

Amulet of Dramatic Death

(from "The Complete Thief's Handbook")

Only a few of these prized items exist, each created for a high-level thief who was in the service of two powerful spell casters, a magic-user and an illusionist. They combined their skills to create these unique items. There are six amulets known, which differ from each other in only one respect; all have the following common properties:

The magic of the amulet is activated when the wearer suffers one particular attack form (and only that attack form) that would be sufficient to kill or wholly disable the wearer (such as by petrification).

Damage sustained from the attack is wholly negated, and special attacks (such as petrification) are likewise negated. The thief is at once made invisible. Lastly, a powerful, programmed illusion is brought into operation so that the wearer of the amulet appears to have been slain or disabled by the attack. The programmed illusion is both complete and dramatic; an amulet protecting against magical fire shows the victim of a *fireball* attack as a burned corpse, complete with the smell of roasted flesh. Only direct, tactile checks or a powerful divination spell can reveal the illusion for what it is. The amulet functions once per day. Roll 1d6 on the table below to determine the single attack form that the amulet protects against.

d6 Roll Specific Protection

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|---|---|
| 1 | Magical fire (includes red dragon breath and all other forms) |
| 2 | Lightning and Electrical attacks |
| 3 | Magical ice (includes blue dragon breath and all other forms) |
| 4 | Poison |
| 5 | Slashing/Cutting melee attacks |
| 6 | Blunt melee attacks |

XP Value: 300

GP Value: 1,500

