

Magic Items of Ropecon

Armor and Weapons

Female Barbarian's Sauna Ladle Plate Bikini: This armor, while worn on a female gamer, has the same effect as the Wire Chainmail Bikini (see below).

Ninja Suit: Ropecon ninjas wear these completely black suits in broad daylight, remaining completely hidden to all mortal eyes. (Works as Ring of Delusion.)

Wire Chain Shirt of the Larper: This silly chain shirt is made of iron wire. It offers no protection whatsoever, but is just as heavy as a normal chain shirt. Any strike with an actual weapon damages this armor normally (no Hardness).

Wire Chainmail Bikini: Worn on a female con-guest, this forces anyone who sees the wearer to make a Will saving throw (DC 15 + the wearer's Charisma modifier) or be dazed for one round. Creatures not attracted to females gain a +4 morale bonus to their saving throw.

Boffer, One-Handed: A soft, plastic baton, which does 1d4 points (plus Strength modifier) worth of nonlethal damage when used in combat.

Boffer, Two-Handed: A soft, large plastic baton, which does 1d6 points (plus Strength modifier) worth of nonlethal damage when used in combat.

Plastic Gun: Frequently carried by goblins and other crude humanoids, this plastic gun makes its owner even more stupid (-4 penalty to Intelligence, Wisdom, and Charisma scores) and makes the owner to aim this penis extension at other Con-Folk. (Note: The penis extension effect is purely delusional. The user believes the gun extends his/her penis, yet the item actually has no magical power other than to deceive. The user is mentally fooled into thinking the item is functioning and cannot be convinced otherwise without the help of a *remove curse* spell, cast by the nearest Troubleshooter.)

Potions, Rings, and Rods

Stale Corruption Soda: A plastic bottle with one inch of warm, stale lemonade at the bottom. Poison, with primary and secondary damage of 1d4 Wisdom. Fortitude saving throw DC is 12.

Scrolls, Staffs, and Wands

Program Leaflet, Early Edition: A cursed, trapped leaflet containing false information about Ropecon. A Will saving throw (DC 15) is required or the reader becomes hopelessly lost and confused, unable to find places and to attend Ropecon events at the correct time and place. The effect can be countered by a *remove curse* spell cast at the Info-desk.

Wondrous Items

Conbus of Holding: This large magical vehicle can hold an incredible amount of passengers (dozens, at least) and their gear. Passengers, however, are suffocated and nauseated by the musty atmosphere inside. Fortitude saving throw (DC 15) is required to avoid becoming nauseated or fatigued. The vehicle magically takes the passengers from the city to Ropecon, or back, with a movement rate of 320.

Con-Guest's Haversack: This shabby bag comes in many shapes: backpack, shoulder bag, garbage bag. It can usually hold up to 55 lb. of contents. If the bag is overloaded, it either bursts (Fortitude saving throw, DC 15) or refuses to close, spilling its contents while the owner moves. The magical effect of the bag makes it feel at least 10-20 lb. heavier than it actually is.

Rags of Senselessness: This magic item comes in many shapes, usually as a worn-out sleeping bag, blanket or piece of clothing. The wearer immediately passes out under a table, in a corner, or any other location, regardless of the noise and amount of traffic. This item usually works only on Saturdays and Sundays.

Artifacts

Bracers of Ropecon: This single magical bracer contains the armbands of 7 or more Ropecons, giving its wielder a +8 morale bonus to Bluff, Intimidate, and Perform checks in Ropecon.

Vest of Ropecon: Vest decorated with at least six official badges of various Ropecon positions (GM, Conitea, Contyöläinen, etc.). It raises the effective caster level of the wearer by six for all magic, whether arcane or divine.