

THE SMITHY

magic items presented
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Low-intensity magic items for AD&D 1e

Do you as a DM like the idea of handing out magic items to beginning player characters to give them a better start, but feel that classic magic items often are a bit too powerful ?

Here are three 'low-powered' magic trinkets that could prove handy to entry level characters without upsetting the balance of the game.



Reza's Reviver

A small ceramic symbol, shaped like a bottle, that can heal 1 (one) h.p. per day. In order to work, it must be physically held against the injured being/creature, .

The Token of Glot



a medal depicting a stylized mouth. It allows the wearer to *Comprehend Languages* as per the 1st level Magic-user spell, once per day. However, unlike the spell, the bearer need not touch the object / creature to be understood; a clear line of vision or hearing is enough.

The Spoor of Salcey



An enchanted ring engraved with intertwining paths, that grants its bearer a limited selection of *Ranger* abilities:

- +1 against 'giants'
- surprise foe on 1-3 on 1d6 / surprised on 1 – if operating away from party
- tracking, as ranger of same level as bearer