposes. Other climbing modifiers still apply, and the surface must offer a climb the wearer could otherwise attempt. The cloak does not create handholds or allow the wearer to walk up an impossible surface.

In Audalis. A particular example might once have belonged to a master thief remembered for an escape across rain-slick rooftops. Another could have been commissioned for a mountaineer or acrobat. Its history may be discovered later, while its present owner benefits from it immediately.

43. The Red Bargain

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LONGSWORD / COMBAT AND SACRIFICE

Appearance. *A well-made longsword with a narrow fuller and an otherwise restrained hilt. When its greater power awakens, a red line appears along the blade and pulses with the wielder's heartbeat.*

Magical properties. The Red Bargain normally functions as a longsword +1. Once per day, its wielder can voluntarily awaken its greater power, causing it to function as a longsword +3 for up to five rounds. When that power ends, the wielder who invoked it is drained of 2d6+4 hit points.

The power ends when the wielder dismisses it, releases the weapon, or reaches the end of the duration, whichever occurs first. Roll the drain when payment comes due. The red line goes dark and the sword becomes abruptly cold.

Limits. Releasing or handing over the sword does not transfer the cost to another person. The drain can incapacitate or kill the wielder under the campaign's ordinary injury rules. Subsequent healing works normally.

In Audalis. A bodyguard might have commissioned such a blade to draw upon a final reserve of strength when someone else's life was in danger. Another example could be the result of an enchanter's experiments with drawing a weapon's power from its bearer. The decision to invoke the bargain remains with its wielder.

44. Shield of the Turned Shaft

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SHIELD / MISSILE DEFENSE

Appearance. *A sturdy shield with shallow concentric rings worked into its metal facing. Its central boss is polished smooth by long service.*

Magical properties. The shield functions as a shield +1. Against arrows, bolts, sling stones, and comparable small physical missiles, it grants one further point of Armor Class improvement. Once per day, its bearer may also turn aside an otherwise successful hit from such a missile, choosing after the hit is determined but before damage is rolled. The missile strikes the shield and falls harmlessly away.

Limits. The bearer must see the attack coming and be actively using the shield to invoke the interception. As such, shots from behind cannot be intercepted. The additional missile protection and interception do not apply to spell effects, boulders, siege missiles, or other massive missiles.

In Audalis. Caravan guards and soldiers exposed to enemy archers would have clear reasons to seek this enchantment. A shield passed through several owners might be remembered for the occasions when a single intercepted shot mattered more than an entire day's ordinary service.

45. Mail of the River Guard

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CHAIN MAIL / PROTECTION AND SWIMMING

Appearance. *Blue-gray chain mail whose rings shed water unusually quickly. It looks and feels like ordinary well-made mail when carried on land.*

Magical properties. The armor functions as chain mail +1. While it is worn in water, its weight and movement do not hinder swimming. The wearer swims as though unarmored, subject to their actual swimming ability and the burden of other equipment.

Limits. The mail retains its ordinary weight on land. It does not teach swimming, provide air, or remove the weight of other equipment. Underwater hazards unrelated to the armor still apply.

In Audalis. A river captain, guard at a dangerous ferry crossing, or soldier who survived a near-drowning might have commissioned such a suit; these are particularly prized among the Pardinese Marines. Its usefulness extends to flooded passages, shipboard fighting, and treacherous river crossings. A few treasured examples could remain in service long after the patrol for which they were made has disappeared.

46. Helm of the Rearward Glance

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HELM / AWARENESS

Appearance. *A practical helm with a narrow, dull crystal set above the nape. The crystal is easy to overlook among its ordinary metal fittings.*

Magical properties. The wearer can see what lies behind them through the crystal, with the clarity and limitations of ordinary sight. After a brief adjustment, the additional view feels natural. An attack the wearer sees coming gains no attack bonus solely for coming from behind.

Limits. Darkness, concealment, and invisibility still matter. The helm does not grant general immunity to surprise or extend a shield's physical coverage. Covering the rear crystal obstructs its view.

In Audalis. A guard, scout, or traveler with reason to fear pursuit could value such a helm. New wearers sometimes turn around to examine things they can already see. A veteran owner can become disconcertingly difficult to approach from behind, even when apparently occupied with something ahead.

47. Ring of the Remembered Door

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RING / NAVIGATION

Appearance. *A narrow ring bearing a tiny engraving of an open doorway. Years of use may have worn most other ornament from its surface.*

Magical properties. After touching a fixed doorway and concentrating briefly, the wearer can sense the direction to its location while within ten miles. Recording another doorway replaces the previous destination. The ring remembers the place: moving or removing the actual door does not move the recorded location.

Limits. The ring gives a bearing, not the distance remaining or a safe route. Walls, chasms, and other obstacles still require the wearer's judgment.

In Audalis. Explorers can mark an entrance before venturing into confusing ruins, while travelers might remember a lodging in an unfamiliar city. Its first purpose could have been personal: a gift for someone who frequently lost their way, or reassurance for a traveler far from familiar roads.

48. Ring of Succor

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RING / HEALING AND SACRIFICE

Appearance. *A plain band set with a small red stone. The stone grows warm when the wearer offers their vitality through it.*

Magical properties. Once per day, the ring allows a conscious living wearer to touch another living creature and voluntarily transfer some of their vitality. Roll 1d6 to determine the potential transfer. The amount actually transferred cannot exceed the donor's available hit points or the recipient's missing hit points. The recipient regains that amount, and the donor loses the same amount.

If the campaign permits survival at 0 hit points, the donor may give all their remaining hit points. If reaching 0 hit points would mean death, the donor must retain 1 hit point. A wearer with no available hit points cannot make a donation.

A donation that exhausts the donor's available hit points leaves them unconscious but stable: at 0 hit points where the campaign permits it, or at 1 hit point otherwise. The donation cannot kill the donor or cause bleeding-out, continuing hit point loss, near-death shock, or loss of memorized spells.

Limits. The ring can be used only once per day, regardless of how many people wear it. Healing works normally. A donor left at 0 hit points must regain a positive hit point total before recovering consciousness; otherwise, use the campaign's usual rules for recovery from nonfatal unconsciousness. The protection applies only to the donation. Subsequent injuries are resolved normally.

In Audalis. Such a ring could have begun as a gift between companions or as a healer's commission for those who travel beyond easy help. Its history may survive in the people who remember being saved by it. A donor can give everything they can safely surrender, leaving their companions to catch them as they fall.

49. Mercy's Weight

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MACE / MERCIFUL COMBAT

Appearance. *A mace with a smooth, undecorated head and a comfortable grip. Its restrained appearance gives little indication of the care embodied in its enchantment.*

Magical properties. Mercy's Weight functions as a mace +1. When a blow would reduce a living creature capable of being rendered unconscious to zero hit points or below, the wielder may invoke the mace's mercy. The target instead falls unconscious and remains alive at 1 hit point, or at a stable 0 hit points if the campaign uses rules permitting unconsciousness at that total.

A target left at 1 hit point remains unconscious for one turn (10 minutes), or until roused. A target left at 0 hit points must regain a positive hit point total before recovering consciousness. Healing works normally.

Limits. The wielder must still overcome the opponent through ordinary attacks. The merciful blow causes no bleeding-out, near-death shock, or special convalescence requirement. Further injuries are resolved normally.

In Audalis. A magistrate's officer might have commissioned the mace to take prisoners alive. Another could have been made for a warrior who regretted a killing and wanted a dependable choice in the future. This could be prized by religious individuals who strive to avoid unnecessary killing. Enemies spared through its use may later have their own stories about the weapon and its bearer.

50. Boots of the Backward Trail

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BOOTS / MISDIRECTION

Appearance. *Well-made traveling boots with ordinary-looking soles. Nothing about their construction explains the peculiar tracks they can leave.*

Magical properties. At the wearer's choice, footprints left by the boots appear to have been made by someone traveling in the opposite direction. A trail leading into a wood appears to lead out of it.

Limits. The enchantment changes the footprints themselves. Broken vegetation, displaced objects, scent, and other evidence remain as they were. A patient tracker may notice contradictions that a hurried pursuer overlooks.

In Audalis. A hunted messenger, poacher, or cautious scout might have sought such boots. Their owner could double back across a muddy road or suggest that a building has been vacated. Their usefulness depends upon the circumstances and the wearer's ingenuity.

51. The Orderly Satchel

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SATCHEL / EQUIPMENT AND CONVENIENCE

Appearance. *A sturdy leather satchel with several ordinary internal pockets. The lining is usually marked by long use and frequent rummaging.*

Magical properties. When its owner reaches inside while thinking of a particular object they know is in the satchel, that object moves to the opening and presents itself to their hand.

Limits. The satchel has its normal capacity and weight. An object must fit through the opening, and the enchantment does not extract something from a separate closed container inside it.

In Audalis. A wizard can find the right component in poor light, a healer can retrieve a bandage, and a traveler can produce a particular letter without spreading their belongings across the road. Its first owner might simply have been thoroughly tired of losing things inside their own luggage.

52. Kettle of the Kindly Supper

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KETTLE / COOKING

Appearance. *A broad cooking kettle with a wooden handle that always remains comfortable to hold. Its base may bear the marks of an owner or household.*

Magical properties. Given ingredients and water, the kettle supplies its own cooking heat and gently stirs its contents. Its owner can set it to simmer or keep a completed meal warm. No fire or fuel is required.

Limits. Someone must still choose and prepare the ingredients. The kettle faithfully cooks a recipe – regardless of quality - and its steam and food smells remain noticeable. It neither creates food nor removes harmful substances.

In Audalis. Travelers can prepare a hot meal without gathering wood or tending a fire. A household might value the same convenience every day. A recovered kettle could bear a long-forgotten cook's name scratched into its base, remembered more fondly by its former household than the name of its enchanter.

53. Traveler's Washcloth

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WASHCLOTH / CLEANLINESS

Appearance. *A soft square of cloth, plain enough to be overlooked among a traveler's belongings. Its fibers remain clean despite repeated use.*

Magical properties. When dampened, the cloth removes ordinary grime, sweat, and stains from skin, hair, clothing, and equipment through normal wiping. Dirt vanishes from the cloth instead of accumulating in it. A little water is sufficient for ordinary washing of both a person and their clothing.

Limits. The cloth does not mend damaged material, cure disease, or neutralize poison or magical contamination.

In Audalis. An adventurer emerging from a filthy tunnel can clean up before entering an inn, while a wizard or scholar may appreciate an easy way to remove the ordinary stains of their work. The cloth could be a thoughtful traveling gift, a treasured household object, or an enchanter's answer to a recurring irritation.

54. Chalk of the Brief Window

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ENCHANTED CHALK / INSPECTION

Appearance. *A short stick of pale chalk that leaves a faintly luminous line. Usable pieces are often kept in a small case to protect them from damage.*

Magical properties. Drawing a closed outline no larger than one foot square on a wall creates a view through that section for one turn (10 minutes). The effect works through up to one foot of solid material. The view is available from the marked side; the opposite side retains its ordinary appearance. Each unused piece can create three such views before its magic is exhausted.

Limits. The wall remains physically intact and continues to block passage and projectiles. Ordinary illumination still matters: an unlit chamber beyond the wall remains dark. Spells follow their normal requirements for reaching or affecting a creature beyond a barrier.

Quantity found. The DM may choose the number of usable pieces discovered, or roll 1d4. Each unused piece supplies three uses.

In Audalis. A surveyor or inspector might use the chalk to examine a cavity or check the other side of a partition. Explorers and spies could find different uses for the same practical enchantment. A case might contain several unused pieces alongside ordinary chalk and notes from its former owner's work.

55. Spoon of Fond Suppers

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SPOON / COMFORT

Appearance. *A small eating spoon worn smooth by frequent use. Its original decoration may have almost disappeared.*

Magical properties. Food eaten with the spoon tastes and smells to the diner like a meal they remember fondly. The diner can choose the remembered meal. Thin porridge might recall a familiar stew, while another person tastes a supper shared with friends after a difficult journey. It is possible to share the experience of the meal with others.

Limits. The spoon changes the experience of eating. The food's actual substance, nourishment, and condition remain unchanged.

In Audalis. The spoon might have been made for a homesick traveler, a soldier facing another season of repetitive rations, or someone whose appetite had faded. An old owner may remember a dish nobody alive knows how to make. A meal shared with new companions can reveal why that particular memory matters.

56. Perfumer's Vial

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VIAL / SCENTS AND MEMORY

Appearance. *A small stoppered glass vial that sometimes seems to contain a curl of colored vapor. Its contents never spill like an ordinary liquid.*

Magical properties. The owner can capture a scent by opening the vial near its source and deliberately willing it to remember. Thereafter, opening the vial releases that aroma. A newly captured scent replaces the previous one.

Limits. The vial reproduces a smell without reproducing the substance responsible for it. The scent of smoke produces no smoke, and the scent of a poisonous substance produces no poison. It stores only one scent at a time.

In Audalis. A perfumer could preserve examples for later work. An adventurer might distract a scent-tracking animal or lend an abandoned room the smell of cooking. A carefully guarded vial could instead contain nothing more exotic than the scent of a familiar garden or rain on its owner's childhood doorstep.

57. The Shadowbutton

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BUTTON / SHADOWS AND MISDIRECTION

Appearance. *A dark button resembling polished horn, although its surface never catches a reflection. It can be carried loose or sewn onto a garment when not in use.*

Magical properties. When set down and activated, the button holds its owner's shadow in one chosen pose, such as standing, sitting, or kneeling. The owner can walk away, leaving the shadow behind. Until the owner ends the effect or recovers the button, they cast no shadow of their own. The retained shadow responds to the light where the button rests.

Limits. The effect supplies only a shadow. It has no body, voice, independent movement, or means of allowing its owner to see or hear through it.

In Audalis. A rogue might suggest a sentry beyond a corner or leave a room apparently occupied. A collector could value the same button chiefly as an oddity. It may have begun as a theatrical prop or as an experiment whose maker never found a particularly practical use for it. An observant stranger may notice its owner's missing shadow.

II. Anathari Devices

58. Anathari Transfer Pump

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PUMP / MOVING LIQUIDS

Appearance. *A compact housing of pale metal with two hose fittings, a broad switch, and an arrow indicating the direction of flow.*

Magical properties. When connected to suitable hoses, the pump moves ordinary liquids at approximately ten gallons per minute, with a maximum upward lift of about twenty feet. Both fittings subtly adjust to accept almost any suitable hose deliberately pressed onto them, forming secure, watertight connections without clamps or specialized couplings. A connection remains secure during ordinary operation and releases when the user deliberately twists or pulls the hose free.

Limits. The pump transfers liquid without creating or purifying it. Hoses must still reach the source and destination and be suitable for the liquid being moved. Operation requires no specialized knowledge.

In Audalis. Anathari owners used such devices for cisterns, drainage, gardens, and ordinary maintenance. A surviving pump could now empty a ship's bilge or help drain a flooded cellar. An example might still be working within a system whose other components have long since failed.

59. Anathari Work Lens

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INSPECTION DEVICE / CLOSE WORK

Appearance. *A crystal lens mounted on a folding metal stand, with a broad adjustment wheel and a small built-in light. Its joints remain precise despite its age.*

Magical properties. The lens provides clear, adjustable magnification for close work. Fine scratches, tiny lettering, tool marks, splinters, and intricate fittings become much easier to inspect. Its light can be brightened or dimmed with an obvious control. The controls require no knowledge of the Anathari language.

Limits. The lens reveals what is physically present on an exposed surface within a short working distance. It does not see through solid material, identify magical properties, or explain the significance of what the user sees.

In Audalis. Jewelers, scribes, locksmiths, healers, and scholars could all prize such an instrument. A surviving lens might remain attached to an ancient workbench, poised over an unfinished piece whose purpose is now much harder to understand than the device used to examine it.

60. Anathari Echo Cylinder

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RECORDING DEVICE / SOUND

Appearance. *A palm-sized cylinder with a narrow crystal strip and two broad controls. The strip glows softly while a recording is being made.*

Magical properties. The cylinder records up to five minutes of nearby sound and plays that recording back on command. It retains one recording at a time; recording again replaces the previous contents. Playback can be repeated as often as desired. Its controls require no specialized knowledge.

Limits. The cylinder preserves sound without translating it or reproducing magical effects carried by the original performance. It records only sounds within ordinary hearing distance.

In Audalis. Instructions, testimony, songs, and reminders could all have been worth preserving to its Anathari owners. A recovered cylinder may contain workshop directions, a child practicing a difficult word, or someone asking a family member to bring something home. That surviving voice can make an individual from the vanished civilization seem unexpectedly close.

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!

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About this edition

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