

Treasure and Magic

Table T1 -- Treasure Types

Treasure Type	LAIR TREASURES						
	Copper	Silver	Gold	Platinum or Electrum*	Gems	Art Objects	Magical Item
A	1,000-3,000 25%	200-2,000 30%	1,000-6,000 40%	300-1,800 35%	10-40 60%	2-12 50%	Any 3 30%
B	1,000-6,000 50%	1,000-3,000 25%	200-2,000 25%	100-1,000 25%	1-8 30%	1-4 20%	Armor Weapon 10%
C	1,000-10,000 20%	1,000-6,000 30%	- -	100-600 10%	1-6 25%	1-3 20%	Any 2 10%
D	1,000-6,000 10%	1,000-10,000 15%	1,000-3,000 50%	100-600 15%	1-10 30%	1-6 25%	Any 2 + 1 potion 15%
E	1,000-6,000 5%	1,000-10,000 25%	1,000-4,000 25%	300-1,800 25%	1-12 15%	1-6 10%	Any 3 + 1 scroll 25%
F	- -	3,000-18,000 10%	1,000-6,000 40%	1,000-4,000 15%	2-20 20%	1-8 10%	Any 5 except weapons 30%
G	- -	- -	2,000-20,000 50%	1,000-10,000 50%	3-18 30%	1-6 25%	Any 5 35%
H	3,000-18,000 25%	2,000-20,000 40%	2,000-20,000 55%	1,000-8,000 40%	3-30 50%	2-20 50%	Any 6 15%
I	- -	- -	- -	100-600 30%	2-12 55%	2-8 50%	Any 1 15%
INDIVIDUAL AND SMALL LAIR TREASURES							
J	3-24	-	-	-	-	-	-
K	-	3-18	-	-	-	-	-
L	-	-	-	2-12	-	-	-
M	-	-	2-8	-	-	-	-
N	-	-	-	1-6	-	-	-
O	10-40	10-30	-	-	-	-	-
P	-	10-60	-	1-20	-	-	-
Q	-	-	-	-	1-4	-	-
R	-	-	2-20	10-60	2-8	1-3	-
S	-	-	-	-	-	-	1-8 potions
T	-	-	-	-	-	-	1-4 scrolls
U	-	-	-	-	2-16	1-6	Any 1
V	-	-	-	-	-	90%	80%
W	-	-	5-30	1-8	2-16	1-8	Any 2
X	-	-	-	-	60%	50%	60%
Y	-	-	-	200-1,200	-	-	Any 2 potions
Z	100-300 -	100-400 -	100-600 -	100-400 -	1-6 55%	2-12 50%	Any 3 50%

* DM's choice

Treasure Tables

To use Table T1, first find the letter given under the monster listing. On that row each column then lists the percentage chance of a particular type of treasure appearing and the size range for that particular type. Treasures with no percentage listed are automatically present. Either choose to have that particular treasure present (and the amount) or roll randomly to determine the result.

The first part of the table (letters A-I) lists treasures that are found in lairs only. These are sizable treasures accumulated by social creatures (humans, orcs, hobgoblins, etc.) or by those creatures notorious for the size of their treasure hoards (especially dragons).

The second part of the table lists treasures likely to be owned by intelligent individuals or to be found in the lairs of animal intelligence or less monsters. These treasures are small. Intelligent creatures seldom carry large amounts of cash, while unintelligent ones seldom make the effort to collect it. When an individual or lair treasure warrants being larger than normal, several smaller entries can be listed to create an overall larger hoard.

Coins

When treasure is found in the form of coins, it will normally be bagged or kept in chests unless it has been "gathered" by unintelligent monsters. Coins (regardless of metal) normally weigh in at around 50 to the pound.

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Gems

When gems are found, determine the value of each gem (or each group of gems if there are many present) on Table T2. This table lists the base value for each gem and the general class of each stone for purposes of description. Uncut stones, if found, have their base value reduced to 10% of the amount listed.

Table T2 -- Gem Table

D100	Class	Value	
01-25	Semi Precious	10-60 gp	(1d6x10)
26-50	Semi Precious	20-120 gp	(2d6x10)
51-70	Semi Precious	30-180 gp	(3d6x10)
71-90	Precious	100-600 gp	(1d6x100)
91-99	Precious	100-12,000 gp	(1d12)
00	Precious	100-20,000 gp	(d20)

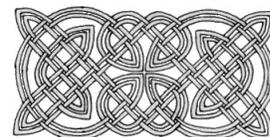
Table T3 -- Semi-Precious Stones

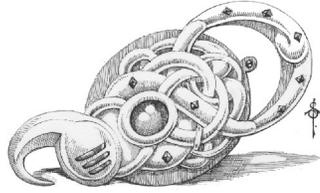
d100	Type	
01-14 1	Agate: Banded	Brown, blue, red, and white stripes
2	Cat's Eye	Gray, white, brown, blue, & green circles
3	Moss	Pink, yellow-white / gray-green moss-like markings
4	Tiger Eye	Rich golden brown with dark striping
15-18	Azurite: Opaque, mottled deep blue	
19-22	Bloodstone: Dark gray with red flecks	
23-26	Hematite: Gray-black	
27-30	Jasper: Blue, black to brown	
31-34	Jet. Black and warm to the touch.	
35-38	Lapis Lazuli: Light or dark blue with yellow flecks	
39-42	Malachite: Striated light and dark green	
43-46	Moonstone: White with pale blue hue	
47-50	Obsidian: Jet black	
51-54	Onyx: Black, white, or bands of both	
55-68	Quartz: 1	Blue
	2	Clear
	3	Rose
	4	Smokey
69-72	Rhodochrosite: Light pink	
73-76	Carnelian: Orange to red-brown	
77-80	Chalcedony: White	
81-84	Chrysoprase: Translucent apple to emerald green	
85-88	Citrine: Pale yellow brown	
89-92	Sardonyx: Bands of red and white	

93-96	Turquoise: Aqua with darker mottling
97-00	Zircon: Clear pale aqua

Table T4 -- Precious Stones

d100	Type	
01-05	Amber: Transparent golden	
06-10	Amethyst: Deep purple	
11-15	Alexandrite: Dark green	
16-20	Aquamarine: pale blue green	
21-25	Chrysoberyl: green or yellow green	
26-30	Coral: Pink to crimson	
31-37	Diamond: 01-10	Black
	11-50	Clear blue-white
	51-66	pink
	67-83	rich blue
	84-00	yellow
38-42	Emerald: Brilliant green	
43-47	Garnet: Deep red to violet crystal	
48-52	Jacinth: Fiery orange	
53-57	Jade: Light to dark green or white	
58-63	Opal: 01-50	Pale blue with green and gold mottling
	51-65	Black Opal: Dark green with black mottling and golden flecks
	66-00	Fire Opal: Fiery red
64-68	Pearl: Pure white, rose, to black	
69-73	Peridot: Olive green	
74-79	Ruby: 01-90	light to deep crimson red
	91-00	Star Ruby: Translucent ruby with white star highlights
80-85	Sapphire: 01-50	blue
	51-65	Black Sapphire: Rich black with highlights
	66-00	Star Sapphire: Translucent blue with white star highlights
86-90	Spinel: Red, red-brown, green, or deep blue	
91-95	Topaz: Golden yellow	
96-00	Tourmaline: Pale green, blue, brown, or red	





Objects of Art

This category includes jewelry, ornamental drinking vessels, elaborate snuff boxes, fine crystal and glass, statuary, carvings, and all the other small embellishments that make life more pleasant and easy to bear. The value of each should be determined on Table T4.

Table T4 -- Objects of Art - Value

d100	Value
01-10	10-100 gp
11-25	30-180 gp
26-40	100-600 gp
41-50	100-1,000 gp
51-60	200-1,200 gp
61-70	300-1,800 gp
71-80	400-2,400 gp
81-85	500-3,000 gp
86-90	1,000-4,000 gp
91-95	1,000-6,000 gp
96-99	2,000-8,000 gp
00	2,000-12,000 gp

Table T5 – Objects of Art – Worn Items

d100	Object
01-03	Anklet
04-06	Armband
07-10	Belts
11-15	Bracelet
16-26	Clothing
01-20	Bejeweled female wear
21-40	Bejeweled male wear
41-63	Ceremonial armor
64-80	Intimate wear (harem or boudoir)
81-90	Metal panties; male or female
91-00	Metal bras, chest plates
27-29	Earrings
30-33	Girdle
34-61	Head Stuff
01-16	Crown
17-32	Hair comb
33-44	Hair sticks
45-60	Headband
61-72	Snood
73-88	Tiara
89-96	Tika
97-00	Wig
62-78	Neck stuff
01-25	Chain
26-50	Collar
51-75	Necklace
76-00	Pendant/locket
79-88	Piercing
01-20	Brow
21-30	Genital
31-60	Not really clear
61-80	Nipple
81-00	Nose
89-96	Ring -- finger or toe
97-98	Watch
99-00	Watch fob

Table T6 – Objects of Art – Other Objects.

d100	Object			
01-14	Books			
01-40	Content	81-00	Both	
41-80	Cover			
05-06	Clock			
01-40	Hall	81-00	Automaton	
41-80	Mantle			
07-15	Container			
01-14	Bottle	58-71	Chest	
15-29	Bowl	72-85	Jar	
30-43	Box	86-00	Vase	
44-57	Casket			
16-24	Cosmetics (set)			
01-11	Applicator	54-65	Jar	
12-23	Bottle	66-75	Mirror, hand	
24-33	Brush, cosmetic	76-85	Mirror, stand	
34-43	Brush, hair	86-95	Pallet	
44-53	Comb	96-00	Strigil	
25-31	Funerary items			
01-12	Coffin	51-62	Ossuary	
13-24	Death mask	63-74	Sarcophagus	
25-38	Jar (offering, bits)	75-86	Shroud	
39-50	Offering table	87-00	Urn	
32-38	Furniture			
01-13	Armoire	51-63	Mirror, stand	
14-25	Bed	64-75	Stool	
26-38	Chair	76-87	Table	
39-50	Desk	88-00	Vanity	
39-46	Lights			
01-20	Candle holder	61-80	Lamp stand	
21-40	Candle snuffer	81-00	Lamps	
41-60	Candle stand			
47-50	Oddments			
01-16	Bathtub	47-68	Office bits	
17-26	Clockworks	69-78	Sex toys	
27-46	Kitchen tools	79-100	Tools	
51-57	Other Royal			
01-40	Scepter	61-00	Orb	
41-60	Throne			
58-66	Religious Objects			
01-12	Holy Symbols	64-80	Icons	
13-28	Idols	81-92	Lights	
29-45	Reliquary	93-00	Vestments	
46-51	Sacrificial tools (knives, bonds)			
52-63	Sacramental tools (bowls, censors, plates)			
67-75	Statues & Figures			
01-34	Figurine 1"-6"	01-45	Bust	
35-67	Figure 7"-24"	46-90	Full	
68-00	Stature > 24"	91-00	Multiple	
76-84	Tableware			
01-18	Flatware	55-74	Salt Cellar	
19-36	Goblets	75-92	Serving dishes	
37-54	Plates	93-00	Table covers	
85-93	Wall Hanging			
01-20	Mirror	56-70	Plaque	
21-35	Mosaic	71-80	Rug	
36-55	Painting	81-00	Tapestry	
94-00	Weapons			
01-25	Dagger	51-75	Pole Arm	
26-50	Mace	76-00	Sword	

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Magic Item Tables

Table T7 -- Magic Items

d100	Category	Table
01-15	Potions and Oils	T8
16-20	Scrolls	T9
21-27	Rings	T10
28-30	Rods	T11
31-32	Staves	T12
33-35	Wands	T13
36-39	Books and Tomes	T14
40-43	Jewels and Jewelry	T15
43-47	Cloaks and Robes	T16
48-51	Boots and Gloves	T17
52-55	Girdles and Helms	T18
56-59	Bags and Bottles	T19
60-63	Dusts and Stones	T20
64-67	Household Items and Tools	T21
68-71	Musical Instruments	T22
72-74	The Weird Stuff	T23
76-85	Armor and Shields	T24 - T28
85-100	Weapons	T29 - T34

Table T8 -- Potions and Oils (d6)

Subtable A (1-2)

d100	Item	GP Value
01-05	Animal Control	250
	1-4 mammal/marsupial	
	5-8 avian	
	9-12 reptile/amphibian	
	13-15 fish	
	16-17 mammal/marsupial/avian	
	18-19 reptile/amphibian/fish	
	20 all of the above	
06-10	Clairaudience	250
11-15	Clairvoyance	300
16-20	Climbing	300
21-25	Diminution	300
26-30	Dragon Control	1000
	01-09 Black 55-63 Green	
	10-18 Blue 64-72 Red	
	19-27 Brass 73-81 Silver	
	28-36 Bronze 82-90 White	
	37-45 Copper 91-55 All Chromatic	
	46-54 Gold 96-00 All Metallic	
31-35	Energy Resistance	250
	01-20 Acid 41-60 Fire 81-00 Sonic	
	21-40 Cold 61-80 Lightning	
36-45	Elixir of Health	350
46-50	Elixir of Youth	5000
51-55	ESP	500
56-70	Extra-healing	400
71-75	Fire Breath	400
76-80	Flying	500
81-85	Gaseous Form	300
86-90	Giant Control	600
	01-15 Fire 36-55 Hill 76-90 Stone	
	16-35 Frost 56-78 Ogre 91-00 Storm	
91-95	Giant Strength (Warrior) (roll above)	550
	+2 Ogre +6 Frost +10 Stone	
	+4 Hill +8 Fire +12 Storm	
96-00	Growth	250

Subtable B (3-4)

d100	Item	GP Value
01-25	Healing	200
26-30	Heroism (Warrior)	300
31-35	Humanoid Control	500
	01-10 Dwarves	
	11-25 Elves/Half-Elves	
	26-30 Gnomes	
	31-35 Hobbits	
	36-45 Orcs	
	46-75 Humans/Half-humans (exotics)	
	76-95 Goblins/Hobgoblins	
	96-00 Any Above	
36-40	Invisibility	250
41-45	Invulnerability	350
46-50	Levitation	250
51-55	Longevity	5000
56-60	Oil of Acid Resistance	500
61-65	Oil of Disenchantment	750
66-70	Oil of Elemental Invulnerability	500
	10-25 Air 51-75 Fire	
	26-50 Earth 76-00 Water	
71-75	Oil of Ethereality	600
76-80	Oil of Fiery Burning	500
81-85	Oil of Impact	750
86-90	Oil of Slipperiness	400
91-95	Oil of Timelessness	500
96-00	Philter of Glibness	500

Subtable C (5-6)

d100	Item	GP Value
01-15	Philter of Love	200
16-20	Philter of Persuasiveness	400
21-25	Plant Control	250
26-30	Poison**	ID
	01-05 A 24-28 G 48-52 M 79-80 S	
	06-10 B 29-33 H 53-57 N 81-86 T	
	11-15 C 34-38 I 58-62 O 87-92 U	
	16 D 39-43 J 63-68 P 93-94 V	
	17-18 E 44-45 K 69-73 Q 95-99 W	
	19-23 F 46-47 L 74-78 R 00 X	
31-35	Polymorph Self	200
36-40	Rainbow Hues	200
41-45	Speed	200
46-50	Super-heroism (Warrior)	4500
51-60	Sweet Water	200
61-65	Treasure Finding	600
66-70	Undead Control	700
	01-25 Mindless Undead (Skeletons, Zombies)	
	26-40 Lessor Corporeal (Ghouls Juju Zombies)	
	14-50 Major Corporeal (Ghosts Whights)	
	51-55 Greater Corporeal (Mummies, Death Knights)	
	56-70 Lessor Dis-Corporeal (Shadows, Shades)	
	71-80 Major Dis-Corporeal (Wraiths, Specters)	
	81-90 Greater Dis-Corporeal (Ghosts)	
	91-97 Vampires	
	98-00 Liches	
71-75	Vitality	300
76-81	Water Breathing	400
81-00	Random Spell Effect	-

Table T9 -- Scrolls (D6)

Subtable A -- Scroll Type

d100	Scroll Type
01-40	Wizard (Arcane)
41-80	Priest (Divine)
81-90	Craft (Nature)
91-00	Healer (Arcane)

Subtable B1 (1-3)

d100	Item*	Level Range
01-15	1 spell	1-4
16-25	1 spell	1-6
26-35	1 spell	2-9 (2-7*)
36-40	2 spells	1-4
41-45	2 spells	2-9 (2-7*)
46-50	3 spells	1-4
51-55	3 spells	2-9 (2-7*)
56-60	4 spells	1-6
61-65	4 spells	1-8 (1-6*)
66-70	5 spells	1-6
71-75	5 spells	1-8 (1-6*)
76-80	6 spells	1-6
81-85	6 spells	3-8 (3-6*)
86-90	7 spells	1-8
91-95	7 spells	2-9 (2-7*)
96-00	7 spells	4-9 (4-7*)

* Level Range lists the range of spell levels on the scroll. Ranges marked with an asterisks (*) are used to determine priest/ or healer spells.

Subtable B2 (4-6)

d100	Item	GP Value
01-05	Map	-
06-15	Protection-Acid	2,500
16-20	Protection-Cold	2,000
21-25	Protection-Dragon Breath	2,000
26-30	Protection-Electricity	1,500
31-40	Protection-Elementals (all)	1,500
41-50	Protection-Fire	2,000
51-55	Protection-Gas	2,000
56-60	Protection-Lycanthropes	1,000
61-65	Protection-Magic	1,500
66-70	Protection-Petrification	2,000
71-75	Protection-Plants	1,000
76-80	Protection-Poison	1,000
81-85	Protection-Possession	2,000
86-89	Protection-Psionics	2,000
90-94	Protection-Undead	1,500
95-99	Protection-Water	1,500
00	Curse	--

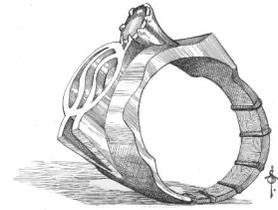
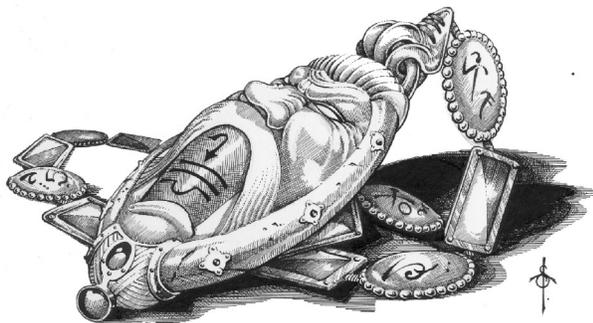


Table T10 - Rings (D6)

Subtable A (1-4)

d100	Item	GP Value
01-05	Animal Friendship	10,000
06-10	Blinking	10,000
11-15	Chameleon Power	10,000
16-25	Energy Resistance	10,000
01-20	Acid	41-60 Fire
21-40	Cold	61-80 Lightning
26-35	Feather Falling	10,000
36-40	Free Action	10,000
41-50	Invisibility	15,000
51-55	Jumping	10,000
56-60	Mammal Control ^A	10,000
61-65	Mind Shielding	5,000
66-75	Protection	10,000. per +1
01-50	+1	51-80 +2
81-00	+3	
76-85	Sustenance	50,000
86-95	Swimming	10,000
96-00	Warmth	10,000

Subtable B (5-6)

d100	Item	GP Value
01-05	Elemental Command	50,000
01-25	Air	51-75 Fire
26-50	Earth	76-00 Water
06-10	Defense	5,000. ^B
01-05	18	01-64 25
06-15	19	65-90 26
16-35	20	91-99 27
36-50	21	00 28
51-70	22	
71-85	23	
86-99	24	
00	Specials	
11-15	Human Influence	60,000
16-20	Djinni Summoning	300,000
21-25	Psionics	10,000. ^C
26-30	Ram, Ring of the ^A	7500/charge
31-35	Regeneration	50,000
36-40	Shocking Grasp	10,000
41-45	Shooting Stars	30,000
46-50	Spell Storing	25,000
51-55	Spell Turning	20,000
56-60	Telekinesis ^A	20,000
61-65	Truth	10,000
66-70	Water Walking	15,000
71-75	Wishes, Multiple ^A	50,000./wish
76-80	Wishes, Three ^A	50,000./wish
81-85	Wizardry ^A (Wizard)	40,000
86-90	X-Ray Vision	40,000
91-98	Random Spell Effect	--
99-00	Cursed Item Above	--

A) The power of these rings is limited by the number of charges.

B) 5,000 gp + 5,000 gp Per AC of the ring over AC 14

C) 10,000 gp / ability +10,000gp / power level + 2,000 gp / skill

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Table T11 -- Rods

d100	Item	GP Value
01-10	Absorption (any spellcaster)	75,000
11-20	Alertness	20,000
21-25	Beguiling (any spell caster, thief)	50,000
26-35	Cancellation	10,000
36-40	Elemental (any spell caster)	40,000
41-45	Flailing	20,000
46-50	Lordly Might (Warrior)	60,000
51-55	Passage	50,000
56-60	Resurrection (Priest)	100,000
61-65	Rulership	80,000
66-75	Security	80,000
76-85	Smiting (Priest, Wizard)	40,000
86-90	Splendor	20,500
91-00	Terror	30,000



Table T12 -- Staves

d100	Item	GP Value
01-10	Mace	15,000
11-15	Command (Priest, Wizard)	50,000
16-25	Curing (Priest, Healer)	60,000
26-30	Magi (Wizard)	150,000
31-35	Power (Wizard)	120,000
36-40	Serpent (Priest)	70,000
41-50	Slinging (Priest)	20,000
51-60	Spear	ID
01-30	+1	3,500
31-50	+2	5,000
51-65	+3	10,500
66-80	+4	14,000
81-95	+5	18,000
96-00	+6	22,000
61-65	Spells	50,000
66-77	Striking (any spellcaster)	60,000
78-82	Swarming Insects (any spellcaster)	1000.*
83-87	Thunder & Lightning	80,000
88-92	Withering	25,000
93-97	Woodlands (Craft)	80,000
01-30	+1	
31-60	+2	
61-80	+3	
81-00	+4	
98-00	Cursed Item Above	-

** per charge



Table T13 -- Wands

d100	Item	GP Value
01-04	Conjuration (Wizard)	70,000
05-08	Earth and Stone	35,000
09-12	Enemy Detection	20,000
13-18	Fear (Priest, Wizard)	30,000
19-22	Fire (Wizard)	40,500
23-28	Flame Extinguishing	20,000
29-32	Frost (Wizard)	40,000
33-38	Illumination	20,000
39-42	Illusion (Wizard)	30,000
43-48	Lightning (Wizard)	40,000
49-54	Magic Detection	25,000
55-60	Magic Missiles	24,000
61-64	Metal and Mineral Detection	20,000
65-68	Negation	35,000
69-72	Paralyzation (Wizard)	30,500
73-76	Polymorphing (Wizard)	35,000
77-80	Secret Door and Trap Location	50,000
81-86	Size Alteration	30,000
87-90	Wonder	10,000
91-00	Random Spell	-

Table T14 -- Books

Subtable A

d100	Item	GP Value
01-20	Spell Book	Variable
21-50	Rare Book	Variable
51-60	Boccob's Blessed Book (Wizard)	40,500
61-65	Book of Infinite Spells	90,000
66-70	Book of Trades	25,000
71-75	Manual of Resistance (Saves)	50,000
76-80	Manual of Golems (Priest, Wizard)	30,000
81-00	Subtable B	--

Subtable B

d100	Item	GP Value
01-24	Very Rare Book	Variable
25-29	Libram of Gainful Conjuration (Wizard)	250,000
30-34	Libram of Medicine (Healers)	250,000
35-39	Libram of the Mother (Craft)	250,000
40-45	Manual of Beauty (Cha)	50,000
46-51	Manual of Bodily Health (Con)	50,000
52-57	Manual of Gainful Exercise (Str)	50,000
58-62	Manual of Puissant Skill at Arms (Warrior)	250,000
63-68	Manual of Quickness in Action (Dex)	50,000
69-73	Manual of Stealthy Pilfering (Rogue)	250,000
74-79	Tome of Clear Thought (Int)	250,000
80-84	Tome of Mental Poweress (Psi)	100,000
85-90	Tome of Understanding (Wis)	50,000
91-95	Book of Exalted Deeds (Priest)	250,000
95-00	Der Vermis Mysterious (Necromancer)	250,000

Table T15 -- Jewels, Jewelry, Phylacteries (D6)

Subtable A (1-3)		
d100	Item	GP Value
01-10	Amulet of Life Protection	50,000
11-15	Amulet of the Planes	600,000
16-20	Amulet of Proof Against Detection and Location	40,000
21-25	Amulet Versus Undead	5,000.*
26-30	Beads of Force	800. ea.
31-35	Brooch of Shielding	5,000
36-40	Gem of Brightness	20,000
41-45	Gem of Insight	30,000
46-50	Gem of Seeing	20,000
51-55	Jewel of Flawlessness	ID
56-65	Medallion of ESP	50,000
66-75	Necklace of Adaptation	60,000
76-85	Necklace of Missiles	100.*
86-90	Necklace of Prayer Beads (Priest)	5000.***
90-95	Necklace of Strangulation	5000
96-00	Cursed item above	-

Subtable B (4-6)

d100	Item	GP Value
01-05	Pearl of Power (Wizard)	5000.*
06-10	Pearl of the Sirens	9000
11-15	Pearl of Wisdom (Priest)	5000
16-30	Periapt of Health	3,000
31-40	Periapt of Proof Against Poison	3,500
41-50	Periapt of Wound Closure	3,000
51-55	Phylactery of Faithfulness (Priest)	10,000
56-60	Phylactery of Long Years (Priest)	30,000
61-65	Scarab of Death	7,000
66-70	Scarab of Enraging Enemies	15,000
71-75	Scarab of Insanity	17,000
76-80	Scarab of Protection	20,500
81-85	Scarab Versus Golems	ID
86-90	Talisman of Faith (Priest)	30,500
91-95	Talisman of the Sphere (Wizard)	100,000
96-00	Cursed Item above	--

* Per level

** Per die of damage

*** Per special bead



Table T16 -- Cloaks and Robes

d100	Item	GP Value
01-05	Cloak of Arachnida	30,000
06-10	Cloak of Displacement	30,000
11-20	Cloak of Elvenkind	10,000
21-25	Cloak of Protection	ID
01-40	+1	10,000
40-80	+2	20,000
81-00	+3	30,000
26-30	Cloak of Shadows	35,000
31-40	Cloak of the Bat	15,000
41-43	Cloak of the Manta Ray	20,000
44-48	Robe of the Archmagi (Wizard)	60,000
49-53	Robe of Blending	35,000
54-58	Robe of Dryness	3,000
59-63	Robe of Eyes (Wizard)	45,000
64-68	Robe of the Forest (Craft)	45,000
69-73	Robe of Scintillating Colors (Priest, Wizard)	50,000
74-78	Robe of Stars (Wizard)	40,000
79-93	Robe of Useful Items (Wizard)	25,000
94-98	Shirt of Hair	10,000
99-00	Cursed item above	-

• Per plus



Table T17 -- Boots, Bracers, Gloves

d100	Item	GP Value
01-05	Boots of Death	50,000
06-10	Boots of Elvenkind	10,000
11-15	Boots of Levitation	20,000
16-20	Boots of Speed	25,000
21-25	Boots of Striding and Springing	25,000
26-30	Boots of the North	15,000
31-35	Boots of Varied Tracks	25,000
36-40	Boots, Winged	20,000
41-45	Bracers of Archery (Warrior)	10,000
46-50	Bracers of Brachiation	10,000
51-60	Bracers of Defense	5000.*
01-05	+2	01-19 +8
06-15	+3	20-39 +9
16-35	+4	40-69 +10
36-50	+5	70-84 +11
51-70	+6	85-94 +12
71-85	+7	95-99 +13
86-00	Table 2	00 +14
61-65	Gauntlets of Dexterity	25,000
66-70	Gauntlets of Ogre Power (P, R, W)	40,000
71-75	Gauntlets of Swimming and Climbing	15,000
76-80	Gloves of Missile Snaring	1,500
81-85	Sensible Shoes	5,000
86-90	Seven League Boots	45,000
91-95	Slippers of Spider Climbing	16,000
96-00	Cursed Item Above	-

• Per AC of protection greater than 10

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Table T18 -- Girdles, Hats, Helms

d100	Item	GP Value
01-10	Girdle of Animal Shape	25,000
11-20	Girdle of Dwarvenkind	35,000
21-25	Girdle of Femininity/Masculinity	15,000
26-40	Girdle of Giant Strength	ID
01-30	Hill	
31-50	Stone	
51-70	Frost	
71-85	Fire	
86-95	Cloud	
96-00	Storm	
41-50	Girdle of Many Pouches	10,000
51-55	Hat of Disguise	18,000
56-60	Hat of Comfort	8,000
61-65	Helm of Brilliance	125,000
66-75	Helm of Comprehending Languages	100,000
76-80	Helm of Telepathy	130,000
80-85	Helm of Teleportation	125,000
186-95	Helm of Underwater Action	100,000
96-00	Cursed Item Above	-

Table T19 -- Bags, Bottles, Pouches, Containers

d100	Item	GP Value
01-05	Alchemy Jug	100,000
06-10	Bag of Beans	10,000
11-15	Bag of Bones	25,000
16-35	Bag of Holding	5,000
36-40	Bag of Tricks	25,000
	Type 1	
	Type 2	
	Type 3	
41-45	Beaker of Plentiful Potions	5,000
46-50	Bucknard's Everfull Purse	A
51-55	Decanter of Endless Water	30,000
56-60	Efreeti Bottle	90,000
61-70	Heward's Handy Haversack	8,000
71-75	Hill Seeds (craft)	5,000 ^B
76-80	Iron Flask	150,000
81-85	Portable Hole	5,000
86-90	Portable Well	50,000
91-95	Pouch of Accessibility	10,000
96-00	Cursed Item Above	-

A: 20,000 to 60,000 gp

B per seed

Table T20 -- Candles, Dusts, Ointments, Incense, and Stones

d100	Item	GP Value
01-10	Candle of Invocation (Priest)	10,000
11-15	Dust of Appearance	5,000
16-20	Dust of Disappearance	5,000
21-25	Dust of Dryness	5,000
26-30	Dust of Illusion	5,000
31-35	Dust of Tracelessness	500
36-40	Dust of Sneezing and Choking	500
41-45	Everlasting Candle	5,000
46-50	Incense of Health (healer)	1,000
51-55	Incense of Meditation (Priest)	1,000
56-65	Ioun Stones	50,000
01-10	agate sphere	66-70 topaz prism
11-20	Turquoise sphere	71-75 ruby spindle
21-30	pearl sphere	76-80 diamond spindle
31-40	Jasper sphere	81-85 Emerald spindle
41-50	hematite sphere	86-90 garnet ellipsoid
51-60	jade sphere	91-95 Sapphire ellipsoid
61-65	amethyst ellipsoid	96-00 Opal ellipsoid
66-70	Keoghtom's Ointment	900*
71-75	Nolzur's Marvelous Pigments	500*
76-77	Philosopher's Stone	75,000
78-82	Soup Stone	15,000
83-87	Sovereign Glue	1,000*
88-92	Stone of Good Luck (Luckstone)	30,000
93-97	Universal Solvent	1,000*
98-00	Cursed item Above	-

* Per pot or ounce

Table T21 -- Household Items and Tools

Subtable A (1-3)

d100	Item	GP Value
01-10	Brazier of Fire	15,000
11-15	Broom of Flying	20,000
16-25	Broom of Tidyness	5,000
26-30	Boat, Folding	50,000
31-35	Carpet of Flying	ID
01-30	8' x 5'	1 person 60 20,000
31-65	12' x 6'	2 people 60 35,000
66-00	10' x 15'	4 people 60 60,000
36-45	Folding Tent	ID
01-45	Spartan	1,000 Per "man"
46-70	Comfort	2,000 Per "man"
71-90	Luxury	4,000 Per "man"
91-00	"The Sheik"	8,000 Per "man"
46-50	Horseshoes of a Zephyr	25,000
51-55	Horseshoes of Hauling	15,000
56-65	Horseshoes of Speed	20,000
66-75	Item of Commanding Elementals	40,000
01-25	Bowl of Water	
26-50	Brazor of Fire	
51-75	Censor of Air	
76-00	Stone of Earth	
76-80	Mattock of the Titans (Warrior)	35,000
80-85	Maul of the Titans (Warrior)	40,000
86-95	Mirror of Corrections	36,000
96-00	Cursed Item Above	-

Subtable B (4-6)

d20	Item	GP Value
1	Mirror of Impersonation	60,000
2	Mirror of Life Trapping	250,000
3	Mirror of Mental Prowess (Wizard)	500,000
4	Mirror of Opposition	250,000
5-6	Murlynd's Spoon	7,500
7-8	Neverburning Pot	5,000
9-10	Pan of Cooking	5,000
11	Rope of Climbing	10,000
12	Rope of Entanglement	15,000
13	Rug of Welcome (Wizard)	65,000
14	Saw of Mighty Cutting (Warrior)	20,000
15	Spade of Colossal Excavation (Warrior)	10,000
16-17	Spice Cabinet of Frugality	56,000
18-19	Tools of the Trades	30,000
20	Cursed Item Above	--

Table T22 -- Musical Instruments

d20	Item	GP Value
1	Bardic Instrument	ID
1-8	Guitar	1-5 Fachlucan 10,000
9-10	Harp *	6-9 Mac-Fuirmidh 20,000
11-14	Mandolin	11-12 Doss 40,000
15-20	Lute	13-15 Canaith 80,000
	* Lap 90%, floor 10%	16-17 Cli 160,000
		18-19 Anstruth 320,000
		20 Ollamh 640,000
2	Chime of Interruption	15,000
3-4	Chime of Opening	35,000
5-6	Drums of Bravery	25,000
7	Drums of Panic	25,000
8	Harp of Charming	50,000
9	Horn of Blasting	18,000
10	Horn of Collapsing	15,000
11	Horn of Fog	4000
12	Horn of the Tritons (Priest, Warrior)	20,000
13	Horn of Valhalla	ID
	1-8 Silver	18,000
	9-15 Brass	36,000
	16-18 Bronze	72,000
	19-20 Iron	144,000
14	Horn of the Winds	25,000
15	Lyre of Building	75,000
16	Pipes of Haunting	14,000
17	Pipes of Sounding	16,000
18-19	Pipes of the Sewers	20,000
20	Cursed Item Above	--



Table T23 -- The Weird Stuff (D6)

Subtable A (1-3)

d20	Item	GP Value
1	Apparatus of Kwalish	800,000
2	Bracelet of Fire Proofing	60,000
3-5	Crystal Ball (Wizard)	80,000
6	Cube of Force	300,000
7-8	Cube of Frost Resistance	20,000
9	Cubic Gate	500,000
10	Daern's Instant Fortress	70,000
11	Deck of Illusions	150,000
12	Deck of Many Things	varies
13	Dimensional Bomb	varies
14	Eyes of Charming (Wizard)	40,000
15-16	Eyes of Minute Seeing	25,000
17	Eyes of Petrification	35,000
18-19	Eyes of the Eagle	35,500
20	Cursed Item Above	-

Subtable B (4-6)

d20	Item	GP Value
1-2	Figurine of Wondrous Power	1,000*
1-5	Ebony fly	
6-9	Golden lions (pair)	
10-12	Ivory goats (trio)	
13	Jade Servant	
14-16	Marble elephant	
17-18	Obsidian steed	
19	Onyx dog	
20	Serpentine owl	
3	Iron Bands of Bilarro	7,500
4	Lens of Detection	2,500
5	Movable Mansion	ID
1-10	Modest House	60,000
11-15	Small Manor	120,000
16-19	Large Manor	240,000
20	Great House	480,000
6	Quaal's Feather Token	1,000
1-4	Anchor	
5-7	Bird	
8-10	Fan	
11-13	Swan Boat	
14-18	Tree	
19-20	Whip	
7-8	Quiver of Ehlonna	15,000
9-10	Quiver of Returning	15,000
11	Sheet of Smallness	15,000
12	Sphere of Annihilation	400,000
13	Stone Horse	20,000
14	Skeleton Key	40,000
15	Skull of Death	100,000
16	Well of Many Worlds	60,000
17-18	Wind Fan	5,000
19	Wings of Flying	17,500
20	Cursed Item Above	-

* Per Hit Die of the figurine.

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Armor and Shields

To determine the magic armor found, roll for the type of armor on Table T24 and then the AC adjustment on Table T25. If a Special armor is found, roll for the type on Table T26.

Table T24 -- Armor Type

d100	Armor	Base GP value
01-05	Brigandine	1,500
06-20	Chain mail	1,000
21-35	Leather	400
36-50	Plate	2,000
51-55	Ring mail	700
56-65	Scale mail	1,000
66-70	Shield	100
71-80	Studded leather	500
81-00	Special (T28)	special

Table T25 -- Armor Class Adjustment

d100	Bonus	GP Value
01-25	+1	x1
26-45	+2	x2
46-60	+3*	x4
61-68	+4	x8
69-75	+5	x16
76-85	Property, roll again	
86-95	Unusual material, roll again	
96-00	Property & material roll again	

* All weapons of +3 or higher will be at least mithrial.

Table T26 -- Unusual Armor Material

d100	Material	Multiplier
01-10	Adamantine	x1
11-20	Cold Iron	x1
21-30	Nethermetal	x2
31-00	Mithrial	x1

Table T27 -- Armor Properties

d100	Property	Multiplier
01-15	Glamered	x1
16-35	Elemental Resistance	x1-x3
01-20	Acid	0150 10
21-40	Cold	51-80 20
41-60	Fire	81-00 30
61-80	Lightning	
81-00	Sonic	
36-45	Fortification	
01-50	Light 25%	x1
51-80	Moderate 50%	x2
181-95	Greater 75%	x3
9600	Heavy 100%	x4
46-60	Ghost touch	x2
61-80	Invulnerability	x2
81-00	Spell resistance	
01-50	13	x1
51-80	15	x2
81-95	17	x3
96-00	19	x4

Table T28 -- Special Armors

d100	Armor Type	GP Value
01-15	Armor of Blending	+5,000
16-30	Armor of Comfort	+5,000
31-35	Armor of Command	+10,000
36-40	Armor of Etherealness	+25,000
41-45	Armor of Fear	+14,000
46-50	Armor of Stealth	+8,000
51-55	Armor of Strength	+8,000
01-50	+2	
51-80	+4	
81-95	+6	
96-00	+8	
56-60	Armor of Undead Control	+10,000
61-65	Cloth of Steel	ID
01-50	Type 1	
51-80	Type 2	
81-00	Type 3	
66-75	Dragon Leather	ID
01-12	Black	10,000
13-24	Blue	20,000
25-32	Brass	10,000
33-40	Bronze	30,000
41-48	Copper	20,000
49-56	Gold	50,000
57-68	Green	15,000
69-80	Red	25,000
81-88	Silver	40,000
89-00	White	5,000
76-85	Elven Chain Mail	+1,000
86-95	Shield of Missile Catching	4,000
96-00	Shield of Blinding	2,000

• Added to base value for armor type, plate, chain, etc. Roll table T22 & T23 for the type and bonus of the armor.



Magic Weapons

To determine the type of magic weapon found, roll once on Table T29 for a weapon type. Then roll on Table T28 to determine the plus of the weapon. If a Special result is rolled, accordingly.

Table T29 -- Weapon Type

d100	Weapon	GP Base
01-05	Ammunition	
01-40	Arrow	5
41-80	Bolt	5
81-00	Bullet	2
06-15	Ax	
01-30	Battle	1000
31-60	Great (Ugrosh. Centaur)	5000
61-90	Hand	600
91-00	Throwing	800
16-20	Bow	
01-05	Crossbow, hand	2000
06-05	Crossbow, light	3000
16-25	Crossbow, heavy	3500
26-35	Horsebow	2500
36-60	Longbow or Yumi	2500
61-75	Recurve	2500
76-90	Shortbow	2000
91-00	Wheelbow	10,000
21-27	Dagger	500
28-31	Dart (3d4)	50
32-35	Javelin (1d2)	100
36-40	Lance	1000
41-50	Mace	
01-15	Flail	800
16-35	Hammer	1200
36-50	Morningstar	800
51-70	Mace, Footman	1200
71-90	Mace, horseman	1200
91-00	Pick	800
51-55	Pole Arm	
01-20	Glaive	800
21-35	Guisarme	900
36-50	Halberd	1000
51-55	Pike	500
56-65	Ranseur	1000
66-00	Spear	500
56-60	Staff	500
61-85	Sword	
01-30	Great Sword, Bastard, Tachi	3000
31-65	Long sword or Katana	2000
66-90	Short Sword or Wakasashi	1000
91-00	Small Sword, Scimitar, Rapier	1500
86-00	Special (roll on Table T34)	



Table T30 -- Attack Roll Adjustment

d100	Bonus	GP Value
01-25	+1	x1
26-45	+2	x2
45-60	+3*	x4
61-70	+4	x8
71-75	+5	x16
76-85	Property, roll again	
86-95	Unusual material, roll again	
96-00	Property & material roll again	

* All weapons of +3 or higher will be at least mithrial.

Table T31 -- Unusual Weapon Material

d20	Material	
01-05	Adamantine	x1
06-10	Crystal	x1
11-20	Cold Iron	x1
21-25	Demonheart	x2
26-35	Nethermetal	x2
36-00	Silver (Mithrial)	x1

Table T32 -- Weapons Properties

d100	Property	Multiplier
01-05	Bane	+1
06-10	Dancing	+3
11-15	Disruption	+2
16-35	Elemental	
1-4	Acid (Searing)	+1
5-9	Cold (Frost)	+1
10-15	Fire (Flaming)	+1
16-20	Lightning (Shock)	+1
36-45	Ghosttouch	+1
46-55	Holy	+2
56-60	Impact (blunt only)	+2
61-65	Merciful	+1
66-70	Returning (ranged only)	+1
71-75	Sharpness (edged only)	+2
76-80	Speed	+3
81-85	Wounding	+2
86-95	Unholy	+2
96-00	Vorpal (edged only)	+4

Table T33-- Bane Targets

d100	Designated Foe	d100	Designated Foe
01-06	Aberrations	51	Hobbit
07-10	Animals	52-55	Human
11-12	Aquatic	56-61	Magical beasts
13-14	Avians., True	62-64	Oozes
15-17	Constructs	65-67	Orcs
18-24	Dragons	68-69	Outsiders, air
25-26	Dwarf	70-71	Outsiders, earth
27-31	Elementals	772-75	Outsiders, evil
32-34	Elf	76-77	Outsiders, fire
35	Exotics	78-81	Outsiders, good
36-40	Fey	83-83	Outsiders, water
41-45	Giants	84-85	Plants
46	Gnoll	86-88	Reptilian
47	Gnome	89-96	Undead
48-50	Goblinoid	97-00	Vermin

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Table T34 – Unusual Weapons

Subtable A (1-3)

d100	Item	GP Value
01-10	Arrow of Direction	15,000
11-15	Arrow of Slaying ^A	8,000
16-25	Axe of Hurling	12,000
26-35	Bow of Accuracy ^B	12,000
36-45	Bow of Distance ^B	6,000
46-551	Crossbow of Speed	12,000
56-60	Dagger +2, Longtooth	6,000
61-75	Dagger of Throwing ^B	ID
76-85	Dagger of Venom	3,000
86-90	Hammer +3, Dwarven Thrower	15,000
91-95	Hammer of Thunderbolts	30,000
96-00	Cursed item above	

A: Use Table T33 – Bane Targets for type

B: Roll Table T30 ignoring an material or property rolls for Plus

Subtable B (4-6)

d100	Item	GP Value
01-05	Hornblade	ID
1-5	+1 Knife-sized	1,000
6-9	+2 knife-sized	2,000
10-14	+1 Dagger-sized	1,500
15-17	+2 Dagger-sized	3,000
18-19	+2 Scimitar-sized	4,000
20	+3 Scimitar-sized	8,000
06-16	Javelin of Lightning	450
26-35	Javelin of Piercing	450
36-50	Knife, Buckle	ID
1-8	+1	1,000
9-14	+2	2,000
15-18	+3	4,000
19-20	+4	8,000
51-55	Net of Entrapment	18,000
56-60	Net of Snaring	18,000
61-70	Sling of Seeking +2	2,200
71-80	Trident of Fish Command	6,000
81-90	Trident of Submission	6,000
91-95	Trident of Warning	6,000
96-00	Cursed Item Above	-

Subtable C (7-10)

d100	Sword	GP Value
01-06	Phoenix Blade	
07-12	Sun Blade	30,000
13-18	Sword Commanding	ID
19-26	Sword Defender	
27-34	Sword Lightning Rod	6,000
35-40	Sword Luck Blade	35,000
41-46	Sword, Nine Lives Stealer	60,000
47-54	Holy Avenger	100,000
55-60	Sword, Equalizer	16,000
61-68	Sword, of Many Shapes	16,000
68-74	Sword of the Planes	30,000
75-80	Sword of the Specter	50,000
81-86	Sword of Strength Stealing	16,000
87-94	Sword, Short, Quickness	1,000
95-00	Cursed item above	-

Magical Item Descriptions

Potions

Potions are typically found in ceramic, crystal, glass, or metal flasks or vials. Flasks or other containers generally contain enough fluid to provide one person with one complete dose to achieve the effects described for each potion below.

Opening and drinking a potion has an initiative modifier of 1, but the potion doesn't take effect until an additional initiative modifier delay of 1d4+1 has passed. Only then do the full magical properties of the potion become evident. Magical oils are poured over the body and smeared around; this imposes a speed factor delay of 1d4 +1.

Potions can be compounded by mages at relatively low cost. However, they must have a sample of the desired potion to obtain the right formula. Furthermore, ingredients tend to be rare or hard to come by. This aspect of potions, as well as the formulation of new ones by players, is detailed in the Spell Research rules.

Identifying Potions

Potion containers that bear no identifying marks must be sampled from each container to determine the nature of the liquid inside. However, even a small taste should suffice to identify a potion in some way. However, the same type of potion, when created in different labs, might smell, taste, and look differently.

In organized situations most people will label potions for their own ease. Some in a paranoid fit might use symbols or codes, but most people will use plain terms. Potions found in disused or abandoned areas or exposed to weather will be without labels most of the time.

Combining Potions

The magical mixtures and compounds that make up potions are not always compatible. The compatibility of potions is tested whenever two potions are actually intermingled, or a potion is consumed by a creature while another such liquid, already consumed, is in effect.

Permanent potions have an effective duration of one turn for mixing purposes. If you drink another potion within one turn of drinking one with Permanent duration, check on Table T35 The exact effects of combining potions can't be calculated, because of differences in formula, fabrication methods, and component quality employed by various magicians.

Table T35 -- Potion Compatibility

d100	Result
01	internal damage is 6d10 hit points. Anyone within a 5-foot radius takes 1d10 points of damage. If the potions are mixed externally, all within a 10-foot radius suffer 4d6 points of damage, save Reflex (DC 15) for half.
02-03	A lethal poison results. Imbiber is dead. If externally mixed, a random poison type is generated.
04-08	Mild poison causes nausea and 1 point each of Strength and Dexterity damage, no saving throw. One potion is canceled and the other is at half strength and duration. (Determine randomly which potion is canceled).

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d100	Result
09-15	Potions can't be mixed. Both potions are totally destroyed-one cancels the other.
16-25	Potions can't be mixed. One potion is canceled, but the other remains normal (random selection).
26-35	Potions can't be mixed. Both potions function at half normal efficacy.
36-90	Potions can be mixed and work normally, unless their effects are contradictory (for example, <i>diminution</i> and <i>growth</i> , which will simply cancel each other).
91-99	Compatible result. Duration. of the augmented potion is extended One potion (randomly selected) has its normal efficacy increased 150%. The DM can rule that only the
00	Discovery. The mixing of the potions creates a special effect-only one of the potions will function, but its effects upon the imbiber are permanent.

Potion Duration

Unless otherwise stated, the effects of a potion last for four complete turns plus d4 additional turns (4+d4).

List of Potions

Animal Control: This potion enables the imbiber to empathize with and control the emotions of animals of one type-cats, dogs, horses, etc. The number of animals controlled depends upon size: 5d4 small animals, 3d4 medium animals, 1d4 large animals or 1 huge animal. The type of animal that can be controlled depends upon the particular potion, as indicated by die roll (d20):

d20	Animal Type
1-4	mammal/marsupial
5-8	avian
9-12	reptile/amphibian
13-15	fish
16-17	mammal/marsupial/avian
18-19	reptile/amphibian/fish
20	all of the above

Animals with Intelligence of 3 to 5 (low Intelligence) or better are entitled to a saving throw vs. will at DC 17. Anything over a 5 intelligence cannot be controlled.

Control is limited to emotions or drives unless some form of communication is possible. Note that many monsters can't be controlled by the use of this potion, nor can any sentient being (see *ring of mammal control*).

Clairaudience: This potion empowers the creature drinking it to hear as the 3rd level wizard spell of the same name. However, the potion can be used to hear even unknown areas within 30 yards. Its effects last for two turns.

Clairvoyance: This potion empowers the individual to see as the 3rd level wizard spell, *clairvoyance*. It differs from the spell in that

unknown areas up to 30 yards distant can be seen. Its effects last for one turn.

Climbing: Imbibing this potion enables the individual to climb as a thief, up or down vertical surfaces. A *climbing potion* is effective for one turn plus 5d4 rounds.

The potion grants a +20 to any climbing check. Armor penalties apply if the character is wearing armor.

Diminution: After drinking this potion, the individual (and everything he's carrying and wearing) diminishes in size to as small as 5% of normal size. The percentage of the potion drunk determines the amount a character shrinks: For example, if 40% of the contents are swallowed, the person shrinks to 60% of normal size. The effects of this potion last for six turns plus 1d4+1 turns.

Dragon Control: This potion enables the individual drinking it to cast what is, in effect, a *charm monster* spell upon a particular dragon within 60 yards. The dragon is entitled to a will saving throw DC 35 but with a -2 penalty. The potion automatically overcomes the dragon's magic resistance. Control lasts for 5-20 (5d4) rounds. There are various sorts of dragon potions, as shown below:

d20	Dragon Type
1-2	White Dragon control
3-4	Black Dragon control
5-7	Green Dragon control
8-9	Blue Dragon control
10	Red Dragon control
11-12	Brass Dragon control
13-14	Copper Dragon control
15	Bronze Dragon control
16	Silver Dragon control
17	Gold Dragon control
18	Chromatic Dragon control*
19	Metallic Dragon control**
20	Iridescent Dragon control

* Black, blue, green, red, and white

** Brass, bronze, copper, gold, and silver

A potion of dragon control will have a limited effect on Sauroi or other half dragon species. It will act as a *suggestion* spell for the duration with a DC 20. Half dragons will have a -2 save vs any reasonable suggestions made. Actions of an unusual nature get a normal save, and unreasonable suggestions negate the Influence on a save at +2. The DM will determine what is or is not reasonable for an individual.

Energy Resistance: This potion comes in one of five varieties Acid, Cold, Fire, Lightning and Sonic. Against the particular energy form the potion offers a reduction of damage from that energy form of 10 points from each attack for the duration of the potion. The potion lasts one turn.

Elixir of Health: This potion cures blindness, deafness, disease, feeble-mindedness, insanity, infection, infestation, poisoning, and rot. It will not heal wounds or restore hit points lost through any of the above causes. Imbibing the whole potion will cure all of the above afflictions suffered by the imbiber. Half a flask will cure any one or two of the listed ills (DM's choice)

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Elixir of Youth: Quaffing this rare and potent elixir will reverse aging. Taking the full potion at once restores the drinker to the full flower of youth. An equivalent of a human at 22. Adjust the age to reflect the character's species. Age of death is adjusted accordingly. Taking just a sip first, instead of drinking it down, will reduce the potency of the liquid, and drinking the lower-potency liquid reduces age by only 1d4+1 years.

ESP: The ESP potion bestows an ability that is the same as the 2nd level wizard spell of the same name, except that its effects last for 5d8 rounds, i.e., 5 to 40 minutes.

Extra-Healing: This potion restores 3d8+3 hit points of damage when wholly consumed, or 1d8 hit points of damage for each one-third that is drunk.

Fire Breath: This potion allows the imbiber to spew a tongue of flame any time within one hour of quaffing the liquid. Each potion contains enough liquid for four small draughts. One draught allows the imbiber to breathe a cone of fire 10 feet wide and up to 20 feet long that inflicts 1d10+2 points of damage. A double draught doubles the range and damage. If the entire potion is taken at once, the cone is 20 feet wide, up to 80 feet long, and inflicts 5d10 points of damage. Creatures in the target area are entitled to a reflex save DC 17 for half damage in all cases. If the flame is not expelled before the hour expires, the potion fails, with a 10% chance that the flames erupt in the imbiber's system, inflicting double damage upon him, with no saving throw allowed.

Flying: A flying potion enables the individual drinking it to fly in the same manner as the 3rd level wizard spell, *fly*.

Gaseous Form: By imbibing this magical liquid, the individual causes his body, as well as anything he's carrying or wearing, to become gaseous. The gaseous form is able to flow at a base speed of 3/round. (A *gust of wind* spell, or even normal strong air currents, will blow the gaseous form at air speed.)

The gaseous form is transparent and insubstantial. It wavers and shifts, and can't be harmed except by magical fire or lightning, which do normal damage. A whirlwind inflicts double damage upon a creature in gaseous form. When in such condition the individual is able to enter any space that is not airtight—even a small crack or hole that allows air to penetrate also allows entry by a creature in gaseous form. The entire potion must be consumed to achieve this result, and the effects last the entire duration (4+1d4 turns).



Giant Control: A full potion of this draught must be consumed for its effects to be felt. It will influence one or two giants like a *charm monster* spell. Control lasts for 5d6 rounds. If only one giant is influenced, it is entitled to a will saving throw with a -4 penalty; if two are influenced, the giants gain a +2 bonus. This does weaken the effect of the potion. The type of giant subject to a particular potion is randomly determined.

d20	Giant Type
1-5	Hill Giant / Formorian Giant
6-9	Stone Giant / Firkbog
10-13	Frost Giant / Ettin
14-16	Fire Giant
17-18	Cloud Giant
19	Storm Giant
20	Any Giant

In the cases where two different types are listed the DM should choose the one appropriate to the area where it is found.

Giant Strength: When a giant strength potion is consumed, the individual gains great strength and bonuses to damage when he scores a hit with any hand-held or thrown weapon. To hit and damage bonuses for the strengths are listed in the PHB Table A1. The imbiber also gains the other attributes of their temporary great strength. It is also possible for the person to hurl rocks as shown on the table below. And the gain a higher bare hand base damage also noted below. Note that the type of giant strength gained by drinking the potion is randomly determined on the same table:

d20	Str	Rock Hurling Range	Base Damage
1-6	23	60 yd.	1-6
7-10	24	80 yd.	1-6
11-14	25	100 yd.	1-8
15-17	26	120 yd.	1-8
18-19	27	140 yd.	1-10
20	28	160 yd.	1-12

Growth: This potion causes the height and weight of the person consuming it to increase. Garments and other worn and carried gear also grow in size. Each fourth of the liquid consumed causes 6 feet of height growth; in other words, a full potion increases height by 24 feet. Weight increases should be proportional to the change in height. Strength is increased sufficiently to allow bearing armor and weapons commensurate with the increased size, but does not provide combat bonuses. Movement increases to that of a giant of approximately equal size.

Healing: An entire potion must be consumed in a single round. If this is done, the potion restores 2d4 + 2 hit points of damage (see **extra-healing** above).

Heroism: This gives the imbiber a temporary increase in levels (hit points, combat ability, and saves). The bonuses last for the duration of the potion.

BAB	+4
Hit Points	24
Fort	+2
Reflex	+1
Will	+1

When the potion is quaffed, the individual fights as if he were at the experience level bestowed by the magic of the elixir. Damage sustained is taken first from magically gained hit dice and bonus points. This potion can only be used by warriors. Its effects last for 1d4 turns.

Humanoid Control: A potion of humanoid control allows the imbiber to control up to 32 levels or Hit Dice of humanoids as if a *charm person* spell had been cast. All creatures are entitled to saving throws vs. spell. This potion lasts for 5d6 rounds. The type of being(s) that can be controlled is randomly determined.

D20	Humanoid Controlled
1-2	Dwarves
3-4	Elves/Half-Elves
5-6	Gnomes
7-8	Hobbits
9-10	Orcs
11-16	Humans/Half-humans (exotics)
17-19	Goblins/Hobgoblins
20	Any Humanoid sentient

Invisibility: This potion confers invisibility similar to the 2nd level wizard spell of the same name. Actions involving combat cause termination of the invisible state. The individual possessing this potion can quaff a single gulp—equal to 1/8 of the contents of the container—to bestow invisibility for 3-6 rounds. Or drink the full contents to be invisible for 3-6 turns. (1d4+2) 10% of these potions when found are *improved invisibility*.

Invulnerability: This potion confers partial immunity to nonmagical weapons granting a DR 20/magic

The potion also improves Armor Class rating by 2 classes and gives a bonus of +2 to the individual on his saving throws versus all forms of attack. Its effects are realized only when the entire potion is consumed, and they last for 5d4 rounds.

Levitation: A levitation potion enables the consumer to levitate in much the same manner as the 2nd-level wizard spell of the same name. The potion allows levitation of the individual only, to a maximum weight of 600 pounds. The consumer can carry another person, as long as their total weight is within this limit.

Longevity: The longevity potion reduces the character's age by 3d12 years, restoring youth and vigor. The entire potion must be consumed to achieve the desired result. It is also useful as a counter to magical or monster-based aging attacks. The character will become no younger than the physical prime for their race.

Each time one drinks a **longevity potion**, there is a 1% chance the effect will be the reverse of what the consumer wants. 3d12 years are added to the character's age and such potion will no longer function.

Oil of Acid Resistance: When this oil is applied to skin, cloth,

or any other material, it confers virtual invulnerability against acid. The oil wears off, but slowly—one application lasts for a whole day (1440 rounds). Each time the protected material is exposed to acid, the duration of the oil is reduced by as many minutes as hit points of damage the acid would have caused to exposed flesh. Thus, if a black dragon breathes for 64 points of acid damage, a person protected by this oil would lose 1 hour and 4 minutes of protection (64 rounds-32 if a saving throw vs. the breath weapon was successful).

Each flask contains sufficient oil to protect one man-sized creature (and equipment) for 24 hours.

Oil of Disenchantment: This oil enables the removal of all enchantments and charms placed upon living things, and the suppression of such effects on objects. If the oil is rubbed in a creature, all enchantments and charms on it are immediately removed. If rubbed onto objects bearing an enchantment, the magic will be lost for 1d10 + 20 turns. After this time, the oil loses potency and the item regains its enchantment. The oil does not radiate magic once it is applied, and masks the enchantment of whatever it coats, so that an item so coated will not show any enchantment for as long as the oil remains effective.

Oil of Elemental Invulnerability: This precious substance gives total invulnerability to one type of normal elemental force on the Prime Material Plane: wind storms, fires, earth slides, floods, and so forth. Each such flask will also be effective on the appropriate Elemental plane—this allows the protected individual to operate freely and without danger from elemental forces. Attacks by elemental creatures are still effective, but the oil grants a DR 5 against such attacks. A flask contains enough oil to coat one man-sized creature for eight days or eight individuals for one day. The element protected against is determined randomly.

d20	Element
1-5	Air
6-10	Earth
11-15	Fire
16-20	Water

Oil of Ethereality: This potion is actually a light oil that is applied externally to clothes and exposed flesh, conferring ethereality. In the ethereal state, the individual can pass through solid objects in any direction—sideways, upward, downward—or to different planes. The individual cannot touch non-ethereal objects.

The oil takes effect three rounds after application, and it lasts for 4+1d4 turns unless removed with a weak acidic solution prior to the expiration of its normal effective duration. It can be applied to objects as well as creatures. One potion is sufficient to anoint a normal human and such gear as he typically carries (two or three weapons, garments, armor, shield, and miscellaneous gear). Ethereal individuals are invisible.

Oil of Fiery Burning: When this oil is exposed to air, it immediately bursts into flame, inflicting 5d6 points of damage to any creature directly exposed to the substance (Reflex save DC 17 for half damage). If hurled, the flask will always break, as they are designed to do so. Any creature within 10 feet of the point of impact (up to a maximum of six creatures) will be affected. The oil can be used to consume the bodies of as many as six regenerating creatures, such as trolls. Such flasks are sealed in a way that prevents them being safely opened as the oil begins to burn with

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exposure to the air.

Oil of Impact: This oil has beneficial effects on blunt weapons and missiles, both magical and nonmagical. When applied to a blunt weapon such as a club, hammer, or mace, it bestows a +3 bonus to attack rolls and adds an extra 2d6 damage. The effect lasts 1d4+8 rounds per application. One application will treat one weapon.

When applied to a blunt missile, such as a sling stone, or bullet, it bestows a +3 bonus to attack rolls and 1d6 dice of damage. The effect last 1d4+8 rounds or until the missile is used once. One application will treat 10 sling stones or two larger weapons. A flask of **oil of impact** holds 1d3+2 applications.

Oil of Slipperiness: Similar to the **oil of etherealness** described above, this liquid is to be applied externally. This application makes it impossible for the individual to be grabbed, grappled or hugged by any opponent. They cannot be constricted by snakes or tentacles. (Note that a roper could still inflict weakness, but that the monster's tentacles could not entwine the opponent coated with **oil of slipperiness**.)

In addition, such obstructions as webs, magical or otherwise, will not effect an anointed individual. Bonds such as ropes, manacles, and chains can be slipped free. Magical ropes and the like are not effective against this oil. If poured on a floor or on steps creatures walking there must make a DC 35 reflex save or they will slip and fall. The oil requires eight hours to wear off normally, or it can be wiped off with an alcohol an solution.

Oil of Timelessness: When this oil is applied to any matter that was once alive (leather, leaves, paper, wood, dead flesh, etc.), it allows that substance to resist the passage of time. Each year of actual time affects the substance as if only a day had passed. The coated object has a +1 bonus on all saving throws. The oil never wears off, although it can be magically removed. One flask contains enough oil to coat eight man-sized objects, or an equivalent area.

Philter of Glibness: This potion enables the imbiber to speak fluently-even tell lies-smoothly, believably, and undetectably. They gain a +4 bonus on all diplomacy, intimidation, bluff and other social interaction checks. Attempts to sense motive will only reveal what the imbiber wishes to make known. Magical investigation (such as the 4th level priest spell, *detect lie*) will not give the usual results, but will reveal that some minor "stretching of the truth" might be occurring.

Philter of Love: This potion is usually highly concentrated and added to another fluid. This potion causes the individual drinking it to become charmed (see *charm* spells) with the first creature seen after consuming the drought. The imbiber will actually become enamored if the creature is of similar race and of the opposite sex. No save is allowed if the potion is willingly taken even if deceit was used to get them to drink it. Charm effects wear off in 1d4+4 turns, but the enamoring effects last until a *dispel magic* spell is cast upon the individual. If the person that they are enamored of treats them well and kindly the feeling of love will not dissipate even with a *dispel magic* after 1-2 months.

Philter of Persuasiveness: When this potion is imbibed the individual becomes more charismatic, gaining a bonus of +6 on all reaction dice rolls. Or social skill checks. The individual is also

able to *suggest* (see the 3rd level wizard spell, *suggestion*) once per turn to all creatures within 30 yards of him.

Plant Control: A plant control potion enables the individual who consumes it to influence the behavior of vegetable life forms. This includes normal plants, fungi, and even molds and shambling mounds-within the parameters of their normal abilities. The imbiber can cause the vegetable forms to remain still or silent, move, entwine, etc., according to their limits. This will counter an *entangle* spell or like magics.

Vegetable monsters with Intelligence of 5 or higher are entitled to a will saving throw DC 17. Plants within a 20-foot by 20-foot square can be controlled, subject to the limitations set forth above, for 5d4 rounds. Self-destructive control is not directly possible if the plants are intelligent (see *charm plants* spell). Control range is 90 yards.

Poison: A poison potion is simply a highly toxic Substance in a potion flask. Typically, poison potions are odorless and can be of any color. Ingestion, introduction of the poison through a break in the skin, or, in some cases, just skin contact, can cause death. Poison have fortitude saves DC as indicated. 2D4 minutes after the initial damage a secondy save must be rolled to avoid the secondary damage as indicated.

Table: T36 -- Poisons

Lt	Poison	Poison Type	Initial Damage	Secondary Damage	Price
A	Nitharit	Contact DC 13	0	3d6 Con	650 gp
B	Black Leaf	Contact DC 16	2d12 hp	1d6 Con	300 gp
C	Stumbleroot	Contact DC 16	1d6 Dex	2d6 Dex	750 gp
D	Black lotus	Contact DC 20	3d6 Con	3d6 Con	4,500 gp
E	Dragon bile	Contact DC 26	3d6 Str	0	1,500 gp
F	Striped toadstool	Ingested DC 11	2d6 Wis	1d4 Int	180 gp
G	Arsenic	Ingested DC 13	1d8 Con	1d8 Con	120 gp
H	Memory moss	Ingested DC 14	1d4 Int	2d6 Int	125 gp
I	Mummy dust	Ingested DC 17	2d6 Str	1d6 Str	250 gp
J	Lich dust	Ingested DC 18	2d6 Con	1d6 Con & Str	300 gp
K	Insanity	Inhaled	1d4 Wis	2d6 Wis	1,500

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Lt	Poison	Poison Type	Initial Damage	Secondary Damage	Price
	mist	DC 15			gp
L	Wither fumes	Inhaled DC 18	1 Con ¹	3d6 Con	2,100 gp
M	Black adder	Injury DC 11	1d6 Con	1d6 Con	120 gp
N	Centipede poison	Injury DC 11	1d2 Dex	1d2 Dex	90 gp
O	Bloodroot	Injury DC 12	1d4 Con	1d3 Str	100 gp
P	Drow poison	Injury DC 13	Unconsciousness	Unconsciousness for 2d4 hours	75gp
Q	Spider venom	Injury DC 14	1d4 Str	1d4 Str	150 gp
R	Shadow essence	Injury DC 17	1 Str ¹	2d6 Str	250 gp
S	Wyvern poison	Injury DC 17	2d6 Con	2d6 Con	3,000 gp
T	Scorpion venom	Injury DC 18	1d6 Str	1d6 Str	200 gp
U	Giant wasp	Injury DC 18	1d6 Dex	1d6 Dex	210 gp
V	Deathblade	Injury DC 20	1d6 Con	2d6 Con	1,800 gp
W	Purple worm	Injury DC 24	1d6 Str	2d6 Str	700 gp
X	Black Unicorn	Contact DC 30	3d12 Con	3d12 Con	7,000 gp
Permanent drain, not temporary damage.					

Polymorph Self: This potion duplicates the effects of the 4th-level wizard spell of the same name.

Rainbow Hues: This rather syrupy potion must be stored in a metallic container. The imbiber can become any hue or combination of hues desired at will. Any color or combination of colors is possible, if the user simply holds the thought in his mind long enough for the hue to be effected. The effect is to add a considerable bonus to hide checks a +10 for the duration of the potion. If the potion is quaffed sparingly, a flask will yield up to seven droughts of one hour duration each.

Speed: A potion of speed increases the movement and combat capabilities of the imbiber as does a haste spell. The effects last for 5d4 rounds.

Super-Heroism: This potion gives the individual a temporary increase in levels (hit points, combat ability, and saves). The bonuses last for the duration of the potion. It is similar to the **heroism** potion, but more powerful, and its effects last just 5d6 melee rounds. Warriors under 3rd level will gain one permanent level, from this potion, and warriors under 9th level have a 20% chance of gaining an additional level permanently.

BAB +8/+3
Hit Points 50
Fort +4
Reflex +2
Will +2

Sweet Water: This liquid is not actually a potion to be drunk (though it tastes good). **Sweet water** is added to other liquids in order to change them to pure, drinkable water. It will neutralize poison and ruin magical potions (no saving throw). The contents of a single container will change up to 100,000 cubic feet of polluted, salt, or alkaline water to fresh water. It will turn up to 1,000 cubic feet of acid into pure water. The effects of the potion are permanent, but the liquid may be contaminated after an initial period of 5d4 rounds.

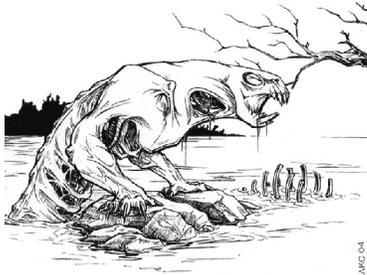
Treasure Findings: A potion of treasure finding empowers the drinker with a location sense, so that he can point to the direction of the nearest mass of treasure. The treasure must be within 240 yards. The largest valuable mass will be detected.

Note that only valuable metals (copper, silver, electrum, gold, platinum, etc.) and gems (and jewelry, of course) are located. The potion won't locate worthless metals or magical items which don't contain precious metals or gems. The imbiber of the potion can "feel" the direction in which the treasure lies, but not its distance.

Intervening substances other than special magical wards or lead-lined walls will not withstand the powers that the liquor bestows upon the individual. The effects of the potion last for 5d4 rounds.



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Undead Control: This potion in effect gives the imbiber the ability to charm undead. The charm ability is similar to the 1st-level wizard spell, *charm person*. It affects a maximum of 20 Hit Dice of undead, rounding down any hit point additions to the lowest die (e.g., 4 + 1 equals 4 Hit Dice). The undead are entitled to saving throws vs. spell only if they have intelligence. Saving throws are rolled with -2 penalties due to the power of the potion; the effects wear off in 5d4 rounds. To determine the type of undead affected by a particular potion, roll 1d10 and consult the following table:

d20	Undead Type
1-5	Mindless Undead (Skeletons, Zombies)
6-8	Lessor Corporeal (Ghouls Juju Zombies)
9-10	Major Corporeal (Ghosts Whights)
11	Greater Corporeal (Mummies, Death Knights)
12-14	Lessor Dis-Corporeal (Shadows, Shades)
15-16	Major Dis-Corporeal (Wraiths, Specters)
17-18	Greater Dis-Corporeal (Ghosts)
19	Vampires
20	Liches

Ventriloquism: This allows the user to make his voice sound as if it (or someone's voice or a similar sound) were issuing from someplace other than where he is—from another creature, a statue, from behind a door, down a passage, etc. The user can speak in any language he knows, or make any sound he can normally make. To detect the ruse, listeners must roll a successful will saving throw DC 25. If cast in conjunction with other illusions, the DM may rule greater penalties or disallow an independent saving throw against this effect—the combined illusion may be perfect! The imbiber can use the *ventriloquism* ability up to six times within the duration of the potion.

Vitality: This potion restores the user to full vitality despite exertion, lack of sleep, and going without food and drink for up to seven days. It will nullify up to seven days of deprivation, and will continue in effect for the remainder of its seven-day duration. The potion also makes the user proof against poison and disease while it is in effect, and the user will recover lost hit points at the rate of 1 every 4 hours.

Water Breathing: It is 75% likely that a **water breathing** potion will contain two doses, 25% probable that there will be four in the container. The potion allows the character drinking it to breathe normally in liquids that contain suspended oxygen. This ability lasts for one full hour per dose of potion quaffed, with an additional 1d10 rounds (minutes) variable. Thus, a character who has consumed a water breathing potion could enter the depths of a river, lake, or even the ocean and not drown while the magical effects of the potion persisted.

Scrolls

A scroll is a spell, or a collection of spells, that have been stored in written form. A spell on a scroll can be used only once. The writing vanishes from the scroll when the spell is activated. Using a scroll is like casting a spell.

Physical Description

A scroll is a heavy sheet of fine vellum or high-quality paper. An area about 8 inches wide and 14 inches long is sufficient to hold one spell. The sheet is reinforced at the top and bottom with strips of leather slightly longer than the sheet is wide. A scroll holding more than one spell has the same width (about 8 1/2 inches) but is an extra foot or so long for each extra spell. Scrolls that hold three or more spells are usually fitted with reinforcing rods at each end rather than simple strips of leather. A scroll has AC 9, 1 hit point, hardness 0, and a break DC of 8.

To protect it from wrinkling or tearing, a scroll is rolled up from both ends to form a double cylinder. (This also helps the user unroll the scroll quickly.) The scroll is usually placed in a tube of ivory, jade, leather, metal, or wood. Most scroll cases are inscribed with magic symbols which often identify the owner or the spells stored on the scrolls inside. The symbols often hide magic traps.

Activation

To activate a scroll, a spellcaster must read the spell written on it. Doing so involves several steps and conditions.

Decipher the Writing: The writing on a scroll must be deciphered before a character can use it or know exactly what spell it contains. This requires a *read magic* spell or a successful Spellcraft check (DC 15 + spell level).

Deciphering a scroll to determine its contents does not activate its magic unless it is a specially prepared cursed scroll. A character can decipher the writing on a scroll in advance so that he or she can proceed directly to the next step when the time comes to use the scroll.

Activate the Spell: Activating a scroll requires reading the spell from the scroll. The character must be able to see and read the writing on the scroll. (vision is required) Activating a scroll spell requires no material components or focus. The creator of the scroll provided these when scribing the scroll. Note that some spells are effective only when cast on an item or items. In such a case, the scroll user must provide the item when activating the spell. Activating a scroll spell is subject to disruption just as casting a normally prepared spell would be. Using a scroll is like casting a spell for purposes of arcane spell failure chance.

To have any chance of activating a scroll spell, the scroll user must meet the following requirements.

- The spell must be of the correct type (arcane, divine, or craft). Arcane spellcasters (magicians, bards, and healers) can only use scrolls containing arcane spells, Nature casters (Craft, bard, and ranger) can only use nature based scrolls, and Divine spellcasters (clerics, and paladins) can only use scrolls containing divine spells. (The type of scroll a character creates is also determined by his or her class.)
- The user must have the spell on his or her class list, not necessarily their personal spell list.
- The user must have the requisite ability score.

If the user meets all the requirements noted above, and their caster level is at least equal to the spell's caster level, they can automatically activate the spell without a check. If they meet all

three requirements but their own caster level is lower than the scroll spell's caster level, then they have to make a caster level check (DC = scroll's caster level + 1 vs. caster level + d20) to cast the spell successfully. If they fail, they must make a DC 5 Wisdom check to avoid a mishap (see Scroll Mishaps, below). In this case a natural roll of 1 always fails, whatever the modifiers.

Determine Effect: A spell successfully activated from a scroll works exactly like a spell prepared and cast the normal way. Assume the scroll spell's caster level is always the minimum level required to cast the spell for the character who scribed the scroll (usually twice the spell's level, minus 1), unless the caster specifically desires otherwise.

The writing for an activated spell disappears from the scroll.

Scroll Mishaps: When a mishap occurs, the spell on the scroll has a reversed or harmful effect. Possible mishaps are given below.

- A surge of uncontrolled magical energy deals 1d6 points of damage per spell level to the scroll user.
- Spell strikes the scroll user or an ally instead of the intended target, or a random target nearby if the scroll user was the intended recipient.
- Spell takes effect at some random location within spell range.
- Spell's effect on the target is contrary to the spell's normal effect.
- The scroll user suffers some minor but bizarre effect related to the spell in some way. Most such effects should last only as long as the original spell's duration, or 2d10 minutes for instantaneous spells.
- Some innocuous item or items appear in the spell's area.
- *Spell has delayed effect.* Sometime within the next 1d12 hours, the spell activates. If the scroll user was the intended recipient, the spell takes effect normally. If the user was not the intended recipient, the spell goes off in the general direction of the original recipient or target, up to the spell's maximum range, if the target has moved away.

Protection Scrolls

Protection scrolls can be used by any character regardless of class or casting ability. They are personal in nature, that is working for the benefit of the person that reads the scroll unless otherwise stated in the scroll description.

If a player character has more than one protection scroll, the effects are cumulative, but not the duration. Scrolls that protect against creatures do not create an actual, physical globe. If the user forces the creature into a place from which further retreat is impossible, a corner for example, and then continues forward until the creature would be within the radius of the circle, the creature is not harmed, and the protection is considered voluntarily broken and disappears. There is no way in which a protection scroll can be used as an offensive weapon.

Cursed Scrolls

Some scrolls bear powerful *curses*, placed intentionally or as a result of flawed scroll-making. *Cursed* scrolls take effect the instant they are first read. A *cursed* scroll can have any effect the DM desires, although a few should be outright deadly. Suggested *curses* include the following:

- Bad luck (-1 on attacks and saving throws).
- The character's beard grows 1 inch per minute.
- The character is teleported away from the rest of the party.
- Random monster appears and attacks.
- The character is polymorphed into a mouse.

- The character shrinks to half his normal size.
- The character is stricken with weakness, halving his Strength score.
- The character falls into a deep sleep from which he can't be roused.
- The character develops an uncontrollable appetite.
- The character must always talk in rhyme (preventing spellcasting).
- The character is stricken with cowardice and must make a morale check every time a monster is encountered.
- The character suffers insanity.
- The character suffers 2-6 points of damage.
- The character suffers amnesia.
- The character feels compelled to give away all his belongings.
- The character must save vs. paralyzation or petrification.

In general, the effects of a curse can be negated or reversed by a *remove curse*. Some cases (such as *petrification*) may require the use of other spells. Overcoming a curse should be difficult for the player characters, but not impossible.

List of Protection Scrolls

Protection from Acid: The reader is protected from all forms of acid. Duration is 1d4+8 turns.

Protection from Cold: Protection extends outward from the reader to a 30-foot diameter sphere. All within the area are protected from the effects of nonmagical cold to a temperature of -50 degrees. Against magical cold, the scroll confers a +6 bonus to saving throws and one-quarter damage (no damage if the saving throw is made). The duration of the scroll is 1d4+4 turns.

Protection from Dragon Breath: Only the individual reading the scroll is protected. Protection extends to all forms of dragon breath and lasts 2d4+4 rounds.

Protection from Electricity: Protection is provided in a 20-foot diameter sphere centered on the reader. Those protected are immune to all electrical attacks and associated effects. The protection lasts 3d4 rounds.

Protection from Elementals: There are 5 varieties of this scroll. Roll percentile dice and consult the following table:

d100	Type of Scroll
01-15	Protection from Air Elementals (including aerial servants, djinn, invisible stalkers, and wind walkers)
16-30	Protection from Earth Elementals (including xorn)
31-45	Protection from Fire Elementals (including efreeti and salamanders)
46-60	Protection from Water Elementals (including tritons and water weards)
61-00	Protection from all Elementals

The magic protects the reader and all within 10 feet of him from the type of elemental noted, as well as elemental creatures of the same plane(s). The protection affects a maximum of 24 Hit Dice of elemental creatures if the scroll is of a specific elemental type, 16 Hit Dice if it is against all sorts of elementals. The spell lasts for 5d8 rounds. Attack out of the circle is possible, as is

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attack into it by any elemental creature with more Hit Dice than are protected against or by several elemental creatures-those in excess of the protected number of Hit Dice are able to enter and attack.

Protection from Fire: Protection extends to a 30-foot diameter sphere centered on the reader. All in this area are able to withstand flame and heat of the hottest type, even of magical and elemental nature. The protection lasts 1d4+4 turns.

Protection from Gas: (Reading time-3) This scroll generates a 10-foot diameter sphere of protection centered on the reader. All within the area are immune to the effects of any gas-poison gas, gaseous breath weapons, spells that generate gas (such as *stinking cloud* and *cloudkill*), and all similar forms of noxious, toxic vapors. The protection lasts for 1d4+4 rounds.

Protection from Lycanthropes: There are seven common types of this scroll. The DM can select one from the table below or make a percentile roll to determine it randomly:

d100	Scroll Type
01-05	Protection from Werebears
06-10	Protection from Wereboars
11-20	Protection from Wererats
21-25	Protection from Weretigers
26-40	Protection from Werewolves
41-98	Protection from all Lycanthropes
99-00	Protection from Shape-Changeers

The magical circle from the reading of the scroll extends in a 10-foot radius and moves with the reader. Each scroll protects against 49 Hit Dice of lycanthropes. The protection is otherwise similar to that against elementals, above. The *protection from shape-changers* spell protects against monsters (except gods and godlike creatures) able to change their form to that of man: doppelgangers, certain dragons, druids, jackalweres, and lycanthropes, for example. The magic lasts for 5d6 rounds.

Protection from Magic: This scroll invokes a very powerful, invisible globe of antimagic in a 5 foot radius from the reader. No form of magic can pass into or out of it, but physical things are not restricted by the globe. As with other protections, the globe of antimagic moves with its invoker. The protection lasts for 5d6 rounds.

Protection from Petrification: A 10-foot radius circle of protection extends from, and moves with, the reader of this scroll. Everyone within its confines is absolutely immune to all attack forms, magical or otherwise, that turn flesh to stone. The protection lasts for 5d4 rounds.

Protection from Plants: A protective sphere 10 feet in diameter is centered on the reader. All forms of vegetable life (including fungi, slimes, molds, and the like) are unable to penetrate the sphere. If it is moved toward plant life that is capable of movement, the plant will be pushed away. If the plant is immobile (a well-rooted shrub, bush, or tree, for instance), the sphere cannot be moved through or past it unless the reader has enough strength and mass to uproot the plant under normal conditions. The protection lasts for 1d4+4 turns.

Protection from Poison: The protection afforded by this scroll extends only to the reader. No form of poison-ingested, contacted, breathed, etc.-will affect the protected individual, and any poison in the reader's system is permanently neutralized. The protection otherwise lasts 1d10+2 rounds.

Protection from Possession: This scroll generates a magical circle of 10-foot radius that extends from, and moves with, the reader. All creatures within its confines are protected from possession by magical spell attacks such as *magic jar* or attack forms aimed at possession or mental control. Even the dead are protected if they are within the magic circle. The protection lasts for 10d6 rounds in 90% of these scrolls; 10% have power that lasts 10d6 turns, but the spell effect is stationary.

Protection from Psionics: A 10-foot radius circle of protection extends from, and moves with, the reader of this scroll. Everyone within its confines is absolutely immune to all psionic probes or attack forms, or mind affecting spells. The protection lasts for 5d4 rounds.

Protection from Undead: When this scroll is read, a 5-foot radius circle of protection extends from, and moves with, the reader. It protects everyone within it from all physical attacks made by undead (ghasts, ghosts, ghouls, shadows, skeletons, spectres, wights, wraiths, vampires, zombies, etc.) but not magical spells or other attack forms. If a creature leaves the protected area, it is subject to physical attack. The protection restrains up to 35 Hit Dice/levels of undead; excess Hit Dice/levels can pass through the circle. It remains in effect for 10d8 rounds. Some protection scrolls of this nature protect only against certain types of undead (one or more) rather than all undead, at the DM's option. (See "Potions, Undead Control" for a die roll table.)

Protection from Water: This protection extends in a 10-foot diameter sphere centered on the reader. All forms of water-liquid, solid, and vapor, ice, hail, snow, sleet, steam, and so forth-are unable to penetrate the sphere of protection. If those protected come upon a form of water, the substance simply will not touch them; thus, they will not slip on ice, sink into a body of water, etc. The protection lasts for 1d4+4 turns.



Rings

All magical rings normally radiate magic, but most are impossible to detect as magical rings without some mystic means. Furthermore, form seldom follows function. The appearance of the ring is seldom any indication of what it does, so determination of a given ring's magical powers is difficult. The ring must be put on and various things tried in order to find what it does. No ring radiates good or evil.

No more than two magical rings can be worn by a character at the same time. If more are worn, none will function. No more than one magical ring can be worn on the same hand. A second ring worn on one hand causes both to be useless. Rings must be worn on the fingers. Rings on toes, in ear lobes, etc., do not function as magical rings unless intended to be worn there.

The spell-like abilities of rings function as 12th-level magic unless the power requires a higher level. In cases where a higher level is necessary, rings function at the minimum level of magic use needed to cast the equivalent spell.

Magical rings can be worn and used by all character classes and any race with hands not specifically prohibited elsewhere. For example, a troll could wear a *ring of regeneration* and gain its benefits in addition to its normal regenerative abilities.

List of Rings

Ring of Animal Friendship: When the wearer of this ring approaches within 10 feet of any creature of animal intelligence, the creatures must roll saving throws vs. DC 17 +wearer's Cha bonus.. If they succeed, they move rapidly away from the ring wearer. If the saving throw fails, the creatures become docile and follow the ring wearer around. The item functions at 6th level, so up to 12 Hit Dice of animals can be affected by this ring.

Animals feeling friendship for the wearer can be made into animal companions by expending a charge from the ring to cause such behavior. Normally influenced animals will simply follow to possessor around and cannot be commanded in any fashion. A ring of this sort typically has 27 charges when discovered, and it cannot be recharged. A cleric whose god is animal oriented wearing this ring can influence twice the prescribed Hit Dice worth of animals (24 rather than 12), and a ranger is able to influence 18 Hit Dice worth of animals.

Ring of Blinking: When the wearer of this ring issues the proper verbal command, the item activates, and he is affected as if a *blink* spell were operating upon his person. The effect lasts for six rounds. The ring then ceases to function for six turns (one hour) while it replenishes itself. The command word is usually engraved somewhere on the ring.

Ring of Chameleon Power: Whenever the wearer of this ring desires, he is able to magically blend in with the surroundings. This enables +10 bonus on all hide checks in foliage, against walls, and so forth.

The Wearer can also use the *alter self* spell at will.

Ring Of Defense: These rare and valued rings grant the wearer protection as if they were clad in the best of armor. They can be stark naked but for the ring and enjoy all the benefits of the granted AC. The Ring's armor class does not add with any physical armor, any other magical armor device such as bracers or cloaks. A ring of protection will cancel the effect of both rings

until one or the other is removed. Rings of Defense are not found at lesser armor classes than AC 18. The chart below indicates the chance of finding any ring.

Normal Rings		Special Rings	
d100	Armor Class	d100	Armor Class
01-05	18	01-64	25
06-15	19	65-90	26
16-35	20	91-99	27
36-50	21	00	28
51-70	22		
71-85	23		
86-99	24		
00	Specials		

Ring of Djinn Summoning: One of the many fabled rings of fantasy legend, the "genie" ring is most useful indeed, for it is a special "gate" by means of which a certain Djinn can be summoned from the elemental plane of Air. When the ring is rubbed, the summons is served, and the Djinn will appear on the next round. The Djinn will faithfully obey and serve the wearer of the ring, but if the servant of the ring is ever killed, the ring becomes nonmagical and worthless. See the *Monstrous Compendium* for details of a Djinn's abilities.

Note that in all cases the summoned Djinn will serve. However the behavior of the ring's owner will depend on how they serve. It is possible to get a Djinn that is willing and helpful, or one that is spiteful and will twist the meaning of commands. It all depends on how they are treated.

Ring of Elemental Command: The four types of elemental command rings are very powerful. Each appears to be nothing more than an ordinary ring, but each has certain other powers as well as the following common properties:

1. Elementals of the plane to which the ring is attuned can't attack or even approach within 5 feet of the wearer. If the wearer desires, he may forego this protection and instead attempt to *charm* the elemental (saving throw applicable with a -2 penalty to the die). If the *charm* fails, however, total protection is lost and no further attempt at charming can be made, but the secondary properties given below will then function with respect to the elemental.

2. Creatures, other than normal elementals, from the plane to which the ring is attuned attack with -1 penalties to their attack rolls. The ring wearer takes damage at -1 on each die of damage and makes applicable saving throws from the creature's attacks at +2. All attacks are made by the wearer of the ring with a +4 bonus to the attack roll (or -4 on the elemental creature's saving throw), and the wearer inflicts +6 damage (total, not per die) adjusted by any other applicable bonuses and penalties. Any weapon used by the ring wearer can hit elementals or elemental creatures even if it is not magical.

3. The wearer of the ring is able to converse with the elementals or elemental creatures of the plane to which the ring is attuned. These creatures will recognize that he wears the ring, and will show a healthy respect for the wearer. Creatures may also fear the wearer if he is strong, hate and desire to slay him if the wearer is weak. Fear, hatred, and respect are determined by the DM.

4. The possessor of a *ring of elemental command* suffers a saving throw penalty as follows:

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Air	-2 vs. fire
Earth	-2 vs. petrification
Fire	-2 vs. water or cold
Water	-2 vs. lightning/electricity

5. Only one of the powers of a **ring of elemental command** can be in use at any given time.

In addition to the powers described above, the ring gives characters the following abilities:

Air

- *Gust of wind* (once per round)
- *Fly*
- *Wall of force* (once per day)
- *Control winds* (once per week)
- *Invisibility*

Earth

- *Stone tell* (once per day)
- *Passwall* (twice per day)
- *Wall of stone* (once per day)
- *Stone to flesh* (twice per week)
- *Move earth* (once per week)
- *Feather fall*

Fire

- *Burning hands* (once per turn)
- *Pyrotechnics* (twice per day)
- *Wall of fire* (once per day)
- *Flame strike* (twice per week)
- *Fire resistance*

Water

- *Purify water*
- *Create water* (once per day)
- *Water breathing* (5-foot radius)
- *Wall of ice* (once per day)
- *Airy water*
- *Lower water* (twice per week)
- *Part water* (twice per week)
- *Water walking*

These rings operate at 12th level of experience, or the minimum level needed to perform the equivalent magical spell, if greater. The additional powers have an initiative modifier of +5.

Ring of Energy Resistance: The wearer of this ring is granted a +4 on all saves and a DR 20 against the particular type of energy the ring resists. There are five kinds of ring.

d20	Energy Type
1-4	Acid
5-8	Cold
9-12	Fire
13-16	Lightning
17-20	Sonic.

Ring of Feather Falling: This ring protects its wearer by automatic activation of a *feather fall* if the individual falls 5 feet or more. (See the *feather fall* spell in the *Spell Book*.)

Ring of Free Action: This ring enables the wearer to move and attack freely and normally even when attacked by a *web*, *hold*, or *slow* spell, or even while under water. The spells simply have no effect. While under water, the individual moves at normal (surface) speed and does full damage even with cutting weapons (like axes and scimitars) and with smashing weapons (like flails, hammers, and maces), insofar as the weapon used is held rather than hurled. This will not, however, enable breathing under water without further appropriate magic.

Lastly the spell allows a +10 to all attempts to break grapples or escape from binding such as ropes or chains.

Ring of Human Influence: This ring has the effect of raising the wearer's Charisma by +6 on encounter reactions with humans and humanoids. The wearer can make a *suggestion* to any human or humanoid (will save DC 17). The wearer can also *charm* up to 21 levels/Hit Dice of human/humanoids (will save DC 15) just as if he were using the wizard spell, *charm person*. The two latter uses of the ring are applicable but once per day.

Ring of Invisibility: The wearer of an **invisibility ring** is able to become invisible at will, instantly. This nonvisible state is exactly the same as the wizard *invisibility* spell, except that 10% of these rings have *inaudibility* as well, making the wearer absolutely silent. If the wearer wishes to speak, he breaks all silence features in order to do so.

Ring of Jumping: The wearer of this ring is able to leap 30 feet ahead or 10 feet backward or straight up, with an arc of about 2 feet for every 10 feet traveled (see the 1st-level wizard spell, *jump*). The wearer must use the ring's power carefully, for it can perform only four times per day.

Ring of Mammal Control: This ring enables its wearer to exercise complete control over mammals with Intelligence of 3 or less (animal or semi-intelligent mammals). Up to 30 Hit Dice of mammals can be controlled. The wearer's control over creatures is so great he can even command them to kill themselves, but complete concentration is required. (Note: The ring does not affect bird-mammal combinations, sentients, and monsters such as lammasu, shedu, manticores, etc.). If the DM is in doubt about whether any creature can be controlled by the wearer of this ring, assume it can't be controlled.

Ring of Mind Shielding: This ring is usually of fine workmanship and wrought from heavy gold. The wearer is completely immune to *ESP*, *detect lie*, and *Telepathy* spells. They are under the effect of a continuous *Mind Blank* for the purposes of psionics. This is total protection against all psionic attack or probes. It will also prevent any psionic communication while worn and they cannot be brought into a psychic link.

Ring of Protection: A **ring of protection** improves the wearer's Armor Class value and saving throws versus all forms of attack. A *ring +1* better's AC by 1 (say, from 10 to 11) and gives a bonus of +1 on saving throw die rolls. The magical properties of a **ring of protection** are cumulative with all other magical items of protection except as follows:

1. The ring does not improve Armor Class if magical armor is worn, although it does add to saving throw die rolls.

2. Multiple *rings of protection* operating on the same person, or

in the same area, do not combine protection. Only one such ring—the strongest-functions, so a pair of *protection rings* +2 provides only +2 protection.

3: A **ring of protection** will not work with a **ring of defense**, neither will function as long as both are worn.

To determine the value of a **protection ring**, use the following table:

d20	Level of Protection
1-10	+1
11-16	+2
17-20	+3

Ring of Psionics: This ring will allow the wearer to function as if they possessed psionic abilities. It increases the wearer's psionic ability score and resistance to the level of the ring, if they do not have a higher resistance already. The abilities of the ring are fixed and unchanging and cannot be improved with other items of similar function. If a second item of any kind that affects or grants psionic ability or protection is worn, the **ring of psionics** will cease to function until the second item is removed.

The wearer of the ring also cannot benefit from teaching. The abilities cannot be added to by acquired knowledge. The wearer of the ring can use only those psionic abilities fixed within the ring. The following chart lists the most common rings found. Other rings can be constructed using the rules for psionics.

Table T37 – Ring of Psionics

Type of Ring Found		Power Level	
d100	Ability	d100	Ability/resist/Attack-PP
01-40	Telepathy	01-50	12/+2/+1-50
41-65	Teleportation	51-75	14/+4/+2-100
66-80	Telekinetic	76-90	16/+8/+4-150
81-95	Clairsentient	91-99	18/+12/+8-200
96-99	Two abilities	00	20/+16/+10-300
00	Three Abilities		

Extra Skills & Abilities		Attack/defense modes	
d100	Abilities	d100	modes possess
01-50	Native Abilities only	01-50	none known
51-75	1 skill	51-75	1 each
76-90	d4 skills	75-90	2 each
91-99	d6+1 skills	91-99	3 each
00	d8+2 skills	00	4 each

The stats fixed to the ring cannot improve with the level or stats of the possessing character. It is possible for a character to naturally surpass the resistance granted by the ring.

The ring will not benefit psionic characters are all. If a character that possess psionic abilities places such a ring on his hand it will set up a feedback that will preclude any use of psionic ability until the ring is removed. It also leaves one nasty headache.

Ring of the Ram: This ornate ring can be of any hard metal, usually a silver alloy or iron. It has the head of a ram (or a buck goat) as its device. Anyone who attempts a *detect magic* on the ring discovers an *evocation* upon it.

The wearer can cause the ring to give forth a ram-like force, manifested by a vaguely discernible shape which resembles the head of a ram or goat. This force strikes one target for 1d10 points of damage if one charge is expended, 2d10 points if two charges are used, or 3d10 points if three charges (the maximum) are used.

The ring strikes against the target's touch AC. The ring is quite useful for knocking opponents off walls or ladders, or over ledges, among other things. The force of the blow is considerable, and a victim who fails a Dex check DC 20 is knocked down. The range of this power is 30 feet. The target of the blow applies adjustments to the saving throw from the following list:

Target smaller than man-sized	-2
Larger than man-sized	+2
Strength under 12	-1
Strength of 18-20	+3
Strength over 20	+6
4 or more legs	+4
Over 1,000 lbs. weight	+2
2 charges expended	-2
3 charges expended	-4

The DM can make circumstantial adjustments according to need. For instance, a fire giant balanced on a narrow ledge should *not* gain any benefit from Strength and weight unless he knows that he's about to be struck by the force of the ring. This is a case where common sense will serve best.

In addition to its attack mode, the **ring of the ram** also has the power to open doors +4 if one charge is used, +8 for two and +12 for three charges. Magically *held* or *locked* portals can be opened in this manner.

Structural damage from the ramlike force is identical to an actual battering ram (6d6), with double or triple damage accruing for applications of two or three charges. Magical items struck by the ramlike force must save versus *crushing blow* if three charges are used; otherwise, the force will not affect them. Nonmagical items which are the target of the force save versus *crushing blow* from the impact.

A ring of this sort will have from 6 to 10 charges when discovered. It can be recharged by a wizard employing *enchant an item* and *Bigby's clenched fist* in combination.

Ring of Regeneration: The standard **ring of regeneration** restores one point of damage per turn (and will eventually replace lost limbs or organs). It will bring its wearer back from death. (If death was caused by poison, however, a saving throw must be successfully rolled or the wearer dies again from the poison still in his system.) Only total destruction of all living tissue by fire or acid or similar means will prevent regeneration. Of course, the ring must be worn, and its removal stops the regeneration processes.

A rare kind of *ring of regeneration* is the *vampiric regeneration* ring. This bestows one-half (fractions dropped) of the value of hit points of damage the wearer inflicts upon opponents in hand-to-hand (melee, nonmissile, nonspell) combat immediately upon its wearer. It does not otherwise cause regeneration or restore life, limb, or organ. For example, if a character wearing the ring inflicts 10 points of damage, he adds five to his current hit point total. The creature struck still loses 10 points.

To determine which type of ring is discovered, roll a d20

d100	Secondary Power
1-18	<i>ring of regeneration</i>
19-20	<i>Vampiric regeneration ring</i>

In no case can the wearer's hit points exceed his usual maximum.

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Ring of Shocking Grasp: This ordinary-seeming ring radiates only a faint, unidentifiable aura of magic when examined, but it contains a strong enchantment, capable of inflicting damage on an opponent. If the wearer touches an enemy with the hand upon which the ring is worn, a successful touch attack roll delivers 3d8+6 points of damage to the target.

After three discharges of this nature, regardless of the time elapsed between them, the ring becomes inert for one turn. When actually functioning, this ring causes a circular, charged extrusion appear on the palm of the wearer's hand.

Ring of Shooting Stars: This ring has two modes of operation-at night and underground-both of which work only in relative darkness. During night hours, under the open sky, the **shooting stars ring** will perform the following functions:

- *Dancing lights* (once per hour).
- *Light*, as the spell of the same name (twice per night), 120-foot range.
- *Ball lightning*, as described below (once per night).
- *Shooting stars* (special).

The *ball lightning* function releases 1d4 balls of lightning, at the wearer's option. These glowing globes resemble dancing lights, and the ring wearer controls them as he would control *dancing lights*. These spheres have a 120-foot range and a four round duration. They can be moved at 120 feet per round. Each sphere is about 3 feet in diameter, and any creature it touches or approaches within 5 feet dissipates its charge (a successful save vs. reflex DC 17 halves damage-the contact was across an air gap). The charge values are:

4 lightning balls	2d4 points damage each
3 lightning balls	2d6 points damage each
2 lightning balls	5d4 points damage each
1 lightning ball	4d12 points damage

Release can be one at a time or all at once, during the course of one round or as needed throughout the night.

The *shooting stars* are glowing missiles with fiery trails, much like a *meteor swarm*. Three *shooting stars* can be released from the ring each week, simultaneously or one at a time. They impact for 12 points of damage and burst (as a *fireball*) in a 10-foot diameter sphere for 24 points of damage.

Any creature struck takes full damage from impact plus full damage from the shooting star burst. Creatures within the burst radius must roll a saving throw vs. Reflex DC 17 to take only one-half damage (i.e., 12 points of damage, otherwise they, too, receive the full 24 points of damage). Range is 70 feet, at the end of which the burst will occur, unless an object or creature is struck before that. The shooting stars follow a straight line path. A creature in the path must roll a saving throw vs. Reflex DC 20 or be hit by the missile. Saving throws suffer a -3 penalty within 20 feet of the ring wearer, -1 from 21 feet to 40 feet, normal beyond 40 feet.

Indoors at night, or underground, the *ring of shooting stars* has the following properties:

Faerie fire (twice per day)-as the spell

Spark shower (once per day)

The *spark shower* is a flying cloud of sizzling purple sparks, which fan out from the ring for a distance of 20 feet to a breadth of 10 feet. Creatures within this area take 2d8 points of damage each if no metal armor is worn and/or no metal weapon is held. Characters wearing metal armor or carrying a metal weapon

receive 4d4 points of damage.

Range, duration, and are of effect of functions are the minimum for the comparable spell unless otherwise stated.

Ring of Spell Storing: A **ring of spell storing** contains 1d4+1 spells which the wearer can employ as if he were a spellcaster of the level required to use the stored spells. The class of spells contained within the ring is determined in the same fashion as the spells on scrolls (see "Scrolls"). The level of each spell is determined by rolling 1d6 (for Priests and Healers) or 1d8 (for Magicians and Craft).

Which spell type of any given level is contained by the ring is also randomly determined.

The ring empathically imparts to the wearer the names of its spells. Once spell class, level, and type are determined, the properties of the ring are fixed and unchangeable. Once a spell is cast from the ring, it can be restored only by a character of appropriate class and level of experience (i.e., a 12th-level wizard is needed to restore a 6th-level magical spell to the ring). Stored spells are a swift action.

Ring of Spell Turning: This ring distorts the three normal dimensions, causing many spells cast at the wearer to rebound upon the spellcaster. Sometimes, a spell's entire effect is turned against the caster; sometimes, a portion of the effect rebounds.

Some spells are immune from the effects of a **ring of spell turning**

1. Spells that affect an area, and which are not cast directly at the ring wearer, are not turned by the ring.
2. Spells that are delivered by touch are not turned.
3. Magic contained in devices (rods, staves, wands, rings, and other items) that are triggered without spellcasting are not turned. A scroll spell is *not* considered a device.

When a spell is cast at an individual wearing a **ring of spell turning**, 1d10 is rolled and the result is multiplied by 10. This score indicates what percentage of the spell has been turned back upon its caster.

Once the spell is turned, the effects must be determined. If the spell normally allows a saving throw, the intended target (the one wearing the ring) gains an automatic plus equal to the number rolled on the turning die. The caster receives a bonus equal to the number rolled on this die subtracted from 10. For example, a *charm person* spell is cast at a character wearing a **ring of spell turning**. A 7 is rolled on the die, turning back 70% of the effect. The ring-wearer gains a +7 to his saving throw; the caster has a +3.

A saving throw is also allowed for spells which normally do not have one if 20% to 80% of the effect is turned. The saving throw adjustment is calculated as given above. No further adjustments are made for race, magical items, or any other condition including existing spells. To save, the character must have a modified die roll of 20 or greater. If the saving throw is made, the effect of the spell is negated. For example, a magician casts a *maze* spell at a fighter wearing a *ring of spell turning*. The spell normally allows no saving throw, but the ring turns 70% of the effect. The fighter is allowed a saving throw with a +7 modifier. The magician must also save, gaining only a +3. The fighter's die roll is 15, which saves (15+7 = 22); the illusionist's die roll is a 16 which, while close, fails (16+3 = 19). The illusionist becomes trapped in his own *maze* spell.

Once a spell is turned, the effects are divided proportionately

between the two targets. If the spell causes damage, determine the damage normally and then assess the amount to each according to the percentage determined, rounding fractions to the nearest whole number. If a spell caused 23 points of damage, and 30% of it was turned, the intended victim would suffer 16 points of damage, while the caster would suffer 7. Durations are affected in a similar manner. In the above case, the spell duration would be 30% of its normal length for one character and 70% for the other. The effect of permanent spells for both characters remains unchanged.

Some spells affect a certain number of levels. When one of these is aimed at the ring wearer, the spell must be able to affect as many levels as the wearer and the spellcaster combined. If this condition is fulfilled, then the procedure above applies.

If the spellcaster and spell recipient both wear *spell turning rings* a resonating field is set up, and one of the following results will take place:

d100 Effect

- 01-70 Spell drains away without effect
- 71-80 Spell affects both at full effect
- 81-97 Both rings permanently lose their magic
- 98-00 Both individuals go through a rift into a random plane

A ring wearer who wants to receive a spell must remove the *ring of spell turning* to be able to do so.

Ring of Sustenance: This magical ring provides its wearer with life-sustaining nourishment even though he or she might go for days without food or drink. The ring also refreshes the body and mind, so that its wearer needs to sleep only two hours per day to gain the benefit of eight hours of sleep.

The ring must be worn for a full week in order to function properly. If it is removed, the wearer immediately loses its benefit and must wear it for another week to retune it to himself. Once the period of adaptation is finished the ring will function until removed.

Ring of Swimming: The **ring of swimming** bestows upon the wearer the ability to swim at a 20 base speed. (This assumes, of course, that the wearer is clad in garments appropriate for such activity.) The ring further enables the wearer to dive from up to 50 feet high into water without injury, providing the depth of the water is at least 1½ feet per 10 feet of diving elevation. The wearer can stay underwater for up to four turns without needing a breath of air. Surface swimming can continue for four hours before a one hour (floating) rest is needed. The ring confers the ability to stay afloat under all but typhoon-like conditions. It grants a +20 to swim checks under those circumstances.

Ring of Telekinesis: This ring enables the wearer to manipulate objects in the same manner as the 5th-level wizard spell, *telekinesis*. The amount of weight the wearer can move varies. Roll percentile dice to find the strength of the ring:

d100	Strength
01-25	25 lbs. maximum
26-50	50 lbs. maximum
51-89	100 lbs. maximum
90-99	200 lbs. maximum
00	400 lbs. maximum

Ring of Truth: There is little doubt that wearing a **ring of truth** is a mixed blessing. The wearer can detect any lie told to him, but he is unable to tell any sort of falsehood himself. If the wearer tries to tell a lie, he finds himself speaking the literal truth instead. On the plus side, the wearer is able to discern the last lie told by another—in fact, the power of the ring causes the voice of the liar to rise to a falsetto.

If the wearer of the ring encounters magic that enables falsehoods to be spoken without detection (such as an *undetectable lie* spell or a **philter of glibness**), no lie is detected. However, the ring wearer will find himself unable to hear the voice of the person so influenced, whether or not he is trying to listen. This, of course, reveals the lie indirectly.

Ring of Warmth: This ring provides its wearer with body heat even in conditions of extreme cold where the wearer has no clothing whatsoever. It also restores damage caused by cold at the rate of one point per turn. It provides a saving throw bonus of +2 versus cold-based attacks, and grants a DR 5 against cold attacks.

Ring of Water Walking: This ring enables the wearer to walk on any liquid without sinking into it—this includes mud, quicksand, oil, running water, and even snow. Up to 2,000 pounds can be supported by a **ring of water walking**. The ring wearer's feet do not actually contact the surface he is walking upon (but oval depressions about 1½ inches deep per 100 pounds of weight of the walker will be observed in hardening mud or set snow). The wearer moves at his standard movement rate.

Ring of Wishes, Multiple: This ring contains from 2d4 *wish* spells. As with any wish, the DM should be very judicious in handling the request. Players must remember that all wishes will be granted in the most literal, and simple fashion possible that meets the wording of the wish. If too much is asked of the magic it will fail and the wish is used up, whether or not the wish was granted, and regardless of the DM's interpretation of the wisher's request. No wish can cancel the decrees of god-like beings, unless it comes from another such creature.

Ring of Wishes, Three: This ring contains three *wish* spells instead of a variable number. It is otherwise the same as a *multiple wish* ring except that 25% (01-25) of **three wish rings** contain only *limited wish* spells.

Ring of Wizardry: This ring doubles the number of spells a wizard may prepare each day in one or more spell levels. Only wizards and healers can benefit from a **ring of wizardry**. Other classes, even those with spell ability, can neither use nor understand the working of such a ring. To determine the properties of a given ring use the table below:

d100	Effect
01-50	doubles 1st-level spells
51-75	doubles 2nd-level spells
76-82	doubles 3rd-level spells
83-88	doubles 1st-and 2nd-level spells
89-92	doubles 4th-level spells
93-95	doubles 5th-level spells
96-99	doubles 1st- through 3rd-level spells
100	doubles 4th- and 5th-level spells

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Ring of X-Ray Vision: This ring gives its possessor the ability to see into and through substances that are impenetrable to normal sight. Vision range is 20 feet, with the viewer seeing as if he were looking at something in normal light. X-ray vision can penetrate 20 feet of cloth, wood, or similar animal or vegetable material, and up to 10 feet of stone or some metals (some metals can't be penetrated at all):

Substance Scanned	Thickness Penetrated per Round of X-Raying	Maximum Thickness
Animal matter	4'	20'
Vegetable matter	2½'	20'
Stone	1'	10'
Iron, Steel, etc.	1"	10"
Lead, Gold, Platinum	nil	nil

It is possible to scan up to 100 square feet of area during one round. Thus, during one round, the wearer of the ring could scan an area of stone 10 feet wide and 10 feet high. Alternatively, he could scan an area 5 feet wide and 20 feet high.

Secret compartments, drawers, recesses, and doors are 90% likely to be located by x-ray vision scanning. Even though this ring enables its wearer to scan secret doors, traps, hidden items, and the like, it also limits his use of the power, for it drains 1 point of Constitution if used more frequently than once every six turns. If it is used three turns in one hour, the user loses 2 points from his total Constitution score, 3 if used four turns, etc.

This Constitution loss is recovered at the rate of 2 points per day of rest. If Constitution reaches 2, the wearer is exhausted and must rest immediately. No activity, not even walking, can be performed until Constitution returns to 3 or better.



Rods

Rods are about three feet long and as thick as your thumb. They are normally found in cases or similar storage places. Rods can be fashioned from metal, wood, ivory, or bone. They can be plain or decorated and carved, tipped, or not.

Rods are powered by charges, unless noted otherwise in the description of a particular rod. Each time the rod is used, one or more charge may be expended. Characters do not automatically know the number of charges possessed by an item when it is discovered, although research and spellcasting can reveal this.

A rod can sometimes be recharged according to the rules given for constructing magical items if its charges have not totally been used up. When a rod is drained of all charges, it loses all its magical properties and cannot be recharged ever again.

When discovered, a rod normally contains 41 to 50 (1d10+40) charges. However, while rods almost never have more charges than this, it is possible to find a rod with significantly fewer charges, particularly if it is captured from an enemy who has previously used the item.

Some rods are activated when the wielder utters a specific command word. This word acts like a trigger, unleashing the power stored within the item. Since control of a rod depends on knowledge of the command word, these are jealously guarded by the owner. An absent-minded wizard can etch the command word on the item or carry it on a piece of paper in his pocket, but this is only rarely done. Most often the character must use spells of the divination school or sages to discover the correct command to activate a rod.

List of Rods

Rod of Absorption: This rod acts as a magnet, drawing magic spells of mana, earth, or death into itself. It then nullifies their effects and stores their potential until the wielder releases this energy in the form of spells of his own casting. Clerical magic cannot be so stored as clerics do not memorize spells. The magic absorbed must have been directed at the character possessing the rod. The wielder can instantly detect a spell's level as the rod absorbs the spell's energy.

A running total of absorbed (and used) spell levels should be kept. For example, a rod that absorbs a 6th level spell and a 3rd level spell has a total of nine absorbed levels. The wielder of the rod can use captured spell energy to cast any spell he has memorized, at a casting time of 1, without loss of spell memory. The only restriction is that the levels of spell energy stored in the rod must be equal to or greater than the level of the spell the wielder wants to cast. Continuing the example above, the rod-wielder could cast a maximum of one 9th level spell, one 6th level and one 3rd level, and so on.

The **rod of absorption** is not normally recharged. It can absorb 50 spell levels maximum and if discharged totally loses its magic permanently. A found rod of Absorption will always have at least one charge. Only the rod's command word will reveal the rod's current number of charges. The rod will function without the command words, indeed it will function in preference to the spellcasters normal source of magic as long as it is in the caster possession. The command word must be known to disable the rod and learn the number of charges. Until the command word is learned the rod will absorb all spells cast on the wielder, and lend it's energy to all spell casting, whether this is desired or not. Without the command word the only way to prevent the rod from working is to put it aside.

There is a danger when the rod takes its final charge. It will absorb up to 50 spell level, and as long as one spell level is open the rod will absorb any spell cast at the wielder. However, if the rod cannot contain the total spell levels of the last cast spell there is a 10% per spell level not absorbed chance that the rod will overcharge and detonate. The resulting explosion does 50d6 damage to the wielder, no save. Anyone within 50 feet of the wielder will take 50d6 damage, Reflex save for half damage DC 17.



Rod of Alertness: This magical rod is indistinguishable from a **footman's mace +1**. It has eight flanges on its macelike head. The rod bestows +4 to the possessor's die roll for spot and listen checks, and in combat the possessor gains +1 on initiative die rolls. If it is grasped firmly, the rod enables the character to *detect evil, good, illusions, invisibility, lie, or magic*. The use of these detect powers does not expend any of the charges in the rod.

If the **rod of alertness** is planted in the ground, and the possessor wills it to alertness, the rod will "sense" any creature intends to harm the possessor. Each of the flanges on the rod's head then cast a *light* spell along one of the main directions (N, NE, E, etc.) out to a 60-foot range. At the same time, the rod creates the effect of a *prayer* spell upon all creatures friendly to the possessor in a 20-foot radius. Immediately thereafter, the rod sends forth a mental alert to these friendly creature, warning them of possible danger from the unfriendly creature(s) within the 120-foot radius.

Lastly, the rod can be used to cast an *animate object* spell, utilizing any 16 (or fewer) objects specially designated by the possessor and placed roughly around the perimeter of a 60-foot-radius circle centered on the rod. The selected objects can be 16 shrubs, 16 specially shaped branches, or whatever.

All of the rod's protective functions require one charge. The *animate object* power require one additional charge, so, if all of the rod's protective devices are utilized at once, two charges are expended.

The rod can be recharged by a priest of 16th level or higher, as long as at least one charge remains in the rod when the recharging is attempted.

Rod of Beguiling: This rod enables its possessor to radiate an emotional and mental wave of fellow feeling to all creatures with any Intelligence whatsoever (1 or higher Intelligence). The rod causes all such creatures within a 20-foot radius of the device to regard the wielder as their comrade, friend, or mentor (no saving throw).

The beguiled creatures will love and respect the rod wielder. They will listen, trust, and obey him, insofar as communication is possible and instructions given don't consign the beguiled to needless injury or destruction or go against their nature or ethics. Each charge of the rod beguiles for one turn. It can be recharged.

Rod of Cancellation: This dreaded rod is a bane to all classes, for its touch drains items of all magical properties unless a saving throw versus the cancellation is made. Contact is made by making a normal attack roll in melee combat.

Saving Throw	Item
20	Potion
19	Scroll
17	Ring
14	Rod
13	Staff
15	Wand
12	Miscellaneous magical item
3	Artifact or relic
11 (8)	Armor or shield (if +5)
9 (7)	Sword (holy sword)
10	Miscellaneous weapon*

* Several small items, such as magical arrows or bolts together in one container, will be drained simultaneously.

To find out if the draining can be prevented, a d20 roll must be made for the target item. If the die roll result in a number equal to or higher than the number listed on the table above, the target is unaffected. If the roll is lower, the item is drained. Upon draining an item, the rod itself becomes brittle and cannot be used again. Drained items are not restorable, even by *wish*.

Rod of the Elements: This rod is one of four different rods each with powers concerning one of the four major elements. All such rods render the wielder effectively invisible to elementals from the plane of the rod, and give the bearer a +6 reaction adjustment to other denizens of the plane. It offers no control however. The Wielder of the rod has a +3 to all saves for the element possessed, but suffers a -2 for saves vs. The opposing element. A character can not possess more than one of these rods, and any opposing magic items on their person are rendered inert until removed. The rods are;

Rod of Stone and Earth: This rod is always made of granite and shorter than the typical rod. It has the following powers.

At one charge per use: *Dig, Stone to Flesh, Flesh to Stone, Passwall, Stone Tell*

At two charges/use: *Move earth, glasse*

Rod of Wind and Air This rod is made of an exotic material that is totally transparent but refracts light slightly. It is always the ambient temperature of the surrounding air. It has the following powers.

At one charge per use: *Cloudburst, Gust of wind, Wind wall, Slow, Stinking cloud*

At two charges per use: *Control weather*

Rod of Flame and Fire This rod is made of an exotic material that resembles solid flame. Patterns of reds and yellows move across the surface of the rod, and it is always warm to the touch. It glows in the dark enough to read by. It has the following powers:

At one charge per use: *Pyrotechnics, Affect normal fires, Flame shield*

At Two charges per use: *Delayed blast fireball, Incendiary cloud.*

Rod of Wave and Water: This rod is also made of an exotic material that looks like solid water. It slowly changes in hue from a deep green to a brilliant blue. If near the ocean it will be noted that the rod is always the color of the nearest body of salt water. It has the Following powers:

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At one charge per use. *Water breathing, Wall of ice, Airy water, Ice storm*

At two charges per use: *Lower water, Part water*

All such rods function at the 16th level of ability. **Rods of the Elements** are not rechargeable and once the last charge is expended, they revert to a loose form of their element. No harm is taken when this happens.

When found all such rods will have 40-49 charges (1d10+39)

Rod of Flailing: This magical weapon radiates faintly of alteration magic when subjected to a *detect magic* spell. Upon the command of its possessor, the weapon activates, changing from a normal-seeming rod to a double-headed flail. In close quarters, or if the wielder is mounted, it is the small, horseman's weapon (base damage 1d4+1, S-M/L); otherwise, it is a footman's weapon (base damage 1d6+1/2d4, S-M/L).

In either form, the weapon has a +3 bonus. Each of the weapon's two heads can be used to attack, so double hits can be scored, either on a single opponent or on two opponents who are man-sized or smaller and standing side by side.

If the holder of the rod expends one charge, he gains +4 bonuses on Armor Class and saving throws for one turn. The rod need not be in weapon-form for this protection benefit to be employed. Transforming it into a weapon (or back into a rod) does not expend any charges.

Rod of Lordly Might: This rod has functions that are spell-like, but it can also be used as magic weapons of various sorts. It also has several more mundane uses. The **rod of lordly might** is metal, thicker than other rods, with a flanged ball at one end and various studs along its length. It weighs 5 pounds, thus requiring 16 or greater Strength to wield properly (-1 penalty to attack rolls for each point of Strength below 16).

The spell-like functions of the rod are:

- *Paralyzation* upon touch, if the wielder so commands
- *Fear* upon all enemies viewing it, if the wielder so desires (60-foot maximum range)
- *Drain* 2d4 hit points from a touched opponent and bestow them upon the rod wielder, up to the rod wielder's normal maximum.

Each function draws off one charge from the rod. The functions entitle victims to saving throws vs. spell, with the exception of the draining function above-this requires a successful hit during melee combat.

The weapon uses of the rod do not use charges. These are:

- **mace +4**
- **sword of flame +2** when button #1 is pushed. A blade springs from the ball; the ball becomes the sword's hilt. The weapon shortens to an overall length to three feet. The handle can be lengthened up to 12 feet, for an overall length of from 6 feet to 15 feet. In 15-foot length, the rod is suitable for use as a lance.
- **battle axe +4** when button #2 is pushed. The ax blade springs forth.

The mundane uses of the rod do not use charges. These are:

- *Climbing pole.* When button #4 is pushed, a spike that can anchor in granite is extruded from the ball, while the other end sprouts three sharp hooks. The rod lengthens 5 to 50 feet in a single round, stopping when button #4 is pushed. Horizontal bars three inches long fold out from the sides, one foot apart, in staggered progression. The rod is firmly held by spike and hooks and will bear up to 4,000 pounds weight. It retracts by pushing button #5.
- The ladder function can also be used to force open doors. The

rod's base is planted 30 feet or less from the portal to be forced and is in line with it. The force exerted is equal to storm giant Strength.

- When button #6 is pushed, the rod will indicate magnetic north and give the possessor a knowledge of his approximate depth beneath the surface (or height above it).

The **rod of lordly might** cannot be recharged. When its charges are exhausted, spell-like functions cease, as do all weapon functions except the **mace +4**. The rod continues to work in all other ways.

Rod of Passage: This potent item allows its wielder to perform any of the following, one at a time, one per round: *astral travel, dimension door, passwall, phase door, and teleport without error.* It is necessary to expend one charge to activate the rod, but once it is activated the possessor can perform each of the listed functions one time. The rod remains charged for one day, or until each of the five functions is used. None of the functions can be used a second time unless another charge is expended, whereupon all five of the functions again become available.

With respect to *astral travel*, the wielder can elect to use the rod on as many as five creatures (one of which must be the wielder himself). Each creature then takes on astral form and can travel in that form. Any remaining functions of the rod are canceled by this action. The rod travels into the Astral plane along with the wielder and the other affected creatures, and cannot be used or reactivated until it is returned from the Astral plane.

This five-in-one effect doesn't work with respect to the rod's other powers; only *astral travel* can be used more than once per activation, and only in the manner described above.

The rod exudes a magical aura of the alteration and evocation sort. Because the physical bodies of the travelers, and their possessions, are actually empowered to become astral, the recharging of the rod requires a wizard of 20th level or higher.

Rod of Resurrection: This rod enables a cleric to resurrect the dead as if he were of high enough level to cast the *resurrection* spell. No rest is required, as the rod bestows the life giving effects.

The rod can be used three times per day. One charge only is required to perform the function of the rod. The rod cannot be recharged.

Rod of Rulership: The individual who possesses this magic rod is able to command the obedience and fealty of creatures within 120 feet when he or she activates the device. From 200 to 500 Hit Dice (or levels of experience) can be ruled, but creatures with 15 or greater Intelligence and 12 or more Hit Dice/levels are entitled to a will saving throw DC 20. Ruled creatures will obey the wielder of the **rod of rulership** as if he or she were their absolute sovereign. Still if the wielder gives a command that is absolutely contrary to the nature of the creatures commanded, the magic will be broken. Each charge lasts for one turn. The rod cannot be recharged.

Rod of Security: Each time a charge is expended, this item creates a non-dimensional space, a "pocket paradise." There the rod's possessor and as many as 199 other creatures can stay in complete safety for a period of time, the maximum being 200 days divided by the number of creatures affected. Thus, one creature (the rod's possessor) can stay for 200 days; four creatures can stay for 50 days; a group of 60 creatures can stay for three days. All fractions are rounded down, so that a group numbering between

101 and 200 inclusive can stay for one day only.

In this "paradise," creatures don't age (except from magical causes), and natural healing and curing take place at twice the normal rate. Fresh water and food (fruits and vegetables only) are in abundance. The climate is comfortable for all creatures involved, so that protection from the elements is not necessary.

Activation of the rod causes the wielder and as many creatures as were touched with the item at the time of use to be transported instantaneously to the paradise. (Members of large groups can hold hands or otherwise touch each other, allowing all to be "touched" by the rod at once.)

When the rod's effect is canceled or expires, all of the affected creatures instantly reappear in the location they occupied when the rod was activated. If something else occupies the space that a traveler would be returning to, then his body is displaced a sufficient distance to provide the space required for "re-entry."

The rod can be recharged by the joint efforts of a priest of 16th or higher level and a wizard of 18th or higher level.

Rod of Smiting: This rod is a +3 magical weapon that inflicts 1d8+3 points of damage. Against golems, the rod causes 4d8+6 points of damage, and any score of 20 or better completely destroys the golem. Any hit upon a golem drains one charge.

The rod causes normal damage (1d8+3) versus creatures of the Outer Planes. Any score of 20 or better draws off one charge and causes triple damage: (1d8+3) x3. The rod cannot be recharged.

Rod of Splendor: The possessor of this rod is automatically and continually bestowed with a Charisma of 25 for as long as the item is held or carried. Whatever garments the possessor wears (including armor) appear to be of the finest quality and condition, although no special magical benefit (such as a change in Armor Class) is enjoyed.

If the possessor already has a Charisma score of 25 or greater, the rod does not further enhance this attribute. When the possessor expends one charge, the rod actually creates and garbs him in clothing of the finest fabrics, plus adornments of furs and jewels.

Apparel created by the magic of the rod remains in existence unless the possessor attempts to sell any part of it, or if any of the garb is forcibly taken from. In either of these cases, all of the apparel immediately disappears. The garments may be freely given to other characters or creatures, however, and will remain whole and sound afterward. Characters bedecked in a magically created outfit can't replace or add garments by expending another charge-if the possessor tries this, the charge is simply wasted.

The value of any noble garb created by the wand will be from 7,000 to 10,000 gp (1d4+6). The fabric will be worth 1,000 gp, furs 5,000 gp, and jewel trim from 1,000 to 4,000 gp (i.e., 10 gems of 100 gp value each, 10 gems of 200 gp value each or 20 gems of 100 gp value, and so forth).

The second special power of the rod, also requiring one charge to bring about, is the creation of a palatial pavilion of silk encompassing between 1,500 and 3,000 square feet. Inside the tent are furnishings and food suitable to the splendor of the pavilion and in sufficient supply to entertain as many as 100 persons.

The tent and its trappings will last for one day. At the end of that time, the pavilion may be maintained by expending another charge. If the extra charge isn't spent, the tent and all objects associated with it (including any items that were taken out of the tent) disappear.

This rod cannot be recharged.

Rod of Terror: This rod is a +3 magical weapon capable of inflicting 1d8+3 points of damage per hit. Furthermore, the wielder can expend a charge to envelop himself in a terrifying aura. His clothes and appearance are transformed into an illusion of darkest horror, such that all within 30 feet who view him must roll successful will saving throws DC 20 or be struck motionless with terror. Those who succeed on their save suffer a -1 penalty to their morale and must make immediate morale checks. The rod cannot be recharged, and once all charges are expended it loses all magic.

Staves

Staves are about 5 feet or 6 feet long and as thick as a young sapling-about an inch and a half at the base, tapering to an inch at the tip, although they can be of nearly equal diameter throughout. Staves are typically fashioned of wood, often carved, usually metal bound, and likely to be gnarly and twisted. They can be unusual or appear to be ordinary.

Staves, like wands and rods, are powered by charges. A staff typically has 1d6+19 charges when found. Again, it is possible for a staff to have fewer charges, although almost none have more than this number. Some staves can be recharged according to the rules for making magical items. Once all the charges are used, the staff is rendered nonmagical and cannot be recharged.

Unless inapplicable or otherwise specified, staves function at the 8th level of magic use. Their spell discharge is that of an 8th-level magician with respect to range, duration, and area of effect.

Damage is nominally 8d6 with respect to fireballs, lightning bolts, etc. The save DC for Staves is DC22 unless otherwise indicated.

Unleashing the power of a staff requires a specific command word or phrase that must be discovered or researched separately from the item itself. This command can be as simple as a single word ("Heal") or could be as complicated as a rhyming phrase that must be adjusted to fit the circumstances. Since command words are the key to great power, wise owners will memorize them and destroy all other evidence. Indeed, knowledge of command words can be used as a bargaining point in surrender negotiations.

List of Staves

Staff-Mace: This weapon appears to be a normal wooden staff of the type used when trekking in the wilderness. This item is typically made of bronzedwood, reinforced by heavy bands and tips of iron. It gives off a very faint aura of alteration magic. Upon command, the *staff-mace* takes on one of three forms, as desired by the possessor. It is treated as Adamantine, silver, and cold iron for the purposes of overcoming DR.

Quarterstaff: **quarterstaff +3**

Great Mace: **footman's mace +3**

Mace: **horseman's mace +3**

Staff-Spear: When this seemingly ordinary quarterstaff is examined magically, it will have an aura of alteration. Upon proper command, a long and sharp spear blade will shoot forth from its upper end. This makes the weapon into a spear rather than a staff. Upon a second command, the length of the weapon will elongate to a full 12 feet, and the third command will recall it to its original form. The powers and value of each staff-spear are determined randomly when the item is first employed:

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d20	bonus	GP Value
1-6	+1	3,500
7-10	+2	5,000
11-13	+3	10,500
14-16	+4	14,000
17-19	+5	18,000
20	+6	22,000

Staff of Command: This device has three functions, only two of which will be effective if the wielder is a wizard; all three work when the staff is in a priest's hands. The three functions are:

Human influence: This power duplicates that of the ring of the same name. Each *suggestion* or *charge* draws one charge from the staff.

Mammal control/animal control: This power functions only as *mammal control* (as the ring of that name) when the staff is used by a wizard. In the hands of a priest it is a staff of *animal control* (as the potion of that name, all types of animals listed). Either use drains one charge per turn or fraction thereof.

Plant control: This function duplicates that of the potion of the same name, but for each 10-square-foot area of plants controlled for one turn or less, one charge is used. A wizard cannot control plants at all.

The staff can be recharged.

Staff of Curing: This device can *cure disease*, *cure blindness*, *cure wounds* (3d6+3 hit points), or *cure insanity*. Each function drains one charge. The device can be used by any creature. The staff can function only eight times during a 24-hour period). It can be recharged.

Staff of the Magi: This potent staff contains many spell powers and other functions. Some of its powers drain charges; others don't.

The following powers do not drain charges: *detect magic*, *enlarge*, *hold portal*, *light*, *protection from evil/good*

The following powers drain one charge per usage: *invisibility*, *ireball*, *knock*, *lightning bolt*, *pyrotechnics*, *ice storm*, *web*, *wall of fire*, *dispel magic*, *passwall*

These powers drain two charges per usage: *whirlwind**, *conjure elemental***, *plane travel*, *telekinesis****

* The whirlwind is identical to that caused by a djinni.

** The staff can be used to conjure one elemental of each type per day, each having 8 Hit Dice.

***Telekinesis is at 8th level also (i.e., 200 pounds maximum weight).

The **staff of the magi** adds a +2 bonus to all saving throw rolls vs. spell. It can be used to absorb wizard spell energy directed at its wielder, but if the staff absorbs energy beyond its charge limit, it has a 10% per excess spell level of exploding as if a "retributive strike" (see below) had been made. The spell levels of energy absorbed count only as recharging the staff, but they cannot be redirected immediately, so if absorption is desired, that is the only action possible by the staff wielder that round. Note also that the wielder has no idea how many spell levels are cast at him, for the staff does not communicate this knowledge as a **rod of absorption** does. Absorbing spells is risky, but absorption is the only way this staff can be recharged.

Retributive strike is a breaking of the staff. It must be purposeful and declared by the wizard wielding it. When this is done all levels of spell energy in the staff are released in a globe of

60-foot radius, 144+1d12 for each charge on the staff. Successful reflex saving throws DC 22 indicate only one-half damage is sustained.

The wizard breaking the staff has a 50% chance of traveling to another plane of existence, but if he does not he takes the full damage of the staff with no saving throw.

Such staves can have powers that differ from those above. The making of such items is an exacting and difficult process. The creating wizard will design a staff to his preferences and needs.

Staff of Power: The *staff of power* is a very potent magical item, with offensive and defensive abilities.

These powers below cost one charge each: *continual light*, *magic missile* or *lightning bolt*, *ray of enfeeblement*, *levitation*, *cone of cold* or *fireball*

The following powers drain two charges each: *shield*, *5-foot radius*, *globe of invulnerability*, *paralyzation**

* Paralyzation is a ray from the end of the staff extending in a cone 40 feet long and 20 feet wide at the far end.

Such staves can have powers that differ from those above. The making of such items is an exacting and difficult process. The creating wizard will design a staff to his preferences and needs.

The wielder of a **staff of power** gains a +3 bonus to Armor Class and saving throws. He may use the staff to smite opponents. It strikes as a +4 magical weapon and inflicts 1d6+4 points of damage; if one charge is expended, the staff causes double damage, but two charges do not cause triple damage.

A *staff of power* can be broken for a retributive strike (see *staff of the magi*). The **staff of power** releases 100+1d10 hit points per charge on the staff to all within 60 feet. The staff can be recharged.

Staff of the Serpent: There are two varieties of this staff—the "python" and the "adder."

The python strikes as a +3 magical weapon and inflicts 1d6+3 points of damage when it hits. If the priest throws the staff to the ground, it grows from its 6-foot length, becoming a constrictor snake, 25 feet long. This happens in one round. The snake will entwine if it scores a hit, the opponent being constricted. The victim will remain trapped by the python until he dies or the creature is destroyed. Note that the python will return to its owner upon command. If it is destroyed while in snake form, the staff is destroyed.

Python 11d8+14 ac: 15. bab +8/+2, d/a: bite, constrict
 Stats: S 25 +7, C 13 +1, D 17 +3, I -5. W 12 +1, C 2 -4, Psi --
 Saves: F +8 R +10, W +4
 Bite +13 1d8+10
 Grapple +23 1d8+10

HP (80)

The serpent is immune to all mind affecting magics, sleep, charms and holds.

The adder strikes as a +3 magical weapon and does 1d6+3 points of damage when it hits. Upon command the head of the staff becomes that of an actual serpent (AC 5, 20 hit points). This head remains for one full turn. When a hit is scored, damage is not increased, but the victim must roll a successful saving throw vs. poison (strength E) or be slain. If the snake head is killed, the staff is destroyed.

Neither staff has nor requires charges. 60% are pythons.

Staff of Slinging: This magical quarterstaff appears to be a +3 weapon unless it is grasped by a priest, whereupon its power of slinging becomes evident. This power, which can be employed *only* by a priest, is activated when one end of the staff is touched to a heavy object of roughly spherical shape (a stone, metal ball, pottery crock, etc.) of up to nine inches in diameter and five pounds in weight. The object adheres to the end of the staff, and the wielder need then only swing the staff in an overhand arc to release the missile toward a desired target.

The missile leaves the staff on the down stroke of the overhand swing and travels in a rising trajectory. The maximum range of such a missile is 180 feet, with limits of 60 feet and 120 feet on short and medium range, respectively. The magic of the staff bestows all the proficiency required to use the weapon.

This staff also carries charges, and a cleric wielding the item can expend one charge and thereby use the staff to hurl a missile of large size, as if the wielder were a stone giant (range out to 300 feet, 3d10 points of damage per hit). Whether used as a magical quarterstaff or by employing one of its slinging powers, the staff bestows +3 to the wielder's attack roll and +3 to damage dealt out. The weapon may be recharged by a priest of 12th or higher level.

Staff of Spells: This item is only usable by magicians. The staff of spells contains no charges, and of itself has no powers. The usefulness of this staff is in that it holds spell memories within itself.

While the wielding magician must himself supply the power for all spells contained within the staff, he need not memorize those spells, or even know them. He must needs concentrate on the spell within the staff, and it is cast using the magic from the magician, and the stored patterns in the staff. Casting time is for the spell as if normally cast. The spell patterns within the staff are never lost, and cannot be changed once the staff is made.

A staff of spells will hold 8 1st level spells, 4 2nd level spells, 2 3rd level spells, and 1 4th level spell. Spells are determined randomly by the DM. The names of the spells contained are carved on the staff in the arcane runes used by magicians. The staff is easy to identify.

Staff of Striking: This oaken staff is the equivalent of a +3 magical weapon. It causes 1d6+3 points of damage when a hit is scored. This does not expend a charge. If a charge is expended the bonus is doubled (1d6+6). If two charges are expended the bonus and the damage are doubled (2d6+6). If three charges are expended the damage and bonus are tripled. (3d6+9). No more than three charges can be expended per strike. The staff can be recharged.

Staff of Swarming Insects: A staff of this sort is typically short and thick. When initially obtained or encountered, much of its length is covered with finely done carvings depicting winged biting and stinging insects (bees, deerflies, horseflies, wasps, and the like). Any priest character holding it can command the staff to create a swarm of such insects, at the same time expending one of the staff's charges.

Range is 80 yards. The number of insects produced is 60+10-40. (60+(1d4+10)) Every 10 insects will inflict 1 point of damage upon the target victim, regardless of Armor Class, unless the victim is protected by a *force field*, engulfed in flames, etc. Note, however, that the insects will not affect creatures larger than man-sized with a natural Armor Class of 16 or better. Fractional numbers (less than 10s) do not cause damage, but count against

the number to be killed.

When a vulnerable target is attacked by the swarm of flying insects, the target will be unable to do anything other than attempt to dislodge and kill the things. On a concentration check of DC 20 the target can ignore the insect to take a different action, but must suffer their bites unabated. The insect attack lasts until the summoned insects are killed. Each round the target can slay 5-10 of the creatures. (4+1d6) Each time the staff is employed, one of the insect-shapes carved into its wooden surface will disappear, so it is easy to determine how many charges are left in the staff. Unlike others of its ilk, a staff of this sort can have as many as 50 initial charges. (40+1d10) However, it cannot be recharged.

Staff of Thunder & Lightning: Casual examination of this stout quarterstaff will show it to be exceptional, and if it is magically examined, it will radiate an aura of alteration magic. Constructed of wood (ash, oak, bronzedwood, or the like) and bound with iron set with silver rivets, it has the properties of a +3 magical weapon without any expenditure of its magical charges. Its other magical properties are as follows:

Thunder: The staff strikes as a +3 weapon, and unless the opponent struck saves successfully vs. Fortitude DC 22, he will be *stunned* from the noise of the staff's impact-unable to take any further action in the round struck, and automatically having last initiative in the following round. This power requires the expenditure of one charge.

Lightning: A short spark of electricity leaps forth when the opponent is struck, causing normal staff damage, plus 2d6 additional points of damage from shock. Note that the staff might not score a hit, but the electrical discharge discounts any form of armor striking touch AC, so only such damage might apply. This power requires the expenditure of one charge.

Thunderclap: The staff sends forth a cone of deafening noise, 5 feet wide at the apex, 40 feet long, and 20 feet wide at a point farthest from the source. All creatures within this cone, wholly or partially, must roll a successful saving throw vs. Fortitude DC 22 or be *stunned* for 1d2 rounds (unable to attack during this time) and unable to hear for 1d2 additional rounds. Those who save are unable to hear for 1d4 rounds, but suffer no loss of attacks. This function requires the expenditure of two charges.

Lightning Stroke: A bolt similar to that from a *wand of lightning* is generated, but it is of 8d6 strength, causing 16-48 points of damage (rolls of 1 are counted as 2) to those who fail a saving throw Reflex DC 22. The stroke can be single or forked. This function of the rod uses two charges.

Thunder & Lightning: This power combines the *thunderclap*, described above, with a forked lightning bolt as in the *lightning stroke*. Damage from the lightning is a total of 8d6 with rolls of 1 or 2 counted as rolls of 3, for a range of 24-48 points. A saving throw applies one each of fort and reflex for each type of attack., with deafness and half damage suffered by those who are successful. This power requires the expenditure of four charges.

Staff of Withering: The **staff of withering** is a +2 magical weapon. Normal attacks causing 1d6+2 points of damage use no charges. If one charge is expended when a hit is scored, the creature struck also ages 10 years, its abilities and lifespan adjusted for the resulting age increase. If two charges are expended when a hit is made, one of the opponent creature's limbs can be made to shrivel and become useless unless it successfully saves vs. Fortitude DC 22 (check by random number generation

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for which limb is struck).

Ageless creatures (undead, demons, devils, etc.) cannot be aged or withered. Each effect of the staff is cumulative, so that two charges will score damage, age, and wither. Aging a dwarf is of little effect, while aging a dragon could actually aid the creature.

Charges expended must be declared before the attack but are not expended if the attack is not successful.

The staff of withering cannot be recharged.

Staff of the Woodlands: This sort of staff is always made from oak, ash, or yew, finely grained, beautifully carved, and bound with bronze. It is effective only in the hands of a craft practitioner. Each such staff has the following powers, with each expending one charge per use: *Wall of thorns*, *Animal friendship* plus *speak with animals*, *Animate tree*.

The *animate tree* function duplicates the ability of a treant to cause a large tree to move at a movement rate of 10 and attack as if it were a largest-sized treant, and in all other respects becoming a virtual treant for eight rounds per charge expended. Note that one round is required for the tree to animate, and it will return to rooting on the eighth, so only six of the initial eight rounds are effectively available for the attack function.

In addition to these powers, each **staff of the woodlands** has a magical weapon value. Those with a lesser value have extra magical powers that do not require charges and can be employed once per day: The +4 staff has no additional powers; the +3 staff also confers the power of *Pass without trace*; the +2 staff confers the powers of *Pass without trace* and *Know direction*; the +1 staff confers the powers of the +2 staff plus the power of the *Plant growth* spell. To determine which sort of staff has been discovered, assign even chances for each of the four types.



Wands

Wands are 1 to 1.5 feet long and slender. They are made of ivory, bone, or wood and are usually tipped with something-metal, crystal, stone, etc. They are fragile and tend to break easily. Because of this, they are often kept in cases.

Wands perform at 6th level of experience with respect to the damage they cause, range, duration, area of effect, etc., unless otherwise stated. The Standard DC for wand effects is DC 17

Wands are powered by charges, each use costing one or more charges (depending on the item). When discovered, a wand typically contains 1d20+80 charges. Captured wands taken from a defeated foe often have many fewer charges. Wands never have a greater number of charges than those listed. Most wands can be recharged according to the rules for making magical items.

When a wand runs out of charges, it can no longer be recharged. Furthermore, the DM can rule that the wand immediately crumbles into useless dust (settling the issue) or is now a useless, nonmagical stick.

Like rods and staves, wands require the utterance of a command word (or phrase) to operate, and like these other items, the key is seldom found in the lock. The DM can rule that the command word is etched in magical writing on the wand (requiring a *read magic* to translate) or he can make the characters resort to such methods as *commune* spells and expensive sages.

List of Wands

Wand of Conjunction: Grasping this device enables a wizard to recognize any cast or written conjunction/summoning spell (*unseen servant*, *monster summoning*, *conjure elemental*, *death spell*, *invisible stalker*, *limited wish*, *symbol*, *maze*, *gate*, *prismatic sphere*, *wish*). The wand also has the following powers, which require expenditure of one charge each: *unseen servant*, *monster summoning*

A maximum of six charges may be expended, one per level of the *monster summoning*, or *six monster summoning 1*, three *monster summoning 2*, two *monster summoning 3*, or any combination totaling six.

The *wand of conjunction* can also conjure up a *curtain of blackness*-a veil of total black that absorbs all light. The *curtain of blackness* can cover a maximum area of 600 square feet (60' x 10', 40' x 15', 30' x 20'), but it must stretch from ceiling to floor, wall to wall. The *curtain* takes two charges to conjure. The veil of total lightlessness has no physical existence but cannot be seen beyond by any means including *Darkvision*, even that of a *Darklin*.

The wand also enables its wielder to construct a *prismatic sphere* (or *wall*), one color at a time, red to violet, at a cost of one charge per color.

The wand may be recharged.

Wand of Earth and Stone: A wand of this sort is typically short and tipped with some form of mineral. This wand cannot be recharged. It is imbued with the following powers:

<i>Dig</i>	no charge/use
<i>Passwall</i>	one charge/use
<i>Move earth</i>	two charges/use

In addition, 50% of all such wands have the following powers:

<i>Transmute mud to rock</i>	one charge/use
<i>Transmute rock to mud</i>	one charge/use

Wand of Enemy Detection: This wand pulses in the wielder's hand and points in the direction of any creature(s) hostile to the bearer of the device. The creature(s) can be invisible, ethereal, astral, out of phase, hidden, disguised, or in plain sight. Detection range is a 60-foot sphere. The function requires one charge to operate for one turn. The wand can be recharged.

Wand of Fear: When the *fear* wand is activated, a pale amber ray springs from the tip of the wand, forming a cone 60 feet long by 20 feet in base diameter, which flashes on and instantly disappears. Each creature touched by the ray must roll a successful Will saving throw DC 15 or react as per the *cause fear* spell (1st-level priest spell, *remove fear* reversal). In other words, creatures affected by the wand turn and move at fastest possible speed away from the wielder for six rounds. Each use costs one charge. It can operate just once per round. The wand can be recharged.

Wand of Fire: This wand can function like the following wizard spells:

- *Burning hands:* The wand emits a fan-shaped sheet of fire 10 feet wide at its end and 12 feet long. Each creature touched suffers six points of damage. The sheet of fire appears instantly, shoots forth dark red flames, and snuffs out in less than one second. It expends one charge.
- *Pyrotechnics:* This function duplicates the spell of the same

name. It expends one charge.

- **Fireball:** The wand coughs forth a pea-sized sphere that streaks out to the desired range (to a maximum of 160 feet) and bursts in a fiery, violet-red blast, just like the *fireball* spell. This expends two charges. The fireball inflicts 6d6 points of damage, but all 1s rolled are counted as 2s (i.e., the burst causes 12-36 points). A saving throw vs Reflex DC 17 is applicable.

- **Wall of fire:** The wand can be used to draw a fiery curtain of purplish-red flames 1200 feet square (10' x 120', 20' x 60', 30' x 40', etc.). The flames last for six rounds and cause 2d6+6 points damage if touched (2d4 points if within 10 feet of the fire, 1d4 if within 20 feet). The flames can also be shaped into a ring around the wand user (but the circle is 25 feet in diameter). This use expends two charges.

The *wand of fire* can operate just once per round. It can be recharged.

Wand of Flame Extinguishing: This sort of wand has three separate functions:

Nonmagical fires of normal size can be extinguished without using any charges. Normal size includes anything up to the size of a bonfire or a fire in a regular fireplace—equal to four to six billets of wood burning hotly.

To extinguish large, nonmagical fires, flaming oil in quantity equal to a gallon or more, the fire produced by a fiend, a *flame tongue* sword, or a *burning hands* spell, one charge is expended from the wand. Continual magical flames, such as those of a sword or a creature able to ignite, will be extinguished for six rounds and will flare up again after that time.

When applied to large magical fires such as those caused by *fireball*, *flame strike*, or *wall of fire* spells, or Phoenix immolation, two charges are expended from the wand as the flames are extinguished.

If the device is used upon a creature composed of flame (a fire elemental, for instance), a successful attack roll inflicts 6d6 points of damage upon the creature.

Wand of Frost: A *frost* wand can perform three functions that duplicate wizard spells:

- **Ice storm:** A silvery ray springs forth from the wand and an ice (or sleet) storm occurs up to 60 feet away from the wand holder. This function requires one charge.

- **Wall of ice:** The silvery ray forms a wall of ice, six inches thick, covering a 600-square-foot area (10' x 60', 20' x 30', etc.). Its initiative modifier is +2, and it uses one charge.

- **Cone of cold:** White crystalline motes spray forth from the wand in a cone with a 60-foot length and a terminal diameter of 20 feet. The temperature is -100 degrees F., and damage is 6d6, treating all 1s rolled as 2s (6d6, 12-36). The cost is two charges per use. A Reflex saving throw is applicable.

The wand can function once per round, and may be recharged.

Wand of Illumination: This wand has four separate functions, three of which approximate wizard spells, and one of which is unique:

- **Dancing lights:** The wand produces this effect at a cost of one charge.

- **Light:** The *illumination* wand sends forth light at an expenditure of one charge.

- **Continual light:** This function requires two charges.

- **Sunburst:** When this effect is called forth, the wand delivers a sudden flash of brilliant, greenish-white light, with blazing golden

rays. The range of this sunburst is 120 yards maximum, and its duration is 1/10 of a second. Its area of effect is a globe of 40-foot diameter. Any undead within this globe suffer 6d6 points of damage, with no saving throw. Creatures within or facing the burst must roll successful Reflex saving throws or be blinded for one round and be unable to do anything during that period. (Of course, the creatures in question must have sight organs sensitive to the visible light spectrum). The function requires three charges.

The wand can be recharged.

Wand of Illusion: This wand creates audible and visual illusions (see *audible glamor*, *phantasmal force*). The wand emits an invisible ray, with a 140-yard maximum range. The wand wielder must concentrate on the illusion in order to maintain it—he may move normally but can't melee during this time. Each portion, audible and visual, cost one charge to effect and one per round to continue. The wand may be recharged.

Wand of Lightning: This wand has two functions that closely resemble wizard spells:

- **Shock:** This does 1-10 hit points of damage to a target struck in melee combat (touch AC), with no saving throw. The shock uses one charge.

- **Lightning Bolt:** The possessor of the wand can discharge a bolt of lightning. The stroke can be either a forked or straight bolt (see wizard spell, *lightning bolt*). Damage is 12-36 (6d6, treating 1s as 2s), but a saving throw is applicable. This function uses two charges.

The wand may be recharged.

Wand of Magic Detection: This wand is similar in operation to the *enemy detection* wand. If any form of magic is in operation, or a magical item exists within a 30-foot radius, the **magic detection** wand will pulse and point to the strongest source. Note that it will point to a person upon whom a spell has been cast.

Operation requires one round, and successive rounds will point out successively less powerful magical radiation. The school of magic (abjuration, alteration, etc.) can be determined if one round is spent concentrating on the subject emanation. One charge is expended per minute (or fraction thereof) of use. The wand may be recharged.

Wand of Magic Missiles: This wand discharges magic missiles similar to those of the 1st-level wizard spell of the same name. The missiles causes 1d4+1 points of damage. It always hits its target when the wand is wielded by a wizard, otherwise an attack roll is required. Each charge casts three missiles. A maximum of one charge in one round can be used. The wand may be recharged.

Wand of Metal and Mineral Detection: This wand has a 30-foot radius range. It pulses in the wielder's hand and points to the largest mass of metal within its effective area of operation. However, the wielder can concentrate on a specific metal or mineral. (gold, platinum, quartz, beryl, diamond, corundum, etc.). If the specific mineral is within range, the wand will point to any and all places it is located, and the wand possessor will know the approximate quantity as well. Each operation requires one round. Each charge powers the wand for two full minutes. The wand may be recharged.

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Wand of Negation: This device negates the spell or spell-like function(s) of rods, staves, wands, and other magical items. The individual with the **negation wand** points to the device, and a pale gray beam shoots forth to touch the target device or individual. This totally negates any wand function, and makes any other spell or spell-like function from that device 75% likely to be negated, regardless of the level or power of the spell. The wand can function once per round, and each negation drains one charge. The wand cannot be recharged.

Wand of Paralyzation: This wand shoots forth a thin ray of bluish color to a maximum range of 60 feet. Any creature touched by the ray must roll successful fortitude saving throw or be rendered rigidly immobile for 5d4 rounds. A save indicates the ray failed, and there is no effect. As soon as the ray touches one creature, it stops. The wand can attack only one target per round. Each use costs one charge. The wand may operate once per round. It may be recharged.

Wand of Polymorphing: This wand emits a thin, green beam that darts forth a maximum distance of 60 yards. Any creature touched by this beam must make a Fortitude saving throw or be *polymorphed* (as the *polymorph others* spell). The wielder may opt to turn the victim into a snail, frog, insect, etc., as long as the result is a small and inoffensive creature.

The possessor of the wand may elect to touch a creature with the device instead. Unwilling creatures must be hit and are also entitled to a saving throw. If the touch is successful, the recipient is surrounded by dancing motes of sparkling emerald light, and then transforms into whatever creature-shape the wielder wants. This is the same magical effect as the *polymorph self* spell.

Each effect draws one charge. Only one function per round is possible. The wand may be recharged.

Wand of Secret Door and Trap Location: This wand has an effective radius of 15 feet for secret door location and 30 feet for trap location. When the wand is energized it will pulse in the wielder's hand and point to all secret doors or traps within range. Note that it locates either doors or traps, not both during one operation. It requires one round to function and draws one charge. The wand may be recharged.

Wand of Size Alteration: A wand of this sort enables the wielder to cause any single creature of virtually any size to *enlarge* or *diminish*. Either effect causes a 50% change in size.

Relative Strength and power increases or decreases proportionally, providing the weaponry employed is proportionate or usable. For humanoid creatures enlarged, Strength is roughly proportional to that of a giant of corresponding size.

The wand's power has a range of 30 feet. The target creature and all it is wearing or carrying are affected unless a fortitude saving throw succeeds. Note that a willing target need not to make a saving throw.

The effect of the wand can be removed by a *dispel magic* spell, it can also be countered if the possessor of the wand wills the effect to be canceled before the duration of the effect expires. Each usage of the wand (but not the cancellation of an effect) expends one charge. It can be recharged by a wizard of 12th or higher level.

Wand of Wonder: The **wand of wonder** is a strange and unpredictable device that will generate any number of strange

effects, randomly, each time it is used. The usual effects are shown on the table below, but you may alter these for any or all of these wands in your campaign as you see fit. Possible of the wand include:

The wand uses one charge per function. It may not be recharged. Where applicable, saving throws should be made.

See Table TX1 (Appendix 1) for the effects of the **wand of wonder**.

Miscellaneous Magic

As the name implies, this category is a catch-all for many sorts of magical items. Some are powerful, others weak; some are highly desirable, others are deadly to the finder. The number of miscellaneous items is great enough that duplication of items in a campaign can kept to a minimum.

Reveal information about items with care. Initially, describe an item only in the most general of terms: wood, metal, cloth, leather, etc. Allow players to ask questions about the look, feel, and smell of an item. Likewise, do not simply blurt out the properties and powers of an item. Items must be held, or worn, or manipulated before revealing their secrets. Bards, sages, *identify* spells, and so on may be the best (and easiest) determiners of magical qualities, but experimentation and experience are useful and make for good role-playing.

Items are listed alphabetically. Unless a description specifically restricts item use, or a letter representing a particular class follows a listing, items are usable by any class. Class letters are (C) clerics, (F) fighters, etc., and each listing includes appropriate sub-classes.

Categories of Magical Items

Most of the item descriptions below are complete in and of themselves. A few categories of magical items require some general comments, however:

Artifacts and Relics: These are not listed here.

Books: All magical books, librams, manuals, tomes, etc. appear to be "normal" works of arcane lore. Each is indistinguishable from all others by visual examination of the outer parts or by detection for magic aura.

A *wish* spell can identify or classify a magical work. Other spells, notably *commune*, *contact higher planes*, *limited wish*, and *true seeing* are useless. A *wish* reveals the general contents of a book, telling what classes or characteristics are most benefited) by the work.

After being perused by a character, most magical works vanish forever, but one which is not beneficial to the reader may be attached to the character, and he will be unable to rid himself of it. As DM you should use your judgment and imagination as to exactly how these items will be treated, using the rules in this section as parameters.

Clothing: All magical clothing expands or shrinks to fit the wearer, from Pixie to giant size unless otherwise indicated.

Eyes: Mixing eye types is certain to cause immediate pain for until one is removed.

Ropes: Any magical rope which is broken or severed immediately loses its special properties.

Note that although the miscellaneous magical items are broken into categories on the tables for the purpose of random selection, all items are alphabetized together in the following descriptions.

List of Magical Items

Alchemy Jug: This magical device can pour forth various liquids upon command. The quantity of each liquid is dependent upon the liquid itself. The jug can pour only one kind of liquid on any given day, seven pourings maximum. The liquids pourable and quantity per pouring are:

Liquid	Amount	Liquid	Amount
Salt water	16 gallons	Ammonia	1 quart
Fresh water	8 gallons	Oil	1 quart
Beer	4 gallons	Aqua regia	2 gills (8 oz.)
Vinegar	2 gallons	Alcohol	1 gil (4 oz.)
Wine	1 gallon	Poison	4 drams (½ oz.)

The jug will pour forth two gallons per round, so it will require eight rounds to complete a pouring of salt water.

Amulet of Life Protection: This pendant or brooch device serves as protection for the psyche. The wearer is protected from the *magic jar* spell or any similar mental attack that would usurp control of the wearer's body. If the wearer is slain, the psyche enters the amulet and is protected for seven full days. Thereafter, it departs to the proper afterlife plane. If the amulet is destroyed during the seven days, the psyche is utterly and irrevocably annihilated.

Amulet of the Planes: This device enables the individual possessing it to transport himself instantly to or from any one of the closest levels of the Outer Planes. This travel is absolutely safe, if not absolutely sure, but until the individual learns the device, transport will be random. Roll 1d20 Consult the following table to determine where the holder of the amulet ends up:

Amulet of Proof Against Detection and Location: This device protects the wearer against all divination and magical location and detection. The wearer cannot be detected through *clairaudience*, *clairvoyance*, *ESP*, *crystal balls*, or any other scrying devices. No aura is discernible on the wearer, and predictions cannot be made regarding him unless a powerful being is consulted.

Amulet Versus Undead: This prized charm is a specially blessed symbol that enables the wearer to turn undead like a cleric. The amulet appears ordinary, but glows brightly when presented strongly (i.e., as if it were a holy symbol) in the presence of undead. The success of the attempt to turn is determined by the power of the amulet-the strength of each amulet varies, and when one is discovered, its type is ascertained by rolling on the following table:

d100	Effective Clerical Level of Amulet
01-30	5th
31-55	6th
56-75	7th
76-90	8th
91-00	9th

The amulet must be worn at all times to remain effective. When it is not worn, it becomes inert, and will remain so for the first seven days after it is put on. Its value is a function of its strength: 200 XP value per effective cleric level.

Table &38 – Amulet of the Planes

d20 roll	Plane
1-5	Prime Material Plane
6-10	The Plane of Shadows (ethereal)
11-12	Heaven (afterlife of reward)
13-14	Coventry (afterlife of trial)
15-16	Hell (Afterlife of punishment)
17-18	Astral plane
19-20	Godplane (1d100)

d100	Godplane
st01-02	The Abyess (the Daemons)
03-04	Battlelands (Orc)
05-06	The Beastlands (animal arch types)
07-08	Caelius (Orgy gods)
09-10	Elysium Fields (Milikki, Imattor, Lovitar)
11-12	Eternal Egypt (Egyptian)
13-14	Halls of Glory (Dwarf Lords)
15-16	The Huntlands (Hobgoblins)
17-18	Mechica
19-20	Mount Olympus (Olympian gods)
21-22	Ter na Noog (Cletic gods)
23-24)Underhills (Gnome)
25-26	Vahalla (Asir)
27-28	Valinor (the Vala, centaurs, avians, fey)
29-30	Studeeyo (Network)
31-32	Acadia (Mephestopheles)
33-34	Akamel (Al Ka'bar)
35-36	Carnival (Hess)
37-38	Eternal Plains (Horseclans)
39-40	Caves of Chaos (Tiamat)
41-42	City of Fear (Vecna)
43-44	The Coral Palace (Abacian)
45-46	Dragon Hills (Kirt)
47-48	Far Home (Damian)
49-50	The Golden Shire (Hobbit)
51-52	Golden Valley (Bhamat)
53-54	The Gray Waste (Anthraxis)
55-56	Great Seas (Koa Toa)
57-58	Greenhaven
59-60	La Terre Elegance (Anorien)
61-62	Nirvana (Kali)
63-64	The Park (Toshira)
65-66	Prey Fields (Gnoll)
67-68	Sapphire Lair (Carsentin)
69-70	Secret Places (Kobold)
71-72	Vishari (Kaliian)
73-74	
75-76	
77-78	
79-80	
81-82	
83-84	
85-86	
87-88	
89-90	Ravenloft
91-92	Barbarian Splendor
93-94	Techno gods
95-96	The Mirror plane
97-98	Pocket plane
99	closed godplane
00	Abandoned godplane

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Apparatus of Kwalish: When found, this item appears to be a large, sealed iron barrel, but it has a secret catch that opens a hatch in one end. Inside are 10 levers:

- 1 Extend/retract legs and tail
- 2 Uncover/cover forward porthole
- 3 Uncover/cover side portholes
- 4 Extend/retract pincers and feelers
- 5 Snap pincers
- 6 Forward/left or right
- 7 Backward/left or right
- 8 Open "eyes" with *continual light* inside/close "eyes"
- 9 Raise (levitate)/sink
- 10 Open/close hatch

The apparatus moves forward at a speed of 30, backward at 60. Two pincers extend forward four feet and snap for 2d6 points of damage each if they hit a creature, no reduction for armor, but Dexterity reduction applies. The device can operate in water up to 900 feet deep. It can hold two man-sized characters and enough air to operate for 1d4 + 1 hours at maximum capacity. When the device is operating it looks something like a giant lobster.

AC 20, Hardness 10,

Claw 2d6 +5/+5 Touch AC

HP: 200

Bag of Beans: This bag, constructed of heavy cloth, is about a foot wide and two feet long (the size of any other small bag or sack). A character who opens it will find several large, pebble-like objects inside. If dumped out of the bag, these objects explode for 5d4 points of damage each. All creatures within a 10 foot radius must successfully save vs. spell or suffer full damage. To be removed safely, the beans in the bag must be taken out by hand-*telekinesis* won't prevent them from exploding, nor will working them out with tools. If placed in dirt and watered, each pebble-like bean will "sprout" a creature or object. **Bags of beans** generally hold 3d4 beans, only 1 or 2 of which will be beneficial, the others sprouting monsters or useless things. For example:

Bean #1 Three shriekers spring up and begin wailing

Bean #2 An *ice storm* strikes the area

Bean #3 A poisonous raspberry bush with animated runners shoots up, but each of its 5d4 berries is a gem of 100 or 500 gp base value (or perhaps just worthless glass)

Bean #4 A hole opens in the ground; a purple worm or a *djinni ring* can be below

Bean #5 Smoke and gas cover an area of 50-foot radius for five turns; creatures in the smoke cloud can't see and will be blinded for 1d6 rounds when they step out of the cloud.

Bean #6 A wyvern grows instantly and attacks.

Bean #7 Poison gas seeps out slowly, forming a cloud of 20-foot radius that persists for one turn; while it lasts it might turn some dirt at its center to magical dust (*appearance, vanishing, sneezing and choking*)

Thought, imagination, and judgment on the part of the DM are required with this item.

Bag of Bones: This bag, constructed of heavy cloth, is about a foot wide and two feet long (the size of any other small bag or sack). A character who opens it will find a number of small bones from humanoid creatures, finger, hand, and foot bones. When sown into plowed ground these bones will spring up as skeletons. The undead will obey the will of the sower as if they had cast an

Animate dead spell. A large number of bones will be found in a bag, but only 4d6 skeletons will be produced by the bag. The bones can be sown in halves or fourths rendering 2d6 or 1d6 undead per sowing.

The bag of bones will function regardless of the class of the sower, and the undead will remain until destroyed.

Note that the possession and use of this item is not considered a good act by many religions. Some would call its very existence an abomination.

Skeleton Soldiers 1d12, ac 13, bab +1 d/a claw

Stats S 10 +0, C --, D 12 +1, I --, W 10 +0, Ca 11 +0

Saves F+0, R+1, W+2

Claw 1d4+1 +1

HP 10

Bag of Holding: As with other magical bags, this one appears to be a common cloth sack of about 2 feet by 4 feet size. The **bag of holding** opens into an extradimensional space, and its inside is larger than its outside dimensions. Regardless of what is put into this item, the bag always weighs 15 pounds. The volume of the bag is ten cubic feet, and it will hold up to 1,500 pounds.

A number of these **bags of holding** will appear as belt pouches (30% found). Other than outward size there is no difference in the function.

Anything solid can be placed in such a bag to the volume and weight limit that will fit in the bag's opening. For the common bag that would limit it to nothing larger than the shoulders of an average humanoid. The belt pouch can accept items about the size of a fist and a half. If overloaded, or if sharp objects pierce it (from inside or outside), the bag will rupture and be ruined. The contents will either be dumped on the ground or lost forever in the vortices of nilespace. A 50% chance of either occurrence.



Bag of Tricks: A **bag of tricks** appears to be a typical sack, and visual or other examination will show it to be empty when first discovered. However, anyone who reaches inside will feel a small, fuzzy object. If this object is taken from the bag and tossed one foot to 20 feet away, it will turn into one of the animals on the following table. *Animals are stated out in Appendix 3*

These animals will obey and fight for the individual who brought them into being. The kind of animal inside a **bag of tricks** varies each time an animal is drawn from the bag.

There are three types of **bags of tricks**, each capable of producing different kinds of animals. To determine which kind of bag has been discovered, roll 1d10. On a 1-5, a type A bag has been found; on a 6-8, a type B; and on a 9 or 10, a type. Thereafter, the wielder rolls a 1d8 on the appropriate table to determine the specific animal found.

Only one creature can be drawn forth at a time. It alone exists until it is slain, until one turn has elapsed, or until it is ordered back into the **bag of tricks**. At that point, the creature vanishes. Only then can another animal be brought forth. Up to 10 creatures can be drawn from the bag each week.

Table T39 -- Bag Of Tricks Animals (D10)

A (1-5)

D8 Roll	Animal	AC	Hit Dice	Hit Points	Damage per Attack
1	Weasel	14	½	2	1
2	Skunk	11	½	2	Musk
3	Badger	13	1+2	7	1-2/1-2/1-3
4	Wolf	14	2+2	12	2-5
5	Lynx, giant	15	2+2	12	1-3/1-3/1-2/1 2/1-4
6	Wolverine	16	3	15	1-4/1-4/2-5
7	Boar	13	3+3	18	3-12
8	Stag, giant	13	5	25	4-16 or 1-4/1-4

B (6-8)

D8 Roll	Animal	AC	Hit Dice	Hit Points	Damage per Attack
1	Rat	13	½	2	1
2	Owl	13	½	3	1-3/1-3
3	Dog	13	1+1	6	1-4
4	Goat	13	1+1	8	1-6
5	Ram	14	2	10	2-5
6	Bull	13	4	20	1-6/1-6
7	Bear	14	5+5	30	1-6/1-6/1-8/2-12
8	Lion	15	5+2	28	1-4/1-4/1 10/2-7/2-7

C (9-0)

D8 Roll	Animal	AC	Hit Dice	Hit Points	Damage per Attack
1	Jackal	13	½	2	1-2
2	Eagle	13	1	5	1-2/1-2/1
3	Baboon	13	1+1	6	1-4
4	Ostrich	13	3	15	1-4 or 2-8
5	Leopard	14	3+2	17	1-3/1-3/1-6/1-4/1-4
6	Jaguar	14	4+2	21	1-3/1-3/1-8/2-5/2-5
7	Buffalo	13	5	25	1-8/1-8
8	Tiger	14	5+5	30	2-5/2-5/1-10/2-8/2-8

Bardic Instrument: A bardic Instrument is a item of great power. All such item appears as stringed instruments of exceptional quality. Bardic instruments will always have a case, also of fine leather. Such cases themselves are treasures as they cannot be scuffed, and the Instrument cannot be damaged by less than magical means. The following list gives the instruments that can be found.:

D10 roll Instrument

- 1-4 Guitar
- 5 Harp (Lap style 90%, floor 10%)
- 6-7 Mandolin
- 9-10 Lute

Bardic instruments are of benefit to even the non-bard. Any person that acquires such an Instrument and attempts to use it will become proficient in the playing of that Instrument within six weeks of first picking it up, provided they practice. No other benefit will be gained by the non-bard. There after the owner can play any Instrument of that type.

To a bard the Instrument has even greater value. It is an aid in both mundane and magical functions. All bardic Instruments have the following qualities:

- Always in tune
- Strings never break or go sour.

A bard cannot play an off note

A unacceptable performance cannot be given by a bard using such an instrument. A Bard proficient in the held Instrument will succeed with any normal proficiency roll. Exceptional rolls gain a +1 per "level" of the instrument.

Such instruments have seven varieties, or power levels, they are as follows.

d20	Instrument	GP Value
1-5	Fachlucan Instrument	10,000
6-9	Mac-Fuirmidh Instrument	20,000
11-12	Doss instrument	40,000
13-15	Canaith instrument	80,000
16-17	Cli instrument	160,000
18-19	Anstruth instrument	320,000
20	Ollamh instrument	640,000

Each instrument possess the following abilities when owned by a bard.

Table T40 – Bardic Instruments

Type	Effects
<i>Fachlucan Instrument:</i>	add +1 to all reaction rolls +2 to influence rolls reduce time to inspire by one round increase effect time by one round.
<i>Mac-Fuirmidh Instrument:</i>	add +2 to reaction rolls +4 to Influence rolls reduce time to inspire by two rounds, increase effect time by two rounds. Double range of counter-song
<i>Doss instrument:</i>	add +3 to all reaction rolls +4 to influence rolls reduce time to inspire by two rounds, increase effect time by four rounds. Double range of counter-song Cast a <i>friends</i> spell once per day
<i>Canaith instrument:</i>	add +4 to all reaction rolls +6 to influence rolls reduce time to inspire by two rounds increase effect time by one turn. Triple range of counter-song Cast <i>friends</i> , or <i>charm creature</i> once per day.
<i>Cli instrument:</i>	add +5 to all reaction rolls +6 to influence rolls reduce time to inspire by two rounds increase effect time by two turns. Triple range of counter-song Cast <i>friends</i> , or <i>charm creature</i> once per day each.
<i>Anstruth instrument:</i>	add +6 to all reaction rolls +8 to influence rolls reduce time to inspire by two rounds, increase effect time by two turns. quadruple range of counter-song Cast <i>friends</i> , <i>charm creature</i> , and <i>comprehend languages</i> once per day each.

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<i>Ollamh instrument:</i>	add +7 to all reaction rolls +10 to influence rolls reduce time to inspire by two rounds increase effect time by three turns. quadruple range of counter-song Cast <i>friends</i> , <i>charm creature</i> , <i>comprehend languages</i> , and <i>emotion</i> once per day each.
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Beads of Force: These small, black spheres might be mistaken for common beads, marbles, or unusually black but lusterless pearls. From 5-8 of these beads are usually found at one time. Each is about three-quarters of an inch in diameter and quite heavy, weighing almost an ounce. One can be hurled up to 30 yards.

Upon impact, the bead sends forth a burst of force that inflicts 5d4 points of damage upon all creatures within a 10-foot radius of its center. Each victim is allowed a saving throw reflex DC 20. Those who save will be thrown out of the blast area, but those who fail to save will be encapsulated by a *sphere of force* after taking damage.

The sphere will form around any and all such creatures in the 10-foot-radius area, even those of large size, and will persist for 3d4 rounds. Victims will be unable to escape except by the same means and used to bring down a *wall of force* spell.

Beaker of Plentiful Potions: This container resembles a jug or flask. It is a magical beaker with alchemical properties allowing it to create 1d4+1 doses each of 1d4+1 potions. (The kinds of potions are determined by random selection on Table 89.) Different potion sorts are layered in the container, and each pouring takes one round and results in one dose of one potion type. Potions can be poured out into other containers and will remain viable until used.

Roll 1d4+1, to find the number of potions the beaker contains *poison* is possible. Record each potion in order of occurrence-the potions are layered and are poured in order. The first potion cannot be accessed again until the last is used and the beaker allowed to fill again. Duplication is possible.

If the container holds only two potions, it will dispense them one each per day, three times per week; if three are contained, it will dispense them one each per day, two times per week; and if four or five are contained it will produce each just one time per week.

Once the full measure of each potion has been used the beaker will cease to function.

Boat, Folding: A folding boat will always be discovered as a small wooden "box"-about one foot long, one-half foot wide, and one-half foot deep. It will, of course, radiate magic if subjected to magical detection. The "box" can be used to store items like any other box. If a command word is given, however, the box will unfold itself to form a boat of 10 feet length, four feet width and two feet depth (rowboat). A second (different) command word will cause it to unfold to a 24-foot long, 8-foot-wide, and 6-foot deep ship (Pinance).

In its smaller form, the boat has one pair of oars, an anchor, a mast, and lateen sail. In its larger form, the boat is decked, has single rowing seats, five sets of oars, a steering oar, anchor, a deck cabin, a mast, and square sail. The first can hold three or four

people comfortably, the second will carry fifteen with ease.

A third word of command causes the boat to fold itself into a box once again. The words of command may be inscribed visibly or invisibly on the box, or they may be written elsewhere-perhaps on an item within the box. The words might have been lost, making the boat useless (except as a small box) until the finder discovers the words himself (via *legend lore*, consulting a sage, physical search of a dungeon, etc.).

Boccob's Blessed Book: This well-made tome is always of small size. One will typically be no more than 12 inches tall, 6 inches wide, and 1 inch thick-some are a mere 6 inches in height. All such books are durable, waterproof, iron- and silver-bound, and locked. Copies of **Boccob's blessed book** gain a +3 bonus on their saving throws (as "leather or book").

The pages of such a book accept magic spells scribed upon them, and any book can contain up to 45 spells of any level. The book is thus highly prized by wizards of all sorts as a traveling spell book. It is unlikely that such a libram will ever be discovered (randomly) with spells already inscribed-inscribed or partially inscribed works of this nature are kept carefully by their owners.

Books of Exalted Deeds: This holy book is sacred to clerics of any religion. Study of the work will require one week, but upon completion the priest will gain one point of Wisdom and experience points sufficient to place him halfway into the next level of experience.

Fighters who handle or read the book are unaffected, though a paladin will sense that it is useful. Mages who read it lose one point of Intelligence unless they make a will save DC 15. A thief who handles or reads the work sustains 5d6 points of damage and must successfully make a will save DC 15 or lose one point of Dexterity. A thief also has a 10%-50% chance of giving up his profession to become a priest if his Wisdom is 15 or higher. Bards and Craft are unaffected.

Except as indicated above, the writing in a **book of exalted deeds** can't be distinguished from any other magical book, libram, tome, etc. It must be perused. (This applies also to all other works of magical writing detailed below.) Once perused, the book vanishes, never to be seen again, nor can the same character ever benefit from perusing a similar tome a second time.



Book of Infinite Spells: This magical work bestows upon any character of any class the ability to use the spells within its pages. However, upon first reading the work, any character not already able to use spells suffers 5d4 points of damage and is stunned for 5d4 turns. Thereafter, he can examine the writing without further harm. The **book of infinite spells** contains d8 + 22 pages. The nature of each page is determined by random die roll. Make a percentile roll and consult the following table:

D100 Roll	Page Contents
01-20	Craft spell
21-30	Healer spell
31-60	Priest spell
61-00	Wizard spell

Determine the spell level by rolling the following chart.

Healer, Priest, Illusionist		Craft, Wizard	
d20	Spell Level	d20	Spell Level
1-4	1st	1-5	1st
5-7	2nd	6-7	2nd
8-10	3rd	8-10	3rd
11-13	4th	11-12	4 th
14-16	5th	13-14	5th
17-19	6th	15-16	6th
20	7th	17-18	7th
		19	8th
		20	9 th

Once the spell level is known, the DM can select particular spells or determine them randomly. Record page contents secretly, and *do not reveal this information to the holder of the book.*

Once a page is turned it can never be flipped back-paging through a **book of infinite spells** is a one-way trip. When the last page is turned, the book vanishes. The owner of the book can cast the spell to which the book is opened, once per day only. (If the spell is one that the character would normally be able to cast by reason of class and level, however, the spell can be cast up to four times per day due to the book's magical powers.)

The owner of the book need not have the book on his person in order to use its power. The book can be stored in a place of safety while the owner is adventuring and still allow its owner to cast spells by means of its power.

Each time a spell is cast there is a chance that the energy connected with its use will cause the page to magically turn (despite all precautions). The owner will know this and possibly even benefit from the turning by gaining access to a new spell. The chance of a page turning is as follows:

5%	Spellcaster employing spells usable by own class and/or level
10%	Spellcaster using spells foreign to own class and/or level
15%	Nonspellcaster using spells

Treat each spell use as if a scroll were being employed, including time of casting, spell failure, etc.

Book of the Trades: The **book of trades** has the function of teaching a trade to anyone that studies its writing. Each book will hold instructions on how to perform a given trade (roll off the "trades" Table P2, chapter 5, PHB). Once the book is read, taking about a week, the trade is known and can be used with +2 in the

given skill. The skill is as if normally learned and can be improved with teaching, "normal" instruction and practice.

Should a person be proficient at the trade defined in the book they will gain three ranks of mastery (+3) from the book. Once read the book vanishes.

Boots of Death: These most unusual boots are not quite what they sound like. They neither cause or deliver death to others or the wearer of the boots. The benefit is more subtle.

All **boots of death** function as another kind of magical footwear. The wearer gaining the indicated benefit when wearing the boots. The secondary benefit is gained by simply owning the boots. That is the owner is assured of "dying with his boots on". As long as a boots are worn, the character is damaged and affected by the damage normally. However, if the boots are carried, the owner is affected as if they worn a **ring of regeneration +1**. The boots must be on their person, but not on their feet to gain this benefit.

D100	Secondary Boot type
01-16	Boots of Elvenkind
17-30	Boots of Levitation
31-44	Boots of the North
45-58	Boots of Speed
59-72	Boots of Striding and Springing:
73-86	Boots of Varied Tracks
87-00	Boots, Winged

Boots of Elvenkind: These soft boots enable the wearer to move without sound of footfall in virtually any surroundings. Thus the wearer can walk across a patch of dry leaves or over a creaky wooden floor and make only a whisper of noise. The boots grant a +6 competence bonus to all move silently checks. A +10 of the user is actually an Elf.

Boots of Levitation: As with other magical boots, these soft boots expand or contract to fit from giant to Pixie-sized feet. **Boots of levitation** enable the wearer to ascend or descend vertically, at will. The speed of ascent/descent is 20 feet per round, with no limitation on duration.

The amount of weight the boots can levitate is 560 pounds of weight). Thus, an ogre could wear such boots, but its weight would be too great to levitate. (See the 2nd-level wizard spell, *levitation*.)

Boots of the North: This footgear bestows many powers upon the wearer. First, he is able to travel across snow at normal rate of movement, leaving no tracks. The boots also enable the wearer to travel at half normal movement rate across the most slippery ice (horizontal surfaces only, not vertical or sharply slanted ones) without falling or slipping. *Boots of the north* warm the wearer, so that even in a temperature as low as -50 degrees F., he is comfortable with only scant clothing-a loin of cloth and cloak, for instance. If the wearer of the boots is fully dressed in cold-weather clothing, he can withstand temperatures as low as -100 degrees F.

Boots of Speed: These boots enable the wearer to run at the speed of a fast horse, 60 base movement speed.

For every hour of continuous fast movement, the wearer must rest an hour. No more than eight hours of continuous fast movement are possible before the wearer must rest. Boots of speed give a +2 dodge bonus to Armor Class in combat situations in

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which movement of this sort is possible.

Boots of Striding and Springing: The wearer of these magical boots has a base movement rate of 40, regardless of size or weight. This speed can be maintained tirelessly for up to 12 hours per day, but thereafter the boots no longer function for 12 hours—they need that long to "recharge."

In addition to the striding ability, these boots allow the wearer to make great leaps. While "normal" paces for the individual wearing this type of footgear are three feet long, the boots also enable forward jumps of up to 30 feet, backward leaps of 10 feet, and vertical springs of 15 feet. No jump checks are required within those limits.

If circumstances permit the use of such movement in combat, the wearer can effectively strike and spring away when he has the initiative during a melee round. However, such activity involves a degree of danger—there is a base 20% chance that the wearer of the boots will stumble and be stunned on the following round. Adjust the 20% chance downward by 3% for each point of Dexterity the wearer has above 12 (i.e., 17% at Dexterity 14, 11% at 15, 8% at 16, 5% at 17, and only 2% at 18 Dexterity). In any event, the boots better Armor Class by a +1 dodge bonus.

Boots of Varied Tracks: The wearer of these ordinary-looking boots is able, on command, to alter the tracks he leaves. The footprints of the wearer can be made as small as those of a Hobbit or as large as those of an ogre, bare or shod as desired. In addition, each pair of these boots has four additional track-making capabilities. Roll 1d6 four times to determine the subtable used, followed by 1d8 four times:

Subtable A (1-3)

D8 Roll Track Print Left

- 1 Basilisk
- 2 Bear
- 3 Boar
- 4 Bull
- 5 Camel
- 6 Dog
- 7 Giant, hill
- 8 Goat

Subtable B (4-6)

D8 Roll Track Print Left

- 1 Horse
- 2 Lion (or giant lynx)
- 3 Avian
- 4 Rabbit
- 5 Stag
- 6 Tiger (or leopard)
- 7 Wolf
- 8 Wyvern

Boots, Winged: These boots appear to be ordinary foot gear. If magic is detected for, they radiate a faint aura of both enchantment and alteration. When they are on the possessor's feet and he or she concentrates on the desire to fly, the boots sprout wings at the heel and empower the wearer to fly at double their normal ground movement without having to maintain the concentration. They have perfect maneuverability.

The wearer can use the boots for up to two hours per day, all at once or in several shorter flights. If the wearer tries to use them for a longer duration, the power of the boots fades rapidly, but it doesn't abruptly disappear—the wearer slowly descends to the ground.

For every six hours of uninterrupted non-use, the boots regain one hour of flying power. No amount of non-use allows the boots to be used for more than two hours at a time, however.

Bowl Commanding Water Elementals: This large container is usually fashioned from blue or green semi-precious stone (malachite or lapis lazuli, for example, or sometimes jade). It is about one foot in diameter, half that deep, and relatively fragile.

When the bowl is filled with fresh or salt water, and certain words are spoken, a water elemental of 12 Hit Dice will appear. The summoning words require one round to speak.

Note that if salt water is used, the elemental will be stronger (+2 per Hit Die, maximum 8 hp per die, however). Information about water elementals can be found in the *Monstrous Compendium*.

Bracelet of Fire Proofing: This plain platinum band will protect the wearer against any fire or heat. Total immunity to all fire mundane or magical is granted. Possessions of the wearer that are on their person are also protected while the bracelet is worn.

The bracelet is highly prized by Phoenixes as protection for their non-phoenix companions. There also exists cold, negative energy, and positive energy proofing bracelets used by the other varieties of Avian. These are extremely rare and never found randomly.

Bracers of Archery: These magical wrist bands are indistinguishable from normal, non-magical protective wear. When worn by a character type or creature able to employ a bow, they enable the wearer to excel at archery.

The bracers empower such a wearer to use any bow (not including crossbows) as if he were proficient in its usage, if such is not already the case. If the wearer of the bracers has proficiency with any type of bow, he gains a +4 bonus to attack and damage rolls whenever that type of bow is used. These bonuses are cumulative with any others, including those already bestowed by a magical bow or magical arrows.

Bracers of Brachiation: These wrist bands appear to be of the ordinary sort, but they enable the wearer to move by swinging from one tree limb, vine, etc., to another to get from place to place. The power can be employed only in locales where these sorts of hand-holds can be found. Movement is at a rate of 20, 30, or 40, the more jungle-like the conditions, the greater the movement rate.

The wearer is also able to climb trees, vines, poles, ropes, etc., at a rate of 20, and can swing on a rope, vine, or other dangling, flexible object as if he were an ape. The bracers add +6 to any climb check.

The wearer can also jump as if wearing **boots of striding and springing**, but the jump must culminate in the grasping of a rope or vine, movement through the upper portion of trees, the climbing of a tree or pole, or some other activity associated with brachiation.



guards. Their magic bestows an effective Armor Class equal to someone wearing armor and employing a shield. If armor is actually worn, the bracers have no additional effect, but they do work in conjunction with other magical items of protection. The Armor Class the *bracers of defense* bestow is determined by making a percentile roll and consulting the table below:

Table 1		Table 2	
d100	Armor Class	d100	Armor Class
01-05	+2	01-19	+8
06-15	+3	20-39	+9
16-35	+4	40-69	+10
36-50	+5	70-84	+11
51-70	+6	85-94	+12
71-85	+7	95-99	+13
86-00	Table 2	00	+14

Brazier Commanding Fire Elementals: This device appears to be a normal container for holding burning coals unless magic is detected for. It enables a mage to summon an elemental of 12-Hit-Dice strength from the Elemental Plane of Fire. A fire must be lit in the brazier-one round is required to do so. If sulphur is added, the elemental will gain +1 on each Hit Die (i.e., 2-9 hit points per Hit Die). The fire elemental will appear as soon as the fire is burning and a command word is uttered. (See *Monstrous Compendium* for other details.)

Brazier of Fire: This brazier is always made of the finest materials. Even without the magical properties it would be valuable. When the proper command words are known, the brazier can be set to blaze or extinguish with a word. The heat can be regulated from a swiftly burning fire, to softly glowing coals. The metal bowl can be easily moved even when burning as it never becomes heated to the touch. No fuel is required to get it to burn, as it always found filled with fuel.

Brooch of Shielding: This appears to be a piece of silver or gold jewelry (10% chance that there are jewels set in it). It is used to fasten a cloak or cape. In addition to this mundane task, it can absorb magic missiles of the sort generated by spell, wand, or other magical device. A brooch can absorb up to 101 points of *magic missile* damage before it melts and becomes useless. Its use can be determined only by means of a *detect magic* spell and then experimentation.

Broom of Flying: This magical broom is able to fly through the air at up to 120 base movement speed. The broom can carry 560 pounds. The device can climb or dive at an angle of 30 degrees. A command word (determined by the DM) must be used. The broom will travel alone to any destination named. It will come to its owner from as far away as 300 yards when he speaks the command word.

Broom of Tidyness: This otherwise ordinary looking straw broom will keep one room neat and tidy when the command word is spoken.

The broom must first be used to tidy the room in the normal fashion, and there after left in a corner of the room. When the command word is spoken, it will sweep the floor spotlessly clean in the learned pattern. Furniture in the room will be move back to the positions it was in when the broom was first used. Additional pieces added after the broom was used get swept out with the

trash. Changes to the room that the owner wishes preserved must be "taught" to the broom by once again using it to manually sweep the floor. The **broom of tidyness** will always clean perfectly even if the command words are not known. It will always clean the last room it was used in. If it is not in that room when the command is spoken, it will "forget", and have to be "taught" again. It will not clean above the floor level.

Bucknard's Everfall Purse: This item appears to be a leather pouch or small bag. Each morning it duplicates certain coins-and possibly gems as well. When found, the purse will be full of coins. If totally emptied, and left so for more than a few minutes, the magic of the purse is lost, but if one of any coin is placed within the bag, many coins of the same type will be found inside the next morning. The types of coins found is determined by consulting the table below.

Once the type of bag is determined by roll, its abilities will not change.

d100	CP	SP	GP	PP	Gems*
01-50	26	26	26	-	-
51-90	-	26	26	26	-
91-00	-	-	26	26	26

* Base 10 gp gems.

Candle of Invocation: These specially blessed tapers are dedicated to a god or religion. The typical candle is not remarkable, but if a *detection* spell is cast, it will radiate magic. It also radiates good or evil, if appropriate.

Simply burning the candle generates a favorable aura for the individual so doing-if the candle's religion matches that of the character's. If burned by a priest of the same religion, the candle temporarily increases the priest's level of experience by 2, enabling him to cast additional spells. He can even cast spells normally unavailable to him, as if he were of the higher level, but only so long as the candle continues to burn. Any burning allows the casting of a *gate* spell, the respondent being of the religion of the candle, but the taper is immediately consumed in the process.

Otherwise, each candle burns for four hours. It is possible to extinguish the candle as placed in a lantern or otherwise sheltered to protect it from drafts and other things which could put it out. This doesn't affect its magical properties. The candle can be repeatedly burned, extinguished and relit until the four hour duration is up.

Carpet of Flying: The size, carrying capacity, and speed of a carpet are determined by rolling percentile dice and consulting the table below. Each carpet has its own command word to activate it. If the device is within voice range the command word will activate it. The carpet is then controlled by spoken directions.

These rugs are of the highest quality make and design. Each is beautiful and durable. Note, however, that tears or other rents cannot be repaired without special weaving techniques generally known only to a few craftsmen

d100	Size	Capacity	Speed	GP cost
01-30	8' x 5'	1 person	60	20,000
31-65	12' x 6'	2 people	60	35,000
66-00	10' x 15'	4 people	60	60,000

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Censer Controlling Air Elementals: This 6-inch wide, 1-inch high perforated golden vessel resembles those found in places of worship. If filled with incense and lit, a command word need only be spoken to summon forth a 12 Hit Dice air elemental on the following round. If **incense of meditation** is burned within the censer, the air elemental will have a +3 bonus to each of its Hit Dice, and it will obey the commands of its summoner. If the censer is extinguished, the elemental will remain and turn on the summoner (see Elemental in the *Monstrous Compendium*).

Chime of Interruption: This magical instrument can be struck once per turn. Its resonant tone lasts for three full rounds. While the chime is resonating, no spell requiring a verbal component can be cast within a 90-foot radius of it unless the caster is able to make a will saving throw DC 20 +spell level. After its effects fade, the chime must be rested for the remainder of the Turn. If it is struck again before this time elapses, no sound issues forth, and another a full turn must elapse from that point in time before it can again be sounded.

Chime of Opening: A **chime of opening** is a hollow Mithrial tube about 1 foot long. When it is struck, it sends forth magical vibrations that cause locks, lids, doors, valves, and portals to open. The device functions against normal bars, shackles, chains, bolts, etc. The **chime of opening** also destroys the magic of a *hold portal* spell or even a *wizard lock* cast by a wizard of less than 15th level.

The chime must be pointed at the area of the item or gate which is to be loosed or opened. It is then struck, a clear chiming ring sounds (which may attract monsters), and in one round the target lock is unlocked, the shackle is loosed, the secret door is opened, or the lid of the chest is lifted. If a chest is chained, padlocked, locked, and *wizard locked*, it will take four soundings of the chime of opening to get it open. A *silence* spell negates the power of the device. The chime has 1d8 x 40 charges before it cracks and becomes useless.

Cloak of Arachnida: This black garment gives the wearer the ability to climb as if a *spider climb* spell had been placed upon him. When magic is detected for, the cloak radiates a strong aura of alteration magic.

In addition to the wall-climbing ability, the cloak grants the wearer immunity to entrapment by webs of any sort-the wearer can actually move in webs at a rate equal to that of the spider that created the web, or at a base movement rate of 15 in other cases.

Once per day the wearer of this cloak can cast a double-sized *web*. This operates like the 2nd-level wizard spell.

Finally, the wearer is less subject to the poison of arachnids. He gains a +2 bonus to all saving throws vs. such poison.

Cloak of Shadows: This cloak is always of a dead black cloth. It is of great benefit to thieves, but useless to any other class. The cloak functions as a cloak of *improved invisibility*. It renders the wearer silent, odorless, and they leave no tracks.

Should the wearer attack while using the cloak they are rendered visible for one round (the round after the attack) and will become invisible again thereafter.

Cloak of the Bat: Fashioned of dark brown or black cloth, a cloak of this type is not readily noticeable as unusual. It radiates both enchantment and alteration in equal proportions. The cloak

bestows a +10 to hide checks when the wearer is stationary within a shadowy or dark place. The wearer is also able to hang upside down from the ceiling, like a bat, and to maintain this same chance of invisibility.

By holding the edges of the garment, the wearer is able to fly at a speed of 40 (Poor Maneuver ability). If he desires, the wearer can actually transform himself into an ordinary bat-all possessions worn or carried will be part of the transformation-and fly accordingly. Flying, either with the cloak or as an ordinary bat, can be accomplished only in darkness (either under the night sky or in a lightless or near-lightless environment underground). Either of the flying powers is usable for up to one hour at a time, but after a flight of any duration, the cloak will not bestow any flying power for a like period of time.

The cloak also provides a +2 bonus to Armor Class. This benefit extends to the wearer even when he is in bat form.

Cloak of Displacement: This item appears to be a normal cloak, but when it is worn by a character its magical properties distort and warp light waves. This displacement of light wave causes the wearer to appear to be 1 foot to 2 feet from his actual position. Any missile or melee attack aimed at the wearer automatically misses the first time. This can apply to first attacks from multiple opponents only if the second and successive attackers were unable to observe the initial displacement miss.

After the first attack, the cloak affords a +2 bonus to protection (i.e., two classes better on Armor Class), as well as a +2 bonus to saving throws versus attacks directed at the wearer (such as spells, gaze weapon attacks, spitting and breath attacks, etc., which are aimed at the wearer of the **cloak of displacement**).

Note that 75% of all *cloaks of displacement* are sized for humans or elves (persons 5 to 6 feet tall), and 25% are sized for persons of about 4 feet in height (dwarves, gnomes, halflings).

Cloak of Elvenkind: This cloak of neutral gray or green cloth is indistinguishable from an ordinary cloak of the same color. However, when it is worn, with the hood drawn up around the head, it enables the wearer to be nearly invisible-the cloak has chameleon-like powers.

Outdoors, in natural surroundings, the wearer of the cloak is almost totally invisible; in other settings, he is nearly so. However, the wearer is easily seen if violently or hastily moving, regardless of the surroundings. The invisibility bestowed is:

Outdoors, natural surroundings		Urban surroundings	
heavy growth	100%	buildings	90%
light growth	99%	brightly lit room	50%
open fields	95%	Underground	
rocky terrain	98%	torch/lantern light	95%
		infravision	90%
		light/continual light	50%

Fully 90% of these cloaks are sized for human or elven-sized persons. The other 10% are sized for smaller persons (4 feet or so in height).

Cloak of the Manta Ray: This cloak appears to be made of leather until the wearer enters salt water. At that time the **cloak of the manta ray** adheres to the individual, and he appears nearly identical to a manta-ray-there is only a 10% chance that someone seeing the wearer will know he isn't a manta ray.

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The wearer can breathe underwater and has a movement rate of 30, like a manta ray (see the *Monstrous Compendium*). The wearer also has an Armor Class of at least 12, that of a manta ray. Other magical protections or magical armor can improve that armor value.

Although the cloak does not enable the wearer to bite opponents as a manta ray does, the garment has a tail spine which can be used to strike at opponents behind him. The spine inflicts 1d6 points of damage, and there is no chance of stunning. This attack can be used in addition to other sorts, for the wearer can release his arms from the cloak without sacrificing underwater movement if so desired.

Cloak of Protection: The various forms of this marvelous device all appear to be normal garments made of cloth or leather. However, each *cloak of protection* betters Armor Class by one and can improve saving throw die rolls. To determine how powerful a given cloak is, roll percentile dice and consult the table below:

d100	Power
01-40	+1
40-80	+2
81-00	+3

This device can be combined with other items or worn with armor. It cannot function with **ring of protection** or a shield of any sort.

Crystal Ball: This is the most common form of scrying device: a crystal sphere about 6 inches in diameter. A wizard can use the device to see over virtually any distance or into other planes of existence. The user of a **crystal ball** must know the subject to be viewed. Knowledge can be from personal acquaintance, possession of personal belongings, a likeness of the object, or accumulated information. Knowledge, rather than distance, is the key to how successful location will be:

Subject is	Chance of Locating*	DC
Personally well known	100%	DC 0
Personally known slightly	85%	DC 3
Pictured	50%	DC 10
Part of in possession	50%	DC 10
Garment in possession	25%	DC 15
Well informed of	25%	DC 15
Slightly informed of	20%	DC 16
On another plane	-25%	DC 25

The chance of locating also dictates how long and how frequently a wizard will be able to view the subject.

Chances of Locating*	Viewing Period	Frequency
100% or more	1 hour	3 times/day
99% to 90%	30 minutes	3 times/day
89% to 75%	30 minutes	2 times/day
74% to 50%	30 minutes	1 time/day
49% to 25%	15 minutes	1 time/day
24% or less	10 minutes	1 time/day

* Unless masked by magic.

Viewing beyond the periods or frequencies noted will force the wizard to roll a Will saving throw each turn starting at DC 15 in increasing +1 per turn.. A failed saving throw permanently lowers

the character's Intelligence by one point.

Certain spells cast upon the user of the **crystal ball** can improve his chances of using the device successfully. These are *comprehend languages*, *read magic*, *infravision*, and *tongues*. Two spells-*detect magic* and *detect evil/good*-can be cast through a **crystal ball**. The chance of success is 5% per level of experience of the wizard.

Certain **crystal balls** have additional powers. These spell functions operate at 10th level. To determine whether a **crystal ball** has extra powers, roll percentile dice and consult the table below:

d100	Additional Power
01-50	crystal ball
51-75	crystal ball with <i>clairaudience</i>
76-90	crystal ball with <i>ESP</i>
91-00	crystal ball with <i>telepathy</i> *

*Communication only.

Only creatures with Intelligence of 12 or better have a chance of noticing that they are the subjects of scrying. The base chance is determined by class. And treated as a spot check.

Fighter	DC 20	Bard	DC 18
Paladin	DC 19	Thief	DC 18
Ranger	DC 19	any Spell-User	DC 17

Treat monsters as the group as which they make saving throws. Check each minute of scrying, and if the percentage or less is rolled, the subject becomes aware of being watched but not clued into how they are being watched.

A *dispel magic* will cause a **crystal ball** to cease functioning for one day. The various protections against **crystal ball** viewing will simply leave the device hazy and non functioning.

You may allow other scrying devices for clerics and druids-water basins and mirrors are suggested. Have them function as normal **crystal balls**.



Cube of Force: This device can be made of ivory, bone, or any hard mineral. It is about the size of a large die-perhaps 3/4 of an inch across-and enables its possessor to put up a *wall of force* 10 feet per side around his person. This cubic screen is impervious to the attack forms shown on the table below. The cube has 36 charges, and this energy is restored each day. The holder presses one face of the cube to activate or deactivate the field:

Cube Face	Charge Cost Per Turn/ Movement Rate	Effect
1	1/5	keeps out gases, wind, etc.
2	2/10	keeps out nonliving matter
3	3/15	keeps out living matter
4	4/10	keeps out magic
5	6/10	keeps out all things
6	0/normal	deactivates

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When the force screen is up, the following attacks cost extra charges from the cube in order to maintain the integrity of the screen. Note that these spells cannot be cast either into or out of the cube:

Attack Form	Extra Charges
Catapult-like missiles	1
Very hot normal fires	2
Horn of blasting	6
<i>Delayed blast fireball</i>	3
<i>Disintegrate</i>	6
<i>Fireball</i>	3
<i>Fire storm</i>	3
<i>Flame strike</i>	3
<i>Lightning bolt</i>	4
<i>Meteor swarm</i>	8
<i>Passwall</i>	3
<i>Phase door</i>	5
<i>Prismatic spray</i>	7
<i>Wall of fire</i>	2

Cube of Frost Resistance: When the cube is activated it encloses an area 10 feet per side, resembling a *cube of force*. The temperature within this area is always 65 degrees F. The field will absorb all cold-based attacks (i.e., *cone of cold*, *ice storm*, and even white dragon's breath). However, if the field is subjected to more than 100 points of cold damage in any round, it collapses and cannot be renewed for one hour. If it receives over 500 points of damage in one turn, the cube is destroyed.

Cubic Gate: Another small cubic device, this item is fashioned from carnelian. The six sides of the cube are each keyed to a plane, one of which will always be the Prime Material. The other five sides/planes can be determined by the DM in any manner he chooses.

If a side of the **cubic gate** is pressed once, it opens a nexus to the appropriate plane. There is a 10% chance per turn that something will come through it looking for food, fun, or trouble.

If a side is pressed twice, the creature so doing, along with all creatures in a 5-foot radius will be drawn through the nexus to the other plane. It is impossible to open more than one nexus at a time.

Daern's Instant Fortress: This metal cube is small, but when activated it grows to form a tower 20 feet square and 30 feet high, with arrow slits on all sides and a crenelated battlement atop it. The metal walls extend 10 feet into the ground. The fortress has a small door which will open only at the command of the owner of the fortress—even *knock* spells can't open the door.

The adamantite walls of **Daern's instant fortress** are unaffected by normal weapons other than catapults. The tower can absorb 2000 points of damage before collapsing. It has an AC of 30 and a Hardness of 20. Damage sustained is cumulative, and the fortress cannot be repaired outside of a wish or limited wish spell. Limited wish will restore 100 points of damage, a full wish will restore up to 1000

The fortress springs up in just one round, with the door facing the device's owner. The door will open and close instantly at his command. People and creatures (except the owner) must be careful not to be caught by the fortress's sudden growth. Anyone so caught sustains 10d10 points of damage.

Decanter of Endless Water: This stoppered flask looks ordinary but radiates the aura of magic. If the stopper is removed, and the proper words spoken, a stream of fresh or salt water pours out, as ordered. There are separate command words for the amount as well as the type of water. Water can be made to come forth as follows:

Stream: pours out 1 gallon per round

Fountain: 5-foot long stream at 5 gallons per round

Geyser: 20 foot long stream at 30 gallons per round

The geyser causes considerable back pressure, and the holder must be well braced or be knocked over. The force of the geyser will kill small animals and insects (mice, moles, small bats, etc.). The command word must be given to cease.

Ten percent of these decanters will be specially designed to fight fires. The shape will be unusual in that the decanter will be shaped like a nozzle, and a handle, not a stopper and command word will activate it. The Fire Hose decanter will produce a stream of water 100 feet long at a rate of 60 gallons a round. Two persons of man size at least, or one large creature is required to brace this item. It will bowl over any smaller creature regardless of strength.

Deck of Illusions: This set of parchment cards is usually found in an ivory, leather, or wood box. A full deck consists of 34 cards of 4 suits. When a card is drawn at random and thrown to the ground, an illusion with audible and visual components is formed. This lasts until dispelled. The illusionary creature will not go more than 30 feet away from where the card landed, but will otherwise move and act as if it were real. When the *illusion* is dispelled, the card becomes blank and cannot be used again. If the card is picked up, the *illusion* is automatically and instantly dispelled. The cards in a deck and the *illusions* they bring forth are as follows:

Deck of Illusions Cards

Hearts

A: Red dragon
K: Fighter & 4 guards
Q: Female Wizard
J: Druid
10: Cloud giant
9: Ettin
8: Bugbear
2: Goblin

Diamonds

A: Beholder
K: Wizard & apprentice
Q: Night hag
J: Harpy
10: Fire giant
9: Ogre mage
8: Gnoll
2: Kobold

Spades

A: Lich
K: Cleric & 2 underpriests
Q: Medusa
J: Paladin
10: Frost giant
9: Troll
8: Hobgoblin
2: Goblin

Clubs

A: Iron golem
K: Thief & 3 cohorts
Q: Pixies
J: Bard
10: Hill giant
9: Ogre
8: Orc
2: Kobold

Jokers (2): Illusion of the deck's owner

The cards in a particular deck may differ from these, and a deck may be discovered with some of its cards missing. The *illusions* perform normal routines and respond to attacks—they should be played as if they were real creatures.

Deck of Many Things: A **deck of many things** (beneficial and baneful) is usually found in a box or leather pouch. Each deck contains a number of cards, or plaques, made of ivory or vellum. Each is engraved with glyphs, characters, and magical sigils. As soon as one of these cards is drawn from the pack, its magic is bestowed upon the person who drew it, for better or worse.

The character with a **deck of many things** can announce that he is drawing only one card, or he can draw two, three, four, or more. However, the number must be announced prior to drawing the first card. If a jester is drawn, the possessor of the deck may elect to draw two additional cards.

Each time a card is taken from the deck it is replaced (making it possible to draw the same card twice) unless the draw is a jester or fool, in which case the card is discarded from the pack. A **deck of many things** 22 cards. To simulate the magical cards you may want to use the normal playing card in the suits indicated in the second column. (The notation is face value, then suit).

Table T41 -- Deck of Many Things

Plaque	Playing Card	Effect
Sun	KD	Gain two beneficial miscellaneous magical item and 50,000 XP
Moon	QD	You are granted 1d4 wishes
Star	JD	Immediately gain 6 points to prime requisite ability and 2 to all others
Comet	2D	Defeat the next monster you meet to gain one level
Throne	KH	Gain Charisma of 18 plus a small keep
Key	QH	Gain a treasure map plus one magic weapon
Knight	JH	Gain the service of a fighter
Gem	2H	Gain your choice of 20 art objects or 50 gems
The Void	KC	Body functions, but soul is trapped elsewhere
Flames	QC	Enmity between you and an outer planar creature
Skull	JC	Defeat Death or be forever destroyed
Talons	2C	All magical items you possess disappear permanently
Ruin	KS	Immediately lose all wealth and real property
Euryale	QS	-3 penalty to all saving throws
Rogue	JS	One of your henchmen turns against you
*Balance	2S	Change lifestyle at once
Jester	Joker	Gain 10,000 XP or two more draws from the deck
Fool	Joker	Lose 10,000 experience points and must draw again

Vizier	AD	Know the answer to your next dilemma
Idiot	AC	Lose 1d4 points of Intelligence; you may draw again
Fates	AH	Avoid any situation you choose . . . once
Donjon	AS	You are imprisoned (see below)

Upon drawing the last card possible, or immediately upon drawing the cards in bold face (The Void and Donjon), the deck disappears. The cards are explained in greater detail below:

Sun: Roll for two miscellaneous magical items until a useful items are indicated. Something really good.

Moon: This is best represented by a moonstone gem with the appropriate number of wishes shown as gleams therein. These wishes are the same as the 9th-level wizard spell and must be used in a number of days equal to the number received.

Star: The PC gains 6 points to their class prime ability and 2 points to all other ability scores.

Comet: The player must single-handedly defeat the next hostile monster(s) encountered or the benefit is lost. If successful, the character moves to the mid-point of the next experience level.

Throne: If Charisma is raised to 18 or by four points which ever is higher.. The castle gained will be near a stronghold already possessed (if any).

Key: DM must prepare a treasure map. The weapon must be one usable by the character, so use the Magical Weapons Table until a useful item is awarded. At least +3 with two adjectives

Knight: The fighter will join as the character's henchman and loyally serve until death. He has +1 per die (18 maximum) on each ability roll. And will be two levels lower than the PC. Base fourth level level up as required. He or she will start equipped with chain armor +1 and a longsword +1

Fighter 4, ac 20, bab +4 d/a by weapon
S 19 +4, C 18 +4, D 17 +3, I 14 +2, W 14 +2, Ca 14 +2 Psi 6
Saves F+8, R+5, W +4
HP 59

Gem: This indicates wealth. The art objects will be of base 2000-8000 gp.. The gems all of 1,000 gp base value.

The Void: This black card spells instant disaster. The character's body continues to function, though he or she speaks like an automaton, but the psyche is trapped in a prison somewhere-in an object on a far plane, possibly in the possession of an outer planar creature. A *wish* will not bring the character back, but the plane of entrapment might be revealed. Draw no more cards.

Flames: Hot anger, jealousy, and envy are but a few of the possible motivational forces for the enmity. The enmity of the outer planar creature can't be ended until one of the parties has been slain.

Skull: A minor Death appears (AC 24; 33 hit points; strikes with a scythe for 2d8 points, never missing, always striking first in a round). The character must fight it alone-if others help, they get minor Deaths to fight as well. If the character is slain, he is slain forever. Treat the Death as undead with respect to spells. Cold, fire, and electrical energy do not harm it.

Talons: When this card is drawn, every magical item owned or possessed by the character is instantly and irrevocably gone.

Ruin: As implied, when this card is drawn every bit of money (including all gems, jewelry, treasure, and art objects) is lost. All

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land and buildings currently owned are lost forever as well.

Euryale: The Medusa like visage of this card brings a curse only the Fates card or godlike beings can remove. The -3 penalty to all saving throws is otherwise permanent.

Rogue: When this card is drawn, one of the character's henchmen will be totally alienated and forever-after hostile. If the character has no henchmen, the enmity of some powerful personage, community or religious, can be substituted. The hatred will be secret until the time is ripe for devastating effect.

Balance: As in "weighed in the balance and found wanting," the character must change to a radically different life-style. A change in religion (they must behave as a fanatic in the new faith), magicians will renounce magic, fighters the sword, retirement from adventuring, etc. Failure to adhere to the new way of life, or backsliding into the old way will cause bouts of depression that render the character incapable of normal life.

Jester: This card actually makes a pack more beneficial if the experience point award is taken. It is always discarded when drawn, unlike all others except the Fool.

Fool: The payment and draw are mandatory!

Vizier: This card empowers the character drawing it with the ability to call upon supernatural wisdom to solve any single problem or answer fully any question whenever he so requests. Whether the information gained can be successfully acted upon is another question entirely. This remains until used.

Idiot: This card causes the loss of 1d4 points of Intelligence immediately. The additional draw is optional.

Fates: This card enables the character to avoid even an instantaneous occurrence if so desired, for the fabric of reality is unraveled and respun. Note that it does not enable something to happen-it can only stop something from happening. The reversal is only for the character who drew the card, and other party members may have to endure the confrontation.

Donjon: This signifies imprisonment-either by spell or by some creature/being, at the DM's option. All gear and spells are stripped from the victim in any case. Whether these items are recoverable is, likewise, up to the DM. Draw no more cards.

Der Vermis Mysterious: This dark tome is a wealth of information to the Necromancer. It looks like any number of magical books, a plain black cover without features. Any necromancer that studies this book, follows the directions and preforms the experiments within will gain a full level of experience. This process will take 30 days, and require at least one sentient sacrifice. Any other character that so much as pursues a single page of this foul work will suffer a loss of one point of Constitution. If they continue to pursue the work, they will detect as evil in the future. Their soul will stand in danger of damnation.

Any Clerics that study the book will lose all spells, regardless of their god. Magicians, and Craft will turn to the practice of necromancy. Other classes may seek to learn the dark art, but are under no compulsion to do so.



Dimensional Bomb: This object is a sphere about the size of the softball, and weighting a pound. When the command word is spoken, and the sphere hurled it will rend the fabric of space/time on impact. The effects of this device cannot be controlled. Once used, it is gone.

The **dimensional bomb** will have one of the following effects. Roll for the effect, and the area that it covers.

D10	Effect
1	Gate opened into an inner plane, positive pressure
2	Gate opened into an inner plane, negative pressure
3	Gate opened to an outer plane, positive pressure
4	Gate opened to an other plane, negative pressure
5	Rend in reality, positive pressure
6	Rend in reality, negative pressure
7	Short term gate (1-100 days), roll 1-6 above*
8	Long term gate (1-100 years), roll 1-6 above**
9	Permanent gate, roll 1-6 above
10	Fishing pool opened***

D100	Area of Effect
01-50	10 radius
51-75	30 foot radius
76-90	100 foot radius
91-99	1000 foot radius
00	1 mile radius

*-10% on area roll
**-30% on area roll
*** -50% on area roll

Terms:

Positive pressure: The "pressure" is greater on this side of the gate than the other side. Any characters in within the radius of the area of effect will be pulled through the gate.

Negative pressure: The "pressure" is greater on the other side of the gate. Something, or somethings, will appear in the area of effect. The DM is urged to be interesting.

Rend in Reality: Access to another universe. Anything is possible, from Buck Rogers to toons. Characters pulled into, or out of a universe conform to the rules of the universe they are in, not the one they come from.

Fishing pool: A fishing poll is a quasi-controllable open gate that switches when/where it opens to on a constant basis. Someone that concentrates on the gate has a chance to grab, and pull something through. There is no controlling what is found. A Will save DC 35 must be made with every attempt, or the character themselves will be pulled into the gate.

Characters that suffer passage through a dimensional gate will be stunned for 1-4 turns. They will lose access to all spells (provided magic is possible) until they have rested. Gates, unless otherwise indicated will last only moments. Some effort must be made to get back through a gate with the "wrong" pressure. What effort is left to the DM's imagination.

Drums of Bravery: These are typical deep resonant drums. The only thing different that is noticeable about them is that they are of a better quality than is usually seen for such instruments.

When sounded the drums increase the moral of the allies of the player of the drums when they are within 250 yards of the players. These allies need never check moral while the drums are playing, and have a +2 to hit and damage on all rolls. Should the drums stop playing during the battle the allies in range must make a

immediate moral check or become routed. Allies that leave the area of effect while the drums are playing do not need to check moral, and gain the benefit of the drums for one additional round.

Drums of Panic: These kettle drums, hemispheres about 11/2 feet in diameter, come in pairs and are unremarkable in appearance. If both of the pair are sounded, all creatures within 120 feet (with the exception of those within a "safe zone" of 20 feet radius from the drums) must roll a successful will saving throw DC 20 or turn and move directly away from the sound for one full turn.

Each turn thereafter, panicked creatures may attempt to save again. Each failure brings another turn of movement away from the **drums of panic**. Movement is at the fastest possible speed while fleeing in panic, and three rounds of rest are required for each turn of fast movement after the saving throw is made. Creatures with an Intelligence of 2 roll saving throws at a -2 penalty, and those with 1 or less roll with -4 penalties.

Dust of Appearance: This fine powder appears like any other dust unless a careful examination is conducted. This will reveal it to be a very fine, very light, metallic dust. A single handful of this substance flung into the air will coat all objects, making them visible even if they are invisible, out of phase, astral, or ethereal. Note that the dust will also reveal mirror images and projected images for what they are, and it likewise negates the effects of **cloaks of displacement** or **elvenkind** and **robes of blending**. The dust's effect lasts for 2d10 turns.

Dust of appearance is typically stored in small silk packets or hollow bone blow tubes. A packet can be shaken out to cover an area with a radius of 10 feet from the user. A tube can be blown in a cone shape, 1 foot wide at the start, 15 feet at the end, and 20 feet long. As few as 5 or as many as 50 containers may be found in one place.

Dust of Disappearance: This dust looks just like **dust of appearance**, and it is typically stored in the same manner and quantity. All things touched by it reflect and bend light of all sorts (infrared and ultraviolet included), becoming invisible. Normal sight can't see dusted creatures or objects, nor can they be detected by any normal detection or even magical means. Even *detect invisibility* spells don't work. **Dust of appearance**, however, does reveal people and objects made invisible by **dust of disappearance**.

Invisibility bestowed by the dust lasts for 2d10 turns (1d10+10 if sprinkled carefully upon an object). Attack while thus invisible is possible, always by surprise if the opponent fails to note the invisible thing and always at an Armor Class 4 better than normal (while invisibility lasts). Unlike the *invisibility* spell, **dust of disappearance** remains effective even after an attack is made.

Dust of Dryness: This special dust has many uses. If a pinch is cast into a cubic yard of water, the liquid is instantly transformed to nothingness, and the dust pinch becomes a marble-sized pellet, floating or resting where it was cast. If this pellet is hurled down, it breaks and releases the same volume of water. When the dust is sprinkled over an area (such as with a wave of the arm), it dries up as much as 15 cubic feet of water. The dust affects only water (whether fresh, salt, brackish, or alkaline), not other liquids.

If the dust is employed against a water elemental or similar creature, the creature must make a fortitude save DC 17 or be

destroyed. A successful save still inflicts 5d6 points of damage upon the water-creature.

A pouch of this dust contains 1d6+4 pinches.

Dust of Illusion: This unremarkable powder resembles chalk dust or powdered graphite-unless it is stared at. Stare at it and the dust changes color and form. Put a pinch of **dust of illusion** on a creature and the creature appears to become any other creature of similar shape, with a size variance of 50% (plus or minus) from the actual size of the affected creature. Thus, a Hobbit could appear as a human of small stature, a human as an ogre, a pegasus as a mule, etc. An unwilling recipient is allowed a will saving throw DC 15 to escape the effect.

The individual who sprinkles the magical dust must envision the illusion desired as the powder is shaken over the subject creature. The illusionary power lasts for 1d6+6 hours unless otherwise dispelled.

A typical pouch of this dust contains 1d10+10 pinches of the substance.

Dust of Sneezing and Choking: This fine dust appears to be either **dust of appearance** or **dust of disappearance**. If spread, however, it causes those within a 20-foot radius to fall into fits of sneezing and coughing. Those failing a Fortitude saving throw DC 15 will take 2d8 con damage.; those who make their saving throw are disabled by the choking for 5d4 rounds.

Dust of Tracelessness: This normal-seeming dust is actually a highly magical powder that can be used to conceal the passage of its possessor and his companions. Tossing a pinch of this dust into the air causes a chamber of up to 1,000 square feet to become as dusty, dirty, and cobweb-laden as if it had been abandoned and disused for a decade.

A pinch of dust sprinkled along a trail causes evidence of the passage of as many as a dozen men and horses to be obliterated for a mile back into the distance. No magical radiation occurs from the use of this dust.

The substance is typically found in a finely sewn pouch containing 1d12 + 12 pinches.

Efreeti Bottle: This item is typically fashioned of brass or bronze, with a lead stopper bearing special seals. A thin stream of smoke is often seen issuing from it. There is a 10% chance that the efreeti will be insane and attack immediately upon being released. There is also a 10% chance that the efreeti of the bottle will only grant three wishes (equivalent to *Limited Wishes*). The other 80% of the time, however, the inhabitant of the bottle will serve normally (see *Monstrous Manual*). When opened, the efreeti issues from the bottle instantly.

Note: Efreeti are well known for twisting the meaning of wishes and the character would be wise to word such wishes very carefully.

Everlasting Candle: This large candle, 5 inches around, a foot high, has the property of never burning down. It sheds light equal to a light spell. It must be lit and extinguished in the normal fashion,. And is subject to wind and water.

Some of these candles (10%), are further enchanted to light or extinguish on a word, and are impervious to wind and water.

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Eyes of Charming: This item consists of a pair of crystal lenses that fit over the user's eyes. When in place, the wearer is able to *charm persons* merely by meeting their gaze. Those failing a will saving throw DC 17 are charmed as per the spell. The user can look at and charm one person per round. Saving throws suffer a -2 penalty if the wearer has both lenses, or a +2 bonus if he wears only one of a pair of **eyes of charming**.

Eyes of the Eagle: These items are made of special crystal and fit over the eyes of the wearer. They give vision 100 times greater than normal at distances of 1 foot or more (i.e., the wearer can see at 2,000 feet what a person could normally see at 20 feet). Wearing only one of the pair causes a character to become dizzy and, in effect, stunned, for one round. Thereafter, one eye must always be covered to avoid this sensation of vertigo.

Eyes of Minute Seeing: In appearance, **eyes of minute seeing** are much like other magical lenses, but they enable the wearer to see 100 times better at distances of 1 foot or less. Thus, tiny seams, minute marks, even the impression left from writing can be seen. Secret compartments and hidden joints can be noted and the information acted upon. The effect of wearing just one of these crystals is the same as that given for **eyes of the eagle**.

Eyes of Petrification These items are made of special crystal and fit over the eyes of the wearer. They allow them to use a petrification gaze attack (Fortitude DC 19 negates) for 10 rounds per day. Both lenses must be worn for the magic to be effective.

Figurines of Wondrous Powers: There are several kinds of **figurines of wondrous power**. Each appears to be a tiny statuette of an animal an inch or so high. When the figurine is tossed down and a command word spoken, it becomes a living animal of normal size (except when noted below). The animal obeys and serves its owner.

If a **figurine of wondrous power** is broken or destroyed in its statuette form, it is forever ruined, all magic is lost, and it has no power. If slain in animal form, the figurine simply reverts to a statuette and can be used again at a later time.

When a figurine is first found, roll percentile dice and consult the table below to determine the type of animal the figurine becomes:

d100	Figurine Type
01-15	Ebony fly
16-30	Golden lions (pair)
31-40	Ivory goats (trio)
	Jafe Servant
41-55	Marble elephant
56-65	Obsidian steed
66-85	Onyx dog
86-00	Serpentine owl

Ebony Fly: At a word, this small, carved fly comes to life and grows to the size of a pony. The **ebony fly** is Armor Class 16, has 3 Hit Dice, and average maneuverability. It flies at a movement rate of 100. The item can be used a maximum of three times per week, 12 hours per day. When 12 hours have passed or when the command word is spoken, the **ebony fly** once again becomes a tiny statuette.

Golden Lions: These come in pairs. They become normal adult male lions (Armor Class 15, 5 Hit Dice, and normal attack modes). If slain in combat, the lions cannot be brought back from statuettes form for one full week; otherwise, they can be used once every day. They enlarge and shrink upon speaking the command word.

Ivory Goats: These come in threes. Each goat of this trio looks slightly different from the others, and each has a different function. These are:

- **The Goat of Traveling:** This statuette provides a speedy and enduring mount of Armor Class 14, with 24 Hit Points and 2 attacks (horns) for 1d8 each (consider as 4 Hit Dice monster). Its movement rate is 100. The goat can travel a maximum of one day each week-continuously or in any combination of periods totalling 24 hours. At this point, or when the command word is uttered, it returns to its small form for not less than one day before it can again be used.

- **The Goat of Travail:** When commanded, this statuette becomes an enormous creature, larger than a bull, with sharp hooves (2d4+2/2d4+2), a vicious bite (2d4), and a pair of wicked horns of exceptional size (2d6/2d6). If it is charging to attack, it may only use its horns, but +6 damage is added to each hit on that round (i.e., 8-18 hit points per damage per horn). It is Armor Class 20, has 96 hit points, and attacks as a 16 Hit Dice monster. It can be called to life just once per month up to 12 hours at a time. Its movement rate is 60.

- **The Goat of Terror:** When called upon with the proper command word, this statuette becomes a destrier-like mount, movement rate 60, Armor Class 18, 48 hit points, and no attacks. However, its rider can employ the goat's horns as weapons (one horn as a *spear* +3 (lance), the other as a *sword* +6). When ridden versus an opponent, the **goat of terror** radiates terror in a 30-foot radius, and any opponent in this radius must roll a successful will saving throw DC 19 or lose 50% of strength and suffer at least a -3 penalty to attack rolls, all due to weakness caused by terror. When all opponents are slain, or upon the proper command, the goat returns to its statuette form. It can be used once every two weeks.

Jade Servant: This humanoid figure carved from white jade is always of the most exquisite detail. The figure can be of anything from a formal butler to a pleasure slave, male or female. When the command word is spoken the **jade servant** comes to life, and performs the function for which it is designed. Soldiers or bodyguards are never found, only household servants of a non combative nature. So real are these people when activated that speculation states they are servants of the gods that transgressed, and are sent to the prime in this manner as penitence. The servants themselves will never comment on their origin. All such servants will serve without ending, no limits or rest time is required of the item., the **jade servant** requires the sustenance that a normal being of the kind would require. If such is unavailable, they can be returned to the Figurine form without harm.

All such servants also come with a geas that they will make known to the possessor when first activated. It will always be a condition of their service such as the possessor must never swear at them or strike them, they must be paid a gold piece every full moon, or some such. The possessor will never again be reminded of the condition, but failure to observe it will cause the servant to vanish, along with what ever material comfort they are personally responsible for.

Marble Elephant: This is the largest of the figurines, the statuette being about the size of a human hand. Upon utterance of the command word, a **marble elephant** grows to the size and specifications of a true elephant. The animal created from the statuette is fully obedient to the figurine's owner, serving as a beast of burden, mount, or combatant. The type of **marble elephant** obtained is determined by rolling percentile dice and consulting the table below:

d100	Elephant Type
01-09	Normal Elephant
91-00	Prehistoric Elephant

Details of each type of creature are found in the *Monstrous Compendium*. The statuette can be used a maximum of 24 hours at a time, four times per month.

Obsidian Steed: An obsidian steed appears to be a small, nearly shapeless lump of black stone. Only careful inspection will reveal that it vaguely resembles some form of quadruped, and of course, if magic is detected for, the figurine will radiate magic. Upon speaking the command word, the near formless piece of obsidian becomes a fantastic mount with eyes the color of flame. Treat it as a heavy war horse with the following additional powers: *fly* (at normal movement speed), go ethereal, go astral. It will allow itself to be ridden but it is 10% likely per use to carry its "master" to the floor of the first layer of the Gray Waste and then return to its statuette form. The statuette can be used for a 24-hour period maximum, once per week. Note that when the obsidian steed becomes astral or ethereal, its rider and gear follow suit. Thus, travel to other planes can be accomplished by means of this item. When the **obsidian steed** is activated a fail aura of evil is detectable.

Onyx Dog: When commanded, this statuette changes into a creature with the same properties as a war dog, except that it is endowed with Intelligence of 8-10, can communicate in the Common tongue, and has exceptional olfactory and visual abilities. The olfactory power enables the **onyx dog** to scent the trail of a known creature 100% of the time if the trail is one hour old or less, -10% per hour thereafter. The dog is subject to being thrown off by false trails, breaks, water, and masking or blocking substances or scents. The visual power enables the **onyx dog** to use 90-foot-range infravision, spotting hidden (such as in shadows) things 80% of the time, normally invisible things 65% of the time, and noting astral, ethereal, and out-of-phase things 50% of the time. For details, see "Dog, War" in the *Monstrous Compendium*. An **onyx dog** can be used for up to six continuous hours, once per week. It obeys only its owner.

Serpentine Owl: A **serpentine owl** becomes a normal-sized horned owl (AC 7; move 24; 2d2 hit points; 1d2/1d2 points of damage when attacking) if its possessor so commands, or it can become a giant owl if its owner so requires. The maximum duration of the transformation is eight hours in either case. (However, after three transformations into giant owl form, the statuette loses all of its magical properties.) The normal-sized form of the magical statuette moves with 95% silence, has infravision to 90 feet, can see in normal, above-ground darkness as if it were full light, and twice as well as a human. Its hearing is so keen it can detect a mouse moving up to 60 feet away. Anyone or anything trying to move silently has his (or its) chances reduced 50%

against the **serpentine owl** in smaller form. Furthermore, the owl can and will communicate with its owner by telepathic means, informing him of all it sees and hears within the limitations of its intelligence. If commanded to giant-size, a **serpentine owl** is in all respects the same as a giant owl. For information see "Owl, Giant," in the *Monstrous Compendium*. As with most other **figurines of wondrous power**, this one readily obeys all commands of its owner.

Folding Tent: The **Folding Tent** first appears as a plain square of cloth about a foot on a side. It may be made of felt, silk, canvas, or any cloth that the tent itself is made of. When tossed on the ground the **folding tent** sets itself up instantly. To take the tent down one must find the tab on the outside and pull it. The tent will once again become a square of cloth. Some **folding tents** (detailed below) come with amenities inside. If one of these items is removed from the **Folding Tent** and it is taken down, that item will vanish forever. Any item left in the tent that did not come with it will be dumped on the ground when the tent is folded.

All tents are sized for 6 to 24 persons (2d10+4).

d20	Type Found	GP Value
1-9	Spartan	1,000 Per "man"
10-14	Comfort	2,000 Per "man"
15-18	Luxury	4,000 Per "man"
19-20	"The Sheik"	8,000 Per "man"

Spartan: This tent is the simplest. It has a floor, vent, and door. Covers 40sqft for each person held.

Comfort: This model includes a brazier of hot coals that will not go out, and a cot for each person it will hold. This tent covers 80sqft. for each person held.

Luxury: This tent is the travelers delight. Food for all the tent will hold (one meal per 24 hours) a brazier, beds and tables after the fashion of the land it was made in. An *unseen servant* serves at command. This model covers 150sqft. for each person held.

The Sheik: As above but add curtains between beds, a central common room, Illusory dancing girls and musicians, and a *seen servant* in the form of a comely member of the opposite sex from the owner of the tent. 300sqft for each person held.

Gauntlets of Dexterity: A pair of these gloves appears to be nothing more than light-weight leather hand wear of the everyday sort. Naturally, the radiate magic if so detected. They size themselves magically to fit any hand, from that of a huge human to that of a small Hobbit. **Gauntlets of dexterity** increase overall Dexterity by 4 points.

Gauntlets of Ogre Power: These appear the same as typical hand wear for armor. The wearer of these gloves, however, is imbued with 22 Strength or +6 which ever is higher, in his hands, arms, and shoulders. When striking with the hand or with a weapon hurled or held, the gauntlets add a +6 bonus to attack rolls and damage inflicted when a hit is made. These gauntlets are particularly desirable when combined with a **girdle of giant strength** and a hurled weapon. They grow or shrink to fit Human to Hobbit-sized hands.

Gauntlets of Swimming and Climbing: A pair of these gloves appear to be normal light-weight hand wear, but they radiate magic if a detection is attempted. The wearer can have hands of large (human) or small (Hobbit) size. The wearer can

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swim as fast as a triton (movement of 40) underwater, and as fast as a merman (movement 35) on the surface. These gauntlets do not empower the wearer to breathe in water.

These gloves give the wearer a very strong gripping ability with respect to climbing. He can climb vertical or nearly vertical surfaces, upward or downward, They grant a +10 to all climb checks.

Gem of Brightness: This crystal appears to be a long, rough prism. Upon utterance of the proper spell words, however, the crystal emits bright light of one of three sorts.

One command word causes the gem to shed a pale light in a cone-shape 10 feet long, emanating from the gem to a radius of 2½ feet at the end of the beam. This does not discharge any of the energy of the device.

Another command causes the **gem of brightness** to send out a very bright ray 1 foot in diameter and 50 feet long. Any creature struck in the eyes by this beam will be dazzled and unable to see for 1d4 rounds. The target creature is entitled to a reflex saving throw DC 19 to determine whether or not its eyes were shut or averted in time. This use of the gem expends one energy charge.

The third manner in which the item may be used is to cause it to flare in a blinding flash of light in a cone 30 feet long with a 5-foot radius at its end. Although this glare lasts but a moment, all creatures within its area must make a Will save DC 19 or be blinded for 1-4 rounds and thereafter suffer a penalty of -1 to -4 to attack rolls due to permanent eye damage. This use expends five charges.

Dazzling or blindness effects can be reversed by a *cure blindness* spell. The **gem of brightness** has 50 charges and cannot be recharged. A *darkness* spell cast at the gem's owner drains one charge from a **gem of brightness**, or makes it useless for one round, at the option of the gem owner. A *continual darkness* spell causes it to be useless for one day, or to expend five charges, at the option of the owner.

Gem of Insight: This jewel appears to be a well-cut stone of not less than 5,000 gp value. If magic is detected for, the gem radiates a faint aura of the enchantment sort. If any character possesses the item, he will begin to feel its power after keeping the gem on his person for one week. At the end of two weeks, the individual will discover that he is able to understand things more easily, have better insight, memory, recall, etc. In fact, possession of the gem on a continuing basis (three or more months) permanently raises the Intelligence and Wisdom of the character by one point each. If for any reason the gem is not kept beyond the three-month period, the additional Intelligence remains, but the additional Wisdom is lost.

After the gem has worked its magic it crumbles to common glass, the magic exhausted.

A **gem of insight** functions but once per person. If a character acquires a second gem, the second item has no effect.

Gem of Seeing: These finely cut and polished stones are indistinguishable from ordinary jewels, although a *detect magic* will reveal its enchantment. When gazed through, the **gem of seeing** enables the user to detect all hidden, illusionary, invisible, astral, ethereal, or out-of-phase things within viewing range.

Peering through the crystal is time-consuming and tedious. The viewing range of the gem is 300 feet for a cursory scan if only large, obvious objects are being sought, 100 feet if small things are

to be seen. It requires one round to scan a 200-square-foot area in a cursory manner, two rounds to view a 100-square-foot area in a careful way.

Girdle of Animal Shape: This broad belt is made from the skin of an animal with the fur on. When worn it allows the wearer who knows the command word to *shapechange* into the animal who's skin they wear.

The wearer assumes the armor class, attack forms, sensory, and movement abilities of the creature they become. While shapechanged they cannot communicate with speech unless a common creature of that kind can do so. The wearer retains all mental abilities as well as their own Intelligence and wisdom. They cannot cast spells unless the form of the animal allows it.

The **girdle of animal shape** can be used once in a 24 hour period. The shapechange will last up to 24 hours unless canceled before that. The wearer can cancel the magic at will.

Girdle of Dwarvenkind: The Wearer of the girdle is treated by others as if they were a Dwarf for all reaction rolls.

The girdle enables the wearer to understand, speak, and read the Dwarvish language. The wearer also gains the racial benefits of Dwarven kind (i.e., +2 Constitution, -2 Charisma +2 saving throw bonuses vs Poison and disease, Low light vision, and detection/determination of approximate depth underground as described in the *Player's Handbook*). All bonuses and penalties apply only as long as the individual actually wears the girdle. Benefits such as additional languages and combat bonuses against giant-type-opponents never apply.

A Dwarf that wears the belt Gains a +4 to Constitution and +4 to their prime ability. They gain Darkvision 60 feet

Girdle of Femininity/Masculinity: This broad leather band appears to be a normal belt, but, if buckled on, it will immediately change the sex of its wearer to the opposite gender. It then loses all power for that person. There is no easy way to restore the character's original sex, a *wish* might do so, and a powerful being can alter the situation. In other words, it takes a godlike creature to set matters aright with certainty.

Girdle of Giant Strength: This belt looks similar to ordinary belts, but it is imbued with very powerful magic. When worn it increases the physical prowess of its wearer, giving him the Strength of a giant. (It doesn't cause the wearer to grow to giant size, however!) To determine how strong the wearer becomes and the bonuses he gets, roll percentile dice and consult the table below.

The Strength gained is not cumulative with normal or magical Strength bonuses except in combination with **gauntlets of ogre power** and magical warhammers.

d100	Giant Equivalent	Strength Rating	Bonuses To Hit
01-30	Hill	23	+6
31-50	Stone	24	+7
51-70	Frost	25	+7
71-85	Fire	26	+8
86-95	Cloud	27	+8
96-00	Storm	28	+9

The wearer of the girdle is able to hurl rocks as if he had imbibed a **potion of giant strength**. These abilities are:

Hurling Type	Weight Allowance	Range	Base Damage	Rock Weight.*
Hill	1.0	10 yds.	1-6	140
Stone	1.1	20 yds.	1-12	198
Frost	1.2	15 yds.	1-8	156
Fire	1.3	15 yds.	1-8	170
Cloud	1.4	15 yds.	1-10	184
Storm	1.5	25 yds.	1-12	212

* Approximate average missile weight.

Girdle of Many Pouches: This broad waistbelt seems to be nothing more than a well-made article of dress. However, if magic is detected for, the item will radiate strong enchantment along with a fainter aura of alteration.

Examination will reveal that the girdle has eight small pouches on its inner front surface. In fact, there are a total of 64 magical pouches in the girdle, seven others "behind" each of the eight apparent ones. Each of these pouches is similar to a miniature **bag of holding**, able to contain up to one cubic foot of material weighing as much as 10 pounds. The girdle responds to the thoughts of its wearer by providing a full pouch (to extract something from) or an empty one (to put something in) as desired. Naturally, this item is greatly prized by spellcasters, for it will hold components for many spells and make them readily available.

Gloves of Missile Snaring: These gloves radiate slightly of enchantment and alteration if magic is detected for. Once snugly worn, they seem to meld with the hands, becoming almost invisible (undetected unless within five feet of the wearer). Either or both hands so clad, if not already holding something, can be used to pick many sorts of missiles out of the air, thus preventing possible harm, and enabling the wearer to return a hand-thrown missile to its sender as an attack in a subsequent round.

All forms of small, hand-hurled or weapon-propelled missiles (arrows, bolts, darts, bullets, javelins, axes, hammers, spears, and the like) can be caught. If the weapon magically returns to the attacker, then catching it simply prevents damage, and returning the weapon does not result in an attack.

Harp of Charming: This instrument appears identical to all other magical harps. When played by a person proficient in the instrument, the player is able to cast one *suggestion* spell each turn of playing. The target is entitled to a Will save DC 19 to avoid the *suggestion*.

Hat of Comfort: This plain looking broad brimmed hat is far more to be desired than it might first seem. Any person wearing the **hat of comfort** will never suffer from extremes of heat and cold. Any weather conditions are treated as if it was 70° sunny and a light wind blowing for proposes of the character's comfort. The **hat of comfort** will not prevent damage from heat or cold based attacks. It offers no protection against any from of fire or cold that is not part and parcel of the weather.



Hat of Disguise: This normal-appearing hat contains a powerful enchantment that allows its wearer to alter his appearance as follows:

Height: +/-25% of actual height
Weight: +/-50% of actual weight
Sex: Male or female
Hair: Any color
Eyes: Any color
Complexion: Any color
Facial features: Highly mutable

Thus, the wearer could appear as a comely woman, an Orc, or possibly even a Gnome. If the hat is removed, the disguise is instantly dispelled. The headgear can be used over and over. Note that the hat can be changed (as part of a disguise) to appear as a comb, ribbon, head band, fillet, cap, coif, hood, helmet, etc.

Helm of Brilliance: When discovered, a **helm of brilliance** appears to be nothing more than an ordinary piece of armor for head protection—a helmet, bassinet, mallet, etc. of iron or steel. When worn, it functions only upon the utterance of a special command word. When so empowered the true nature of the helm is visible to all. The helm itself adds +2 to the wearer's AC. It is of brilliant silver and polished steel, and set with 10 diamonds, 20 rubies, 30 fire opals, and 40 opals—each of large size and magicked, which perform as explained below. When struck by bright light, the helm will scintillate and send forth reflective rays in all directions from its crown-like, gem-tipped spikes. The jewels' functions are:

Diamond	<i>Prismatic spray</i> (as the 7th-level wizard spell)
Ruby	<i>Wall of fire</i> (as the 5th-level priest spell)
Fire Opal	<i>Fireball</i> (as the 3rd-level wizard spell)
Opal	<i>Light</i> (as the 1st-level priest spell)

Each gem can perform its spell-like power just once. The helm may be used once per round. The level of the spell is doubled to obtain the level at which the spell was cast with respect to range, duration, and such considerations. Until all of its jewels are magically expended, a **helm of brilliance** also has the following magical properties when activated.

1. It glows with a bluish light when undead are within 30 feet. This light causes pain and 1d6 points of damage to all such creatures except skeletons and zombies.

2. The wearer may command any sword he wields to become a **sword of flame**. This is in addition to any other special properties it may have. This takes one round to take effect.

3. The wearer is protected as if a double-strength **fire resistance ring** (DR40) were worn, but this protection cannot be augmented by further magical means.

Once all of its jewels have lost their magic, the helm loses all of its powers. The gems turn to worthless powder when this occurs. Removing a jewel destroys the gem. They may not be recharged.

Helm of Comprehending Languages and Reading Magic: Appearing as a normal helmet, a **helmet of comprehending languages and reading magic** enables its wearer to understand strange tongues and writings and 80% of magical writings. (Note that these percentage figures apply to whether all or none of the speaking/writing or inscription is understandable. Understanding does not necessarily imply spell use.) This device is equal to a normal helmet of the type.

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Helm of Telepathy: This sturdy metal helmet appears to be a normal piece of headgear, although it will radiate magic if this is detected for. The wearer of a **helm of telepathy** is able to determine the thoughts of creatures within line of sight. The device functions as a psionic with a strength of 13, and 50 power points per day. It does not alter the psionic resistance of the wearer. The limitations on this power are same for a normal psionically active creature. All rules that apply to telepathic abilities, apply to the helm of telepathy. The Helm recharges its power points every 24 hours. The helm grants the following skills and abilities:

Communicate: (Chapter 9 p10) Two way communication via line of sight only. Knowledge of the being communicated with will not alter this.

Probe: Chapter 9 p14

Hypnotize: Chapter 9 p13

Helm of Teleportation: This is another helmet of normal appearance which will give off a magical aura if detected for. Any character wearing this device may *teleport* once per day, exactly as if he were a wizard—the destination must be known, and a risk is involved. If the wearer is a wizard, the helm's full powers can be employed, for the wearer can then memorize a *teleportation* spell, and use the helm to refresh his memory so he can repeat the spell up to three times upon objects or characters and still be able to personally *teleport* by means of the helm. As long as the wizard retains the *teleportation* spell uncast, he can personally *teleport* up to six times before the spell is lost, and even then a usage of the helm remains as noted above for all characters.

The free use of the helm will teleport the user and their gear alone. Use of the helm with a teleport spell is up to the limit of the wizard's own casting.

Helm of Underwater Action: When this helm is viewed, it is indistinguishable from a normal helmet. However, detection reveals it to be magical, and the possessor is able to see and breathe underwater. Visual properties of the helm are activated when small lenses are drawn across the device from compartments on either side. These allow the wearer to see five times farther than water and light conditions allow for normal human vision. (Note that weeds, obstructions, and the like block vision in the usual manner.) If the command word is spoken, the **helm of underwater action** creates a globe of air around the wearer's head, and maintains it until the command word is spoken again. Thus, the wearer can breathe freely.

Heward's Handy Haversack: A magical backpack of this sort appears quite ordinary, well made, and well used. It is of finely tanned leather, and the straps have brass hardware and buckles. There are two side pouches, each of which appears large enough to hold about a quart of material, but each is similar to a **bag of holding** and will actually contain material equal to as much as two cubic feet in volume or 20 pounds in weight. The large central portion of the pack can contain up to eight cubic feet or 80 pounds of material. The pack has an even greater power: When the wearer reaches into it for a specific item, that item will always be on top. Thus, no digging around and fumbling is ever necessary to find what the haversack contains. **Heward's handy haversack** and whatever it contains gain a +2 bonus to all saving throws.

Hill Seeds: These items are always found in a plain looking sack. From 2-5 such objects will be in any sack. The seeds appear

to be just that, the stone of a fruit such as a peach or plum, dried, and covered in fine writing. The seeds will detect as magical.

When tossed into the air, and the correct word spoken, the hill seeds will grow into an earthen mass the size of a small cottage, about 4000 cubic feet. Anything under the hill seed when it lands will be crushed. A hill seed delivers damage depending on the manner in which it is delivered. 10-40 if thrown, 30-180 if from a sling, and 100-1000 if tossed from a war engine. Any living being caught under a hill seed must save vs. reflex DC 22 or be killed outright. A successful save delivers the given damage.

The hill seed will remain small when tossed up, and grow as it falls. A dispel magic will render the falling seed harmless, the seed receives no save.

Horn of Blasting: This magical horn appears to be a normal trumpet, but it radiates magic if a *detect magic* is cast upon it. It can be sounded as a normal horn, but if the correct word is spoken and the instrument is then played, it has the following effects, both of which happen at once:

1. A cone of sound, 120 feet long and 30 feet wide at the end, issues forth from the horn. All within this area must roll a successful Fort saving throw DC 19. Those saving are stunned for one round and deafened for two. Those failing the saving throw sustain 1d10 points of damage, are stunned for two rounds, and deafened for four.

2. A wave of ultrasonic sound 1 foot wide and 100 feet long issues from the horn. This causes a weakening of such materials as metal, stone, and wood. The weakening is equal in effect to the damage caused by a hit from a missile hurled by a large catapult. (9d6)

If a **horn of blasting** is used magically more than once per day, there is a 10% cumulative chance that it will explode and inflict 5d10 points of damage upon the person sounding it.

There are no charges upon a horn, but the device is subject to stresses as noted above.

Horn of Collapsing: The horn appears to be a normal musical instrument, perhaps a bugle or warning horn of some sort. If it is sounded improperly, without first speaking the proper command word, the following will result:

Out-of-doors: A torrent of fist-sized rocks will strike the individual sounding the horn, 2d6 in number, each causing 1d6 hit points of damage.

Indoors: The ceiling overhead will collapse when the device is blown. The character suffers 3d12 points of damage.

Underground: The area immediately above the character sounding the horn will fall upon him. The damage is 5d4 points base, multiplied by one for each 10 feet of height which the material above drops (i.e., twice damage if a 20-foot ceiling, three times damage if a 30-foot ceiling, etc.).

Proper use of a *horn of collapsing* enables the character to sound it while it is pointed at the roof overhead from 30 to 60 feet beyond the user. The effect is to collapse a section of roof up to 20 feet wide and 20 feet long (10-foot radius from the central aiming point) which inflicts damage as noted above if indoors or underground only.

Like the **horn of blasting** it can be used but once per day.

Horn of Fog: This small, buglelike device allows its possessor to blow forth a thick cloud of heavy fog equal to that of a *fog cloud* spell. Each round spent blowing it creates a 10-foot cube fog

cloud. The cloud lasts for 2d4 rounds after the last round of blowing the instrument. Note that should it stop being sounded for a round, a new *fog cloud* will have begun, as the initial one has a life expectancy of but 2d4 more minutes, and will have drifted away from the individual sounding it. The device makes a deep, horn-like noise, the note dropping abruptly to a lower register at the end.

Horn of the Tritons: This device is a conch shell horn which can be blown once per day (except by a triton who can sound it three times daily). A **horn of the tritons** can do any one of the following functions when blown:

1. Calm rough waters in a one mile radius. (This has the effect of dispelling a water elemental or water weird.)

2. Summon 5d4 hippocampi (on a d6 roll of 1 or 2), 5d6 giant sea horses (on a roll of 3-5), or 1d10 sea lions (on a roll of 6) if the character is in a body of water in which such creatures dwell. The creatures summoned will be friendly and will obey, to the best of their understanding, the character who sounded the horn.

3. Panic marine creatures with animal or lower Intelligence, causing them to flee unless each saves vs. spell. Those who do save must take a -5 penalty on their attack rolls for 3d6 turns (30-180 rounds).

Any sounding of a **horn of the tritons** can be heard by all tritons within a three-mile radius.

Horn of the Winds: This horn will either summon or still the wind when sounded. The possessor must be aware of the songs of the winds, and be able to play them. Each playing of the song will increase or decrease the wind by one factor. Still to light, light to moderate, etc, or alter the wind by one compass heading, N to NNW etc. The horn cannot be sounded more than three times in a day, or nine times in a week. Any additional sounding of the horn above the limits will cause a tempest of damaging strength, that will last for 1-6 hours. A divination spell must usually be used to learn the songs that go with a given horn, only rarely will a notation of the songs be with the horn.



Horn of Valhalla: There are four varieties of this magical device. Each appears to be a normal instrument until its command word is spoken. Then, each summons a number of berserkers from Valhalla to fight for the character who summoned them by blowing the horn. Each variety of horn can be blown just once every seven days. The type of horn, its powers, and who is able to employ it are determined by rolling 1d20 and consulting the table below.

Any character whose group is unable to employ a particular **horn of Valhalla** will be attacked by the berserk fighters summoned when the character blows the horn.

Summoned fighters are Armor Class 4, have 6 hp points per die, and are armed with sword and spear (50%), or battle-axe and spear (50%). They gladly attack anyone the possessor of the horn commands them to fight, until they or their opponents are slain, or six turns have elapsed, whichever occurs first.

Type of Berserk Fighters					
d20	Horn	Summoned	Usable By	GP Value	
1-8	Silver	2d4+2 2nd level	any group	18,000	
9-15	Brass	2d4+1 3rd level	P, Wi, R	36,000	
16-18	Bronze	2d4 4th level	P, Wa	72,000	
19-20	Iron	1d4+1 5th level	Wa	144,000	

Horseshoes of a Zephyr: These iron shoes can be affixed like normal horseshoes, but they allow a horse to travel without actually touching the ground. Among other things, this means water can be crossed-passed over without effort-and movement is possible without leaving tracks on any sort of ground. The horse is able to move at normal speeds, and it will not tire for as long as 12 hours' continuous riding per day when wearing these magical horseshoes.

Horseshoes of Speed: These iron shoes come in sets of four like ordinary horseshoes, but they are magical and will not wear out. When affixed to a horse's hooves, they double the animal's speed.

Horseshoes of Hauling: These iron shoes will double a horse's hauling ability either in harness or in loads carried on its back. They are always found sized for the largest of the heavy horses, but will alter size to fit the horse they are put on. They do not wear out.

Incense of Health: When a block of this otherwise normal looking Incense is burned a fresh scent fills that air. Sour, unpleasant or sickly odors are banished from the room in which it is burnt. The Incense burns without any visible smoke.

All those in the room at the time of burning, and remaining in the room until it is finished (about 2 hours) will benefit in two ways. First, all in the room will remain free of disease for the next week. If they are ill at the time of burning, the course and severity of their illness is halved. If anyone affected by the incense of health is exposed to a magical disease within that week the disease will be canceled, and any further benefit from the incense is lost.

Second, if anyone that is injured that is subjected to the **Incense of health** they will recover double the hit point that day, as long as rest is maintained.

Incense of Meditation: The small rectangular blocks of sweet-smelling **incense of meditation** are indistinguishable from nonmagical incense until one is lit. When burning, the special fragrance and pearly-hued smoke of this special incense are

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recognizable by any priest of 5th or higher level.

When a priest lights a block of the incense of meditation and spends eight hours praying and meditating nearby, the incense will enable him to gain maximum spell effects. Thus, *cure wounds* spells are always maximum, spell effects are of the broadest area possible, and saving throws against their effects suffer -1 penalties, and when dead are brought back to life, their chance of not surviving is reduced by one-half (rounded down).

When found, there will be 2d4 pieces of incense. Each piece burns for eight hours, the effects remain for 24 hours.

Ioun Stones: These magical stones are found set in jewelry, in the hilts of weapons, or even unmounted. The possessor must wear the stones out in the open on their person to gain benefit from the stones. There are 14 different kinds of ioun stones. Roll 1d20 to determine the property of a given stone.

Whenever ioun stones are exposed to attack, they are treated as Armor Class 24 and take 10 points of damage to destroy. They have a hardness of 15.

Ioun Stones

d20	Type of Stone	d20	Type of Stone
1-2	agate sphere	14	topaz prism
3-4	Turquoise sphere	15	ruby spindle
5-6	pearl sphere	16	diamond spindle
7-8	Jasper sphere	17	Emerald spindle
9-10	hematite sphere	18	garnet ellipsoid
11-2	jade sphere	19	Sapphire ellipsoid
13	amethyst ellipsoid	20	Opal ellipsoid

<i>Agate sphere:</i>	Adds 4 points to the possessor's Strength.
<i>Turquoise sphere:</i>	Adds 4 points to the possessor's Intelligence.
<i>Pearl sphere:</i>	Adds 4 points to the possessor's Wisdom.
<i>Jasper sphere:</i>	Adds 4 points to the possessor's Dexterity.
<i>Hematite sphere:</i>	Adds 4 points to the possessor's Constitution.
<i>Jade sphere:</i>	Adds 4 points to the possessor's Charisma.
<i>Topaz prism:</i>	Grants the possessor +4 to all saving throws.
<i>Ruby spindle:</i>	Will sustain the possessor without air. The possessor is immune to inhaled gases on a successful save
<i>Diamond spindle:</i>	Will sustain the possessor without food or water.
<i>Emerald spindle:</i>	Possessor will fast heal 1 hit point per turn.
<i>Garnet ellipsoid:</i>	Will absorb spells up to 4th level. After it has absorbed 10-40 spell levels, the stone burns out and turns to dull gray, forever useless. The stone will dissipate 1 spell level per day if it absorbs no spell that day.
<i>Sapphire ellipsoid:</i>	Will absorb spells up to 8th level. After it has absorbed 20-80 spell levels, the stone burns out and turns dull gray, forever useless. The stone will dissipate 1 spell level per day if it absorbs no spell that day.

<i>Amethyst ellipsoid:</i>	Will store 12 levels of spells. Spells may be cast at will. Only complete spells can be stored. An amethyst ellipsoid will stop only spells aimed at the possessor, area effect spells are not caught unless the possessor is the direct target of the spell. The fireball, or lightning bolt is aimed <i>at</i> them. Any spell can be cast at the stone and saved for later recasting. All spells caught in the stone are recast at -1 level to the level they were originally cast at.
<i>Opal ellipsoid:</i>	Holds 20 spells. Each "space" in the stone is filled in order, and cannot be refilled until the stone is fully filled, and the spaces before it are empty. That is if the stone hold 5 spells, the 6 "spot" will be the next filled, and the 6 spot cannot be filled again, even if the spell is cast until the stone is filled, and the five spots in front of it are emptied, and then filled in order. An opal ellipsoid will stop only spells aimed at the possessor, area effect spells are not caught unless the possessor is the direct target of the spell. The fireball, or lightning bolt is aimed <i>at</i> them. Any spell can be cast at the stone and saved for later recasting. All spells caught in the stone are recast at -1 level to the level they were originally cast at.

Iron Bands of Bilarro: When initially discovered, this very potent item will appear to be a rusty iron sphere. Close examination will reveal that there are bandings on the three-inch-diameter globe. Magic detection will reveal strong magic of an indeterminate nature.

When the proper command word is spoken and the spherical iron device is hurled at an opponent, the bands expand and tightly constrict the target creature if a successful, unadjusted attack roll is made. A single creature of up to frost/fire giant-size can be captured thus and held immobile until the command word is spoken to bring the bands into globular form again. Any creature captured in the bands, however, gets the chance to break (and ruin) the bands by successfully escaping the Grapple. The Bands always get a 36. Only one attempt is possible before the bands are so set as to be inescapable.

Iron Flask: These special containers are typically inlaid with runes of silver and stoppered by a brass plug bearing a seal set round with sigils, glyphs, and special symbols. When the user speaks a command, he can force any creature from another plane into the container, provided the creature fails its will saving throw DC 25 after magic resistance, if any, is checked. Range is 60 feet. Only one creature at a time can be so contained. Loosing the stopper frees the captured creature.

If the individual freeing the captured creature knows the command word, the creature can be forced to serve for one turn (or to perform a minor service which takes up to one hour). If freed without command knowledge, dice for the creature's reaction. Any attempt to force the same creature into the flask a second time allows it +2 on its saving throw and makes it *very* angry and

totally hostile. A discovered bottle might contain:

d100	Contents
01-50	Empty
51-54	Air elemental
55-65	Djinni
66-69	Earth elemental
70-72	Efreeti
73-76	Fire elemental
77-86	Invisible stalker
87-89	Rakshasa
90-93	Salamander
94-97	Water elemental
98-99	Wind walker
00	Minor immortal

Jewel of Flawlessness: This magical gem appears to be a very fine stone of some sort, but if magic is detected for, its magical aura will be noted. When a **jewel of flawlessness** is placed with other gems, it has a 20% chance that the value of any given gem doubles. The jewel has from 10-100 facets, and whenever a gem increases in value because of the magic of the **jewel of flawlessness** one of these facets disappears. When all are gone, the jewel is a spherical stone that has no value.

Keoghtom's Ointment: This sovereign salve is useful for drawing poison, curing disease, or healing wounds. A jar of the unguent is small-perhaps three inches in diameter and one inch deep-but contains five applications. Placed upon a poisoned wound (or swallowed), it detoxifies any poison or disease. Rubbed on the body, the ointment heals 1d4+8 points of damage. Generally, 1d3 jars will be found.

Lens of Detection: This circular prism enables its user to detect minute things at 50% of the ability of **eyes of minute seeing**, but it also enables the possessor to look through the lens and track as a 5th-level ranger does. (Track +8) The **lens of detection** is about six inches in diameter. It must be set in a frame with a handle to be properly used.

Libram of Gainful Conjunction: This mystic book contains much arcane knowledge for magicians. If a character is of this class and spends a full week cloistered and undisturbed, pondering its contents, he gains experience points sufficient to place him exactly at the mid-point of the next higher level. When this occurs, the libram disappears, and that character can never benefit again from reading such a work.

Healers that pursue the work will gain half a level in advantage. Bards will only gain advantage if they are using Magician spells. Any magician tradition bard that peruses a **libram of gainful conjunction** must make a will save DC 19 or drop the bard class in favor of becoming a true magician. They will gain enough experience form the libram to get a third of a level if they make the saving throw. Any other class that perusing the work must roll a Will saving throw DC 19 in order to avoid insanity. Characters who go insane can be healed only by a *remove curse* and rest for 1 month or by having a priest *heal* them.

Libram of Medicine: This volume is of infinite benefit to the healer. If a character is of this class and spends a full week cloistered and undisturbed, pondering its contents, he gains experience points sufficient to place him exactly at the mid-point

of the next higher level. At this point the Libram of medicine becomes an ordinary medical text of no magical value. That character can never again benefit from such a work.

Other spellcasters that pursue this volume, will gain the skills of First Aid, Nursing, and Herbalism, if the skills are already possessed, they character gains a +3 in their use. Clerics of any of the healing orders will gain the experience for half a level in studying this book. Non-spell casters who attempt this volume are confused by the contents for 1-4 days, or until a *remove curse* is cast on them. These latter "uses" of the book do not use up the magic.

Libram of the Mother: This arcane work is of benefit to members of the craft. If a character is of this class and spends a full week cloistered and undisturbed, pondering its contents, he gains experience points sufficient to place him exactly at the mid-point of the next higher level. When this occurs, the libram disappears, and that character can never benefit again from reading such a work.

Bards will only gain advantage if they are using craft spells. Any craft tradition bard that pursues a **Libram of the Mother** must make a will save DC 19 or drop the bard class in favor of becoming a true craft. They will gain enough experience form the libram to get a third of a level if they make the saving throw. Rangers of a level to cast craft spells likewise can gain a third of a level from the **Libram of the Mother**. However, they too must save or drop their profession in favor of the craft.

Other classes, or Rangers under the level to cast spells that pursue the book will be polymorphed into normal animals (usually mammalian predators, unless an imbalance of other types indicates something different.) common to the region they are in, and the book will vanish. Rangers gain a +2 on the Fortitude save DC 19.

Lyre of Building: The enchantments placed upon this instrument make it indistinguishable from a normal one. Even if its magic is detected, it cannot be told from an ordinary instrument until it is played. If the proper chords are struck, a single use of the lyre will negate the effects of a *horn of blasting*, a *disintegrate* spell, or the effects of up to three rounds of attack from a ram or similar siege item. The lyre can be used in this way once per day.

The lyre is also useful with respect to actual building. Once a week its strings can be strummed so as to produce chords that magically construct buildings, mines, tunnels, ditches, or whatever. The effect produced in but three turns of playing is equal to the work of 100 men laboring for three days.

A check must be made whenever the lyre is played. Under normal circumstances, a false chord is sounded on a roll of 1-3 on 1d20. (Characters with the musical instrument proficiency play a false chord only on a roll of 1.) If the player of the lyre is under physical or mental attack, the chance of a false chord increases to 1-10. (Proficient characters resolve a proficiency check by the standard rules under these circumstances.) If a false chord is struck, all effects of the lyre are 20% likely to be negated.

A bard proficient in the lyre will strike no false chords unless under attack, and then the chance is halved. A bard playing the instrument can achieve twice the useful work.

Manual of Beauty: The **manual of beauty** appears to be an arcane, rare, but non-magical book. If a *detect magic* spell is cast upon it, the manual will radiate an aura of magic. Any character who reads the work (24 hours of time over 3-5 days) will know

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how to increase his Charisma by two points. This involves a special dietary regimen, exercises, and treatments over a one-month period. The book disappears immediately upon completion of its contents.

The points of Charisma is gained only after the prescribed regimen is followed. In three months the knowledge of the secrets to beauty will be forgotten. The knowledge cannot be articulated or recorded by the reader. The manual will not be useful to any character a second time, nor will more than one character be able to benefit from a single copy.

Manual of Bodily Health: The metal-bound **manual of bodily health** appears to be an arcane, rare, but non-magical book. If a *detect magic* spell is cast upon it, the manual will radiate an aura of magic. Any character who reads the work (24 hours of time over 3-5 days) will know how to increase his Constitution by two points. This involves a special dietary regimen and breathing exercises over a one-month period. The book disappears immediately upon completion of its contents.

The points of Constitution is gained only after the prescribed regimen is followed. In three months the knowledge of the secrets to bodily health will be forgotten. The knowledge cannot be articulated or recorded by the reader. The manual will not be useful to any character a second time, nor will more than one character be able to benefit from a single copy.

Manual of Gainful Exercise: This work is similar to the **manual of bodily health**, but its reading and prescribed course of action will result in the addition of two points to the reader's Strength.

Manual of Golems: This compilation is a treatise on the construction and animation of golems. It contains all of the information and incantations necessary to make one of the four sorts of golems.

The construction and animation of a golem takes a considerable amount of time and costs quite a bit as well. During the construction/animation process, a single wizard or priest must have the manual at hand to study, and he must not be interrupted. The type of manual found is determined by rolling 1d20 and consulting the table below:

d20	Type of Golem	Construction Time	GP Cost
1-5	Clay (P)	1 month	65,000
6-17	Flesh (W)	2 months	50,000
18	Iron (W)	4 months	100,000
19-20	Stone (W)	3 months	80,000

Once the golem is finished, the writing fades and the book is consumed in flames. When the ashes of the manual are sprinkled upon the golem, the figure becomes fully animated.

It is assumed that the user of the manual is of 10th or higher level. For every level of experience under 10th, there is a cumulative 10% chance that the golem will fall to pieces within one turn of completion due to the maker's imperfect understanding.

The work is incomprehensible to anyone that it is not meant for. Such a reader must make a will save DC 19 or waste 1-4 weeks attempting to understand the book. No amount of persuasion will alter this monomania. Only a *remove curse* will relieve them.

Manual of Puissant Skill at Arms: This scholarly study contains expert advice and instruction regarding weapon use and various attack and defense modes. Any single fighter, paladin, or ranger who reads the manual and practices the skills described therein for one month goes up to the mid-point of the next higher level. A bard that pursues the work will gain a third of the level from it. The book disappears after it is read, and the knowledge therein will be forgotten within three months, so it must be acted upon reasonably quickly.

The character cannot articulate what he has read, nor can it be recorded in any fashion. Priests, thieves, and craft cannot understand the **manual of puissant skill at arms**. If a magician, or healer attempts the book, they will be stunned for 1d6 turns and lose a point of Intelligence. A character can benefit from reading a **manual of puissant skill at arms** only one time.

Manual of Quickness of Action: The heavy covers and metal bindings of this compilation will not distinguish it from other semi-valuable, non-magical texts. This work contains secret formulae that enable a single reader to assimilate the text (three days of uninterrupted study) and then practice the skills detailed therein.

If this practice is faithfully done for one month, the character will gain two points of Dexterity. The manual will disappear immediately after reading, but the contents will be remembered for three months. However, the reader will not be able to articulate or otherwise record the information he retains. Only after the month of training will the Dexterity bonus be gained. Further perusal of a similar text will not add to the same character's Dexterity.

Manual of Resistance: This metal bound book resembles any other similar work. However it contains secret formulas that allow a single reader understand retain the work in three days, and this put the knowledge to use.

If practice of the methods is undertaken for a solid month the character will gain a permanent +1 to all three saving throws. The manual will disappear immediately after reading, but the contents will be remembered for three months. However, the reader will not be able to articulate or otherwise record the information he retains. Only after the month of training will the Saving Throw bonus be gained. Further perusal of a similar text will not add to the same character's Saving Throws.

Manual of Stealthy Pilfering: This is a guide to expertise at thievery. It is so effective that any thief who reads it and then spends one month practicing the skills therein will gain enough experience points to place him at the mid-point of the next higher level. The text disappears after reading, but knowledge is retained for three months. As with other magical texts of this sort, however, the knowledge cannot be recorded or repeated to others. Any additional reading of a similar manual is of no benefit to the character.

Fighters, rangers, magicians, illusionists, and craft are unable to comprehend the work. Priests, with the exception of those that have thieving skills as part of their abilities and paladins who read even a word of the book suffer 5d4 points of damage, are stunned for a like number of rounds, and, they must *atone* within one day or lose one point of Wisdom. Bards, and Priests with thieving skills will gain a third of a level from the practice of the book's skills.

Mattock of the Titans: This huge digging tool is 10 feet long and weighs over 100 pounds. Any normal giant-sized creature can use it to loosen (or tumble) earth or earthen ramparts in a 100 cubic foot area in one turn. It will smash rock in a 20 cubic foot area in the same amount of time. If used as a weapon, it has a +3 bonus to attack rolls and inflicts 5d6 points of damage, exclusive of Strength bonuses (see **girdle of giant strength**). Man sized fighters with a Strength of 20 or more can also employ this item. Characters under 5'5" cannot use the mattock no matter what their strength.

Maul of the Titans: This huge mallet is 8 feet long and weighs over 150 pounds. Any normal giant-sized creature can employ it to drive piles of up to 2 feet in diameter into normal earth at 4 feet per blow—two blows per round. The maul will smash to splinters an oak door of up to 10 foot height by 4 foot width by 2 inch thickness in one blow, two if the door is heavily bound with iron. If used as a weapon, it has a +2 bonus to attack rolls and inflicts 4d10 hit points of damage, exclusive of Strength bonuses. Man sized fighters with a Strength of 20 or more can also employ this item. Characters under 5'5" cannot use the maul no matter what their strength.

Medallion of ESP: This appears to be a normal pendant disk hung from a neck chain. It is usually fashioned from bronze, copper, or nickel-silver. The device enables the wearer to concentrate and pick up thoughts in a path 1 foot wide at the medallion and broadening 2 feet every 10 feet from the device to a maximum of 120 feet. Note that the wearer cannot send thoughts through a **medallion of ESP**.

Use of the medallion requires a full round. It is prevented from functioning by stone of over 3 foot thickness, metal of over 1/6 inch thickness, or any continuous sheet of lead, gold or platinum of any thickness greater than paint.

The character using the device can pick up only the surface thoughts of creatures in the ESP path. The general distance can be determined. If target creature is of animal Intelligence, only the prevailing emotions can be felt. Psionic creatures have no detectable surface thoughts, and the Psionic has a chance equal to their defense Bonus + d20 vs DC 25 to notice the medallion user. Note that undead and mindless golems have neither readable thoughts nor emotions.

Mirror of Corrections: This item is an oval mirror two foot by a foot and a half. It is usually found in a frame of good quality, and the glass is of the highest quality. When a character looks into the mirror, their appearance is "corrected" to what they wish it to be. Their skin is cleaned, clothing cleaned, and slight imperfections and stains are removed, their hair is combed and cleaned, and 1-3 points of damage will be healed. If the **mirror of corrections** is placed as a permanent part of a vanity, or similar piece of furniture of the best quality (at least 400 GP value) and cosmetics are placed on the vanity, they will be applied to the viewer's satisfaction. The cosmetics are used up in this process and must be replenished as they would normally. The **mirror of corrections** can be used any number of times per day, but the healing function will work only once in 24 hours.

Mirror of Impersonation: The **mirror of impersonation** is a variation of the **mirror of life trapping**. Like the latter item the mirror can trap living creatures in a non-spatial extra-dimensional

compartment. However, this mirror has but one such compartment, and a number of additional powers.

The chances of catching a creature are the same as for the **mirror of life trapping**. Once this is done however is when the real power of the mirror begins. When the possessor wears the item (as a pendant) they assume the shape of the trapped creature. The possessor can also tap the memory of the victim in order to mimic them. The chance of tapping any given memory a roll against the MD of the victim with a +20 to the roll. To remove the disguise the possessor must remove the mirror from their person. Should the mirror be broken while it is worn the victim is released, and the possessor is trapped in the stolen form. Only a *wish* can change them back to their original shape. The victim can also be released at will with a command word.

The victim has no memory of their time in the mirror other than a vague and constant pain. Note: while the **mirror of impersonation** can be used by any class the use of this item is an *evil act* no matter how or to what ends it is employed.

The mirror itself is an oval of rock crystal 2x3 inches. It is mirrored with nethermetal, and enclosed in a platinum and jeweled frame.

Mirror of Life Trapping: This crystal device is usually about 4 square feet in area, framed in metal, wood, etc. It is usable only by wizards, although it can be affixed to a surface to operate alone by giving a command word. A mirror has from 13 to 18 (d6+12) non spatial/extra-dimensional compartments within it. Any creature coming within 30 feet of the device and looking at its reflection must successfully make a Will save DC 23 or be trapped within the mirror in one of the cells. A creature not aware of the nature of the device will always see its reflection, the probability dropping to 50% if the creature is aware that the mirror traps life.

When a creature is trapped, it is taken bodily into the mirror minus any clothing or items carried. Size is not a factor, but automatons and nonliving matter (including golems but excluding intelligent undead) are not trapped.

The possessor of the mirror can call the reflection of any creature that is trapped within to the surface of the mirror, and the powerless creature can be engaged in conversation. If mirror capacity is exceeded, one victim (determined randomly) will be set free in order to accommodate the latest one.

If the mirror is broken, all victims are freed (usually to then attack the possessor of the device). Note that the possessor of a **mirror of life trapping** can speak a command word to free a trapped creature, but the creature's cell must be known. Example: "In the name of Zagig the Great, I command the occupant of the third cell to come forth!"

Mirror of Mental Prowess: This magical mirror resembles an ordinary one 5 feet by 2 feet. The possessor who knows the proper commands can cause it to perform as follows:

1. Read the thoughts of any creature reflected therein.
2. Scry with it as if it were a **crystal ball** with *clairaudience*, even being able to view into other planes if the viewer is sufficiently familiar with them.
3. Use it as a portal to visit other places (possibly other planes, as well, at the DM's option) by first scrying them and then stepping through to the place pictured, an invisible area remains on the "other side," and those using the portal can return if the correct spot can be found. (Note that creatures being scried can step through if the place is found by them!)

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5: Once per week it will answer one short question regarding a creature whose image is shown upon its surface.

Mirror Of Opposition: This item exactly resembles a normal mirror. If a creature is reflected in its surface, an exact duplicate of the creature will come into being, and this opposite will immediately attack the creature reflected. Note that the duplicate will have all items and powers of the original (including magic), but upon the defeat or destruction of either, the duplicate and his item disappear completely.

Movable Mansion: When found this item appears to be nothing more than a panel of wood 1x2 foot, and an inch thick. A detect magic will reveal a strong alteration magic. Close examination will show that the panel is several leaves pressed together. When they are separated the panel will unfold into a full sized brass bound door complete with lock and hinges in a frame. If the door and frame are set upright in an open, level area of sufficient size and the proper command word spoken, the door will unfold into a complete multi room house. The house within is complete with fixtures, (furniture may or may not be present (10% chance for furnishings for each level of house.) When desired a second command word will reduce the mansion to a door once again, which can be folded back to the 1x2 panel.

The inside of the **moveable mansion** folds into an extra-dimensional space, and any furnishings, goods, or even people within will never notice that the mansion has been folded, except that the outside door no longer works, and the windows turn a medium gray. Time passes normally within. The interior will not feel any movement as the panel is moved about. Should the **moveable mansion** be destroyed in folded form, all within it is lost. If it is damaged or ruined in standing form, the folding magic is lost, and it becomes a normal building. There is great danger in placing the **movable mansion** into a bag of holding or a portable hole. If placed in a **bag of holding** the **moveable mansion** will explode, destroying the **bag of holding** and everything else in it. It will scatter debris for an area 10 times the total square footage of the house. Powers help anyone in a confined area when this happens. It will do 2d10 points damage to any one in the area of destruction. If the **moveable mansion** is placed in a **portable hole** the entire thing will collapse into a **sphere of annihilation**. There are several different kinds of moveable mansion, consult the chart below:

D20	Type	GP Value
1-10	Modest House	60,000
11-15	Small Manor	120,000
16-19	Large Manor	240,000
20	Great House	480,000

Modest House: living room, dining room, study kitchen, 3 bedrooms, 8000 square foot, two floors.

Small Manor: Hall, library, study, dining room, kitchen, 5 bedrooms, servant quarters 20,000 square foot, two floors.

Large Manor: 2 halls, library, study, parlor, formal dining room informal dining room, master suite, guest suite, 5 bedrooms, servant quarters. 40,000 square foot, three floors.

Great House: Great hall, 2 halls, library, study, 2 parlors, 3 dining rooms, 10 bedroom suites. 100,000 square foot three floors.

Murlynd's Spoon: This unremarkable eating utensil is typically fashioned from horn. It radiates a dim aura of conjuration if magic

is detected for. If the spoon is placed in an empty container-a bowl, a cup, dish, etc.-the vessel will fill with a thick, pasty gruel. Although this substance has a flavor similar to warm, wet cardboard, it is highly nourishing. It contains everything necessary to sustain any herbivorous, omnivorous, or carnivorous creature. The spoon will produce sufficient gruel each day to feed up to four humans.

Necklace of Adaptation: This chain resembles a series of lizards linked together.. The wearer can ignore all sorts of gases that affect creatures through respiration. He can also breathe under water or even exist in airless space for up to seven days.

Necklace of Missiles: This device appears to be nothing but a cheap medallion or piece of valueless jewelry. If a character places it about his neck, however, he can see the necklace as it really is-it is actually a golden chain from which hang a number of golden missile globes. The spheres are detachable only by the wearer, who can easily hurl them up to a 70-foot distance. When they arrive at the end of their trajectory, they burst as a magical *fireball*. The number of missiles, and their respective Hit Dice of *fireball* damage, are determined by rolling 1d20 and consulting the table below:

Number of Missiles and Power

d20	in Dice									
Roll	11	10	9	8	7	6	5	4	3	2
1-4	-	-	-	-	-	-	1	-	2	-
5-8	-	-	-	-	-	1	-	2	-	2
9-12	-	-	-	-	1	-	2	-	4	-
13-16	-	-	-	1	-	2	-	2	-	4
17-18	-	-	1	-	2	-	2	-	2	-
19	-	1	-	2	-	2	-	4	-	-
20	1	-	2	-	2	-	2	-	2	-

For example, on a roll of 9-12, the necklace will possess seven missiles, one 7 dice, two 5 dice, and four 3 dice fireballs.

The size will show that there is a difference in power between globes, but the number of dice and damage each causes cannot generally be known.

If the necklace is being worn or carried by a character who fails his saving throw versus a magical fire attack, the item must undergo a saving throw check as well. If it fails to save, all remaining missiles detonate simultaneously.



Necklace of Prayer Beads: A magical necklace of this sort appears to be a normal piece of nonvaluable jewelry until it is placed about a character's neck. Even then, the true nature of the item will be revealed only if the wearer is a priest. The *necklace of prayer beads* consists of 1d6+24 semi-precious (60%) and fancy (40%) stones. The wearer will be 25% more likely to successfully petition his deity. There will also be 1d4+2 special beads (precious stones, gems of 1,000 gp base value) of the following sort (roll 1d20 for each bead):

d20	Results
1-5	Bead of atonement-as the 5th level spell of the same name
6-10	Bead of blessing,as the 1st-level spell of the same name
11-15	Bead of curing,cures blindness, disease, or serious wounds (as the appropriate spells)
16-17	Bead of karma-allows the priest to cast his spells as if he were four levels higher (with respect to range, duration, etc.)
18	Bead of summons-calls the priest's deity (90% probability) to come to him in material form (but it had better be for a good reason!)
19-20	Bead of wind walking-as the 7th-level spell of the same name

Each special bead can be used once per day. If the priest summons his deity frivolously, the deity will, at the very least, take the necklace as punishment. The function of each bead is known when the priest puts the necklace on..

Necklace of Strangulation: This necklace immediately constricts and cannot be removed by any means short of a *limited wish* or *wish* spell. The wearer suffers 6 points of strangulation damage per round until he is dead. The necklace remains clasped around the character's throat until he is a dry skeleton. It can be reused.

Neverburning Pot: This cast iron pot, a soup kettle type thing holding from 2-4 gallons of liquid, looks like any other large pot of the type. It however will show protection magic if a detect magic is cast on it.

The **neverburning pot** will keep what ever is in it at a slow simmer no matter the heat of the fire. From a single candle to a blazing inferno, the pot will remain at a slow simmer. The pot will not improve the chef's cooking in any fashion however.

Nolzur's Marvelous Pigments: These magical emulsions enable their possessor to create actual objects simply by depicting their form in two dimensions. The pigments are applied by a brush. The emulsion flows from the application to form the desired object as the wielder concentrates on the desired image. One pot of **Nolzur's marvelous pigments** is sufficient to create a 1,000-cubic-foot object by depicting it two-dimensionally over a 100-square-foot surface. Thus, a 10-foot by 10-foot rendition of a pit would result in an actual 10-foot by 10-foot by 10-foot pit; a 10-foot by 10-foot depiction of a room would result in a 10-foot by 10-foot by 10-foot room; and so on.

Only normal, inanimate things can be created-doors, pits,

flowers, trees, cells, etc.; monsters, people, golems, and the like can't be created. The pigments must be applied to a surface (i.e., a floor, wall, ceiling, door, etc.). From 1d4 containers of pigments will be found, usually with a single brush about 1 foot long with which to apply them. It takes one turn to depict an object with pigments. Objects of value depicted by pigments-precious metals, gems, jewelry, ivory, etc.-will appear to be valuable but will really be made of tin, lead, paste gems, brass, bone, etc.

Pan of Cooking: This flat cast iron pan looks like any other normal pan of the type. A detect magic will note a strong aura of alteration magic. When the proper command word is spoken, the pan of cooking will heat without fire to the degree stated (low, medium, high) and will slightly alter temperature if told by the person holding it. (higher, lower). A second command word causes it to cool. The pan of cooking is by no means responsible for what is cooked in it, it just heats the food.

Pearl of Power: This seemingly normal pearl of average size and coloration is a potent aid to a wizard. A **pearl of power** enables the possessor to memorize one additional spell as desired, above their normal limits for that spell level. Of course, the magician must have the spell to be memorized among those he knows. The power of the pearl is determined by rolling percentile dice and consulting the table below:

d100	Level of Spell Memorized by Pearl
01-25	first
26-45	second
46-60	third
61-75	fourth
76-85	fifth
86-92	sixth
93-96	seventh
97-98	eighth
99	ninth
00	2 spells of 1st to 6th level

The magician must be able to cast spells of the level memorized by the pearl to make use of it. It will not allow a caster to gain spells above the level they can nominally use.

Pearl of the Sirines: This normal-seeming pearl radiates faintly of enchantment if magic is detected for. In any event, the stone will be very beautiful and worth at least 1,000 gp on this basis alone. If it is clasped firmly in hand (or to the breast) and the possessor attempts actions related to the pearl's power areas, he will understand and be able to employ the item.

The pearl enables its possessor to breathe in water as if he were in clean, fresh air. Underwater movement rate is 24. The possessor is immune to ill effects from the poison touch of a sirine. The pearl must be worn by the possessor convey its powers to him.

Pearl of Wisdom: Although it appears to be a normal pearl, a **pearl of wisdom** causes a priest to increase two points in Wisdom. The priest must keep the pearl with him or the two point gain will be lost.

Periapt of Health: This engraved gem appears to be a gem of small value. The possessor will be immune from all diseases, mundane or magical, so long as he has it on his person.

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Periapt of Proof Against Poison: The **periapt of proof against poison** is indistinguishable from other periapts. The character who has one of these magical gems is immune to the effect of poison, and is allowed a normal saving throw vs. poison that normally disallows any such opportunity. The save is DC 20 in such cases.

Periapt of Wound Closure: This magical stone looks exactly the same as the others of this ilk. The person possessing it need never fear open, bleeding wounds because the periapt prevents them. In addition, the periapt doubles the normal rate of healing, or allows normal healing of wounds that would not do so normally.

Wounds from cutting weapons that would normally bleed, will do only half the damage given due to the **periapt of wound closure**. Blunt weapons will do normal damage.

Philosopher's Stone: This is a rare and magical substance that appears to be an ordinary, sooty black piece of rock. It radiates faintly of unknown magic. If the stone is broken open, a cavity will be discovered. The interior of this cavity is lined with a quicksilver which enables the transmutation of the base metals (iron and lead) into silver and gold. A wizard will be required to bring about such transmutation, however.

From 50 to 500 pounds of iron can be made into silver; from 10 to 100 pounds of lead can be turned into gold from a single **philosopher's stone**. Transmutation must be made fully upon the first attempt, all the quicksilver being employed at one time.

Two other substances will be found in a **philosopher's stone** around the quicksilver described above, will be a greenish, crystalline salt. This allows the manufacture of 1d4 **potions of longevity**. If the outside of the stone is ground up and heated in retort it will become a white powder. When mixed with a **potion of longevity**, this can actually restore life to a dead sentient. The mixture must be administered internally within one week of the creature's demise (see the *raise dead* spell). If the altered potion is drunk by the living it is a **potion of youth**, restoring them to the full flower of youth.

Lastly if the entire stone is processed correctly it will render a **elixir of agelessness**. The drinker will cease to age and will not die of natural causes. The method for making this potion is difficult to find and takes 70 days to process.

Phylactery of Faithfulness: There is no means to determine what function this device performs until it is worn. The wearer of a **phylactery of faithfulness** will be aware of any action or item that will adversely affect his standing with his deity. He acquires this information prior to performing the action or becoming associated with such an item, if a moment is taken to contemplate the action. The phylactery must be worn normally by the priest, of course.

Phylactery of Long Years: This device slows the aging process by one-quarter for as long as the priest wears it. The reduction applies even to magical aging. Thus, if a priest dons the phylactery at age 20, he will age nine months in every 12 that pass; in 12 chronological years, he will have aged just nine years, and will be 29 (physically) rather than 32.

Pipes of Haunting: This magical item appears to be a small set of pan pipes. If checked, it faintly radiates magic. When played by a person skilled in music, the pipes create an eerie, spell-binding

tune. A listener will think the source of the music is somewhere within 30 feet of the musician. Those hearing the tune and not aware of the piper must make a Will saving throw DC 23. Those who fail become nervous and scared. All morale checks are made with a -2 penalty and the listeners suffer a -1 penalty to all surprise rolls.

Pipes of Sounding: When played by a character proficient in music, these pipes can be used to create a variety of sounds. To a listener the source of the sound will seem to be anywhere within 60 feet of the piper. The possible sounds that can be created are: wind blowing, laughter, whistling, bird calls, moaning, footsteps, crying, mumbled voices, screams, running water, or creaking. (Note: The DM can rule that other similar sounds are possible.)

Pipes of the Sewers: These wooden pipes appear ordinary, but if the possessor learns the proper tune, he can attract from 10-60 (1d6 x 10) giant rats (80%) or 30-180 (3d6 x 10) normal rats (20%) if either or both are within 400 feet. For each 50-foot distance the rats have to travel, there will be a one-round delay. The piper must continue playing until the rats appear, and when they do so, they will obey the piper so long as he continues to play. If for any reason the piper ceases playing, the rats summoned will leave immediately. If they are called again, it is 70% probable that they will come and obey, 30% likely that they will turn upon the piper.

If the rats are under control of a creature such as a vampire, the piper's chance of taking over control is 30% per round of piping. Once control is assumed, there is a 70% chance of maintaining it if the other creature is actively seeking to reassert its control.

Portable Hole: A portable hole is a circle of magical cloth spun from the webs of a phase spider interwoven with strands of ether and beams of Astral plane luminaries. When opened fully, a portable hole is 6 feet in diameter, but it can be folded as small as a pocket handkerchief. When spread upon any surface, it causes an extra-dimensional hole 10 feet deep to come into being. This hole can be "picked up" from inside or out by simply taking hold of the edges of the magical cloth and folding it up. Either way, the entrance disappears, but anything inside the hole remains.

The only oxygen in the hole is that allowed by creation of the space, so creatures requiring the gas cannot remain inside for more than a turn or so without opening the space again by means of the magical cloth. The cloth does not accumulate weight even if its hole is filled (with gold, for example). Each **portable hole** opens on its own particular non dimensional space. If a **bag of holding** is placed within a **portable hole**, a rift to the Astral Plane is torn in the space, and the bag and the cloth are sucked into the void and forever lost. If a **portable hole** is placed within a **bag of holding**, it opens a gate to another plane, and the hole, bag, and any creatures within a 10-foot radius are drawn to that Plane, the **portable hole** and **bag of holding** being destroyed in the process.

Portable Well: The **portable well** appears as a plain blue circle of cloth 10' in diameter. When laid flat on the ground or floor it changes into a 10' deep well filled to the brim with fresh, cool water. The **portable well** remains full no matter how much water is removed, and clear no matter how many animals drink from it. The **portable well** can be lifted by the edge becoming once again a plain blue cloth. A *destroy water* spell will ruin this item when it is in use. *Putrefy water* will spoil the water, however the reverse,

purify water will restore it.

If this item is placed into a **bag of holding** there is a 50% chance that the bag, well and everything within 10 feet will be sucked into the Elemental Plane of Water, and a 50% chance that a gate will be opened to that plane out of which 5000 gallons a minute will flow. The denizens of that plane will doubtless be curious as to who poked the hole into their world. A **portable well** can be safely stored in a **portable hole**.

Pouch of Accessibility: This normal-seeming pouch is actually a strongly magicked item which can contain up to 300 lbs. in 30 specially constructed pockets within it. Each pocket, in turn, holds a maximum of 10 lbs., or one cubic foot of volume, whichever is reached first.

This device also enables the possessor to open it and call forth the item(s) desired. Merely speaking the name of a desired object causes it to appear at the top of the pouch, ready for instant grasp.

These items are similar to *bags of holding* and *portable holes*, and the strictures about placement within such magical spaces apply fully. The pouch weighs 1 lb. empty and 4 lbs. when filled.

Quaal's Feather Token: **Feather tokens** are small magical devices of various forms to suit special needs. The types of tokens are listed below. Other token-types can be created as desired. Each token is usable once. To determine the type of *feather token* discovered, consult the following table:

d20	Tokens
1-4	Anchor
5-7	Bird
8-10	Fan
11-13	Swan Boat
14-18	Tree
19-20	Whip

Anchor: a token useful to moor a craft in water so as to render it immobile for up to one full day.

Bird: a token that can be used to drive off hostile avian creatures or as a vehicle of transportation equal to a roc of the largest size (one-day duration).

Fan: a token that forms a huge flapping fan which can cause a strong breeze in an area large enough to propel one ship. This wind is not cumulative with existing wind speeds-if there is already a strong breeze blowing, this cannot be added to it to create a gale. It can, however, be used against it to create an area of relative calm or lesser winds (though this will not affect wave size in a storm, of course). The fan can be used up to eight hours. It will not function on land.

Swan boat: a token that forms a huge swanlike boat capable of swimming at a rate of 24, and carrying eight horses and gear or 32 men or any equivalent combination (one-day duration).

Tree: a token that causes a great oak to spring into being (6-foot diameter trunk, 60-foot height, 40-foot top diameter).

Whip: a token that causes a huge leather whip to appear and be wielded against any opponent desired (+1 weapon, 9th-level fighter's attack roll, 1d6+1 points damage plus a Reflex saving throw DC 19 or be bound fast for 1d6+1 rounds) for up to six turns. (See *Sword of dancing*).

Quiver of Ehlonna: This appears to be a typical arrow container capable of holding 24 arrows. It has an aura of alteration if magic is detected for, and examination shows that it has three

distinct portions. The first and smallest one can contain up to 60 objects of the same general size and shape as long bow arrows. The second, slightly longer, compartment will hold up to 18 objects of the same general size and shape as a javelin. The third and longest portion of the case will contain as many as six objects of the same general size and shape as a bow, spears, or staves. Such a quiver is always found empty, but once the owner has filled it, he can command the quiver to produce any stored items he wishes each round.

Quiver of Returning: This otherwise normal looking quiver has the property of returning any arrow fired from it that do not either break or wound a target creature. Three types exist, long bow, short bow, and crossbow, with equal chances of any quiver of returning being one of the three. All returned arrows appear back in the quiver the round after they are fired.

Rare Book: A non-magical but rare book. Such books may contain spells. See table TXY at the end of this section for generating books and examples.

Robe of the Archmagi: This normal-appearing garment of unadorned gray grants its wearer gains the following powers:

1. It serves as armor equal to AC 5.
2. The robe confers a 5% magic resistance.
3. It adds a +1 bonus to saving throw scores.
4. The robe reduces the victim's magic resistance and saving throws by -4 when the wearer casts any of the following spells:

charm monster, charm person, friends, hold monster, hold person, polymorph other, suggestion.

Robe of Blending: This ordinary-appearing robe cannot be detected by magical means. When it is put on, however, the wearer will know that the garment has very special properties. A **robe of blending** enables its wearer to appear to be part of a rock wall or a plant-whatever is appropriate. It can even make the wearer appear to be a creature of his choice.

The robe does have its limits: It will not make its wearer appear to be more than twice normal height or less than one-half normal. It does not impart vocal capabilities-either understanding or imitating the creature the wearer looks like. (In situations where several different forms are appropriate, the wearer is obliged to state which form he wishes the robe to camouflage him as.)

Creatures with exceptional (15+) or better Intelligence have a 1% per Intelligence point chance of detecting something amiss when they are within 30 feet of someone disguising himself with a *robe of blending*. Creatures with low Intelligence or better and 10 or more levels of experience or Hit Dice have a 1% chance per level or Hit Die of likewise noting something unusual about a robe-wearing character. (The latter is cumulative with the former chance for detection, so an 18 Intelligence wizard of 12th level has a 30% chance-18% + 12%-of noting something amiss.) After an initial check per eligible creature, successive checks should be made each turn thereafter, if the same creatures are within the 30-foot range. All creatures acquainted with and friendly to the wearer will see him normally.

Robe of Dryness: This normal looking robe is usually made from a thick and adsorbent material. It is of the kind normally worn after the bath, not the common garb of magicians. It has the property of immediately drying anyone that is wrapped in it,

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clothed or not. All excess moisture is drawn away from the body, and you are dry. It can be used once an hour.

Robe of Eyes: This valuable garment appears to be a normal robe until it is put on. Its wearer is able to "see" in all directions at the same moment due to scores of magical "eyes" which adorn the robe. The wearer also gains darkvision to a range of 120 feet, and the power to see displaced or out-of-phase objects and creatures in their actual positions. The *robe of eyes* sees all forms of invisible things within a 240-foot normal vision range (or 120 feet if darkvision is being used).

Invisibility, dust of disappearance, robes of blending, and improved invisibility are not proof against observation, but astral or ethereal things cannot be seen by means of this robe. Solid objects obstruct even the robe's powers of observation. Illusions and secret doors also can't be seen, but creatures camouflaged or hidden in shadows are easily detected, so ambush or surprise of a character wearing a *robe of eyes* is impossible.

Finally, the robe enables its wearer to track as if he were a 12th-level ranger. A *light* spell thrown directly on a **robe of eyes** will blind it for 1d3 rounds, a *continual light* for 2d4 rounds.

Robe of Scintillating Colors: This garment appears quite normal, but a magical aura is detectable. Only a wearer with an Intelligence of 15 or higher and a Wisdom of 13 or more can cause a **robe of scintillating colors** to function. If Intelligence and Wisdom are sufficient, the wearer can cause the garment to become a shifting pattern of incredible hues, color after color cascading from the upper part of the robe to the hem in sparkling rainbows of dazzling light.

This effect sheds light in a 40-foot diameter sphere, and it has the power to hypnotize opponents, making them unable to attack the wearer. A full round passes before the colors begin "flowing" on the robe. Each round after that, any opponent who fails a will saving throw DC 23 (or magic resistance check, then save) will stand hypnotized and transfixed for 1d4+1 rounds. Even when this effect wears off, additional saves must be made in order to attack.

Furthermore, every round of continuous scintillation of the robe makes the wearer 5% more difficult to hit with missile attacks or hand-held or body weaponry (hands, fists, claws, fangs, horns, etc.) until a maximum of 25% (-5) is attained-five continuous rounds of the dazzling play of hues.

After the initial round of concealment, the wearer is able to cast spells or engage in all forms of activity that do not require movement of more than 10 feet from his starting position. In noncombat situations, the robe simply hypnotizes creatures failing their saving throws for 1d4+1 turns.

Robe of Stars: This rather ordinary-appearing garment seems typical of apparel worn by a wizard. However, it will radiate a strong aura of alteration and evocation if examined for magic. The robe enables its wearer to travel physically on the Astral Plane, along with all that he is wearing or carrying. The garment also enables the wearer to survive comfortably in the void of outer space. In other situations, the robe gives its wearer a +1 bonus to all saving throws.

The robe is embroidered with stars, and the wearer can use up to six of these as missile weapons, provided he is proficient with darts as a weapon. Each star is a throwing weapon of +5 value, both to hit and damage. Maximum range is 60 feet and base damage is 2d4 points per hit. The special star weapons are located

on the chest portion of the robe. If the wearer does not use all of these missiles, they will replace themselves magically at the rate of one per day. If all six are used, all of the robe's traveling and missile powers are gone forever.

Robe of the Forest: This robe is a plain deep green garment of untailed cloth. Once a practitioner of the craft dons it, it will tailor itself to their body. In spite of the flowing gossamer nature of this garment, it will never become tangled in brush or vegetation. The robe of the forest grants the following additional abilities.

Grants an Armor Class of 13.

Move without trace in natural environments.

Blend into natural environments.

Wearer is immune to the effects of weather.

No natural creature will attack the wearer as long as the wearer does not attack. (Non-magical animals of normal or giant size.)

Wearer cannot become lost in a natural environment.

Robe of Useful Items: This appears to be an unremarkable item of apparel, but a wizard who dons it will note that it is adorned with small cloth patches of various shapes. Only the wearer of the robe can see, recognize, and detach these patches. One patch can be detached each round. Detaching a patch causes it to become an actual item, as indicated below. A **robe of useful items** always begins with two each of the following patches:

dagger	lantern (filled and lit)
mirror (large)	pole (10-foot length)
rope (50-foot coil)	sack (large)

In addition, the robe will have 4d4 items which must be diced for. Roll 4d4 to determine how many additional items a robe has and then percentile dice to determine specific items:

d100	Result
01-08	Bag of 100 gold pieces
09-15	Coffer (½' x ½' x 1'), silver (500 gp value)
16-22	Door, iron (up to 10 feet wide and 10 feet high and barred on 1 side-must be placed upright, will attach and hinge itself)
23-30	Gems, 10 of 100 gp value each
31-44	Ladder, wooden (24 feet long)
45-51	Mule (with saddle bags)
52-59	Pit (10 cubic feet), open
60-68	<i>Potion of extra healing</i>
69-75	Rowboat (12 feet long)
76-83	Scroll of one randomly determined spell
84-90	War dogs, pair
91-96	Window (2 feet by 4 feet-up to 2 feet deep)
97-00	Roll twice more

Multiple items of the same kind are permissible. Once removed, items are never replaced.

Rope of Climbing: A 60-foot long **rope of climbing** is no thicker than a slender wand and weighs no more than three pounds, but it is strong enough to support 3,000 pounds. Upon command, the rope will snake forward, upward, downward, or any other direction at 10 feet per round and attach itself securely wherever desired. It will return or unfasten itself in a similar manner. A **rope of climbing** can also be commanded to knot itself. This causes large knots to appear at 1-foot intervals along the rope. Knotting shortens the rope to a 50-foot length until the knots are untied. One end of the rope must be held by a character when its magic is invoked.

Rope of Entanglement: A rope of entanglement looks just like any other hempen rope about 30 feet long. Upon command, the rope lashes forward 20 feet or upward 10 feet to entangle a victim. An entangled creature can break free with a DC 20 Strength check or a DC 20 Escape Artist check.

The rope has AC 22, 12 hit points, and hardness 10, and it has damage reduction 5/slashing as well. The rope repairs damage to itself at a rate of 1 point per 5 minutes, but if a rope of entanglement is severed (all 12 hit points lost to damage), it is destroyed.

Rug of Welcome: A rug of this type appears exactly the same as a **carpet of flying**, and it performs the functions of one (6-foot by 9-foot size), but a **rug of welcome** has other, additional powers. Upon command it will function as a **rug of smothering**, entrapping any creature up to ogre-size which steps upon it. A **rug of welcome** can also elongate itself and become as hard and strong as steel, the maximum length being 27 feet by 2 feet. In this form, it can serve as a bridge, barricade, etc. In this latter form it is AC 20 and will take 100 points of damage to destroy. Finally, the possessor need only utter a word of command, and the rug will shrink to half size for easy storage and transportation.

Saw of Might Cutting: This notched adamantite blade is 12 feet long and over 1 foot wide. It requires 22 or greater Strength to operate alone, or two people of 17 or greater Strength working in tandem. The blade will slice through a 1-foot diameter tree in three minutes, a 2-foot thick hardwood tree in one turn, or a 4-foot thick trunk in three turns. After six turns (cumulative) of cutting with the saw, the character or characters must rest for six turns before doing any further work.

Scarab of Death: This small pin appears to be any one of the various beneficial amulets, brooches, or scarabs. However, if it is held for more than one turn or placed within a soft container (bag, pack, etc.) within 1 foot of a warm, living body for one hour, it changes into a horrible burrowing beetle-like creature. The thing will tear through any leather or cloth, burrow into flesh, and reach the victim's heart in a single minuyte, causing death. It then returns to its scarab form. (Placing the scarab in a container of hard wood, ceramic, bone, ivory, or metal will prevent the monster from coming to life.)

Scarab of Enraging Enemies: When one of these devices is displayed and a command uttered, all intelligent hostile creatures within a 40-foot radius must successfully will save DC 20 or

become enraged. Those whose saving throws succeed may perform normally; enraged enemies fly into a berserk fury and attack the nearest creature, even their own comrades (+1 bonus to attack rolls, +2 bonus to damage, -3 to their own Armor Class).

The rage lasts for 1d6+6 rounds, and during this period, the enraged creatures will attack continually, without reason or fear, moving on to attack other creatures nearest them if initial opponents are slain. A scarab of this type contains from 1d6+18 charges.

Scarab of Insanity: This item is indistinguishable from any other amulet, brooch, or scarab. When displayed and a command word is spoken, all other creatures within a 20-foot radius must Will save DC 22 (and -10% penalty to any magic resistance as well). Those failing the save are completely insane for 1d4+8 rounds, unable to cast spells or use reasoning of any sort (treat as a *confusion spell* with no chance for acting in a non-confused manner). The scarab has 1d8+8 charges.

Scarab of Protection: This device appears to be any one of the various magical amulets, stones, etc. It gives off a faint magical aura, however, and if it is held for one round, an inscription will appear on its surface letting the holder know it is a protective device.

The possessor gains a +1 bonus to all saving throws vs. magic effects. If no save is normally possible, he gets a one in 20 chance of saving, adjusted by any other magical protections that normally give bonuses to saving throws. Thus, this device allows a saving throw vs. spell at base 20 against *magic missile* attacks, for example. If the target also has a +4 bonus for magical armor and a +1 bonus for a **ring of protection**, any roll of 15 or better would indicate that the missiles did no damage.

The scarab can also absorb up to 12 level-draining attacks (two level drains count as two absorbings), *death touches*, *death rays*, or *fingers of death*. However, upon absorbing 12 such attacks the scarab turns to powder-totally destroyed.

Scarab Versus Golems: This magical pin enables its wearer to detect any golem within 60 feet, although he must concentrate in order for the detection to take place. Furthermore, the scarab enables its possessor to combat a golem, with hand-held or missile weapons, as if it were a normal monster, with no special defenses. Each scarab has this effect with regard to a different sort of golem. Roll percentile die and consult the table below:

d100	Type(s) of Golem Affected by Scarab	GP Value
01-30	Flesh	4,000
31-55	Clay	5,000
56-75	Stone	6,000
76-85	Iron	8,000
86-95	Flesh, Clay, Wood	15,000
96-00	Any golem	25,000

Sensible Shoes: These shoes are made for walking. **Sensible shoes** appear as plain brogans of brown or black leather. They are without any ornamentation whatsoever. If magic is detected for, the shoes will show a faint dewimer. For the person wearing **sensible shoes** the longest of marches remains pleasant throughout. Even at the end of forced marches the wearer is refreshed and unfatigued. The wearer will not slip and fall, even the most treacherous trail can be safely walked, likewise they

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cannot be bogged down in even the deepest of mud. The wearer is healed of all bunions, corns, and any other of assorted foot problems. When they are removed, no odor escapes them. The wearer is often encouraged to stop and watch the scenery however.

Seven League Boots: These boots are usually of the thigh-high type, and always made of the best leather. While normal in appearance they will radiate strongly of alteration magic if it is detected for.

When the proper command word is known the boots will enable the wearer to take steps seven leagues long, or 7 miles to the step. A second command word will cause the boots to take normal steps. When in use the landscape flashes past at an incredible rate. Water is walked on with the same ease as land. However, if the boot wearer stops over water, they will get wet. The boots do not make the wearer stronger, or more capable of carrying. The boots can be used for no more than 3 hours a day. At a rate of 30 steps a minute the wearer can travel around the world in a single day.

The **seven league boots** either take steps of seven leagues, or normal steps. 2 league or 5 league steps are not possible. Getting to a particular destination in even steps might prove a little difficult.

Sheet of Smallness: A magical item of this sort appears to be nothing more than a well-made piece of material—possibly some sort of covering or sheet woven of very fine linen or silk. One side will have a larger pattern than the other, or perhaps one side will be white, the other black. In any event, there will be an aura of alteration detectable from this cloth if magic is checked for.

This item causes any magical item wrapped within it to shrink to 1/12 its normal size and weight. If the item is then wrapped in the sheet so as to be touching the reverse side of the material, it will grow back to its normal size and weight. Note that this item has no effect on artifacts, relics, or living material, it affects only non-living, ordinary magical items and no item shrunk in this fashion is functional or usable while in reduced form. Change in size requires two rounds to accomplish, either in shrinking or restoring to normal size.

Shirt of Hair: This does not appear in the least to be a desirable item. It is a sleeveless shirt made of hair felt. It is scratchy, itchy and generally uncomfortable to wear, and no matter who dons it the fit is always off. It is impossible to become accustomed to it in any fashion.

However, beauty is not always in the beholding. Great magic exists within the shirt. While it gives a minus 20% to the learning, or memorizing of any spell, or skill requiring concentration, success while wearing the shirt assures that no amount of distraction can spoil that spell, or break the concentration of the one who learned while wearing the hair shirt.

Skeleton Key: This device, when found, will always resemble a plain brass key. Even a detect magic will not show the item as other than that, it will never fit any lock, no matter how many it is tried on. However in the hands of a rogue, something quite different is seen. A slim pick with a skull at one end, made of purest gold.

The skeleton key has three functions. First, it will grant a +4 bonus to opening any lock, even locks that cannot be picked for whatever reason, the rogue will have a +4 plus Dex bonus, if any,

to open that lock at DC 25. Second, if placed in contact with any key for at least a turn, it will open the lock the key was meant for, providing that lock is the next it is used on, as if it were the proper key. Third, if the skeleton key is used to lock a lock, that lock is cursed so that no key can open it. The proper key will never work. That lock from thence forth must be picked to open it. If a new key is fitted to the lock it will open it only once. A *remove curse* is required to alleviate this condition. Furthermore, the lock will pick easily for the possessor of the skeleton key. They will be able to enter the room with the speed of someone that has a key. For anyone else the lock is at -20% to pick.

Skull of Death: This item reeks heavily of evil and foul magic, for it is the tool of Necromancers of the worst sort. It appears to be a bleached bone amulet in the shape of an ankh, but with the loop replaced with a relief of a death's head, and shaft a thin dagger blade. The item is made from the breast bone of a virgin of the proper gender for the making necromancer, slain for that reason alone.

In the hands of a necromancer the item has the following benefits.

Turn clerics: All priests, unless of a necromantic bent themselves will be turned by the necromancer as if a cleric against that hit dice of undead. Clerics are also affected as undead of twice their level.

Double spell effect for all spells of the necromantic school.

Bind undead to the Necromancer's command. All mindless undead within 60 yards of the Necromancer will obey this will, those under other control are entitled to a save vs spells at the controller's level. Willful undead of corporeal nature will be *charmed*, as per that spell should they fail a save. Incorporeal undead, Liches, and Vampires are unaffected.

Cause fear, as per the *fear* spell in any non-cleric that views the item when boldly presented.

Once per day the **skull of death** will cast a *power word kill*, or a *finger of death* at the choice of the Necromancer.

In order to use a found **skull of death** the necromancer must sacrifice a virgin themselves to that purpose.

Any other class that possess a **skull of death** will have a lingering aura of evil around them. For every week the item is carried they must make a Will save DC 20, or succumb to the lure of the amulet. Spell casters will seek out the secrets of necromancy, clerics will turn from their gods to seek power, fighters and thieves will become needlessly cruel, and seek a necromancer to serve. Certain priests might even have to atone for touching the item.

Slippers of Spider Climbing: These shoes appear unremarkable, although they will give off a faint aura of alteration magic if detected for. When worn, a pair of these slippers enable the individual to move at a 60 foot rate on vertical surfaces or even upside down along ceilings, with hands free to do whatever the wearer desires. Extremely slippery surfaces—ice, oiled, or greased surfaces—make these slippers useless.

Soup Stone: This two pound unremarkable stone would be left by the side of the road if not for the fact it does show magic for anyone that detects for it. The stone is very useful in terms of stretching the available food supply. It requires a large pot, a fire, and the stone, in addition to a pinch of food from each person that will share in the stew.

To work the magic the characters must bewail the fact that they have no food, and declare that they will make "stone soup" to fill their bellies. At this time the **soup stone** is placed in the pot full of water, and the fire set below it. Then one after the other each person that will eat of the "stone soup" must "remember" a small horde of food, and add it to the pot (their pinch of food.). An hour after this ceremony is complete, the soup. A thick and tasty mix of what ever little bits of food were added, can be eaten. In spite of the fact that each person contributed but a pinch of food, each will get their fill. One day of food can be stretched to cover a week in this fashion. The stone can be used repeatedly, but never more than once a day.

Sovereign Glue: This pale amber substance is thick and viscous. Because of its particular powers, it can be contained only within a flask coated with **oil of slipperiness**, and each time any of the bonding agent is poured from the flask, a new application of the **oil of slipperiness** must be put on the flask within one round to prevent the remaining glue from adhering to the side of the container.

One ounce of the adhesive will cover approximately one square foot of surface, bonding virtually any two substances together in a permanent union. The glue takes one full round to set; if the objects are pulled apart before that time has elapsed, that application of the glue will lose its stickiness and be worthless. If the glue is allowed to set, then attempting to separate the two bonded objects will only result in the rending of one or the other except when **oil of etherealness** or **universal solvent** is applied to the bond, **sovereign glue** is dissolved only by those liquids. A typical container of the substance holds 1d10 ounces of glue.

Spade of Colossal Excavation: This digging tool is 8 feet long with a spade-like blade 2 feet wide and 3 feet long. Any fighter with 18 Strength can use this magical shovel to dig great holes. One cubic yard of normal earth can be excavated in one minute. After 10 minutes of digging, the user must rest for five minutes. Hard pan clay takes twice as long to dig, as does gravel. Loose soil takes only half as long.

Sphere of Annihilation: A **sphere of annihilation** is a globe of absolute blackness, a ball of nothingness 2 feet in diameter. The object is actually a hole in the continuity of the multiverse. Any matter that comes in contact with a sphere is instantly sucked into the void, gone, and utterly destroyed. Only the direct intervention of a deity can restore an annihilated character.

A **sphere of annihilation** is static, resting in some spot as if it were a normal hole. It can be caused to move, however, by mental effort (think of this as a mundane form of telekinesis, too weak to move actual objects but a force to which the sphere, being weightless, is sensitive). A wizard's ability to gain control of a **sphere of annihilation** (or to keep controlling one) is based on the result of a control check against DC 30 (a move action). A control check is 1d20 + wizard level + Int modifier. If the check succeeds, the Wizard can move the sphere (perhaps to bring it into contact with an enemy) as a free action.

Control of a sphere can be established from as far away as 40 feet (the wizard need not approach too closely). Once control is established, it must be maintained by continuing to make control checks (all DC 30) each round. For as long as a wizard maintains control (does not fail a check) in subsequent rounds, he can control the sphere from a distance of 40 feet + 10 feet per level. The

sphere's speed in a round is 10 feet +5 feet for every 5 points by which the character's control check result in that round exceeded 30.

If a control check fails, the sphere slides 10 feet in the direction of the character attempting to move it.

If two or more Wizards vie for control of a **sphere of annihilation**, the rolls are opposed. If none are successful, the sphere slips toward the one who rolled lowest.

Should a *gate* spell be cast upon a **sphere of annihilation**, there is a 50% chance (01-50 on d%) that the spell destroys it, a 35% chance (51-85) that the spell does nothing, and a 15% chance (86-100) that a gap is torn in the spatial fabric, catapulting everything within a 180-foot radius into another plane. If a **rod of cancellation** touches a **sphere of annihilation**, they negate each other in a tremendous explosion. Everything within a 60-foot radius takes 2d6×10 points of damage. *Dispel magic* and *negate magic* have no effect on a sphere.

See also **talisman of the sphere**, below.

Spice Cabinet of Frugality: This item appears as a small locked chest that stands two feet high, is 6 inches deep and 18 inches long. It has two doors in front that when unlocked and opened reveal 50 small drawers within. When spices are placed in the drawers each will fill the available drawer. As long as some of the spice is left in the drawer, it will be full the next day. To change a spice a drawer must be completely emptied, and filled to the top with the new spice. Once it has been in the drawer a week, the spice cabinet of frugality will key to that new spice, and provide that one from then on.

Stone Horse: Each item of this nature appears to be full-sized, roughly hewn statue of a horse, carved from some type of hard stone. A command word brings the steed to life, enabling it to carry a burden, and even to attack as if it were a warhorse. There are two sorts of steeds:

Courser: This **stone horse** travels at the same movement rate as a light horse (movement rate 60) and attacks as if it were a medium warhorse (three attacks for 1d6/1d6/1d3). It is Armor Class 17 and has 18 hit points. It saves versus all applicable attack forms at a hardness of 10

Destrier: This **stone horse** travels at the same movement rate as a medium horse (movement rate 50) and attacks as if it were a heavy warhorse (three attacks for 1d8/1d8/1d3). It is Armor Class 19 and has 26 hit points. It saves versus all applicable attack forms at a hardness of 10

A **stone horse** can carry 1,000 pounds tirelessly and never needs to rest or feed. Damage inflicted upon it can be repaired by first using a *stone to flesh* spell, thus causing the **stone horse** to become a normal horse. If then allowed to graze and rest, the animal will heal its wounds at the rate of one point per day. When it is fully healed, it will automatically revert to its magical form.

Stone of Controlling Earth Elementals: A stone of this nature is typically an oddly shaped bit of roughly polished rock. The possessor of such a stone need but utter a single command word, and an earth elemental of 12-Hit-Dice size will come to the summoner if earth is available, an 8-Hit-Dice elemental if rough, unhewn stone is the summoning medium. (An earth elemental cannot be summoned from worked stone, but one can be from mud, clay, or even sand, although one from sand is an eight-dice monster.) The area of summoning for an earth elemental must be

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at least 4 feet square and have four cubic yards volume. The elemental will appear in 1d4 rounds. For detailed information about elementals and their control see the *Monstrous Compendium*. The stone can be used to summon one elemental per day.

Stone of Good Luck (Luckstone): This magical stone is typically a bit of rough polished agate or similar mineral. Its possessor gains a +1 (+5% where applicable) on all dice rolls involving factors such as saving, slipping, dodging, etc.-whenever dice are rolled to find whether the character suffers from some adverse happening. This luck does not affect attack and damage rolls or spell failure dice.

Talisman of Faith: A high priest (minimum 8th level) who possesses this item can cause a flaming crack to open at the feet of an opposing priest. The intended victim will be swallowed up forever and sent hurtling to the center of the earth. The wielder of the talisman must be in good graces with their god. If this is not the case the opposing priest will gain a Reflex save DC 19 to leap away from the yawning pit.

A **talisman of faith** has seven charges. It cannot be recharged.

Talisman of the Sphere: This is a small adamantite loop and handle which will be useless to nonwizards. Characters of any other class touching a talisman of this sort will suffer 5d6 points of damage. When held by a wizard concentrating on control of a **sphere of annihilation**, a **talisman of the sphere** doubles the Intelligence and level bonus

If control is established by the wielder of a talisman, he need check for continual control only every other round thereafter. If control is not established, the sphere will move toward the wizard at maximum speed (16 feet/round). Note that a **wand of negation** will have no effect upon a **sphere of annihilation**, but if the wand is directed at the talisman it will negate its power of control as long as the wand is directed at it.

Tome of Clear Thought: A work of this nature is indistinguishable from any normal book. Any single character who reads a **tome of clear thought** will be able to practice mental exercises that will increase his Intelligence by two points. Reading a work of this nature takes 48 hours time over six days, and immediately thereafter the book disappears.

The reader must begin a program of concentration and mental discipline within one week of reading the tome. After a month of such exercise, Intelligence goes up. The knowledge gained from reading the work can never be recorded or articulated. Any further perusal of a **tome of clear thought** will be of no benefit to the character.

Tome of Mental Prowess: A work of this nature is indistinguishable from any normal book. Any single character who reads a **tome of mental prowess** will be able to practice mental exercises that will increase do one of two things. Non-psionic character that read the book will gain the knowledge of how to increase their mental resistance. They will gain a permanent +5 points to their psionic resistance, and a +2 against all will saves. Psionic characters that study this book will gain the knowledge of how to increase their psionic strength by two points. Character with a rating of 20 will gain an additional class of abilities. Reading a work of this nature takes 48 hours time over six days,

and immediately thereafter the book disappears.

The reader must begin a program of concentration and mental discipline within one week of reading the tome. After a month of such exercise, the desired result is gained. The knowledge gained from reading the work can never be recorded or articulated. Any further perusal of a **tome of mental prowess** will be of no benefit to the character.

Tome of Understanding: A work of this nature is indistinguishable from any normal book. Any single character who reads a **tome of understanding** will be able to practice mental exercises that will increase his Wisdom by two points. Reading a work of this nature takes 48 hours time over six days, and immediately thereafter the book disappears.

The reader must begin a program of concentration and mental discipline within one week of reading the tome. After a month of such exercise, Wisdom goes up. The knowledge gained from reading the work can never be recorded or articulated. Any further perusal of a **tome of understanding** will be of no benefit to the character.

Tools of the Trades: This useful item appears as a ordinary leather bag such as a tradesman might carry his tools in. It is 3 feet long and about a foot deep and wide. The bag weights 40 pounds at all times.

The power of the bag is in what it contains. The tools of any profession that works with its hands will be found within. Carpenters, blacksmiths, seamstress, mason, and more. To use the bag the holder opens it with the job to be done in mind. The tools within will match the task. Only one task a day can be performed. If the day begins with woodworking, no mason's tools will be found in the bag that day. The next morning however, the bag could contain, once again, the tools of any profession.

All of the contained tools are of the finest quality, although they seem well worn by proper use. If any of the tools removed is not returned, it will remain. However, the missing tool will affect the bag's function. For each tool left out there is a 5% chance that a needed tool cannot be found in the bag on the next and subsequent uses. The only way to fix the item is to find the missing tool, or replace it with a like tool of the best quality, and cast an *enchant an item* spell on the tool before placing in in the bag.

Universal Solvent: This strange and magical liquid appears to be some sort of minor oil or potion. Upon first examination, it seems to have the properties of both *oil of slipperiness* and a potion of *delusion*. However, if it is applied to any form of adhesive or sticky material, the solution will immediately dissolve it. Thus, for instance, the effect of *sovereign glue* will immediately be negated by this liquid, as will any other form of cement, glue, or adhesive. The area of effect of this liquid is one cubic foot per ounce, and a typical container holds 27 ounces.

If the liquid is carefully distilled to bring it down to one-third of its original volume, each ounce will dissolve one cubic foot of organic or inorganic material, just as if a *disintegrate* spell had been employed. To find if a target is affected by this concentrated solution, a normal attack roll is required, and the subject is entitled to a saving throw vs. spell. Inanimate objects are automatically affected by the solution, although if they are magical, a saving throw vs. disintegrate applies.

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Very Rare Book: A non-magical but very rare book. Such books may contain spells. A few examples, but not exclusive list.

Well of Many Worlds: This strange interdimensional device looks just like a **portable hole**. Anything placed within it is immediately cast to another world—a parallel earth, another planet, or a different plane at the DM's option or by random determination. If the well is moved, the random factor again comes into play. It can be picked up, folded, etc., just like a **portable hole**. Things from the world the well touches can come through the opening, just as easily as from the initiating place.

Wind Fan: A **wind fan** appears to be nothing more than a wood and papyrus or cloth instrument with which to create a cooling breeze. The possessor can, however, by uttering the correct word, cause the fan to generate air movement duplicating a *gust of wind* spell as if cast by a 5th-level wizard. The fan can be used three

times per day with no risk. If it is used more frequently, there is a cumulative 20% chance per usage that the device will tear into useless, nonmagical tatters.

Wings of Flying: A pair of these magical wings appear to be nothing more than a plain cloak of old, black cloth. If the wearer speaks a command word, the cloak will turn into a pair of gigantic bat wings (30-foot span) and empower the wearer to fly a speed of 60 for up to 4 hours.

After the maximum number of possible turns flying, the wearer must rest for one hour—sitting, lying down, or sleeping. Shorter periods of flight do not require full rest, but only relative quiet such as slow walking for one hour. Any flight of less than one turn's duration does not require any rest. **Wings of flying** can be used just once per day regardless of the length of time spent flying. They will support up to 500 pounds weight.



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Armor and Shields

In this section, you will find descriptions of some very special kinds of armor and shields.

For each +1 bonus to armor, regardless of the type of armor, the wearer's Armor Class moves upward. A normal shield improves the armor class by one. A magical shield improves Armor Class by one plus the bonus of the shield.

Thus, **chain mail +1** is like ordinary chain mail (AC +5), but one category better (AC +6). A **shield +1** is equal to Armor Class 12-two places better than no armor (+1 for bearing a shield, +1 for the magical bonus of the shield).

When adding magical armor to the game, be aware of sizing problems: 65% of all armor is man-sized medium, 20% is small sized, (dwarf, hobbit, etc.) 10% is large, (7 foot to 9 foot), and 5% is tiny (under 18")

General properties of magical armor:

All magical armor will fit anyone within its general size. Size medium armor will fit any size Medium person etc.

Magical armor is less encumbering than its non-magical equivalent. All magical armors are one step less encumbering than a non-magical armor of the same type. In all cases the weight of magical armor is not counted against the carrying weight of the wearer.

Magical armor does not suffer normal wear and tear. However, magical armor must save vs. crushing blow should the wearer suffer more than 75% of their hit points in damage. The armor that fails will lose an AC of protection value. A second failure before the armor is repaired will cause a loss of -1 from its bonus. If the armor has only a +1 it is ruined. Only certain specialists can repair magical armor.

Special armor and shields are described below:

Armor Special Materials

Adamantine: the hardest metal known to exist. It triples the cost of any suit of armor, but an armor made of this metal gains a DR of 5/Adamantine. It takes adamantine to hurt adamantine.

Cold Iron: This iron, mined deep underground, known for its effectiveness against fey creatures, is forged at a lower temperature to preserve its delicate properties. Armor made of cold iron cost twice as much to make as their normal counterparts. Also, any magical enhancements cost an additional 2,000 gp. Cold Iron armor is always -1 on any armor value, but it will give a +6 bonus against any spells or spell like abilities used on the wearer. The abilities of fey creatures do not work at all.

Nethermetal: the metal that is the roots of the afterlife planes nethermetal is known for its ease of enchantment and willingness to focus magic. Only a smith with access to the "fires of Hell" can even work this metal. Nethermetal will triple the material cost of the armor, but half the costs of enchantment. Nethermetal also gives the wearer a +1 against any save vs a spell or spell like effect in addition to properties added to the armor. "Spell Resistance" is also one degree better than paid for. It will produce armor of half the normal weight. And will allow a maximum Dex of two points higher than the armor would normally allow.

Mithrial: the legendary *true silver*. Mithrial doubles the cost of the physical armor. Mithrial adds a +1 to the armor value of any

suit is made out of. It counts as silver for any resistances or weaknesses. It will produce armor of half the normal weight. And will allow a maximum Dex of two points higher than the armor would normally allow.



Armor Special Properties

Elemental Resistance This armor prevents damage from one form of elemental attack of 10, 20, or 30. While not absolute protection it is better than no protection.

D20	Element	d20	DR
1-4	Acid	1-10	10
5-8	Cold	11-16	20
9-12	Fire	17-20	30
13-16	Lightning		
17-20	Sonic		

Fortification: This suit of armor or shield produces a magical force that protects vital areas of the wearer more effectively. When a critical hit or sneak attack is scored on the wearer, there is a chance that the critical hit or sneak attack is negated and damage is instead rolled normally

d20	Effect
1-10	Light 25%
11-16	Moderate 50%
17-19	Greater 75%
20	Heavy 100%

Ghost touch: Armor with this property is always a barrier to incorporeal creatures. Both the armor and the enhancement count as full armor class when attacked by incorporeal creatures.

Glamered This appears to be a normal suit of magical armor (determine type and AC modifier normally, ignoring negative results). However, upon command (a command word can be assigned if the DM desires), the armor changes shape and form, assuming the appearance of a normal set of clothing. The armor retains all its properties (including weight) when disguised. Only a *true seeing* spell will reveal the true nature of the armor when disguised.

Invulnerability: This suit of armor grants the wearer damage reduction of 5/magic. This does not stack with other armor DR effects..

Spell resistance: This armor grants the wearer resistance to spells and spell-like effects. There are four grades indicated below.

D20	SR
1-10	13
11-16	15
17-19	17
20	19

Special Armors

Armor of Blending: This appears to be a normal suit of magical armor (determine type and AC modifier normally) However, upon command (a command word can be assigned if the DM desires), the armor changes shape and form, assuming the appearance of the environment around it. This adds +10 to any hide checks and ignore any armor check penalties. The armor retains all its properties (including weight) when disguised. Only a *true seeing* spell will reveal the true nature of the armor when disguised.

Armor of Comfort: This otherwise unremarkable suit of magical armor has the additional property of being comfortable in any climate or weather. The wearer is equally at ease in a blazing desert sandstorm or a raging arctic blizzard. This armor is unencumbering no matter what kind of armor it is. And has no dex limits or armor check penalties.

Armor of Command: This finely crafted armor radiates a powerful aura of magic. When worn, the armor bestows a dignified and commanding aura upon its owner. The wearer is treated as if he had a Charisma of 18 or +4 to the charisma if that is higher, for all encounter reactions. Friendly troops within 360 feet of the user have their morale increased by +2. Otherwise, the armor functions normally. Since the effect arises in great part from the distinctiveness of the armor, the wearer cannot hide or conceal himself in any way and still have the effect function.

Most **armor of command** is plate, or like armors, it can be of any plus. Roll armor type on the chart below.

d20	Armor Type
1-3	Chain
4-5	Ring mail
6-7	scale mail
8-19	plate
20	Dragon hide

Armor of Etherealness: This is seemingly normal plate armor, but if a command word is spoken, the suit enables its wearer and all nonliving items he wears and carries to become ethereal, as if **oil of etherealness** had been used. While in the ethereal state the wearer cannot attack material creatures. They are however subject to the effects of the plane of shadows, and to attack from creatures of that plane. A *phase door* spell will negate the ethereal state and prevent the armor from functioning for one day. The etherealness function of the armor can only be used once a day.

Armor of etherealness is also natural ghost touch at all times.

Use the following tables for the plus and type of armor:

d20	Armor type	d20	Armor plus
1-10	Scale Mail	1-10	+3
11-16	Chain	11-16	+4
17-20	Plate	17-20	+5

Armor of Fear: This armor functions as normal magical armor. However, it is imbued with an aura of *fear*. Anyone attacking or attacked by the wearer of the armor must make a Will save DC 19 or be affected as if by a *fear* spell. The armor's aura will work only once on each being encountered whether they save or not. Roll normally for the type and plus of the armor.

Armor of Stealth: When found **armor of stealth** will always look like well worn, and not entirely well cared for armor. It will be dull and lusterless. However no amount of polishing and cleaning will alleviate that condition.

In addition to its function as protection the **armor of stealth** is quiet. It will make no sound in movement, nor will it ever reflect light. A rouge character can wear chain or plate **armor of stealth** with no minuses to their hide in shadows, or move silently rolls. They can wear permitted types of armor with a +1% to their rolls. Other character classes do not gain any abilities from the **armor of stealth**, but the armor itself will never give them away by sound or reflection. (No armor check for hide or concealment.)

Armor of Strength: In addition to its normal function as protection, this magic armor will allow the wearer to cast one *strength* spell a day on themselves while wearing the armor. Dice normally for the type and plus of the armor.

Armor of Undead Command The wearer of a suit of armor with this property may control up to 26 HD of undead per day, as the control undead potion. At dawn each day, the wearer loses control of any undead still under his sway. Armor with this ability appears to be made of bone; this feature is entirely decorative and has no other effect on the armor.

Cloth of Steel: When found **cloth of steel** will look like a tightly woven silk suit. It usually will feature a hood, and gloves. While the **cloth of steel** does not add to the wearer armor class, it is still AC 10, it does adsorb the damage taking during the course of a battle. Each suit will negate a certain amount of damage per attack.. Consult the chart below for the type of cloth of steel found.

d20	DR	GP Value
01-15	4/	5,000
16-19	8/	10,000
20	12'	30,000

Any damage in excess of the amounts listed is taken by the wearing character.

Cloth of steel will not function with any other form of magical armor or braces, but rings as cloaks will work.



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Dragon Leather: Dragon leather armor is just that, armor made from the tanned hide of a dragon. Such armor has a number of bonuses for the wearer.

Dragon hide armor is supple and easy to move in, It is unencumbering, and clings to the body like a snakeskin suit. Dragon hide armor affords the wearer protection from the breath weapon of the dragon it is made from, and like affects. I.E. White dragon armor will protect from a *cone of cold*, or *ice storm* spell as well as the breath of white dragons. This effect is only gained with full coverage. A vest of dragon hide will give only 40% coverage, or reduce the damage by 40% from such an attack. The AC bonus and typical cost of dragon leather armor is listed below. All figures are for average man sized suits.

Dragon Color	AC	Gp Value	Protection
Black	17	10,000	Acid
Blue	18	20,000	Lightning/electrical attack
Brass	18	10,000	Fire/sleep gas or spell
Bronze	20	30,000	lightning/repulsion
Copper	19	20,000	acid/slow, gas or spell
Gold	22	50,000	Fire/Acid
Green	18	15,000	Acid
Red	21	25,000	Fire
Silver	21	40,000	Cold/Paralyzation gas or spell
White	17	5,000	Cold

The hide of a dragon cannot be simply skinned off and used as armor, it has to be tanned by a master tanner, and made into armor by someone skilled at the art. With any raw skin there is a chance it will be ruined in the process of making armor. The chance is 10% +5% per age class of the dragon +5% for every base AC under 1. So the chance for ruining the skin of an adult red dragon would be. 10%+30%+10%=50%. Add 20% if a journeyman tanner attempts the effort, and 40% if an apprentice should be so bold. Special materials acquired and used will double the cost of the tanning, but lower the chance of ruining the hide by half.

The making of the suit is again, a difficult matter. The tanned dragon hide is well, tough, and common needles, scissors and thread will not make a suit of the finished hide. Specially magicked tools must be used, and the making of each suit will wear the tools and materials out, so with each suit they must be replaced. Only a master tailor need even try making a dragon hide suit. Anyone less will surely ruin the hide in the trying.

Once finished a magician must cast *enchant an item* on the suit followed by a *mend* spell. This will bind the sewn edges of the suit into a single unit, and render the garment seamless. This is necessary if the protection and AC of the dragon are to be maintained. Without this step, it is simply a dragon hide suit, and unfit as armor. This last step can be done at any time after the suit is finished, and before it is worn.

A single dragon will yield enough usable hide for one suit of armor per 3 ages classes of the dragon. This is assuming the dragon is taken in the normal fashion of blasting and chopping. In the rare event that a dragon hide is taken without damage, it will yield a man sized suit per age class.

The cost listed is for the purchase of a finished suit of dragon armor. The cost for making the suit, including sewing and tanning with the special materials would be 80% of that figure.

Elven Chain Mail: This is magical armor so fine and light that it can be worn under normal clothing without revealing its

presence. Its lightness and flexibility allow even bards and thieves to use it with few restrictions. However, it is rarely sized to fit anyone other than an elf or a half-elf. Elven chain allows +2 to the Dex limits has no encumbrance and no armor checks.

Shield of Missile Catching: This is a large shield with a +1 bonus vs. melee attacks,. However any missile weapon that either thrown , shot or sling that passes within 15 feet of the shield holder is attracted to the shield and negated by it. The shield will negate the first three missiles in any round, others are unaffected.

Shield +1 Blinding: This shield is magically polished to the point of blinding any opponent that fights the wielder. For every round of combat opponent of the shield-bearer in the frontal positions must make a Reflex save DC 17 + shield bonus or be blinded for 1-4 rounds. They have a +2 to save indoors, and a +4 if the light is very dim. The shield +1 blinding, will not blind in complete darkness. In all other respects it function as a shield . Roll normally for the shield bonus. Note, the blinding effect depends on the polished surface of the shield. This makes in impossible to sneak up on anything if the shield is out, and the blinding effect will not work if the shield is hidden.



Magical Weapons

Magical weapons normally apply their bonuses (+1, +2, +3, or +4) to both attack and damage rolls. Any weapon that is not totally self-explanatory is detailed in one of the special paragraphs below.

Weapon Properties

Bows, crossbows, and slings so crafted with properties bestow them upon their ammunition. Unless otherwise stated the properties can be placed on any weapon.

Dancing Dancing consists of loosing the weapon on any round after the first. The weapon then fights on its own at the same level of experience as its wielder. After three rounds of dancing, the weapon returns to its wielder, who must hold it (and use it) for three rounds before it can dance again.

When dancing, the sword will leave its owner's hand and may go up to 30 feet distant. At the end of its third round of solo combat, it will move to its possessor's hand automatically. Note that when dancing the weapon cannot be physically hit, although certain magical attacks such as a *fireball*, *lightning bolt*, or *transmute metal to wood* spell could affect it.

Finally, remember that the dancing weapon fights alone exactly the same; if a 7th-level thief is the wielder, the sword will so fight when dancing. Relieved of his weapon for three melee rounds, the possessor may act in any manner desired—resting, discharging missiles, drawing another weapon and engaging in hand-to-hand combat, etc.—as long as he remains within 30 feet of the weapon. If he moves more than 30 feet from the weapon, it falls lifeless to the ground.

Disruption This is a normal looking magical weapon, but it has a good aura, and any evil creature touching it will receive 5d4 points of damage due to the powerful enchantments laid upon the weapon. If a weapon of disruption strikes any undead creature or evil creature from one of the lower planes, it may utterly destroy the creature.

Skeletons and zombies, if hit, are instantly blasted out of existence. Other undead creatures must make a Fortitude save DC 14 + the weapon bonus or be blasted out of existence. Evil outsiders that fail a Will save DC 14 + the weapon bonus are shoved back onto their own plane of existence taking 6d6 damage in the process.

Even if these saving throws are effective, the weapon of disruption scores full double damage upon opponents of this sort.

The weapon of disruption is considered “good” for overcoming DR.

Elemental Weapons: Elemental weapons add damage from the element that they are enchanted with. Descriptions of the four types follows.

Acid Weapon: A searing weapon drips with acid on the command of the wielder. The acid does an additional 1d6 points damage to all creature subject to acid damage. Acid is associated with Earth and the *searing weapon* will do double damage to any air based or air using creature. Air elementals, Avaiards, Djinn, and other such creatures. The Acid will also prevent trolls and like regenerating creatures from regenerating.

Cold Weapon: Frost brand weapon does an additional 1d6 of cold damage with activated. It will do double damage to any fire using creature.. Conversely the cold damage will not harm cold using creatures. Cold is associated with the element of water. Fire-using creatures are those whose attack mode involves fire (Phoenixes Red Dragons, Fire Elementals, etc..) The frost brand will have a halo of hoar frost about it when activated. This sheds a faint light equal to moonlight. The wielder of the frost brand cannot be harmed by their own weapon, but it offers no other protection from cold.

Flaming Weapon A flame tongue weapon Does an additional 1d6 of fire damage when activated. It will do double damage to any cold using creature.. Conversely the fire damage will not harm fire using creatures. Cold-using creatures are those whose attack mode involves cold (ice toads, white dragons, winter wolves, yeti, etc.).

The flame tongue also sheds light when activated, the flame tongue's fire illuminates the area as brightly as a torch. The flame from this weapon easily ignites oil, burns webs, or sets fire to paper, parchment, dry wood, etc. The wielder of the flame tongue cannot be burned by their own weapon, but it offers no other protection from fire.

Lightning Weapon: A shocking weapon does an additional 1d6 of lightning damage when activated. It will do double damage to Earth creatures. Conversely the lightning will not harm any air related creature. Earth creatures are things like earth elementals and Xorn.

When active the weapons dances with sparks and lightning in the fashion of a plasma ball. It sheds light equal to a torch. If touched to highly combustible items such a gunpowder the shocking weapon will set them off. The Weider of the shocking weapon is protected from the weapon itself. It converse no other protection from lightning.

Ghosttouch: A weapon with this property is always a danger to incorporeal creatures. There is no chance of mischance when using a ghosttouch weapon.

Holy: A Holy weapon is infused with the power of good. It will do an additional 2d6 of good damage to any creature that is not likewise good. A small list indeed. It will do double full damage to evil creatures if they are encountered. Evil creatures will take a negative level for handling a “holy” weapon.

Impact: Weapons of impact increase their critical threat range by +1 and increases its critical damage multiplier by +1. So a heavy mace with a critical threat of 20 and x2 damage would become a critical threat of 19-20 and x3 damage. The weapon also does an additional 1d4 points of damage on any attack.

Impact can only be placed on crushing weapons. The critical threat is useless against creatures that cannot be criticaled, and the extra damage does nothing to creatures that are resistant to blunt attacks.

Merciful: The weapon deals an extra 1d6 points of damage, and all damage it deals is nonlethal damage. On command, the weapon suppresses this ability until commanded to resume it. When suppressed the weapon deals lethal damage.

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Returning: Returning only works for ranged weapons, either thrown or bows of any kind. A returning weapon returns at the end of the round it is thrown. And can be used on the next round as well. In the case of bows (any kind) with the returning property it works on the ammunition. Arrows that miss the target are returned to be used again. Arrows and bolts that hit are not returned.

Sharpness: Sharpness increases a weapons critical threat range by +1 and increases its critical damage multiplier by +1. So a longsword with a critical threat of 19-20 and x2 damage would become a critical threat of 18-20 and x3 damage. The weapon also does an additional 1d4 points of damage on any attack.

Sharpness can only be placed on edged melee weapons. The critical threat is useless against creatures that cannot be critialed, and the extra damage does nothing to creatures that are resistant to cutting attacks.

Speed: When making a full attack action, the wielder of a speed weapon may make one extra attack with it. The attack uses the wielder's full base attack bonus, plus any modifiers appropriate to the situation. (This benefit is not cumulative with similar effects, such as a haste spell.)

Wounding: A wounding weapon does an additional 1d4 of bleeding damage. This damage is continues for 3 rounds per wound made. On a critical hit the wounding weapon does not do extra hit point damage but does 1d4 Con damage to the target.

A wounding weapon is considered evil, and has that property for overcoming any DR.

Unholy: An Unholy weapon is infused with the power of evil. It will do an additional 2d6 of evil damage to any creature that is not likewise evil. A small list indeed. It will do double full damage to good creatures if they are encountered. Good creatures will take a negative level for handling an "unholy" weapon.

Vorpal: On a successful critical hit a vorpal weapon will sever the head of any target it is used on. Obviously the power does not work on things with no head or those that don't really need a head. It must also be placed on a slashing weapon that can cut off a head. No vorpal maces. Last the creature must not be more than two size categories larger than the weapon size. A medium vorpal weapon will decapitate a huge creature, but not a gargantuan creature. Creatures too big to out right behead take an extra +1 to the critical multiplier and 1d4 Con damage.

Unknown or Unusual Qualities

Intelligent Weapons: One of the rare and more significant properties of a magical weapon is the chance that it is intelligent. The feature is most common among swords, but there are occasional instances of other weapons possessing intelligence. The chance of intelligence varies according to the type of weapon.

Swords have a 25% chance of some form of intelligence. Other melee weapons (axes, spears, polearms, etc.) have a 5% chance of intelligence, provided they do not already possess special powers. Missile weapons (including bows, crossbows, arrows, and bolts) never possess intelligence. Single-use items and those items that do not have a bonus to hit (such as a magical net) never possess intelligence.

If you determine that a weapon is intelligent, it will have one or more special powers. It may also have a special purpose or limitations on its use. This information is found under "Intelligent Weapons."

Unknown Qualities: Whenever a weapon has some unknown quality-such as the *wishes* in a *luck blade*-the DM should prepare a special 3-inch by 5-inch index card on it and keep the information handy whenever the possessor of the weapon is playing.

Magical arrows: When a magical arrow misses its target, there is a 50% chance it will break or otherwise be rendered useless. A magical arrow that hits is destroyed.

List of Magical Weapons

Arrow of Direction: This typically appears to be a normal arrow. However, its magical properties make it function like a *locate object* spell, empowering the arrow to show the direction to the nearest stairway, passage, cave, etc.

Once per day the device can be tossed into the air; it will fall and point in the requested direction. This process can be repeated seven times during the next seven turns. The request must be for one of the following:

- Stairway (up or down)
- Sloping passage (up or down)
- An exit or entrance
- Chamber or cavern

Requests must be phrased by distance (nearest, farthest, highest, lowest) or by direction (north, south, east, west, etc.).

Arrow of Slaying: This is an **arrow +3** with unusual physical characteristics-a shaft of some special material, feathers of some rare creature, a head of some strange design, a rune carved on the nock, etc. These characteristics indicate the arrow is effective against some creature type. If the arrow is employed against the kind of creature it has been enchanted to slay, the missile will kill it instantly if it hits the target creature. The following list comprises only a portion of the possible kinds of these arrows:

- | | |
|---------------|------------------|
| 1. Arachnids | 11. Illusionists |
| 2. Avians | 12. Mages |
| 3. Bards | 13. Mammals |
| 4. Clerics | 14. Paladins |
| 5. Craft | 15. Rangers |
| 6. Dragons | 16. Reptile |
| 7. Elementals | 17. Sea monsters |
| 8. Fighters | 18. Thieves |
| 9. Giants | 19. Titans |
| 10. Golems | 20. Undead |

Develop your own types and modify or limit the foregoing as fits your campaign.

Axe of Hurling: This appears to be a normal hand axe. With familiarity and practice, however, the possessor will eventually discover that the axe can be hurled up to 180 feet, and it will return to the thrower in the same round whether or not it scores a hit. Damage inflicted by the magical throwing attack is twice normal (2d4 small or 2d6 medium), with the weapon's magical bonus added thereafter. (For example, an **axe of hurling +3** will inflict

2d6+3 points of damage) The axe will cause only normal damage (plus its magical bonus) when used as a hand-held weapon.

After each week of using the weapon, the possessor has a one-in-eight chance of discovering the full properties of the weapon. In any event, the magical properties of the weapon will be fully known to the possessor after eight full weeks of such familiarization.

The magical bonus of an **axe of hurling** is determined normally, the axe is double the value of a plain weapon of that plus.

Bow of Accuracy, This bow doubles its magical bonus for attack, but not damage. So a +2 longbow would be +4 to hit and +2 to damage. All ranges are considered short. Roll normally for magical bonus and the bow subtable for bow type.

Bow of Distance: This has double range in all categories. Roll normally for magical bonus and the bow subtable for bow type.

Crossbow of Speed: This item allows its possessor to double the rate of fire normal for the weapon. If it is grasped, the **crossbow of speed** will automatically cock itself. In surprise situations it is of no help. Otherwise, it allows first fire in any melee round, and end-of-round fire also, when applicable. About 10% of these weapons are heavy crossbows. The weapon has a +1 bonus to attack and damage rolls. 10% will be +2.

Dagger +2, Longtooth: This appears to be a normal weapon, or perhaps a non special magical weapon. However, when this broad-bladed weapon is wielded by a small humanoid (like a Gnome or Hobbit), it will actually lengthen and function as a short sword (retaining its +2 bonus in this form). Even when functioning in this way it remains as light and handy to use as a dagger would be in the hands of the same character. The weapon will actually penetrate wood or stone as easily as it will softer material, inflicting maximum damage against either substance. (Ignores hardness.)

Dagger of Throwing: This appears to be a normal weapon but will radiate strongly of magic when this is checked for. The balance of this sturdy blade is perfect, such that when it is thrown by anyone, the dagger will demonstrate superb characteristics as a ranged weapon. The magic of the dagger enables it to be hurled up to 180 feet. A successful hit when it is thrown will inflict twice normal dagger damage, plus the bonus provided by the blade, which will range from +1 to +5. Determine the bonus normally. The dagger is worth twice that of a normal dagger of the bonus.

Dagger of Venom: This appears to be a standard **dagger +1**, but its hilt holds a hidden store of poison. On any critical hit injects poison into the opponent unless a saving throw vs. the poison is successful. The **dagger of venom** holds up to six doses of poison. If the hilt contains fewer than six doses, the owner can pour more in up to the maximum. The **dagger of venom** will always contain a fatal poison when found, however any type of injectable poison can be used.

Hammer +3, Dwarven Thrower: This appears to be a standard **hammer +2**. In the hands of a Dwarven fighter who knows the appropriate command word, its full potential is realized. In addition to the +3 bonus, the hammer has the following

characteristics:

The hammer has a 180-foot range and will return to its wielder's hand like a boomerang. It has a +3 bonus to attack and damage rolls. When hurled, the hammer inflicts double damage against all opponents except giants (including ogres, ogre magi, trolls, and ettins). Against giants it causes triple damage (plus the bonus of +3).

Hammer of Thunderbolts: This appears to be a large, extra-heavy hammer. A character less than 6 feet tall and with Strength less than 18 will find it too unbalanced to wield properly in combat. However, a character of sufficient Strength and size will find that the hammer functions with a +3 bonus and gains double damage dice on any hit.

If the wielder wears a **girdle of giant strength** and **gauntlets of ogre power** and he knows the hammer's true name, the weapon can be used to full effect: When swung or hurled it gains a +5 bonus, double damage dice, all girdle and gauntlet bonuses, and it strikes dead any giant upon which it scores a hit.

When hurled and successfully hitting, a great noise, like a clap of thunder, stuns all unallied creatures within 90 feet for one round. Throwing range is 180 feet. The **hammer of thunderbolts** is difficult to hurl, so only one throw every other round can be made. After five throws within the space of any two-turn period, the wielder must rest for one turn.

Hornblade: This is a magical weapon with a sickle-like blade resembling some sort of animal horn. Hornblades range in size from that of a knife to somewhat less than the length of a short sword. Even a close inspection is 90% unlikely to reveal it as anything other than a piece of horn of a half-foot to one and a half foot in length, set in some sort of handle or grip. If magic is detected for, a **hornblade** will radiate faintly of enchantment magic. However, if the proper pressure is applied in the correct place, the horn will morph into curved blade of great strength and sharpness.

The small versions (knife-sized and dagger-sized) are usually enchanted to +1 or +2, and the largest version (scimitar-sized) commonly has a bonus of +2 or +3. Smaller **hornblades** can be thrown, and the bonus applies to both the attack number and damage determination.

Any character class permitted to use sickle-like weapons can use a **hornblade**. The possessor can use it with proficiency, providing he has proficiency with the appropriately sized weapon (knife, dagger, or scimitar).

The value of a **hornblade** depends upon its size and the amount of its magical bonus:

d20	Plus & Type	GP Value
1-5	+1 Knife-sized	1,000
6-9	+2 knife-sized	2,000
10-14	+1 Dagger-sized	1,500
15-17	+2 Dagger-sized	3,000
18-19	+2 Scimitar-sized	4,000
20	+3 Scimitar-sized	8,000

Javelin of Lightning: A **javelin of lightning** is a +2 magical weapon. It has a range of 90 yards and whenever it strikes, the javelin becomes the head of a 5-foot wide, 30-foot long stroke of lightning. Any creature hit by the javelin suffers 1d6 points of damage, plus 20 points of electrical damage. Any other creatures in the path of the stroke take either 10 or 20 points of damage,

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based on whether their Will saving throws (DC 16) are successful or not.

From 2-5 javelins will be found. The javelin is consumed in the lightning discharge.

Javelin of Piercing: This weapon is not actually hurled-when a command word is spoken, the **javelin of piercing** launches itself. Range is 180 feet, all distances considered as short range. The javelin has a +6 bonus to attack rolls and inflicts 1d6+6 points of damage. (Note this missile will fly horizontally, vertically, or any combination thereof to the full extent of its range.) From 2-8 (2d4) will be found at one time. The magic of the **javelin of piercing** is good for only one throw after which it becomes a normal javelin.

Knife, Buckle: This magical blade has a hilt that looks just like a large belt-buckle ornament or a complete small buckle. The hilt can be grasped easily and the weapon drawn from its belt-sheath. The knife blade is short but has a very sharp point-it inflicts damage as a knife.

d10	Type	XP Value
1-4	+1	1,000
5-7	+2	2,000
8-9	+3	4,000
10	+4	8,000

Net of Entrapment: This magical rope net is strong enough to defy Strength under 25 and is equal to Hardness 10 with respect to blows aimed at cutting it. (Normal sawing attempts to cut it with dagger or sword will not succeed; to sever a strand of the mesh, a character must hack at it until he does 5 points of damage on a strand.)

Each net is 10 feet square and has a 3-inch-square mesh. It can be thrown 20 feet so as to cover and close upon opponents; each creature in range must roll a successful Reflex saving throw DC 16 + Dex bonus) to avoid being entrapped. It can be suspended from a ceiling (or generally overhead) and drop upon a command word. It can be laid upon the floor and close upward upon command. The net stretches so as to close over an area up to five cubic feet. It can be loosened by its possessor on command.

Net of Snaring: This net looks just like a **net of entrapment**, but it functions only underwater. There, it can be commanded to shoot forth up to 30 feet to trap a creature. It is otherwise the same as the **net of entrapment**.

Phoenix Blade: These rare weapons are always made of a magically treated ruby crystal. They usually have elaborate jeweled hilts as well. Made for and by Phoenixes they can channel the elemental fire of those beings, and are incidentally useful to non-phoenixes as well. The one thing it does not do is fire proof the user. That was assumed by the makers. The blade is immune to any degree of heat.

In the hands of a Phoenix a Phoenix Blade will:

Channel the thrown immolation, adding its bonus to the damage and the Reflex DC.

Act as a flaming Sword dealing 1d6 fire damage when active.

In the hands of a non-Phoenix a Phoenix Blade will:

Channel any thrown fire magics boosting them to the next highest die type. D6 becomes d8. (The caster must be able to use a sword.)

Act as a flaming sword dealing 1d6 fire damage when active.

Turn the attacks of elemental fire creatures. Fire elementals will not attack the holder of a Phoenix Blade.

Sling of Seeking +2: This sling is +2 for the first attack on any creature. Once it scores a hit the missiles will "seek" that target giving the wielder a +6 to hit vs that target. The sling does double normal sling damage as well (2d4+2).

Sun Blade: This sword is a bastard sword. The glowing golden blade of the weapon is +4. Against Negative Energy Plane creatures or those drawing power from that plane (such as certain undead), the sword inflicts double damage.

Furthermore, the blade has a special *sunray* power. Once a day, upon command, the blade can be swung vigorously above the head, and it will shed a bright yellow radiance that is like full daylight. The radiance begins shining in a 10-foot radius around the sword-wielder, spreading outward creating a globe of light with a 60-foot radius that lasts 10 rounds. The wielder must continue to swing the sword in a wide arc to keep the sunray effect going. They can take no other actions except movement. The globe of light will follow the sword keeping it at the center. In ten round or when the swinging stops, the radiance fades to a dim glow that persists for another turn before disappearing entirely.

Undead caught in this globe of sunlight take 2d6 damage as it passes them and 1d6 per round they persist in the radius of the sunray.

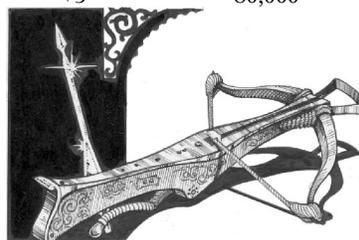
Sword of Commanding: This remarkable item allows a commander in the field to extend is reach by a considerable degree. Anyone carrying such a sword can be heard for 640 yards or more. They will appear brighter and more visible on the battlefield.

If this sword is used along with **armor of commanding**, each item adds to the effect of the other. The command radius is increased to 1280 yards, the morale bonus radius of the **armor of commanding** is increased to 640 yards.

The down side is that should the wielder of these items fall, all the troops in their expanded command sphere will be aware of it, and must check moral at a -2 or be routed.

Swords of commanding are at least +2, and can be as high as +6, roll table T30 adding +1 to the result. Rare **swords of commanding** will have additional abilities.

Plus	GP Value
+2	10,000
+3	20,000
+4	40,000
+5	80,000



Sword, Defender: This gives its wielder the option of using all, some, or none of the in defense (improving his Armor Class) against any opponent using a hand-held weapon, such as a dagger,

mace, spear (not hurled), sword, etc. For example, the wielder can, on the first round of battle, opt to use the sword as +2 and save the other two bonus factors to be added to his Armor Class. This can be done each round.

Defender sword can be from +4 to +6. Check below for type and value:

d10	Plus	GP Value
1-6	+4	20,000
7-9	+5	40,000
10	+6	80,000

Sword, Equalizer: This magic blade possess what can be considered both an advantage, and a curse. The equalizer sword is treated as a +3 weapon for who it can hit, but possess no fixed plus or damage base. The equalizer sword assumes the current damage base and plus, if any, of whoever is attacking the wielder. If the attacker has more than one attack, the best physical attack is used. If the opponent has no physical attack, the sword is a normal long sword at 1d8.

Sword, Lightning Rod: This magical blade has the additional ability to ground lightning attacks against the wielder. Anytime that lightning is used as an attack the wielder has a +2 to their saving throw. If they succeed they take no damage, even failing will reduce the damage to a quarter. No lightning attack will pass them, it is grounded at that point. Lightning based spells and attacks (Will-o-wisp, Blue Dragon) end at their location, no matter how much range is left, and *chain lightning* ends with the character wielding the **sword +1 lightning rod**.

Conversely, if a lightning strike has a choice of targets, the wielder of the **lightning rod sword** will always be chosen.

Sword, Luck Blade: This gives its possessor a +1 bonus to all saving throws and will have 1d4+1 *wishes*. The DM should keep the number of wishes secret. The sword's bonus is rolled normally.

Sword, Nine Lives Stealer: This will always perform as a +2 weapon, but it also has the power to draw the life force from an opponent. It can do this nine times before the ability is lost. A natural 20 must be scored on the wielder's attack roll for the sword to function. The victim is entitled to a Will save DC 22. If this succeeds, the sword does not function, no charge is used, and normal (or critical) damage is determined. If the sword does function the target creature is destroyed. Their soul is sucked into the blade. Only the destruction of the sword, and a *wish*, will allow that creature to be recovered.

This weapon is considered evil for overcoming DR.

Sword, +5 Holy Avenger: In the hands of any character other than a paladin, this holy sword will perform only as a **sword +2**. In the hands of a paladin, however, it creates a magic resistance of MR 20 in a 10 foot radius, dispels magic in a 5 foot radius at the level of the paladin, and inflicts +10 points of bonus damage upon enemies of the paladin's church. This latter function is not activated until the **holy avenger** has been cleansed in the paladin's church, and sanctified to the religion's cause. This requires 7 days of prayer with the sword laying on the altar. A priest must cast *atonement* and *Bless* on the sword. The **holy avenger** is entitled to save vs the *atonement* if it was last used by an opposing religion, or has a special purpose. No **holy avenger** can be forced to serve

a religion if its special purpose is opposed to that religion's tenets.

Sword of Many Shapes: This sword has the ability to alter its shape to the user's preference. When the proper command word is known the sword of many shapes will shift to the edged and hilted weapon that which the wielder is thinking of. Any edged and hilted weapon can be formed, from the smallest dagger to a two handed sword usable by giants. The sword of many shapes will not form axes, or pole arms of any kind.

The sword's bonus is rolled normally.

Sword of the Planes: This magical weapon has its base bonus of on the Prime Material Plane, but on any Inner Plane its bonus increases by +1. (The +1 bonus also applies on the Prime Material Plane when the weapon is used against *opponents* from the Inner Planes.) Similarly, when used on an Outer Plane or against creatures from the Outer Planes, the sword gains +2 to its bonus. Finally, it operates at +3 to its usual bonus on the Astral or Ethereal Plane or when used against opponents from either of those planes.

The sword's bonus is rolled normally.

Sword of the Specter: This weapon will eliminate one strength and constitution ability point (damage) each, and accompanying hit points and abilities when it confirms a critical hit. This function is the same as the life draining ability of the specter. It does not do extra damage on a critical hit.

The sword wielder can gain as many hit points as an opponent loses to this function of the weapon, up to the maximum number of hit points the character is allowed (i.e., only a character who has suffered loss of hit points can benefit from the function).

The sword's bonus is rolled normally.

Sword of Strength Stealing: This weapon is a normal magical sword, with a rather unusual power. With every round the wielder must decide whether the sword will deal normal damage, or sap the strength of an opponent with a hit. The call must be made before the attack roll or the sword does normal damage.

Should the wielder elect to take the opponent's strength the sword will deal 1-3 points of strength damage on a successful hit. The sword's magic bonus is not included in the strength damage. If they are under the effect of a *strength* spell it is canceled at once. Although that round they take no other damage. When an opponent reaches 0 strength, they fall helpless, but otherwise unharmed.

The sword's bonus is rolled normally.

Trident of Fish Command: This three-tined fork atop a stout 6-foot long rod appears to be a barbed military fork of some sort. However, its magical properties enable its wielder to cause all fish within a 60-foot radius to roll Will saves DC 19. This uses one charge of the trident. Fish failing this throw are completely under empathic command and will not attack the possessor of the trident nor any creature within 10 feet of him. The wielder of the device can cause fish to move in whatever direction is desired and can convey messages of emotion (i.e., fear, hunger, anger, indifference, repletion, etc.). Fish making their saving throw are free of empathic control, but they will not approach within 10 feet of the trident.

In addition to ordinary fish, the trident affects sharks and eels. It doesn't affect mollusks, crustaceans, amphibians, reptiles,

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mammals, and similar sorts of non-piscine marine creatures. A school of fish should be checked as a single entity.

A trident of this type contains 3d8+16 charges and can be recharged. It is otherwise a +1 magical weapon.

Trident of Submission: A weapon of this nature appears unremarkable, exactly as any normal trident. The wielder of a **trident of submission** causes any opponent struck to make a Will save DC 19. If the opponent fails to save, it must check morale the next round *instead* of attacking; if morale is good, the opponent may act normally next round, but if it is poor, the opponent will cease fighting and surrender, overcome with a feeling of hopelessness. The duration of this hopelessness is 2-8 minutes. Thereafter the creature is normal once again. The trident has 2d10+20 charges, it can be recharged. A trident of this type is a +1 magical weapon.

Trident of Warning: A weapon of this type enables its wielder to determine the location, depth, species, and number of hostile or hungry marine predators within 240 yards. A **trident of warning** must be grasped and pointed in order for the person using it to gain such information, and it requires one round to scan a hemisphere with a radius of 240 yards. There are 3d4+40 charges in a trident of this type and it can be recharged. Each charge sufficient to last for two rounds of scanning. The weapon is otherwise a +2 magical weapon.



Intelligent Weapons

Tables T30 through T should be used to determine the properties of an intelligent weapon: the number of powers, unusual properties, and special purpose of the item (if any). Such weapons are useful to give higher-level fighters some additional tactical options and limited-use special abilities.

The DM is encouraged to design unusual magical weapons along special themes and for specific campaign purposes, using the tables as guidelines and for inspiration. Just because a power is rolled doesn't mean it must be given out. If the DM feels a combination is too bizarre or powerful, he can simply change or ignore it.

The first step in creating an intelligent weapon is to determine its general capabilities. These are found by rolling 1d100 on Table T42. Then, move onto Tables T43 – XX until all the capabilities of the weapon have been specified.

Table T42 -- Weapon Intelligence and Capabilities

d100	Intelligence	Communication	Capabilities
01-34	12	Semi-empathy ^A	1 lesser power
35-59	13	Empathy	2 lesser powers
60-79	14	Speech ^B	2 lesser powers
80-91	15	Speech ^B	3 lesser powers
92-97	16	Speech ^B	3 lesser powers ^D
98-00	17	Speech & Telepathy ^C	3 lesser powers & 1 greater power ^E

A: The possessor will receive some signal (a throb, tingle, etc.) and feel urges when its ability functions.

B: The weapon will speak the character's native tongue plus one or more other tongues as indicated on Table 118 below.

C: The weapon can use either communication mode at will, with language use as any speaking weapon.

D: The weapon can also read languages/maps of any nonmagical type.

E: The weapon can read languages as well as magical writings.

Table T43 -- Intelligent Weapon Lesser Powers

d100	Lesser Power
01-04	bless its allies 3/day
05-08	use <i>faerie fire</i> 3/day
09-12	detect evil/good 3/day.
13-16	has <i>detect invisible</i> 10' radius continually active
17-20	use <i>detect magic</i> at will
21-25	has 10 ranks in Intimidate
26-30	has 10 ranks in Knowledge (choose category)
31-35	has 10 ranks in Search
36-40	has 10 ranks in Spot
41-45	has 10 ranks in Listen
46-50	has 10 ranks in Spellcraft
50-55	has 10 ranks in Sense Motive
56-60	has 10 ranks in Bluff
61-65	has 10 ranks in Diplomacy
66-69	detect magic 10 foot radius 3/day
70-73	detect traps of large size in a 10-foot radius
74-77	use <i>hold person</i> 3/day
78-81	cast <i>detect lie</i> 3/day
82-85	detect secret doors 3/day
86-89	use <i>locate object</i> 3/day
90-93	use <i>cure moderate wounds</i> (3d8+3) on wielder 3/day
94-98	Roll twice on this table ignoring scores of 99 to 00
99-00	Roll on Table T44 instead

Table T44 -- Intelligent Weapon Greater Powers

d100	Greater Power
01-05	heal wielder once a day
06-09	detect undead at will
10-13	case <i>strength</i> on wielder 1/day
14-18	dimensionally anchor on a foe 1/day
19-22	use <i>dismissal</i> on a foe 1/day
23-26	use <i>globe of invulnerability</i> 1/day
27-30	use <i>clairaudience</i> 3/day
31-35	has continuous <i>detect scrying</i> effect
36-39	casts <i>flying</i> , 120 feet/turn-1 hour/day
40-44	quench fires in 10' radius 3/day
45-49	can cast <i>teleport</i> 1/day, 600 pounds maximum
50-53	use <i>gust of wind</i> 3/day
54-57	use <i>clairvoyance</i> 3/day
58-61	cast <i>X-ray vision</i> , 3/day
62-65	use <i>haste</i> on its owner 3/day
66-69	cast <i>continual light</i> 3/day
70-73	cast <i>continual darkness</i> 3/day
74-77	use <i>invisibility purge</i> (30 ft. range) 3/day
78-81	use <i>slow</i> on its enemies 3/day
82-85	<i>locate creature</i> 3/day
86-90	use <i>fear</i> against foes 3/day
91-94	use <i>ESP</i> 3/day
95-97	Roll twice on this table ignoring scores of 95-00
98-00	roll for a Special Purpose on Table T33

If the same power is rolled twice, reroll.

Powers function only when the weapon is in possession of the PC. Usually drawn and ready. Skill bonuses do not require a ready weapon, spell casting does. Constant abilities do not.

Table T45 -- Special Purpose Weapons

A. Purpose

d100	Purpose
01-10	Defeat/slay adherents of a given ethos
11-20	Defeat priests not of a given ethos
21-30	Defeat a given class.
31-40	Defeat good beings (detectable aura)
41-50	Defeat evil beings (detectable aura)
51-55	Defeat a given race.
56-65	Defeat political adherents (specify)
66-75	Defeat extra-planer (Could be from a different plane!)
76-95	Defeat beings from a given plane.
96-00	Defeat a type of monster (specify type)

The power will operate only in pursuit of the special purpose.

B. Special Purpose Power

d100	Power
01-10	blindness* for 2d6 rounds Fort DC 25
11-20	Damage prime Ability 1d4 Fort DC 25
21-25	<i>disintegrate</i> * Fort DC 26
26-55	<i>fear</i> * for 1d4 rounds Will DC 26
56-65	<i>feeblemind</i> * for 1d4 rounds Will DC 25
66-80	paralysis* for 1d4 rounds Fort DC 25
81-00	Negative level Fort DC 26

* Upon scoring a hit with the weapon unless the opponent succeeds with a saving throw

Table T46 -- Languages Spoken by Weapon

d100	Number of Languages
01-40	1
41-70	2
71-85	3
86-95	4
96-99	5
00	6

The DM should determine languages spoken by the weapon based on his campaign and the history of the weapon. Thus, an intelligent warhammer fashioned by the dwarves would certainly understand Dwarvish as one of its powers.

Weapon Ego

Only after all aspects of a weapon have been determined and recorded can the ego rating of a weapon be found. Ego, along with intelligence, will be a factor with regard to the dominance of weapon over character.

Table T47 -- Weapon Ego

Attribute of Weapon	Ego Points
Each enhancement bonus of weapon	1
Each minor power	1
Each greater power	2
Special purpose	5
Each language spoken	1
Telepathic ability	2
Reading languages ability	1
Reading magic ability	2

Weapons Versus Characters

When a weapon possesses unusual characteristics, it has a *personality*, which is rated by combining its intelligence and ego scores. The weapon will, of course, be absolutely true to its propose, and if the character who possesses the weapon is not, personality conflict, weapon versus character, will result.

Similarly, any weapon with an ego of 19 or higher will always consider itself superior to any character, and a personality conflict will result if the possessor does not always agree with the weapon.

The *personality score* of a character is:

Intelligence + Wisdom + Experience Level

Note that the personality score is reduced by one for every group of hit points of damage taken equal to the character's average number of points per level. Divide the character's total hit points by his level (round up). For example: A fighter of 7th level has 53 hit points: 53 divided by 7 equals 7.6. Thus for every eight points of damage he suffers, his personality score will be lowered by one.

Whenever personality conflict occurs, the weapon will resist the character's desires and demand concessions such as:

1. Removal of associates, henchmen, hirelings, or creatures of ethos or personality distasteful to the weapon.
2. The character divesting himself of all other magical weapons.
3. Obedience from the character so weapon can lead the expedition for its own purposes
4. Immediate seeking out and slaying of creatures hateful to the

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weapon

5. Encrustation of pommel, hilt, scabbard, baldric, or belt with gems and a special container made of precious substances for its safekeeping.

6. Magical protections and devices to protect it from molestation when not in use

7. That the character pay it handsomely for all abilities and powers the weapon is called upon to exercise in behalf of its possessor

8. That the character carry it with him on all occasions

9. That the character relinquish the weapon in favor of a more suitable person due to ethos differences or conduct

Any time the personality score of a weapon exceeds the personality score of the character who possesses it, the weapon will dominate its possessor, and it can force any or all of the above demands or actually cause any of the following actions:

1. Force its possessor into combat
2. Refuse to strike opponents
3. Strike at its wielder or his associates
4. Force its possessor to surrender to an opponent
5. Cause itself to drop from the character's grasp

Naturally, such actions are unlikely where the character/weapon ethos and/or purposes are harmonious. However, the weapon might well wish to have a lesser character possess it so as to easily command him, or a higher level possessor so as to better accomplish its goals.

All magical weapons with personalities will desire to play an important role in the success of activities, particularly combat. Such weapons are rivals of each other, even if of the same propuse. They will be aware of the presence of any similar weapon within 60 feet, and try their best to lead a possessor into missing or destroying the rival unless this action is totally inimical to its nature.

Weapons of this nature will never be totally controlled or silenced by the characters who possess them, even though they may be heavily outweighed by personality force. They may be powerless to force their demands, but they will be in there plugging. Even a humble +1 weapon of unusual nature can be a vocal martyr, denigrating its own abilities and asking only that the character give it the chance to shatter itself against some hated enemy, etc.

Note: Most players will be unwilling to play weapons with personalities as the personalities dictate. It is incumbent upon the DM to ensure that the role of the weapon is played to the hilt, so to speak, with the DM assuming the persons of the weapon if necessary.

