

Akosmia

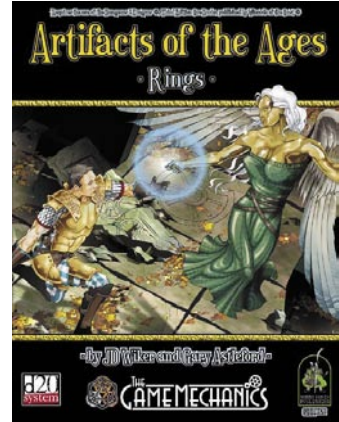
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Akosmia is a free legendary ring offered in promotion of *Artifacts of the Ages: Rings*, available in both PDF and print formats.

Magic rings in d20 System games are often temporary tools. A player character gets a *ring of protection*, uses it for a few levels, then sells it off when a better one comes along. But wouldn't you like your character to have truly important artifacts like you find in novels?

Artifacts of the Ages: Rings gives player characters a reason to hang on to their arcane jewelry. The legendary rings, gems, and jewelry found in this book are powerful enough to be useful at high levels, but they start as minor magic items and gain in power as the campaign progresses, so the GM can introduce them to his campaign while the characters are still low-level. *These artifacts increase in power as the possessors advance in level.*



The artifacts in *Rings* offer minor powers to any wearer, but grant their better abilities to those wearers who take one of the scion classes. The wearer unlocks new abilities of the item by advancing in its associated prestige class. In short, the prestige classes reward the player for keeping a magic item.

Artifacts of the Ages: Rings is part of an innovative series of sourcebooks examining new ways to treat magic items from The Game Mechanics.

Requires the use of the Dungeons & Dragons[®], Third Edition Core Books, published by Wizards of the Coast, Inc. This product utilizes updated material from the v.3.5 revision.



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Akosmia, the Ring of Disorder

Akosmia is an agent of entropy and disorder that is just as likely to be found on the finger of a good scion as on an evil one.

Story

Long, long ago, a paladin named Carolos traveled from our world to the darker realms where demons and devils dwell. Carolos was a powerful man, assured in his skills and prowess, armed and armored with mighty magic, and in search of a lost artifact. The diviners had prophesied it would soon be needed, though knowledge of its past was lost in the dim reaches of time.

Check Required: Knowledge (history) DC 30.

In his otherworldly travels, Carolos came across a battlefield strewn with dead and dying demons and devils. Moved mightily by the carnage, Carolos wept, and a devil cried out, "Who weeps for us?" Surprised to find a living soul among such horror, the paladin searched for the speaker. He found a once-powerful devil, now dying from grievous wounds the causes of which were beyond Carolos' comprehension. He gave what aid his code allowed to the dying creature, and in return it told Carolos of the eternal war between demons and devils.

Check Required: Knowledge (the planes) DC 25.

The devil knew of the item sought by Carolos, and offered to share that knowledge in return for a boon. The devil assured the paladin that the boon would in no way compromise his vows or code, and Carolos acquiesced. The devil explained that his forces had lost this battle because the demons possessed a mighty ring that directed their strategies and lent its powers to the battle. The devil wanted nothing but that Carolos take the ring from the demons and hide it as best he could. It warned the paladin that the ring itself was a force of chaos and disorder, and that the demons would be driven to great and terrible measures to recover it. Carolos agreed to the task.

Check Required: Knowledge (arcana) DC 25.

None can say what terrible adventures occurred after that, for the devils do not know and demons will not speak of it even when bound by their true names. Carolos himself returned from his journeys and changed man. In his cups he muttered about

sacrifices for the greater good and choices made in desperation and later regretted. The legends say he succeeded in his quest to recover a artifact to bolster the cause of righteousness, but they also say he wore a new ring that could sometimes be heard whispering to him.

Check Required: Knowledge (arcana) DC 25.

What is known is that Carolos moved through the halls of his order some time later, slaying all who came before him. Those few paladins equal to him in might and experience were away from the order at the time and returned to find it decimated. Horrified to learn that one of their own caused the destruction, they set out to hunt for Carolos. For years he stayed ahead of them, and rumors about his ring began to spread. The rumors said that it whispered to him. They said that it drove him to slay those who stood for Law, including beings from other worlds, paladins, and monks. They said it made him faster, and made it near impossible to hide from him. They said that his despair at turning away from law also drove him to evil. At last the hunters caught up with Carolos, who had become a blackguard over the course of the chase. They triumphed, but only after a lengthy and costly battle.

They buried Carolos in the ground sanctified by their order, and went about their lives.

Check Required: Knowledge (history) DC 20.

Akosmia itself says that it has always existed and that it is an embodiment of the primordial nothing from which all things, even the gods, arose. It claims that treasure seekers dug up the graveyard of Carolos' order and unwittingly freed it, and that it has gone about its work ever since.

Check Required: Sense Motive DC 26.

A swift scion asking *Akosmia* about its origins can make Sense Motive checks to uncover *Akosmia's* lies. It has been known to lie about its origins just for the joy of doing so.

Requirements

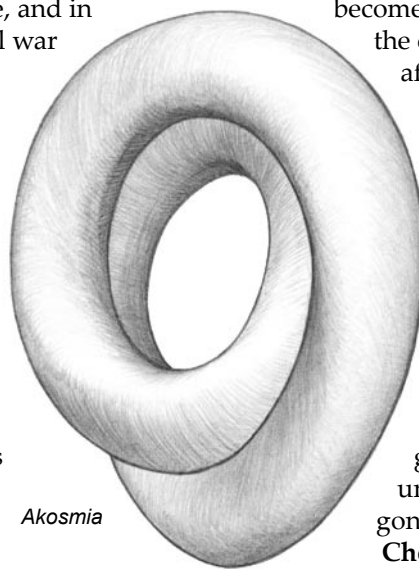
To qualify to wield *Akosmia* as a swift scion, a character must fulfill all the following criteria.

Alignment: Any chaotic.

Base Save Bonuses: Ref +7.

Skills: Hide 13 ranks, Move Silently 13 ranks.

Feats: Blind-Fight, Stealthy.



Akosmia

Akosmia, the Ring of Disorder

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Special: *Sneak Attack*: The swift scion must have the sneak attack class ability.

Restrictions

If the swift scion becomes lawful, *Akosmia* becomes a cursed item. It can only be removed by means of a *remove curse* spell, a *wish*, or a *miracle*. It gets a Will saving throw against those spells, using its own Wisdom bonus (+4) and the wearer's current base Will save. If it succeeds, it cannot be removed. Note that *Akosmia* can choose to fall off or be removed at any time if it senses a more appropriate host.

Akosmia denies access to any of its abilities and uses its powers of speech to interfere with the wearer wherever possible (for example, if the swift scion is trying to be quiet then *Akosmia* yells; if the swift scion is trying to disable a trap or open a lock then *Akosmia* telepathically interferes and forces the swift scion to make a Concentration check before succeeding). In addition, the wearer suffers a negative level during this period. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while *Akosmia* is worn.

In order to continue advancing as a swift scion, the character must not only return to her previous chaotic alignment but she must also kill a powerful lawful creature single-handedly (the GM determines the definition of "powerful," but it should be a creature with a CR at least equal to the swift scion's character level).

Attributes

Akosmia has the following attributes:

Value: To someone other than a swift scion, *Akosmia* appears to be worth as much as an intelligent item with the initial abilities described below (30,000 gp).

Method of Destruction: A great wyrm gold dragon can destroy *Akosmia* by devouring it. This destroys the ring utterly.

Check Required: Knowledge (arcana) DC 30.

Special Abilities

Akosmia provides the following special abilities to its wielder, depending on the character's level in the swift scion prestige class (see Table A-1: Abilities Granted by *Akosmia*).

Initial Abilities: *Akosmia* is an intelligent ring with the following attributes: Intelligence 10, Wisdom 19, Charisma 19, Ego 32; Bluff +16, Knowledge (History) +10, Sense Motive +16; telepathy with wearer; read and speak Common; 120 ft. darkvision, blindsense, and hearing. (See the DMG v.3.5, Chapter 7, Intelligent Items for rules regarding magic item intelligence.

In personality, *Akosmia* is reckless and manic, but also fun-loving and jovial—as long as it gets its way. If thwarted it becomes petulant, spiteful, and surly. It hates domination, and will constantly look for ways to twist or escape the instructions of any wearer that successfully dominates it. It prefers to speak telepathically with its wearer in order to conceal its true nature. *Akosmia* revels in chaos and disorder and will often force the wearer to commit little acts that it believes will increase anarchy and entropy.

***Akosmia's Favor* (Su):** When she takes her 1st level of swift scion, the wearer of *Akosmia* learns that its purpose is to the destruction of powerful lawful beings – the more powerful, the better. *Akosmia* is just as happy to kill devils as it is to kill archons. The swift scion must kill at least one such being per week in order to continue receiving *Akosmia's* favor. As long as she does so, *Akosmia* grants her a +2 luck bonus on all attacks, saves, and checks.

***Swift Stalker* (Ex):** Beginning at 2nd level, the *Akosmia's* swift scion can move at full speed while making Hide or Move Silently checks with no penalties on the checks. If she runs, charges, or attacks, the penalty on her checks is only –10.

***Haste* (Sp):** When the swift scion reaches 3rd level, *Akosmia* consents to cast *haste* on her up to three times per day. The caster level of the spell is equal to the scion's character level.

***Anarchic*:** When the swift scion reaches 4th level, *Akosmia* imbues any weapon wielded by her with the anarchic special ability. The weapon thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all of lawful alignment. This imbue only works while the swift scion wields the weapon. It ends immediately if she drops the weapon or hands it to another character.

***Invisibility Purge* (Sp):** When the swift scion reaches 5th level, *Akosmia* consents to cast *invisibility purge* for her up to three times per day. The caster level of the spell is equal to the scion's character level.

Table A-1: Abilities Granted by *Akosmia*

| Scion Level | Ability Gained | Caster Level |
|-------------|---------------------------|--------------|
| — | Intelligent Item | — |
| 1st | <i>Akosmia's Favor</i> | 5th |
| 2nd | Swift Stalker | — |
| 3rd | <i>Haste</i> | * |
| 4th | Anarchic | 7th |
| 5th | <i>Invisibility Purge</i> | * |

* scion's character level

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The the non-Product Identity text portions of the description of *Akosmia*.

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