

Encyclopedia Magica™

Accessory

Credits

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Volume Three

Pick of Earth Parting to The Six of Swords Conditional Ruptures (Spellbook)

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Pick

The pick is a tool that looks like a simple cross between an axe and a hammer. It is usually used during mining operations as a digging tool.

of Earth Parting

XP Value: 5,000 **GP Value: 25,000**

Tome of Magic

This enchanted pick allows its wielder to cut through elemental earth quickly. The wielder of the pick must have strength of 17 or better. By repeatedly swinging the pick at elemental earth, the wielder can carve out a 10- by 10- by 60-foot tunnel per round. The pick's magical properties create a smooth, clean surface regardless of the mining skill of the user. All rubble from the excavation magically disappears, leaving a clear passage.

Cursed Pick of Earth Parting

XP Value: — **GP Value: 5,000**

1992 Fantasy Collector Card 635

This item functions almost exactly like the uncursed item of the same name, it allows the wielder to cut through elemental earth at a rate of 10 feet by 10 feet by 60 feet per round. The surfaces are clean and excavated rubble magically disappears. Unfortunately the user discovers, after six rounds that he or she has consistently varied the digging direction by 1° per foot resulting in a 360° turn and a circular tunnel. Furthermore, any dwarf who uses the pick finds that all dwarven mining abilities are lost until a *remove curse* spell is cast.

Pick of Propitiousness

See *Stringed Instruments*

Pick of Strumming

See *Stringed Instruments*

Pie

of Four-and-Twenty Blackbirds

XP Value: 250 **GP Value: 800**

POLYHEDRON® Newszine 23

This magical pie looks and smells delicious, and causes no ill effect if eaten. If the proper command is spoken while holding the pie, it opens and releases 24 black pterodactyls who can understand and will obey the holder of the pie.

They will fight or carry if so instructed, but are too dim-witted to report observations or carry messages. They disappear when slain, and cannot be replaced. This item functions once.

of Raspberries

XP Value: **GP Value: 700**

Polyhedron Newszine 23

This pie is identical to the *pie of four-and-twenty blackbirds*, but, when commanded to release, it instead emits a long, loud burbling sound, audible to all within 120 feet regardless of walls or doors.



Rhubarb

XP Value: 700 **GP Value: 2,100**

POLYHEDRON Newszine 23

This pie is also identical to a *pie of four-and-twenty blackbirds*, but when commanded to release its residents, it produces a cloud of reddish smoke in an area 60 feet across and 20 feet high. All within the cloud start to argue about meaningless things for three rounds; After that, each victim may make a saving throw vs. spell to negate the effect. Those who fail continue to argue even if attacked; those who make a successful saving throw may act normally. The smoke does not itself cause an NPC or monster

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to attack, though a PC may respond violently if desired and if appropriate to the alignment of the character.

Pigment

Pigments are powders that have been mixed with water, oil, or other liquid to produce a colored paste or paint. Most pigments are made from a single substance, but some are blends to produce a particular hue.

Bell's Palette of Identity

XP Value: 1,000

GP Value: 5,000

Tome of Magic

This device offers protection against *polymorph* spells and other magical effects that change a person's physical appearance.

The item is an artist's palette covered with bright, mystical paints. To use the item, a person must paint a self-portrait. The painting does not need to be created with any expertise, but the painter must believe that the portrait is accurate. Any time a character carries this self-portrait on his or her person, the portrait suffers the effects of unsuccessful saving throws when *massmorph*, *polymorph other*, *polymorph any object*, or *seeming* spells are cast on the owner. The portrait also suffers the effects if a character steps in front of a *mirror of simple order*.

The character's saving throw is made normally. If successful, the spell simply fails. If the saving throw is unsuccessful, the portrait is altered, reflecting the effect of the spell, but the character remains unharmed. Once the portrait suffers these effects, it no longer can offer protection for the person it represents.

A person on the Plane of the Gray Waste, carrying a picture made from *Bell's palette of identity* is protected from the effects of fading on this plane. It is the picture that slowly fades to gray while the person retains all of his or her color. After two weeks in that plane, the character makes a saving throw against being trapped in the Gray Waste. If the saving throw is unsuccessful, the portrait becomes useless to the person who painted it.

There is always a risk that some denizen of the Gray Waste will discover a baneful use for a discarded painting. Travelers are wise not to leave such personal effects behind on this plane. A single *Bell's palette of identity* can be used to paint 1d4+1 portraits.

of Blackmoor

XP Value: 300

GP Value: 2,500

GREYHAWK® Adventures

This set of multicolor paints was enchanted when the city of Blackmoor was in full power. After the city and castle fell into ruin, the wizard used the paints to insure his own survival in the hostile land.

Each set has five applications of each color. Each color comes in a tiny jar held in a *box of holding* (as the smallest *bag of holding*). The paint is applied all over the body of the user and lasts for 24 hours. During this time its effects can only be taken away by a remove curse.

- **Red** transforms the user into a 7th-level fighter with an AC of 2, a *two-handed sword +1*, and 70 hit points.
- **Blue** transforms the user into a 7th-level priest with an AC of 3, a *footman's mace +2*, and 60 hit points. Spells should be selected immediately—three 1st, three 2nd, two 3rd, and one 4th-level spell.
- **Green** transforms the user into a 7th-level ranger with an AC of 4, a long bow +3, and 56 hp.
- **Black** transforms the user into a 7th-level thief with an AC of 6, a dagger +2, and 32 hp.
- **White** transforms the user into a 7th-level paladin with an AC of 1, a long sword +3, and 67 hp.
- **Brown** Transforms the user into a 7th-level druid with an AC of 6, a quarter staff +2, and 44 hp.

Using the paints twice in a 24-hour period results in the instant death of the user. Upon return to normal, the user regains 1d10 lost hit points. For purposes of operating in the assumed class, all ability scores are treated as at least the minimum starting scores required for the class for the duration of the effect. A transformed character has all the memories of the original character but all the powers of the new class. Failure to adhere strictly to the limits of the assumed class breaks the magic and restores the original form. A transformed character is proficient in the new weapon magically acquired (that vanishes with the effect) and in any weapons known and used before the transformation.

of Longevity

XP Value: 5,000 **GP Value:** 25,000

DUNGEON® Magazine 10

The *pigments* necessary to paint a *portrait of longevity* are created from the blood of the subject to be painted, many hard-to-acquire materials, and a *wish* spell, which gathers the necessary life force from the surrounding land (often causing plagues and other natural disasters). The *pigments* may be altered to paint other subjects by use of *limited wish* and *alter reality* spells, applied together with the blood and sweat of the new subject.

Nolzur's Marvelous Pigments

XP Value: 500 **GP Value:** 3,000

DUNGEON MASTER® Guide

These magical emulsions enable their possessor to create actual objects simply by depicting their form in two dimensions. The pigments are applied by a stick tipped with bristles, hair, or fur. The emulsion flows from the application to form the desired object as the wielder concentrates on the desired image. One pot of *Nolzur's marvelous pigments* is sufficient to create an object of 1,000 cubic feet by depicting it in two dimensions over a surface 100 feet square. Thus, a 10- by 10-foot rendition of a pit would result in an actual 100-foot by 10-foot pit; a 10- by 10-foot depiction of a room would result in a 10- by 10-foot room; and so on.

Only normal, inanimate things can be created—doors, pits, flowers, trees, cells, but monsters, people, golems, and the like can't be created. The pigments must be applied to a surface (a floor, wall, ceiling, or door).

From 1d4 containers of pigments are usually found, normally with a single instrument about 1-foot long with which to apply them. It takes one turn to depict an object with pigments. Objects of value depicted by pigments, precious metals, gems, jewelry, ivory, appear to be valuable but are actually made of tin, lead, paste gems, brass, bone, and similarly worthless materials. Normal armor or weapons can, of course, be created.

In a DRAGONLANCE® Campaign: *Nolzur's marvelous pigments* are called *Branchala's paints* on Ansalon.

Yellow Kohl

XP Value: 5,000 **GP Value:** 25,000

The Emirates of Ylaruam

Kohl is a greasy, pigmented eye makeup. An evil alchemist has discovered a formula that turns 1d10 pounds of metal into gold. He concealed it by fashioning it and its container to resemble a woman's makeup case. The stratagem backfired; an apprentice in his shop mistook the substance for real kohl, and sold it to a woman.

Pill

Pills are small water-soluble tablets that serve a number of purposes. First, pills can be swallowed to relieve the symptoms of a number of ailments. Second, they can be dissolved in fluids to produce a desired effect.

Desalination Tablet

XP Value: 10 **GP Value:** 100

PORT OF RAVEN'S BLUFF™

These orange pills are about the size of a marble. Each pill transforms one gallon of seawater into fresh, drinkable water. Incidentally, each pill also causes 1d4 points of damage to water weirds and water elementals.

Hangover Relief

XP Value: 40 **GP Value:** 200

DRAGON® Magazine 73

This small pouch contains 2d6 pills, each shaped like a huge teardrop. If a pill is dissolved in water, and the water is immediately consumed, all effects of alcoholic hangovers disappear.

of Plentiful Water

XP Value: 100 **GP Value:** 500

DRAGON Magazine 73

These blue pills are about the size of aspirin tablets, usually found in a group of 2d10. When covered with spittle, a pill expands and changes within 10 seconds, becoming one gallon of water. Customarily, one would dab the pill in one's mouth and then quickly pop it into a waterskin or bucket to expand. If the pill is left in the mouth, the water may (5% chance) drown the victim as it expands and is forced into the lungs. (The chance rises to 50% if no one is present to help the victim. Back-slapping or some similar action helps the victim to expel most or all of the water.) If the pill is swallowed, the victim's stomach may burst (10%

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chance), resulting in death, but in any case it causes incapacitating discomfort.

Pillow of Regeneration

XP Value: 800 **GP Value:** 4,000

POLYHEDRON Newszine 43

Usually found mixed with bedclothes or on furniture, this magical cushion doubles the rate at which hit points are regained and cuts by half the time needed in rest to regain spells. Time must be spent actually reclining against the cushion.

Pipe of Heated Wind

XP Value: **GP Value:**

DRAGON Magazine 73

This pipe looks like a curved metal pipe that is closed at one end. When the command word inscribed on the side is spoken, hot air streams from the open end. It is ordinarily used to dry things, especially hair.

Pitcher

A pitcher is a container used to hold fluids. Pitchers normally have elaborate handles sturdy enough to hold the weight of the pitcher as well as any fluid poured into it.

of Blending

XP Value: 300 **GP Value:** 1,500

DRAGON Magazine 73

This is a black, covered pitcher or cylinder with one button on it. Objects are placed in the pitcher, the button is pushed one or more times, and the lid is closed; the item then blends, smashes, and breaks up whatever is inside. However, if anything harder than food or similarly soft material is blended, the item probably ceases to function permanently. Chunks of ice are the hardest usable material, and only if they are in a supporting liquid. The number of times the button is pushed determines how long the smashing goes on.

Continuous Water

XP Value: 600 **GP Value:** 1,800

DRAGON Magazine 73

This is a half-gallon open glass pitcher. Each day up to five gallons of water can be poured from the pitcher, provided it has not been tightly covered at any time in the preceding 24 hours.



Plank

XP Value: 700 **GP Value:** 3,500

War Captain's Companion

This magical item is popular among the piratical and privateering humans throughout the Grey-space crystal sphere. When extended, the plank magically stretches far beyond the gravity plane and atmosphere envelope of the ship. Prisoners destined to "walk the *plank*" are sent out on it to be sent adrift in wildspace and suffocate.

On the *plank*, a step taken is actually the equivalent of four steps, meaning a character taking yard-long strides actually moves 4 yards with every step. This allows the blindfolded *plank* walker to be set adrift much faster than normal. It also helps alleviate the irritating tendency of prisoners to stand at the brink of disaster overlong. The *plank* can be extended once an hour.

Plate

The term "plate" describes two kinds of objects. One type of plate is a shallow, circular dish made of earthenware, wood, or metal. These are used to hold food. Another kind of plate is a flat, polished piece of metal that is engraved and etched with symbols, drawings, and writing. This type of plate is used during the minting process.