



The Arm of Retribution Magical Armor

** Written by Angelo Lavanderos, Produced by Action Games

The Arm of Retribution --- (magical armor)

The Arm of Retribution is the right arm of a suit of plate mail with a small round steel shield attached. The arm and shield is decorated with religious symbols. The arm provides a +1 AC and a +1 AC for the shield. The shield can be thrown (at a -4 penalty if not proficient with the 'Throw Shield' feat [see below]) with a range of 30ft. The shield returns automatically upon striking or missing the target. The shield also gets a +1 to Attack and Damage while bashing or throwing. The shields damage is 1D6 plus your strength bonus in melee.

New Feat

Throw Shield

You are skilled with throwing round shields in combat.
Prerequisites: Shield Expert, Dexterity 13+

Benefit: Player can throw a shield without the normal -4 penalty to hit and no attack of opportunity.

THE GIRDLÉ Of Giant Might

**written by Angelo Lavanderos, Produced by Action Games

The Girdle of Giant Might

This magic item is infused with the very essence of a giant's strength. A hard leather girdle gilded in precious metals and inlaid with gems. Each girdle has the essence of a different type of giant with different decoration.

GIANT TYPE	NEW STR.	STR. MOD	ROCK RANGE	ROCK DMG	LIFT-LIGHT	LIFT-MED.	LIFT HVY.	METAL TYPE	GEM TYPE
Hill	25	+7	120ft	2d6+7	266	533	800	Brass	Obsidian
Stone	27	+8	180ft	2d8+8	346	693	1,040	Bronze	Moonstone
Frost	29	+9	120ft	2d6+9	466	933	1,400	Copper	Amber
Fire	31	+10	120ft	2d6+10	612	1,1224	1,840	Silver	Black Pearl
Cloud	35	+12	140ft	2d8+12	1,064	2,132	3,200	Gold	Emerald
Storm	39	+14	180ft	2d8+14	1,864	3,832	5,600	Platinum	Star Ruby

*The ability to throw rocks can only be used in conjunction with a set of Gauntlets of Ogre Power.

The strength score of the belt overrides the previous strength score of the wearer. This magic item will not stack with other strength giving magical items. Girdles of Giant Might do not stack with the "Bull Strength" spell. Gauntlets of Ogre Power do not add a strength bonus but allow for rock/boulder throwing. Characters with Giant strength may use large versions of weapons with no penalty.

Creation

The material component for Girdles of Giant Might is the essence of the according giant type. To acquire the essence a giant must be slain and soul trapped by a wizard. Then the creation of the belt with the right type of metal and gems must be forged.

Hill Giant girdle:

Item cost 36,000 gp. Creation cost 1,440 exp, 12,000 gp gem, 12,000 gp wizard costs.

Stone Giant girdle:

Item cost 56,000. Creation cost 2,240 exp, 14,000 gp gem, 14,000 gp wizard costs.

Frost Giant girdle:

Item cost 56,000. Creation cost 2,240 exp, 14,000 gp gem, 14,000 gp wizard costs.

Fire Giant girdle:

Item cost 60,000 gp. Creation cost 2,400 exp, 15,000 gp gem, 15,000 wizard costs.

Cloud Giant girdle:

Item cost 68,000 gp. Creation cost 2,720 exp, 17,000 gp gem, 17,000 gp wizard costs.

Storm Giant girdle:

Item Cost 76,000 gp. Creation coast 3,040 exp, 19,000 gp gem, 19,000 gp wizard costs.

The Mantle of the Squid -- Magic Item

****written by Angelo Lavanderos, Produced by Action Games**

A silver skullcap emblazoned with arcane runes, with a silver visor shaped like the skeletal face of an Illiathid. Large oval black pearls fill each eye socket with a lifeless abysmal gaze. Attached at the mouth of the visor are eight tentacles made of braided hair dyed purple that shift like tentacles. Each of the tentacles ends in a small sharp blade that glistens and shines of obsidian. At the neck of the helm is an attached collar with a billowing cape. The collar is dark black leather with gold trim and a dark purple gem on a golden clasp. The cape is a deep shadowy purple with handholds for complete envelopment when clasped. Along the back of the cape are eight spines shaped like tentacles that writhe and billow in the wind.

Each component of the mantle has separate powers as listed below:

Helm: Comprehend Languages as spell, Read Magic, Immune to Deafness;

Eyes: Dark vision 60ft, immune to Blindness;

Visor: Bubble of air; 6 hours (automatic vs. gas attacks);

Tentacles: Animated to protect the wearer during sleep (same as animate object spell "SMALL sized" for attack and damage);

Collar: Immune to strangulation attempts, Dr 5, with a 20 hardness; **Cape:** +10 hide, +10 swim; The Mantle exists due to the actions of a simple thief who by his own hand became King of a broken people. He saved an Elfen prince from assassination, and then killed the assassin. He slew the Great Spyder Dragon with but a short sword. He found the people of the forlorn valley and turned them into the Society of the Squid (spies and experts make up the entire population of the Kingdom). The Mantle is the regalia of the King of the valley. Many have worn the mantle but it may not be in the valley anymore, but if not in the valley, the society will be looking for it.

The Moon Blade --- (Magic Weapon)

**written by Angelo Lavanderos, Produced by Action Games

The Moon Blade --- (magic weapon)

Made as a sister sword to the Sun Blade this is a bastard sword that is wielded as if it were a short sword with respect to weight and ease of use. Any individual able to use either a bastard sword or short sword with proficiency is proficient in the use of a Moon Blade. Likewise, Weapon focus and Weapon specialization in short sword and bastard sword apply equally. In normal combat, the shining silver blade of the weapon is equal to a +2 bastard sword. Against evil, its enchantment bonus is +4. Against Shadow Plane creatures or Lycanthropes, the sword deals double damage (and x3 on a critical hit instead of the usual x2).

The blade also contains a special moonbeam power. Once per day, the wielder can swing the blade vigorously above his head while speaking the command word. The Moon blade then sheds a pale white light that is like full moonlight. The light begins in a 10ft radius around the sword wielder and spreads outward at 5ft per round for 10 rounds thereafter, to create a globe of light with a 60ft radius. When the wielder stops, the light fades to a dim glow that persists for another minute before disappearing entirely. The Moon blade is of good alignment, and any evil creature attempting to wield the sword gains one negative level. The negative level does not result in actual level loss, but it cannot be overcome in any way (including restoration spells) while the sword is wielded.

When both a Sun blade and a Moon blade are used in unison their beam power can combine. The normal power of each beam has full effect with an additional power. Upon swinging both blades the light they create combines and expands to 120ft radius. The light has the ability to turn creatures of the Negative energy plane, the Shadow plane, Undead, and Lycanthropes as a 12th level Cleric.

Caster Level: 10th;

Prerequisites: Craft Magic Arms and Armor, creator must be good;

Market Price: 50,335 gp; Cost to Create: 25,335 gp + 2,000 XP.

BRACERS OF THE READY WARRIOR

**** Written by Angelo Lavanderos, Produced by Action Games**

These black leather bracers are embossed, and have oval shaped opal slivers about two and one half inch from top to bottom. Within can be seen ten fully armed warriors, each of a different set of weapons and armor. The bracers have the ability to equip the wearer with a set of weapons and armor from one of the warriors shown in the bracers. The wearer simply places a finger on the appropriate opal and pictures themselves in the armor. The weapons and armor are donned as a free action and are always in perfect masterwork condition. All skill bonuses shown let the wearer use the skill listed, even if they are untrained. All feats shown do not need the wearer to have the prerequisites, but the Bracers do not give the unlisted prerequisite only the feat listed. If the wearer is knocked unconscious or killed they revert to their original armor and weapons. If the weapons or armor are out of the wearer's possession for more than five rounds they revert to the band.

Bracers of the Ready Warrior

TITLE	WEAPONS	ARMOR	SKILL BONUS, FEATS & SPECIAL
Light Footmen	Short spear, Short sword	Studded Leather, Small Bronze Shield	Endurance, Run Knowledge (tactics) +2
Medium Footmen	Short sword, Long Sword, Dagger	Banded mail, Medium shield	Endurance Knowledge (tactics) +4
Heavy Footmen	Javelin, Short sword, Long Sword, Light pick, Dagger	Field plate, Large shield	Endurance, Intimidate +4, Knowledge (tactics) +6
Light Horsemen	Long Spear, Light Mace	Leather, Small shield, Leather barding	Riding Land(horse)+2 Mounted combat Light warhorse

TITLE	WEAPONS	ARMOR	SKILL BONUS, FEATS & SPECIAL
Medium Horsemen	Light lance bastard sword, horseman's pick	chainmail, medium shield, chain barding	Riding Land(horse)+4 Mounted combat Medium warhorse
Heavy Horsemen	Heavy Lance, long- sword, Heavy mace, 2-handed sword	full plate-mail, Lg. steel shield, plate barding	Riding Land(horse)+6 Mounted combat Heavy warhorse
Duelist	Longsword x2, Short sword, dagger	Leather	2 weapon fighting ambidexterity, uncanny dodge, agile riposte
Monk	Unarmed attack becomes same level as monk	AC bonus of a Monk of same level	unarmed atk., stunning blow, jump +3, balance +3, tumble +3
The Archer	Long bow, Quiver, Dagger	Padded Leather	Point blank shot Rapid shot spot +4, listen +4
The Slayer	Battle Axe, Bastard sword	Piece mail: +3AC light armor -1 armor penalty check	intimidate +6, knowledge (monster & beast) +6, rage (as Barbarian of same level)

The Rings of Famine and Fatigue

** Written by Angelo Lavanderos, Produced by Action Games

The Ring of Famine and Fatigue --- (cursed item)

At first glance the ring seems like a normal ring of sustenance, but as soon as the 24-hour grace period is over something goes terribly wrong! With the ring you do not need to eat to live for your belly is always full, but you still feel ravenously hungry. When you eat you get violently ill and vomit uncontrollably. You do not need water for your bladder is always full, but are parched and dehydrated. You do not need to sleep except for the required two hours per day, but you are always tired and fall asleep at random, nor can you control your bladder or bowels. All of these combined effects have the following negative results.

Cursed Item Effects:

Wearer can make a Fortitude save at the DC listed to avoid the effects. You must make one roll per hour, and consult the chart below.

DC 26: Exhausted = ½ speed, -6 strength/dexterity

DC 22: Nauseated = Unable to attack, cast spells, or concentrate

DC 18: Staggered = ½ Actions

DC 14: Shaken = -2 on all saves

DC 10: Roll 1d10 and see result below:

1 = Involuntary bladder discharge.

2 = Involuntary bowel movement.

3 = Pass out; 1 rd. to 10 min. roll 1D% in Rounds

4 = Pass out; 2 rds. to 20 min. roll 2D% in Rounds

5 = Pass out; 3 rds. to 30 min. roll 3D% in Rounds

6-10 = no effect

A remove curses or break enchantment must be cast on the ring wearer to remove the ring.

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated

versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc., System Reference Document, Copyright 2000 Wizards of the Coast, Inc., Authors Jonathan Tweet, Monte Cook, Skip Williams, Based on original material by E. Gary Gygax and Dave Arneson. Modern System Reference Document, Copyright 2002-2004, Wizards of the Coast, Inc., Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Free Magical arms and armor pack 2011, Action Games, Authors Angelo Lavanderos.

Open Gaming Content

Designation of Product Identity: The following terms are designated as product identity as outline in section 1(a) of Open Gaming License: Action Games, Free Magical arms and armor pack

Designation of open Gaming Content: The following sections of Free Magical arms and armor pack are designated as open Gaming Content except for terms defined as product identity above. All illustrations, pictures are Product Identity and property of Action Games TM. or the respective artist.

The Ring of Famine and Fatigue: Free Magical arms and armor pack is open content, except for the descriptions.