

# MAGIC ITEMS AND ARTIFACTS

## Anarch Sphere

Level 30

The essence of the Elemental Chaos boils and churns in this massive sphere. The condensed power inside this unwieldy 10-foot diameter globe can be siphoned in many ways, though only a few have been discovered.

**Wondrous Item**      **Priceless**

**Property, Unmounted:** All creatures adjacent to an unmounted *anarch sphere* gain resistance 15 variable, with a few differences to standard variable resistance: As a minor action, the subject chooses a type of damage from the following list: acid, cold, fire, lightning, or thunder. The subject gains the specified amount of resistance to the chosen damage type for the rest of the encounter (even if they move away from the sphere), and this replaces any resistance the subject already had against that damage type. Each time the subject spends a minor action, it can gain a new resistance, but it can resist only one type of damage from this ability at any one time. A subject can't use this ability to resist a damage type to which it has vulnerability.

**Property, Mounted:** When an *anarch sphere* is properly installed in an appropriate cradle on a *chaos ship*, the bottled essence trapped within provides motive power for the ship (the larger the ship, the more *anarch spheres* required). *Anarch spheres* require a specific series of actions for proper activation (see "Commanding Shevaithan" on page 30 of *Adventure Book Two*).

**Property, Mounted:** Any creature without the elemental origin engaged in combat within 5 squares of a mounted *anarch sphere* is subject to a ranged attack at the beginning of its turn: +32 vs. AC; 2d8 + 5 damage, and the target takes ongoing 5 damage and is dazed (save ends both).

**Power, Unmounted (Daily):** Minor Action. This power allows a creature adjacent to an unmounted *anarch sphere* to regain the use of any power of 1st to 30th level.

## Shard of Evil

Level 33

A shard of the Heart of the Abyss is concentrated corruption.

**Wondrous Item**      **Priceless**

**Property:** Every round a creature other than a demon touches or holds the naked crystal, it must make a saving throw. On an unsuccessful saving throw it loses 1d4 healing surges and is dominated (save ends, -2 penalty to saving throws). While dominated, the creature takes on demonic features such as wings, horns, scales, burning eyes, claws, mandibles, or similar features. On its turn, it attacks its closest former ally. It continues to do so each turn until it saves against the domination. If the creature fails three saving throws, it is permanently corrupted, and becomes a demonic version of its former self.

**Power (Daily):** Standard Action. In conjunction with the proper ritual, the shard has the ability to kill a god and transfer some amount of that god's power and influence into another creature. The time required and the amount of power transferred is highly variable. When the process is complete, the god dies, and the shard makes a saving throw; on a failed saving throw, the shard disintegrates.

## WAND OF ORCUS

The Wand is appropriate for epic-level characters.

### Wand of Orcus

Epic Level

*Orcus carries a heavy mace tipped with an enormous skull. Its haft is smooth obsidian studded with blood rubies. This weapon transforms those it slays into undead horrors.*

The *Wand of Orcus* is a +6 *lifedrinker heavy mace* with the following additional properties and powers.

**Enhancement:** Attack rolls and damage rolls

**Critical:** +6d6

**Property:** This weapon deals ongoing 10 damage (save ends) to creatures that are not undead.

**Property:** You can speak and understand the Abyssal language and read the Barazhad script.

**Power (Daily ♦ Arcane, Psychic):** Standard Action. You can use *legion's hold* (wizard 29).

**Power (Encounter ♦ Necrotic):** Free Action. You can use this power when you attack an enemy with the *Wand*. On a miss, the target takes necrotic damage equal to its bloodied value. When you hit, the target is reduced to 0 hit points (resistance or immunity to necrotic damage does not apply).

## GOALS OF THE WAND OF ORCUS

- ♦ Be reunited with Orcus.
- ♦ If Orcus is destroyed, raise or animate him.
- ♦ Spread undeath everywhere.

## ROLEPLAYING THE WAND OF ORCUS

The *Wand* communicates silently with its wielder, in Abyssal, using brutal and gory imagery to highlight its blood-soaked ends.

### CONCORDANCE

Starting score	5
Owner gains a level	+1d10
Owner worships Orcus	+2
Owner kills a Raven Queen worshiper	+2
Owner kills a good and/or innocent humanoid	+2
Owner animates or creates an undead (max 1/day)	+1
Owner or ally destroys an undead creature	-1
Owner doesn't give the <i>Wand</i> to Orcus (max 1/day)	-1

### PLEASED (16–20)

"Orcus is near! Let the world scream in terror once more!"

The *Wand* believes its return to Orcus is nigh.

The *Wand's* enhancement bonus increases to +7.

**Critical:** +7d6 damage

**Property:** This weapon deals ongoing 15 damage (save ends) to creatures that are not undead.

**Property:** You take a -5 penalty to Diplomacy checks.

**Property:** At the start of your turn, any creature killed by the *Wand of Orcus* that is still dead rises as a dread wraith (*Monster Manual*, page 267) under your command.

**SATISFIED (12-15)**

*“Let the bloodclotted song of the animated dead commence!”*

The wielder has proved to be a worthy acolyte of Orcus in the demon prince’s absence.

**Property:** You take a -2 penalty to Diplomacy checks.

**Power (Encounter):** Minor Action. While you are bloodied, use the wand to gain resist 15 to all damage until the end of your next turn.

**NORMAL (5-11)**

*“Will you do the will of Orcus, or will you suffer my wrath?”*

The Wand tries to gauge its new wielder’s devotion to Orcus.

**UNSATISFIED (1-4)**

*“If you do not change, it’ll be your skull on the end of the obsidian rod!”*

The wielder is not spreading undeath. If the wielder doesn’t change his ways, the Wand begins to punish the wielder.

**Special:** Once per day at any time, the skull in the Wand flares with necrotic power. The Wand makes a burst 3 attack against your Fortitude (and all allies in range), rolling 1d20 + your level. If this attack hits, you are weakened (save ends).

**ANGERED (0 OR LOWER)**

*“Your life is close to an agonizing conclusion.”*

The wielder is coming perilously close to being rejected by the Wand.

**Special:** Once per day at any time, the skull in the Wand flares with necrotic power. The Wand makes a burst 3 attack against your Fortitude (and all allies in range), rolling 1d20 + your level. If this attack hits, you are weakened and dazed (save ends both).

**Special:** If you drop to 0 hit points or fewer and are not healed before the start of your next turn, you rise as a dread wraith under the Wand’s command.

**MOVING ON**

*“You have failed Orcus.”*

The Wand of Orcus makes an attack against the wielder’s AC, rolling 1d20 + 5 + your level. If this attack hits, you are reduced to 0 hit points (resistance or immunity to necrotic damage does not apply). If you rise as a dread wraith a round later (see above), you take the Wand and seek to deliver it to a wielder more likely to meet the Wand’s goals. If the attack misses, you fall unconscious (save ends) and the Wand is summoned to the Abyss, there to find a new demon wielder.