

Magical Treasures

Volume II · Items 21–40

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
21	Ring of the Unspent Breath	Two hours without breathing each day	2
22	Ring of the Listener	Understand one spoken language	2
23	Ring of the Firm Grasp	Hold a grip without tiring or slipping	2
24	Stonewright's Hammer	+1 hammer; sound and shape stone	3
25	Mariner's Spear	+1 spear; wield freely underwater	3
26	Bow of the Leeward String	+1 bow; ignore ordinary wind and rain	3
27	Mail of the Quiet March	+1 mail; daily silent movement	4
28	Gloves of the Emberkeeper	Handle ordinary flame and hot objects	4
29	Rod of the Stout Brace	An adjustable 2,000-pound brace	4
30	Pendant of the Parting Boughs	Daily passage through living undergrowth	5
31	Draught of Borrowed Vigor	Postpone physical fatigue for eight hours	5
32	Bridgewright's Oil	Stiffen up to 300 feet of rope for an hour	5
33	Parchment of the Faithful Copy	A single-use exact copy of visible markings	6
34	The Witness Seal	Reveals disturbance of its wax impression	6
35	Saddle of the Light Burden	Halve the load carried through the saddle	7
36	Needle of the Patient Seam	Continues a demonstrated seam unaided	7
37	Shroud of the Last Vigil	Preserve the dead; prevent animation	7

ANATHARI DEVICES

No.	Item	At a glance	Page
38	Anathari Burden Plate	Guide a hovering load of up to 500 pounds	8
39	Anathari Impression Slate	Capture and retain one still image	8
40	Anathari Breathing Grille	Renew the air in a modest enclosed room	8

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

21. Ring of the Unspent Breath

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RING / EXPLORATION AND RESCUE

Appearance. *A broad silver band engraved with a single curling line resembling a wave. Its modest design gives little indication of its value to those who work beneath the water.*

Magical properties. Once per day, the ring allows its wearer to go without breathing for two continuous hours. During this time, the wearer can remain underwater or in smoke or an airless environment without suffocating. The duration is one continuous activation, not a pool of minutes to divide among uses.

Limits. The ring does not increase swimming speed, grant underwater speech, or protect against pressure, temperature, or substances that harm through contact. It does not remove poison already inhaled.

In Audalis. A pearl merchant, salvage diver, or keeper of deep cisterns might commission such a ring. A coastal household could prize one as the possession that allowed several generations to earn their livelihoods. It makes difficult work possible without making that work entirely safe.

22. Ring of the Listener

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RING / LANGUAGES AND DIPLOMACY

Appearance. *A narrow ring bearing small, overlapping characters around its inner surface. The marks may be almost hidden when the ring is worn.*

Magical properties. Once per day, after listening to a spoken language for approximately one minute, the wearer can understand that language for one hour.

Limits. The ring grants comprehension, not the ability to speak or read the language. It does not unravel codes merely because someone speaks them aloud.

In Audalis. Merchants, envoys, and traveling scholars could all value this enchantment. Its origin might be no grander than a diplomat who wanted to hear what an interpreter chose not to repeat. Later owners may deliberately conceal how much of a conversation they understand.

23. Ring of the Firm Grasp

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RING / CLIMBING AND RETAINING EQUIPMENT

Appearance. *A plain iron ring with a slightly flattened outer face, easily mistaken for inexpensive personal jewelry.*

Magical properties. While conscious, the wearer can choose to lock the hand bearing the ring around something already grasped. The hand does not tire, and the object cannot slip free or be knocked from its grasp. The wearer can release the grip normally.

Limits. The ring does not increase strength or anchor the wearer in place. A strong pull on a rope can drag the wearer along with it, and the rope or supporting handhold can still break.

In Audalis. Sailors, mountaineers, and warriors recognize different uses for the same enchantment. A person hanging from a ledge might value this unremarkable-looking band more highly than a much grander treasure. Its maker and first owner need not be remembered.

24. Stonewright's Hammer

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WAR HAMMER / STONEWORKING AND EXPLORATION

Appearance. *A compact war hammer with a broad, carefully finished striking face. Old measurements or a craftsman's personal marks may be cut into its well-worn haft.*

Magical properties. The hammer functions as a war hammer +1. When tapped against nonmagical stone, it gives a clear note if an open space lies within five feet beyond the surface; solid stone produces a dull sound. Once per day, its wielder can spend one round working it against an exposed surface to reshape up to ten cubic feet of nonmagical, inanimate stone. The alteration is permanent.

Limits. Sounding reveals a hollow, not its contents, dimensions, or purpose. Shaping rearranges existing stone; it creates no additional material and does not produce fine detail or dependable intricate mechanisms. Its use is not restricted to crafting: footholds, drainage channels, and small openings through suitably thin masonry are all possible.

In Audalis. This is a khordaldrum craftsman's tool as much as a weapon. A master stoneworker might treasure the ability to resolve a difficult fitting, while a surveyor values its warning of cavities. A recovered hammer may bear the ownership marks of several generations of workers rather than the name of a famous warrior.

25. Mariner's Spear

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SPEAR / UNDERWATER COMBAT

Appearance. *A dark wooden spear with a narrow, leaf-shaped head and simple, corrosion-resistant fittings. Its construction favors dependable service over ornament.*

Magical properties. The spear functions as a spear +1. When wielded underwater, it moves as freely as it does in air, allowing its bearer to attack with it as effectively as on land.

Limits. The enchantment does not improve swimming, provide air, or allow thrown attacks to travel extraordinary distances through water.

In Audalis. A wealthy salvager might commission such a weapon to protect divers exploring a dangerous wreck. A harbor authority could keep a single treasured example for occasions when something unwelcome takes up residence beneath the quays.

26. Bow of the Leeward String

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LONGBOW / HUNTING AND DEFENSE

Appearance. *A longbow finished with dark wax and fitted with a string that remains taut in wet weather. Its grip and fittings show the wear of outdoor service.*

Magical properties. The bow functions as a longbow +1. Arrows fired from it are unaffected by ordinary wind and rain during flight.

Limits. Distance, poor visibility, cover, and the archer's own unsteady footing still matter. Supernatural weather can exceed the enchantment's protection.

In Audalis. Such bows might be commissioned for the defenders of a coastal fortress, where an archer must sometimes shoot into driving weather. Hunters in wet or windswept country have equal reason to covet one. Its reputation needs no secret power beyond a dependable shot in difficult conditions.

27. Mail of the Quiet March

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CHAIN MAIL / PROTECTION AND STEALTH

Appearance. *Carefully fitted chain mail, often showing the small repairs of long service. Its rings and fittings move against one another without the expected metallic sound.*

Magical properties. The armor functions as chain mail +1. Its rings, buckles, and fittings are always silent in movement. Once per day, for one turn (10 minutes), the wearer's movement becomes silent as well, including footsteps and the movement of normally worn or carried equipment. No Move Silently roll is needed to suppress those movement-related sounds during the activation.

Limits. The armor retains its ordinary weight and restrictions. Speech, fighting, breaking a door, and dropping an object still make sound. This is not an area of magical silence and does not silence other creatures or prevent spoken spellcasting. The wearer can still be seen or discovered by other means.

In Audalis. A military scout, watch captain, or household guard might have commissioned such armor. Its maker may have wanted a protected warrior to move unobtrusively rather than to imitate a thief. An example now carried into dangerous ruins could once have served a much quieter household duty.

28. Gloves of the Emberkeeper

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GLOVES / HEAT PROTECTION

Appearance. *Supple leather gloves darkened by soot and often repaired at the cuffs. Their appearance suggests long service beside a hearth or workshop furnace.*

Magical properties. The gloves protect the covered hands from ordinary flame and hot materials. Glowing coals and heated metal can be handled without burns.

Limits. The wearer's strength is unchanged. Only the covered hands are protected: the gloves do not make it safe to stand in a furnace or provide protection against magical fire.

In Audalis. A master founder or glassworker might consider these the finest gift they ever received. Adventurers find other uses in handling heated mechanisms or removing burning debris. An expensive, narrowly useful commission could have transformed the working life of its first owner.

29. Rod of the Stout Brace

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ROD / SUPPORT AND CONSTRUCTION

Appearance. *A short iron rod with broad, slightly swiveling plates at either end. The ends are marked by years of contact with stone, timber, and other working surfaces.*

Magical properties. At its owner's command, the rod lengthens until it fits firmly between two surfaces, up to a maximum of 10 feet. Once set, it supports approximately 2,000 pounds without bending or slipping, provided the surfaces can withstand the load. It can be shortened and removed just as easily.

Limits. The rod does not extend with crushing force. It is a brace, not a powered ram, and its enchantment does not strengthen the surfaces against which it rests.

In Audalis. A mason might have commissioned the rod for ordinary repairs. It can support damaged roofing, brace a door, or hold a wagon while work is done beneath it. Finding one still supporting the ceiling of an abandoned passage gives explorers a reason to examine the structure before removing their discovery.

30. Pendant of the Parting Boughs

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PENDANT / WOODLAND PASSAGE

Appearance. *A small piece of dark, polished wood shaped like two spreading branches, bound at its base with a narrow silver fitting. It can be worn beneath clothing and brought out when needed.*

Magical properties. Once per day, for one turn (10 minutes), ordinary undergrowth, brambles, and low branches bend aside before the wearer. A person-wide passage continually opens as the wearer advances, with no fixed distance limit. The wearer must remain on the ground and move no faster than a walking pace. Opened growth remains parted for companions until that activation ends, then returns unharmed to its natural position. Any class can use the pendant; it expends no charges.

Limits. The pendant does not function while its wearer flies or hovers. It does not uproot mature trees, command plant creatures, override magic controlling vegetation, or remove unrelated obstacles such as streams or cliffs.

In Audalis. Sylvari enchanters fashioned such pendants for travelers who needed to enter dense growth without cutting a trail. Guides, messengers, herbalists, and those searching for missing people all have reason to value one. The craft can stand as a sylvari achievement in its own right, without requiring a fae origin.

31. Draught of Borrowed Vigor

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POTION / ENDURANCE

Appearance. *A thick, amber-colored potion with a bitter herbal aftertaste, usually kept in a small, securely stoppered bottle.*

Magical properties. For eight hours, the drinker can march or perform physical labor as though well rested. The potion suppresses physical fatigue. When its effect ends, the need for rest returns, including exhaustion postponed during the effect.

Limits. The potion does not heal injuries, provide nourishment, or restore expended spells or other magical abilities. It imposes no additional collapse beyond the ordinary fatigue that has been deferred.

In Audalis. A messenger carrying urgent news or a rescuer working through the night may have more reason to prize this draught than a warrior. An example could be found among a traveler's carefully preserved emergency supplies rather than in a laboratory or treasure chest.

32. Bridgewright's Oil

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ENCHANTED OIL / TEMPORARY STRUCTURES

Appearance. *A cloudy oil kept in a narrow, well-stoppered flask. Its container often shows more care than ornament.*

Magical properties. One flask treats up to 300 feet of ordinary rope, divided among whatever lengths are needed. Once arranged into the intended shape and treated, the rope becomes rigid for one hour, then returns to its normal flexibility. It can form a climbing pole, ladder, framework, or crossing. A properly anchored crossing supports up to 1,000 pounds. Partial use is possible; unused oil remains potent when properly stoppered.

Limits. The oil supplies neither rope nor anchor points. Supports and anchors must withstand the load, and the structure ceases to be rigid when the duration expires.

In Audalis. Bridge builders and repair crews might have been its first users. Enough treated rope for a footline and two handrails can create a substantial temporary crossing, while a smaller quantity may solve a modest repair. Its usefulness depends on preparation and judgment, not on acquiring several additional magical flasks.

33. Parchment of the Faithful Copy

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ENCHANTED PARCHMENT / RECORDS AND SCHOLARSHIP

Appearance. *A sheet of fine parchment with a faint silver border. Unused sheets may be kept singly or gathered within a protective scrollcase.*

Magical properties. When pressed against a page, inscription, or other reasonably flat marked surface for one minute, the sheet reproduces its visible writing and illustrations. The enchantment is then spent, leaving a permanent copy in ordinary ink. The user need not read or understand the original. Complete copies of spellbook entries may be retained for later deciphering, study, and transcription under the normal rules; every necessary page must be copied.

Limits. The sheet does not translate, restore missing information, authenticate the original, or grant understanding. It reproduces mistakes and damage faithfully. It transfers no enchantment: copying a magical scroll does not create another spell scroll. Spell notation can be reproduced without read magic at the copying stage, but normal requirements for subsequently deciphering and learning the spell remain.

In Audalis. Scholars might use these sheets to preserve inscriptions that cannot be removed; spies could copy military plans or ledgers without taking the originals. A recovered case may contain unused sheets alongside completed copies that reveal what its former owner considered worth preserving.

Optional quantity found

d100	Unused sheets found
01–35	1
36–60	1d2 + 1
61–75	1d4 + 2
76–95	1d6 + 3
96–100	1d8 + 4

The DM may choose any appropriate quantity instead of rolling. This table counts unused magical sheets; a case can also contain previously used pages.

34. The Witness Seal

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SEAL / CORRESPONDENCE AND CUSTODY

Appearance. *A heavy brass seal whose face bears the arms, emblem, or identifying device of its owner. Its handle is often polished by generations of official use.*

Magical properties. Wax impressed with the seal acquires a faint iridescence. If the impression is broken or detached from the surface it seals, the wax turns permanently black. Reheating or rejoining it does not restore its original appearance.

Limits. The seal does not prevent entry, identify who disturbed it, or detect access through a different part of a container. It neither proves the contents truthful nor confirms that the person who used the seal was authorized. A stolen genuine seal remains dangerous.

In Audalis. Most sovereign courts and the most powerful guilds might possess at least one, entrusted to a chancellor or keeper of records. Lesser institutions aspire to obtain their own. Such a seal strengthens procedures of trust and custody without replacing them; its recognized impression may carry far more social weight than its modest magic suggests.

35. Saddle of the Light Burden

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SADDLE / TRANSPORT

Appearance. *A well-made riding saddle with broad load-bearing straps and fittings polished by long use. Its leather shows careful maintenance and ordinary wear.*

Magical properties. To the mount, the rider and equipment carried through the saddle weigh only half their actual weight. A pack-saddle version can carry the same enchantment.

Limits. The rider's weight is unchanged for other purposes. The saddle does not make the mount faster, inexhaustible, or immune to injury, and does not reduce loads carried independently of it.

In Audalis. A courier, mounted scout, or well-equipped adventurer would find the saddle useful. Its first commission could instead have been affectionate: a prosperous traveler unwilling to part with a much-loved aging horse. Later owners may benefit every day without knowing why it was made.

36. Needle of the Patient Seam

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NEEDLE / SEWING AND REPAIRS

Appearance. *A long steel needle kept in a small wooden case, usually accompanied by ordinary thread and scraps of fabric.*

Magical properties. After its owner begins a seam and demonstrates the intended stitch, the needle continues the work on its own. It completes straightforward sewing and repairs when supplied with the necessary cloth, patches, and thread.

Limits. The needle does not invent patterns, replace missing material, or work upon living flesh. Complicated tailoring still requires someone to arrange the pieces and guide the work.

In Audalis. An adventurer might leave it repairing a torn cloak or tent while attending to other business. A tailor's family could treasure it through several generations. No account of its creation need survive: its known history may consist entirely of the people who used it and the work it helped them finish.

37. Shroud of the Last Vigil

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BLESSSED SHROUD / CARE OF THE DEAD

Appearance. *A full-length linen shroud embroidered with a simple devotional pattern. Repeated washing has softened the cloth without wearing away its stitching.*

Magical properties. A dead body fully wrapped in the shroud does not decay and cannot be animated as undead while covered. The blessing requires no priestly ability, prayer, or ritual: it functions regardless of the class, faith, or identity of the person wrapping the body.

Limits. The shroud does not restore life or affect a creature that is already undead. Its protection lasts only while the body remains fully wrapped. Temple customs surrounding its care or lending are matters of stewardship, not activation requirements.

In Audalis. Many large and prosperous temples may keep one among their most carefully tended possessions, used to bring the dead home or protect them before burial. A single blessing can serve generations of mourners, long after its priest's name is forgotten. Some temples lend their shrouds; others may give one to trusted travelers whose duties take them beyond the reach of proper burial.

II. Anathari Devices

38. Anathari Burden Plate

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TRANSPORT DEVICE / MOVING LOADS

Appearance. *A low, oval platform of pale metal, approximately three feet across, with a recessed grip along one edge and a single broad control.*

Magical properties. When activated, the plate rises a handbreadth above a firm surface and supports up to 500 pounds. A person using its grip can guide it with very little effort. Switching it off causes it to settle gently. Operation requires no specialized knowledge.

Limits. The plate follows the supporting surface rather than flying freely. It cannot cross an open chasm or climb a wall, and its load must still be secured.

In Audalis. Once ordinary equipment for storerooms, deliveries, and household moves, a working plate can now become a merchant's prized possession or an expedition's indispensable tool. Faded diagrams beneath the rim might originally have shown nothing more mysterious than how to arrange crates. Adventurers may use the same dependable equipment to move treasure, supplies, or an injured companion.

39. Anathari Impression Slate

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RECORDING DEVICE / VISIBLE IMAGES

Appearance. *A flat panel of dark glass in a narrow metal frame, with a broad stud that can be operated without reading its markings.*

Magical properties. Pressing the stud captures a single still image of whatever lies directly before the slate's face. The image remains visible on the panel until deliberately replaced. The controls require no knowledge of the Anathari language.

Limits. The slate records no sound or movement and reveals nothing hidden from its view. It neither translates writing nor interprets the scene. It stores one image at a time.

In Audalis. Anathari owners may have recorded family keepsakes, workshop instructions, damaged equipment, or distant places. A scholar might value a surviving image more highly than the slate itself. A garden, an ordinary meal, or a crowded street can make the vanished civilization tangible without concealing any great ancient secret.

40. Anathari Breathing Grille

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DOMESTIC DEVICE / AIR RENEWAL

Appearance. *A hands-pan-wide panel of pale metal with narrow slits, a simple control, and a small indicator that changes color while it operates.*

Magical properties. The grille continually renews the air in a modest enclosed room, removing ordinary dust, stale air, and smoke over time. It requires neither an open window nor a visible connection to the outside. Its normal operation requires no special skill.

Limits. Capacity is limited. The grille cannot instantly clear a concentrated poisonous cloud, overcome a substantial ongoing fire, or neutralize magical vapors. It maintains room air rather than protecting against every airborne danger.

In Audalis. Such grilles once served Anathari residences, workrooms, and underground chambers. A surviving example might make a cellar habitable or aid a mine rescue. A chamber sealed for two thousand years may still contain fresh air because nobody ever switched off its ventilation.

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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