AUDALIS

Magical Treasures

Volume IV · Items 61-80

18 STANDARD ENCHANTMENTS / 2 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
61	Staff of Plenty	Grow 1d4 nourishing foods overnight	2
62	Bow of Listening	Hear muffled sounds along a drawn arrow's path	2
63	The Green Debt	Draw plant vitality to restore 1d8 hit points daily	3
64	Ember	Kindle wood; leave a lingering burning wound	3
65	The Lantern-Spear	Lantern light; reveal invisible things while planted	4
66	Wayfarer's Memory	Sense the bearing to a personally visited place	4
67	Restful Hauberk	+1 mail; sleep comfortably while armored	5
68	Shield of the Stubborn Step	+1 shield; resist pushes and knockdowns	5
69	Helm of the Unbowed	Resist fear; strengthen and rally companions	6
70	Bracers of the Gentle Landing	Safely catch falls of up to twenty feet	6
71	Boots of the Reedbed	Walk across yielding ground without sinking	7
72	Spectacles of the Clear Hearth	See through ordinary smoke, fog, and steam	7
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77	The Hound's Tooth	+1 dagger; follow a creature it has wounded	9
78	Candle of the Private Table	Keep nearby conversation private	9

ANATHARI DEVICES

No.	Item	At a glance	Page
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80	Anathari Anchor Clamp	Fasten a reusable anchor to a solid surface	10

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I. Standard Magical Items

61. Staff of Plenty

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STAFF / NOURISHMENT

Appearance. *An ordinary walking staff, worn smooth around the grip and scratched near its base. It could easily be overlooked among shepherds' crooks and travelers' belongings.*

Magical properties. When propped upright with its base touching soil and left overnight, the staff sprouts 1d4 edible fruits or vegetables by morning. These are varieties that grow in the surrounding region, chosen by the DM. They need not all be the same kind, and the bearer does not choose what appears.

Each whole fruit or vegetable supplies one person's nutritional needs for a full day and satisfies their hunger for that period. Normal preparation is still required, including cooking where appropriate. Dividing the food divides its nourishment and the period for which it satisfies hunger.

Limits. The food does not replace the need for drinking water. If edible produce is discarded or allowed to spoil through neglect, the staff produces nothing further for 1d6 days. Discarding peels, pits, and other normally inedible portions does not count as waste. Giving surplus produce to another hungry person or animal is a proper use of its bounty.

In Audalis. This blessing is associated with Miellyah and her care for growing things and hungry households. One staff might have accompanied a traveling priestess who cared for children displaced by war or a failed harvest. Its plain appearance could conceal the most treasured possession of a small, struggling community.

62. Bow of Listening

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LONGBOW / SCOUTING

Appearance. *A longbow of dark wood with a worn leather grip. Two small silver inlays near the grip resemble cupped leaves, though some observers see the shapes of ears.*

Magical properties. When the wielder draws an arrow, holds it ready, and concentrates, the bow carries faint, muffled sounds from along the direction in which the arrow is aimed, out to the bow's normal maximum range. Footsteps, splashing water, moving brush, equipment, and the presence of voices can be recognized in broad terms. Individual words cannot be understood.

The wielder may slowly change aim to listen in another direction. Relaxing the string or ceasing concentration ends the effect.

Limits. Darkness, mist, and ordinary foliage do not prevent the listening, but a solid wall or closed door interrupts its path. The sounds do not reliably identify a speaker, reveal exact numbers or distances, or supply an exact firing position. The bow grants no magical attack or damage bonus, and ordinary penalties for shooting at unseen or concealed targets still apply.

In Audalis. Hunters and scouts could value a bow that helps them discover movement beyond ordinary hearing. A traveler keeping watch might stand motionless with an arrow drawn, listening to a distant hillside while companions wait to learn what is approaching. Its maker may have intended it chiefly for finding game in dense woodland.

63. The Green Debt

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STAFF / HEALING

Appearance. *A knotted staff that seems to have grown into its shape rather than been carefully carved. Small patches of living green sometimes appear in its crevices despite years of travel.*

Magical properties. Once per day, one end may be touched to a living tree or large plant while the other touches a wounded person, including the wielder. The staff draws a little vitality from the plant and restores 1d8 lost hit points, as a cure light wounds spell.

The plant wilts slightly afterward: leaves droop, flowers close, or some color fades from its growth. It remains alive and recovers in 1d6 days. That plant cannot provide vitality through the staff again until it has recovered.

Limits. The staff does nothing for an unwounded recipient. The temporary wilting caused by a sincere use of its healing power is the intended bargain. Intentionally using the staff to harm plant life causes it to crack and permanently lose its magic.

In Audalis. The Green Debt is associated with Kith-jora. Its users might water the donor plant, protect it from grazing animals while it recovers, or remember the tree that helped save a companion. Such care is a natural expression of gratitude; no repayment ceremony is required for the staff to function.

64. Ember

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HAND AXE / FIRE AND COMBAT

Appearance. *A hand axe with a blackened head and a faint smell of smoke. Its cutting edge remains bright, but soot settles into the metal around it regardless of how carefully it is cleaned.*

Magical properties. A deliberate strike against wood kindles a small, controlled smolder at the point of impact. This can start a campfire or establish a smoky trail marker. A larger fire built from the ember burns normally.

In combat, a successful hit inflicts ordinary hand axe damage and leaves a burning wound. At the end of each round, the victim suffers 1d4 additional fire damage for 1d4 rounds unless the burning is extinguished. Creatures especially susceptible to heat or fire suffer double the burning damage and burn for one additional round.

A creature can suffer only one ongoing burn from Ember at a time. Further hits do not increase its damage per round. Roll a new duration on a further hit and use it only if it exceeds the remaining duration.

Limits. Sufficient water extinguishes the burning, as does spending a round deliberately smothering the flames or rolling on suitable ground. An ally may help. The axe grants no magical bonus to attack rolls or physical damage. Fire resistance and immunity apply normally, and the same susceptibility to fire is not applied twice.

In Audalis. An example might have been made for a forester, a wilderness guide, or a patrol that needed dependable fire in difficult conditions. Its uses in combat could have become better known than the practical purpose for which it was first enchanted. Its smoky scent often gives an attentive observer a hint of what it can do.

65. The Lantern-Spear

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SHORT SPEAR / LIGHT AND REVELATION

Appearance. *An old khordaldrum short spear with a thick, dark haft, a broad steel head, and a reinforced butt. Its fittings show the wear of repeated contact with stone.*

Magical properties. On command, the spearhead sheds light over the same area as an ordinary lantern. It requires no fuel, and another command extinguishes the light.

While lit with its butt firmly planted or braced against the ground, the spear also reveals invisible creatures and objects within its normally illuminated area as clear, pale outlines. These are visible to anyone who can see that part of the light. An outlined creature receives no attack protection solely from being invisible, although other cover and concealment still apply.

Limits. A stone floor is sufficient; the butt need not be driven into soil. Moving the spear or using it to attack ends the revelation until it is planted again, although its ordinary light may remain on. The spear does not dispel invisibility, see through solid barriers, or unravel other illusions. An invisible creature becomes unseen again upon leaving the light.

In Audalis. These uncommon old weapons are associated with the khordaldrum Spiderguard. A patrol might have relied upon a single lantern-spear while securing a tunnel junction or protecting miners from an unseen threat. A surviving example could still bear its former company's marks beneath later repairs.

66. Wayfarer's Memory

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RING / NAVIGATION

Appearance. *A plain silver band with no obvious stone or ornament. It grows gently warm when its wearer concentrates on a remembered place.*

Magical properties. By stopping, closing their eyes, and focusing on a clear firsthand memory of a location, the wearer feels a vague pull in its general direction. The ring works at any distance on the same plane. A different familiar location may be recalled on another occasion; no destination needs to be deliberately recorded while visiting it.

Limits. The place must have been personally visited. Descriptions, paintings, maps, and views obtained through scrying cannot substitute for that experience. The ring provides neither distance nor a route, and it reveals nothing about the destination's current condition. It points toward a remembered location, not a person or portable object. A house's destruction does not erase the place where it stood.

In Audalis. A childhood home, familiar campsite, mountain shrine, or abandoned mine entrance could become a meaningful destination. Such a ring might have been given to a traveler by someone who hoped they would return, or commissioned by an explorer whose journeys often led beyond familiar landmarks.

67. Restful Hauberk

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CHAIN MAIL / PROTECTION AND REST

Appearance. *A plain chain hauberk made from unusually small links, with a soft lining that has been replaced several times over its life.*

Magical properties. The hauberk functions as chain mail +1. When the wearer rests, its links settle comfortably instead of digging into the body or bunching beneath the shoulders and hips. The wearer can sleep comfortably and obtain ordinary rest while wearing it. The armor continues to provide its normal protection.

Limits. The mail retains its usual weight and noise. It does not supply sleep or reduce the amount of sleep or rest the wearer needs.

In Audalis. A caravan guard or campaigning soldier might have commissioned this enchantment after too many nights of interrupted rest. Its benefit can be difficult to demonstrate convincingly until someone actually tries sleeping in it. An old suit could pass through generations of guards who consider its comfortable fit as important as its protection.

68. Shield of the Stubborn Step

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SHIELD / HOLDING A POSITION

Appearance. *A broad shield with a plain iron boss and a battered lower rim. Its face may bear an old device that has been painted over several times.*

Magical properties. The shield functions as a shield +1. Once per day, its bearer can plant both feet and take a magically reinforced stance for up to three consecutive rounds. While remaining in that position, bodily pushes, charges, and weapon impacts from creatures of the bearer's size or smaller cannot knock the bearer down or drive them backward.

Limits. The shield does not reduce damage from successful attacks or prevent grappling. Larger creatures and overwhelming forces remain dangerous. Moving voluntarily ends the effect, and the shield cannot preserve a stance when the supporting floor collapses.

In Audalis. A bridge guard or defender of a narrow mountain path could value this shield. Its bearer might hold a passage while companions withdraw, or stand firm long enough for someone else to close a gate. A remembered stand could become part of a particular shield's history without making the enchantment unique.

69. Helm of the Unbowed

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HELM / COURAGE AND LEADERSHIP

Appearance. *A battered, open-faced helm with a plain crest. Whatever color once decorated it has almost entirely worn away.*

Magical properties. The wearer gains +2 to saving throws against fear.

While the wearer is actively leading or encouraging companions, the helm improves the morale of allies within twenty feet by one and grants them a +1 bonus to saving throws against fear. Those allies must be following the wearer's direction and able to see or hear them.

Once per day, after successfully saving against a fear effect, the wearer may immediately call encouragement to one ally within thirty feet who failed against that same effect. The ally must hear and understand the wearer and may attempt another saving throw. This uses the ally's normal modifiers, including the +1 leadership benefit if within twenty feet; the wearer's personal +2 does not transfer.

Limits. The wearer's own fear bonus remains +2 and is not increased by their commanding presence. The leadership benefit requires the wearer to remain able to lead. The helm does not grant a saving throw against an effect that normally permits none.

In Audalis. A frightened company might have pooled its resources to help the officer whose voice they trusted. An otherwise unremarkable helmet could be remembered because several different leaders wore it during difficult years. Military rank is unnecessary; its magic can serve anyone whose companions accept their direction.

70. Bracers of the Gentle Landing

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PAIRED BRACERS / RESCUE

Appearance. *Broad leather bracers with padded cuffs and dull copper fittings. They could be mistaken for equipment worn by a laborer or acrobat.*

Magical properties. While wearing both bracers and keeping both hands free, the wearer can safely catch a falling person or object within reach. If the total distance fallen before the catch is no more than twenty feet, the magic harmlessly absorbs the impact for both catcher and caught. The falling weight, including any equipment carried, must not exceed twice the wearer's own body weight.

Limits. The wearer must be in a secure position to deliberately make the catch. The bracers do not extend reach, stop the wearer's own fall, intercept weapon attacks, or provide this protection for longer falls. They absorb the impact, but normal carrying limits apply afterward; a heavy load may need to be set down immediately.

In Audalis. Builders, ship crews, and performers could all find uses for these bracers. A pair might have been a foreman's gift to someone who regularly worked beneath others at dangerous heights. Adventurers can use them to descend awkward drops, retrieve fragile objects, or catch a companion whose climbing rope has failed.

71. Boots of the Reedbed

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FOOTWEAR / DIFFICULT GROUND

Appearance. *Tall boots of dark leather marked with shallow impressions resembling reeds or rushes. Their soles are broad and show the wear of many journeys.*

Magical properties. The wearer sinks no more than one inch into ordinary mud, loose sand, soft snow, or similarly yielding ground. Where sinking would otherwise be the obstacle, the wearer can proceed at a normal walking pace.

Limits. The boots require actual material beneath them. They do not permit walking on open water, crossing an uncovered pit, or gripping slick ice. Vegetation, steep slopes, and other obstacles must still be negotiated normally. The wearer leaves shallow impressions and can still be tracked.

In Audalis. Marsh guides, winter messengers, and herbalists could all value these boots. A pair might have belonged to someone who regularly crossed a bog to reach an isolated household. Its wearer might still carry a long pole to discover what lies beneath uncertain ground.

72. Spectacles of the Clear Hearth

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EYEWEAR / OBSCURED VISION

Appearance. *Sturdy spectacles with smoky quartz lenses in a plain metal frame. Despite their dark appearance, the lenses do not noticeably dim the wearer's vision.*

Magical properties. The wearer can see clearly through ordinary smoke, fog, steam, and drifting ash within thirty feet. Beyond that distance, the obscuring material affects vision normally.

Limits. The spectacles do not supply light, reveal invisible creatures, or protect against heat, poisonous fumes, or lack of air. They do not overcome magically created obscuration.

In Audalis. A smith or furnace worker might have commissioned these spectacles to see clearly through the smoke of a busy workshop. An adventurer could use a recovered pair to find a trapped companion or an exit in a smoky chamber, while still contending with the dangers of the surrounding air.

73. Ring of the Offered Hand

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RING / PASSING SMALL OBJECTS

Appearance. *A narrow copper band engraved with two small, open hands. Frequent handling has worn the engraving smooth along its edges.*

Magical properties. Once per round, the wearer can offer an object already held in their hand to a willing person with an empty hand within ten feet. The object, weighing no more than one pound, floats gently from one hand to the other.

Limits. The wearer must see the receiving hand. The object travels through the intervening space and must have a clear path that it can physically fit through. It cannot pass through solid barriers, be launched as a missile, or be taken from another person's grasp. Someone can intercept it during its passage.

In Audalis. An artisan might have used the ring to pass delicate tools or unfinished work across a crowded bench. Explorers could pass a key through a grating or deliver a small potion bottle across a gap. Its usefulness may only become apparent after its owner has carried it for some time.

74. Tankard of the Steady Rim

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DRINKING VESSEL / CONVENIENCE

Appearance. *A broad pewter tankard with a slightly crooked handle and several shallow dents. Its unremarkable workmanship suggests long use in an ordinary household or tavern.*

Magical properties. The tankard's contents remain inside despite accidental jostling, tipping, or a fall onto its side. Someone can drink from it or deliberately pour from it normally.

Limits. The enchantment does not prevent the tankard itself from falling or protect it from being broken. If the vessel breaks, its contents are released. The magic does not preserve or otherwise alter whatever has been poured into it.

In Audalis. One tankard might have been made for a captain who disliked losing a drink to rough seas. Another could have been a gift to an elderly relative with unsteady hands. A traveler might particularly appreciate it after knocking it onto a table covered in maps.

75. Ink of the Borrowed Page

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CONSUMABLE INK / TEMPORARY WRITING

Appearance. *Dark blue ink kept in a small glass bottle. Fresh writing briefly takes on a pale golden sheen before drying.*

Magical properties. When beginning a passage, the writer chooses whether it will remain for one hour, one day, or one week. At the end of that interval, the ink vanishes, leaving the writing surface as it was before the ink was applied. Different passages can have different durations. A full bottle contains enough ink for approximately twenty ordinary pages.

Limits. Until it vanishes, the writing is plainly visible and can be read or copied normally. The magic does not remove impressions scratched into the surface, erase ordinary ink added afterward, or destroy copies of the writing.

In Audalis. Changing duty rosters, lesson exercises, shop prices, and private correspondence could all justify using this ink. A forgotten expiration can be troublesome: a map's careful annotations might disappear during a journey, leaving its owners to remember the warnings that once accompanied the route.

76. Hourglass of the Appointed Hour

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TIMEPIECE / MEASURING INTERVALS

Appearance. *A small hourglass mounted in a dark wooden frame. The sand within it is nearly black, and the frame is polished where it has often been handled.*

Magical properties. When the hourglass is turned over, its user names an interval between one minute and twenty-four hours. The sand adjusts its rate of flow so that the final grains fall at the end of that interval. It then produces a clear, bell-like tone audible for roughly twenty feet under ordinary conditions.

Turning the hourglass onto its side pauses the count. Returning it to its previous upright position resumes the count, while turning it over begins a new interval. It continues to keep its count while being carried, provided it remains upright.

Limits. The hourglass measures elapsed time. It does not know whether a task is finished or whether an expected event has occurred.

In Audalis. An apothecary, cook, scholar, or watch captain might use this timepiece regularly. A surviving example could have served several generations in the same workshop before passing to an explorer who used it to coordinate meetings or organize watches underground.

77. The Hound's Tooth

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DAGGER / COMBAT AND PURSUIT

Appearance. *A dagger with a slightly hooked point, a worn horn grip, and a small hound's head worked into the pommel.*

Magical properties. The Hound's Tooth functions as a dagger +1. Once per day, immediately after wounding a living creature that bleeds, its wielder may mark that creature through the blade's magic. For the next hour, the point gives a faint tug in the creature's general direction while it remains within a quarter mile. If the creature dies, the dagger points toward its body for the remaining duration.

Limits. The tug provides neither a route nor an exact distance. Leaving its range causes the tug to cease; returning within range before the hour expires restores it. The power requires a wound the dagger has just inflicted. Applying old blood to the blade cannot activate it.

In Audalis. A hunter might have commissioned the dagger to help recover wounded game. A party could first encounter one in an enemy's hands: an attacker inflicts a small wound and withdraws, then continues to follow after losing sight of the wounded character. Capturing the dagger would give its new owners a personal reason to remember its power.

78. Candle of the Private Table

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CONSUMABLE CANDLE / CONFIDENTIAL CONVERSATION

Appearance. *A short candle of pale wax with a dark wick. Once lit, its flame remains unusually steady.*

Magical properties. While the candle burns, words spoken within ten feet can be heard normally by listeners inside that area. Beyond that area, speech originating within it is heard only as indistinct murmurs. Each candle provides approximately four hours of total burning time and may be extinguished and relit.

Limits. The candle does not create silence or prevent speech and spellcasting within its area. Other sounds, including footsteps, moving furniture, and breaking glass, carry normally. Anyone who approaches within ten feet can hear normally. Shouted words intended for listeners outside the area are obscured along with private conversation. The magic functions only while the candle burns.

In Audalis. Merchants negotiating a contract, priests hearing a private confession, or adventurers discussing a plan in an occupied inn could all find a use for this candle. A few saved ends of wax in a household strongbox might be kept for occasions when a conversation truly needs to remain private.

II. Anathari Devices

79. Anathari Drying Frame

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ANATHARI DEVICE / DRYING

Appearance. *A folding frame of pale metal, approximately three feet square when opened, with closely spaced ribs and a broad sliding control.*

Magical properties. Damp objects placed within the frame's opening gradually dry without scorching. A small load of soaked clothing can be made ready to wear in approximately one turn (10 minutes). Thick bundles or deeply soaked materials take longer. The device removes excess moisture without making leather brittle or curling paper through excessive heat. Clothing, tools, grain, and wet documents can all benefit.

Limits. The frame does not restore ink that has washed away, repair rot, reverse rust, or remove contaminants. It cannot extract water from living creatures. The control is simple to operate and requires no knowledge of Anathari writing.

In Audalis. Such frames could have served washrooms, archives, or workshops. A recovered example might become a prized possession aboard a ship or in a busy household. Explorers returning from flooded ruins could find that drying their possessions is often as valuable as cleaning them.

80. Anathari Anchor Clamp

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ANATHARI DEVICE / SECURING LINES AND EQUIPMENT

Appearance. *A palm-sized device of dull metal with a broad contact plate, a folding attachment ring, and one substantial lever.*

Magical properties. Pressing the plate against firm wood, stone, or metal and closing the lever causes it to conform subtly to the surface and fasten securely without nails, screws, or adhesive. The clamp supports approximately 1,000 pounds when attached to sound material and works on walls and ceilings as well as horizontal surfaces. Opening the lever releases it. It can be reused as often as needed.

Limits. Rotten timber, loose stone, or a thin layer of plaster can fail beneath the clamp. If the supporting material breaks away, the clamp comes away with it. It moves with whatever it is attached to rather than holding that object stationary in space. Operation requires no specialized knowledge.

In Audalis. Anathari owners might have used these clamps to secure equipment, suspend small hoists, or hold workpieces in position. A surviving example could still support an ancient lamp or bundle of conduits in a ruined passage. Opening its lever may be all that a discoverer needs to understand its purpose.

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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