

Ulrich's Compendium of Wonders

(*Simon Howard*)

"Many are the magical wonders that exist in our world, some more commonplace than others, but what all of them have in common is that someone once said, 'This is a good idea'. I have to say that, in my experience, not all of them are good ideas but there are some that have stuck in my mind as being more memorable for one reason or another and I would like to share them with you." — Ulrich.

The Hammer of the Forge

Discovered by a group of adventurers quite recently, the Hammer of the Forge was originally designed to allow master smiths to create even finer works than were possible without it. In appearance, it is a rune-encrusted smith's hammer, the likes of which can be found in every forge and smithy in Ellesland and beyond. This one, though, allows not only for the creation of stunning examples of the metal worker's art but also can be used as a weapon.

Hammer of the Forge (d6, 4), this magical item handles like a smith's hammer but hits like a mace. It is counted as a magical weapon for the purposes of determining what can be damaged by it but has no bonuses to hit or damage. In addition to the damage it does when used as a weapon, the following rules apply:

1. Upon hitting any type of metal armour, it has a 1-in-6 chance of destroying what it has hit in a burst of sparks and flying shards of metal that inflict a further d6 damage on the wearer.
2. If used on metal items, such as door locks or hinges, the same thing occurs but inflicting no damage to anyone or thing. The item breaks and falls into pieces, all the while making virtually no noise.

The Brotherhood of Daggers

Whilst this group of daggers has a most odd-sounding name, it is a very appropriate one. The first recorded instance of these daggers was over one thousand years past and was written in a scroll concerning a group of desert warriors by an unknown scribe of the Selentine Empire. The scroll reports how the three leaders of this band of warriors each had a dagger that was identical, save the pommel stone, and that each was said to have magical powers that aided them in combat.

The three stones were said to be a green onyx, an amethyst, and a black opal.

Each of the daggers had a different ability, and it is believed that the stone in the pommel defines that ability.

Since that first report, there have been other sightings of the brotherhood through the centuries, always as a group and always as daggers. The interesting thing, though, is the description of the daggers themselves has changed over the years. Are they taking new forms depending on who their owners might be or are there more than one trio of daggers? So far, no-one can answer one way or the other. The last trio was spotted in the hands of the leaders of a small group of thieves and

smugglers working out of the port of Clyster. What is known, though, is what each of the three does.

Each of the daggers has the size and shape of a regular dagger and has the same basic details for armour bypass and damage (d4, 3).

Where they differ is in their abilities. None of them has ever shown any sort of ability to strike easier, cut through armour better, or inflict more damage, but they do have the following effects in combat.

Green Onyx – In addition to any damage received, the recipient of that damage must make a strong poison (roll Strength or less on 4d6) check for each wound or become violently sick. So sick, in fact, that combat – or even moving – is impossible. This lasts for ten Combat Rounds but with each further wound the ten rounds start anew.

Amethyst – As with the Green Onyx dagger, any wounds caused means that the recipient must take a strong poison (4d6) check. This dagger causes an instant paralysis that lasts for ten Combat Rounds. If paralysed in a situation where the person can fall from something, then it is up to the GM how to deal with the chance of that happening. In the event of a fall, then falling damage is applied as per normal but without a chance of grabbing onto something to stop their fall.

Black Opal – As with the other two daggers, any wound inflicted by this dagger requires the damaged target to take a strong (4d6) poison check. In this case, though, a failed check means that the person damaged by it is immediately blinded for 10 Combat Rounds.

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