

Magic 'Items' for Imago - 8th level (w/+1 level adjustment) character (Sorcerer 6, Monk 1)

As this character has sworn a 'Vow of Poverty' (See 'Book of Exalted Deeds' pgs 29-31), he may NOT own any magic items. This presents a particular challenge for the DM in the Rob's World! campaign; as the campaign is heavily influenced and marked by the presence of magic in all forms. Magic Items are subjects of great quests, powerful forms of incentive, reward and avarice. Wars are fought, nations ruled, and battles won by those wielding powerful magic items. Eliminating magic items from a character's inventory could result in a severe handicap for the character lacking these hero-defining material possessions. As a result, a resourceful DM must find some way to reward characters without handing out one of the most common forms of power - the Magic Item.

Here then are my attempts to adequately equip and reward a character who has attained 8th level in a manner consistent with the Vow of Poverty rules, and the house rule which stipulates a base assignment of magic items.

At 8th level, a Sorcerer would gain the following accoutrement of magic-items:

1 wpn; 2 protective; 2 misc. (1 charged/1 permanent); 1 scroll (w/1d6 1-5th lvl spells); 3 1 use items

With the Vow of Poverty, a character has forsaken material possessions. I will do my best to provide this character with a 'magic' weapon without providing you with a material possession.

Weapon: *Your body and hands are imbued with the spirit of flame* - A gift from an Elemental Prince (Lord Fragat-Thee-eme of the Oghram Flame). A reward for saving his son from a group of kidnappers.

Standard Unarmed Strike (as Monk 1st level-3rd level) Monks are highly trained in fighting unarmed, giving them considerable advantages when doing so.

At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk's attacks may be with either fist interchangeably or even from elbows, knees, and feet. This means that a monk may even make unarmed strikes with her hands full. There is no such thing as an off-hand attack for a monk striking unarmed. A monk may thus apply her full Strength bonus on damage rolls for all her unarmed strikes.

Usually a monk's unarmed strikes deal lethal damage, but she can choose to deal nonlethal damage instead with no penalty on her attack roll. She has the same choice to deal lethal or nonlethal damage while grappling.

A monk's unarmed strike is treated both as a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons (such as the magic fang and magic weapon spells).

A monk also deals more damage with her unarmed strikes than a normal person would, as shown on Table 3-10: The Monk. The unarmed damage on Table 3-10 is for Medium monks. A Small monk deals less damage than the amount given there with her unarmed attacks, while a Large monk deals more damage; see Table: Small or Large Monk Unarmed Damage.

In addition to the normal damage that a monk does with their unarmed attacks, your attacks (which are now considered +1 magical enchantment (do not add +1 'to hit' or damage) for purposes of damage reduction) also cause fire damage. Your hands glow bright red when attacking. Flames flick and flit from your fingertips, the damage you inflict from fire damage directly corresponds to the amount of damage caused by the physical damage. Double the damage inflicted. Half the damage is physical, the other half is caused by the elemental power of flame. If you attain a critical hit, the object/opponent must also make a fortitude save in order to avoid bursting into flame. The DC is equal to 10+ the amount you exceeded your necessary 'to hit' roll by. If the opponent's AC was 20, and you achieved a score of 32 then the DC = 22 (10+12). If the target fails it's save it bursts into flames. Immediately assess double flame damage (in addition to the typical double physical damage from a critical hit with an Unarmed Strike). The target will burn for 1d6 additional rounds, taking half the initial damage in each successive round (rounding down for a minimum of 1 damage per round), unless a full round action is used to extinguish the flames (dousing/immersion with water or other measures may extinguish the flames).

In addition to the flame damage from melee attacks, you may also hurl fireballs at opponents. You may throw up to three fireballs each round. Such attacks are made as if they were ranged weapon attacks with the following 'weapon' characteristics:

<i>Ranged Weapon</i>	<i>Cost</i>	<i>(S)</i>	<i>(M)</i>	<i>(L)</i>	<i>Crit.</i>	<i>Rng.</i>	<i>Wt.</i>	<i>Type</i>	<i>Parry</i>	<i>M.Str</i>	<i>M.Dex</i>	<i>Fumble</i>	<i>Notes</i>	<i>Reference</i>
Hurled fireball	n/a	1d6	1d6	1d6	—	120 ft.	n/a	B				18		n/a

As mentioned, up to three fireballs may be hurled in a single round. If 1 fireball is thrown, it's damage and range is normal. If two fireballs are thrown, the damage is rolled once, and each fireball does half damage (even if one of them misses). In addition the range increment for two fireballs is halved to 60ft. If three fireballs are thrown, the damage is divided by three, and the range increment is 1/3 normal (40ft). Each hurled fireball requires a separate 'to hit' roll against the target(s). These hurled fireballs do not cause combustion of targets.

In addition to hurling fireballs which cause damage, you may imbue each fireball with a single spell (maximum spell level is 3rd: If a single fireball is imbued, the spell level may be up to 3rd. If two fireballs are imbued the max level per fireball is 2. If three fireballs are imbued with spells, the maximum spell level on each fireball is 1st). Any spell with a range of 'Touch' may be applied to a fireball. Expending the normal actions/time associated with the casting of a particular spell will imbue a single 'Fireball' with that spell. You may cast/imbue up to three spells in order to imbue up to three fireballs with touch spells. Once you have imbued fireball(s) with spell(s), you may then hurl the fireball(s) to deliver the touch attacks (in addition to the flame damage described earlier). A successful 'ranged' attack does not immediately indicate success with the ranged spell imbued in the fireball. You must also succeed with a ranged 'touch' attack in order to trigger the spell effect of the imbued spell. Once a fireball is imbued with a spell, the spell may not be changed. You may 'carry' up to three 'imbued' fireballs for a period of 24 hours. The imbued spell will expire (with no effect) if not used within 24 hours. When attacking with imbued fireballs, you must specify which spell effect is applied to each fireball before the ranged attack roll(s) is/are made.

If you forego any attacks you may keep your body warm with the spirit of the flame. As long as you are not attacking opponents or using the spirit of the flame in an offensive manner (during any particular round), you may resist cold attacks and environmental effects. Normal cold temperatures/environmental conditions (no matter how cold) cannot harm your body. Magical cold attacks or magical environmental effects (cold effects) which cause damage are mitigate to half effectiveness.

Finally, by expending a standard action, you may cause your hands to glow with a red light which provides light in a 30' radius. The glow from your hands (in this mode) does not cause any damage, and may be used in conjunction with 'environmental protection' effect listed above.

Wearing gloves of any sort suppresses the 'Spirit of Flame' from manifesting (until the gloves are removed). Immersion in water for any period of time (i.e. taking a bath, swimming, showering, outside during rain storm) will suppress the 'Spirit of Flame' for a period of 24 hours.

This special ability is considered a 'Supernatural Ability' for purposes of spell resistance, counterspells, dispel magic or anti-magic areas. See PHB, pg 180 for additional information regarding special abilities.

Protective: *Your body has been hardened with a diamond based treatment of alchemical origin* - This treatment came from a group of Dwarves in the Dragonjaw Mountains. It came as a reward for your assistance in a successful military campaign against a militant group of Trolls. A group of Dwarves 'The Hammer Guard' sought to defend their homeland from an organized military campaign launched by a group of Trolls called 'the Tribulation'. You joined the Dwarven military campaign, served under their banner for two years, and eventually participated in the penultimate battle - dubbed "The Shattered Hammer". The successful campaign liberated six Dwarven mining camps, two Mountain fortresses and five towns from the iron grip of dedicated and vicious Trolls under the command of an extremely powerful Ettin (said to be imbued with the power of a Red Dragon). The Ettin (Barak the Bold) was slain, his troops defeated and scattered. Afterwards the Dwarves rewarded you with immersion in the 'Pool of Diamonds'. Powerful magic and prayers were mixed with an alchemical treatment that resulted in this 'Diamond Skin'.

Your body glitters as if it's sprinkled with a coating of diamond. You are protected from the elements (not including magical effects which simulate or augment environmental conditions) as if you had an extremely tough hide. You cannot be damaged by blasting sand, whipping snow, pelting hail, etc. Your body can absorb up to 5 points (damage reduction) of heat/cold damage per round, provided it's due to normal environmental extremes (not magical attacks form).

You are warded from blows, cuts, stabs, and slashes. You have damage reduction 10/adamantine and a natural armor rating of +4. Your body ignores the first 10 points of damage each time it takes damage from a weapon, though and adamantine weapon bypasses the reduction. This damage reduction is continuous, reducing all physical damage/attacks by 10 points.

This special ability is considered a 'Extraordinary Ability' for purposes of spell resistance, counterspells, dispel magic or anti-magic areas. See PHB, pg 180 for additional information regarding special abilities.

Protective: *Your soul has been fortified with the blessings of Boccob* - After assisting the members of a religious sect (The All-Seeing Acolytes), you were rewarded with the gift of this divine blessing. Boccob is a deity of magic, arcane knowledge, balance and foresight. The blessing you've received comes in the form of a branding. Branded onto the lid of each of your eyes is the symbol of Boccob (An eye in a pentagram).

By closing your eyes for a full round (this action provokes an attack of opportunity and makes you effectively 'blind' for the duration of the full round (See PHB, page 305 for details)), you can create a zone of Boccob's blessing. While you are invoking this ability (your eyes are closed), the symbols on your eyelids glow red with the power of Boccob. The zone created is a 30' radius fixed on your position at the end of the full round. The zone has a duration of 1d10 rounds (you will know the duration). Such a zone grants a +3 bonus to the saves of all allies (as designated by you) against magic/magical effects and spells. Only allies in the zone (when it is created) are protected. Any ally who leaves the zone loses the blessing. Re-entering the zone does not restore the blessing.

Only one such zone may be in effect at any time. The duration of the zone also defines the amount of time that must pass before you may create a new zone. If you create a zone that persists for six rounds, you must wait six more rounds (after the zone expires) before you may create a new zone. If you create a zone that persists for 1 round, you need only wait one round (after the zone expires) before you may create a new zone.

This special ability (the zone) is considered a 'Spell-like Ability' for purposes of spell resistance (SR=10+level+number of rounds remaining on zone duration), counterspells, dispel magic or anti-magic areas. See PHB, pg 180 for additional information regarding special abilities.

Charged miscellaneous: *You have the ability to be 'Here and Not Here' at the same time* - After recovering the mystic 'Eye of Omphalos' for a mysterious group of Mystic Theurges (based in Skuld, Mulhorand) you were rewarded with training which allows you to be 'here and not here' at the same time.

Here's what this means: By expending a move action (and not physically moving) you may designate an 'alternate' location within range of a single move (at your standard movement rate (not running, charging, flying, sprinting, etc)). Your current location and this 'alternate' location then become quantum intertwined. You exist in two places, but one space, at the same time. You may not select an unknown location as your 'alternate' location. There may not be any barriers (magical or otherwise) between the two locations.

This ability may only be used during combat/initiative rounds. During your turn/initiative; after you've created an 'alternate' location (provided you have not moved during the previous round), you may expend a move action in order to decide which location is your current location. Your physical body then disappears from the current location, and reappears in the alternate location (there will be an accompanying 'Teleport Bamf' - See house rules). You may perform this action before or after other actions. If you have already performed other actions your round ends. If you execute this action at the beginning of your turn you may expend other actions.

Each time you resolve your location, you lose a number of hit points (charges) equal to your effective character level. You may expend as many charges as you wish, resolving your location once per round. Any physical movement (leaving your actual physical location) dissolves the quantum entanglement. You will need to reestablish a new 'alternate' location in order to once again use this 'here and not here' ability again.

If your alternate location is occupied when you attempt to change position, you remain in your current location. No damage is taken and the 'alternate' location remains entangled with your current location.

This special ability is considered a 'Supernatural Ability' for purposes of spell resistance, counterspells, dispel magic or anti-magic areas. See PHB, pg 180 for additional information regarding special abilities.

Permanent miscellaneous: **You are imbued with Chamelon Power** - After defeating a strange creature called 'the Chamelot'; villagers in the town of Morlond (which exists both here (within the confines of the Wealdath) and somewhere on the demi-plane of shadow) prepared the creature's brain in a special brine of shadow weave. Consuming the creature's brain gave you the power of the Chamelon.

By expending a move action, you can shift your body into a 'Shadow-Pocket'. No physical movement occurs, but you are now partially on the demi-plane of shadow. The shadows about you bend and weave themselves around your body in a way that makes it much easier for you to hide from others. While this power is in effect, you gain a +10 circumstance bonus to hide checks in all areas except those exposed to a daylight spell or bright sunlight. Light based attacks upon you are only half effective (while you are in the 'Shadow-Pocket').

The effect lasts until dispelled. As long as the effect is active, you cast no shadow or reflections on any surfaces. In addition, you cannot be healed by any arcane magic/effects. Dispelling the effect is a free action.

This special ability is considered a 'Supernatural Ability' for purposes of spell resistance, counterspells, dispel magic or anti-magic areas. See PHB, pg 180 for additional information regarding special abilities.

Scroll of spells: **Your body is adorned with some magical tattoos** - As a reward for helping the Garam of Estalga (A Barbarian prince of the Icerim Mountains) rescue a hunting party (containing the Prince's mother and fiancée) from an avalanche, the tribe's shaman penned a series of spells which now adorn your body in the form of tribal tattoos. When 'cast' the tattoos vanish from your skin and cannot be re-used. These are one use instances of the spell, enchanted in the same manner as a scroll. The feat used by this Shaman allowed him to adorn your body with more than one tattoo, but each tattoo may only be used once. These tattoos are scribed at 13th level.

A magic tattoo can be removed using a remove curse cast at 14th level. The act of casting remove curse would take away the magic and the tattoo. A magic tattoo can also be erased with an erase spell as if it were magic writing. Failing to erase the tattoo does not activate it. When cast, these tattoos disappear from your skin. The tattoos are treated as Miscellaneous Magic Items for all other intents and purposes (they are not considered 'Magic Items' for the Vow of Poverty' feat)

The bearer of these tattoos is the only one who can activate the tattoos and is always the target of the spell. Activating a tattoo is a standard action that does not provoke an attack of opportunity. See the Tattoo Magic [Item Creation] feat in Races of Faerun (page 170) for more details.

The following remaining tattoos were applied to your body (at 13th level).

1st level spells: Shield, Mage Armor, Detect Undead

2nd level spells: Fog Cloud, Knock

3rd level spell: Tongues

One use items: As one use 'items' might violate your restriction against keeping material items, I've converted the three one use items into a single 'permanent miscellaneous' item. **You were bitten by the 'Hyperium Serpent'** - During an adventure deep in the 'Black Jungles' you were bitten by a creature called 'the Hyperium Serpent'. Its bite nearly killed you. Thankfully, the group you were traveling with contained a tribal medicine man. He was able to save your life, but you 'suffer' to this day from a side-effect of that incident. Your body has a much higher metabolism than normal, and your life span is shortened. While a typical Gnome lives to be 200 or more years old, you are aging at twice the rate of a normal Gnome. In addition to this rapid aging, you find that you must eat and drink twice as much as a normal person (You were bitten just before you became 5th level. Since then you've acquired the 'Sustenance' extraordinary ability (See the 'Book of Exalted Deeds' page 30), and you no longer need any food or water. In addition to these 'afflictions', you also found that you could move much more rapidly than normal. Your initiative increases by +2 and your base speed increases by 100% (Gnome base land speed is 20').

Another side effect of the incident (the bite and subsequent cure) is something called 'Skittering'. A nervous condition which compels you to be constantly in motion. When possible, your character is constantly in movement, sometimes

walking in circles, pacing, hopping up and down, bouncing back and forth. When forced to stand in one place you will continue 'Skittering' by waving your arms about, stepping up and down, hopping up and down and gesticulating wildly. As a character trait, you may also adopt a habit of 'fast talking' if you find this commensurate with your 'skittering'.

This/these conditions can be cured through magical means. A 'heal' spell (see PHB page 130) or higher level magic (limited wish or wish) may be applied specifically for the purpose of healing this condition. If the condition is 'healed' the extra movement and initiative modifier are also eliminated.

This special ability is considered a 'Extraordinary Ability' for purposes of spell resistance, counterspells, dispel magic or anti-magic areas. See PHB, pg 180 for additional information regarding special abilities.