



TABLE OF CONTENTS

- Aegis Armor
- Baubles of Ancient Power (10 items)
 - Bauble of Armor Class
 - Bauble of Bludgeoning
 - Bauble of Critical Augmentation
 - Bauble of Critical Healing
 - Bauble of Damaging
 - Bauble of Detect Thoughts
 - Bauble of Free Armor
 - Bauble of Normalization
 - Bauble of Purity
 - Bauble of Rock Throwing
- Ducks of ULTIMATE DOOM!
- Paladins Vengeance (3 items)
 - Amulet
 - Ring
 - Scepter
- Pouch of Coins
- Pouches of Magic Potions
- Ring of Damage Absorption
- Ring of Extraordinary Charging
- Staff of Jesters
- OGL

INTRODUCTION

Thank you purchasing *Pocket GM: Artifacts 1 – Ducks of DOOM*, a mini sourcebook for your D20 Fantasy

system. This Pocket Book contains 21 artifacts for you to plug into your D20 fantasy campaign.

The Pocket GM Series are a set of low cost PDF sourcebooks that allow you to plug and play into your D20 fantasy system. They are typically priced from \$1-\$3 and are available at RpgNow.com

HOW TO USE THIS BOOK

Minor Artifacts vs. Major Artifacts

Minor artifacts are not necessarily unique items. Even so, they are magic items that no longer can be created, at least by common mortal means.

Major artifacts are unique items—only one of each such item exists. These are the most potent of magic items, capable of altering the balance of a campaign.

There are many different campaign worlds and systems available, and each one varies greatly. In some worlds, a +7 weapon may be very powerful while in others a +2 weapon may be considered very powerful.

As such, the items listed in this book do not specify whether an item is Minor or Major. That distinction is left for the GM to decide.

Caster Level

Caster Level for spells and spell-like effects vary widely and are not always listed for the items in this

book. As such, it is up to the GM to make this determination for some of the items. Typically the Caster Level of artifacts should be in the 16th-20th ranges. The following suggestions are different methods for determining a Caster Levels:

- **Level 20.** Artifacts are powerful enough to safely assume they all have a Caster Level of 20.
- **Character Level.** For balancing issues it can be assumed that Artifacts have the same Caster Level as the Character Level of the player using it. Or perhaps even Character Level + 5 (up to a maximum of 20) would be appropriate.
- **Random Generation.** The following die rolls can be used to determine the Caster Level:
 - Character Level + 1d4
 - 1d4 + 16
 - 1d6 + 14
 - 1d10 + 10

Common Name

The common name for the item is an alternate, often times more specific name of the Artifact. The common name is often used in conjunction with the history of the item. It provides flavor for the GM to use in his or her campaign.

Description

The description is the meat and potatoes of the Artifact. This will describe the item, it's powers, how it works, and other pertinent information.

History

The history is flavor text, describing the origins of the Personal Artifact. It is often used as an aid to the GM for role-playing ideas.

Weight

Most items have a fixed weight, while others have variable weights.

OTHER INFORMATION

Our Cover artist (an internal artist), Roger Bush is available for commissions.

His portfolio can be viewed at:

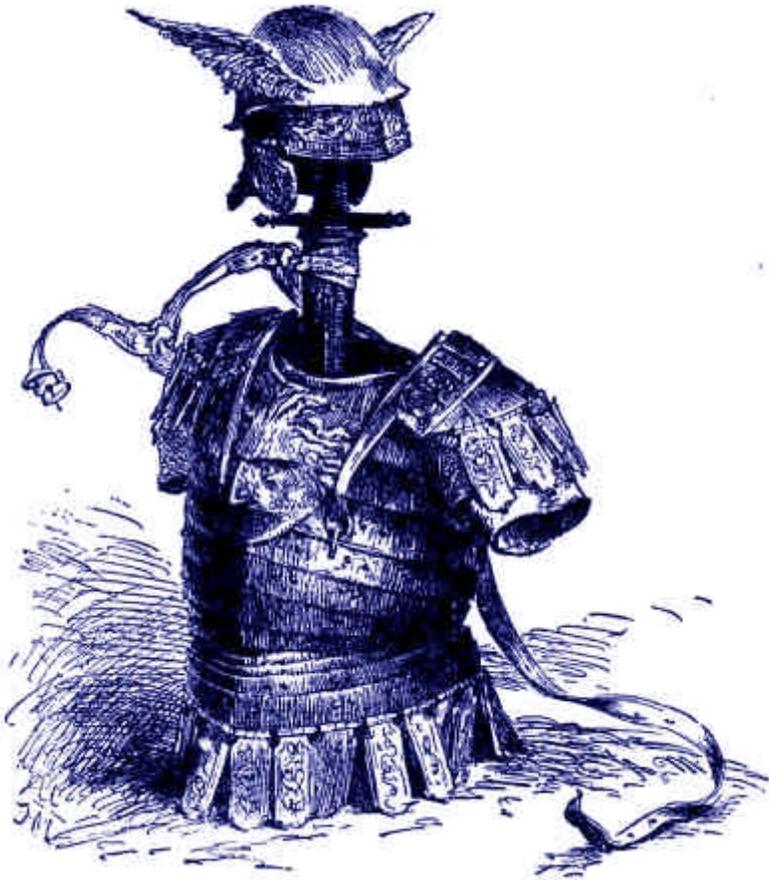
<http://www.thedumpvalve.com/>

His contact information is:

thedodger2002@hotmail.com

Aegis Armor

Common Name: Kendal's Pride



Description

This +1 Splint Mail armor is brown in color, with a small image of an eye on the inside the upper front

right of the armor. This armor is like any other magical Splint Mail, but it contains 2 charges, which are regenerated daily. The wearer of this armor may use these charge to enchant the armor (or himself) with one magical property for up to one hour. The wearer may choose which enchantment to activate, based on his or her character level.

Use the following chart to determine what enchantment the wearer may use:

LEVEL	ENCHANTMENT
1	Ignores critical hits
2	Glamered
3-4	Arrow Catching and +1 Will Saves
5-6	Damage Reduction 5/Magic
7	+2 to Fort, Ref, and Will Saves
8	Ghost Touch
9	Darkvision 60 feet
10	Shadow (+5 bonus on Hide checks)
11	Fire Resistance (absorbs 10 points total)
12-13	Etherealness
14	Cold Resistance (absorbs 10 points total)
15	Damage Reduction 5/-
16	Sonic Resistance (absorbs 10 points)
17	Invisibility (for 10 rounds only)
18	Electricity Resistance (absorbs 10 points)
19-21	Damage Reduction 10/-

Using the second charge will immediately end any enchantment generated by the first charge. The wearer may use any enchantment that is available up to his level. Using a charge this way is a free action and may be done at will.

When the wearer has reached 5th level, and every four levels thereafter, the armor provides an additional +1 bonus to AC.

If the wearer is 10th level or higher, the armor will *always* provide Damage Reduction 2/-, which is stackable with any other Damage Reduction abilities.

Removing the armor will immediately end any effects that it was generating.

History

In the year of the dog, the Lars kingdom broke its peace treaty with the Kendal kingdom and invaded their lands. The bitter war was fought to a standstill for two years until the Lars kingdom coerced the Gore and Jallahad kingdoms to break their treaties and ally themselves with Lars. Facing the terrible onslaught of three kingdoms, the Kendal tribe sent out groups of adventures willing to seek out help from the outer Kingdoms.

One such group, known as the Dreadnaught Champions, came across an old dragon that was

dying from a cleverly laid magical trap. The group took pity upon the dragon and helped release it. Grateful for its newfound freedom, the dragon fled and told the adventures to return home and wait for gifts that would help their kingdom. They returned home to find that their kingdom had suffered great losses in the months that they were gone, and their enemies were preparing for a final massive attack upon their main castle.

Rejoining the kingdom's ranks, the Dreadnaughts agreed to help defend their people. One week later, their aggressors arrived in full force, ready to lay siege to the last Kendal castle. As the Kendal defenders prepared for their last battle, they looked up to see five ancient dragons flying towards them. The Dreadnaughts recognized one of the dragons, for it was the one they had saved earlier. The five dragons flew in a circle above the castle as flashes of light crackled around them. The sky then turned blood red and the dragons flew away.

Puzzled by this event, the Kendal defenders manned their posts, but found a renewed confidence within them. They watched as the waves of enemies broke through their arrows and reached the castle walls. When their foes finally reached them, the defenders found that their weapons pierced their enemy's armor like a knife in butter. Furthermore, defenders shrugged off even the mightiest of blows from their aggressors.

Realizing what had happened, the Dreadnaughts opened the main gates and led the Kendal's forces in a great charge against their enemies.

One hour later, the battle had ended. The enemies were nearly all killed, while the defenders suffered minimal losses. The sky then returned to normal, and their enchanted weapons and armor had returned to normal. However, the six Dreadnaughts sensed that their armors were now blessed with new enchantments, and they would call this the Aegis Armor.

Weight: 5 lbs.

Baubles of Ancient Power

Common Name: Inyatee Stones of Power

Total Baubles: 10

Description

The Baubles of Ancient Power are a set of small gem-like stones that contain embedded powers. The Baubles themselves come in various colors and are usually the size of a marble and do not emanate any power whatsoever. Each Bauble is inscribed with an ancient word from a long forgotten language. However, when placed onto an appropriate item, and the ancient command word is spoken, the Bauble will

infuse itself permanently with the item, granted new abilities to the item itself. Although Baubles generally do not have great powers, they are highly sought after for their ability to enhance existing items.

Items that are infused with a Bauble become especially bonded with its creator. When used by anyone else, the powers the Bauble grants to the item will be unavailable, and the item will act as if the Bauble had never been infused. (For example, Harry the Ranger infuses the Bauble of Life Leeching onto his mace. When using this mace in combat, it will grant life-leeching abilities to him. However, when anyone else uses the mace, this life-leeching ability will not work at all)

Infused Items become very tough, often 10 times harder to damage than normal. If the item itself is ever destroyed or significantly broken, the item and any infused Bauble will permanently lose all the magical abilities.

More than one Bauble of Ancient Power can never be infused into the same item. Baubles cannot be infused onto artifact items.

History

The Baubles were created by an ancient group of magical beings that were enslaved within the Inyatee Kingdom. The slaves created these trinkets for their masters, whom often used them to equip their elite

soldiers or simply used them as rewards. The slaves eventually revolted and used their combined powers to lay waste the kingdom and eventually go home. Hundreds, possibly thousands of Baubles were lost in the uprising. The majority of their current owners are completely unaware of the powers contained within them. It is also rumored that other magical gems were lost in the uprising, known as Paradigms and Urus .

Bauble of Armor Class

Common Name: Armor-all Stone

Word of Infusing: Amenian

Infuses: armor

Description: This blue Bauble may be infused into any armor. Once per round when the owner takes damage, the owners natural AC will increase by a magical +1 (up to a maximum of +3), while the owner's ability to deal melee damage is penalized by -1 (up to a maximum of -3). After the 10th round, the owners damage and AC is reverted back to normal. If the owner is 10th level or higher, the maximum AC bonus is changed to +5, while the maximum melee damage penalty is changed to -5.



Bauble of Bludgeoning

Common Name: Clubbing Stone

Word of Infusing: Skato

Infuses: Weapon

Description: This Bauble is infused into any item that is used as a weapon. The weapon keeps all of its properties, and gains a +1 magical enhancement.

Furthermore this weapon's damage will keep its normal damage type, but will also deal bludgeoning damage.

Pouch of Coins

Common Name: Leprechaun's Pouch

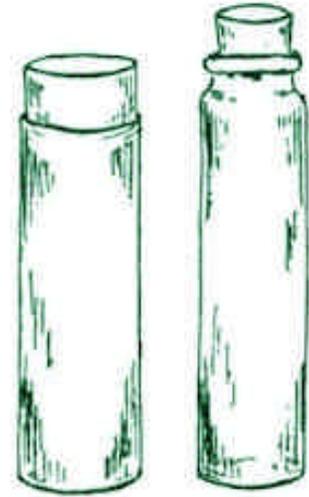
Description

This brown cloth pouch has a gold string enclosure, is large enough to hold one coin, and always feels as if it weighs 1 pound, even if it is empty. The pouch itself emanates no energies normally but when in the vicinity of a *Detect Magic* spell the bag will become bright green and the letter "C" will appear on it in black.

If a copper coin is placed within the pouch and left there for two days, a metamorphosis cycle will begin and change the copper coin into a silver coin. If the coin is left there for three additional days it will turn into a gold coin. If this coin is left in the pouch for an additional four days, it will turn into a platinum coin.

If, however, that platinum coin is left in the pouch for just one more day, the coin will force itself out of the pouch and turn into lead.

Only a copper coin may be placed in the Pouch for this metamorphosis cycle to begin. If the coin is ever taken out the pouch, the cycle will be broken and only a new copper coin may be placed in the pouch to restart the cycle.



If any metal object (that is not a copper coin) is ever placed in the pouch and left there for five days, the object will be turned into a spherical iron ball (1 inch in diameter) and triple its growth daily; the pouch will grow with the object and it will be impossible to take the object out of the pouch. While growing in the pouch, the pouch itself will still only weigh 1 pound. After five days of growing the Pouch will rip open and the Sphere will hatch to produce a Large Iron Golem, which will immediately begin to eat the remains of the pouch. After consuming the pouch the Golem will have only one objective to fulfill: to search out the one who created it (the person who put the metal in the pouch) and kill it's creator. If it succeeds in it's mission, it will fall apart and die. Whether it dies on it's own or is killed, a new Pouch of Coins will always be found within its rubble.

History

When councilman Cairpre decided to retire from his post on the Leprechaun council, everyone was shocked. After all, Cairpre had only served for sixty years, well short of the two hundred years average that other members had served. Deep in his heart however, Cairpre yearned to leave the Leprechaun shire and see the world.

Once he cleared up all of his local business, Cairpre set out onto the world with his knapsack in hand and a song in his heart. His first destination was the Gloval Kingdom near the Lost Well of Souls. Cairpre arrived in time to greet Queen Ellert, who had just delivered her first child. Happy to have been welcomed so trustingly by the Queen, Cairpre present to the Cairpre the Pouch of Coins.

Weight: < 1 lb

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