

Items of Magic

This book contains several magic items which are available in the nexus campaign. Most of them are intelligent (using the BOEM III rules) or otherwise special. Each of the items gets its own page which is formatted in such a way that you can cut off the higher levels and give the PCs only the info they need at the current stage.

The Amulet of the Raven

Overview

The Amulet of the Raven was forged in a long forgotten age on a world where totem warriors fought against the legionaries of Order and their clockwork horrors. The Amulet was owned by a king of the Raven warriors and allowed him to contact the world of the spirits. It was lost in the grand battle against Law and is presumed to have lost much of its original power.

Statistics

Perception:	Hearing	Feats:	Unique Magical Ability (5,000 gp)
Communication:	Trance	Magic:	+1 luck bonus on all saves and skill and ability checks
Abilities:	Int 9 (-1), Wis 10 (+0), Cha 7 (-2)	Price:	13,000 gp
Personality:	playful, greedy		
Starting Level:	1		
Saves:	Fort +2, Ref +2, Will +2		
Spell-like Abilities:	Ghost Sound (1/day)		
Skills:	Knowledge (Good Outsiders) +4		

Trance Communication: In order to commune with the Raven spirit, the owner of the amulet has to meditate for 1d6 minutes, meeting the spirit in a dream world.

Level Progression

2	Saves: +3/+3/+3, Spell-like Abilities: Ghost Sound (1/day), Alarm (1/day), Skills: Knowledge (Good Outsiders) +4, Feats: Unique Magical Ability (10,000 gp)
3	Saves: +3/+3/+3, Spell-like Abilities: Ghost Sound (2/day), Alarm (1/day), Skills: Knowledge (Good Outsiders) +5, Feats: Unique Magical Ability (10,000 gp)
4	Saves: +4/+4/+4, Spell-like Abilities: Ghost Sound (2/day), Alarm (1/day), Arcane Lock (1/day), Skills: Knowledge (Good Outsiders) +6, Feats: Unique Magical Ability (15,000 gp), Magic: Wound Closure (as Periapt of Wound Closure)
5	Saves: +4/+4/+4, Spell-like Abilities: Ghost Sound (2/day), Alarm (1/day), Endure Elements (1/day), Arcane Lock (1/day), Skills: Knowledge (Good Outsiders) +6, Feats: Unique Magical Ability (15,000 gp), Magic: Wound Closure (as Periapt of Wound Closure)

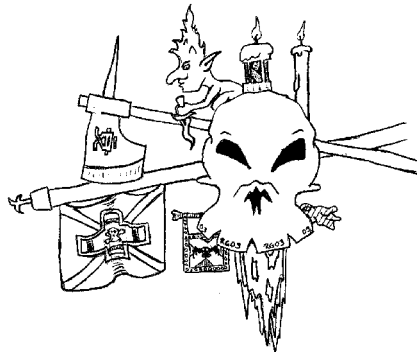
DM only - Personality

The raven spirit which can be reached via the amulet is playful but greedy, demanding gold and other shiny treasure for its services but is also easily distracted and tricked. It has a dislike for constructs and other creatures of order and will likely try to influence its wearer to conspire against them

Flaming Skull of Lord Grath

Overview

This intelligent magic item looks like a skull covered with bright red runes, probably written in blood. When touched, the eyes start to glow red and the skull starts to talk. It is quite intelligent but somewhat insane, constantly laughing and making comments about the beauty of fire.



Statistics

Perception:	hearing and sight	Feats:	Telepathy
Communication:	speech	Magic:	+4 on spellcraft and knowledge (arcana), +1 luck bonus on all saves (The skull must be held with at least one hand for these boni to be effective.)
Abilities:	Int 11 Wis 15 Cha 16	Price:	5050 gp
Personality:	insane pyromaniac		
Starting Level:	1		
Saves:	Fort +2 Ref +2 Will +4		
Spell-like Abilities:	Flare (1/day, DC: 13)		
Skills:	Knowledge (undead) +6, Knowledge (evil outsiders) +6		

Level Progression

When gaining levels, the skull will "reawaken" dormant powers, most of which are related to fire in some way. It will be easy to find out about these powers as the skull will start bragging about them.

0	Saves: Fort +3 Ref +3 Will +5, Spell-like Abilities: Flare (1/day, DC: 13), Burning Hands (1/day, DC: 14, 2d4 damage, 20 feet semicircle), Skills: Knowledge (undead) +7, Knowledge (evil outsiders) +6, Knowledge (aberrations) +3, Feats: Telepathy, Enlarge Ability (Burning Hands)
3	Saves: Fort +3 Ref +3 Will +5, Spell-like Abilities: Flare (2/day, DC: 13), Burning Hands (1/day, DC: 14, 3d4 damage, 20 feet semicircle), Skills: Knowledge (undead)

	+7, Knowledge (evil outsiders) +7, Knowledge (aberrations) +4, Feats: Telepathy, Enlarge Ability (Burning Hands)
4	Saves: Fort +4 Ref +4 Will +6, Spell-like Abilities: Flare (2/day, DC: 13), Burning Hands (1/day, DC: 14, 4d4 damage, 20 feet semicircle), Pyrotechnics (1/day, DC: 16) Skills: Knowledge (undead) +7, Knowledge (evil outsiders) +7, Knowledge (aberrations) +6, Feats: Telepathy, Enlarge Ability (Burning Hands), Ability Focus (Pyrotechnics)
5	Saves: Fort +4 Ref +4 Will +6, Spell-like Abilities: Flare (2/day, DC: 13), Burning Hands (2/day, DC: 14, 5d4 damage, 20 feet semicircle), Pyrotechnics (1/day, DC: 16) Skills: Knowledge (undead) +7, Knowledge (evil outsiders) +7, Knowledge (aberrations) +8, Feats: Telepathy, Enlarge Ability (Burning Hands), Ability Focus (Pyrotechnics)
6	Saves: Fort +5 Ref +5 Will +7, Spell-like Abilities: Flare (2/day, DC: 13), Burning Hands (2/day, DC: 14, 5d4 damage, 20 feet semicircle), Pyrotechnics (1/day, DC: 16), Fireball (1/day, DC: 15), Skills: Knowledge (undead) +7, Knowledge (evil outsiders) +7, Knowledge (aberrations) +10, Feats: Telepathy, Enlarge Ability (Burning Hands), Ability Focus (Pyrotechnics), Unique Magic Ability (+2 luck bonus on fortitude and reflex saves)
7	Saves: Fort +5 Ref +5 Will +7, Spell-like Abilities: Flare (3/day, DC: 13), Burning Hands (2/day, DC: 14, 5d4 damage, 20 feet semicircle), Pyrotechnics (1/day, DC: 16), Fireball (1/day, DC: 15), Resist Elements (1/day, fire and cold only), Skills: Knowledge (undead) +8, Knowledge (evil outsiders) +8, Knowledge (aberrations) +11, Feats: Telepathy, Enlarge Ability (Burning Hands), Ability Focus (Pyrotechnics), Unique Magic Ability (+2 luck bonus on fortitude and reflex saves)
8	Saves: Fort +6 Ref +6 Will +8, Spell-like Abilities: Flare (3/day, DC: 13), Burning Hands (2/day, DC: 14, 5d4 damage, 20 feet semicircle), Pyrotechnics (1/day, DC: 16), Fireball (1/day, DC: 15), Wall of Fire (1/day, DC: 18), Resist Elements (1/day, fire and cold only), Skills: Knowledge (undead) +9, Knowledge (evil outsiders) +9, Knowledge (aberrations) +12, Feats: Telepathy, Enlarge Ability (Burning Hands), Ability Focus (Pyrotechnics), Ability Focus (Wall of Fire), Unique Magic Ability (+2 luck bonus on fortitude and reflex saves)

DM only – Personality

The flaming skull has lost his mind over his fiery death and behaves really erratic if not kept on a short lash by his master. If allowed to act on its own, it will go for the most spectacular and immediate results, sometimes causing more trouble than good. If given instructions, however, he will most likely follow them, unless they are boring.

The Fiendsuit

Overview

This suit is entirely made of black leather which after closer examination appears to be made out of the skin of a monstrous humanoid. It comes with gloves and a cap that covers head and neck, only exposing the face. It is a +1 studded leather armour which grants those with claws a magical +1 bonus when using them as if they were magic weapons.

Statistics

Perception:	Hearing	Feats:	Blindsight
Communication:	Empathy	Magic:	+1 armour
Abilities:	Int 11 Wis 7 Cha 12	Price:	6225 gp
Personality:	Ruthless advisor		
Starting Level:	1		
Saves:	Fort+2 Ref+2 Will+0		
Spell-like Abilities:	Resistance (1/day)		
Skills:	Diplomacy +5, Knowledge (Religion) +2		

Level Progression

2	Saves: Fort +3 Ref +3 Will +1 Spell-like Abilities: Resistance (1/day), Cure Light Wounds (1d8+1, 1/day) Skills: Diplomacy +6, Knowledge (Religion) +2, Bluff +2 Feats: Blindsight, Detect Creature (Good Outsiders, 60 feet)
3	Saves: Fort +3 Ref +2 Will +1 Spell-like Abilities: Resistance (2/day), Cure Light Wounds (1d8+3, 1/day) Skills: Diplomacy +7, Knowledge (Religion) +2, Bluff +3 Feats: Blindsight, Detect Creature (Good Outsiders, 60 feet)
4	Saves: Fort +4 Ref +3 Will +2 Spell-like Abilities: Resistance (2/day), Cure Light Wounds (1d8+4, 1/day), Protection from Arrows (1/day) Skills: Diplomacy +7, Knowledge (Religion) +2, Bluff +5 Feats: Blindsight, Detect Creature (Good Outsiders, 60 feet), Armour Ability (Undead Bane (+2 AC and saves vs. undead))
5	Saves: Fort +4 Ref +3 Will +2 Spell-like Abilities: Resistance (2/day), Cure Light Wounds (1d8+5, 2/day), Protection from Arrows (1/day) Skills: Diplomacy +7, Knowledge (Religion) +2, Bluff +7 Feats: Blindsight, Detect Creature (Good Outsiders, 60 feet), Armour Ability (Undead Bane (+2 AC and saves vs. undead))
6	Saves: Fort +5 Ref +4 Will +3 Spell-like Abilities: Resistance (3/day), Cure Light Wounds (1d8+5, 2/day), Protection from Arrows (1/day), Dispel Magic (1/day) Skills: Diplomacy +7, Knowledge (Religion) +2, Bluff +7 Feats: Blindsight, Detect Creature (Good Outsiders, 60 feet), Armour Ability (Undead

	Bane (+2 AC and saves vs. undead)), Armour Enhancement Bonus (+1, making the suit a +2 studded leather armour)
7	Saves: Fort +5 Ref +4 Will +3 Spell-like Abilities: Resistance (3/day), Cure Light Wounds (1d8+5, 2/day), Protection from Arrows (1/day), Cure Moderate Wounds (2d8+7, 1/day), Dispel Magic (1/day), Skills: Diplomacy +7, Knowledge (Religion) +2, Bluff +7 Feats: Blindsight, Detect Creature (Good Outsiders, 60 feet), Armour Ability (Undead Bane (+2 AC and saves vs. undead)), Armour Enhancement Bonus (+1, making the suit a +2 studded leather armour)
8	Saves: Fort +6 Ref +5 Will +4 Spell-like Abilities: Resistance (3/day), Cure Light Wounds (1d8+5, 2/day), Protection from Arrows (1/day), Cure Moderate Wounds (23 points (maximised), 1/day), Dispel Magic (1/day), Skills: Diplomacy +7, Knowledge (Religion) +2, Bluff +7 Feats: Blindsight, Detect Creature (Good Outsiders, 60 feet), Armour Ability (Undead Bane (+2 AC and saves vs. undead)), Armour Enhancement Bonus (+1, making the suit a +2 studded leather armour), Maximise Ability (Cure Moderate Wounds)

DM only- Personality and Subplot

The armour is a unique intelligent item imbued with the spirit of an imp to further the goals of hell in the world. The fiend suit will try to encourage its wearer to become a tyrant, dominate others and generally further the goals of law and evil. Initially, it will gain abilities which help the wearer but eventually it will work on ways to influence the wearer by altering his dreams. Usually, a fake herald of the characters god appears to him and suggests certain courses of action. While these will often benefit the character, they will corrupt him to evil and help prepare the arrival of a duke of hell to the prime material. Eventually, the character might want to destroy the suit or at least find ways to break its power over the wearer. Some side quests are:

- Kill a champion of the cause of chaos, most likely somebody who is in the way of the character anyway.
- Bring harsh order to a chaotic settlement to "help those people".
- Build a shrine to the duke of hell, most likely in some disguised form.

Requinas' Book of Precious Antiques

Overview

While there are many versions of the book of precious antiques floating around, there is only one book that was created by Requinas himself. This powerful magic tome is both a merchant's and thief's delight with its ability to judge the worth of items, its vast knowledge on treasures of all kind, and other magical powers related to making money.

Statistics

Perception:	None	Feats:	Detect Gold (60 feet)
Communication:	Writing on its pages	Magic:	Identify (50 charges)
Abilities:	Int 12 Wis 7 Cha 11	Price:	8,000 gp
Personality:	Jaded connoisseur		
Starting Level:	1		
Saves:	Fort+2 Ref+2 Will+0		
Spell-like Abilities:	Detect Magic (1/day)		
Skills:	Appraise +5, Knowledge (Ancient Treasures) +5, Knowledge (Nobility) +5		

Level Progression

2	Saves: Fort +3, Ref +3, Will +1, Spell-like Abilities: Detect Magic (1/day), Detect Secret Doors (1/day), Skills: Appraise +6, Knowledge (Ancient Treasures) +6, Knowledge (Nobility) +6, Feats: Detect Gold (60 feet), Detect Gems (60 feet)
3	Saves: Fort +3, Ref +3, Will +1, Spell-like Abilities: Detect Magic (2/day), Detect Secret Doors (1/day), Skills: Appraise +7, Knowledge (Ancient Treasures) +7, Knowledge (Nobility) +7, Feats: Detect Gold (60 feet), Detect Gems (60 feet)
4	Saves: Fort +4, Ref +4, Will +2, Spell-like Abilities: Detect Magic (2/day), Detect Secret Doors (1/day), Make Whole (1/day), Skills: Appraise +7, Knowledge (Ancient Treasures) +7, Knowledge (Nobility) +7, Feats: Detect Gold (60 feet), Detect Gems (60 feet), Detect Platinum (60 feet)
5	Saves: Fort +4, Ref +4, Will +2, Spell-like Abilities: Detect Magic (2/day), Detect Secret Doors (2/day), Make Whole (1/day), Skills: Appraise +8, Knowledge (Ancient Treasures) +8, Knowledge (Nobility) +8, Feats: Detect Gold (60 feet), Detect Gems (60 feet), Detect Platinum (60 feet)
6	Saves: Fort +5, Ref +5, Will +3, Spell-like Abilities: Detect Magic (3/day), Detect Secret Doors (2/day), Make Whole (1/day), Summon Merchant (1/day), Skills: Appraise +9, Knowledge (Ancient Treasures) +9, Knowledge (Nobility) +9, Feats: Detect Gold (60 feet), Detect Gems (60 feet), Detect Platinum (60 feet)
7	Saves: Fort +5, Ref +5, Will +3, Spell-like Abilities: Detect Magic (3/day), Detect Secret Doors (2/day), Make Whole (1/day), Locate Object (1/day), Summon Requinas (1/day), Skills: Appraise +9, Knowledge (Ancient Treasures) +9, Knowledge (Nobility) +9, Feats: Detect Gold (60 feet), Detect Gems (60 feet), Detect Platinum (60 feet)

Dm only - Personality

Requinas' book is a tome dedicated purely to the acquisition of money and treasure and will help its owner to achieve this goal with all its power. It is an amoral item, focused on its function with little other interest than money. In fact, it is not very talkative and does not necessarily appear to be intelligent (or rather to have a personality).

One of its powers is to summon up the ghost of old Requinas himself. This ghostly apparition can be summoned for 1 minute/level and can share his wisdom on treasures (many of which he has actually seen during his lifetime). Requinas is a greedy little man but if motivated the right way will be hard to stop talking. He has +16 on the skills the book has.