



# Artifacts of Martial Magic

## A Web Enhancement for Metablades

by Nevin Flanagan

This article contains five free artifacts offered in support of Metablades: Warriors of Mind and Magic. Genjitsu Gaming's first release, Metablades offers ideas and options for characters who integrate magic and melee into a single ideal. Metablades includes:

- Over 25 new feats including spell-powered feats for permanent arcane benefits, as well as martial arts styles for the magically inclined.
- 10 new prestige classes for creating eldritch warriors.
- More than 40 new spells and powers.
- 50 new enchanted items designed for usefulness in combat.
- Full support for psionic campaigns including psychic feats, classes, powers and items.
- Six sample characters to illustrate how the material can be used, suitable for inclusion in campaigns of several power levels.

The artifacts and game mechanic descriptions in this article are distributed under the Open Game License v1.0a. Any retransmission, reproduction or redistribution not consistent with the terms of said license is prohibited without the express written permission of Nevin Flanagan.

© 2003 Nevin Flanagan.

**Defense of the Midnight Mind:** This is a mass of matte-black ferroplasm that, when touched by a creature with at least 10 power points, engulfs them and shapes itself into +2 *crystalline banded mail* that appears to be made out of black diamond. The wearer's mental hardness increases by 1 at all times. If the wearer's power point reserve is at least 30, the armor's enhancement bonus increases to +3, the wearer's mental hardness increases by 2, and the wearer is immune to all effects that dazzle, blind or stun with bright light, as the armor seems to swallow all light near the wearer. As long as the wearer reserves 70 power points, the armor's enhancement bonus is +4, the wearer's mental hardness is increased by 4, and the wearer can vanish up to three times per day, as the *invisibility* power. When the wearer's reserve is 120 power points or more, the armor has a +5 enhancement bonus, the wearer gains 7 points of mental hardness, and if the wearer is affected by any compulsion effect, he can make a new saving throw to break it every round. The special abilities are cumulative, but the armor's enhancement bonus and mental hardness are determined at the highest strength for the wearer's power point reserve.

Any good character wearing the *defense of the midnight mind* suffers one negative level. The negative level never results in actual level loss, but it cannot be overcome in any way (including restoration spells) while the armor is worn. Also, treat any good creature as if they had 15 fewer power points in reserve for determining their ability to wear and benefit from the *defense of the midnight mind*.

*20th-level psionic artifact (overwhelming psychoportation).*

**Equinox:** Equinox is a unique +2 *longsword* with formidable powers over fire and ice, but it must be wielded with care or it can become a danger to its wielder.

Any spellcaster proficient in the longsword who wields Equinox can call upon its power to apply any of the following metamagic feats to any spell she casts that has either the fire descriptor or the cold descriptor, without modifying the slot needed for the spell: Chain Spell, Empower Spell, Enlarge Spell, Extend Spell, Maximize Spell, Persistent Spell, Repeat Spell, Twin Spell, or Widen Spell. At the start of the wielder's next turn after using Equinox to augment a spell that has the cold descriptor, it temporarily becomes a flaming weapon, increasing the damage it deals by +1d6 fire damage per level that the applied metamagic feat would normally add to the spell's required slot. Similarly, using Equinox to augment a spell that has the fire descriptor increases its damage by +1d6 cold damage per level of the metamagic feat. Equinox can be used to augment a spell even when it is already dealing bonus energy damage (dice of bonus damage stack with each other), and it can deal both types of energy damage at once. This bonus damage is not increased by critical hits. Each round, just before the wielder's turn, any bonus damage Equinox deals is reduced by 1d6; if Equinox is charged with both fire and cold bonus damage, each type of damage is reduced by 1d6.

For instance, if a wielder used Equinox on his first action of combat to empower a *cone of cold*, at the start of the wielder's next turn, Equinox would begin to deal +2d6 fire damage. If the wielder used Equinox that round to maximize a *fireball*, then just before the start of the wielder's third turn, Equinox's fire damage would drop to +1d6, and it would then begin to deal an additional +3d6 cold damage. Assuming the wielder made no further use of its powers, it would drop before the start of the wielder's fourth turn to dealing no fire damage and +2d6 cold damage, then to +1d6 cold damage on the fifth turn, and finally cease to deal bonus damage on the sixth turn, until it was used again to augment a spell.

Equinox must be used with care, because it protects its wielder only against the first 1d6 of each aura per round. In the above example, at the start of the wielder's second turn, when Equinox began dealing +2d6 fire damage, it also dealt 1d6 fire damage to its wielder; one round later, when Equinox would deal +1d6 fire and +3d6 cold damage to any target struck, it also dealt 2d6 cold damage to its wielder at the start of that turn.

Whenever Equinox is not dealing any type of bonus damage, its wielder can cast a spell with either the fire descriptor or the cold descriptor into Equinox. The spell's normal effect is cancelled, but Equinox becomes a flaming, frost weapon for a number of rounds equal to the level of the spell used, dealing +1d6 fire damage and +1d6 cold damage. If the spell used is at least 4th level, Equinox instead becomes a flaming burst, icy burst weapon. Equinox cannot augment spells until this effect ends.

Like many magical swords, the blade of Equinox is inscribed with runes. Any spellcaster who prepares spells can decipher these runes with a successful Spellcraft check (DC 24), allowing her to study the runes to prepare a version of the *fire shield* spell that requires Equinox as an additional focus component. This spell can be prepared in any arcane or divine spell slot of 4th level or higher. Unlike most borrowed writings, no additional Spellcraft check is required to successfully prepare the spell.

*20th-level arcane artifact (overwhelming evocation).*

**The Glass Cuirass:** This dazzling suit of half-plate armor is coveted by spellcasters the world over. The armor appears to be cut out of faceted shimmering glass, throwing rainbows everywhere. It offers several benefits:

Firstly, the wearer's total armor check penalty is reduced by the highest level of spell that the wearer can cast. Similarly, the wearer's total arcane spell failure chance due to armor is reduced by 5% times the highest level of spell that the wearer can cast. Thus, an 8th-level wizard/3rd-level druid wearing the Glass Cuirass and carrying no shield suffers an armor check penalty of -2 (-7 for half-plate, reduced by one for masterwork, reduced by four for the ability to cast 4th-level arcane spells) and has a failure chance of 20% for his arcane spells. An 18th-level sorcerer wearing the Glass Cuirass and carrying a small shield has no armor check penalty or spell failure chance (-6, plus -1, reduced by nine; and 40%, plus 5%, less 5% times nine or 45%). The Glass Cuirass counts as medium armor for a wearer who can cast spells of 3rd level or higher, and as light armor for a wearer who can cast spells of 6th level or higher.

Second, the wearer can trigger any spell slot or prepared spell of 2nd level or higher as a move-equivalent action to create a *blur* effect, granting the wearer one-half concealment (20% miss chance) for 20 minutes. If the wearer is capable of casting 5th-level spells, this effect becomes continuous at no cost to the user. The wearer can discharge a spell slot or prepared spell of 4th level or higher in the same way to become the target of an *improved invisibility* effect for twenty minutes.

The armor also reflects any light spell targeting the wearer as a continual *spell turning* effect, and the wearer is unaffected by any prismatic effect.

*20th-level arcane artifact (overwhelming illusion).*

**The Lash of Authority:** Psions and telepaths whisper of a potent weapon that strikes foes' wills as well as their bodies. The Lash of Authority is a whip, braided from leather made from the hides of those the gith-yanki lich queen had flayed alive while she established her rule. The weapon has been stolen more than once by enemies of the gith-yanki, but is believed to be in the hands of a gith-yanki general (with the witch-queen's presumed approval).

The Lash is a +4 mindcrusher whip that inflicts 2d4 additional points of subdual damage on a successful hit, even if the target takes no damage from the whip due to armor. Any creature struck with a blow that threatens a critical hit is nauseated for 1d4 rounds, and any creature struck with a confirmed critical is stunned for 1d4 rounds instead.

Five times per day, the Lash of Authority can manifest *domination* (Will save DC19) on a target it strikes as a free action. Once per day, it can manifest *thrall* at no XP cost (Will save DC 24) on a target it strikes that is already affected by its domination power. The Lash can control only one thrall at a time, and could theoretically dominate up to one hundred targets at any one time.

Those dominated or enthralled by the Lash serve the holder of the lash, whoever that is. If the lash changes hands, the new holder has the option to release control over all creatures dominated by the lash; this is not selective and the new holder must either retain control over all such creatures or release them all.

This item is a prize of the gith-yanki, and they will not suffer an outsider to control it long.

*20th-level psionic artifact (overwhelming telepathy).*

**Mace of the Daystar:** This massive mace has a five-foot adamantite haft bound in white gold, and a perfectly round head of some unidentifiable crystal. In the hands of most characters, it functions as a +2 *holy greatclub*. In the hands of a good divine spellcaster, its full power awakens; it sheds *daylight* in a 60-ft. radius, and the wielder can use it one-handed if she is proficient in the greatclub and has a Strength of at least 15. The save DCs of the wielder's divine spells increase by one-fifth the wielder's level. If the wielder's caster level is at least 9th level, the weapon acts as a +4 *holy flaming greatclub*. The mace's *daylight* effect is anathema to undead; any undead of less than 5 HD are turned automatically when the mace's light falls upon them; if the wielder's caster level is at least 10th level, any undead of less than 10 HD are turned, and any undead of less than 5 HD are destroyed (turn resistance applies). Moreover, any undead struck by the mace is turned automatically, and any undead struck with a confirmed critical hit is destroyed (check threatened criticals even though undead are normally immune to critical hits).

A good divine spellcaster can also invoke *searing light* once every ten rounds and *sunbeam* once per day as if the mace were a rod.

*20th-level divine artifact (overwhelming conjuration, good).*

## OPEN GAME LICENSE Version 1.0a

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, Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson.  
Metablates: Warriors of Mind and Magic © 2003 Nevin Flanagan.  
Artifacts of Martial Magic web enhancement © 2003 Nevin Flanagan.