



Princecon 12
Item Book

The Simulation Games Union

presents

The PrinceCon XII Item Book

Item Book coordinated by Robert West

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PrinceCon XII Item List

Explanatory Matter

Introduction

Here is our official list of Magical Items. We have revised and expanded the now-classic *PrinceCon VI* list of items, and the basic organization is the same. We have adjusted certain items to reflect the multiple-religion system now in use at PrinceCon, and we have included descriptions of certain items which were not described previously. Where we have not described an item, we intend for it to be as described in *Monsters and Treasure — and — Greyhawk*, (©1974 and 1975 by Tactical Studies Rules) works which are no longer a standard part of the FRP library. If you don't have and do not wish to purchase these works, the description in *Advanced Dungeons and Dragons* (©1979 by TSR Games) should also do, but be forewarned that there are significant differences.

Although we are proud of the number of items – over 800 – we think there are more important things than sheer length to recommend this list. It has been carefully organized so that the results rolled should make sense. Particularly important in this regard is the system of leveling, as well as the percentage chances for items to appear. We have tried to have approximately the same frequency of bad items appearing throughout the various types and levels of items, and we have rejected many items which, we feel, create more problems for the Gamesmaster and campaign than they are worth.

The new items have carefully thought out and worded explanations. We hope that we have been able to anticipate many of the questions which gamesmasters will have to resolve in running the items. We have also included new descriptions for old items where we believe that the original descriptions are inadequate for use with the PrinceCon system.

Although there are strong items on the list, we have concentrated on adding a variety of less powerful items. After all, the vast majority of items which appear in a world will be of the less powerful sort. There also exist many items more powerful than most or all of those herein listed; however these should be unique items, which do not belong on a list of random appearances, but should rather be carefully placed by the Gamesmaster, as well as “designed” by him to fit into his world. Such items may well have had important consequences for the history of the world, and will be likely found in the possession of the more powerful and important inhabitants thereof.

It is assumed that in a campaign with “wandering monsters” the Gamesmaster will have the lists of monsters “levelled” into tables. By combining these lists with the random appearance of parties of non-player adventurers, the Gamesmaster should come up with varied, interesting and logical results. Also, the System of Curses is heavily used to “spice up” the lists. Frequent references are made to the Clerical and Magic User systems. In addition, we have tried to explain how to adopt certain items to other systems; however, in a few cases a Gamesmaster who uses certain systems will wish to make changes for himself, or not to allow one or more items into his world.

There is provision for the Gamesmaster to add his own classes of items or unique items under the heading “G.M. Special”. We also encourage Gamesmasters to add or subtract items by writing (in pencil) directly on the list. It is always the province of the Gamesmaster to judge what items include, and what to exclude from his campaign. We hope that any GMs using these lists will carefully review them.

This list has been carefully constructed, so that even a player with access to the list will usually not be sure which item he has found. The Gamesmaster should do his best to make the players work to find out the nature of a Magical Item. This sometimes requires that the Gamesmaster keep his wits about him, and be extremely careful about what he says. This is especially true in the case of a bad/cursed item. By their very nature, some cursed items tend to hide the fact that they are cursed. Sometimes part of the Curse is that the victim does not want to get rid of the item. In that case, he will not associate any negative effects with the item: another explanation will always come to mind. Often a cursed item will function as a useful item of similar type, until the worst possible moment, when the victim is given the business.

The behavior of cursed items can be explained in several ways. Sometimes the item was made as an assassination device. Sometimes a summoned demon will be ordered to bring a marvellous item, only to bring the cursed version. These items are beyond hope. Some items are the result of botched experiments or have gone bad with extreme age. The G.M. may wish to provide for ways to repair these items. Such ways should, of course, be hard to come by, and may be as hard as making the item in the first place, or harder. Still other items may be the real McCoy, but with a trap to guard against unauthorized use. They can only be used by those who know the secret. In such cases, the secret will be guarded by spells (as MIND BLANK) which prevent simple means from discovering the secret. We make some suggestions in the section on curses, but all such determinations should be done with great care.

Many items and classes of items are usable only by one class, or a few classes. PrinceCon uses only the basic four classes, so G.M.s must determine how subclasses and special classes fare. Mixed classes (Elven F/MUs) can normally use any item usable by any of their constituent classes. Subclasses fare as the class of which they are a part. The following notation is used throughout the list:

- (M) = usable only by Magic Users (and those able to cast M.U. Spells).
- (C) = usable only by Clerics (and those able to cast Clerical Spells).
- (F) = usable only by Fighters.
- (T) = usable only by Thieves.
- R = roll among possibilities (as for which type of Giant or Dragon).
- ⁵ = item or class of items is level 5 (see below).

Levels of Magical Items:

When is a magical item too powerful to be populated in a given scenario or on a given level of the dungeon? This question is answered by assigning to each Magical Item a level, which corresponds to that level of the dungeon (or that level scenario or wilderness area) in which the item would first be given its random chance to appear. Of course, specially designed sections of the dungeon, or particular scenarios, may well have a powerful item of higher level which have been carefully placed there by the G.M.

When items (or groups of items) appear on a rollout table, a superscript (⁴) after the name of the item would denote that it is level four. A (⁵) after the name of a whole class of items would indicate that the minimum level for any item in that class would be five. This minimum will be indicated in English at the description for the class. For example, all Rods are at least level five. Where no specific level is indicated for an item, it is of the minimum level for that class. Where no minimum is indicated for a class of items, the minimum level is one (i.e. no minimum).

For example, Helms have a minimum level of two (²). A Helm of the Moon has no minimum level, so it is level two. A Helm of Telepathy, on the other hand, is specified as having a level of four (⁴), so that is its level. Similarly, Rods have a minimum level of five, so a Rod of Cancellation has a level of five. Gauntlets have no minimum level, so Gauntlets of Dexterity are level one.

We would not suggest randomly populating a level four item on the third level of the dungeon, or in a "third level" scenario. When rolling from the lists, reroll inappropriate results. Thus, if rolling for a random Helm to place in a third level scenario, and a 90 came up, one would reroll on the table of helms, as a Helm of Telepathy is level four. If when placing another item in that same scenario, a 39 came up for item type, then reroll. All Rods are at least fifth level, so a Rod could not occur in a third level area or on the third level of the dungeon.

Some will choose to ignore these suggested levels. Others will convert the levels given here, which are based on a campaign using the PrinceCon system, in order to fit their own campaigns. Fortunately, such a conversion table need only be set up once. In any case, the reader may wish to consult Howard Mahler's article on determining the relative levels of items.

Please note that the scenarios in PrinceCon XII are being based on a fifth level standard – this being a level which we felt would produce the greatest breadth of play, while preventing items from one scenario from unduly affecting another. Thus, items should be restricted to the fifth level or less, except possibly for some items which have been reviewed in advance by the Convention Director.

Burnout Chances:

It is traditional to give certain types of items a limited number of charges. At PrinceCon, we give them a chance of burning out during each use. A percentage chance is determined for each item, based on the number of charges when new. The percentage chance of this happening per use is called the burnout chance. In general, this should be rolled before each use: if burnout is indicated, the item will not function that time, nor ever again (unless recharged). Certain items (such as books) tend to vanish after burnout. These items should be rolled for *after* use, and if burnout is indicated: POOF!

For example, consider an item with a Burnout chance of 2%, such as a Fireball Wand. Then, during every use of the Wand, the Gamesmaster rolls a D100. If an 01 or 02 comes up, he knows that the Wand didn't work, and will never function again.

Here is how to convert from a system in which items have charges to this Burnout system, or vice-versa:

$$\begin{aligned}\text{Burnout Percentage} &= 200 / \text{Number of Charges when New} \\ \text{Number of Charges when New} &= 200 / \text{Burnout Percentage}\end{aligned}$$

For example, a typical Wand has a 2% burnout, or 100 charges when new. Under the 2% Burnout one would get an average of 49 uses out of the Wand. Under a system where a new Wand had 100 charges, some of the charges would already have been used, so the average Wand would have 50 charges left. Thus the two systems give virtually the same number of uses on average. One could modify the Burnout system slightly in order to get the averages to be identical, but the simplicity of running it in the manner here presented easily wins out. If one is concerned, one could keep a record of whether the item has at least one more charge, and could roll *after* use, to see whether the charge just used was the last.

The Burnout system is remarkably easy to use. There is none of the bookkeeping that is necessary when using a system of charges. It also adds a refreshing element of mystery to the game, when no one, not even the Gamesmaster, knows whether an item will function in an emergency. In addition, items with a limited number of uses are much more easily carried from open universe to open universe. There is no need with the Burnout system for the player to carry a sealed envelope with him from Gamesmaster to Gamesmaster, as is usually the case with a system of charges.

One may think of the Burnout system as merely a better gaming system which is roughly mathematically equivalent to the system of charges. However, it is nice to have a rationale behind any system one uses. Our rationale is that Items with Burnout chances are channelers of the magical energy omnipresent in the Mana. Each time they are used, a strain is put upon them. This strain has a fixed percentage chance of permanently disrupting the enchantment which enables the item to work. It would, of course, be much more difficult and expensive to produce a more reliable item which performed the same function but had a lower burnout chance. Under this theory, even a new item has a burnout chance, and the chance of more charges than anticipated can be accepted.

A Gamesmaster may wish to give out items with more or fewer charges than "standard", and this may be done simply by changing the burnout chance. For example, 100 charges is too many for a Wand at a weekend convention, so a Secret Formula has been applied for PrinceCon. For items with a very limited number of charges, the burnout system will allow a chance of an infinite number of uses, and a serious chance that a new item will never work. With those items for which this is a problem, the old fashioned charges system can be used.

Descriptions of Magical Items

01-06 Swords	47-52 Magic User Scrolls
07-14 Armor	53-56 Clerical Scrolls
15-19 Shields	57-58 Other Scrolls
20-21 Bows & Crossbows	59-65 Potions
22-25 Arrows & Quarrels	66-68 Books & Decks
26-27 Maces & Flails	69-73 Magical Gems
28-29 Daggers	74-75 Gauntlets & Gloves
30 Scabbards & Sheaths ²	76-77 Bracers
31-33 Miscellaneous Weapons	78-79 Eyes & Glasses
34-36 Wands	80-81 Medallions
37-38 Staves ³	82-83 Cloaks/Robes
39 Rods ⁵	84-85 Helms
40-43 Rings	86-00 Miscellaneous Magic
44-46 Holy Symbols	

Arms and Armor

Weapons, Armor and Shields of all kinds. Many magical weapons have combat plusses, but some do not. Many forms of armor and shield have protection bonuses, but others do not. If no plus is stated, there is no default minimum.

Although we use a percentile combat system, the plusses are specified in terms of the old 20-sided die system. Unless otherwise specified, all the weapons listed herein are capable of hitting a monster which requires magical weapons to hit. A combat plus of +1 will add 5% to hitting probability in the PrinceCon system (+1 on a 20-sided die for AD&D fans), and will often add +1 to damage done, depending on the weapon type. A +2 will add 10%, and a +N will add (N*5)%.

In a similar spirit, magical armor protects against the combat by subtracting 5% for each “plus” the armor possesses, but does not add to saving throws. If an attack states that it can be stopped by magical armor, then any armor listed here will (unless otherwise specified) be capable of stopping the attack. In addition, we have added many kinds of armor which provide protection other than that in the standard lists.

Swords

Usable by: *All Classes*

Default Level: *none*

1-22 +1 Sword	77-79 Sword +1, +3 vs Dragons ²
23-27 Sword +1, +2 vs. Shapechangers	80 Sword +2, Giant Slaying ² R
28-34 Sword +1, +2 vs. MUs and Enchanted Monsters	81 Sword +1, +5 vs Demons/Angels ³
35-39 Sword +1, +2 vs. Insects and Spiders	82-85 +3 Sword ³
40-46 Sword +1, +2 vs. Giant Class	86 Gladiator's Sword ³
47 Sword +1, +3 vs Shadow-Based Creatures	87 Sword +2, Dragon Slaying ³ R
48 Magic Using Sword R	88 Sword of Slaying ³ R
49-53 Cursed Sword	89-90 +4 Sword ⁴
54-62 +2 Sword ²	91 Sword +3, +5 vs Cold ⁴
63-67 Flaming Sword ²	92 Sword +3, +5 vs. Heat-based Creatures ⁴
68-72 Sword +1, +3 vs Clerics ²	93 Sword +3, +5 vs. Air-based Creatures ⁴
73-75 Sword +1, +3 vs Giants ²	94 Sword +3, +5 vs. Earth-based Creatures ⁴
76 Sword +1, +4 vs Little People ²	95-96 Holy & Sacred Swords ⁴ R

97 Equalizing Sword ⁴
98 +5 Sword ⁵

99 Sword +2, Nine Step Draining ⁵
00 Dancing Sword ⁶

Type of Sword

01-02 Hobbit Short Sword
03-11 Short Sword
12-89 Broadsword
90-99 Two Handed Sword
00 Other (or reroll)

Swords come in various shapes and sizes: roll on the table above for the type of sword. Swords are frequently intelligent, and they are usually aligned.

A Sword provides +5% to hit probability for each +1 it has, but provides no damage bonus for its basic combat plus. However, a special bonus against a particular monster or class of monsters is to both hit probability and damage.

Sword +1, +2 vs. Shapechangers Shapechangers include, all Lycanthropes (Were-creatures), Doppelgangers, and anything or anyone utilizing a polymorph or shapechange.

Sword +1, +2 vs. MUs and Enchanted Monsters Magic Users include all those able to throw Magic User Spells, (e.g. high level Rangers, Ogre Magi, Fighter/Magic Users, etc.) Enchanted Monsters include: Elementals, Golems, Invisible Stalkers, Aerial Servants, Djinn, Efreet, Homunculi, Salamanders, Demons, Angels, and Simulacra.

Sword +1, +2 vs. Insects and Spiders Includes Giant Insects, Giant Spiders, etc.

Sword +1, +2 vs. Giant Class The special bonus applies to the members of the Giant Class smaller than a Troll. (Kobolds, Goblins, Orcs, Hobgoblins, Bugbears, Ogres.)

Sword +1, +3 vs Shadow-Based Creatures The special bonus applies to Shadows, Shades, etc., as well as any other creatures whose basis is shadow or darkness.

Magic Using Sword It acts as a +1 Sword. It does not have any Primary or Extraordinary Powers. Instead the sword acts (while in the hand of the wielder) as a Magic User of certain level. These swords are usually (50%) aligned with the Magus religion.

Level of Magic Using Sword

01-20 1st level MU
21-38 2nd level MU ²
39-54 3rd level MU ³

55-68 4th level MU ⁴
69-80 5th level MU ⁵
81-90 6th level MU ⁶

91-96 7th level MU ⁷
97-99 8th level MU ⁸
00 9th level MU ⁹

Its Intelligence as a Magic User is that as a Sword. The sword and wielder may not do anything else while the sword is throwing or concentrating on maintaining a spell. The sword may not be distracted, and has no need to prepare a spell before throwing it. The wielder may not use any items usable by MUs only, merely because of the possession of the sword, except that the sword may use MU Scrolls as may a Magic User.

Cursed Sword In addition to being -2, the user will suffer the effects of a Random Curse. The sword may only be gotten rid of by a successful Remove Curse, as versus a caster of level: 4 + D4 + twice the level of the Curse. Determine the level of the curse as follows:

Level of Curse

01-10 1st level curse
 11-22 2nd level curse ²
 23-37 3rd level curse ³

38-55 4th level curse ⁴
 56-75 5th level curse ⁵
 76-89 6th level curse ⁶

90-96 7th level curse ⁷
 97-99 8th level curse ⁸
 00 9th level curse ⁹

Flaming Sword This sword receives no bonus unless flaming, which it will do at the option of the wielder. It then has a +1 (including damage bonus!) against normal opponents, +2 vs. Trolls and Ents, and +3 vs. Undead and Plant-types. It will be -2 against fire-based creatures when flaming. Ordinary creatures will check morale before attacking one holding this weapon. Wounds caused by it will be cauterized and will not regenerate. The flame can be used to ignite flammable material.

Sword +1, +3 vs Clerics Clerics include all those able to cast Clerical spells, (High level Rangers, Paladins and the like) and Clerically summoned Angels and Demons.

Sword +1, +4 vs Little People Little People include: Fairies, Pixies, Nixies, Dryads, Hellions, Gremlins, Wretches, Imps, Brownies, Leprechauns, Banshees, etc.

Sword +2, Giant Slaying It acts as a +2 sword. In addition it is +2 to damage against all Giants. However, against one particular type of Giant it will do 4D10 hit points of damage when it hits. (Roll to see which type.)

Gladiator's Sword It acts as a +1 Sword. In addition, if the user is fighting a member of his own race in single combat (no other living creature within 10' of either of them), then whenever he scores a hit, the sword does maximum damage. (e.g. 8 points for a broadsword against a man, 18 points for a two-handed sword against a giant.)

Sword +2, Dragon Slaying It acts as a +2 sword. In addition it is +2 to damage against all Dragons. However, against one particular type of Dragon it will do 6D10 hit points of damage when it hits. (Roll to see which type of Dragon.)

Sword of Slaying It acts as a +2 Sword. However, it will give 4D10 hit points of damage when it hits one particular species of monster. (The GM should choose among the more powerful creatures. The Wandering Monster Tables are a good source of ideas.)

Sword +3, +5 vs Cold In addition to being +25% to hit probability, and +5 to damage versus Cold-based Creatures, it:

1. Gives the wielder Cold Resistance (as per the Clerical Spell)
2. Allows the wielder to throw one 6D6 Fireball per day, as per the MU Spell
3. Allows the wielder to dispel a Wall of Ice

Sword +3, +5 vs. Heat-based Creatures In addition to being +25% to hit probability and +5 to damage versus Fire-Based Creatures, it:

1. Gives the wielder Fire Resistance (as per the Clerical Spell)
2. Allows the wielder to throw one 6D6 Snowball per day, as per the MU Spell
3. Allows the wielder to dispel a Wall of Flames

Sword +3, +5 vs. Air-based Creatures In addition to being +25% to hit probability and +5 to damage versus Flying Creatures and Air-based Creatures (excluding Undead, and Enchanted Monsters, but including Storm and Cloud Giants), it:

1. Gives the wielder Resistance to Lightning (as per the Clerical Spell)
2. Allows the wielder to throw one 6D6 Crushing Hands spell (single target, range: 12). Saving Throw results depend on how Fireball is handled by the GM. If a successful saving throw results in half damage, allow no saving throw versus this spell; if saving results in no damage, then half damage will result. versus this spell results in half damage.

3. Allows the wielder to dispel a Fly or Levitate MU Spell (but not a natural ability to fly or the use of an item to fly.)

Sword +3, +5 vs. Earth-based Creatures In addition to being +25% to hit probability and +5 to damage versus Earth-Based Creatures (e.g. Earth Elementals, Stone Giants, Hill Giants, Giant Slugs, etc.), it:

1. Gives the wielder Resistance to Crushing (as per the Clerical Spell)
2. Allows the wielder to throw one 6D6 Lightning Bolt per day, as per the MU spell
3. Allows the wielder to dispel Wall of Stone.

Holy & Sacred Swords

Usable by: *All Classes*

Default Level: 4

01-26 +2 Holy Sword ⁴

27-39 +2 Sacred Sword ⁴

40-59 +3 Holy Sword ⁵

60-69 +3 Sacred Sword ⁵

70-81 +4 Holy Sword ⁶

82-87 +4 Sacred Sword ⁶

88-93 +5 Holy Sword ⁷

94-96 +5 Sacred Sword ⁷

97-98 Sword of Sharpness ⁸

99-00 Vorpal Blade ⁹

They are strongly aligned with one of the major religions. A person of the an other religion will take twice the usual damage for touching a magic sword.

They are intended for the use of Paladins and Rangers. The present discussion assumes that all religions have Paladins (devoted fighters, who earnestly pursue the objects of their god) and Rangers (fighters trained in wilderness campaigns). Reroll any religion which does not have Paladins or Rangers, as applicable.

Some Gamesmasters may wish to restrict Paladins to being fighters of Janda, and Rangers to being Nature worshippers. Consult the PrinceCon rules book for the treatment at the current PrinceCon.

Holy Sword When in the hands of a Paladin (Anti-Paladin) a Holy (Anti-Holy) Sword will give protection against Magic User Spells. The wielder is totally protected. Those within 10' radius are protected against spells up to and including those of certain level.

Sacred Sword Sacred (anti-Sacred) Swords are similar to Holy swords, but they provide protection against Clerical Spells rather than Magic User Spells, and are wielded by Rangers (Anti-Rangers) rather than Paladins.

Sword of Sharpness This sword acts as a +2 Holy or Sacred Sword. It is exceedingly sharp, and can cut through all manner of webbing or chains with ease. In addition, if it hits with 25% or more to spare, it will sever a random limb. Roll randomly among all limbs, including necks and tails, within reach.

Vorpal Blade This sword acts as a +3 Holy or Sacred Sword. It is exceedingly sharp, and can cut through all manner of webbing or chains with ease. It can hit all opponents which can be hit by the +5 Holy or Sacred Sword. In addition, if it hits with 15% or more to spare, it will sever the opponents neck. If more than one neck is within reach, roll randomly. If no neck is within reach, roll as for the Sword of Sharpness.

Level of Protection of Holy & Sacred Swords:

01-18 3rd level ⁴

19-40 4th level ⁵

41-62 5th level ⁶

63-80 6th level ⁷

81-93 7th level ⁸

94-00 8th level ⁹

Equalizing Sword It acts as a +1 sword and does normal damage. In addition, when a humanoid scores a hit with the sword upon a humanoid, the person of higher level (defender or wielder) loses a level, and the person of lower level gains one level. The higher level person always gets a physical saving throw, which negates the effect if made.

Sword +2, Nine Step Draining In addition to acting as a +2 sword, the user may choose to have it attempt to drain levels. If it then hits on a natural 01-05 (or 96-00, if high is good), roll again as if to hit the same opponent. If this roll is also successful, the victim is drained levels or hit dice in addition to normal damage. These levels can be regained as for levels drained by undead. The first time the sword drains, it drains one level. The next time two levels, etc. After Draining 9 levels, it becomes a normal +2 Sword.

Dancing Sword This sword acts as a +3 sword. In addition, at any time after three rounds of melee against one opponent the sword will dance. To use this ability, the user simply lets the weapon go. The weapon then fights on its own for three rounds exactly as if wielded by the user, but only against that opponent. The sword is too agile to be grabbed, lassoed or knocked away, and if netted or webbed, it will try to slash its way free. The user may retake the weapon at any time, in which case it is reset. If not retaken after three rounds of dancing, it falls to the ground. The weapon will continue fighting for the three rounds, even if the user dies or runs away. It can follow the opponent at up to 48", but will not do so if the user forbids.

While the sword is dancing, the user is free to do anything he could do if not wielding the sword: run, fight with another weapon, cast a spell, etc. If using the PrinceCon Phased Combat system, the user lets go and regains the weapon during the item phase, after user and/or weapon have engaged in combat. The user may also draw/put away another weapon during this same phase, provided that the weapon is in a position to be drawn quickly. This is an exception to the rule of only one phase per round.

Alignment of Swords

01-02 Good Samaritan	21-35 Leo
03-05 Hermit	36-50 Janda
06-14 Magus	51-60 Death
15-20 Nature	61-00 Non-player Religions R

According to legend, enchanted swords are intelligent creatures with their own aims and objectives. This is shown by the alignment of swords. If the PrinceCon clerical system is used, then the sword will be aligned with a religion, or a group of religions. Roll on the above table, but if it is desired to have a sword aligned to one of the player character religions, roll a D60. This requires more thought than simply setting a sword to "Chaotic/Evil" and forgetting it. The Gamesmaster must pay careful attention to the relations between the religions.

Each religion is given one of three alignments with respect to every other religion: allied, opposed, or neutral. Moreover, groups of religions exist, according to aims which they have in common. A religion will be also aligned with respect to each grouping. A grouping has been agreed on for PrinceCon, but this may not be suitable for a campaign.

A suggestion from one of our source campaigns is to divide religions into triads. Each triad represents a moral or philosophical conflict: one religion represents the "positive", one the "negative", and one the "balanced" aspect. Positive is opposed to negative, and vice-versa. Balanced may be allied, or neutral depending on the item. Non-members of the triad are neutral. A sample, using some religions not included in our player's guide:

Triad:	Positive	Balance	Negative
Life/Death	Good Samaritan	Pylon	Death
Truth/Lies	Janda	Hermit	Akanshi
Power	Magus	Nature	Leo

Pylon is the god of prophesy, and the Guardian of Souls. Akanshi is the Spider God, the deceiver.

A being who picks up a sword to which he is opposed will take 2D6 hit points of damage. One who picks up a sword that is neutral to him will take D6. If they are so foolish as to continue to hold onto the sword, each will take dice of damage equal to the original amount every 20 minus the ego of the sword melee rounds. Only a being of the proper religion may use anything but the combat bonus of the sword (i.e. the Primary and Extraordinary abilities.)

Good Samaritan Many gamesmasters will prohibit Samaritan fighters from using various weapons. A Good Samaritan sword may refuse to fight sentient beings, or it may be instead a permitted weapon, such as a staff.

Magus For a Magic Using sword, roll a D6. On a 1-4 it will be Magus, otherwise, roll randomly.

Non-player Religions Suggestions are the gods of deception, death and the undead. There rolls are provided for the use of the Gamesmaster.

Alternate Alignment of Swords

01-35 Good

36-65 Neutral

66-100 Evil

If the Gamesmaster wishes to use the traditional Good/Neutral/Evil alignments, the above table may be used. Good and Evil are opposed, and Neutral is neutral with respect to each.

Intelligence and Ego of Swords

Magical Swords have an Intelligence and Ego. First determine the average requisite. Roll a number of D4 equal to the desired level of the sword, but not fewer than the maximum combat plus (including any special bonuses). Next roll a D10 to determine how the Intelligence and Ego are related to the swords average requisite:

Roll:	1	2	3	4	5	6	7	8	9	10
Int:	-4	-3	-2	-1	0	0	+1	+2	+3	+4
Ego:	+4	+3	+2	+1	0	0	-1	-2	-3	-4

Then adjust to a minimum requisite of 1 and a maximum of 12. Now roll for any Primary or Extraordinary abilities, (number determined by the Intelligence, see below) and Personality Traits (number determined by Ego, see below).

Intelligence, Abilities and Communication Powers of Swords

Int.	Abilities and Communication Powers
1-6	None
7	One Primary Ability, Empathy with wielder (i.e. can communicate strong emotions)
8	Two Primary Abilities, Empathy with wielder
9	Three Primary Abilities, Empathy with wielder
10	Three Primary Abilities, Speaks One Language like a dumb native
11	Three Primary Abilities, Speaks and Reads Two Languages like an ordinary native
12	Three Primary and One Extraordinary Ability, Speaks, Reads and Writes Three Languages like a Scholar Telepathic communication with the wielder.

Primary Abilities of Swords

01-06 Sound Amplification	36-39 Infravision
07-11 Locate Secret Doors	40-43 Telescopic Vision
12-16 Detect Traps	44-45 Second Sight
17-20 Detect Magic	46-49 Detect Invisible
21-24 Detect Gems, No. & Size	50-52 Protection/Enchanted Monsters
25-29 Detect Gold	53-55 Body Cool
30 Detect Mithril	56-58 Body Heat
31-35 Detect North	59-65 Cure II *

66-72 Bless II *	88-89 Mirror Image
73-74 Ventriloquism	90-93 Water Walking
75-76 Silver Valhalla ◁	94-95 Levitate
77-81 Read Languages	96-99 Take 2 rolls
82-85 Hide Intent	00 Extraordinary Ability
86-87 ESP	

* = usable only once per day ◁ = usable only once per week

All abilities may only be used by the wielder, and only while he has the sword's hilt in his hand. If an ability is rolled twice, it is double strength. (If this has no meaning, then reroll). Except for those abilities specified above, the wielder may use any of the following abilities as often as desired.

Sound Amplification Allows the wielder to hear noises normally too faint for him to hear. Add +30% to chances for hearing when listening at doors.

Locate Secret Doors The wielder may search for secret doors by passing the blade over the area to be searched. Searching in this manner takes 1/10th of the ordinary time, and works 90% of the time. (This roll should be handled separately from any other chances the wielder might have.)

Detect Traps This is similar to the above, but traps are detected.

Detect Magic As per the MU spell.

Detect Gems, No. & Size Allows the approximate determination of number and size of any concentration of gems within 3". In determining range, treat solid stone, etc. as 10 times its actual dimension.

Detect Gold Similar to the above, but gold is detected. Only a rough idea of the quantity of gold will be given.

Detect Mithril Similar to the above, but Mithril is detected.

Detect North The wielder will know which way is North.

Infravision as per the MU spell, but it operates continuously.

Telescopic Vision The wielder can see things as if they are closer to him. He must concentrate on one region and everything will seem bigger by a factor of twice the level of the sword.

Second Sight Allows the wielder to see perfectly normally without the use of his eyes, or the need for any light.

Detect Invisible As per the MU spell, but it operates continuously.

Protection/Enchanted Monsters Gives the wielder +25% on defense (both vs. attacks and on saving throws) against Enchanted Monsters. (Elementals, Golems, Invisible Stalkers, Aerial Servants, Djinni, Efreet, Homunculi, Salamanders, Demons, Angels, and Simulacra.)

Body Cool Reduces the wielder's body temperature 25 degrees Fahrenheit, towards normal body temperature. (It will not counter fire spells, etc., but it is useful against extended exposure in very hot climates.)

Body Heat It increases the wielder's body temperature 25 degrees Fahrenheit towards normal body temperature. (It will not counter cold spells, etc., but it is useful against extended exposure in very hot climates.)

Cure II As the Clerical Spell (once per day, and only on the wielder.)

Bless II As the Clerical Spell (once per day, and only on the wielder.)

Ventriloquism As per the MU Spell.

Silver Valhalla The wielder may summon 2D4 second level fighters from Valhalla. They will appear in a flash, and will fight for him until dead, until ordered to return, or until there are no opponents for them to fight for one hour. Usable once per week.

Read Languages As per the MU Spell.

Hide Intent The wielder gets two chances to make his saving throw against spells such as Detect Good, ESP, etc., or other magical means of discovering his intent.

ESP As per the MU Spell. This power requires concentration.

Mirror Image As per the MU Spell (once per day, and only on the wielder.)

Water Walking As per the Clerical spell, Water Walking/Self.

Levitate As per the MU Spell.

Extraordinary Ability Roll on the Extraordinary Abilities table, forfeiting all remaining Primary Abilities.

Extraordinary Abilities of Swords

01-03 Clairaudience	67-70 Disguise
04-06 Clairvoyance	71-72 Detect Gate
07-08 Telepathy	73-74 Plane Seeing
09-11 Mind Blank	75 X-Ray Vision
12-14 Detect Evil/Good	76 True Sight
15-17 Detect Teleport	77-79 Telekinesis
18-22 Strength *	80 Repulsion *
23-24 Iron Valhalla <	81-86 Flying
25-29 Bless V *	87-88 Teleport *
30-35 Word of Command III * ◇	89 Time Travel *
36-41 Cure Wounds IV *	90-97 Detect Specialty ◇
42-62 Resistance R	98-99 Take 2 rolls
63-64 Damp Teleport	00 Take 3 rolls
65-66 Command Language	

* = usable only once per day < = usable once per week
 ‡ = Reroll if Clerics of the Sword's alignment don't have this spell.
 ◇ = Reroll if sword has no special bonus

Clairaudience As per the MU Spell.

Clairvoyance As per the MU Spell.

Telepathy It allows full two way communication, range 9" (count stone as 10 times its actual thickness). The wielder may attempt to influence the actions of the person with whom he is communicating. If the victim fails his Mental saving throw, he will act on the suggestion with either +2 to negotiation dice (2D6) or +2 to wielder's Charisma (whichever is more appropriate to the situation). If the saving throw is successful, no further attempt may be made that day with that target.

Mind Blank As per the MU Spell, but operating at all times.

Detect Evil/Good As per the appropriately aligned version of the Clerical spell.

Detect Teleport It can detect sudden discontinuous shifts in the wielder's position, as would occur upon unwittingly stepping through a teleport device.

Strength As per the MU Spell (once per day, and only on the wielder).

Iron Valhalla As Silver Valhalla, but 2D4 F4s are summoned.

Bless V As per the Clerical Spell (once per day, and only on the wielder.)

Word of Command III As per the Clerical Spell (once per day, and only on the wielder.)

Cure Wounds IV As per the Clerical Spell (once per day, and only on the wielder.)

Resistance As per the Clerical spell. (roll to see which one: Fire, Cold, Lightning, Crushing, Poison, Spiritual Attack.)

Damp Teleport Teleportation is impossible within 1" of the wielder, either to enter or to leave, without his express permission. This includes Dimension Door, Transport Tokens, etc.

Command Language The wielder may choose one language per day. During that day he will be able to speak, understand, read, and write that language like an ordinary native, (comprehension level 5, on a scale of 1-6). (The ability will last for one day, during which time he need not touch the sword, but must carry it on him.)

Disguise The wielder may change his appearance so that he looks like another similar being of similar size. (Humanoids can look like another humanoid species of similar size.) In order to fool a member of the species concerned that you are a particular member of that species, you must have had a chance to carefully study that species. (A disguise will stay in place for one day, during which time you need not touch the sword, but must carry it on you.)

Detect Gate The wielder may detect gates, i.e. places that allow travel to parallel universes. He will also know to which one it leads (as well as he can comprehend.)

Plane Seeing The wielder may see from any plane (Normal, Astral, Ethereal, etc.) to any other of his choosing.

X-Ray Vision The wielder will be able to, at his option, see in the x-ray region. He will see denser objects, such as bones and rings, but will not be able to see flesh ala Superman. He can turn up the power to see through up to two feet of stone, but will only be able to see through a few inches of lead.

True Sight The wielder will see the true state of things. This is useful versus: Phantasmal Forces, Doppelgangers, Illusions, Disguise, Hallucinatory Terrain, Projected Images, Mirror Image, Massmorph, etc.

Telekinesis As the MU Spell, as if cast by a MU9.

Repulsion As the MU Spell, as if cast by a MU11. Usable once per day.

Flying The wielder may fly as per the MU spell.

Teleport The wielder may Teleport himself, as the MU Spell, as if cast by a MU9. He may take along one other, provided he has his consent and has his free arm around him. Usable once per day.

Time Travel Allows the wielder to move forward in time, up to two days. While doing so he does not move in space. (He is shrouded in the Mists of Time, and thus not subject to attack, except by an inhabitant of the mists, or a fellow time traveller.) He may take along one other, provided he has his consent, and has his free arm around him. Usable once per day (where you only count time not spent traveling in time.)

Detect Specialty The wielder may detect the special enemy of the sword, (i.e. the ones that the sword has a special bonus against). (If the sword has more than one special bonus, choose randomly. If it has no special bonus, reroll on the abilities table.) It detects both the number, and particular kind. (For example, Detect Undead might tell you 3 Ghouls and 7 Zombies.) It has range 10" (count solid stone, etc., as 10 times its actual dimension.)

Personality Traits of Swords

01-05 Loves Battle
06-10 Cautious
11-15 Fearless
16-25 Hates one Species R
26-30 Likes one Species • R
31-35 Greedy
36-40 Generous
41-45 Revengeful
46-50 Forgiving
51-55 Religious

56-60 Vain
61-65 Proud
66-70 Ambitious
71-75 Competitive
76-80 Argumentative ‡
81-85 Rude ‡
86-90 Polite ‡
91-95 Talkative ‡
96-00 Quiet ‡

Give the sword a number of traits equal to its Ego minus seven (thus don't roll traits for swords with an Ego of 7 or less.)

- = Usually a potential wielder of the sword
- ‡ = reroll if sword lacks ability to speak

Duplicate traits intensify one another as specified below. Contradictory traits cancel each other out, and the sword has fewer traits than might be expected. For each trait, determine the strength by rolling a die depending on the Ego: D8 if 8 or 9, D10 if 10 or 11, D12 if 12. Add a D4 for each time the trait is duplicated.

- 1-2 : only slightly more likely to act in this manner than the opposite
- 3-4 : unlikely to act in the opposite manner
- 5-6 : never acts in the opposite manner
- 7-8 : taken into account in important decisions and actions
- 9-10 : determining factor in most decisions
- 11-12 : obsessive, driving force behind its very existence

The GM must use his imagination in order to implement certain obsessions. For example, suppose a sword is obsessively polite. It might insist on knocking before opening any door. It might attack someone merely for not addressing its wielder by his proper title, etc. Remember that an obsession leads in certain circumstances to irrational behavior (as defined by others.)

Hates one Species If the sword has a special bonus, then it hates that species, otherwise choose random species as if rolling for a Wandering Monster.

Likes one Species This will usually be a potential wielder of the sword.

Battle of Wills Between Sword and Wielder

The interaction between a sword and its wielder is sort of like a marriage. To ensure long range harmony, each must be prepared to let the other have his way from time to time. However, when neither is willing to give in, then a test of wills must be resolved. For the wielder, roll a D6 per level. Add to this total his Intelligence and his Charisma, and subtract 1 for every 3 hit points he has taken. For the sword, roll a D6 per level (as a magical item) and add its Ego, its Intelligence, and its number of Extraordinary Abilities. If the matter involves the swords determining or obsessive personality trait, give from 1 to 6 additional pips to the sword.

Certain actions will require more effort to impose. For example, in order to sheathe your sword against its will or in order to force your owner to give you to someone more to your liking, the party in question must win two rolls in a row, and if unsuccessful may not try the same thing again for one month.

Armor

Usable by: *All Classes*

Default Level: *none*

01-32 +1 Armor	88-91 +3 Armor ³
33-37 Buoyant Armor	92-93 Automaton Armor ⁴
38-42 Armor of the Sea	94 Paladin's Armor ⁴
43-57 Armor of Resistance R	95-96 +4 Armor ⁴
58-67 Armor of Vulnerability	97-98 Armor of Absorbing 2 Hit Points ⁴
68-79 +2 Armor ²	99 +5 Armor ⁵
80-87 Armor of Absorbing 1 Hit Point ³	100-00 Armor of Etherealness ⁶

Magical armor may be used by any character capable of using the non-magical armor. Armor of +1 reduces the chance of being hit by 5%, +2 by 10%, etc. It does not modify saving throws.

Type of Armor

01-65 Plate
66-95 Chain

96-98 Scale (or special or reroll)
99-100 Jousting Plate (or reroll)

Jousting Plate This extra heavy plate armor gives armor class 0 when non-magical.

Buoyant Armor It acts as +1 Armor. It will float on water. (It can not be sealed for underwater use.)

Armor of the Sea It gives no combat advantage. This armor may be sealed and the wearer may stay out of contact with the outside air for up to one hour. It will float on water, unless weights are used. It can then be used underwater.

Armor of Resistance It acts as +1 Armor. In addition it will give the wearer one of the Resistances, as per the Clerical Spells. (Roll D6 to see which one: Fire, Cold, Lightning, Crushing, Poisoning, Spiritual Attack.)

Armor of Absorbing 1 Hit Point It absorbs one hit point from every weapon attack (e.g. sword, arrow, claw, bite, etc.) on the wearer. For example if a sword rolls 4 points of damage, it will only do 3 hit points of damage to the wearer. It would not affect the damage done by a Fireball. It does not affect Hit Probability.

Automaton Armor It acts as +1 Armor. If worn in 3 consecutive battles by the same person, he may order it to animate and to fight for him in one battle. While animated, the armor will contain a mirror image of him. The armor will perform no other task, except to walk near him, and will de-animate at the end of the battle. The armor can take 1/3 the owner's hit points before de-animating, will hit and save as 1/3 his level, can use no magic save for the combat plus of a magic weapon, and has a strength of 11. Gamesmaster discretion as to what constitutes a battle is required.

Paladin's Armor This acts as +2 Armor. It is aligned, and does damage to opposing or neutral beings who touch it, as would a sword of Ego 12, but has no intelligence. When worn by a Paladin (of proper religion) it can be made to glow with a bright light (or exude a pervading darkness, as appropriate.) This has the following effects with a Range of 10":

1. Blinds opponents of 3 H.D. or less for 2D4 melee rounds, unless a physical saving throw is made.
2. Adds 2 to the wearers effective Charisma
3. Adds 3 to the morale dice (2D6) of friends
4. Subtracts 3 from the morale dice (2D6) of enemies
5. Dispels Shadows and Shades if light. Controls Shadows and Shades for up to one hour if dark.
6. Turns Trolls to stone if light. Adds +1 to hit and to armor class of Trolls and goblin types if dark.

Armor of Absorbing 2 Hit Points As per Armor of Absorbing One Hit Point, but four points instead.

Armor of Etherealness This armor will function as +3. In addition, the wearer may use a charge to become ethereal. While ethereal, the wearer may only attack and be attacked by other creatures that are ethereal (e.g. out of phase Phase Spiders). He may pass through walls and floors in the material world, but he may choose to stand on a horizontal surface. The ethereal state lasts until ended by the owner, or until he is forced to become material by a PHASE DOOR spell.

Dudout: 4%, or 50 charges when new.

Shields

Usable by: *All Classes*

Default Level: *none*

01-31 Shield +1
 32-37 Shield of Reflection
 38-43 Shield of Missile Deflection
 44-49 Shield of Heraldry
 50-55 Shield vs. Walls
 56-61 Expanding Shield
 62-73 Shield of Missile Attraction
 74-83 Shield +2 ²

84-86 Shield of the Wall ³
 87-89 Shield of Throwing ³
 90-92 Dancing Shield ³
 93-96 Shield +3 ³
 97 Paladin's Shield ⁴
 98-99 Shield +4 ⁴
 00 Shield +5 ⁵

Magical Shields may be used by any character who could use the non-magical item. A +1 Shield subtracts 5% from the to-hit chance of any melee or missile attacks against which a shield can be effective.

Shield of Reflection It acts as a +1 shield. In addition, both sides of this shield are polished to such brilliance that Medusae, Vampires, etc. become victims of their own stares. This shield is also excellent as a reflection signaller outdoors.

Shield of Missile Deflection It acts as a +1 shield versus melee attacks, and as a +3 shield versus missile attacks.

Shield of Heraldry It acts as a +1 shield. In addition the user may display on the shield any design or coat of arms. He may change at will what is displayed.

Shield vs. Walls It acts as a +1 shield. In addition, the user may safely burst through any of the magically conjured Walls (e.g. Flames, Ice, Stone, Iron, etc.)

Expanding Shield It acts as a +1 shield. Upon command it will expand into a body-sized shield, that requires two hands to use. It then acts as a +5 shield. The user may of course command it to return to normal size.

Shield of Missile Attraction This shield appears to be another type of magical shield (50% chance of a Shield of Missile Deflection), but it will actually be -3 against missile weapons. Do not count the shield as part of armor class when missiles are involved.

Shield of the Wall It acts as a +1 shield. Upon command it will become a Wall of Iron (as per the Magic User Spell). It may be commanded to return to shield form, by grasping the shield's strap.

Shield of Throwing It acts as a +1 shield. In addition it may be thrown, and owing to its sharp edge will do D8 damage if it hits. It will return to the thrower if it misses, as well as 50% of the time that it hits.

Dancing Shield It acts as a +1 shield. After being used in melee for 3 rounds, it will defend by itself for up to 3 more melee rounds, in much the manner of a Dancing Sword. An opponent may attempt to knock the shield to the ground, and if he is successful (roll as to hit Armor Class 2) the shield will lie there until picked up.

Paladin's Shield It acts as a +2 shield. It is aligned, and does damage to opposing or neutral beings who touch it, as would a sword of Ego 12, but has no intelligence. If used by a Paladin of the proper religion it adds 2 to his effective Charisma. He may use it to produce a brilliant light or enveloping darkness (as appropriate to the religion) causing all opposed beings within it to fight at -5%. The light (darkness) can instead be channelled into a beam (target as a spell if the GM is using a spell targeting system), which will blind an oppositely aligned opponent for 2D6 melee rounds; give a saving throw vs. Physical, but at -50%.

Bows & Crossbows

Usable by: *All Classes*

Default Level: *none*

01-30 Bow +1
 31-36 Bow of the Lakes
 37-42 Elven Long Bow
 43-48 Hobbit Short Bow
 49-54 Light Crossbow of Distance
 55-60 Heavy Crossbow of Speed

61-65 Cursed Bow
 66 Bow, Roll Sword Plus
 67-82 Bow +2 ²
 83-87 Crossbow of Lightning ²
 88-92 Bow of 5th Dimension ³
 93-97 Bow +3 ³

98 Bow of the Tropics ⁴
 99 Bow of the North ⁴

00 Bow of Many Shots ⁴

A +1 on a Bow gives +5% to the hit probability. However, missiles fired from it do not do any extra damage, nor are ordinary missiles fired from it able to damage those creatures which require magical weapons. Except where the name specifies, roll for the type of bow.

Type of Bow

01-20 Short Bow
 21-69 Long Bow
 70-89 Light Crossbow

90-99 Heavy Crossbow
 00 Other (or reroll)

Bow of the Lakes It may be fired underwater. If it is fired underwater or from the air into the water, it is +10% on hit probability (i.e. 10% more than the hit probability you would give if the missile only had to travel through air.) On ordinary shots in the air it gives no bonus.

Elven Long Bow It acts as a +1 longbow. If used by an Elf against Dwarves, Orcs, or Ghouls, then it will be +25% on hit probability and +5 to damage.

Hobbit Short Bow It acts as a +1 shortbow. If used by a Hobbit, it will do double damage to Wights and Wraiths, and triple damage to Spectres and Phantoms. (If used by a Hobbit, ordinary arrows from this bow can affect these creatures.)

Light Crossbow of Distance This bow has twice the range of the normal weapon.

Heavy Crossbow of Speed This bow can be cocked as quickly as a self-bow can be drawn.

Cursed Bow It acts as a +1 bow. However, 25% of the time it is fired, the missile will go at a random target (including the user.)

Bow, Roll Sword Plus Roll on the table for Magical Swords, in order to determine the bow's combat plus. Ignore Magic Using Swords, and those over third level. The bow will not have an Intelligence, Ego, or Powers.

Crossbow of Lightning Normally it acts as a +1 crossbow; however, if it has not been fired within the last 24 hours, it will shoot a 6D6 Lightning Bolt (as per the Magic User Spell.) If a quarrel is in the crossbow when a Lightning Bolt is fired, the Lightning Bolt will backfire.

Bow of 5th Dimension Any missile fired by this bow will seek out the nearest target in some other Plane (e.g. Astral Plane, Ethereal Plane, etc.), and hit at +25%. Thus it can damage ethereal beings, astral beings, Phase Spiders, blinking Blink Dogs, etc. If there is no such target in range then the bolt merely disappears into one of these planes.

Bow of the Tropics It needs no missiles. Instead it fires a fiery bolt. The bolt acts as a +3 magic arrow/quarrel, +5 vs. cold-based creatures. If a user tries to fire an arrow or quarrel from it, it will backfire, always hitting and doing maximum damage.

Bow of the North It needs no missiles. Instead when it is fired it shoots an icy bolt. The bolt acts as a +3 magic arrow/quarrel, +5 vs. fire-based creatures. In addition, if the bolt hits a cold-blooded creature (e.g. reptile, insect, etc.), then the creature must make a Physical Save or move at half speed for 10 melee rounds. If a user tries to fire an arrow or quarrel from it, it will backfire, always hitting and doing maximum damage.

Bow of Many Shots Any non-magical missile fired from this bow will split into three in flight. Give each one the usual opportunity to hit. In 10 melee rounds all three copies of the missile will crumble to dust.

Arrows & Quarrels

Usable by: *All Classes*

Default Level: *none*

01-25 +1 Arrow/Quarrel	77-80 Arrow/Quarrel of Entanglement ²
26-36 +2 Arrow/Quarrel	81-84 Arrow/Quarrel of Woods ²
37-44 Cursed Arrow/Quarrel	85-87 Enchanted Arrow/Quarrel ³
45-49 Arrow/Quarrel of the Forest •	88-90 Arrow/Quarrel of Tracing ³ •
50-55 Arrow/Quarrel of Doom R	91-93 Arrow/Quarrel of Life Draining ³
56-60 Arrow/Quarrel of Illumination	94-95 Arrow/Quarrel of Many Shots ⁴ •
61-65 Arrow/Quarrel of Tracking	96-97 Arrow of Direction ⁴ •
66-70 Signal Arrow/Quarrel	98 Arrow/Quarrel of Death ⁵
71 Arrow/Quarrel, Roll Sword Plus	99 Arrow/Quarrel of Slaying ⁵ R
72-76 +3 Arrow/Quarrel ²	00 Cupid's Arrow/Quarrel ⁵

• = Arrow/Quarrel may be used more than once.

01-80 Arrows 81-00 Quarrels

(Arrows are used in Bows, while Quarrels are used in Crossbows.)

Number of Arrows/Quarrels

01-50 One	95-97 Five
51-75 Two	98-99 Six
76-88 Three	00 Roll Twice, ignoring 00
89-94 Four	

Roll for the type of the first arrow, then give a 5/6th chance for each additional arrow (if any) that it is of the same type as the one preceding (except for Arrow of Direction).

With the exceptions of: Arrow of Direction, Arrow of Many Shots, Arrow of Tracing, and Arrow of the Forest, Magical Arrows are good for one use. When a Magical Arrow or Quarrel hits its target (with the previous exceptions), its head explodes, destroying it. Thus, +1 arrows do +1 to damage as well as adding +5% to hit probability. They can usually be recovered unharmed if they miss their target.

Cursed Arrow/Quarrel It functions as some other type of arrow. However, when fired it will 50% of the time hit the archer, and 50% of the time hit the closest other target regardless of where aimed.

Arrow/Quarrel of the Forest It has no plus to damage and may be used repeatedly. When fired by an Elf or Ranger it is +10% to hit probability, otherwise it is + 5%. When fired in the forest, this arrow will fly around trees in its path, in order to hit its target.

Arrow/Quarrel of Doom It has no plus to hit probability or damage. When hit by this arrow the victim receives the effect of one random Curse, no saving throw. (Limit the level of the Curse, and determine the particular curse, as for a Cursed Sword.)

Arrow/Quarrel of Illumination It has no plus to hit probability or to damage. When fired it generates a Continual Light Spell (as per the Clerical Spell) centered where it hits.

Arrow/Quarrel of Tracking If you spend one full melee round to aim it, it will never miss. This is so even if the victim moves, provided you keep aiming at the spot he was occupying. There is no range limit. It has no plus to damage and may be reused.

Signal Arrow/Quarrel When fired it will rise 1 mile into the air. (If fired underground it will rise as high as possible.) Then it will burst into a brightly colored flare. It will hang there glowing brightly for 1 minute. (The color

depends on the particular arrow, but yellow, blue, red, and green are all common.) It will be visible over immense distances, but the horizon usually cuts off viewing from more than about 80 miles.

Arrow/Quarrel, Roll Sword Plus Roll on the table for Magical Swords in order to determine the arrow's combat plus. Ignore Magic Using Swords and those over fourth level. If restricting the level, reduce the level by one for the fact that it can only be used once.

Arrow/Quarrel of Entanglement When it hits it generates a Web (as per the MU spell). At the user's option, it may be prevented from causing damage.

Arrow/Quarrel of Woods When it lands in dirt, it turns into 2D6 Oak Trees, each 4D6 feet tall. If it is used to hit a creature, it will have no plus to hit probability nor to damage and will be destroyed.

Enchanted Arrow/Quarrel It is +3 to damage. Assuming there would normally be any chance to hit, it will never miss unless the victim has some magical protection (e.g. Magic Armor or Shield, Protection Ring or Cloak, Bracers of Defense, Shield Spell, Protection vs. Normal Missile Spell, etc.), or the victim is an Enchanted Monster (Elementals, Golems, Demons, Angels, Invisible Stalker, Aerial Servant, Djinn, Efreet, Salamander, Homunculus, Simulacra, etc.), or the victim has a natural armor class better than 2 (e.g. some Dragons, Will O'Wisp, etc.). Against these exceptions the arrow is +15% to hit probability.

Arrow/Quarrel of Tracing If you spend one full melee round aiming it will get a lock on a victim. It will maintain the lock provided you keep aiming at the spot he was occupying. Upon being released it will follow the victim at a rate of only 3", (rather than going in a usual arrow flight with damage upon hitting the target.) The arrow may be destroyed. (Treat it as A.C. 9, with 2 Hit Points. It is not affected by Clerical Spells.) There is no range limit. It will always hit, causing full damage if it is allowed to hit.

Arrow/Quarrel of Life Draining It acts as a +1 arrow. In addition, it drains one life energy level if it hits. (Treat with respect to allowing a saving throw as you treat drains by Undead.)

Arrow/Quarrel of Many Shots When fired, this arrow splits into D6 pieces. Each piece is +5% to hit, but doing the usual damage for an arrow with no damage bonus. All of them go for one target. If the pieces are brought together the arrow will reform and may be reused.

Arrow of Direction If dropped on the ground, this arrow will point the way to the desired direction or object, provided that the description is suitable for a locate object. If shot from a bow, it will fly in the direction desired for the length of a normal bow flight. Once used, it will remain attuned to the same object for the rest of the day. May be used seven times per day.

Arrow/Quarrel of Death It is +5% to hit probability, but does no damage upon hitting. Instead, the victim will suffer the Finger of Death (saving throw applicable).

Arrow/Quarrel of Slaying It acts as a +5 arrow. In addition, it is keyed to one particular species of monster. Against that species it does 6D10 of damage.

Cupid's Arrow/Quarrel This arrow is +5% to hit probability, but does no damage upon hitting. Instead if it hits, the victim must save (vs. Mental) or become the tireless follower of the Archer.

Maces & Flails

Usable by: *All Classes*

Default Level: *none*

01-32 Mace +1

33-37 Mace -2, Cursed

38 Flail -2, Cursed

39-47 Mace of Return

48-54 Flail +1

55 Mace, Roll Sword Plus

56 Flail, Roll Sword Plus

57-73 Mace +2 ²

74-76 Flail +2

77-82 Mace of Healing ²

83-84 Flail of Entanglement ²

85-90 Mace of Disruption ³

91-95 Mace +3 ³

96 Flail +3 ³

97-99 Mace of the Undead ⁴

100-00 Flail of Level Blasting ⁴

A +1 on a Mace or Flail gives both +5% to hit probability and +1 to damage.

Mace -2, Cursed Besides being -2, the user will receive the effects of a random curse, as per Cursed Sword.

Flail -2, Cursed As above, but a Flail.

Mace of Return This will often appear to be a club or a staff (G.M's option). It acts as a magical weapon with no plus to hit probability or damage; However, it can be used to bat a Fireball or Snowball spell back at the caster. To succeed, the user must roll below his Dexterity on 3D6.

Mace, Roll Sword Plus Roll on the table for Magical Swords in order to determine the Mace's combat plus, but ignore Magic Using Swords and any sword over third level or higher than desired. The Mace will not have an Intelligence, Ego, or Powers.

Flail, Roll Sword Plus As above.

Mace of Healing It acts as a +1 mace. In addition, if wielded by a Cleric, it will "store" one hit point per round he has done damage with it. These points may be used by the Cleric to do instant cures, no save applicable. They will vanish if not used before he next gets spells back or if the Mace is used by any other being.

Flail of Entanglement It acts as a +1 flail. In addition if a hit is scored, the wielder may attempt to Grapple, at +30% chance.

Mace of Disruption It acts as a +1 mace. In addition any Undead that is hit by this mace must make a Spiritual Saving Throw or be dissolved/dispelled.

Mace of the Undead It acts as a +1 mace. In addition, when wielded by an Undead, upon a hit being scored the wielder drains life energy (if he normally can), and also causes the Black Breath. A Spiritual Saving Throw is allowed vs. the Black Breath. Any mortal who grasps this mace also must save or suffer. The Black Breath is a quickly spreading deterioration of body and spirit. The part of the body struck by the mace becomes immobilized immediately. The victim loses one point of Constitution per hour, until he is down to one. He then has one day of life remaining, being totally immobilized. The Black Breath may be cured by a Cure Disease from a C8, or 10th level Paladin. (For hit location, roll a D10: 1 = head, 2-3 = left arm, 4-5 = right, 6 = left leg, 7 = right, 9 = chest, 0 = abdomen)

Flail of Level Blasting It acts as a +1 flail. When wielded by a Demonic being, upon scoring a hit it will drain one life level in addition to any natural ability the wielder has in this regard. Treat with respect to saving throw and recovery as you treat the Demon's ability normally, or as for Undead if it has no such ability.

Daggers

Usable by: *All Classes*

Default Level: *none*

01-30 Dagger +1

31-36 Dagger -1, Cursed

37-39 Dagger, Roll Sword Plus

40-54 Dagger +2 ²

55-64 Opal Dagger ²

65-74 Dancing Dagger ³

75-80 Mage Dagger ³

81-88 Winged Dagger ⁴

89-94 Dagger of Increase ⁴

95-98 Thief's Dagger ⁵

99 Dagger of the Undead ⁵

100-00 Dagger of Ronkel ⁶

A +1 on a Dagger would provide +5% on hit probability, but no damage bonus.

Dagger -1, Cursed Besides being -1, this dagger will cause the user to receive the effects of a random curse, as per Cursed Sword.

Dagger, Roll Sword Plus Roll on the table for Magical Swords in order to determine the Dagger's combat plus. Ignore Magic Using Swords and swords over third level. The Dagger will not have an Intelligence, Ego, or Powers.

Opal Dagger It acts as a +1 Dagger. In addition, if dipped in poison the dagger will absorb it, injecting the poison

into the next creature hit with the Dagger. It will hold one dose of poison, and must be refilled after each use.

Dancing Dagger It acts as a +1 Dagger. In addition, after being used against one opponent in melee for 3 rounds, it will fight on its own for 3 rounds, much as would a Dancing Sword; however, it will not fight if the user dies or flees, nor if it is knocked to the ground. The opponent must be trying to knock it away, and must hit Armor Class 2.

Mage Dagger It acts as a +1 Dagger. A Magic User may store one spell inside by casting it while holding the dagger. (The spell will not have normal effect at that time.) He may then throw the spell off the Dagger once, without the use of spell points.

Winged Dagger It acts as a +1 Dagger. If thrown towards an enemy, it will sprout wings and fight him as would a Fighter of the user's level. It will fight until it is either recalled or hit (as Armor Class 2). If it is hit it will fall to the ground and may not be recalled.

Dagger of Increase It acts as a +1 Dagger; however, the second time that a particular being is hit with the Dagger it has a +1 damage bonus. The next time, it adds a +2, the next a +3, etc.

Thief's Dagger It acts as a +1 Dagger. In addition, if used by a Thief to strike silently from behind, it will never miss, **provided** that he would have normally had at least a 1% chance to hit.

Dagger of the Undead It acts as a +1 dagger. In addition, if wielded by an Undead, any hit scored will cause a piece of the Dagger to break off and start borrowing towards the victim's heart. It normally takes one day to reach the heart, but if a CURE DISEASE spell is administered it will take one week instead. The victim must receive the CURE DISEASE from a C8 in order to be saved, otherwise he will die and be unresurrectable (as per the Curse of Ronkel). This Dagger has a 10% Burnout chance. If wielded by a mortal, he must make a spiritual saving throw or the dagger will hit the mortal as if had been wielded by an Undead.

Dagger of Ronkel It acts as a +1 Dagger, but anyone slain by it must be raised within 10 melee rounds or be unresurrectable (as per the Curse of Ronkel).

Scabbards & Sheaths

Usable by: *All Classes*

Default Level: 2

01-13 Scabbard/Sheath of Protection
 14-26 Scabbard/Sheath of Appraisal
 27-36 Scabbard of Compliance
 37-38 Scabbard of Control
 39-48 Scabbard of Transfer
 49-53 Scabbard/Sheath of Subdual
 54-60 Scabbard/Sheath of Rust
 61-70 Scabbard of Primary Ability ³
 71-74 Scabbard/Sheath of Level Drain ³

75-77 Scabbard/Sheath of Paralyzation ³
 78-89 Scabbard of the God ⁴
 90 Scabbard/Sheath of Cancellation ⁴
 91-93 Scabbard/Sheath of Dancing ⁴
 94-95 Scabbard/Sheath of Great Damage ⁵
 96-98 Scabbard of Extraordinary Ability ⁵
 99 Scabbard of Ego Switch ⁵
 100-00 Scabbard/Sheath of Vorpall ⁶

The term Scabbard applies to an item which holds and protects some type of sword, while a Sheath performs the same function for some other bladed weapon such as a Dagger or Battle-Axe. Each different type of bladed weapon has its own shaped Scabbard or Sheath, which can only be used with that type of weapon. It generally takes an item phase to draw a weapon from a scabbard/sheath and one round to replace it. A weapon must spend a full melee round in a sheath to have powers imparted to it.

Type of Weapon

01-07 Short Sword Scabbard
 08-63 Sword Scabbard
 64-70 Two-Handed Sword Scabbard

71-93 Dagger Sheath (reroll if scabbard)
 94-00 Battle-Axe Sheath (reroll if scabbard)

Scabbard/Sheath of Protection It protects a weapon inside it against all external attacks. This includes Fireballs, Breath Weapons, Rust Monsters, Convert Sword Spells, etc. Even Detect Magic will not work on the weapon.

Scabbard/Sheath of Appraisal The user will know the powers of any weapon placed inside. This includes whether the weapon is magical, its bonuses, powers, abilities, intelligence, ego, mission and alignment; however, curses on weapons can not be detected. A negative combat bonus will be indicated as a plus instead.

Scabbard of Compliance It aids the wearer in sheathing an otherwise uncooperative sentient weapon. A (non-cursed) weapon has half the normal chance of controlling the wielder when he is attempting to sheath it. The wielder of a Cursed Weapon will have a 10% chance per month of sheathing and being able to get rid the weapon.

Scabbard of Control The wearer may only get rid of this item via a successful Remove Curse as versus a 14th level. It aids a sentient weapon in controlling an otherwise uncooperative user. Give the user half the normal chance of controlling the weapon. The user may not get rid of the weapon, without first getting rid of the Scabbard. (Of course the weapon is not stopped from getting rid of the user if it chooses.)

Scabbard of Transfer The wearer can use the non-combat abilities of a weapon in the scabbard, without having to touch the weapon. (The weapon, if sentient, must be willing to allow this. Also the wearer must normally be able to wield the weapon in question.)

Scabbard/Sheath of Subdual A victim that is struck by a weapon, during the round after it is drawn from the scabbard/sheath, has a 20% better chance of being subdued than he normally would have. The victim gets a Mental saving throw versus this extra 20%. The weapon does its normal damage towards subdual.

Scabbard/Sheath of Rust Any non-magical weapon sheathed in this scabbard/sheath is turned to rust. A Magical Weapon is affected as the GM would have it be affected by a Rust Monster. (Three ways of handling this are: no effect, turned to rust if saving throw failed, or turned to rust with no saving throw allowed.)

Scabbard of Primary Ability A magical weapon placed in the Scabbard will temporarily gain one Primary Ability. (Roll on the table under Magical Swords to see which particular Primary Ability the Scabbard has.) It may only impart its ability to one weapon every hour, and the weapon retains the ability for one hour.

Scabbard/Sheath of Level Drain A victim who is struck by a weapon during the round after it is drawn from the scabbard/sheath, is drained one life level. Saving throw is applicable. The weapon also does its normal damage.

Scabbard/Sheath of Paralyzation A victim who is struck by a weapon during the round after it is drawn from the scabbard/sheath is paralyzed for 1+D4 melee rounds. Saving throw is applicable. The weapon also does its normal damage.

Scabbard of the God This scabbard is aligned, as a sword would be. It gets one chance to (temporarily) convert to its god any weapon sheathed in it. Treat the initial attempt as the Clerical Spell Convert Sword. If the Scabbard fails on a particular weapon it gets no further chance on that weapon. If the Scabbard succeeds, then the weapon will need to be in the scabbard at least once per week or revert to its original alignment.

Scabbard/Sheath of Cancellation Any magical weapon placed inside becomes permanently non-magical, as per the effects of a Rod of Cancellation.

Scabbard/Sheath of Dancing For the three melee rounds after a weapon is drawn from this scabbard/sheath, it will fight on its own (as per Sword of Dancing, but with no bonus.) The scabbard/sheath may be used once per hour.

Scabbard/Sheath of Great Damage A victim who is struck by a weapon during the round after it is drawn from the scabbard/sheath will take one half of the hit points he has remaining. If the victim makes a physical saving throw, or if half his hit points are less than the normal damage the weapon would have done, the weapon does its normal damage.

Scabbard of Extraordinary Ability As per the Scabbard of Primary Ability, but instead an Extraordinary Ability is gained.

Scabbard of Ego Switch If a sentient weapon (i.e. one with an Ego) is placed inside, then the mind of the user will be in the weapon while the personality and ego of the weapon will be in the body of the user. The weapon is

allowed a saving throw if it wants one.

Scabbard/Sheath of Vorpall A weapon drawn from this scabbard or sheath will gain the severing ability of the Vorpall Blade for the round after it is drawn, regardless of who wields it. No other powers of the Vorpall Blade are gained, and the victim gets a saving throw against his neck's being severed.

Miscellaneous Weapons

Usable by: *All Classes*

Default Level: *none*

01-48 Warhammers	93-95 Nets
49-68 Battleaxes	96-98 Javelins
69-84 Spears	99 Whips
85-88 Morning Stars	00 Special Weapons
89-92 Lances	

Warhammers

Usable by: *All Classes*

Default Level: *none*

01-55 +1 Warhammer	67-76 Lightning Hammer ²
56-60 Warhammer -2, Cursed	77-96 +2 Warhammer ²
61-65 Warhammer of Mercilessness	97 Warhammer of Slaying ⁴
66 Warhammer, Roll Sword Plus	98-00 +3 Returning Warhammer ⁵

A +1 Warhammer will do +1 point of damage, as well as being +5% to hit.

Warhammer -2, Cursed Besides being -2, this warhammer will cause the user to receive the effects of a random curse, as per Cursed Sword.

Warhammer of Mercilessness It may not be released. It gains experience points for creatures killed by it single-handedly, and advances in level as would a Fighter. It requires of its owner the killing of a certain number of humanoid types by it per month. (If the owner fails in this task, he will be forced to turn the warhammer on himself.) As it goes up in level, it is more effective, but its demands are also greater. At its first level of experience it is +1, and requires one kill of a humanoid of at least 1st level. At its second level of experience, it is +2 and requires two killings of at least 2nd level, etc.

Warhammer, Roll Sword Plus Roll on the table for Magical Swords, in order to determine the Warhammers combat plus. Ignore Magic Using Swords and those of greater than third level. The warhammer will not have an Intelligence, Ego, or Powers.

Lightning Hammer It acts as a +1 warhammer. In addition, when it is thrown and a hit is scored, two Lightning Bolts of 4D6 each, fly from the head of the hammer. The Bolts will hit the two nearest targets. (The hammer will not return when thrown.)

Warhammer of Slaying It acts as a +1 warhammer. In addition, if thrown by a Dwarf, it will continue in a straight line until it hits an object. It will imbed itself, causing 10D6. If the target has a high Dexterity, then give him a chance of deflecting the hammer equal to his Missile Bonus. If the hammer is deflected it will return to the user, and imbed itself in him causing 10D6. Otherwise, the hammer does not return.

+3 Returning Warhammer In the hands of anyone other than a dwarf, this item acts in analogy to the +1 and +2 hammers. In the hands of a dwarf, it does 2D6 (instead of D6+3), has twice normal range when thrown, and will return to the hand. Knocking the hammer down will do no good, for it will simply return to the hand after being knocked.

Battleaxes

Usable by: *All Classes*

Default Level: *none*

01-59 +1 Battleaxe
60-64 Cleaving Battleaxe
65-69 -2 Battleaxe, Cursed

70 Battleaxe, Roll Sword Plus
71-95 +2 Battleaxe ²
96-00 +3 Battleaxe ³

Cleaving Battleaxe It has no combat plus, but it does count as a magical weapon. The user may chop through 1 foot of wood, 3 inches of stone, or 1 inch of iron per melee round. (Treat other materials proportionally.)

-2 Battleaxe, Cursed Besides being -2, this battleaxe will cause the user to receive the effects of a random curse, as per Cursed Sword.

Battleaxe, Roll Sword Plus Roll on the table for Magical Swords, in order to determine the Battleaxe's combat plus. Ignore Magic Using Swords, and any Sword over third level. The battleaxe will not have an Intelligence, Ego, or Powers.

Spears

Usable by: *All Classes*

Default Level: *none*

01-50 +1 Spear
51-60 De-Were Spear
61-69 Spear of Revenge

70 Spear, Roll Sword Plus
71-95 +2 Spear ²
96-00 +3 Spear ³

De-Were Spear It acts as a +1 spear. In addition, any Lycanthrope who is hit by it, is returned to its humanoid form for 10 melee rounds, no saving throw. The spear will also return to their original form any creature which has changed shape, such as doppelgangers and polymorphed creatures.

Spear of Revenge It acts as a +1 spear. In addition, for every hit caused by the spear, the wielder will receive an equal number. These hits will be delayed D4 melee rounds, making it more difficult to ascertain the nature of the spear.

Spear, Roll Sword Plus Roll on the table for Magical Swords, in order to determine the Spears combat plus, (ignoring Magic Using Swords.) Limit the level appropriately, and never more than (3). The Spear will not have an Intelligence, Ego, or Powers.

Morning Stars

Usable by: *All Classes*

Default Level: *none*

01-43 +1 Morning Star
44-48 -2 Morning Star, Cursed
49 Morning Star, Roll Sword Plus
50-74 +2 Morning Star ²

75-84 Morning Star of Fireballs ²
85-94 Morning Star of Snowballs ²
95-99 +3 Morning Star ³
100-00 Morning Star of Level Blasting ⁵

-2 Morning Star, Cursed Besides being -2, this Morning Star will cause the user to receive the effects of a random Curse, as per Cursed sword.

Morning Star, Roll Sword Plus Roll on the table for Magical Swords, in order to determine the Morning Stars combat plus, (ignoring Magic Using Swords.) Limit the level of appropriately, and never more than (3). The Morning Star will not have an Intelligence, Ego, or Powers.

Morning Star of Fireballs It acts as a +1 Morning Star. In addition the user may throw one 6D6 Fireball per day.

Morning Star of Snowballs As above, but one Snowball rather than Fireball.

Morning Star of Level Blasting It acts as a +1 Morning Star. When wielded by a Demonic Being, it will drain one life level, in addition to any natural ability of the Demon. (Treat with respect to saving throws as you normally do level drains.)

Lances

Usable by: *All Classes*

Default Level: *none*

01-40 Lance +1	61-83 Lance +2 ²
41-45 Lance -2, Cursed	84-88 Lance +1, +3 vs. Dragons ²
46-52 Lance +1, +2 vs. Humans	89-93 Lance +1, +3 vs. Giants ²
53-59 Lance +1, +2 vs. Horses	94-95 Lance of Dragon Slaying ³ R
60 Lance, Roll Sword Plus	96-00 Lance +3 ³

Lance -2, Cursed Besides being -2, this lance will cause the user to receive the effects of a random Curse, as per Cursed Sword.

Lance, Roll Sword Plus Roll on the table for Magical Swords, in order to determine the Lance's combat plus, (ignoring Magic Using Swords.) Limit the level appropriately, and never more than (3). The Lance will not have an Intelligence, Ego, or Powers.

Lance of Dragon Slaying It acts as a +2 lance. Roll to see which particular type of Dragon it refers to (Green, Brass, etc.) It will give this particular type of Dragon 5D10 hit points when it hits.

Nets

Usable by: *All Classes*

Default Level: *none*

01-25 Net +1	71-80 Net +3 ²
26-35 Variable Net	81-90 Net of Entanglement ²
36-50 Net +2	91-95 Net of Spectre Catching ³
51-60 Net of Sanity	96-00 Net of Spell Point Draining ³
61-70 Cursed Net	

See the Grappling Rules, in order to see the use of nets.

Net +1 Gives +5% on hit probability. Once it hits gives +10% on grappling rolls.

Variable Net It acts as a +1 Net. In addition it will adjust its size to the proper one for the target.

Net +2 Gives +10% on hit probability. Once it hits it gives +20% on grappling rolls.

Net of Sanity It acts as a +1 Net. In addition if an insane being is hit by the net, he will temporarily regain his sanity. This effect lasts until he removes the net.

Cursed Net It acts as one of the other types of magical nets, but if it misses its target, it hits the user.

Net +3 Gives +15% on hit probability. Once it hits it gives +30% on grappling rolls.

Net of Entanglement It acts as +2 net. In addition when the victim would normally be able to toss the net off in one melee round it will take D6 melee rounds.

Net of Spectre Catching It acts as a +2 net. In addition it may be used to attempt to grapple non-corporeal beings (e.g. Spectres, Shadows, etc.). Non-corporeal beings inside the net may not make attacks through the net (e.g. drain life energy, drain strength, etc.)

Net of Spell Point Draining It acts as a +1 Net. In addition if it hits a MU or someone able to cast MU spells, and they fail a Mental saving throw it will drain all of their remaining Spell Points for that day.

Javelins

Usable by: *All Classes*

Default Level: *none*

01-26 Heat Seeking Javelin
27-52 Cold Seeking Javelin
53-78 Light Seeking Javelin

79 Javelin, Roll Sword Plus
80-89 Javelin of Backbiting
90-00 Javelin of Lightning ³

Javelins must be thrown in order to be effective. (Although they will count as +0 magical weapons in an emergency.) They may be reused.

Heat Seeking Javelin It will have +25% to hit probability against the closest warm-blooded creature in its line of flight. (It may be attracted to fire, and might pass by an Ogre in order to hit a Balrog.) It has no bonus versus cold-blooded creatures such as reptiles and insects. It is -25% to hit probability against cold-based creatures.

Cold Seeking Javelin As above, except seeks cold.

Light Seeking Javelin When thrown it will move at 9" towards the nearest source of natural daylight. (Thus it might be useful in finding your way out of a dungeon, etc.)

Javelin, Roll Sword Plus Roll on the table for Magical Swords, in order to determine the Javelins combat plus, (ignoring Magic Using Swords.) Limit the level appropriately, and never more than (3). the Javelin will not have an Intelligence, Ego, or Powers.

Javelin of Backbiting It appears to be another type of javelin. When thrown in anger at an enemy, it will instead hit the user in the back.

Javelin of Lightning Each time thrown it will become a 6D6 Lightning Bolt.

Whips

Usable by: *All Classes*

Default Level: *none*

01-30 Whip +1
31-50 Whip +2
51-60 Whip -2, Cursed
61-70 Whip of Animal Control ²

71-80 Whip +3 ²
81-90 Whip of the Balrog ³
91-00 Whip of Spell Point Draining ³

See the Grappling Rules to see the use of whips. A +1 Whip is +5% to hit and +10% to grappling chances, and function much as the +1 Net.

Whip -2, Cursed Besides being -10% to hit probability, and -20% to grappling chances, the user will receive the effects of a random curse, as per Cursed Sword.

Whip of Animal Control It acts as a +1 Whip. In addition, any normal animal (e.g. lion, bear, etc.) who is hit by the whip must make a Mental saving throw or be unable for one hour to attack anything unless either it attacks the animal first, or the user orders the animal to attack it. During this time the user may order the animal to attack anything, but the animal will get an additional saving throw if it is something he normally would not attack.

Whip of the Balrog It acts as a +2 Whip. In addition anyone hit by it will be -10% to save versus fire, and +1 per die of damage from fire (i.e. the reverse of Fire Resistance) for the next 12 melee rounds, no saving throw. (The effect of a second hit of the whip on the same victim will add, but keep track of the separate durations.)

Whip of Spell Point Draining as the Net.

Special Weapons

This category is available for the Gamesmaster to put in special weapons of his own devising. Possibilities include: pole arms, fourche-de-guerre, martel-de-fer, darts, and so on. If you don't have a list of such weapons, reroll.

Symbols of Power

Wands

Usable by: *Magic-Users*

Default Level: *none*

01-10 Wand of Metal Detection •
 11-20 Wand of Magic Detection • †
 21-30 Wand of Detect Secret Doors & Traps •
 31-39 Wand of Phantasmal Forces ³ †
 40-48 Wand of Snowballs ³ †
 49-57 Wand of Fear ³ †
 58-66 Wandering Wand ³

67-70 Wand of Negation ³
 71-79 Wand of Lightning Bolts ³ †
 80-88 Wand of Fireballs ³ †
 89-93 Wand of Cold Cone ⁴ †
 94-98 Wand of Polymorph ⁴
 99-00 Wand of Paralyzation ⁶

• = No Burnout Chance

† = as per the Magic User spell

For purposes of computing level dependent effects, and for level-vs-level battles, Wands are treated as sixth level. Wands generally have a 2% Burnout chance, (i.e. 100 charges when new). The following Wands do not have Burnout chances: Metal Detection, Magic Detection, and Detect Secret Doors and Traps.

Wand of Metal Detection This Wand acts much like a divining rod. When held in the hand, it will point towards the largest body of metal within 3". The user will know what type of metal it is and the rough weight. (An order of magnitude is about right.)

Wand of Detect Secret Doors & Traps The user may pass the wand over a wall or object to be examined, and he will become aware of secret doors and traps 90% of the time. Holding the wand while walking will reveal traps in the path of the user as if a Thief of the user's level had searched thoroughly.

Wand of Phantasmal Forces For one charge the Magic User can cast the spell *Phantasmal Forces*, as would a 6th level M.U.

Wandering Wand The user may only get rid of this item via a successful Remove Curse as vs. a 16th Level. The user will suffer the Curse of the Shark. He will be required to move at all times, or receive one hit point every ten minutes. (Movement can consist of merely rocking in a chair or riding in a wagon.)

Wand of Negation This wand may be used in either the Item Phase or the Magic User Phase of the melee round. A charge will reduce the level dependent effects of any Magic User spells (including those off of wands and staves) cast by the target during the round.

Wand of Polymorph This wand may be used to cast either the spell Polymorph Self (2% burnout) or the spell Polymorph Others (4% burnout).

Wand of Paralyzation This wand projects a cone of the same dimensions as a Fear spell. (60' long with a base 30' in diameter) All within the cone must make a physical saving throw or be paralyzed. Elves save at +10%. Paralysis lasts for 80 minutes, and if a spell survival roll is failed, the victim will die at that time.

Staves

Usable by: *All Classes*

Default Level: 3

01-08 Staff of Healing *

09-16 Staff of Hurting *

17-25 Staff of Speed

26-34 Snake Staff •

35-43 Staff of Striking •

44-52 Sleep Staff

53-61 Sea Captain's Staff

62-70 Mage's Staff

71-79 Clerics Staff

80-88 Staff of the Flame

89-93 Caduceus ⁵ •

94-97 Musical Staff ⁶

98-99 Staff of Power ⁶ •

00 Staff of Wizardry ⁸ •

• = some or all powers have no burnout chance.

* = usable at most once per day per target

For purposes of computing level dependent effects, and for level-vs-level battles, Staves are treated as eighth level. Staves generally have a burnout chance of 1%, (i.e. 200 charges when new.); however, the Staff of Striking, the entwining power of the Snake Staff, and these powers when present in other staves have an unlimited number of uses. The Staves of Healing & Hurting have the same limited number of uses as other staves, but have the additional restriction that they may not be used more than once per day on any given person. level dependent effects are

Staff of Healing Will cure D6+1 points of damage from the recipient. In addition to having a burnout chance, it may only be used once per recipient per day.

Staff of Hurting It acts as the Staff of Healing, except it Causes Wounds rather than Curing them.

Staff of Speed Each charge allows the user to cast one of the two Magic User Spells, Haste or Slow.

Snake Staff For the use of a charge, the user may cast the Clerical Spell Sticks to Snakes. If burnout occurs, all powers are lost. The staff may be used in place of a stick or sticks of any size, but if any of the snakes are killed, it will have a chance of being destroyed, proportionate to the number slain. It may also be used as a +1 staff (+5% to hit and +1 to damage). When so used it will, upon scoring a hit and being so ordered, transform itself into a giant (8 hit die) constrictor which will wrap itself around the opponent for fourteen melee rounds, or until the opponent breaks free as from a Wizard Lock, or until it is killed (which destroys the staff). This power does not use a charge. Opponents up to eight feet tall (or long) will be helpless, those up to 20 feet will have the nearest eight feet entwined. Larger opponents (such as Dragons) will be little affected. After the opponent is freed, the staff will crawl back to the user at a speed of 2", whereupon it will reform.

Staff of Striking This staff is a +0 magical weapon which does 2D6 upon hitting.

Sleep Staff Each charge allows the user to cast the Magic User spell, Sleep. However, it will affect twice the usual number of victims of a given level.

Sea Captain's Staff Each charge allows the user to either keep a ship afloat (regardless of weather or leaks) or move a ship at twice its ordinary speed. One use of either function lasts 1/2 day. The user must remain on the ship to be affected. The ship may be at most 10 feet in length per level of the user.

Mage's Staff Each charge allows the user one use of the spell, Analyze Spell, but the duration is 10 melee rounds, rather than one.

Clerics Staff It is aligned with one religion, as is a Sword or a Relic. Individuals of opposite alignment who touch it receive 2D6 damage per round of contact; neutrals who touch it receive D6 damage. The user may send out a message, each word requiring the use of a charge. The message will be telepathically received by all followers of that religion within 100' of the user, and by such other creatures as are appropriate (e.g. animals for a Nature Cleric) and by no others. Treat their reaction as if the cleric had his charisma increased by his level, to a maximum of a 20.

Staff of the Flame The user may only get rid of this item via a successful Remove Curse as versus a 16th Level. He will suffer from the Curse of the Moth. He will be uncontrollably attracted to any open flame or fire he sees. (He will usually not get close enough to harm himself, rather he will stand and watch the flame in utter fascination.)

Caduceus It combines the functions of the Staff of Healing and the Snake Staff. The combat power of the Snake Staff does not require a charge, but if a burnout occurs on any power, all powers are lost.

Musical Staff Each charge allows the user to magically make appear one magical musical instrument. (The instrument can then be used by anyone who could normally use it.) The instrument should be from the standard list and at most of level (3). Each charge is good for one use or one hour, whichever is most appropriate for the instrument. (A Chime of Opening would stay for one use, while a Chime of Light would stay for one hour.) (Instruments include Horns, Pipes, Chimes, Drums, and Lyres.)

Staff of Power This staff acts as a Staff of Striking, and allows the user to illuminate up to a 3" radius with a bright light. For a charge, any of the following spells may be used: Cold Cone, Fireball, Lightning Bolt, Snowball, Telekinesis. Burnout robs the staff of all power.

Staff of Wizardry This staff acts as a Staff of Power, but with the following additional powers. It adds +5% to hit probabilities (when used as a Staff of Striking). For a charge, the following spells may be used: Conjure Elemental (8 Hit Die), Invisibility, Paralyzation (per the Wand), Passwall, Storm Bringer, Walls of Electricity, Fire or Ice, Web. Burnout robs the Staff of all powers.

Rods

Usable by: *All Classes*

Default Level: 5

01-10 Rod of Detects
11-20 Rod of Resistance
21-30 Rod of the Sea
31-40 Rod of the Air
41-50 Rod of the Earth
51-60 Rod of Nature
61-70 Rod of Beguiling
71-80 Lightning Rod

81-85 Rod of Cancellation
86-89 Rod of Absorption ⁶ ●
90-92 Rod of Lordly Might ⁷
93-94 Rod of Resurrection ⁸ *
95-96 Rod of Death ⁸ *
97-99 Rod That Walks ⁸
00 Rod of Rulership ⁹ ◁

* = 10% burnout ◁ = 20% burnout
● = 100 spell levels or special burnout

Rods generally have a Burnout chance of 8%, (i.e. 25 charges when new.) The Rods of Resurrection and Death each have a Burnout chance of 10% (i.e. 20 charges when new). The Rod of Rulership has a Burnout chance of 20% (i.e. 10 charges when new). The Rod of Absorption (and this power in the Rod That Walks) doesn't have a burnout chance per se. Instead, it is limited to absorbing at most a total of 100 spell levels throughout its life.

The following Rods have certain functions that do not have Burnout chances (see their descriptions), and will continue to perform these even if the Rod Burns out: Sea, Air, Earth, Nature, and Rod that Walks.

Rod of Detects Each charge allows the user to perform one of the following six functions:

1. Detect Evil, as a Cleric of the User's Alignment
2. Detect North and Depth, as per the Magical Sword Powers
3. Detect Magic, as per the Magic User spell
4. Detect Traps, as per the Magical Sword Power
5. Detect Secret Doors, as per the Magical Sword Power
6. Detect Undead, as per the Magical Sword Power.

Rod of Resistance Each charge allows the user to throw one of the six Resistance Spells, as per the Clerical spells, or Mind Blank, as per the Magic User spell.

Rod of the Sea The wielder may automatically speak to all creatures of the sea, with +2 on negotiation dice (2D6). For one charge he may perform one of the following four functions:

1. Lower Water, as per the Magic User spell
2. Part Water, as per the Magic User spell
3. Freedom and Water breathing, as per the Rings, for up to one day
4. Polymorph Self, as per the Magic User spell, into any one Sea Creature, fixed duration of one day.

Rod of the Air The wielder automatically may speak with all Flying Creatures with +2 to negotiation dice (2d6). Flying Creatures do not include Undead or Enchanted Monsters. The wielder may also automatically predict weather. His prediction will be for within 5 miles radius per his level, and for 6 hours per his level. The prediction will not take into account any modifications of the natural weather due to magical means. For one charge he may perform any of the following two functions:

1. Control Weather, as per the Magic User spell
2. Polymorph Self, as per the Magic User spell, to any one Flying Creature, fixed duration of one day.

Rod of the Earth The wielder automatically may speak with all Earth Based Creatures (those who live under ground or are associated with earth or stone, e.g. Badgers, Giant Slugs, Hoarta, etc.) with +2 on negotiation dice (2D6). He will also automatically know his depth below the surface, and be able to evaluate the monetary value of gems. For one charge, he may perform one of the following two functions:

1. Move Earth, as per the Magic User Spell.
2. Polymorph Self, as per the Magic User Spell, to any one Earth Based Creature, fixed duration of one day.

Rod of Nature The wielder automatically may speak with Plants, with +2 on negotiation dice (2d6). He may also automatically Detect Food (as the Clerical Spell) of a plant rather than animal form. For one charge he may perform one of the following two functions:

1. Growth Plants, as per the Magic User spell
2. Polymorph Self, as the Magic User spell, to any one Plant, fixed duration of one day.

Rod of Beguiling All persons within 2" at the time this Rod is used must make a mental saving throw, or be beguiled into believing the user to be worthy of their utmost trust and loyalty. The relationship imagined should be appropriate to the circumstances. A direct attack or order to commit suicide will break the spell, but old loyalties and scruples will be forgotten. The victim will receive a new saving throw at intervals of 20 - the Character's Wisdom turns, and when the saving throw is made, the spell ends.

Lightning Rod The user may only get rid of this item via a successful Remove Curse as vs. a 20th Level. When any spell is thrown in the his general direction, add or subtract up to 10% from each Spell Targeting roll, whatever brings the spell closest to him. If the GM does not use a Spell Targeting system, then give a 20% chance for any spell thrown in his general direction that it will go at him instead of its intended target.

Rod of Absorption If the user holds this Rod in his hand within the Zone of Effect of any Magic User spell which is being cast, the spell will be absorbed entirely. The power of the spell will be stored within the Rod, and may be used to cast a spell of similar or lesser level without the use of spell points. Any Magic User picking up the Rod will know what spell levels are stored within it and can use the Rod to cast spells that he knows. The Rod can absorb

a maximum of 100 spell levels throughout its life: if it has insufficient levels left to absorb a spell, it won't. Since bookkeeping is necessary anyway, we suggest keeping track of the "charges" remaining, but it can be run with an L% burnout, where L is the level of the spell to be absorbed.

Rod of Lordly Might This Rod is indistinguishable from any other rod, but it has wonderful powers in the hands of a Fighter. It will, upon command, instantaneously transform itself into any of the following weapons: Flaming Sword, +2 Axe, Mace or Flail, or a +3 Spear, Javelin, Pike or Lance. It will not have any special bonuses, nor intelligence or abilities. This transformation will take place in the gaze phase of the melee round and allows the wielder to participate in any other phase that round.

The Rod will also transform itself into a marvelous climbing tool, varying from a piton of 3' length to a 50' pole with rungs for climbing, or anywhere in between as convenient. As a piton, it will penetrate even solid bedrock with ease. It can then be ordered to secure itself solidly and to lengthen to its full extent. In this form, it will support multiple armored men with ease and safety. If the owner touches and commands it, it will transform back to a rod or a weapon, but it will not obey anyone else so long as its owner remains alive and does not abandon it for more than one day.

The foregoing powers do not require the use of a charge, but will be lost upon burnout. With the use of a charge, the user can cause himself to become very impressive and commanding in appearance for one hour. Any opponent coming within 6" of the wielder must make a mental saving throw or react as per a Fear spell. (Allies and followers are immune.) If an enemy saves, no further checks need be made for that individual. For the rest of the hour, all followers will be at +5 morale (or as for a 20 Charisma) and all enemies at -5 morale within line of sight.

Rod of Resurrection It allows the Cleric to throw the 8th level spell Raise Dead Fully, as per a 15th level Cleric. It has a 10% burnout chance, (i.e. 20 charges when new.)

Rod of Death It allows the Cleric to throw the 8th level spell, Full Finger of Death (the reverse of Raise Dead Fully), as per a 15th level Cleric. (Full Finger of Death normally has no saving throw.) It has a 10% Burnout chance, (i.e. 20 charges when new.)

Rod That Walks It combines a number of functions:

1. When held it will act as a Rod of Absorption.
2. When used in hand to hand combat it will have +5% on hit probability, and +1 to damage (thus doing 1D6).
3. It may strike on remote control. It is +10% on hit probability (compared to what the user would need to hit with a normal staff in his hand), and +2 to damage (doing 1+D6). It may be sent on remote control for a range of 12", and must remain in sight. It will move at 30", in a manner similar to a tumbleweed; it can not fly. When on remote control, the rod is far too dextrous to be hit; however it will have to save, as per a Staff of Power, versus appropriate spells within whose areas of effect it finds itself.
4. For the use of one charge it may attempt to paralyze someone, (saving throw applicable), that it has hit using either function #2 or #3.

Rod of Rulership One charge allows the wielder to exercise absolute authority over (D4+1)v100 levels of creature. An organized group, as an army, can be controlled by this means. If there is no organized group to control, the wielder must make clear which creatures he wishes to control. If the desired controlees are under magical compulsion, the Rod participates in a level-vs-level battle as a 20th level. Creatures over fourth level get a mental saving throw at -25%, but if an organized group is being controlled, then only a single die roll is made, all saving throws being based on that roll. The charge is effective for 10 turns.

Rings

Usable by: *All Classes*

Default Level: *none*

01-05 Ring of Protection +1	79 Ring of Two Spell Points ²
06-10 Water Walking Ring	80 Ring of Two Prayer Points ²
11-26 Ring of Resistance R	81 Ring of Protection +2, 10' r. ³
27-31 Color Change Ring	82-83 Ring of Four Spell Points ³
32-36 Ring of Gem Evaluation	84-86 Invisibility Ring ⁴
37-41 Ring of Protection 10'r One Monster R	87 Ring of Protection +3 ⁴
42-46 Water Breathing Ring	88 X-Ray Vision Ring ⁴
47-49 Ring of Freedom	89 Ring of Storing 2 Spells ⁴
50-51 Ring of Freezing Water	90 Ring of Storing Two Prayers ⁴
52-53 Ring of Igniting Fires	91 Djinn Summoning Ring ⁵
54-57 Weakness Ring	92 Telekinesis Ring ⁵
58-61 Delusion Ring	93 Spell Turning Ring ⁶
62-65 Contrariness Ring	94 Ring of Storing Four Spells ⁶
66-68 Ring of One Hit Point	95 Ring of Storing Four Prayers ⁶
69-70 Ring of Two Hit Points	96 Ring of Many Things ⁷
71 Ring of Three Hit Points	97 Thrice Ring ⁷
72-73 Ring of Shooting Stars	98 Regeneration Ring ⁷
74 Ring of One Spell Point	99 Ring of Storing Six Spells ⁸
75 Ring of One Prayer Point	00 Ring of Storing Six Prayers ⁸
76-78 Ring of Protection +2 ²	

Ring of Resistance There are six different versions. Each one gives the wearer one type of Resistance, as per the Clerical spells.

Color Change Ring The user can change the color of objects small enough that they could be completely enclosed inside his hand. The object must be within 1/2' of the ring. (Changing the color of a Magical Item, would not change its powers.) Usable only by Thieves.

Ring of Gem Evaluation It allows the wearer to determine the value of gems that he holds in the hand that is wearing the ring. Usable by Thieves only.

Ring of Protection 10'r One Monster It will prevent one particular species from coming within 10 feet of the wearer. (If a member of that species puts on the ring, he must save vs. Mental or become insane. If he saves he will remove the ring.)

Water Breathing Ring It allows the wearer to breath under water. (He retains his ability to breath while in air.)

Ring of Freedom It allows the wearer to melee underwater as if he were in air. (i.e. weapons do not have their effects reduced as they normally would.)

Ring of Freezing Water The wearer may freeze water. The effect emanates from the ring in a cone as per a Fear Wand (6" outwards to a base 3" wide). The maximum amount of water that may be frozen, is 100 cubic feet per level of the caster. Usable once per hour.

Ring of Igniting Fires The wearer may ignite an object within 12. The object must be able to be lit by an ordinary torch. (e.g. an oil soaked rag.) Usable once per hour.

Ring of One Hit Point Once per day, the Ring will absorb one hit point of damage that the wearer would otherwise take.

Ring of Two Hit Points As above.

Ring of Three Hit Points As above. Once per day, it will supply one Spell Point the wearer would otherwise use in order to throw a Magic User Spell. (This may be all or any portion of the cost of the spell.)

Ring of One Spell Point As above.

Ring of One Prayer Point Once per day, it will supply one Prayer Point the wearer would otherwise use in order to throw a Clerical Spell. (This may be all or any portion of the cost of the spell.)

Ring of Two Prayer Points As above.

Ring of Storing 2 Spells The wearer may store up to two Magic User spells in the ring for his future use. The spells will remain in the ring until they are thrown off the ring, but only for as long as he continues to wear the ring. He may throw them off the ring only one at a time. (A spell will cost its usual number of Spell points when he stores it. It will cost no Spell Points when he later throws it

Ring of Storing Two Prayers As above, except applies to Clerical Spells, rather than Magic User Spells.

Ring of Storing Four Spells As per Storing Two Spells.

Ring of Storing Four Prayers As per Storing Two Prayers.

Ring of Many Things It may perform each of its functions once per day, for 10 melee rounds each. It may perform only one at a time. its functions are: Water Walking, Invisibility, Telekinesis, Protection +3, Healing at 1 hit point per melee round (no regeneration.)

Thrice Ring It will allow the wearer to turn into three copies of himself. Each copy of the wearer will have full capabilities. There will be three copies of all magical items worn, but only one copy will be functional (roll randomly for each item.) None of the copies of this ring will be functional, (it will function again, if and when all three copies reform.) Any Hit Points taken, Spell Points used, or Prayer Points used, will be transmitted to the other copies, but only at 1/2 value. The maximum Duration is 4 + D4 10 minute intervals. Any time before that the copies may reform. In order to reform they must be within 20' of each other. When they reform, they may do so anywhere they choose inside the triangle formed by the copies. When they reform, average the hit points taken, Spell Points Used, and Prayer Points used. Problems occur if one of the copies is dead, stone, out of range, etc., and thus unable to reform when time runs out. A reformed character that came from two copies will have only 2/3 of his former experience points, and will lose 4 on his Constitution. A single copy that fails to reform, will have only 1/3 of his former experience points, and will lose 8 on his Constitution. In case of a failure to reform, each version of the original will regard himself as being the original, and will do his best to permanently dispose of imposters. This Ring has a 20% Burnout chance.

Ring of Storing Six Spells As per Storing Two Spells.

Ring of Storing Six Prayers As per Storing Two Prayers.

Holy Symbols

Usable by: *Clerics*

Default Level: *none*

01-10 Barra Holy Symbols

11-20 Good Samaritan Holy Symbols

21-28 Hermit Holy Symbols

29-45 Janda Holy Symbols

46-53 Leo Holy Symbols

54-70 Magus Holy Symbols

71-80 Nature Holy Symbols

81-00 Other Holy Symbols

Holy Symbols are foci of clerical power, much as a Rod or Staff is the symbol of the magician's art. They are aligned to a particular god, and may only be used by clerics of that god. In general, once used by a Cleric, a symbol will not function for another cleric that day. The term "day" applies to Holy Symbols as it would to a cleric of that religion: the interval between replenishing spells. A character who grasps a symbol of the wrong religion will suffer damage as a fighter who had grasped the wrong sword: 2D6 damage if opposed, D6 if neutral. Damage will be repeated each melee round if the item is not released.

Holy Symbols may take many forms. The most traditional in a monotheistic world is the cross (for Good) or a broken cross (for Evil). In other worlds they might be shaped as Six-Pointed Stars, Crescents, Yin-Yang, etc. Some (especially the more powerful) might be Relics: remnants of well known religious people or objects (e.g. a piece of the true cross, a tooth from a certain saint, etc.)

First roll for the alignment of the Holy Symbol. Then roll for the type. Next roll to see if it has any Powers. If so,

roll to see what they are. The following Holy Symbols are sufficiently common to be described for all Religions:

Holy Symbol of Causing/Curing Wounds +N If a Cure or Cause Wounds prayer (as indicated) is cast while grasping this symbol, then it will be improved as follows: if the chance of success is less than 100% (i.e. cast in fewer than 10 rounds) the chance of success will be improved by 5% per plus. If the chance is 100%, then +N points of damage will be added to each die of the Cure or Cause. If a symbol of +2 or better brings the chance over 100%, then add +1 per die to the effect for each 5% over 100%.

Great Holy Symbol of Causes/Cures This symbol acts as the Holy Symbol of Causing/Curing Wounds +2, but it affects all cures (including Mass Cures) cast by the Cleric.

Holy Symbol of Mass Causing/Curing This symbol transforms any Cause or Cure into the corresponding Mass Cause or Cure. The Cleric may avoid using this power if desired.

Holy Symbol of Protection from Undead +N If a Protection from Evil Prayer is cast while grasping this symbol, it will affect undead as if the next higher level protection had been cast. This Holy Symbol will work for numerous Clerics in one day. At PrinceCon XII, all player religions regard undead as evil. Some Gamesmasters may not agree with this. If not, then the Gamesmaster should specify an enchanted enemy of the religion against which Protection from Evil is especially effective. This power will then affect that enemy. If running a system in which the power to turn undead does not require a spell, treat the Cleric as if N levels higher.

Holy Symbol of Dispelling Undead +2 This symbol will add the indicated plus to the level of a Dispel Undead cast by the Cleric who is grasping the symbol. In a system in which dispelling undead does not require a spell, treat the Cleric as two levels higher.

Holy Symbol of Intervention This Symbol gives the Cleric a boost to his chance for Divine Intervention equal to his level. If you do not employ a system for Divine Intervention, we suggest the following system for use with this item.

A Cleric in great need may ask for his god's aid. This is a direct invocation of the Deity, asking him to act in an extraordinary way, distinct from the Cleric's prayers. The base chance is 1% per level of the Cleric; add 1% for each other follower of the Cleric's god in the party who is fourth level or higher, another 1% for each of eighth level or higher, and a final 1% for each of name level. Frivolous requests should always fail.

Divine intervention will generally get the party out of whatever trouble they are in, in a manner appropriate to the god, but the Cleric must make an absolutely unmodified spiritual saving throw, or he and all his possessions will be gone. (Whether exalted like Elija or consumed like Semele is a role-playing determination.) At the option of the Gamesmaster, the Cleric may be allowed to remain if the point of the intervention was to save him for some needed task.

If the roll fails, the attempt may not be made again for a month, but no other penalty will be incurred unless the Cleric is acting out of accordance with the aims of his god, in which case he will incur Divine Retribution. The Cleric and all his possessions will explode, causing 10 hit points per level of the cleric to all within 6" or the size of the Cleric's party, whichever is less. Party members get no saving throw, but opponents get a Spiritual save. and half damage is incurred if it is successful.

Powers of Holy Symbols

01-20 No Power

21-40 One Low Power

41-55 Two Low Powers ²

56-70 Three Low Powers ³

71-85 Three Low Powers + One Medium Power ⁴

86-95 Three Low Powers + Two Medium Powers ⁵

96-00 Three Low Powers + Two Medium Powers + One High Power ⁶

Each power acts as the Clerical Spell as if thrown by a Cleric of the user's level, but at least the minimum level that can throw the spell. There is a separate list for each religion.

Barra Holy Symbols

01-17 Holy Symbol of Causing Wounds +1 †	86-90 Holy Symbol of Mass Lycanthropy ⁵
18-35 Holy Symbol of Lycanthropy +1	91-93 Holy Symbol of Curses ⁵
36-50 Holy Symbol of Causing Wounds +2 ² †	94-96 Intervention Holy Symbol ⁵ †
51-65 Holy Symbol of Lycanthropy +2	97-99 Mass Cause Holy Symbol ⁵ †
66-72 Holy Symbol of Causing Wounds +3 ³ †	100-00 Holy Symbol of Lycanthropic Rulership ⁶
73-80 Holy Symbol of Lycanthropy +3	
81-85 Great Holy Symbol of Causes +2 ⁴ †	

† = described under the general heading

Holy Symbol of Lycanthropy +1 This Holy Symbol will aid the cleric by adding +1 to the level of Lycanthropy spells he casts.

Holy Symbol of Lycanthropy +2 As above, but adds +2.

Holy Symbol of Lycanthropy +3 As above, but adds +3.

Holy Symbol of Mass Lycanthropy This Holy Symbol will allow the cleric to throw Mass Lycanthropy spells as if he were throwing the equivalent Lycanthropy.

Holy Symbol of Curses The user may cause a Curse to lie upon a person, place or thing. If the Cleric is killed while holding this symbol, he may cast a free curse on his attacker(s). The curse will be of half the Cleric's level, or second level, whichever is higher. Usable once per day.

Holy Symbol of Lycanthropic Rulership When in his were-form, the cleric may freely communicate with both similar were-creatures and the corresponding ordinary form. He may command up to his level squared hit dice of such creatures, which will obey him with loyal devotion. Additional creatures will be disposed to do his bidding, but will not necessarily place themselves in great danger.

Low Powers

01-10 Detect Silver ⁶	51-60 Darkness ●
11-20 Detect Evil ⁶	61-70 Silence 15' radius ●
21-30 Detect Were ⁶	71-80 Speed Lycanthropy
31-40 Detect Life ⁶	81-90 Speak with Lycanthropes
41-50 Cause Wounds II ●	91-00 Protection from Lycanthropes ●

● = usable at most twice per day.

Medium Powers

01-10 Continual Light ●	61-70 Mass Cause Wounds II ●
11-30 Continual Darkness ●	71-80 Mass Lycanthropy II ●
31-40 Neutralize Poison ●	81-90 Finger of Death ●
41-50 Cause Wounds V ●	91-00 Quest ●
51-60 Lycanthropy V ●	

● = usable twice per day.

High Powers

01-15 Word of Recall
 16-30 Blade Barrier •
 31-45 Cause All Wounds •
 46-60 Conjure Demon •

61-75 Mass Finger of Death •
 76-90 Wind Walk
 91-00 Full Finger of Death •

• = usable twice per day

Good Samaritan Holy Symbols

01-17 Holy Symbol of Curing Wounds +1 †
 18-35 Holy Symbol of Protection from Undead +1 †
 36-50 Holy Symbol of Curing Wounds +2 ² †
 51-65 Holy Symbol of Protection from Undead +2 ² †
 66-72 Holy Symbol of Curing Wounds +3 ³ †
 73-78 Holy Symbol of Protection from Undead +3 ³ †
 79-81 Holy Symbol of Life Force ⁴

82-85 Great Holy Symbol of Cures +2 ⁴ †
 86-90 Holy Symbol of Dispelling Undead +2 ⁴ †
 91-93 Golden Rule Holy Symbol ⁴
 94-96 Intervention Holy Symbol ⁵ †
 97-99 Mass Cure Holy Symbol ⁵ †
 00 Holy Symbol of Life ⁶

† = described under the general heading

Holy Symbol of Life Force The Cleric may cast a Life Force spell off this Holy Symbol. This may be used only once on any given person per day.

Golden Rule Holy Symbol The Cleric who holds this symbol will have the benefits of the prayer Golden Rule.

Holy Symbol of Life A dead body touched with this symbol will be affected as though a Resuscitate prayer had been cast upon it.

Low Powers

01-04 Detect Disease
 05-12 Detect Evil
 13-16 Detect Were
 17-20 Detect Life
 21-24 Detect Poison
 25-28 Detect Poisoning
 29-32 Detect Water
 33-36 Detect Possession
 37-44 Light
 45-52 Protection from Evil II •
 53-56 Resist Causes •

57-60 Disease Resistance •
 61-64 Poison Resistance •
 65-68 Conceal Life •
 69-72 Cure Blindness •
 73-76 Cure Disease •
 77-78 Cure Deafness •
 79-80 Cure Paralysis •
 81-88 Cure Wounds II •
 89-92 Dewere II
 93-96 Slow Disease •
 97-00 Slow Poison •

• = usable at most twice per day.

Medium Powers

01-05 Controlled Empathic Cure •
 06-15 Cure all Wounds •
 16-25 Protection/Evil V •
 26-30 Suspend Animation •
 31-35 Commune I
 36-40 Resist Causes 10'r •
 41-45 Poison Resistance 10'r •
 46-50 Protection from Poison 10'r •
 51-55 Cure Lycanthropy •

56-60 Cure Insanity •
 61-65 Cure Feeblemind •
 66-70 De-were III
 71-75 Detect Food
 76-85 Dispel Evil •
 86-90 Resuscitate •
 91-95 Mass Cure II •
 96-00 Quest •

- usable twice per day.

High Powers

01-05 Consecration II	51-60 Commune II •
06-10 Improved Cure all Wounds •	61-70 Dewere V
11-20 Word of Recall	71-80 Wind Walk
21-30 Protection from Evil VIII •	81-90 Mass Cure all Wounds •
31-40 Pax •	91-00 Aerial Servant •
41-50 Restoration	

- = usable twice per day

Improved Cure all Wounds Cures all wounds on non-followers as well as followers.

Hermit Holy Symbols

01-17 Detection Holy Symbol +1	86-90 Holy Symbol of Dispelling Undead +2 ⁴ †
18-35 Holy Symbol of Protection from Undead +1 †	91-93 Holy Symbol of Testimony ⁴
36-50 Detection Holy Symbol +2 ²	94-96 Intervention Holy Symbol ⁵ †
51-65 Holy Symbol of Protection from Undead +2 ² †	97-99 Holy Symbol of True Sight ⁵
66-72 Detection Holy Symbol +3 ³	00 Holy Symbol of Speech ⁶
73-80 Holy Symbol of Protection from Undead +3 ³ †	
81-85 Holy Symbol Against Concealment ⁴	

† = described under the general heading

Detection Holy Symbol +1

Detection Holy Symbol +N When the Cleric throws a spell of Detection using this symbol, he will be charged only the spell points he would have been charged as if he were N levels higher.

Holy Symbol Against Concealment When a Detection or Location prayer is cast while grasping this symbol, and if the object is concealed magically, the level-vs-level battle will proceed as if the Cleric is three levels higher than he is.

Holy Symbol of Testimony Anyone grasping this symbol at the same time as the Cleric will be unable to lie or significantly distort the truth. He will be under no compulsion to answer any questions, however. The Cleric will also be so affected.

Holy Symbol of True Sight The Cleric who grasps this Holy Symbol is affected as per the spell, True Sight.

Holy Symbol of Speech This Holy Symbol enables the Cleric to speak all languages, regardless of obscurity or ancient nature. He may also speak with animals, books, the dead, plants, monsters and rocks as per those spells, but without the plus to negotiation dice nor any effect on the creatures' tendency to attack.

Low Powers

01-04 Detect Altitude	21-24 Detect Religion
05-08 Detect Evil	25-28 Detect Water
09-12 Detect Injury	29-32 Detect Were
13-16 Detect Life	33-36 Detect Depth
17-20 Detect North	37-40 Detect Disease

41-44 Detect Intent
 45-48 Detect Lie
 49-52 Detect Poisoning
 53-56 Detect Possession
 57-60 Detect Secret Doors
 61-64 Detect Traps
 65-68 Detect Undead

69-72 Observe Prayer
 73-80 Light
 81-88 Protection from Evil II •
 89-92 Cure Wounds II •
 93-96 Understand Speech •
 97-00 Locate Object •

• = usable at most twice per day.

Medium Powers

01-05 Retroscope •
 06-17 Cure Wounds V •
 18-25 Protection/Evil V •
 26-30 Commune II
 31-32 Detect Altitude 10'r
 33-34 Detect Evil 10'r
 35-36 Detect Injury 10'r
 37-38 Detect Life 10'r
 39-40 Detect North 10'r
 41-42 Detect Religion 10'r
 43-44 Detect Water 10'r
 45-48 Detect Were 10'r
 49-50 Detect Depth 10'r
 51-52 Detect Disease 10'r
 53-54 Detect Intent 10'r
 55-56 Detect Lie 10'r
 57-58 Detect Poisoning 10'r
 59-60 Detect Possession 10'r

61-62 Detect Secret Doors 10'r
 63-64 Detect Traps 10'r
 65-66 Detect Undead 10'r
 67-68 Detect Curse
 69-70 Detect Food
 71-72 Detect Hidden
 73-74 Detect Illusion
 75-76 Detect Level
 77-78 Detect Library
 79-80 Detect Protection
 81-82 Detect Poison
 83-87 Dispel Evil •
 88-90 Restore Writing •
 91-93 Mass Cure Wounds II •
 94-96 Reveal Magic •
 97-99 Speed Reading •
 00 View Past •

• = usable twice per day.

High Powers

01-05 Assay Item
 06-10 Cure all Wounds •
 11-20 Word of Recall
 21-30 Protection from Evil VIII •
 31-35 Prophecy •
 36-40 Extended Detect
 41-43 Detect Curse 10'r
 44-46 Detect Food 10'r
 47-49 Detect Hidden 10'r
 50-52 Detect Illusion 10'r

53-55 Detect Level 10'r
 56-58 Detect Library 10'r
 59-61 Detect Protection 10'r
 62-64 Detect Poison 10'r
 65-70 Divine Guidance •
 71-80 Wind Walk
 81-90 Mass Cure Wounds IV •
 91-95 Reveal Magic •
 96-99 Reveal the Truth •
 00 Oracle •

• = usable twice per day

Janda Holy Symbols

01-17 Detection and Location Holy Symbol +1	86-90 Holy Symbol of Dispelling Undead +2 ⁴ †
18-35 Holy Symbol of Protection from Undead +1 †	91-93 Holy Symbol of Oaths ⁴
36-50 Detection and Location Holy Symbol +2 ²	94-96 Intervention Holy Symbol ⁵ †
51-65 Holy Symbol of Protection from Undead +2 ² †	97-99 Holy Symbol of True Sight ⁵
66-72 Detection and Location Holy Symbol +3 ³	00 Holy Symbol of Janda ⁶
73-80 Holy Symbol of Protection from Undead +3 ³ †	
81-85 Holy Symbol Against Concealment ⁴	

† = described under the general heading

Detection and Location Holy Symbol +1

Detection and Location Holy Symbol +N When a prayer of Detection is cast while grasping this symbol, the Cleric is only charged prayer points as if he were N levels higher. When a prayer of Location is cast, the range, duration and effect are increased as if the Cleric were N levels higher.

Holy Symbol Against Concealment When a Detection or Location prayer is cast while grasping this symbol, and if the object is concealed magically, the level-vs-level battle will proceed as if the Cleric is three levels higher than he is.

Holy Symbol of Oaths Anyone may voluntarily swear upon this symbol that a verifiable fact is true or that he will complete (or refrain from) a well-defined task within (for) a specified period of time. If he then violates the oath, his oathbreaking will be known to the Cleric who held the Holy Symbol as per the prayer, Oath.

Holy Symbol of True Sight The Cleric who grasps this Holy Symbol is affected as per the spell, True Sight.

Holy Symbol of Janda This is similar to the Holy Symbol of Oaths, but violation will bring on a stated curse, of half the level of the Cleric, or fifth level, whichever is higher. Even if a Saving Throw would normally apply, the victim will get none, for he voluntarily swore. If preferred, see the prayer, Oath of Janda.

Low Powers

01-06 Detect Evil	57-60 Resist Causes •
07-12 Detect Guilt	61-64 Augury •
13-18 Detect Lie	65-72 Word of Command I •
19-24 Detect Oathbreaker	73-76 Bless II •
25-28 Detect Religion	77-82 Cause Wounds II •
29-32 Detect Illusion	83-88 Cure Wounds II •
33-36 Detect Intent	89-92 Testify
37-44 Light	93-96 Understand Speech •
45-52 Protection from Evil II •	97-00 Locate Object •
53-56 Illusion Resistance •	

• = usable at most twice per day.

Medium Powers

01-08 Cause Wounds V •	56-60 Quest
09-16 Cure Wounds V •	61-65 Sacred Room
17-25 Protection/Evil V •	66-70 Track Oathbreaker
26-30 Repent	71-75 Speak with Monsters
31-35 See Invisible	76-85 Bless V
36-40 Speak Languages	86-90 Dispel Evil •
41-45 Investigation	91-95 Resist Causes 10'r •
46-50 Investigation	96-00 Portal of Justice •
51-55 Lex Talionis	

• = usable twice per day.

High Powers

01-05 True Sight	56-60 Commune II
06-10 Cure all Wounds •	61-70 Word of Command IV •
11-20 Word of Recall	71-80 Wind Walk
21-30 Protection from Evil VIII •	81-90 Banish Demon •
31-40 Convert •	91-95 Conjure Angel •
41-50 Blade Barrier	96-00 Divine Guidance •
51-55 Speak with Monsters	

• = usable twice per day

Leo Holy Symbols

01-17 Holy Symbol of Leonine Prowess +1	73-80 Holy Symbol of Curing Wounds +3 ³ †
18-35 Holy Symbol of Curing Wounds +1 †	81-93 Holy Symbol of Fair Fighting ⁴
36-50 Holy Symbol of Leonine Prowess +2 ²	94-96 Intervention Holy Symbol ⁵
51-65 Holy Symbol of Curing Wounds +2 ² †	97-00 Holy Symbol of Arena Combat ⁶
66-72 Holy Symbol of Leonine Prowess +3 ³	

† = described under the general heading

Holy Symbol of Fair Fighting of the prayer, Fair Fight, at all times.

Holy Symbol of Arena Combat If two combatants pledge on this symbol to have a fair combat under stated conditions, then the following will occur. The weapons, permitted and forbidden magics and prayers, time and location of the combat. and the event which will terminate combat (death, surrender, first blood, etc.) must be specified clearly. When the agreed time for the combat comes, the cleric must clearly demark the combat area and say a blessing using this symbol. The combatants will enter the arena, divesting themselves of all forbidden items or spells. The Cleric will restate the conditions for the combat, and both parties must agree. If all has been done, then the Cleric may proclaim: "Let the combat begin!" The arena will now be enveloped in a force field which prevents any entry or exit, unless the person attempting it wins a level-vs-level battle against twice the Cleric's level. If entry or exit is attempted, the creature attempting will become obvious to all and will take D6 damage per level of the cleric. Any unauthorized creatures within the arena will suffer the same damage every melee round, no saving throw, and must win another level-vs-level battle to leave. Any combatant who violates the agreement will suffer the same damage until the offense is redressed. No forbidden spell or prayer may enter or be effective within the arena unless the caster wins a level-vs-level battle against twice the level of the Cleric, and will be obvious to all in any case. The arena will remain until the agreed end of combat is reached, and will so remain even if the Cleric drops the symbol or dies.

Low Powers

01-20 Detect Evil	56-70 Enhance Weapon II •
21-30 Resist Causes •	71-85 Fight Like a Lion II •
31-40 Poison Resistance •	86-95 Cure Wounds II •
41-55 Bless II •	96-00 Unusual Power •

• = usable at most twice per day.

Unusual Power Roll another religion as if for a symbol, and roll a Low Power as for that religion.

Medium Powers

01-10 Mass Bless III
 11-20 Dispel Evil
 21-30 Fight Like a Pride III •
 31-40 Neutralize Poison •
 41-55 Bless V •

56-70 Enhance Weapon V •
 71-85 Fight Like a Lion V •
 86-95 Cure Wounds V •
 96-00 Negate Weapon Plus •

• = usable at most twice per day.

High Powers

01-10 Mass Bless VI
 11-20 Blade Barrier
 21-30 Fight Like a Pride VI •
 31-40 Convert •
 41-50 Bless VIII •

51-60 Paralysis Resistance •
 61-70 Fight Like a Lion VIII •
 71-80 Convert Sword •
 81-90 Inhibit Magic •
 91-00 Bless IX •

• = usable at most twice per day.

Magus Holy Symbols

01-17 Holy Symbol of Spell Points
 18-35 Holy Symbol of Curing Wounds +1 †
 36-50 Holy Symbol of the Aura +1 ²
 51-65 Holy Symbol of Curing Wounds +2 ² †
 66-72 Holy Symbol of the Aura +2 ³
 73-80 Holy Symbol of Curing Wounds +3 ³ †
 81-85 Holy Symbol of the Magical Gift +2 ⁴

86-90 Holy Symbol of the Mass Aura +2 ⁴
 91-93 Holy Symbol of Cooperation ⁴
 94-96 Intervention Holy Symbol ⁵ †
 97-99 Holy Symbol of Infinite Spells ⁵
 00 Holy Symbol of Conjuring ⁶

† = described under the general heading

Holy Symbol of Curing Wounds +1

Holy Symbol of the Aura +N This symbol will add N to the level of Aura of Power, when cast by the Cleric who holds it.

Holy Symbol of the Magical Gift +2 This symbol adds +2 to the level of a Magical Gift cast by the Cleric who holds the symbol.

Holy Symbol of the Mass Aura +2 As for the Holy Symbol of the Aura, but Mass Aura of Power is affected.

Holy Symbol of Cooperation Two or more Magic Users who are in contact with the Cleric may cooperate in casting a spell. Cooperation consists of one Magic User's casting a spell, and the others' concentrating on helping him do so. The result is that all level dependent effects of the spell are calculated as if the Caster had been of a level equal to the sum of all the Magic Users' levels involved. The Cleric must also concentrate, but his level is not included.

Holy Symbol of Infinite Spells A scroll used by a Magic User in contact with the Cleric will have a 90% chance of being reusable. Thus, it acts as a book of One Infinite Spell. A book of One Infinite Spell would not be affected.

Holy Symbol of Conjuring A cleric who uses this Holy Symbol while conjuring an Angel or Demon will have a 10% bonus to his chance of a favorable result. In the case of an Angel, this will increase the chance of a successful conjuring, and improve the chance of the Angel's performing a task. In the case of a Demon, it will decrease the chance of a disaster in the event of a minor flaw in the conjuration.

Low Powers

01-06 Detect North
07-12 Observe Magic
13-18 Read Magic
19-24 Write Magic
25-28 Detect Depth
29-32 Detect Religion
33-36 Range Finder
37-44 Light
45-52 Prayer II •

53-56 Cold Resistance •
57-60 Fire Resistance •
61-64 Lightning Resistance •
65-72 Acid Resistance •
73-80 Aura of Power II •
81-88 Cure Wounds I •
89-92 Magical Gift I
93-96 Magic Missile •
97-00 Detect Protection

• = usable at most twice per day.

Medium Powers

01-10 Aura of Power V •
11-15 Cure Wounds V •
16-25 Protection/Evil V •
26-30 Animate Objects •
31-35 Commune I
36-44 Cold Resistance 10'r •
45-48 Fire Resistance 10'r •
49-52 Lightning Resistance 10'r •

53-56 Acid Resistance 10'r •
57-60 Crushing Resistance 10'r •
61-65 Detect Illusion
66-75 Magical Gift IV
76-85 Dispel Evil(Good) •
86-90 Mass Aura of Power II •
91-95 Concentrate •
96-00 Anti-Magic Shell •

• = usable twice per day.

High Powers

01-05 Aura of Power VIII
06-10 Cure Wounds VI •
11-20 Word of Recall
21-30 Protection/Evil(Good) VIII •
31-40 Commune II
41-50 Earthquake •

51-60 Conjure Angel •
61-65 Conjure Demon •
66-70 Word of Command IV
71-80 Wind Walk
81-90 Mass Aura of Power V •
91-00 Gate •

Nature Holy Symbols

01-17 Holy Symbol of Herbal Cures +1
18-35 Holy Symbol of Protection from Undead +1 †
36-50 Holy Symbol of Herbal Cures +2 ²
51-65 Holy Symbol of Protection from Undead +2 ² †
66-72 Holy Symbol of Herbal Cures +3 ³
73-80 Holy Symbol of Protection from Undead +3 ³ †

81-85 Holy Symbol of Providing Herbs ⁴
86-90 Holy Symbol of Dispelling Undead +2 ⁴ †
91-93 Holy Symbol of Weather Control +2 ⁴
94-96 Intervention Holy Symbol ⁵ †
97-00 Mass Cure Holy Symbol ⁵ †

† = described under the general heading

Holy Symbol of Herbal Cures +N This Holy Symbol will add +N points to the effect of a Cure With Herbs, or to the effectiveness of a Cure Animal.

Holy Symbol of Providing Herbs This Holy Symbol has a compartment in which the Cleric will find herbs suitable for the spell, Cure with Herbs. The supply of herbs is endless, but if not used immediately by the Cleric, they will wither and become useless. They will not be effective if used by any other Cleric.

Holy Symbol of Weather Control +2 This Holy Symbol will add two levels to the Cleric's effective level when casting any spell of weather control, for purpose of level-dependent effects only.

Low Powers

01-08 Detect Evil	57-60 Fire Resistance •
09-12 Detect Magic	61-64 Lightning Resistance •
13-16 Detect North	65-68 Faerie Fire •
17-20 Detect Plants	69-72 Speak with Animals •
21-24 Detect Water	73-76 Water Walking/Self •
25-28 Detect Were	77-78 Wind Veer •
29-32 Predict Weather	79-84 Cure Animal II •
33-36 Detect Animal	85-88 Cure with Herbs II •
37-44 Light	89-92 Dewere II
45-52 Protection from Evil II •	93-96 Speak with Animals •
53-56 Cold Resistance •	97-00 Speak with Plants •

• = usable at most twice per day.

Medium Powers

01-05 Cure Animal V •	51-55 Immunity to Fire •
06-17 Cure with Herbs V •	56-60 Enter Plant •
18-25 Protection/Evil V •	61-70 De-were V
26-30 Commune I	71-80 Dispel Evil •
31-35 Water Walking/Others •	81-85 Create Air •
36-40 Cold Resistance 10'r •	86-90 Mass Cure Animal II •
41-45 Fire Resistance 10'r •	91-95 Polymorph to Animal •
46-50 Lightning Resistance 10'r •	96-00 Animate Plants •

• usable twice per day.

High Powers

01-05 Control Weather •	51-60 Earthquake •
06-10 Cure all Wounds •	61-80 Wind Walk
11-20 Word of Recall	81-90 Mass Cure Animal V •
21-30 Protection from Evil VIII •	91-95 Consecration II •
31-40 Control Volcano •	96-00 Commune II •
41-50 Part Water •	

• = usable twice per day

Other Holy Symbols

The above religions are the ones available to player characters at PrinceCon XII. If you wish to roll only player religions, then roll a D80 instead of a D100. Otherwise, this category is set aside for symbols of other religions, many of which may be totally unknown to the players. Each should have a table similar to the tables for the religions above. Some suggestions can be found in the alternate alignment list.

Alternate Set of Holy Symbols

01-40 Good Holy Symbols
41-60 Neutral Holy Symbols

61-00 Evil Holy Symbols

Good Holy Symbols

01-35 Holy Symbol of Protection/Undead +1 †
36-65 Holy Symbol of Protection/Undead +2 ² †
66-80 Holy Symbol of Protection/Undead +3 ³ †

81-90 Holy Symbol of Dispel +2 ⁴ †
91-97 Holy Symbol of Intervention ⁵ †
98-00 Holy Symbol of Honor ⁶

If not using luck as a requisite, give -15% on saving throws, and a similar dud whenever a random determination is apt to affect the victim or his party, such as which door the monsters are behind.

Holy Symbol of Honor Anyone may swear on the symbol that a verifiable fact is true, or swear that he will complete a well defined task in a specific period of time. If he is lying or does not complete the task, then he will receive (no saving throw) the effects of a curse stated at the time of swearing. The Grand Curse will be of the highest level possible, as if thrown by a cleric of 16th level or the level of owner of the Holy Symbol, whichever is higher.

Neutral Holy Symbols

01-35 Holy Symbol of Hex
36-65 Holy Symbol of Ward ²
66-80 Holy Symbol of Aversion ³

81-90 Holy Symbol of Hiding from Undead ⁴
91-97 Holy Symbol of Intervention ⁵ †
98-00 Holy Symbol of Area Aversion ⁶

† = described under the general heading

Holy Symbol of Hex One use per day. The user may give one creature a Luck of 3. If not using luck as a requisite, give -15% on saving throws, and a similar dud whenever a random determination is apt to affect the victim or his party, such as which door the monsters are behind. There is no saving throw. Range: 12". Duration: one hour.

Holy Symbol of Ward The user acts as if he had a Luck of 18. If not using luck as a requisite, give +15% on saving throws, and a similar dud whenever a random determination is apt to affect the Cleric or his party, such as which door the monsters are behind. The Cleric's luck will not help others except by accident.

Holy Symbol of Aversion One use per day. If the single victim fails a mental saving throw, he may not harm the user. (Any action with any possibility of giving the user hit points or incapacitating the user is prohibited to the victim.) The effect will end if the user harms the victim. Range: 12". Duration: One hour.

Holy Symbol of Hiding from Undead Undead will not detect life energies that are within 10 feet of the user.

Holy Symbol of Area Aversion It is as per the Holy Symbol of Aversion, except rather than be targeted against one individual, it has an area of effect: 6" x 6". Range: 12".

Evil Holy Symbols

01-35 Holy Symbol of Discord
36-65 Holy Symbol of Punishment ²
66-80 Holy Symbol of Curses ³

81-90 Holy Symbol of Control Undead +2 ⁴ †
91-97 Holy Symbol of Intervention ⁵ †
98-00 Holy Symbol of Obedience ⁶

† = described under the general heading

Holy Symbol of Discord One use per day. If the single victim fails his mental saving throw, then he will oppose any suggestion made by his party. He will feel threatened and paranoid, and may well attack other members of the party if strongly opposed. If thrown on a victim in combat, he will begin attacking his own party, and vice-versa. Every time he does harm to a true friend, he gets an additional chance to save. Range: 12". Duration: One Hour.

Holy Symbol of Punishment Usable once per day. If the single victim fails to save (vs. Spiritual) he will be spread-eagled on the nearest vertical surface. The victim will be unconscious for 1 + D4 hours. If he then fails to make his Spell Survival Roll, he is dead. Range: 12". If there is no vertical surface within 12" behind the victim, failure to save will merely propel him backwards 12". He will be stunned for 1 + D4 melee rounds, (no Spell Survival Roll necessary.)

Holy Symbol of Curses The user may cause a Curse to lie upon a person, place or thing. If the Cleric is killed while holding this symbol, he may cast a free curse on his attacker(s). The curse will be of half the Cleric's level, or second level, whichever is higher. Usable once per day.

Holy Symbol of Obedience As per the Holy Symbol of Honor, except that the result of lying or failing to complete a task is always a Grand Curse of Ronkel, as if thrown by a 26th level Cleric.

Low Powers

01-04 Detect(Conceal) Disease †	45-52 Protection/Evil(Good) II † •
05-12 Detect Evil(Good) †	53-72 Resistance • R
13-16 Detect Were	73-76 Water Walk/Self
17-20 Detect(Conceal) Life †	77-80 Bless II •
21-24 Detect Magic	81-88 Cure(Cause) Wounds II † • R
25-28 Detect(Conceal) Poisoning †	89-92 Dewere II
29-32 Detect Water	93-96 Understand Speech
33-36 Detect(Conceal) Possession †	97-00 Locate Object •
37-44 Light (Dark) †	

• = usable at most twice per day (Good/Evil); once/day (Neutral)

† = Reversed for Evil Symbols, roll 50/50 for Neutrals.

Medium Powers

01-10 Controlled Empathic Cure(Cause) † •	61-65 Speak Language
11-15 Cure(Cause) Wounds V † •	66-70 Detect(Conceal) Food †
16-25 Protection/Evil(Good) V † •	71-80 Dispel Evil(Good) † •
26-30 Animate Object •	81-85 Mass Bless II •
31-35 Commune	86-90 Mass Cure(Cause) II † •
36-55 Resistance 10'r R	91-95 Conjure Animals •
56-60 Dewere V	96-00 Quest •

Notes as for Low Powers.

High Powers

01-05 Bless VIII •	51-60 Hold or Immobilize Monster •
06-10 Cure(Cause) Wounds VI † •	61-70 Dewere VIII
11-20 Word of Recall	71-80 Wind Walk
21-30 Protection/Evil(Good) VIII † •	81-90 Mass Cure(Cause) V † •
31-40 Convert •	91-00 Earthquake •
41-50 Mace or Blade Barrier •	

notes as for Low Powers

Library and Laboratory

Magic User Scrolls

Usable by: *All Classes*

Default Level: *none*

01-47 One Spell
48-74 Two Spells ²
75-84 Three Spells ³
85-90 Four Spells ⁴

91-94 Five Spells ⁵
95-96 Six Spells ⁶
97 Seven Spells ⁷
98-00 Cursed Scroll R

Level of M.U. Spell on Scroll

01-20 First Level
21-38 Second Level
39-54 Third Level
55-68 Fourth Level ²
69-80 Fifth Level ³

81-90 Sixth Level ⁴
91-96 Seventh Level ⁵
97-99 Eighth Level ⁶
00 Ninth Level ⁷

Cursed Scroll As per a Cursed Sword. (Remember to limit the level of the Curse appropriately.) The curse is activated when an attempt is made to read the scroll. There is no saving throw.

Rolling Magic User Scrolls

These scrolls are usable only by Magic Users or those who can cast Magic User Spells. They contain specially written versions of spells, as well as the magical energy necessary to cast them. Scrolls are complicated to produce. The G.M. should carefully work out the difficulties and expenses involved in his world, should he wish to let player characters produce these or any other magical items. Knowing a spell is a prerequisite to placing it on a scroll; however, further research is required as are special materials.

Magic User scrolls may be used at no spell point cost by Magic Users, or by those who have certain magical items (as a fighter with a Magic Using Sword), but the spell READ MAGIC is required to determine what spell a given scroll contains. A spell on a scroll may be used just once: upon being cast, it vanishes! If the scroll contains more than one copy of the spell, each copy may be cast once.

Scrolls are used in the Magic User spell phase of the melee round, and take effect exactly as if the spell had been cast normally. When the effect of a spell depends on the level of the caster, the level used is the level of the user of the scroll, or the minimum level to cast the spell, whichever is higher.

Some advantages of Magic User scrolls are:

1. One uses no spell points to cast the spell.
2. One need not know the spell, nor even be of sufficient level to cast it.
3. The scroll may be used by non-Magic Users with the proper item.

Determining what Spell is on a Scroll may simply be done by rolling randomly among the spells of the level of the scroll, or the G.M. may be more subtle. Certain spells are more likely to be used on scrolls than others: offensive spells, such as FIREBALL; defense spells, such as PROT/NORMAL MISSILES; and escape spells, such as TELEPORT. Other spells would be placed on scrolls from time to time, but READ MAGIC would never be on a scroll, nor would any spell which required days to cast. Such clearly absurd results should be rerolled. A suggested method is to roll a D10:

1-2 : Offensive Spell 5-6 : Escape Spell
 3-4 : Defensive Spell 7-0 : Random Spell

The spell should be rolled randomly from those fitting the description at the level rolled previously.

Scrolls of more than one spell: should be done logically. A good way is to have a theme. A simple theme is to have all the spells on the scroll be identical. A more complex one is to have all offensive spells, all fire spells, and so on. A scroll could quite reasonably have an offensive, a defensive, and an escape spell, but rarely would it have three completely unrelated spells. Also, spells on a scroll may be of differing level, but will rarely be of scattered levels. For spells after the first, we suggest rolling a D10:

D10	Result
1-4	Same spell as the previous spell. If multiple versions exist at different levels, then use the level roll. Otherwise, don't.
5	Same type as previous spell (offensive, defensive, etc.)
6-7	Same general category of spell: fire, earth, detect, and so on. If there is no obvious type, use the roll of 5.
8-9	Reroll type as for the first spell.
0	Roll randomly.

For the level, two methods are available. The first method is called “rolling down”. Roll a die high/low. If high, the previous level is used. If low, then the next lower level is indicated, but repeat the process to see if two lower levels are indicated, and so on. The second method is to roll on the scroll level table, with a result higher than the last spell's level indicating the same level as the last spell.

Lets roll up a sample scroll. First, we roll an 85, indicating a four-spell scroll. A 51 indicates a third level spell, and a 1 indicates an offensive spell. A Fireball is rolled on a D8 (there are eight offensive spells at third level), and a 4 on a D10 indicates another Fireball. Rolling on the D10 again gives a 9, so we roll on the category table. A 2 indicates another offensive spell, and we roll high on a D6, indicating a third level spell. A 6 gives us a Slow. The next spell is to be rolled on the category table (another 9) and is second level (we rolled low and then high). A seven on the category table indicates a random spell, and so we roll a D30. A 5 gives us Fog Weave as our last spell. Had the last spell been something silly in context, such as Locate Plants, we would have rerolled.

This random system is far from perfect at generating thematic scrolls, but it will rarely produce monstrosities such as: Explosive Runes, Water Breathing, Infravision, and Clairvoyance.

Clerical Scrolls

Usable by: *All Classes*

Default Level: *none*

01-47 One Prayer	91-94 Five Prayers ⁵
48-74 Two Prayers ²	95-96 Six Prayers ⁶
75-84 Three Prayers ³	97 Seven Prayers ⁷
85-90 Four Prayers ⁴	98-00 Cursed Scroll R

Level of Clerical Spell on a Scroll

01-10 First Level	76-89 Sixth Level ⁴
11-22 Second Level	90-96 Seventh Level ⁵
23-37 Third Level	97-99 Eighth Level ⁶
38-55 Fourth Level ²	00 Ninth Level ⁷
56-75 Fifth level ³	

Religion of Prayers on a Scroll

01-10 Death
 11-20 Good Samaritan
 21-28 Hermit
 29-45 Janda

46-53 Leo
 54-70 Magus
 71-80 Nature
 81-00 Other Religions

Other Religions The list of religions in the PrinceCon XII Player's Handbook is not exhaustive. This percentage is left for the other religions which Gamesmasters may wish to place. If it is desired to roll a player religion only, roll a D80.

Cursed Scroll As per a Cursed Sword. (Remember to limit the level of the Curse appropriately.) The curse is activated when an attempt is made to read the scroll. There is no saving throw.

Rolling Clerical Scrolls

These scrolls are usable only by Clerics or those who can cast Clerical Prayers. They contain specially written versions of prayers, which will be efficacious regardless of the religion of the Cleric reading them. Scrolls are complicated to produce. The G.M. should carefully work out the difficulties and expenses involved in his world, should he wish to let player characters produce these or any other magical items. Knowing a prayer is a prerequisite to placing it on a scroll; however, further research is required as are special materials.

Clerical Scrolls may be used at no prayer point cost by Clerics, who may determine the prayer on the scroll without the use of a prayer or device. A prayer on a scroll may be used just once: upon being cast, it vanishes! If the scroll contains more than one copy of the prayer, each copy may be cast once.

Scrolls are used in the Clerical Prayer phase of the melee round, and take effect exactly as if the prayer had been cast normally. When the effect of a prayer depends on the level of the caster, the level used is the level of the user of the scroll, or the minimum level to cast the prayer, whichever is higher.

Some advantages of Clerical Scrolls are:

1. One uses no prayer points to cast the prayer.
2. One need not know the prayer, nor even be of sufficient level to cast it.
3. A scroll enables a Cleric of one religion to cast a prayer belonging to another; however, the Gamesmaster may desire to limit the casting of prayers to those consistent with the religion of the caster. In any case, use of the scroll must be consistent with the proper role-play of the religion.

Determining what Prayer is on a Scroll may simply be done by rolling randomly among the prayers of the level of the scroll, or the G.M. may be more subtle. Certain prayers are more likely to be used on scrolls than others: followed by other combat or escape spells. Other prayers are more likely to be on a scroll than are miscellaneous spells to be on a Magic User scroll, but prayers which require days to cast, and such prayers as Commune should not be on scrolls. Such clearly absurd results should be rerolled. A suggested method is to roll a D10:

- | | |
|-----|---------------------------|
| 1 | : Cure(Cause) Wounds |
| 2 | : Other Cure or Special |
| 3 | : Protection/Evil(Good) |
| 4 | : Dispel Undead, Evil,... |
| 5 | : Bless/Specialty |
| 6 | : Defense/Resistance |
| 7 | : Escape/Defense |
| 8-0 | : Random Spell |

The prayer should be rolled randomly from those fitting the description for the religion and at the level rolled previously. For some religions, some categories will not make sense or will need interpretation. Aura of Power, Fight Like a Lion, etc. are all Bless-type spells. A Good Samaritan has no Blesses, so Cures should be used, while a Hermit would substitute Detects for Other Cures.

Scrolls of more than one prayer should be done logically. A good way is to have a theme. A simple theme is to have all the prayers on the scroll be identical. A more complex one is to have all Cure Wounds, all Detects, and so on. A scroll could quite reasonably have an offensive, a defensive, and an escape prayer, but rarely would it have three completely unrelated prayers. Also, prayers on a scroll may be of differing level, but will rarely be of scattered levels. For prayers after the first, we suggest rolling a D10:

D10	Result
1-4	Same prayer as the previous prayer. If multiple versions exist at different levels, then use the level roll. Otherwise, don't.
5	Same type as previous prayer (Cure, escape, Detect,...)
6-7	A prayer applying to the same thing: i.e. a Dispel Undead might be accompanied by a Detect Undead. If this makes no sense, or can't be done, treat as a roll of 5.
8-9	Reroll type as for the first prayer.
0	Roll randomly.

If the previous D10 indicates the level clearly, then we need not roll for the level. Otherwise, two methods are available. The first method is called "rolling down". Roll a die high/low. If high, the previous level is used. If low, then the next lower level is indicated, but repeat the process to see if two lower levels are indicated, and so on. The second method is to roll on the scroll level table, with a result higher than the last prayer's level indicating the same level as the last prayer.

Lets roll up a sample scroll. First, we roll an 88, indicating a three-prayer scroll. A 99 indicates an eighth level prayer, and a 16 indicates the prayers will be of the Good Samaritan list. Rolling a D10, we roll a 7, indicating a random prayer. There are five level 8 prayers, but there is little reason to put Consecrate II on a scroll, so we roll a D4, getting a 1: Aerial Servant. Rolling on the D10 again gives a 7, indicating that the next spell should apply to the same thing. We decide that this means Aerial Servant, Wind Walk, Create Air, and Astral Spell, just for variety. Rather than rolling for the level, we roll a D100, using the rolls 1-33, 34-66, 67-99 and 00-00 respectively (since Astral Spell is over-level and shouldn't be on the scroll anyway). We roll a 42, giving Wind Walk. Our next D10 is a 7 again, general type the same. We roll a D100 for level, and get 92: sixth level. Word of Recall seems most obvious, and that gives us our scroll.

This random system is far from perfect at generating thematic scrolls, but it will rarely produce monstrosities such as: Poison Resistance 10'radius, Continual Light, and Consecrate Object.

Other Scrolls

Usable by: *All Classes*

Default Level: *none*

01-09 Protection from Lycanthropes
 10-18 Protection from Undead
 19-27 Protection from Magic
 28-36 Protection from Elementals
 37-45 Protection from Demons
 46-50 Information/Message
 51-55 Blank Scroll
 56-70 Map to Treasure

71-78 Map to Treasure & Danger
 79-82 Map to Danger
 83-86 Cursed Scroll R
 87-89 Calendar
 90-94 Mirrored Scroll
 95-98 Scroll of Mapping
 99-00 Explosive Runes (reroll)

These scrolls are usable by all. Some are not even magical.

Protection scrolls are only good for one use. They are activated by reading the simple message written on them. For example, a scroll of Protection from Undead might read, "Help me against Undead!"

Protection from Lycanthropes This scroll generates a force field of a 1" (scale) radius about the user, within which safety from lycanthropes can be sought. Those lycanthropes affected by this scroll will be unable to enter the sphere, nor to direct any attacks against a creature within it. This includes all melee, missile and magical attacks, but does not apply to were-creatures in human form. 8D10 hit dice of Lycanthropes will be affected, starting with the lowest levels, whether or not they were present when the scroll was read. The lycanthropes are not entitled to a saving throw.

If there are insufficient levels of effect available to include all the lycanthropes of a given level, roll randomly among the candidates, giving preference to those lycanthropes which are attempting to attack. If odd levels remain, give a proportional chance of an additional lycanthrope's being affected. If an affected lycanthrope leaves the vicinity or ceases to attempt to attack, the corresponding levels are freed and a previously unaffected lycanthrope will be affected, if applicable. Duration: 6 turns.

Protection from Undead This is similar to the scroll of Protection from Lycanthropes, but 6D10 dice of Undead are affected. Controlled undead can penetrate the barrier if their master wins a level-vs-level battle against a 20th level. Duration: 6 turns.

Protection from Magic This scroll creates a null-magic sphere about the user, which prevents the operation of any Magic User or Clerical spells within the radius. Enchantments will be dispelled per a 20th level Magic User or Cleric, but this will not affect permanent spells, nor curses. In addition, Magical and Clerical items will be temporarily inoperative unless they win a level-vs-level battle as against a 20th level. Duration: 6 turns.

Protection from Elementals As the Protection scrolls above, but protection is provided against one Elemental specified by the user at the time the scroll is read. Protection is complete, and includes all special powers and attacks of the Elemental. Duration: 6 turns.

Protection from Demons It provides complete protection for the user and all within a 10' radius of him, including all special and magical attacks of the affected Demon(s). It affects at most 40 Modified Hit Dice of Demons. Modified Hit Dice are the Demons' Hit Dice times $1 + \text{magic resistance}$. Thus, a 30% resistance to magical spells would mean to multiply by a factor of 1.3. Express hit dice in D8 equivalents: treat a D6 as $3/4$ of a D8, a D10 as $5/4$ D8s, a D12 as $3/2$ D8s, and a D20 as $5/2$ D8s. Fanatical gamesmasters may wish to use .78, 1.22, 1.44 and 2.33. A Demon of 8D12 with 50% magic resistance would have $8 \times 3/2 \times 1.5 = 18$ Modified Hit Dice. Treat level modifications to saving throw as 4% per level magic resistance for this purpose.

Information/Message It has written on it either some information or a message. Originally it was someone's notes, a report, or letter. The more valuable ones will usually have one or more of the difficulties associated with maps, (see below). The particular contents will vary wildly: use your imagination. Examples would include: gossip, pleas for help, theorems of magic, methods to analyze certain types of magical items, military information, historical information, and geographical information. Such a scroll would be similar to the corresponding type of Book, except for length.

The scroll might be of value to large number of people, or only a few people, or even just one person. It will often take imagination to find a use for it or the right person to whom to offer to sell it. Examples of unusual uses would include: a valuable signature, an historic document, legal evidence, or to blackmail someone. Of course, some will not be worth the paper they are written on. Keep in mind the potential value when assigning it to a level.

Blank Scroll The first person to write on it will be the only person able to either write further on it, or to erase the writing already there. Otherwise, the writing may not be altered or erased (even with a Dispel Magic) without destroying the scroll itself. The next person to touch the scroll after this initial writing on the scroll will gain the ability to make the original border of the scroll glow blue, thus allowing the scroll to be used to verify identity. It can be used as a letter of introduction, an important letter sent by courier, a check, etc.

Map to Treasure It has written on it a drawing and/or instructions which should enable the reader to get to the location of a treasure. There is no specific great danger guarding the treasure, but this does not mean that you will not find danger on the way, particularly if you make a mistake. Usually it is a matter of a hidden and/or inaccessible

location. Naturally there are often secret entrances, secret doors, secret panels, locks, and traps. Treasure is here used in the broad sense of anything of great value. Examples would include: gems, jewelry, coins, magical items, a valuable piece of information, fine works of art, rare spices or substances, an important prisoner, etc. (Keep in mind the value of the treasure when assigning a level to the map.) Only rarely will the map clearly state what the treasure is. At its simplest the scroll will contain a clearly drawn map as well as clear and complete instructions in one or more well known languages; however, most maps to the more valuable treasures will have one or more of the following difficulties:

1. Written in Magic, requiring a Read Magic
2. Invisible writing, requiring a Detect Invisible. Often most of the writing is visible and seems complete.
3. Little known or Dead language (Read Languages useful)
4. Riddle or poem with obscure references (Legend Lore useful)
5. Part of the original map destroyed or elsewhere
6. Partially obsolete, due to changes since it was written
7. Key point or instruction left out, often on purpose
8. Trapped via Explosive Runes, contact Poison, an unusual Curse or Geas, etc.

Map to Treasure & Danger As above, except there is a specific danger associated with the treasure. Often there will be underlings or a monster (e.g. Argus Sphere, Golem, etc.) left by the owner to guard the treasure. Other times the owner (e.g. Evil High Priest, Dragon, etc.) will be there himself to dispute ownership personally. Finally there may be many highly dangerous traps. Of course sometimes there will be all three.

Map to Danger As above, except that there is no treasure. The thing of value may have been moved, stolen, destroyed, decayed/spoiled, or lost its value due to new discoveries or changing tastes. (On the other hand, there may never have been a treasure; someone may have had his own reasons for laying a false trail.)

Cursed Scroll Roll on the Curse Table. (Remember to limit the level of the curse appropriately.) The curse is activated when an attempt is made to read the scroll. There is no saving throw.

Calendar There will magically always be a red circle around the current date.

Mirrored Scroll To those other than the user, this appears to be an ordinary piece of parchment. The user will be able to see reflections on the inner surface of the scroll, as if it were a mirror, except that he will never see his own reflection, but will be invisible to himself. Thus, he can watch behind him while seeming engrossed.

Scroll of Mapping This scroll will automatically map one dungeon level or structure that the user is exploring. The scale used will allow the mapping of a square area of side 5 feet times D100, depending on the particular scroll. When opened by a particular user for the first time, it will appear blank. It will start mapping where the user opens it, and will start in the middle of the square sheet. It will only map the area that will fit on the sheet. When closed or handed to someone else, the information will be stored until the same user opens it again. It will maintain a separate map for each user, so that it can map an unlimited area, given a large enough party.

Explosive Runes Reroll to see which type of scroll has been protected in this fashion. See the third level Magic User spell. Treat as having been cast by an MU of level 4+2D4.

Potions

Usable by: *All Classes*

Default Level: *none*

01-04 Poison Potion	81-82 Cure III Potion ²
05 Phase Spider Poison	83 Growth Potion ²
06-15 Delusion Potion R	84 Diminution Potion ²
16-22 Cure Minor Wounds Potion	85 Polymorph Potion ² ◦
23-28 Invisibility	86 Potion of Fire Giant Strength ²
29-33 Potion of Ogre Strength	87 Potion of Fire Resistance ² †
34-38 Potion of Kobold Strength R	88 Potion of Cold Resistance ² †
39-43 Potion of Levitation ◦	89 Potion of Crushing Resistance ² †
44-47 Cure Light Wounds Potion	90 Potion of Lightning Resistance ² †
48-51 Potion of ESP ◦	91 Cure IV Potion ² †
52-55 Potion of Flying ◦	92 Potion of Cloud Giant Strength ³
56-59 Potion of Water Breathing ◦	93 Potion of Storm Giant Strength ³
60-63 Potion of Haste ◦	94 Potion of Gaseous Form ³
64-65 Potion of Slow ◦	95 X-ray Vision Potion ³
66-68 Cure II Potion	96 Potion of Immunity to Fire †
69-71 Plant Control Potion ²	97 Potion of Immunity to Cold ³ †
72-74 Potion of Hill Giant Strength ²	98 Potion of Immunity to Lightning ³ †
75-76 Potion of Stone Giant Strength ²	99 Potion of Immunity to Crushing ³ †
77-78 Potion of Frost Giant Strength ²	00 Oil of Etherealness ³
79-80 Paralysis Potion ²	

◦ = as per the MU spell † = as per the Clerical prayer

Potions will give the user various effects, depending on the type. The entire potion must be drunk to be effective, but a small portion may be sampled to determine the type. Unless otherwise specified (as by reference to a spell) potions have a duration of one hour. If the potion description refers to a spell, the effect is as for a sixth level spell caster (even if a sixth level could not cast the spell).

Poison Potion When drunk from the original flask, this potion will poison the victim, no saving throw. He will take D6 damage the first round, and one point each subsequent round, until he makes his saving throw (Physical). The victim receives one chance to save every 20 melee rounds if man sized, every ten rounds if larger. If poured into food, etc. a physical saving throw applies, and the poison may be detected.

Phase Spider Poison As above, but the initial surge is 3D6, and the victim takes D6 per melee round.

Delusion Potion This will appear to be another type of potion (roll for which one) until used in earnest. The effects will then be a deception which will fool only the user.

Cure Minor Wounds Potion This potion will cure D4 damage off the user, instantly and without a saving throw.

Invisibility This gives the user the benefits of the Magic User spell, INVISIBILITY, but for not more than one hour.

Potion of Ogre Strength This imbiber receives a strength of 17 for the potion duration.

Potion of Kobold Strength This will appear to be another strength potion (roll a D6 for the giant strengths), but when used in earnest it will give the user a strength of 6.

Cure Light Wounds Potion As per the Cure Minor Wounds Potion, but the D6+1 are cured.

Cure II Potion As per the Cure Minor Wounds Potion, but 2D6 are cured.

Plant Control Potion The user may control D6 plants within a 3" radius of himself, or up to 1" square of vines, ground cover and the like. Otherwise, the limitations are as the Nature spell, Control Plants.

Potion of Hill Giant Strength The user acquires a strength of 21 (+20% to hit, and +6 on damage).

Potion of Stone Giant Strength The user acquires a strength of 22 (+28% to hit, and +7 on damage).

Potion of Frost Giant Strength The user acquires a strength of 23 (+32% to hit, and +8 on damage).

Paralysis Potion This potion will appear to be one of the useful ones, but when used in earnest, the victim will be paralyzed for the duration of the potion.

Cure III Potion As per the Cure Minor Wounds Potion, but 3D6 are cured.

Growth Potion Unlike most potions, this one will be effective in proportion to the amount drunk. The user will grow to ten times his normal size, but will not gain the proportional strength. He will be able to move normally, however. At least 10% of the potion must be drunk to be effective, and growth will then be 10% of normal size for each 1% drunk.

Diminution Potion This acts in complete analogy to the Growth Potion, but in reverse.

Polymorph Potion As per the Magic User spell: Polymorph Self.

Potion of Fire Giant Strength The user acquires a strength of 26 (+44% to hit, and +11 on damage).

Cure IV Potion As the Cure Minor Wounds Potion, but 4D6 are cured.

Potion of Cloud Giant Strength The user acquires a strength of 29 (+56% to hit, and +14 on damage).

Potion of Storm Giant Strength The user acquires a strength of 30 (+60% to hit, and +15 on damage).

Potion of Gaseous Form The user's body is transformed into an odorless and harmless gas, which the user can direct to travel at a speed of up to 3". Normally, all clothing and items are left behind. While in gaseous form, the user is invulnerable to simple physical attacks, but could be sucked into a bottle and trapped. The user may end the duration at any time, taking three melee rounds to coalesce.

X-ray Vision Potion Gives the ability as per the ring of that name.

Oil of Etherealness By rubbing this oil over his body, the user becomes ethereal, as per the armor of that name. The oil extends into the ethereal plane and can be handled by the user, but most other material substances may not be handled.

Books & Decks

Usable by: *All Classes*

Default Level: *none*

01-05 Informational Book	74-75 Coercive Deck of Few Things
06-07 Explosive Runes on Book ‡	76-77 Special Deck of Few Things
08-09 Cursed Book ‡	78-82 Deck of Several Things ²
10-13 Manual of Recognizing Opportunities	83 Coercive Deck of Several Things ²
14-17 Manual of Gainful Exercise	84 Special Deck of Several Things ²
18-21 Manual of Bodily Health	85 Marked & Stacked Deck ²
22-25 Manual of Quickness of Action	86 Intelligent Deck ³
26-29 Tome of Understanding	87-89 Deck of Amber Trumps ⁴
30-33 Tome of Clear Thought	90 Manual of Golems ⁵ R
34-37 Tome of Leadership & Influence	91 Book of Finite Spells ⁵
38-41 Tome of Remedial Magic	92 Book of Infinite Spells ⁶
42 Book of Puerile Nonsense	93-94 Libram of Priestly Virtue ⁷ R
43-47 Book of One Prayer	95-96 Libram of Thaumaturgical Expertise ⁷
48-57 Book of One Spell	97 Manual of Puissant Skill at Arms ⁷
58-60 Marked Deck	98-99 Deck of Many Things ⁷
61-63 Stacked Deck	00 Deck of Many Many Things ⁸
64-73 Deck of a Few Things	

‡ = Reroll for which type of book is cursed/trapped.

Magical Books are rarely labeled in any way, and must usually be read to have any affect. With the exception of books of spells and prayers, Magical Books must be thoroughly read to have the desired effect, often requiring one

or more weeks to read. Once read, they will vanish unless otherwise specified. Negative effects will occur if even a few sentences are read, and the book will not vanish. Not all books on this list are magical, however.

Decks appear to be ordinary decks of playing or fortune-telling cards. It is generally impossible to tell one deck from another except by experiment; they all appear to be full 52-card decks. We use the following abbreviations:

A	= Ace	J	= Jack	Q	= Queen	K	= King
S	= Spades	H	= Hearts	D	= Diamonds	C	= Clubs
Jok	= Joker	Blk	= Blank				

Informational Book It has written in it either some information or a message. Originally it may have been someone's notes, reports, or diary. It could be an expedition log, or a wizard's laboratory book. It may have been published, but copies are now rare or nonexistent in this part of the world. The more valuable ones will usually have one or more of the following difficulties:

1. Written in Magic, requires Read Magic;
2. Invisible writing, requiring a Detect Invisible; (often most of the writing is visible and seems complete)
3. Little known or Dead language (Read Languages useful);
4. Obscure references, perhaps in the form of a poem (Legend Lore useful);
5. Part of the original book is destroyed or elsewhere;
6. Partially obsolete, due to changes since it was written;
7. Written in a code, often personal;
8. Trapped via Explosive Runes, contact Poison, an unusual Curse or Geas, etc.;

Examples would include: gossip, treatises on magic, military information, historical information, and geographical information. It will be similar to the similar type of Scroll, except for length. Some will be of value to large number of people, while others will be of value to only a few people or even just one person. It will often take imagination to find a use for it or the right person to whom to offer to sell it. Examples of unusual uses would include: adding to a collection of first editions, historical or legal data, or blackmail information. Of course, some will not be worth the paper they are written on. Keep in mind the potential value when assigning it to a level.

Explosive Runes on Book Reroll to see which type of book has been so trapped. If a Deck is rolled, reroll. A Magic User of level = Level of book + 3 + D6, has placed the 3rd level spell Explosive Runes on the book.

Cursed Book Reroll to see which type of book has had the curse placed on it. If a deck comes up, reroll. Determine the level of the curse as the Cursed Sword, limiting the Level of the Curse to that of the book. Assume the curse has been thrown by a Cleric of level = level of book +3 +D6. The curse is activated when an attempt is made to read the Book. There is no saving throw. Unlike with most cursed magical items, a Remove Curse can get rid of the curse on the Book (in a Level vs. Level Battle) without destroying it.

Manual of Recognizing Opportunities The reader gains +1 to his Luck. If not using Luck as a requisite, give a permanent +3% to saving throws and to rolls for treasure and such like.

Manual of Gainful Exercise When read, this book adds +1 to the user's strength.

Manual of Bodily Health When read, this book adds +1 to the user's constitution.

Manual of Quickness of Action When read, this book adds +1 to the user's dexterity.

Tome of Understanding When read, this book adds +1 to the user's wisdom.

Tome of Clear Thought When read, this book adds +1 to the user's intelligence.

Tome of Leadership & Influence When read, this book adds +1 to the user's charisma.

Tome of Remedial Magic It is usable by Magic Users and those able to cast Magic User spells. It allows the reader to learn any of the standard M.U. spells, of one specific level, he was unable to learn. In a campaign, the spells which are known by a Magic User are limited, usually by die rolls made as he reaches each level at which he gets a new level of spell. The Book would allow a M.U. to go back and fill in an important gap in his spell list. It can only be used by a Magic User of level sufficient to throw the level spell in question. Determine the Level of Spells to which the Book applies according to the table for the levels of Magic User Scrolls. After being used to learn one spell the Book vanishes.

Book of Puerile Nonsense A Magic User, or one able to throw Magic User spells, who reads this book will lose one point of Intelligence. A Cleric, or one able to throw Clerical Spells, who reads this book loses one point of Wisdom.

Book of One Prayer This scroll (or more rarely, book) contains a prayer written in such a way that it can be cast multiple times. Determine the spell as for a Clerical Scroll. Burnout chance: 10%, after which the book vanishes.

Book of One Spell This scroll (or more rarely, book) contains a spell written in such a way that it can be cast multiple times. Determine the spell as for a Magic User Scroll. Burnout chance: 10%, after which the book vanishes.

Marked Deck It takes one day in the possession of a new owner before it will function for him. The owner will be able to know the value of any card, merely by seeing any portion of its back. Usable only by one Thief at a time.

Stacked Deck It takes one day in the possession of a new owner before it will function. The owner will be able to deal any specific card from the undealt portion of the deck, regardless of the card's position in the deck. The owner may sense whether any specific card is in the undealt portion of the deck which remains in his hand. Usable only by one Thief at a time.

Deck of a Few Things Any one person may never pick more than once from this deck. If one attempts to pick more than once, he will be unable to do so. This Deck has a Burnout Chance of 40%, (i.e. there are 5 picks when the deck is new.) It has 8 cards. After each pick, the card returns to the deck.

- A. Gain 10% of your current experience points
2. Magic User Scroll of level 1.
3. Clerical Scroll of level 1.
4. Help from 4 dwarven F1s for one hour, when you call, once.
5. If you're a Thief or Fighter, you can turn any dagger into +2 (magical) for 1 hour, once, when you want.
6. Lose 5% of your current experience points.
7. One monster from Wandering Monster Table 4 attacks you with surprise. He and his equipment vanish when either of you dies.
8. Paralyzed for 80 minutes, no saving throw.

Coercive Deck of Few Things As above, except that your first pick forces you to pick until all available picks are exhausted. Each pick takes one melee round, and you cannot explain what is going on as you pick.

Special Deck of Few Things It is similar to the Deck of a Few Things, but one person may take as many of the available picks as he wants.

Deck of Several Things Any one person may never pick more than once from this deck. If one tries to do so, he will be unable to draw a card. This deck has a 25% Burnout chance (i.e. it has 8 picks when new.) It has 14 cards. After each pick the card returns to the deck.

- A. Gain 20% of your current experience points.
2. M.U. Scroll, of at most level (2).
3. Clerical, of at most level (2).

4. Help from 3 elven F3s for one hour when you call once. They each have D10 +1 magic arrows, which will vanish with them.
5. Other Scroll, of at most level (2)
6. One dose of a random Potion, of at most level (2) correctly labeled
7. Add +1 to a random non-prime requisite
8. You have a Luck of 18 for 10 minutes, when you call once.
9. If you are a Fighter, you may make any sword +2 magical, for one hour, when you call once
10. If you are a Thief, you can get either a Haste or Invisibility spell (not both) thrown on yourself when you call, once.
- J. Turned to stone, no saving throw.
- Q. Lose one point from a random non-prime requisite.
- K. You are attacked with complete surprise by a monster from the Wandering Monster Table = your level. It then attacks anyone else in sight until it is killed, whereupon it vanishes along with its equipment.
- Jok. Lose 10% of your current experience points

Coercive Deck of Several Things It is as above, except that your first pick forces you to pick again until all picks are exhausted. Each pick takes one melee round, and you cannot explain what is going on as you pick.

Special Deck of Several Things It is similar to the Deck of Several Things, but one person may take as many picks as he wants.

Marked & Stacked Deck Has the powers of both a Marked Deck and a Stacked Deck, see above.

Intelligent Deck It takes one day in the possession of a new owner before it will function. The deck is an expert player (able to beat all but a handful of humans in the world) of one particular card game. (This will usually be a popular gambling game that allows of skill, like Poker or Bridge.) The owner may allow the deck to make the decisions involved in playing the game. (It will telepathically inform the player of what actions he should take. It will not base its play on its knowledge of cards hidden from its owner.) Usable only by one Thief at a time.

Deck of Amber Trumps The Deck will have remaining in it D6 cards. (If the deck is in someone's possession, give a 50% chance that any missing cards have been picked by the owner and his friends.) When a pick is made from the deck, the card will have on it a portrait of the picker. This person's picture will remain on the card, regardless of who touches it subsequently. If two people exchange the cards, so that each has the other's picture, they may use the cards to communicate with one another. When each holds and concentrate on the card he has, the picture on the card will come to life, and each will see the other as well as what is behind him. They can then talk telepathically. When one concentrates to make contact, the other will sense it, provided he has the corresponding card on him. When in contact, one may draw the other through the card by grasping his arm: he will then be present in the flesh. He cannot bring anyone with him. This is error-free if done cooperatively. There is only a 5% chance of success for every level of difference that the higher level character can drag the lower level through willy-nilly.

Manual of Golems This volume explains how a Magic User or Cleric, as appropriate, can construct one of the various types of Golem. It contains spells necessary to animate the creation, and will vanish when the Golem is completed. The construction of the Golem is subject to the same considerations which apply to the manufacture of Magical Items in general.

Book of Finite Spells This is similar to the Book of Infinite Spells (see below), but the burnout chance for each page is 10% per level of the spell.

Book of Infinite Spells This book is several Books of One Spell and/or One Prayer rolled into one, with some additional special properties Any non-Magic User/non-Cleric takes 5D6 damage the first time that he handles the book. (High-level Rangers, etc. are no exception.) Any Magic User or Cleric who handles it will be aware of the

procedure for taking control: he must have full spell (prayer) points, all of which will be used as he concentrates on controlling the book. If the Book has no live owner, success is automatic; otherwise, a level-vs-level battle ensues, and the failure will cause the interloper 5D6 damage, and he may not try again for a month. Once established, control continues until relinquished or wrested away.

Each page of the book contains one spell (one side of the page only). When the book is open to that page, the user may cast the spell written thereon, without the use of spell or prayer points, and without regard to the location of the book. There is a 10% burnout on each page, and when the burnout occurs, the writing on it vanishes and the page turns if it can. If left open, the book is subject to accidental turning of the pages. The chance of this varies with the circumstances (is the book subject to wind? are there servants about?) but will be around 1% per month. The book has a mark, which enables it to be closed and reopened to the same page. Once a page is turned, it can never be turned back by any means, and the user will be telepathically aware of the new spell.

New Page Description

01-03 Burnout: All pages have been turned, and the book vanishes.	use.
04-25 Unusable: The page is blank or damaged beyond	26-50 Clerical Prayer: Roll as for a Clerical Scroll.
	51-00 Magic User Spell: Roll as for a Magic User Scroll.

Libram of Priestly Virtue This book is aligned to one of the religions. If a Cleric of that religion reads it, he will immediately gain a full level, becoming proportionately as far into the next as he is into the present level. No Cleric may go up more than one level in this fashion, but a second copy would still be useful to regain a lost level, or to dispel certain opposing influences, such as possession, on the Cleric. An opposing Cleric will lose a full level, much in much the same fashion, and must have the influence dispelled within a month (Dispel Evil/Good), or lose the same amount again. A Cleric who is neutral with respect to the book will lose only half a level, as will Magic Users, who will also take 3D6 damage. If using Good/Neutral/Evil alignment, we suggest the books: Book of Exalted Deeds, Book of Vile Darkness from *Greyhawk —or the —Dungeon Master's Guide*.

Libram of Thaumaturgical Expertise Magic Users who read it will gain a level of experience, as described under the Libram of Priestly Virtue. There is a 50% chance that it is aligned, in which case it acts according to the alignment of the Magic User as does the above Libram. Non Magic-Users who attempt to read this book will take 2D10 damage.

Manual of Puissant Skill at Arms Fighters who read it will gain a level of experience, as described under the Libram of Priestly Virtue. There is a 50% chance that it is aligned, in which case it acts according to the alignment of the Fighter as does the above Libram. Magic-Users who attempt to read this book will take 3D6 damage and lose 10,000 experience points.

Deck of Many Many Things It has a total of either 60 or 54 cards when new, depending on whether the GM wishes to roll a D60, or has a pack of cards to use. There is no limit to the number of picks. However, when a red card (heart or diamond) is picked it does not return to the deck. (Thus the percentage of bad cards continues to increase. The G.M. must keep a careful record, and reroll when red cards that have been previously picked come up.) The first time a given person touches the deck, he must make a mental saving throw to avoid taking a pick. The cards and their effects are listed below. The deck is standard, plus six blank cards which are jokes (55-60). These may be excluded if the Gamesmaster wishes to use a real deck.

D60	Card	Description
01	AH	Gain 50,000 experience points
02	KH	Choose any 1 Magical Item, level at most (5)
03	QH	Choose 1 Misc. Magical Item, level at most (4)
04	JH	F8 with +3 armor, shield, & sword, will aid you for 1 hour when you call once, (his equipment will vanish with him.)
05	10H	Choose 1 Sword of proper alignment, at most level (3), G.M determines Intelligence, Ego, & Powers as per normal
06	9H	Choose either 1 Magical Armor or Shield, at most level (3)
07	8H	Choose 1 Magical Ring, at most level (3)

- 08 7H Choose 1 Wand, of at most level (3)
- 09 6H Choose a Magical Gem, of at most level (3)
- 10 5H Set of 10 random labelled potions 1 dose each, of level at most (5)
- 11 4H Set of 3 random Scrolls, none Cursed or Explosive Runes (decide whether you want M.U., Clerical, or Other) of at most level (4)
- 12 3H Choose 1 Bow/Crossbow, Mace/Flail, Dagger, or Misc. Weapon, of at most level (3)
- 13 2H 50,000 gold pieces (no experience points)
- 14 AD Map to the richest treasure on the level of the dungeon equal to that of the picker
- 15 KD 5D6 pieces of non-magical jewelry
- 16 QD Random Scroll not cursed, at most level (4) (decide whether you want M.U. Clerical, or Other.)
- 17 JD Add +1 to any one requisite, your choice
- 18 10D Random Medallion of at most level (3)
- 19 9D Random Ring, of at most level (3)
- 20 8D Random Wand of at Most level (3)
- 21 7D Set of 10 Random Unlabelled Potions one dose each, at most level (5)
- 22 6D Random Magical Pair of Eyes, at most level (3)
- 23 5D 1 mass teleport to be used when you want you may take with you up to 100 individuals, within 100 feet
- 24 4D Random Misc. Magic Item, at most level (3)
- 25 3D Luck increases to 18 permanently
- 26 2D Random Book/Deck, of at most level (3) none Cursed or Explosive Runes
- 27 AC Alignment changes, (if Good goes to Neutral 2/3, Evil 1/3 chance, etc.)
- 28 KC Lose highest level Magical Item (including items you own, but do not have on you.)
- 29 QC Turned to stone, no saving throw
- 30 JC Lose one point from prime requisite
- 31 10C Teleported instantly to random spot on the planet
- 32 9C Receive the results of a Random Curse, no saving throw
- 33 8C Must take D10 picks from this Deck immediately, ignoring all else while you do
- 34 7C Polymorphed to a random creature of the same alignment, no saving throw
- 35 6C Become an Elf
- 36 5C Become a Dwarf
- 37 4C Become a Hobbit
- 38 3C Become a Human
- 39 2C All Your Items with Burnout Chances have 10% added. (i.e. those with charges have a +10% chance of Burning Out with each use)
- 40 AS Lose one experience level
- 41 KS F9 with +4 armor, shield, & sword, attacks you (when either of you dies, he and his equipment vanishes)
- 42 QS Death no saving throw
- 43 JS 1 monster from Wandering Monster Table 5, attacks with surprise
- 44 10S Receive the results of a random Curse, no saving throw
- 45 9S Lose 2 points of Constitution
- 46 8S Luck becomes 3
- 47 7S Lose D8 hit points permanently
- 48 6S All Magical Items, of level (5) or less, that you touch within the next 6 months, cease to function permanently
- 49 5S Sleep for 2 weeks, no saving throw; then function at 1/2 your level, for 6 weeks
- 50 4S Deaf for 3 months, no cure, no saving throw
- 51 3S Receive the results of a random Curse delayed for D6 weeks. The picker thinks he has drawn a blank card.
- 52 2S Lose all non-magical valuables, including what you own, but do not have on you
- 53 Jok. gain 25,000 experience points
- 54 Jok. gain 25,000 experience points
- 55 Blk. You get an invitation to PrinceCon.

56	Blk.	All coins on your person when you picked now have your image on them
57	Blk.	You are color blind for one week
58	Blk.	You get a set of 100 engraved calling cards
59	Blk.	You get a deck of playing cards with the face cards having images of you and those around you when you picked
60	Blk.	A bull's-eye centered on your heart will appear on whatever you are wearing for the next week, it will glow in the dark.

Magical Gems

Usable by: *All Classes*

Default Level: *none*

01-19 Diamond
20-38 Rubies
39-57 Opals

58-76 Emeralds
77-95 Sapphire
96-00 Fighter's Gem R

Magical Gems normally have a burnout chance of 20% (10 charges when new). If implanted in a crown of mithril (it requires 10 pounds of Mithril) this is reduced to a burnout chance of 5% (40 charges when new.) They are often employed in creating permanent (non-charged) items. Unless otherwise stated each use of a gem is good for one day.

Diamond

Usable by: *All Classes*

Default Level: *none*

01-15 Diamond of Crushing Resistance
16-18 Diamond of Greed
19-20 Diamond of Return
21-32 Diamond of Polymorph to Dwarf
33-44 Diamond of Illumination
45-56 Diamond of Perpetual Night
57-68 Diamond of the Light Fantastic

69-78 Diamond of Seeing ²
79-88 Diamond of Phantasms ²
89-94 Diamond of the Crushing Hands ³
95-97 Diamond of the Crushing Death ³
98-99 Diamond of the Shimmering Shield ⁴
00 Diamond of the Arena of Death

Diamond of Crushing Resistance When implanted in a metal suit of armor, it will give the wearer the benefits of the Clerical Spell. It has no Burnout chance.

Diamond of Greed The holder of the gem will have the desire to possess all diamonds (magical or not.) Upon seeing any diamonds, he must make a mental saving throw or he will do his best to gain possession of the diamond. Any diamonds that he has in his possession he will never willingly give up. He may only get rid of this Diamond via a successful Remove Curse, as versus a 14th level. It has no burnout chance.

Diamond of Return It is sensitized to the last person to possess it for 24 consecutive hours. He may, within 24 hours of last touching it, command the diamond to return to him. Maximum range is 10 miles. Each return uses one charge.

Diamond of Polymorph to Dwarf Allows the user to Polymorph Self (as per the MU spell) into a Dwarf.

Diamond of Illumination Equivalent to a Clerical Light Spell that moves with the gem. It may be switched on and off repeatedly within a day, but once used during a day, a charge is used.

Diamond of Perpetual Night Equivalent to a Clerical Darkness spell that moves with the gem. It may be switched on and off repeatedly within a day, but once used during a day, a charge is used.

Diamond of the Light Fantastic It creates a multi-colored display of dancing and whirling lights. All within line of sight, who fail to make a mental saving throw, are minus 20% on hit probability. Duration: 6 plus level of user melee rounds. Usable only by Thieves.

Diamond of Seeing By looking through it, the user can see secret doors and invisible objects. It has no Burnout chance.

Diamond of Phantasms The user may identify phantasms or illusions by looking through the gem (this function does not use a charge). For a charge, he may create Phantasmal Forces, as per the MU Spell, duration as per the MU spell.

Diamond of the Crushing Hands The user may attempt to crush one victim for 6D6 of damage, subject to a physical saving throw. The results of the saving throw depend on how the GM runs Fireball. If a save vs. Fireball would result in half damage, then allow no save vs. Crushing Hands. If a save vs. Fireball would result in no damage, then a save vs. Crushing hands would result in 1/2 damage. Range: 12". It will not work on non-corporeal beings, Giant Slugs, Ochre Jelly, Black Pudding, and other creatures without solid bodies.

Diamond of the Crushing Death The holder of this gem takes, with no saving throw allowed, 3 + his level of D6's of crushing damage. Crushing Resistance will remove the first 3 damage dice.

Diamond of the Shimmering Shield The user may raise a shimmering shield, which acts as a force shield, which prevents the passage either way of physical effects (creatures, missiles, fireballs, etc.), except for a slow movement of air. However, it would allow the passage of Mental Spells (e.g. ESP, Hold Person), detection spells (e.g. Detect Magic, Detect Good), and spiritual effects (e.g. Cause Wounds, Cure Wounds, Finger of Death). Those outside may not see in, and those inside may not see out. It can be brought down via 100 hit points of damage inflicted by either melee or spells. Treat the shield as if A.C. 0 versus melee. The following spells will damage the wall: Fire Ball, Lightning Bolt, Snowball, and Magic Missile. Attacking the shield does no damage to those within. The shield is a sphere 5 feet in radius. Thus the holder of the gem could move at normal speed. If a second person is inside the sphere with him, reduce movement to half of the minimum of their speeds. If a third person is inside, no movement is possible.

Diamond of the Arena of Death This appears to be a Diamond of Shimmering Shield. In fact it raises a double shield. The outer one is an actual Shimmering Shield, while the inner one is the Barrier of the God of Arenas. Each individual inside will separately find himself apparently in an circular arena (actually a half-sphere) with a diameter of 600 yards. He is matched against a member of his own class and level in a fight to the death. Equip the opponent as per the Wandering Party system. They will start D100 times 10 feet apart. If the character wins, he will be rewarded with a magical item (roll as if the character were the leader of a Wandering Party).

Rubies

Usable by: *All Classes*

Default Level: *none*

01-15 Ruby of Fire Resistance

16-18 Ruby of Greed

19-20 Ruby of Return

21-32 Ruby of Life

33-44 Ruby of Melting Metals

45-56 Ruby of the Flaming Weapon

57-68 Ruby of Heating Objects

69-78 Ruby of the Blinding Flash ²

79-88 Ruby of Calling Fire Creatures ²

89-90 Ruby of Calling Hostile Fire Creatures ³

91-96 Ruby of Casting Fireballs ³

97-99 Ruby of Fiery Death ³

00 Ruby of Immolation ⁴

Ruby of Fire Resistance When implanted in a metal suit of armor, it will give the wearer the benefits of the Clerical spell. It has no burnout chance.

Ruby of Greed as per the Diamond, but applies to Rubies.

Ruby of Return as per the Diamond.

Ruby of Life When a drop of blood from an individual is placed in the gem, it will glow. It will continue to glow for the next month, if that individual remains alive. The gem may only be sensitized to one person at a time. (One charge per sensitization.)

Ruby of Melting Metals The Thief may melt non-magical metals at the rate of 10 Gold Pices weight per melee round. Each charge is good for 50 consecutive melee rounds.

Ruby of the Flaming Weapon Allows the wielder to flame any weapon he holds for a period of one hour. Bonus in combat is as per the sword of that name (plus %5 on hit probability, plus 10% on hit probability and plus 2 to damage versus Trolls and Ents, plus 15% on hit probability and plus 3 to damage versus Undead and Plant Creatures.

Ruby of Heating Objects In 10 melee rounds it will heat one solid object to about 200 degrees fahrenheit. The maximum weight is 500 gold pieces per level of the user. Duration: 12 hours. Range: 24”.

Ruby of the Blinding Flash For the use of a charge, The user may create a flash of light. Those within 6 of the user, and in line of sight of the user, must save (vs. Physical), or be blind for 2D6 melee rounds. (The user is not immune.) Those facing away or with their eyes closed get plus 20% on their saving throws.

Ruby of Calling Fire Creatures When this gem is used, all fire-based or fire-using creatures within 36” will do their best to come by ordinary means. Upon arrival they will do their best to aid the holder of the gem. When the effect ends, or the holder of the gem dies, the summoned creatures will attempt to peacefully return whence they came, unless molested. Duration: 12 plus level of the user melee rounds after the first arrives.

Ruby of Calling Hostile Fire Creatures As above, except that the arriving creatures will do their best to harm the holder of the gem.

Ruby of Casting Fireballs The MU may cast one 6D6 Fireball as per the MU spell (per charge).

Ruby of Fiery Death The holder of the gem takes (no saving throw allowed!) 3 plus his level of D6’s of fire damage. Fire Resistance will remove the first 3 dice of damage.

Ruby of Immolation The user may cause his body to burst into flames, causing victims who come into contact 2D6 of damage (double this to cold-based creatures and Undead). (See the Grappling Rules, under Engaging and the Use of Whips, for a method of GMing his attempts to bring his body into contact with others.) Each use of the gem allows Immolation during the following hour.

Opals

Usable by: *All Classes*

Default Level: *none*

01-15 Opal of Resistance to Poison
 16-18 Opal of Greed
 19-20 Opal of Return
 21-32 Opal of Alarm
 33-44 Opal of Detecting Poison
 45-56 Opal of Seeming Innocence
 57-60 Opal of Obvious Guilt R

61-72 Opening Portals ²
 73-82 Opal of Disguise ³
 83-88 Opal of Producing Poison ³
 89-91 Opal of Poisoning Death ³
 92-97 Opal of Hallucinatory Terrain ³
 98-00 Opal of Beguiling ⁴

Opal of Resistance to Poison When implanted in a metal suit of armor, it will give the wearer the benefits of the Clerical Spell. It has no burnout chance.

Opal of Greed as per the Diamond, but applies to Opals.

Opal of Return as per the Diamond.

Opal of Alarm The user will be able to take immediate full counteraction, as soon as someone decides to attack him, even when he is surprised or sleeping. (This requires discretion on the part of the GM, to decide exactly when the gem is alerted.) Each charge guards the user for 24 hours.

Opal of Detecting Poison It will tell the user of the presence of poison, and which type. Range: 10. Duration: 1 turn.

Opal of Seeming Innocence Each use, gives the user a temporary effective charisma of 19, for purposes of convincing others he is innocent of any misdeed. (It will be of no avail if there is undisputable physical evidence that he is guilty.) The additional charisma lasts only for one hour per use of the gem, but those who are convinced remain so.

Opal of Obvious Guilt It acts as some other type of Opal. However, in addition each time it is used, the user will be suspected of any misdeed he could have committed during the 24 hours following the use of the gem. He need not have had any connection with the misdeed, but it must be at least possible for him to have done it. Alibies will tend to be disbelieved.

Opening Portals Each charge is good for one portal. Normal portals open at once. Held portals (as per the first level MU spell) open after D4 melee rounds. Wizard Locked portals (as per the 2nd level MU spell) open after the level of the caster of the Wizard Lock in melee rounds.

Opal of Disguise the Thief may make himself appear to be another similar being of similar size. In order to fool a member of that species, you must have had a chance to carefully study the specific model. This Gem only affects visual details.

Opal of Producing Poison Each use of a charge allows the MU to make doses of poison, so that their levels add up to his or less. (For example, a MU6 could make 6 doses of a 1st level Poison, or 3 doses of a 2nd level poison, etc.) It takes one day per level of the poison for each dose. The poison remains potent for one week per level. A standard poison potion is a third level poison. Other levels are proportionately stronger or weaker.

Opal of Poisoning Death The holder of the gem takes (no initial saving throw allowed) 3 plus his level of doses of poison, each dose of which does 1 hit point per melee round, with possibilities to save every ten melee rounds. Each dose must be saved against separately. Resistance to Poison will remove the first 3 doses.

Opal of Hallucinatory Terrain Each charge allows the user to throw one Hallucinatory Terrain, as per the MU spell, with maximum zone of effect: 5" x 5".

Opal of Beguiling When the user activates this gem, it works for the next 24 hours. Each person who views the gem and fails a Mental Saving throw will believe the wearer to be his best friend or most respected mentor. Despite any evidence to the contrary, he will continue to act as he would if the wearer were this particular individual (although he might be forced to conclude that the wearer is not in his right mind, traveling incognito, etc.) The effect will be broken by any attempted attack on the viewer by the wearer. In general, this gem will not give command authority.

Emeralds

Usable by: *All Classes*

Default Level: *none*

01-15 Emerald of Cold Resistance

16-18 Emerald of Greed

19-20 Emerald of Return

21-32 Emerald of Concealment from Infravision

33-44 Emerald of the Hermit

45-56 Emerald of Closing Portals

57-68 Emerald of Cooling Objects

69-78 Emerald of Calling Cold Creatures ²

79-80 Emerald of Calling Hostile Cold Creatures ²

81-90 Emerald of Viewing Past ³

91-96 Emerald of Casting Snowballs ³

97-99 Emerald of Icy Death ³

00 Emerald of Escape ⁴

Emerald of Cold Resistance When implanted in a metal suit of armor, it will give the wearer the benefits of the Clerical Spell. It has no Burnout chance.

Emerald of Greed as per the Diamond, but applies to Emeralds.

Emerald of Return as per the Diamond.

Emerald of Concealment from Infravision The user can not be seen via infravision. Ordinary vision is not affected.

Emerald of the Hermit Reveals any hidden, invisible, or faded writing on a scroll or book. It also has a 5% chance, per point of Intelligence of the user, of revealing the general nature of a Magical Book. Each charge is good for one book, and the effect will last one day.

Emerald of Closing Portals Closes and locks the portal as the MU spell Wizard Lock as cast by an MU of level seven or the user's level, whichever is higher.

Emerald of Cooling Objects In 10 melee rounds, it will cool one solid object to about -30 degrees Fahrenheit. The maximum weight is 500 Gold Pieces per level of the user. It may also be used to freeze water; it will produce a maximum of 750 cubic feet of ice per level of the user. Duration: 12 hours. Range: 24.(If someone is in contact with a metal object at 30 below, then give him 1 hit point per melee round, as well as a 1/6 chance per melee round that it will stick to his skin, doing D8 hit points when removed.)

Emerald of Calling Cold Creatures When this gem is used, all cold-based or cold-dwelling creatures within 36" will do their best to come by ordinary means. Upon arrival they will do their best to aid the holder of the gem. When the effect ends, or the holder of the gem dies, the summoned creatures will attempt to peacefully return to from whence they came, unless molested. Duration: 12 plus level of the user melee rounds after the first arrive.

Emerald of Calling Hostile Cold Creatures As above, except that the arriving creatures will do their best to harm the holder of the gem.

Emerald of Viewing Past The user may see what occurred at a specific time up to 24 hours in the past. Past events are seen at real speed and take the usual time to unfold. He may see events he would have seen from his present location by looking through the gem. Duration: 10 minutes per level of the user.

Emerald of Casting Snowballs The MU may cast one Snowball (per charge) as would a 6th level MU.

Emerald of Icy Death The holder of the gem takes (no saving throw allowed!) 3 plus his level of D6's of cold damage. Cold Resistance will remove the first 3 dice of damage.

Emerald of Escape it allows the Thief to act as a Thief four levels higher than his true level for purposes of Thieving abilities only. Each charge is good for 6 consecutive hours.

Sapphire

Usable by: *All Classes*

Default Level: *none*

01-15 Sapphire of Lightning Resistance
 16-18 Sapphire of Greed
 19-20 Sapphire of Return
 21-32 Sapphire of Predicting Weather
 33-44 Sapphire of Tracing Sendings
 45-56 Sapphire of Flight Disruption
 57-68 Sapphire of Velocity Finding

69-80 Sapphire of Silence ²
 81-82 Sapphire of Distant Echoes ²
 83-88 Sapphire of Casting Lightning Bolts ³
 89-91 Sapphire of Electrocution ³
 92-97 Sapphire of Flight ³
 98-00 Sapphire of Controlling Weather ⁴

Sapphire of Lightning Resistance When implanted in a metal suit of armor, it will give the wearer the benefits of the Clerical Spell. It has no burnout chance.

Sapphire of Greed as per the Diamond, but applies to sapphires.

Sapphire of Return as per the Diamond.

Sapphire of Predicting Weather The user may predict the weather, within a radius of 5 miles per level of the user, and for a period of 6 hours per level of the user. It will not predict the weather if it is altered by magical means.

Sapphire of Tracing Sendings This gem is useful in finding the source of an Invisible Stalker, Aerial Servant,

etc. If it is activated when the creature in question is within 24", the user will know the direction to the person who summoned the creature. He will continue to get the current direction for 1/2 day per level of the user.

Sapphire of Flight Disruption May be used to bring down any flying or levitating being. If the victim is attempting to remain in the air, he will fall at 30' per melee round that the gem is working on him. (This is not fast enough to do any damage.) Usable against one creature at a time. Range: line of sight.

Sapphire of Velocity Finding The user gets the speed and direction of movement, as well as the distance from him, of the nearest object in line with his vision through the gem. It has no burnout chance.

Sapphire of Silence The Thief may move silently. Duration is the level of user half hours.

Sapphire of Distant Echoes Seems to be another type of Sapphire; however, it attracts monsters by causing echoes at extremely great distances (in either the dungeon or the wilderness). Roll for Wandering Monsters twice as often as usual.

Sapphire of Casting Lightning Bolts The MU may cast one 6D6 Lightning Bolt as per the MU spell (per charge).

Sapphire of Electrocution The holder of the gem takes (no saving throw allowed!) 3 plus his level of D6's of lightning damage. Lightning Resistance will remove the first 3 dice of damage.

Sapphire of Flight It allows the user to fly at 24".

Sapphire of Controlling Weather The user may control weather, as per the Magic User spell, once per charge.

Fighter's Gem

Usable by: *Fighters*

Default Level: *none*

01-40 Weapon +1

41-46 Weapon -2

47-70 Defense +1

71-74 Defense -1

75-87 Weapon +2 ²

88-97 Defense +2 ²

98-00 Weapon +3 ³

Fighter's Gems can be any type of gem. When embedded in any nonmagical weapon or suit of armor, they will give the indicated bonus. They are usable by Fighters only. They have no burnout chance.

Other Magic

Gauntlets & Gloves

Usable by: *All Classes*

Default Level: *none*

01-10 Gauntlets of Dexterity

11-14 Gauntlets of Fumbling

15-24 Gauntlets of Ogre Power

25-34 Gauntlets of Swimming & Climbing

35-42 Gloves of Manipulation

43-48 Gloves of Silence

49-52 Gauntlets of Strangulation

53-61 Gloves of Concealment

62-70 Remote Gloves

71-76 Gauntlets of Removing Traps +15%

77-82 Gauntlets of Picking Locks +15%

83-86 Gauntlets of Picking Locks & Removing Traps ²

87 Gauntlets of Adhesion ²

88 Dwarven Gauntlets ²

89-91 Gauntlets of Removing Traps +30% ²

92-94 Gauntlets of Picking Locks +30% ²

95-96 Gloves of Power ³ R

97-98 Strangler's Gloves ³

99-00 Gloves of Crushing ³

Generally both members of a pair of Gauntlets must both be worn in order to gain their benefits.

Gauntlets of Dexterity add +2 to the wearer's dexterity for as long as they are worn.

Gauntlets of Fumbling These appear to be some other type of Gauntlets, until used in a crucial situation. They will then reduce the wearer's dexterity to 3, and cause him to drop things (as his sword) at the wrong moment, and so on. He may hold onto something for D6 rounds if he makes a physical save. Once revealed, they will continue to so act and can only be removed as a curse from a 12th level Cleric.

Gauntlets of Ogre Power The wearer has a strength of 17, regardless of his normal strength.

Gauntlets of Swimming & Climbing The wearer may swim for extended distances or in the roughest of conditions without tiring or faltering. He may climb walls with no obvious holds 95% of the time, with adjustments for distance and difficulty as for a thief.

Gloves of Manipulation (Also affectionately known as Mickey Mouse Gloves.) When placed on the appropriate part of some handless creature of approximately human size, they give the creature full dexterity as if he had human hands.

Gloves of Silence When these gloves are worn, their index fingers can be used to stop up the wearer's ears. He will then be immune to attacks that work via his hearing, such as Horn of Deafness, Harpies Song, Lamias Whistle, Chime of Peace, Pipes of Subdual, Rumba Drums, Drums of Panic, Lyre of Truth, etc.

Gauntlets of Strangulation They appear to be some other type of Gauntlet, but each time the wearer is injured (has taken 10% or more of his remaining hit points) there is a 1/6 chance that he will lose control of himself. He will then attempt to strangle the nearest being he has known for at least a day. (If none is available he will strangle himself.) Run the strangling as per Strangler's Gloves (see below). Once these Gauntlets have shown their true nature, they may only be removed via a successful Remove Curse, as versus a 16th level.

Gloves of Concealment They add 20% to the Thief's base chance of picking a pocket, palming an item, etc.

Remote Gloves The user may create and control a pair of small humanoid hands at a distance from him. The hands are invisible to all but the user. Once created the hands remain in one location. They can hold up to 200 lbs. of stress, but can't be used to hold onto an unwilling living creature. The hands last as long as the user continues to concentrate on them. Usable once per day. Range: 3".

Gauntlets of Removing Traps +15% They increase the Thief's base chance of removing a trap by 15%. (They will only add to the roll for the first Thief who attempts to use them on a particular trap. If he fails, this shows that the Gauntlets are of no help against this particular Trap. Thus passing the Gauntlets around will do no good.)

Gauntlets of Picking Locks +15% As above, except they aid in picking locks rather than removing traps. As above, passing them around will do no good.

Gauntlets of Picking Locks & Removing Traps These combine the functions of the two Gauntlets, +15%.

Gauntlets of Adhesion They appear to be some other type of Gauntlet, until they reveal their true nature. Whenever something of stone is touched (e.g. dungeon walls, floors, some doors, etc.), there is a 1/6 chance that the glove will stick to the stone and stick for 2D6 turns. Once their true nature has been revealed, they may only be removed via a successful Remove Curse, as versus a 16th level.

Dwarven Gauntlets When these Gauntlets are worn by a dwarf, any Magical Warhammer will return when he throws it. (The warhammer does not gain any of the other properties of a +3 warhammer.)

Gauntlets of Removing Traps +30% As the Gauntlets of Removing Traps +15%, but add 30% instead.

Gauntlets of Picking Locks +30% As the Gauntlets of Picking Locks +15%, but add 30% instead.

Gloves of Power They will be either fire-based or cold-based, 50% each. The wearer may strike with the gloves as a D6 weapon, no adjustment for weapon type vs. armor class, but damage bonus applies, of course. The fire-based Gloves will cause double damage to undead and to cold-based creatures, and half damage to fire-based creatures. Treat cold-based gloves correspondingly. Also if the wearer casts a fire-based or cold-based spell (whichever applies) add +1 to each die of damage. (The wearer must already possess the ability to cast the spell.)

Strangler's Gloves If the user grapples using these gloves, he will be able to seize the victim's throat (given success

in grappling). The Gloves will then strangle the victim in his Constitution-D10 melee rounds, unless they are removed as per breaking a Wizard Lock. (A Knock spell will work, as well as brute force.) The wearer may not remove his hands from the gloves while they are strangling, nor can he stop them, and they will continue to strangle even if the wearer dies. Creatures with no necks, or that don't breathe, will be unaffected. If the user can't reach the neck, or get his hands around it, the gloves won't work.

Gloves of Crushing The user may attempt to use the Crushing Hands against one victim, doing 10D6 damage, subject to a physical saving throw. The results of the saving throw depend on how the GM runs Fireball. If a save vs. Fireball would result in half damage, then allow no save vs. Crushing Hands. If a save vs. Fireball would result in no damage, then a save vs. Crushing hands would result in 1/2 damage. Range: 12". It will not work on non-corporeal beings, Giant Slugs, Ochre Jelly, Black Pudding, and other creatures without solid bodies.

Bracers

Usable by: *All Classes*

Default Level: *none*

01-20 Bracers of Armor Class 6
21-40 Bracers of Armor Class 4
41-45 Bracers of Armor Class 12
46-55 Bracers vs. Teleport ²
56-70 Bracers of Protection ²
71-73 Bracers of Prints ²

74-85 Bracers of Armor Class 2 ³
86-92 Bracers of Poisonous Touch ³
93-96 Bracers of Cooperation ⁴
97 Bracers of Ronkel ⁴
98-99 Bracers of Armor Class 0 ⁵
00 Bracers of Energy Storage ⁶

Unless otherwise stated, both members of the pair of Bracers must be worn to be effective.

Bracers of Armor Class N These Bracers give the indicated armor class, regardless of the armor actually worn. Magical Rings and the like will add to their protection.

Bracers of Armor Class 12 To every test they will appear to be bracers of a higher armor class. They will function as indicated only in actual battle.

Bracers vs. Teleport Within 100' radius of the wearer there is no teleporting either out or in. This includes teleporting by the wearer. This includes via Dimension Door, Transport Tokens, etc.

Bracers of Protection Allows the wearer to throw up any one of the following Protections as per the corresponding scroll: Lycanthropes, Magic, Undead, Elementals, or Demons. Usable once per day.

Bracers of Prints They are cursed, and may only removed via a Remove Curse vs. 14th level. Whenever the wearer touches anything with his hands (wearing gloves doesn't help) he will leave a glowing copy of his finger prints, which will only fade after one day.

Bracers of Poisonous Touch The wearer of these Bracers gains a poisonous touch. Anything he hits with his bare hand must save or suffer the effects of 1 dose of standard poison. (Standard poison has an initial surge of D6 hits, followed by 1 hit per melee round. After the initial chance to save, you get additional chances every 20 melee rounds.) Treat a bare hand as a -2 dagger for purposes of computing hit probability.

Bracers of Cooperation Unlike most pairs of bracers, this pair is only effective when each member of the pair is worn by a different person, each of whom must be a Magic User, or able to throw Magic User spells. They will immediately feel that they are somehow in touch with one another over a 3" range; however, it will take 24 hours before they develop a true rapport. Thereafter, they can cooperate in the throwing of spells. Any level dependent effects (such as the dice of damage of a Fireball, or the duration of a Wall of Ice) will be determined by adding their levels as Magic Users. One of the Magic Users must cast the spell as he normally would, using the normal number of spell points; the other must simply concentrate on helping the other cast his spell, and need not know nor even be high enough level to cast it. Range 3".

Bracers of Ronkel Twenty-four hours after putting on these bracers, the victim will be unresurrectable as per the Curse of Ronkel. He will be aware of the Curse, and of the way to avoid it, which is to get a member of his own race to put on the bracers before the twenty-four hours are up, whereupon the new victim will be in the same fix.

Thereafter, the original victim will always recognize that pair of bracers, for if he dons them, the curse will fall with no delay. The Curse of Ronkel does not kill its victim, but when he next dies he may never come back by any means (including Raise Dead Fully, Resuscitate, Reincarnation, Clone, Wish, Divine Intervention, etc.) This Curse can only be removed by a Remove Curse as versus a 20th level.

Bracers of Energy Storage They allow a Magic User, or one able to throw Magic User spells, to store up to his Intelligence in Spell Points for later use. He must, of course, expend the spell points to store them. Only the Magic User who stored the points may use them, and the use of this item by any other Magic User will negate them.

Eyes & Glasses

Usable by: *All Classes*

Default Level: *none*

01-10 Eye of Second Sight	72-79 Eye of Plane Sight ²
11-20 Eye of Telescopic Vision	80-83 Eyes of the Peaks ³ ◇
21-30 Dwarven Glasses ◇	84-87 Eye of the Law ³ ◇
31-37 Bull's Eye	88-91 Gaze Reflection Glasses ³ ◇
38-47 Evil Eye ◇	92-95 Wizard Eye Glasses ³ ◇
48-55 Eye of the Storm ◇	96-97 Eye of True Sight
56-63 See Invisible Glasses ² ◇	98-99 Eyes of Charming ⁴ ◇
64-71 Eye Conquered ² ◇	00 Eyes of Petrification ⁴

◇ = the pair must be worn together for any effect.

Eyes are a sort of contact lenses. They will stay magically in place until the user wishes to remove them. Only one may be worn on each eye. The seeing and protection eyes will only work for the eye on which each is worn. Give a 50% chance for one eye and 50% chance for two. One eyed vision gives -10% to melee and -20% to missile attacks. It may also give a 20% chance of mistargeting spells.

Eye of Second Sight Allows the wearer to see perfectly normally without the use of his eye, or the need for any light. (Useful when blinded, in the dark, fighting Medusa, etc.) Usable once per day. Duration: 1 hour.

Eye of Telescopic Vision The wearer may concentrate on one region or object, and he will see things as if they were closer to him. Things will seem closer by a factor equal to twice the level of the user. Thus a 5th level user may see things at 10 times normal size.

Dwarven Glasses Allow the wearer to see via Infravision, distinguish metals and evaluate gems and jewelry, as per a Dwarf.

Bull's Eye It may not be removed except via a successful Remove Curse as vs. a 20th level. The wearer will never be missed by any missile fire directed at him. (Obviously the missile must have had some chance to hit him.)

Evil Eye Usable once per day. The user may throw a single target paralyzation spell. Range: 1". If a physical saving throw is successful, paralysis is avoided. Give additional chances to save every 80 minutes, and then a spell survival roll must be made or the victim dies.

Eye of the Storm The wearer may calm a storm. The force of the storm within a mile of the wearer is reduced by 50%, for as long as the storm lasts.

See Invisible Glasses Allow the wearer to see invisible objects or beings.

Eye Conquered The wearer may gain +20% versus attacks and on saving throws versus particular species, other than humans. In order to do so, the user must take a pair of eyeballs from a creature he has personally killed. (If more than one character did damage during the round of death, determine who gets credit randomly.) He must place one eyeball to each lens within one hour, whereupon the eyeball will magically vanish into the lens. The lens will now provide the 20% advantage, but only for that character versus that species. If a non-human character dies while wearing them, he will permanently lose his eyes, even if raised from the dead. If the person who killed him puts on the eyes within an hour, he will gain the advantage against that species.

Eye of Plane Sight The user may see into any plane (normal, astral, ethereal, etc.) from any other, but only one at a time.

Eyes of the Peaks The wearer may on command see what he would see if he were standing on a nearby mountain peak. He may magnify what he sees from the peak, as per Eyes of Telescopic Vision. The peak must be within 5 miles, and over 3000 feet tall.

Eye of the Law Once per day the user may throw the Clerical Spell Portal of Justice. (When thrown on a doorway, etc., any evil being while passing through the doorway will have a red glow around him.) Range: 1". Duration: 6 hours.

Gaze Reflection Glasses They protect the wearer from the effects of viewing Medusae, Vampire's Gaze, Power Word Blind, and any other attacks to or through the eyes.

Wizard Eye Glasses Usable once per day. They allow the wearer to use a Wizard Eye Spell, as per the M.U. spell.

Eye of True Sight itemnote 4 They allow the user to see the true state of affairs, as if no illusions or delusions were in progress. It is useful versus Mirror Image, Phantasmal Forces, Doppelgangers, Projected Image, Illusions, Hallucinatory Terrain, Massmorph, etc. Any illusion will simply not exist for the user. He will not be able to see in the dark, or through wall, or the like. If he is wearing only one Eye of True Sight, there will be occasions where he must make a mental saving throw or go insane due to the vast contrast between what he sees through his two eyes. (The GM must use discretion in deciding what constitutes such a situation.)

Eyes of Charming The user may charm persons much as a vampire would. Anyone who looks directly into the eyes of the user must make a mental saving throw or be charmed into obeying him. They cannot be used with a full visored helm, nor against a blinded opponent, nor one looking completely away. Give a +10% to save if the victim is trying to avoid the gaze, -10% to -20% if engaged in close conversation.

Eyes of Petrification These seem to be some other type of eyes until used, whereupon they change the user to stone, no saving throw.

Medallions

Usable by: *All Classes*

Default Level: *none*

01-09 Medallion of Seeing	63-69 Medallion of Revenge ³
10-18 Anti-Sleep Medallion	70-73 Medallion of ESP, 9 in. Range ³
19-27 Medallion of Size Change	74-80 Medallion vs. Poison ³
28-37 Medallion of ESP, 3 in. Range	81-85 Medallion vs. Scrying ³
38-40 Medallion of Thought Projection	86-90 Medallion vs. Stoning ³
41-44 Medallion of Defensiveness	91-94 Medallion of Ancestors ⁴
45-54 Galileo Medallion ³	95-98 Medallion of Office ⁴
55-56 Medallion of Cowardice ³	99-00 Medallion of Switching & Holding ⁶
57-62 Medallion of Stone Walking ³	

Medallion of Seeing It allows the wearer to see as per the M.U. spells Infravision and Detect Invisible. The wearer will see through the Medallion. Thus, he could see behind himself if he wore the Medallion on his back. Also it would allow a blind wearer to see.

Anti-Sleep Medallion It gives the wearer complete protection versus being put to sleep by magical means, in particular versus the M.U. spell of that name. The wearer will still require normal sleep.

Medallion of Size Change During one 10 minute interval, the wearer may freely vary his size anywhere in the range from 10 times his normal size, to 1/10 his normal size. Everything he's carrying or wearing changes size with him. There's no corresponding change in his strength. It is usable once per day. It is usable only by Thieves.

Medallion of ESP, 3 in. Range This item allows the user to sense thoughts as per the Magic User spell, ESP. It can be used on one creature at a time, but if a creature makes or fails its saving throw, it will continue to do so for

the rest of the day. Range, 3". Count stone, etc. as ten times its actual thickness.

Medallion of Thought Projection This acts as an ESP medallion (range 3" or 9", roll randomly) until it is used in a situation of danger or importance. It thereafter projects the user's thoughts to the victim, and to any other potential enemies within range. It will act as an ESP medallion on a roll of 6 on a D6.

Medallion of Defensiveness The wearer will never take the first offensive action in any battle. Until he does take an offensive action, the wearer is +10% on saving throws and defense. The Gamesmaster should interpret offensive action as broadly as possible. The wearer will not want to remove the medallion, and once the Medallion has revealed its true nature, it may not be removed except via a successful Remove Curse vs. 12th level.

Galileo Medallion Although this item may not be removed short of death, it is not cursed. The wearer no longer believes in any god or gods. He is unaffected by all Clerical spells of level 5 or less. Against those of greater than level 5, he gets an additional chance to save. (Against Full Finger of Death, which normally has no saving throw, he would get one chance to save.) Note that, among other things, the wearer will have trouble getting his wounds healed. Any Cleric, or person able to throw Clerical Spells, who puts on this Medallion will die instantly, unless he make a mental save, in which case he goes insane.

Medallion of Cowardice Every time the wearer takes any hits, he has to make a morale check, or he will react as per the effects of the M.U. spell Fear. The chance of failing this morale check is equal to the percentage of his hits that he has taken. For example, a Fighter who can take 20 hits has 6 on him. He has taken 30% of his hits and must roll over 30 on a D100 or he is affected. This medallion can only be removed by a successful Remove Curse against a 14th level.

Medallion of Stone Walking The wearer may move through solid stone or earth (but not metal) at a rate of one inch every minute, (i.e. 5 feet per hour.) The stone will melt away in front of him, and reform behind him. The wearer will be able to breathe in the stone for up to one hour.

Medallion of Revenge Upon dying, the wearer may throw one Curse, as per the Cause Curse spell by a Cleric of the user's level, but with no saving throw versus. There is no range restriction. He may throw the curse on any one being, who is responsible either directly or indirectly for his death. There is always time to get off the dying curse before expiring, provided he was not killed in his sleep, etc. (The curse will end if the user should return to life.)

Medallion of ESP, 9 in. Range As the Medallion of ESP, 3" range, but with a 9" range.

Medallion vs. Poison If the wearer is poisoned while wearing this medallion, whenever he would normally get one chance to save versus the effects of the poison, give him two chances.

Medallion vs. Scrying Whenever the wearer would normally get one chance to save versus magical surveillance (e.g. ESP, Clairvoyance, Crystal Ball, Magical Mirror, etc.), give him two chances.

Medallion vs. Stoning Whenever the wearer would normally get one chance to save versus being turned to stone, give him two chances.

Medallion of Ancestors It will be sensitized to anyone who has worn it for one year, provided that during that time no other beings who had worn it were currently alive. A wearer who is sensitized to the Medallion, may summon any of his dead ancestors who were sensitized to the Medallion. (He may summon one or more at any given time.) Each such ancestor may be summoned at most once by the wearer. Each ancestor will serve the summoner for one hour, and then vanish. He will appear at his most powerful while he was wearing the Medallion, (or as he was at an age specified by the summoner, provided he was wearing the Medallion at that age.) The ancestor will appear with no magical items, but otherwise normally armed and armored (and on horseback if appropriate). He will have his full memory and capabilities. (The Gamesmaster must use his discretion as far as allowing a player to play the child of one of his other characters. Under the time scales of most campaigns it is unlikely that a player would play the grandchild of another player character. This item can be very powerful when worn by a member of a family that has owned it for several generations.)

Medallion of Office Bestowed upon a legally elected or appointed office holder (as a mayor, chancellor, etc) it will increase his effective charisma by 3 (to a maximum of 20) when dealing with official matters.

Medallion of Switching & Holding In a special manner, it allows the wearer to store objects in another dimension. The wearer can switch what is inside the medallion with something outside. (There is no requirement that anything

beyond air be inside the medallion or be switched inside.) The object to be switched inside must fit inside a cube 2' on a side, and must not weigh more than 5000 gold pieces. The object must be within 3' of the medallion. The object may be a group of similar small objects, such as a pile of gold coins. The Medallion will only function on inorganic matter. Usable only by Thieves. Usable once per week.

Cloaks/Robes

Usable by: *All Classes*

Default Level: *none*

01-36 Cloak of Protection +1
 37-44 Cloak of Horse Control
 45-51 Poisonous Cloak R
 52-68 Cloak of Protection +2 ³
 69-76 Displacer Cloak ⁴
 77-84 Robe of Blending ⁴

85-86 Robe of Powerlessness ⁴
 87-90 Cloak of Protection +3 ⁵
 91-93 Elven Cloak ⁵
 94-96 Wizard's Robe ⁵
 97-99 Cloak of Mystery ⁵
 00 Robe of Eyes ⁶

Cloak of Protection +N These cloaks reduce the chance of being hit and improve saving throws by 5% for each +1.

Cloak of Horse Control It allows the wearer to control any hay-eating animal of a non-magical nature (e.g. horses, cattle, sheep, deer, etc.) Only one animal may be controlled at a time and it gets a mental saving throw. Range: 36"

Poisonous Cloak When you put it on, you must make a physical save or receive the effects of a dose of Poison. Remember to limit the level of the poison appropriately.

Displacer Cloak The wearer of this cloak will appear to be in a different place from his real position. The first attack on the wearer will always miss, with -10% to melee and -20% to missile fire thereafter. A targeted spell will always miss, unless targeted deliberately so as to guess at the wearer's position, in which case the chance of guessing the position is 5% per level of the caster. Various methods (such as laying down a pattern of arrows) can be used to counteract this device.

Robe of Powerlessness This robe will cause the wearer to drop to 3 in all his requisites, and to fail at all spells and special abilities. It can only be removed by a Remove Curse as against a 16th level.

Elven Cloak This cloak causes its wearer to become nearly perfectly camouflaged against any surface or in a woodland setting. An inattentive person will walk right past without noticing. Even against a thorough search, there is a 1% chance of missing the wearer per foot of distance, provided he is flat or hiding, and provided that there is cover into which he can blend. Reduce this by 20% for a barren rock surface, and by 50% for a man-made surface, and increase this by the normal roll to hide in shadows, if applicable.

Wizard's Robe This robe may be aligned to a god, or to Good or Evil, or unaligned. A Magic User donning the wrongly aligned robe will be affected as per a wrongly aligned Book of Thaumaturgical Expertise. An unaligned or correctly aligned robe can only be used by a Wizard, i.e. a name-level Magic User. It will reduce the saving throws of opponents by 5%, and will give a mere 5% chance to save against Charms, Holds, Polymorph, Suggestion and Telepathy.

Cloak of Mystery The wearer's identity and background will be hidden from all mortals, except for those he specifically wishes to have the information. For example, his face will neither attract notice nor be remembered. Even magical means (e.g. E.S.P., Commune, Contact Higher Plane, etc.) will not work.

Robe of Eyes When donned, this robe is covered with a hundred eyes through which the Magic User can see. The eyes have True Sight, and enable the wearer to see in all directions at once, so he cannot be attacked with surprise from behind, and will spot ambushes 99% of the time.

Helms

Usable by: *All Classes*

Default Level: *none*

01-10 Helm of Empathy
 11-24 Helm of Hearing
 25-39 Helm of Reading Magic & Languages
 40-42 Helm of Dancing
 43-56 Thinking Cap
 57-60 Helm of Pensiveness
 61-65 Jeweler's Helm
 66-79 Helm of the Moon

80-87 Helm of Glory ³
 88-92 Helm of Telepathy ⁴
 93-95 Helm of Teleportation ⁵
 96-97 Helm of Brilliance ⁶
 98-99 Helm of Ice ⁶
 00 Helm of Ego Switch ⁶

Only one helm may be worn at a time. Traditionally we have considered magical helms to be variable, that is, to conform themselves to the wearer's armor class. A more interesting way to run things is presented at the end of this section.

Helm of Empathy It gives the wearer the ability to cure the wounds of others by taking them on himself, as per the Clerical spell, Empathic Cure.

Helm of Hearing The Wearer is better able to hear faint sounds. Add +30% to rolls (+2 if roll D6) for hearing noise.

Helm of Dancing It causes the wearer to dance whenever he is awake. He may sit down, but his feet continue to tap away. His feet will produce a great deal of noise as if he were wearing taps on his boots. The wearer may not fight or cast spells while dancing. He may dance up walls and across ceilings. It may not be removed, except via Remove Curse as vs. a 16th level.

Thinking Cap It is usable by Magic Users and those able to cast M.U. spells. It allows the wearer to learn any of the standard M.U. spells he was unable to learn. (When a M.U. reaches a level at which he gets a new level of spells, die rolls are normally made to see which spells he was able to learn. The Helm would allow a M.U. to go back and fill in an important gap in his spell list.) It may be used only once per each level of spell. (This means that once it is used to learn any 2nd level spell, it may no longer be used by anyone to learn any second level spells.) It may not be used to learn a spell of higher level than the wearer is ordinarily entitled. There is no need to wear the Helm once the spell is learned.

Helm of Pensiveness When faced with a situation the wearer takes one melee round to decide what to do. (For example whether to run or fight, whether to cast a Sleep or a Fireball, etc.) Once he has made up his mind, he functions as usual until it is time to make his next decision. (Gamesmaster discretion is needed to decide what constitutes a decision. The wearer may make up his mind well in advance as to what he will do, but then the Gamesmaster must hold him to that decision.) It may only be removed via a successful Remove Curse, as versus a 16th level.

Jeweler's Helm The wearer can distinguish between all types of metals, and the value of gems. When worn it appears golden and studded with gems, as per a Helm of Brilliance. The wearer will never willingly part with it. There is a 1% chance that any Good person who sees it will attempt to obtain the Helm; this chance is 5% for Neutrals and 10% for Evils. Add 10% to these chances for Dwarves. (Attempts to obtain the Helm will vary in form. They may involve stealth or brute force. Attempts to purchase the Helm from the wearer will, of course, fail.)

Helm of the Moon When the Moon is shining on the helm at night, the wearer acts as if he had +2 to each of his requisites. The Helm does not function during the day. If the Gamesmaster does not keep track of the phases of the moon, then at a random moment, during a random night, there is a 50% chance that the moon is in the sky. Now take into account whether it is cloudy, or whether the moon is behind a mountain, etc. In those worlds with more than one moon, it is suggested that the helm be aligned with the brightest of these moons.

Helm of Glory The wearer's effective Charisma is increased when dealing with persons of lower level, and decreased when dealing with persons of higher level than himself. The increase/decrease is one point of effective Charisma per level of difference. Effective Charisma may never be more than 20 or less than 1.

Helm of Telepathy This lets the wearer use the Magic User spell, Telepathy, numerous times during the day, but once a target makes or fails a saving throw, he will continue to do so for the rest of the day.

Helm of Teleportation A Magic User (or one who can throw Magic User spells) who wears this helm while casting a Teleport spell will get back the spell points which the spell cost, at the end of the following melee round. If the spell was cast off a scroll, the scroll will not be used up.

Helm of Brilliance When worn, this Helm appears to be a golden Helm or Crown, adorned with fiery jewels. It gives the user double value Fire Resistance (as the Clerical Prayer) and allows him to raise a Wall of Fire, as per the Magic User spell, but with no time limit nor need to concentrate. It adds +2 to negotiation dice when dealing with fire-using and dwelling creatures, but cold-based creatures react with hostility. It also gives class-dependent powers:

Class	Power
Fighter	Flame Weapon, as per the Magic User Spell, or Ruby.
Magic User	Add +1 to each die of Firebombs, Fireballs, etc.
Cleric	Half Prayer-point cost for Light, Continual Light and Fire Resistance Prayers. Ignite Fires at will within 3"
Thief	Melt metals as per the Ruby of that name.

Helm of Ice It is similar to the Helm of Brilliance, but it's cold-based rather than fire-based. It gives the wearer double strength Cold Resistance. It creates a Wall of Ice around its wearer upon command. Fighters who wear it may command any sword they wield to act as +1, +3 vs. Fire-based/using Creatures. Magic Users wearing it add +1 damage to each die of Snow Ball spells, (similar to Fire Ball, but cold based), that they cast. Clerics cast Darkness and Continual Darkness at 1/2 the usual Prayer Point cost (round up), as well as being able to put out ordinary fires within a 3 range. The wearer adds +2 to Negotiation Dice (2D6) when dealing with cold-based creatures, but all fire-based creatures are very hostile to him.

Helm of Ego Switch It appears to be one of the other types of helms. The person who puts this on finds his mind inside the Helm, while the ego that was in the Helm is now in the body. (No saving throw against this.) Roll as you normally would for the area, in order to determine the humanoid type of the trapped ego. Now, the new person trapped in the Helm can switch places with anyone new who puts on the Helm. Remember that the trapped ego may have been of any alignment. In any case, there may be good reasons why he may not want anybody new to put on the Helm.

Armor Class of Helms

Usable by: *All Classes*

Default Level: *none*

01-10 Wizard's Hat	46-60 Full Helm (Plate Armor)
11-20 Hood or Hat (Robes)	61-98 Variable Helm
21-30 Leather Skullcap (Leather)	99-00 Great Helm (Jousting)
31-45 Light Helm (Mail)	

Normally, a character is assumed to have consistent armor: body, arms, legs and head all in the same general armor type; however, some Gamesmasters like to run magical Helms as having their own armor type. For them, we suggest this list of possible forms for Helms.

Some helms are given armor types with which they are consistent. The character must be able to wear that armor type to use the helm. For Helms which can be only used by those who can only wear robes, roll a D20; leather, roll a D30, mail; roll a D40. Wearing a helm from an inferior armor type will increase the chance of being hit: 3% if one type inferior, 5% if two, 10% if three and 15% if four. Wearing a helm from a better armor class gives no advantage.

Wizard's Hat This is a tall cap, of the form traditionally worn by Magic Users. It will not function if worn with armor.

Variable Helm This helm will initially appear to be any type of Helm selected by the Gamesmaster, but when worn will conform itself to the Armor Class of the wearer.

Miscellaneous Magic

Usable by: *All Classes*Default Level: *none*

01-08 Boots	59-60 Ropes ²
09-10 Chimes	61-64 Stones ²
11-18 Horns	65 Amulets/Talismans ³
19 Horseshoes	66-69 Bags ³
20-21 Necklaces	70-73 Balls ³
22-29 Orbs	74 Candelabra ³
30-35 Tokens	75-78 Censers ³
36-37 Tridents	79 Cubes ³
38-39 Bells ²	80-81 Drums ³
40-41 Bottles ²	82 Lyres ³
42-45 Bowls & Cups ²	83-86 Mirrors ³
46-48 Braziers ²	87-89 Wings ³
49 Brooms ²	90-91 Carpets ⁴
50-53 Figurines ²	92-93 Scarabs ⁴
54-56 Girdles ²	94-00 Gamesmaster Special
57-58 Pipes ²	

Boots

Usable by: *All Classes*Default Level: *none*

01-16 Boots of Leaping and Travelling	72-81 Boots of Speed ²
17-32 Boots of Sure-Footedness	82-91 Boots of Levitation ²
33-48 Boots of Water Walking	92-94 Diseased Boots ²
49-55 Boots of Dancing	95-00 Forty-League Boots ³
56-71 Elven Boots	

Boots of Leaping and Travelling The wearer of these boots may walk continuously, without resting, for an entire day. Thus, walking speed in the wilderness is increased by 20%. The boots also allow standing jumps of 30' horizontally and 10' vertically, regardless of the wearer's encumbrance or armor class.

Boots of Sure-Footedness The wearer stands almost no chance of being knocked off his feet. These boots are effective even on Oil of Slipperiness or Glare Ice. (If the wearer is the defender under the Grappling Rules, give him plus 20%.)

Boots of Water Walking As per the ring of the same name.

Diseased Boots Appear to be one of the other types, but impart a disease to the wearer. (Leprosy or Athlete's Foot is suggested.)

Forty-League Boots Allow the wearer to leap up to 100 miles. They may only be used once per day, and the wearer must rest one hour after use. (Until he does rest, treat him as two levels lower than usual.)

Chimes

Usable by: *All Classes*Default Level: *none*

01-26 Chime of Opening
27-52 Chime of Light
53-62 Chime In
63-80 Chime of Peace ²

81-94 Chime of Tolling ⁵
95-96 Chime of the Pharaohs ⁵
97-00 Chime of Time ⁵

Chime of Light When rung, this chime gives off a Continual Light equivalent to the Magic User Spell. It remains on until the chime is rung again.

Chime In Once rung the owner may not get rid of this item, except via a Remove Curse as versus a 10th level. From then on, every time the owner tries to give his opinion, the item will chime in with its own contradictory opinion. Give the victim -6 to his Charisma.

Chime of Peace Usable once per week. When rung, this chime temporarily gives the user incredible charisma, which is noticed only by those who have known him for at least one day. Thus when rung it will silence all arguments among the party, who will obey the decision of the ringer. (The G.M. must exercise discretion and limit the use of this item to decisions generally made by the party as a group.)

Chime of Tolling When rung acts as the Clerical Spell Toll, as if thrown by a C10.

Chime of the Pharaohs When rung, D6 Mummies will appear. Give each Mummy separately a 50% chance of attacking the ringer, and 50% chance of attacking at random (including the possibility of the ringer).

Chime of Time When rung, 90% of the time it will act as the Magic User Spell TIME STOP. The other 10% of the time it will paralyze the ringer, and all within a 10' radius when the chime is rung, for D6 days.

Horns

Usable by: *All Classes*

Default Level: *none*

01-13 Horn of Plenty
14-17 Horn of Bubbles
18-30 Fog Horn
31-43 Horn of Healing
44-56 Horn of Silence
57-69 Horn of Summoning
70-72 Horn of Deafness ²

73-80 Horn of Animating Dead ²
81-89 Horn of Valhalla: Silver ²
90-94 Horn of Valhalla: Bronze ³
95-96 Horn of Valhalla: Iron ⁴
97-98 Horn of Blasting ⁴
99 Horn of Collapsing ⁴
00 Horn of Distance ⁴

Horn of Plenty From this horn may be poured a constant flow of fruits and vegetables, at 10 pieces per minute.

Fog Horn When blown this horn spews forth a thick black fog which quickly spreads and obscures vision for all. Limit clear vision to 1", with a -10% to missiles and spell targeting for each additional 1". Area of effect: 6" × 6" × 1" high. Duration: 2D6 melee rounds.

Horn of Healing When blown it acts as the Clerical Spell Cure Disease, on all within the cone of effect. Zone of Effect: as a Fear Wand, a cone 60 feet long, with a base of 30 feet diameter. This Horn has a 5% Burnout chance.

Horn of Silence When blown this horn has the same effect as the Clerical Spell of the same name.

Horn of Summoning When blown this horn summons one creature, randomly chosen from one of the first eight wandering monster tables. (Unlike the Monster Summoning Spells the creature will not magically vanish after a short time.) The creature will be under no compulsion to serve the user; it will act as it normally would. Usable once per week.

Horn of Animating Dead When blown it acts as the Magic User Spell of the same name. Usable once per day.

Horn of Distance It is sensitized to the last two individuals who have had it in their possession for at least one day. Those who are sensitized to the horn will hear it when blown regardless of distance.

Horseshoes

Usable by: *All Classes*

Default Level: *none*

01-20 +1 Horseshoes

21-28 Horseshoes of Skittishness

29-48 Horseshoes of Pacification

49-68 Horseshoes of Endurance

69-78 Horseshoes of Speed ²

79-88 +2 Horseshoes ²

89-93 Horseshoes of Flight ³

94-98 +3 Horseshoes ³

99-00 Horseshoes of Polymorphism ³

Horseshoes come in pairs, both being needed to be effective. They are usable on any horse type (horse, mule, pegasus, centaur, unicorn, hippogriff, etc.) (Hippogriffs have only two hooves.)

+1 Horseshoes Give the wearer +1 to damage and +5% to hit probability when striking with that hoof.

Horseshoes of Skittishness They will appear to be a useful type of Horseshoe, until they are actually shod onto a steed. They may not be removed, except with a Remove Curse vs. a 12th level. The wearer will never willingly carry any rider.

Horseshoes of Pacification The wearer becomes immune to panic; even Fear Spells have no effect.

Horseshoes of Endurance The wearer never tires, and need never rest.

Horseshoes of Speed Act as the Boots of the same name.

+2 Horseshoes Give +2 to damage and +10% to hit probability.

Horseshoes of Flight Allow the wearer (carrying its usual load) to fly at a speed of 20 for up to 2 hours. Afterwards the wearer must rest for 4 hours. Usable once per day.

+3 Horseshoes Add +3 to damage and +15% to hit probability.

Horseshoes of Polymorphism They appear to be one of the other types; however there is a 20% chance each time the wearer is ridden that it will become a random wandering monster (from wandering monster table 4+D8) and will attack the rider.

Necklaces

Usable by: *All Classes*

Default Level: *none*

01-10 Necklace of Laryngitis

11-30 Necklace of Pure Breath

31-50 Necklaces of Safe Landings

51-70 Necklace of Protection

71-90 Necklace of Languages

91-00 Necklace of Missiles ³

Necklace of Laryngitis The wearer is unable to speak or make a sound with his voice. This item may only be removed via a Remove Curse, as versus an 18th level cleric.

Necklace of Pure Breath This allows the wearer to breathe poisoned, smoke-filled, or otherwise impure air harmlessly.

Necklaces of Safe Landings This allows the wearer to fall safely from any height.

Necklace of Protection It completely protects the wearer's neck against specialized attacks (e.g. Vorpal Blades, Strangler's Gloves, etc).

Necklace of Languages This necklace allows the wearer to speak any one additional human language. Understanding the language when spoken by someone else is another matter. The wearer may change his choice of language at most once per day.

Orbs

Usable by: *All Classes*

Default Level: *none*

01-10 Orb of Silence	67-73 Orb of Passing ³
11-20 Sleep Orb	74-77 Short Fused Orb ³
21-30 Percussion Orb	78-82 Paralyzation Orb ⁴
31-40 Orb of Smoke	83-87 Holy Orb ⁴
41-50 Orb of Opening	88-92 Teleportation Orb ⁴
51-56 Dud Orb	93-96 Anti-Magic Orb ⁵
57-66 Orb of Destruction ²	97-00 Time Stop Orb ⁵

Orbs are metallic spheres about the size of a clenched fist. They have a slight depression at one spot, about the size of a thumb print. They are armed by pressing this depression. They will detonate in D4 melee rounds, and can not be disarmed. They are good for only one use. (The Orb is destroyed.)

Unless otherwise stated they cause 2D6 hit points of damage to all within one foot, and D6 to all within 10 feet. A successful physical saving throw results in no damage.

They usually have a distinguishing mark engraved on them, which would allow a knowledgeable person to determine the type of orb. (All marks for the same type of orb are the same.)

Number of Orbs

01-50 1	95-97 5
51-75 2	98-99 6
76-88 3	00 Roll Twice, Ignoring 00.
89-94 4	

Roll for the number of orbs, then roll for the type of the first orb, then give a 5/6th chance that each orb will be of the same type as the one preceding it.

Orb of Silence In addition to the usual damage, upon detonation they throw the Clerical Spell SILENCE. (This will cover up the noise of the detonation itself.)

Sleep Orb It does no damage. All within 10' are affected as per the MU spell SLEEP (with the usual limitations as to levels affected, and no saving throw.)

Percussion Orb In addition to the usual damage, it makes a very loud noise. All within 30 feet who do not save (vs. Physical) are startled by the noise and cannot perform any actions the next melee round. If they also fail a second save (vs. Physical) they are deaf for 4+D6 hours.

Orb of Smoke In addition to the usual damage, it gives off a choking, blinding cloud of smoke. The cloud will quickly fill a 10' radius sphere. (In confined spaces it will expand to fill 4000 cubic feet.) All within the cloud must save (vs. Physical) or be totally incapacitated for D6 melee rounds. All in the cloud will not be able to see (unless they leave the cloud). The cloud disperses in 2D6 melee rounds. (faster in a wind.)

Orb of Opening In addition to the usual damage, it will cause any door within 1' to open as if it had the MU spell KNOCK cast upon it (as from a 7th level caster.)

Dud Orb It is marked as one of the other orbs (reroll to see which one), but will never detonate.

Orb of Destruction Instead of the usual damage, this orb does 4D6 to anyone within 1', and 2D6 to anyone within 10'. A save (vs. Physical) results in half damage.

Orb of Passing In addition to the usual damage, it will blow a hole through any wall or floor within 10', with dimensions as per the MU spell PASSWALL.

Short Fused Orb It is marked and acts like one of the other orbs (reroll to determine which one). It detonates the moment it is armed.

Paralyzation Orb In addition to the usual damage, all within 10' must save (vs. Physical) or be paralyzed for 4+D6 melee rounds.

Holy Orb In addition to the usual damage, any Undead within 10' must save (vs. Spiritual) or be dispelled.

Teleportation Orb It does no damage. All within 10' radius are teleported (with no chance for error) together to some random spot within 50" which is large enough to hold them all. Any who are unwilling to go get saving throws (vs. Mental).

Anti-Magic Orb It does no damage. No Magic User spells of 6th level or less may be thrown from, into, or through the area within 10' of detonation for 4+D6 melee rounds.

Time Stop Orb It does no damage. The effect of detonation is a TIME STOP (as per the MU spell) for all within 10'.

Tokens

Usable by: *All Classes*

Default Level: *none*

01-20 Door Finder Token
21-40 Door Opener Token
41-60 Trap Springer Token
61-70 Monster Caller Token

71-90 Level Indicator Token
91-96 Limited Transport Token ⁴
97-00 Permanent Transport Token ⁴

Tokens resemble thin bronze coins. To be used they must be held in the user's hand.

Door Finder Token It adds 30% to the roll for finding secret doors and panels. It can not raise the chance for success above 90%. It won't work for more than one person per door or panel; thus passing it around will do no good.

Door Opener Token It adds 2 to the roll (D6) for opening ordinary doors. It adds 1 to the roll (D6) for opening WIZARD LOCKED Doors and HELD portals. It won't work for more than one person per door or panel; thus passing it around will do no good.

Trap Springer Token When used, it will activate all traps within a 10 foot radius.

Monster Caller Token When used it will 50% of the time call an evil wandering monster. (Roll for Wandering Monsters, as if two levels deeper in the dungeon. Reroll if a Humanoid or non-evil entry appears. Number appearing will always be one.) The monster will come by ordinary means. If and when he arrives, he will be under no compulsion to serve the user and may attack if it seems proper.

Level Indicator Token It will beep an appropriate number of times when used, in order to indicate what level of the dungeon you are on.

Limited Transport Token It will provide transportation one time between two preselected points within 10" of each other. First the token must be set at each of the points selected. (Once set at a point, this choice may not be changed.) Then it must be held at one of the two points. The user may either be transported alone, or he may take everyone within 10 foot radius along with him. The user does not require the permission or cooperation of these other people; however, he can only take along beings in his plane of existence. (e.g. normal, ethereal, etc.) After being used once, the Token is burned out.

Permanent Transport Token It may be sensitized to only two locations at any one time. A new location may be substituted if an old one is dropped. It takes 24 hours of study at a location to sensitize the token. The user may instantly transport himself from either of the two locations to the other. Usable once per day.

Tridents

Usable by: *All Classes*

Default Level: *none*

01-30 +1 Trident

31-50 Trident of Warning

51-70 Trident of Water Breathing

71-77 Trident of Transformation

78-89 +2 Trident ²

90-94 +3 Trident ³

95-98 Trident of Submission ⁵

99 Trident of Yearning ⁵

00 Trident of Commanding Water Beings ⁶

Tridents are usable as short spears out of water, and as weapons unmodified against armor in water.

+1 Trident Adds +1 to damage done as well as 5% to hit probability.

Trident of Water Breathing The wielder can breath under water.

Trident of Transformation It appears to one of the other kinds, but after D4 hours of use the user becomes a Merman. He may be turned back via a successful Remove Curse vs. a 12th level.

+2 Trident Adds +2 to damage as well as 10% to hit probability.

+3 Trident Adds +3 to damage as well as 15% to hit probability.

Bells

Usable by: *All Classes*

Default Level: *2*

01-13 Bell of Awakening

14-25 Bell of Summer

26-37 Bell of Autumn

38-49 Bell of Spring

50-61 Bell of Winter

62-74 Door Bell

75-87 Bell of Bats

88-96 Bell of No Time

97-99 Bell of Freedom ⁵

00 Bell of Fate ⁵

They generally act when rung. Then they usually have a range of effect of 6".

Bell of Awakening It will immediately awaken all within range, even if they are asleep due to magical means.

Bell of Summer All within range when the bell is rung will have their body surrounded by a 1 inch thick zone which follows the movements of their bodies. Within that zone the temperature will be maintained at a minimum of 75 degrees Fahrenheit. (i.e. it does not act until the natural surrounding temperature falls below 75.) It will not counter cold spells, etc., but it is useful against extended exposure in very cold climates. Duration: 1 day. Usable once per day.

Bell of Autumn Plants (not evergreens) will drop all of their leaves, fruit, and grain. Usable once per day.

Bell of Spring All plants within range, will be affected as a Growth/Plants spell, as if cast by an MU8. Usable once per day.

Bell of Winter All Insects, Snakes, and other Creatures who are not active during the Winter will sleep or hibernate for 1 hour or until disturbed. Usable once per day.

Door Bell It takes one day to sensitize the bell to a particular door. During that time it must remain in the hand of the user and within 20 feet of the door. The Bell can only have two doors to which it is sensitized at any given time, but old ones may be dropped to make room for new ones. When the bell is rung any sensitized door that is within range will swing open if closed, or swing closed if opened. The door will close and remain closed as if a WIZARD LOCK were thrown on it by an MU6. The door will open as if a KNOCK were thrown on it by an MU6; in any case the bell will not be stopped from opening the door by a previous WIZARD LOCK from the bell.

Bell of Bats When rung 2D4 Vampire Bats will immediately appear. They will follow the orders of the ringer. They will vanish in one hour. Usable once per week.

Bell of No Time Once rung it may only be gotten rid of via a successful REMOVE CURSE as versus a 12th level. The ringer will be unable to keep track of intervals of time shorter than one day. For example, if he were asked to meet someone at a particular time of day, or to stand a watch for two hours, or to crash through a door after 5 minutes, he would somehow get mixed up. (His errors will generally be from minus to plus 50% of the interval involved. Roll D100 and subtract 50.) He will misread or forget to look at watches or clocks. Any timing device he carries on him will cease to function properly.

Bell of Freedom It will free from outside control all entities within its range when rung. (This would include controlled Undead, summoned Elementals, Charmed or Held Persons, etc.) Usable once per week.

Bell of Fate Every time it is rung, at least one of those who hears it (including the user) will die within the next 24 hours. If none of this group has died at the end of the 24 hours by other means, one of them picked at random dies suddenly. Any of the group who receive a successful REMOVE CURSE as versus a 20th level will not be subject to this fate. Usable once per week.

Bottles

Usable by: *All Classes*

Default Level: 2

01-17 Jug of Alchemy
18-34 Decanter of Endless Water
35-51 Hole in a Bottle
52-70 Beaker of Plentiful Potions

71-80 Flask of Curses
81-92 Ship in a Bottle ³
93-00 Efrete Bottle ⁵

Hole in a Bottle If thrown against a wall or floor it will shatter, forming a hole as per the MU spell PASSWALL. The bottle may of course only be used once.

Beaker of Plentiful Potions Choose potions of appropriate level.

Flask of Curses When it is opened a curse is loosed. Choose a curse of appropriate level.

Ship in a Bottle This bottle is usable once. When the bottle is broken a ship will appear; it will cease to exist after 4 +D4 days. During that time it may be commanded to vary in size from 10 to 100 feet long. It is unsinkable. It may be commanded to either move at twice the speed an ordinary ship would move under such circumstances, or to be invisible (along with what it is carrying) to anyone further than 10 feet from the ship. (Only one of these two functions at a time.)

Bowls & Cups

Usable by: *All Classes*

Default Level: 2

01-19 Potion Cup
20-38 Cup of Oberon
39-43 Cup of Love
44-48 Cup of Revulsion
49-67 Cup of the Assassin ³

68-75 Bowl of Delicious Foods ⁵
76-84 Bowl of Controlling Water ⁵
85-96 Bowl of Controlling Water Elementals ⁵
97-00 Bowl of Watery Death ⁵

Potion Cup Usable once per week. Pour in a potion (or suspected potion), and it will be analyzed.

Cup of Oberon This cup remains ever full. The liquid will stay in the cup, unless someone is actually drinking directly from the cup. The nature of the liquid that comes forth depends on the drinker. For elves it will be a healing

and refreshing potion, treat as a Clerical Cure II spell. For humans and hobbits it will be a fine wine. For dwarves, orcs, hobgoblins, and goblins it will be vinegar. For other it will be water. Usable once per day per person.

Cup of Love This cup causes the person who drinks from it to fall hopelessly in love with the first member of his species of the opposite sex that he sees. (A drink from this cup will precisely cancel the effects of the Cup of Revulsion, and vice versa.)

Cup of Revulsion The drinker will despise, distrust, and generally dislike the first being he sees, of either sex. (Please remember that this does not mean that the drinker need take any immediate action. In fact he will probably not immediately inform anyone of this change in attitude.)

Cup of the Assassin It may be used to produce one dose of standard poison. (D6 initial surge, followed by 1 hit per melee round. Chances to save before the surge and every 20 melee rounds.) This poison may of course be mixed with a drink, already in the cup, unnoticed. Usable once per day.

Bowl of Delicious Foods It will dispense delicious foods, including fruits, meats, nuts, etc. Pursuing creatures will stop to consume the food as follows: non-intelligent 95%, semi-intelligent 75%, intelligent 45%. (This of course doesn't apply to creatures that do not eat, or those controlled by outside forces.) The food will also add +3 to negotiation dice (2D6), when negotiating with those who eat of it.

Bowl of Controlling Water Usable once per week. It allows the user to form a cresting wave in a river. The wave may be 1/10 as high as the river is wide, up to a maximum of 2 feet in height per level of the user. It will sweep away all creatures of (its height/ 5 feet) or less in hit dice. (For example, a 15 foot wave would sweep away creatures of 3 H.D. or less.) It takes 1 melee round to form the wave per foot of height. All those who are not swept away must save (vs. Mental) or suffer the effects of a FEAR Spell. The user must be within eyesight of the wave, and must concentrate on maintaining the wave. He may cause the wave to have various shapes and frothings.

Braziers

Usable by: *All Classes*

Default Level: 2

01-25 Brazier of Swallowing Fireballs
26-50 Brazier of Controlling Fire
51-55 Brazier of Sleep Smoke
56-65 Brazier of Reforging Rings ⁵

66-75 Brazier of Commanding Fire Beings ⁵
76-95 Brazier of Controlling Fire Elemental ⁵
96-00 Brazier of Attracting Cold Salamander ⁵

Brazier of Swallowing Fireballs Any Fireball thrown at the user will be swallowed harmlessly. The brazier must be out to be effective.

Brazier of Controlling Fire It allows the user general control over fire as follows. He may create full fire from embers. He may command a normally burning object to leap up into consuming flames. He may command a normally burning object to quickly gutter out; if desired this may be accompanied by a fireworks display or a large amount of smoke, as per the PYROTECHNICS spell.

Brazier of Reforging Rings It is used jointly by a Magic User and a Dwarf. They must be at least 6th level. They may use the brazier to melt a magic ring, of level at most that of the minimum of their levels minus 4, and reforge it into another. A ring may only be reforged into one of lower level. It takes one month per level of the original ring.

Brazier of Commanding Fire Beings It allows the user to control fire-based or fire using creatures. They get a saving throw (vs. Mental). Only one creature may be controlled at a time. Continuous concentration is necessary in order to maintain control. Range: 6. It also may act as the Ring of Igniting Fires. (May ignite an object that could be lit by an ordinary torch. Range: 12".)

Brazier of Attracting Cold Salamander When lit it will summon a Cold Salamander, who will attack the user. Any Cold Salamanders who happen to be within 50 will also come, and attack at random.

Brooms

Usable by: *All Classes*

Default Level: 2

01-25 Flaming Broom
 26-50 Sweeping Broom
 51-60 Animated Broom

61-80 Broom of Flying ³
 81-00 Broom of Cleanliness ³

Flaming Broom This broom may be lit by any flame, to produce either a fireworks display or a great deal of smoke, as per the PYROTECHNICS spell. The broom will put itself out, allowing it to be reused. Burnout chance is 1%.

Sweeping Broom When the user attempts to sweep, his speed is increased, allowing him to easily sweep away centipedes, spiders, and other small objects and creatures. Magical dust is also easily swept away.

Broom of Cleanliness Once per day, the user may summon the Chambermaid. She will arrive after a delay of D10 melee rounds. She will not only clean up any unwanted filth, but also has control over all monsters of the clean-up crew. Although she would not battle a dragon, she will easily clean up Green Slime, Yellow Mold, or send a Carrion Crawler on its way.

Figurines

Usable by: *All Classes*

Default Level: 2

01-20 Figurine of the Creature
 21-22 Figurine of Substitution
 23-41 Figurine of Truth/Untruth
 42-43 Figurine of Untruth/Truth
 44-63 Figurine of Service
 64-82 Figurine of the Gods ⁵
 83-84 Figurine of Ego Switch ⁵

85-87 Ebony Fly ⁵
 88-90 Marble Elephant ⁵
 91-93 2 Golden Lions ⁵
 94-96 Onyx Dog ⁵
 97-99 3 Ivory Dogs ⁵
 00 Figurine of Life Energy ⁶

Figurine of the Creature It is in the form of one monster. (In order to determine which monster, roll as for Wandering Monsters for the place where the figure is located. If it is carried by a wandering party, then roll on the table that the party is from.) When placed upon the ground, the figurine will turn into a full-sized version of the monster and serve the user for one task, or battle. Usable at most once per day.

Figurine of Substitution It appears to be a Figurine of the Creature. However, when it you touch it you are transformed into a tiny figurine of yourself, while the creature returns to normal. (Then if someone touches the figurine version of you, they will become a figurine and you will return to normal, etc.)

Figurine of Truth/Untruth It has the use of E.S.P., Clairaudience, Clairvoyance, and X-Ray Vision. It will answer one question a day. It will tell the truth 5/6 of the time, and lie 1/6 of the time. It will answer as briefly as possible, while still answering the question completely.

Figurine of Untruth/Truth As above, except it will lie 5/6 of the time, and tell the truth only 1/6 of the time.

Figurine of Service It can turn into a Fighter, Magic User, Cleric, and Thief, each only once. Unless the user specifies, choose randomly among the possibilities remaining. It will be of level 1+D4; roll each time it serves. It will serve for one day, and then return to being a figurine. After the fourth use, it turns to dust.

Figurine of the Gods There are as many different types as there are gods. When in the hands of Cleric of the proper god, it will add 10% to his rolls for Divine Intervention. If the god is Good or Evil, then the figurine will give 4D6 hit points of damage to Clerics of the opposite alignment who come within 20' and who fail to save (vs. Spiritual). Neutral Clerics who don't save, take 2D6. If the God is Neutral, the Figurine will give 2D6 to Good and Evil Clerics within 20' and fail to save. If a person of the wrong alignment touches the figurine, then treat it as if a he were a Cleric who had come within 20'.

Figurine of Ego Switch It appears to be one of the other types of Figurines. The person who picks this up finds his mind inside the figurine, while the ego that was in the figurine is now in the body. (No saving throw against this.) Roll as you normally would for the area in order to determine the humanoid type of the trapped ego. Now the new person trapped in the figurine, can switch places with anyone new who touches the figurine. Remember that the trapped ego may have been of any alignment. In any case, there may be good reasons why he may not want anybody new to touch the figurine.

Figurine of Life Energy Once per month it may be used to throw a MAGIC JAR, as per the Magic User Spell. The Figurine must be used as the Jar. Note that this figurine may already be occupied at the time it is found.

Girdles

Usable by: *All Classes*

Default Level: 2

01-04 Living Girdle

05-24 Girdle of Resistance to Crushing

25-44 Girdle of Reduction

45-48 False Strength ³

49-62 Girdle of Hill Giant Strength ³

63-72 Girdle of Polymorphism ³

73 Girdle of False Polymorphism ³

74-83 Girdle of Pockets ³

84 Girdle of Mage Binding ³

85-90 Stone Giant Strength ⁴

91-94 Girdle of Frost Giant Strength ⁵

95-97 Girdle of Fire Giant Strength ⁶

98-99 Girdle of Cloud Giant Strength ⁷

00 Girdle of Frost Giant Strength ⁸

Living Girdle When put on it will turn into a Giant Snake, which will attempt to crush the life from the wearer.

Girdle of Resistance to Crushing It gives the wearer resistance as per the Clerical Spell. (Take half damage from crushing, including Hugs and Constriction.)

Girdle of Reduction Allows the wearer to shrink to up to 1/10 of his normal size, and to return to normal size again when he wants.

False Strength It appears to be one of the girdles of giant strength. However, for each month in which the girdle is worn (for even a small part of the month), the wearer loses one point off of his strength. If the wearer goes down to zero strength points, he becomes a Shadow. Normally the wearer is unaware of this loss.

Girdle of Polymorphism It allows the wearer to change form, as per the Magic User Spell POLYMORPH SELF. The wearer must stay in the new form for at least 24 hours. There is a 10% that the wearer will become a random creature rather than the one he desires.

Girdle of False Polymorphism This girdle acts as a Girdle of Polymorphism, except that 40% of the time the user will be permanently polymorphed into a random creature.

Girdle of Pockets It has 20 pockets. Each pocket may hold an item that could be held within a hand. (For example: a ring, potion, token, etc.) Any item may be removed and used in one round. Items inside the pockets do not add to encumbrance and, being in another dimension, are not subject to damage or detection.

Girdle of Mage Binding If worn by a Magic User or someone able to cast Magic User spells, it will prevent him from throwing any spells by draining all of their spell points into itself. May only be removed via a successful Remove Curse as vs. an 18th level.

Pipes

Usable by: *All Classes*

Default Level: 2

01-14 Pipes of the Woods
 15-28 Pipes of Sanity
 29-42 Pipes of Diminution
 43-56 Pipes of Subdual

57-70 Pipes of Charming Snakes
 71-80 Pipes of Enraging Canines
 81-90 Superior Pipes ³
 91-00 Pipes of the Sewers ³

Pipes of the Woods By playing them, you can communicate with any bird or bird-like creature, as per the spell Speak With Animals.

Pipes of Sanity When played they cause all insane persons, as well as those controlled by some outside force, to return to normal.

Pipes of Diminution By playing them, you may shrink Giant insects and animals (only those with Giant in their name) back to normal size. They get a saving throw (vs. Physical). Duration: 10+D10 melee rounds. These pipes have no effect on Hill Giants, Stone Giants, etc.

Pipes of Subdual When played while trying to subdue an opponent, the chance of success will be raised by 30% . Saving throw (vs. Mental) applicable.

Pipes of Charming Snakes When played, they act as per the Clerical Spell, Snake Charm.

Pipes of Enraging Canines They appear to be one of the other types of pipes. However, they have the additional property of sending out high pitched noises that enrage all dog-like creatures. All such within 20" will come and attack the user.

Superior Pipes They drown out and render ineffective all magical items or attacks which function via sound. This is effective while the pipes are actually being played. Examples of items and attacks are Horns, Chimes, Drums, Lyres, Pipes, and Harpies Lure. The high pitch of sound emitted by these pipes gives the user a 5% chance each melee round of use, of becoming permanently deaf. (A CURE DEAFNESS spell from a Cleric will work.)

Ropes

Usable by: *All Classes*

Default Level: 2

01-21 Rope of Climbing
 22-42 Tight Rope
 43-46 Rope of Slipperiness
 47-67 Trick Rope
 68-69 Rope of Trickiness

70-90 Snake Rope
 91-92 Rope of Vipers
 93-98 Rope of Entanglement ⁴
 99-00 Rope of Constriction ⁴

Tight Rope When thrown across a pit or chasm, this rope stiffens and flattens out, making a solid bridge 3' wide and up to 50' long. it may be ordered, while grasping either end, to return to rope form.

Rope of Slipperiness It appears to be either a Rope of Climbing or Tight Rope. However, at the worst possible moment it will act as if coated with Oil of Slipperiness.

Trick Rope When thrown into the air it will perform the ROPE TRICK, as per the Magic User Spell. Usable once per day.

Rope of Trickiness It appears to be Trick Rope. However, the other dimension into which the climber vanishes is occupied. Each time the trick is performed, roll as you would for a Wandering Monster on the 3rd level of the Dungeon, but with the number appearing always one.

Snake Rope When thrown down, this rope breaks into 6 non-poisonous snakes. The snakes are under the user's command. Any snake not killed may be ordered to reform themselves into the rope, and may be used again. Any snakes killed may not be reused.

Rope of Vipers As per the Snake Rope, except that rather than being under the user's command, the snakes will attack the user.

Stones

Usable by: *All Classes*

Default Level: 2

01-20 Hobbit Throwing Stone
21-40 Firestone
41-60 Stone of Building
61-65 Loadstone

66-83 Luckstone ³
84-88 Stone of Petrification ⁵
89-00 Stone of Controlling Earth Elementals ⁵

Hobbit Throwing Stone It is a magical weapon that does D6 damage, and is +10% on hit probability. It does double damage versus cat-like creatures. When thrown by a hobbit it has an automatic return feature (similar to the +3 warhammer when thrown by a dwarf).

Firestone It throws a 6-die Fireball, as off of a Wand. It's usable once per day, but there's no burnout chance.

Stone of Building When placed down and grasped, it can be commanded to form a Wall of Stone. The wall is two feet thick, and up to 10 feet long and 20 feet high. The wall may be brought down by grasping the correct stone, and commanding the wall to return to being but a stone.

Loadstone It appears to be one of the other types of Stones. The holder has a Luck of 3. He may only get rid of this Stone via a successful Remove Curse as versus a 14th level.

Luckstone The holder has a Luck of 18.

Stone of Petrification It has two states, stone and flesh. If it is touched while in its stone state, then it will turn the toucher to stone unless he saves (vs. Physical). The stone will then turn to a greyish block of flesh which may be used to turn any petrified creature back to flesh, upon which the brick will return to its stone state. Alternately the flesh brick may be used to turn stone of up to 10' x 10' x 10' to flesh, or to turn a Stone Golem into a Flesh Golem.

Amulets/Talismans

Usable by: *All Classes*

Default Level: 3

01-18 Amulet of Neutrality
19-36 Amulet vs. Crystal Balls & E.S.P.
37-44 Amulet of Inescapable Location
45-58 Amulet of Protection from Undead ⁶
59-72 Amulet of Protection from Disease ⁷

73-77 Talisman of Banishing Demons ⁷
78-82 Talisman of Banishing Angels ⁷
83-90 Talisman of Lawfulness ⁷
91-98 Talisman of Chaos Supreme ⁷
99-00 Talisman of the Sphere ⁷

Amulet of Neutrality The wearer will seem Neutral to such spells/powers/abilities as: Detect Evil (Good), Portal of Justice (Injustice), etc.

Amulet of Protection from Undead It completely protects the wearer from losing life levels due to drains by Undead.

Amulet of Protection from Disease It gives the wearer complete immunity to disease. (However it will not cure diseases that the victim may have caught while not wearing the Amulet.) Use the same definition of what qualifies as a disease, as with respect to the Clerical Spell, CURE DISEASE.

Talisman of Banishing Demons May only be used by Good Clerics. Evils who touch it take 5D10 hit points, Neutrals take 5D6 hit points. When used it acts as the Clerical Spell, Banish Demon, as if thrown by a C20 or the clerics level, whichever is greater. It has a burnout chance of 30% (i.e. 7 charges when new).

Talisman of Banishing Angels The evil version of above.

Bags

Usable by: *All Classes*

Default Level: 3

01-20 Bag of Protection
21-40 Lead Lined Bag
41-45 Bag of Transformation
46-75 Bag of Holding
76-85 Bag of the Winds ⁴

86-90 Bag of Devouring ⁴
91-96 Bean Bag ⁵
97-98 Bag of Tricks ⁶
99-00 Vacuum Bag ⁶

Bag of Protection Protects items stored inside from physical or magical attacks. (e.g. Fireballs, Snowballs, Lightning Bolts, etc.)

Lead Lined Bag Magic may not be detected through this bag. X-Ray Vision, Wizard's Eye, etc. do not work through it. Also since radiation does not pass through it, a Cube of Radiation may be safely carried within it.

Bag of the Winds When opened, this bag releases a tornado-type wind which can be directed and controlled by the user. Treat as you would a Djinn's whirlwind. It lasts for 4 melee rounds. Usable once per day.

Vacuum Bag This bag contains a vacuum. When opened, the bag will draw in any mass of less than 1500 G.P. within 20 feet. (This could include the opener, especially if he is unaware of the nature of the bag.) Those drawn in will suffer the effects of lack of air; even if they do not have to breathe they will quickly die of cold. It might be possible to get victims out, by sufficiently quick and clever use of ropes, etc.) Usable once per day.

Balls

Usable by: *All Classes*

Default Level: 3

01-25 Crystal Ball
26-29 Crystal Hypnosis Ball
30-54 Balls of Bravery
55-79 Bowling Ball
80-83 Eight Ball

84-88 Crystal Ball with Clairaudience ⁴
89-93 Crystal Ball with E.S.P. ⁴
94-95 Crystal Ball of Forgetfulness ⁴
96-99 Ice Ball ⁵
00 Sphere of Annihilation ⁸

Balls of Bravery They protect the user against all FEAR Spells and keep his morale at a maximum. The pair are useless when separated.

Bowling Ball It may be rolled down a corridor or other relatively smooth surface. It will knock all victims in its way off of their feet, doing D6 hit points of damage.

Eight Ball The owner may only get rid of this item via a successful REMOVE CURSE as versus an 18th level. The ball has no effect until the owner attempts to travel faster than 12". (This would apply to moving faster than 12" on horseback, via flying, by sailing on a boat, etc. It would not apply to Teleport, Dimension Door, etc.) The ball then moves in front of the victim, striking him once per melee round for D6 hit points, for as long as he continues to move faster than 12".

Crystal Ball of Forgetfulness Any Magic User, or person able to cast Magic User Spells, who looks into this ball must save (vs. Mental) or lose one level of spell casting ability every ten melee rounds. Saving Throws are applicable each level. Until the victim saves, he can not look elsewhere. Each use of the Clerical Spell CURE FEEBLEMIND will restore one level of spell casting ability. Also, every time a level is gained normally the victim will have a lost level of spell casting ability restored, in addition to the one he normally gets for going up a level.

Ice Ball It allows the user to control cold-based creatures. They get a saving throw (vs. Mental). Continuous concentration is necessary to maintain control. Only one creature may be controlled at once. Range: 6". The ball may also be used to freeze water, as per the ring. (Area of effect: a cone 6" long with a base 3" in diameter. A maximum of 100 cubic feet per level of the user.)

Candelabra

Usable by: *All Classes*

Default Level: 3

01-20 Galileo Candelabrum ##
21-40 Candelabrum of Distress
41-60 Candelabrum of Hospitality

61-75 Candelabrum of Darkness
76-90 Light of Right
91-00 Light At the End of the Tunnel

= give an additional 50% chance for a Galileo Medallion

All Candelabra have a 1% burnout chance. Roll each time they are lit, and once each hour that they remain lit.

Galileo Candelabrum They will only work within 30 feet of someone wearing a Galileo Medallion. Their light will dispel the following Clerical spells/effects: Darkness, Continual Darkness, Light, Continual Light, and Silence. Also they will cause Clerics who view them when lit to save or be affected as per the fourth level MU spell FEAR.

Candelabrum of Distress When lit they will set off a great pyrotechnical display visible for up to 100 miles. The display will last for as long as they remain lit.

Candelabrum of Hospitality No poison ingested within 20' of the lit candelabrum will have any effect. Also any partaking of food within 20' of the lit candelabrum may not attack each other for the next 24 hours. They may only be lit once per day, for at most one hour.

Candelabrum of Darkness If lit by an Evil Cleric, they will absorb absolutely all light in a 30 foot radius. (Infravision is of no use.)

Light of Right If lit by a Good Cleric, it acts as the Clerical spell Protection/Evil III.

Light At the End of the Tunnel The owner may not get rid of this Candelabrum, unless a REMOVE CURSE succeeds as versus a 20th level. He will have an unreasoning optimism that once he starts on a task or mission, he can carry it through to a successful conclusion. He will have 6 added to his Charisma when he lights the Candelabrum for purposes of convincing others to continue their joint mission or task, regardless of any evidence that quitting or turning back might be a good idea. (The Gamesmaster must use great discretion in running this item.)

Censers

Usable by: *All Classes*

Default Level: 3

01-20 Censer of Flight Disruption
21-40 Censer of Controlling Winds
41-60 Censer of Entrancement
61-80 Censer of Trapping the Unbodied

81-85 Censer of Trapping Self
86-97 Censer of Summoning Air Elementals ⁵
98-00 Censer of Summoning Hostile Air Elementals ⁵

Censer of Flight Disruption It may be used to bring down any flying or levitating being. If the victim is attempting to remain in the air, he will fall at 30' per melee round that the censer is working on him. (This is not fast enough to do any damage.) Usable against one creature at a time. Range: Line of sight.

Censer of Controlling Winds It allows the user to alter the speed of wind within 1/2 mile of his location. Speed may be increased to at most light gale force, 35 m.p.h., or decreased by as much as 35 m.p.h.

Censer of Entrancement When used, it will cause everyone within 10', including the user, to sit down and go into a trance. Inverted saving throws (vs. Mental) are applicable. (By inverted it is meant that your normal chance to save is now your chance to fail, and vice-versa.) Give additional chances to make Inverted saving throws, every 20 melee rounds. Usable once per day.

Censer of Trapping the Unbodied It may be used to entrap up to three unbodied creatures at a time. Examples are Wights, Wraiths, Spectres, Phantoms, Shadows, Shades, Air Elementals, Djinn, gaseous Vampires, etc. Saving

throws are applicable. Any and all contained creatures must be released before a new bunch may be entrapped. Range: 10”.

Censer of Trapping Self It functions as Censer of Trapping the Unbodied. However, the user will be transformed into Gaseous Form, and will be entrapped inside the censer (no saving throw) along with any other victims. Note that any Undead inside the Censer may attempt to drain any non-Undead inside the censer as per usual (treating the victim as A.C. 12), but each Undead may make only one attempt every ten melee rounds.

Cubes

Usable by: *All Classes*

Default Level: 3

01-22 Wondrous Enhancer of Jewels

23-44 Cube of Mimicking Sounds

45-66 Cube of Visibility

67-70 Wondrous Pulverizer of Jewels

71-80 Cube of Control Over Tiny Iron Golems ⁵

81-90 Cube of Force ⁵

91-00 Cube of Radiation ⁵

Wondrous Enhancer of Jewels It can be used to multiply a jewel’s value by ten. May be used at most once per jewel. Burnout chance is 10%.

Cube of Mimicking Sounds It can be used to imitate sounds, voices, etc., provided the user heard them when carrying the Cube.

Cube of Visibility It makes all invisible objects and beings, within 10 feet of itself, visible to all. (It works at all times, the owner has no control over it.)

Wondrous Pulverizer of Jewels It multiplies the value of jewels by zero.

Cube of Control Over Tiny Iron Golems It will summon and control a 2’ tall Iron Golem. The Golem fights as 1/4 that of a regular Iron Golem, (1/4 H.D. and 1/4 Damage Done), but is unable to breathe poison gas. The Golem will vanish after D6 10 minute intervals.

Cube of Radiation It causes all who approach within 10’ (stone walls provide protection) to become violently ill with radiation sickness, in 6+D6 10 minute intervals. If the player rolls on 3D8, over his Constitution + Level, then death results in 100 more minutes. Otherwise he will act as if half of his usual level (round up) for the following week. A CURE DISEASE spell will end these problems. An X-Ray vision Sword or Ring will always spot this Cube.

Drums

Usable by: *All Classes*

Default Level: 3

01-20 Talking Drum

21-40 Rhumba Drum

41-60 Thunder Drum

61-70 Drums of Deafness

71-90 Elephant Drum

91-00 Drums of Panic ⁵

Talking Drum It can be used to send messages up to 40 miles, provided there is someone on the other end who can understand the code used.

Rhumba Drum When played it causes all human-types within earshot to begin dancing. Saving throws (vs. Mental) apply. The player is not affected. A dancer can not attack or flee, being entirely involved in his dancing. Additional chances to save are given every 10 melee rounds, and the dancers are freed in any case when the playing stops.

Thunder Drum When played they cause a violent Thunder Storm to appear in 3D10 minutes. Usable outdoors only.

Elephant Drum When played it will summon a huge elephant complete with war tower. (Give the elephant 6 H.D., A.C. 4, M 15, and two attacks with tusks for D12 each.) It will obey the player 85% of the time. The other 15% of the time the elephant will run amok, attacking indiscriminately. Usable once per month.

Lyres

Usable by: *All Classes*

Default Level: 3

01-15 Lyre of Shattering
16-25 Lyre of Singing
26-45 Lyre of Building

46-65 Lyre of Truth
66-85 Lyre of Sealing
86-00 Lyre of Stormbringing ⁴

Lyre of Shattering The user may shatter any one metal, non-magical weapon within 60 feet. Due to the high pitched noises that the lyre gives off when played, all within 5 feet, including the user, are deaf for one day, (unless the Clerical spell CURE DEAFNESS is thrown on them.) It is only usable by someone who can hear.

Lyre of Singing The owner may only get rid of this item via a successful REMOVE CURSE as vs. a 16th level. If requested to play the Lyre, the owner must play for 10 melee rounds or one question, whichever comes first. He gets a saving throw (vs. Mental). If attacked he may stop playing. When played, it forces the user to tell only the truth and answer any question asked of him. Each being may make only one request per day that the owner play the lyre.

Lyre of Truth When played it causes all within earshot to tell only the truth, and to answer all questions asked of them. Saving throw (vs. Mental) allowed.

Lyre of Sealing When played, this lyre lays an enchantment on any door, equivalent in strength to the Magic User spell Hold Portal, that lasts for one hour. Also, it may be used to seal doors, cracks, panels, etc., air and water tight, for one hour. At least 80% of the surface area must be real material. (Thus one could for example, make a seaworthy boat out of driftwood, or seal a tent from the effects of poisonous gas.) Usable once per half hour.

Lyre of Stormbringing When played, it causes a tremendous gale (with thunder and lightning) to form within five minutes. The gale will last as long as the lyre is played. Usable outdoors only.

Mirrors

Usable by: *All Classes*

Default Level: 3

01-14 Mirror of Mental Prowess
15-28 Mirror of Holding
29-32 Mirror of Decharging
33-46 Mirror of Doubling
47-60 Mirror of Reflection
61-70 Mirror of True Sight
71-77 Mirror of Movement ⁴

78-84 Mirror of Entrapment ⁴
85-88 Mirror of Opposition ⁴
89-95 Mirror of Reversal ⁴
96 Mirror of Destruction ⁵
97-99 Mirror of Recharging ⁵
00 M. of Life Trapping ⁸

Mirror of Holding Magical Items (with some exceptions) are not reflected by this mirror, making identification easy. If a magical item (with some exceptions) is touched to the mirror, it disappears from the holder and reappears in the mirror. If the same person who placed the item in the mirror touches it again, he regains possession of the item. No other person may regain it. The items are stored in another dimension, and are trapped there if the mirror is smashed. The mirror can neither identify nor store magical items with a sentience (e.g. most swords) or those of level 7 or above.

Mirror of Decharging It acts as a Mirror of Holding, except that any items with charges will be completely discharged when removed from the mirror. (i.e. items with burnout chances will be burned out.)

Mirror of Doubling The user may create a mirror image of himself, that will mimic his every move. The image has no substance, and will be dispelled by any attack on it. Duration: 1 hour. Usable once per day.

Mirror of Reflection It is polished to such brilliance that Medusae, Vampires, etc. become victims of their own stares. It is also useful for signalling outdoors.

Mirror of True Sight The user will see reflected in this mirror the true state of things. This is useful versus: Mirror Image, Phantasmal Forces, Doppelgangers, Illusions, Projected Images, magical means of disguise, etc.

Mirror of Movement Stepping into this mirror allows the user to step out of any mirror in which he has seen his reflection. The Mirror of Movement is left behind.

Mirror of Entrapment A victim who looks into this mirror (run as per the Mirror of Life Trapping), will follow the commands of the user (except immediate self-destruction), as long as the mirror is trained on the victim. A saving throw (vs. Mental) is applicable. Consider the mirror to be 3 hit points and A.C. 7, with respect to attempts to break it.

Mirror of Reversal When a spell is thrown at or past the person holding the mirror, one of the following takes place (roll D10):

- 1-4: Spell is reflected back
- 5-7: D100% is reflected back, remainder continues onwards.
- 8-9: Spell proceeds normally
- 10: Spell has double effect.

Mirror of Destruction MIRROR OF DESTRUCTION: Acts as the Mirror of Holding, except once an item is placed inside it can not be removed.

Mirror of Recharging Acts as a Mirror of Holding, with the same restrictions. Also, any applicable item removed from the mirror will have been recharged one charge. This ability will only work once per month.

Wings

Usable by: *All Classes*

Default Level: 3

01-22 Wings of Flying	68-73 Wings of the Shifter ⁵
23-27 Invisible Wings	74-79 Wings of Parallel Travel ⁵
28-37 Water Wings	80-82 Wings of Time Travel ⁶
38-47 Bat's Wings ⁴	83-85 Wings of the Wind Lords ⁶
48-57 Fairy's Wings ⁴ R	86-90 Giant Wings R
58-67 Insect's Wings ⁴	91-00 Cursed Wings R

All wings unless otherwise noted are normal size wings for a standard humanoid. They must be pressed against the flesh at the shoulders in order to be effective. Once so joined, they will knit into the central nervous system of the wearer. A subsequent attempt to remove them will give the wearer 3D6 hit points; if the wearer is not then dead, he will be unconscious for 6D6 minus his Constitution hours.

Frontal attacks will have a 10% base chance of hitting the wings, while rear attacks have a 90% base chance. Treat the wings as A.C. 9, and any hits given to them are treated as if they were given to the wearer.

Flying with these wings generally requires the user to expend twice the amount of effort of marching. There are two speeds given for each wing. The first is that in the open. The second is that in confined spaces (such as 10' wide dungeon corridors, etc.) Thus 36"/18" would mean 36" in the open and 18" in confined spaces. Remember to adjust for wind speed. Thus if one had a tail wind of 10" one could fly at 46" relative to the ground rather than 36", while a head wind of 10" would reduce that to 26".

Wings of Flying They allow the user to fly at 36"/18".

Invisible Wings They allow the user to fly at 30"/10". The wings themselves are invisible. However, they are not immaterial and will be just as much of a hindrance to wearing normal armor as regular wings.

Bat's Wings They allow the wearer to fly at 36"/18". In addition they give the wearer a bat-like sonar sense, allowing him to see in the dark. (The Clerical spell Silence will render the enclosed area invisible to this sense.) The wearer may communicate with bat-like creatures and dolphins. The wearer will take double damage from loud noises (including the shock waves that accompany explosions.) The wearer fights at -5% in direct sunlight. They allow the wearer to fly equally well through air or water, at 24"/12". (They do not themselves provide a means of breathing under water.)

Fairy's Wings Roll D8 to see which type of Fairy they refer to (Black, White, Red, Orange, Yellow, Green, Purple, or Blue.) They allow the wearer to assume the form of this Fairy and then fly at 26"/26", for a total of 6 hours per month. In addition once per day for up to 10 minutes, the wearer may assume the powers as well as the form of this fairy. (This time doesn't count against the 6 hour per month.)

Insect's Wings The wearer can shrink to 1/10 his original size. When in this smaller form he will have 1/10 his usual hit points. He may only use the wings to fly (at 13"/13") when in this smaller form. When smaller he can also employ the following powers:

1. Communication with normal insects
2. 3D6 Lightning Bolt, once per day
3. Haste on himself, once per day.

Wings of the Shifter They allow the wearer to fly at 18"/11". The wearer may shift among the Normal Plane, Ethereal Plane, Astral Plane, etc. Each shift requires two minutes of concentration while not touching the ground. At most one shift may be made every 10 minutes.

Wings of Parallel Travel They allow the wearer to fly at 36"/18". In addition the wearer may travel to a parallel universe. To make the attempt the wearer must have an object from this universe or have been there himself. (At the GM's option, he may allow travel to random different universes.) The time required for the trip is proportional to (the GM's estimate of) the differences between the universes. It will take at least 10 minutes, and not more than one year.

Wings of Time Travel They allow the wearer to fly at 36"/18". In addition he may travel forward in time. Travelling is at the rate of 1500:1 (i.e. flying for what seems like one minute will take him forward 1500 minutes, or a little over a day.) While travelling in time, he is surrounded by the Mists of Time. While he may be subject to attacks from dwellers in the mists, he is immune to attacks from beings not travelling in time. While travelling in time, he can not also travel in space.

Wings of the Wind Lords They allow the wearer to fly at 48"/24". He may fly at a minimum of 24" with respect to the ground regardless of the wind speed. In addition he may at all times:

1. Command all normal flying creatures within 50 feet times his level. This would include small birds, small insects, etc.
2. All Giant Birds of 3 times his level Hit Dice or less, within 50 feet times his level, will treat him as a very good friend.
3. All Other Flying Creatures of his level in hit dice or less, within 50 feet times his level, will treat him as a very good friend.

When in the open air or on the highest point in the area (e.g. a mountain top) he may:

1. Change the wind speed by 1 m.p.h. for every minute of concentration, up to a maximum of 3 m.p.h. times his level. The wind will remain at that speed as long as he continues to concentrate, and then will return to its natural speed at 1 m.p.h. per minute.

2. Conjure and control a Whirlwind as a Djinn.
3. PROTECTION FROM NORMAL MISSILES (as per the MU spell), for 3 hours per day.

Giant Wings They act as some other type of wing, but they are twice normal size (and thus meant for a being about 9 to 13 feet tall). (If this roll comes up again then make the wings three times normal size, etc.)

Cursed Wings They appear to be some other type of wing. However, when the opportunity presents itself they will crash their wearer into a cliff, drop him 1000 feet to the ground, etc.

Carpets

Usable by: *All Classes*

Default Level: 4

01-25 Horse Blanket
26-50 Portable Hole
51-65 Flying Carpet
66-80 Djinn Carpet

81-85 Rug of Smothering
86-90 False Flying Carpet
91-00 Rug of Trapping Demons

Horse Blanket It will double the speed of any steed who wears it, be it horse, pegasus, camel, etc.

Djinn Carpet It is actually a Djinn. Each time he is summoned, there is a 25% chance that he is freed. Each time he will serve for 1 day.

False Flying Carpet It acts as a Flying Carpet, but there is a 25% chance of it ceasing to operate at some random time during each hour

Rug of Trapping Demons Any Demon who steps on this rug, may not get off, unless some mortal touches the rug and gives him permission.

Scarabs

Usable by: *All Classes*

Default Level: 4

01-27 Scarab of Protection from Evil High Priests
28-54 Scarab of Enraging Enemies
55-64 Scarab of Insanity

65-74 Scarab of Death
75-00 Scarab of Attack

Scarab of Attack When placed down, it turns into a Giant Beetle, for 3D6 melee rounds. It will attack the closest being in the direction it is facing. This item may be used once per week.

Gamesmaster Special

This percentage is left free to be used in whole or part by the GM. It allows the GM to conveniently insert magical items not on the list for some reason.

These can be a whole new class of items that the Gamesmaster has invented for his world, or gotten from another publication. Sometimes they will be unique one of kind items, that are closely connected with current happenings in the particular campaign, and will give the players a chance for further adventures while moving these events along. (For example, it could be a key, that can lead to a parallel universe, where one can find a special herb, with which you can win over T'Challa the Wizard to help produce a special weapon, to be used to fight Errol the Cruel, etc.)

This is a good place to list any unique very powerful items (i.e. Artifacts). It is also a good place to list very minor magical items, that exist in the world but may not be of much use to an adventurer. (For example, the magical beer stein, that keeps the beer cold on even the hottest day.) A good suggestion is to place untried magical items on this list (perhaps with only a single charge.) If they don't work out, not much harm done. If they do, they can be inserted in the normal place.

Supplementary Material

Mahler Wandering Monster Tables

The following system is primarily intended for a dungeon campaign, but is also quite suitable for use where curses call for the victim to be attacked by a monster or monsters.

The number appearing are suggested ranges, more or fewer could appear. If A, B, or C are indicated, then a wandering party is to be rolled. See the Wandering Party Tables, later.

Level I			Level II			Level III		
Roll	Monster	#	Roll	Monster	#	Roll	Monster	#
1-4	1st Level Party	A	1-4	2nd Level Party	A	1-4	3rd Level Party	A
5-7	Kobold	B	5-7	Goblin	B	5-7	Hobgoblin	B
8-10	Skeleton	C	8-10	Orc	B	8-10	Gnoll	B
11-12	Centipede	3D6	11-13	Zombie	C	11-12	Giant Toad	D8
13-14	Spider	2D6	14-15	Gnome	2D6	13-14	Giant Ant	2D6
15-16	Snake	D6	16-17	Stirge	D8	15-16	Giant Boar	D6
17-18	Dog	D8	18-19	Giant Rat	2D6	17-18	Dire Wolf	D6
19-20	Vampire Bat	D8	20	Homunculus	1	19-20	Pixie	D8
Level IV			Level V			Level VI		
Roll	Monster	#	Roll	Monster	#	Roll	Monster	#
1-3	4th Level Party	A	1-3	5th Level Party	A	1-3	6th Level Party	A
5-7	Bugbear	B	4-6	Ogre	B	4-5	Shadow	D8
8-10	Ghoul	C	7-9	Wight	C	6-7	Gargoyle	D8
11-12	Giant Weasel	D6	10	Wererat	D8	8-9	Blink Dog	D8
13-14	Giant Hog	D8	11-12	Harpy	D6	10-11	Doppelganger	D6
15	Giant Tick	D6	13	Giant Spider	D8	12	Werewolf	D6
16-17	Bear	D8	14	Giant Snake	D6	13	Wereboar	D6
18-19	Tiger	D6	15	Carnivorous Ape	D8	14-15	Giant Beetle	D6
20	Gelatinous Cube	1	16	Centaur	D6	16	Giant Scorpion	D4
			17	Roperite	D3	17-18	Argus Sphere	1
			18	Jubjub Bird	D4	19	Strong Toad	D4
			19	Arctic Wolf	D6	20	Ochre Jelly	1
			20	Carrion Crawler	1			
Level VII			Level VIII			Level IX		
Roll	Monster	#	Roll	Monster	#	Roll	Monster	#
1-3	7th Level Party	A	1-2	8th Level Party	A	1-3	9th Level Party	A
4-5	Wraith	C	3-4	Troll	C	4	Hill Giant	B
6-7	Lammasu	A	5-6	Mummy	C	5-7	Spectre	C
8-9	Owl Bear	D4	7-8	Displacer Beast	D6	8	Balrog (2D6 immolation)	1+B
10-11	Minotaur	D2	9-10	Manticore	D2	9-10	Wyvern	D4
12-13	Rust Monster	1	11-12	Cockatrice	D4	11-12	Basilisk	D4
14-15	Weretiger	D6	13	Werebear	D6	13	Phase Spider	D3
16	Medusa	D4	14	Werebeetle	D6	14	Will o' Wisp	1
17	Lamia	D3	15	Hydra (6 head)	1	15	Umber Hulk	1
18	Cold Salamander	1	16	Panther	D2	16	Invisible Stalker	1
19	Jabberwock	1	17	Cerberus	D2	17	Fire Br. Hydra (6 head)	1
20	Telepath Doppelganger	D6	18	Peryton	D6	18	Hot Salamander	1
			19	Giant Foot	D2	19	White Dragon	1
			20	Teleport Doppelganger	D6	20	A Boa A Qu	1

Level X			Level XI			Level XII		
Roll	Monster	#	Roll	Monster	#	Roll	Monster	#
1-3	10th Level Party	A	1-4	11th Level Party	A	1-4	13th Level Party	A
4	Stone Giant	B	5-8	12th Level Party	A	5-8	14th Level Party	A
5-6	Vampire	1	9	Frost Giant	B	9	Fire Giant	B
7-8	Gorgon	D3	10-11	Vampire & Vampire Bats	D8	10-11	Shade	D8
9-10	Chimera	D2	12	Balrog 3 die immolation	1+B	12	Hydra 12 head	1
11-12	Ogre Mage	D3	13	Fire Br. Hydra (9 head)	1	13	Hell Hound 7HD	D4
13	Mind Flayer	1	14-15	Giant Slug	1	14	Efreit	1
14	Roper	1	16	Copper Dragon	1	15	Hoarta	1
15	Hydra 9HD	1	17	Green Dragon	1	16	Bronze Dragon	1
16	Hell Hound 5-7HD	D4	18	Djinn	1	17	Blue Dragon	1
17	Brass Dragon	1	19	Demon Type II	1	18	Lich MU12-14	1
18	Black Dragon	1	20	Black Pudding	1	19	Demon Type III	1
19	Demon Type I	1				20	Flesh Golem	1
20	Aerial Servant	1						
Level XIII			Level XIV					
Roll	Monster	#	Roll	Monster	#			
1-3	14th Level Party	A	1-3	17th Level Party	A			
4-6	15th Level Party	A	4-6	18th Level Party	A			
7-9	16th Level Party	A	7-9	19th Level Party	A			
10	Cloud Giant	B	10-11	20th Level Party	A			
11-13	Phantom	C	12-13	Beholder	1			
14	Balrog (4-die immolation)	1+B	14-15	Purple Worm	1			
15	Fire Br. Hydra 12 head	1	16	Titan	1			
16	Silver Dragon	1	17	Golden Dragon	1			
17	Red Dragon	1	18	Lich MU18-20	1			
18	Lich MU15-17	1	19	Demon Type V	1			
19	Demon Type IV	1	20	Iron Golem	1			
20	Stone Golem	1						

Wandering Parties in the Dungeon

Man-types (List A)

Use this system when a party type A is rolled up. The leader's level is the defining level of the party. Roll for his class, as well as those of any others in the party, as well as their levels. It is a good idea to pre-roll one party of each level that you are likely to use, and then to replace them at your leisure. Roll D10s. Treasure is computed based on the total levels in the party.

# in party	roll	Class	roll	Level	roll	Gold piece Equivalent per total level	roll
1	1-3	Fighter	1-4	same	1	10	1-5
2	4-5	Magic User	5-6	-1	2-3	50	6-7
3	6	Cleric	7-8	-2	4-7	100	8
4-5	7	Thief	9	-3	8-9	200	9
6-7	8	dead body	0	-4	0	reroll×4	0
8-9	9						
Roll Twice & ignore	0						

Fighter	roll	Thief	roll
Dwarf	1	Dwarf	1
Elf	2	Elf	2
Human	3-9	Hobbit	3-9
Paladin or Ranger	0	Human	0

Roll the leader's alignment as for a sword. There is a 50% chance that other members will be of the same alignment. For each character, roll 4D6 for the prime requisite, minimum of 13, and 3D6 for Constitution and other requisites, as needed, with no requisite (other than constitution) higher than the prime. There is a 1/3 chance that a party will be weary, in which case 2 should be added to the roll for gold, each Fighter has taken D4 hits per level, and each Cleric has used 10-80% of his spells, and Magic Users 10-60% of theirs.

The number of Magical Items will vary according to the level of the party. Roll for each character, with the leader rolling as one category higher.

Number of Items	Level of Character									
	2-3	4-5	6	7	8	9	10	11	12	13
0	1-8	1-6	1-5	1-4	1-3	1-2	1	-	-	-
1	9-0	7-0	6-9	5-8	4-6	3-5	2-3	1-2	1	-
2	-	-	0	9-0	7-9	6-8	4-6	3-5	2-3	1-2
3	-	-	-	-	0	9-0	7-9	6-8	4-6	3-5
4	-	-	-	-	-	-	0	9-0	7-9	6-8
5	-	-	-	-	-	-	-	-	0	9-0

Roll for the leader at one column higher. For higher levels, add one item for every two levels higher. Roll for the class of bodies, and give them magic at the level of the party, dividing it among the party members. Roll for the item by class of the character. The parties will be armed and armored as per the player parties.

Fighters		Magic Users		Clerics		Thieves	
1-3	Sword	1	Wand	1	Staff	1	Bow
4	Misc. Weapon	2-3	Misc. Magic	2	Mace	2	Arrows
5-6	Armor	4	Bracers	3-4	Misc. Magic	3	Dagger
7	Ring	5	Robe/Cloak	5-6	Armor	4	Bracers
8-9	Potion	6	Potion	7	Potion	5-6	Misc. Magic
0	Other Magic	7	Ring	8	Ring	7	Potion
		8	Book	9-0	Cl. Scroll	8-9	Ring
		9-0	MU Scroll			0	Token/Medallion

In the case of a Paladin or Ranger give a 10% chance that any Magic Sword is Holy. For Dwarven fighters, 25% of swords will be Magic hammers. Reroll any item that a character couldn't use, but if a second useless item is rolled, include it.

Wandering Giant Class (List B)

The monster indicated on the table is the leader of the party, and the others are of the same or lower level. Use the following list: Giant, Troll, Ogre, Bugbear, Gnoll, Hobgoblin, Orc, Goblin, Kobold. Thus, an Ogre is two "levels" lower than the Giant leading his party. The party will be similarly armored, provided that the armor will improve natural armor class. Roll D10s, and use the same treasure tables as in list A, with levels replaced by hit dice. Optionally, one may give magic as to a party of fighters. These parties should be weary 1/3 of the time.

# in party	Roll	Level	Roll	Armor	Roll	Monster	Weapons
1	1-2	same	1-4	none	1-4	Gnoll	Human F.
2	3-4	-1	5-6	chain	5-6	Hobgob.	Elf F.
3	5	-2	7-8	plate	7-0	Orc	Dwarf F.
4	6	-3	9			Goblin	Hand Axe
5	7	-4	0			Kobold	and bow
6	8						
7-8	9						
Roll Twice	0						

Wandering Undead (List C)

Treat these parties as Wandering Giant Class (List B), but the “levels” are: Phantom, Spectre, Wraith, Wight, Ghoul, Zombie, Skeleton. Mummies are treated as just above Ghouls when running parties led by mummies. There is no chance of a weary party, and a party of just Phantoms or Spectres will have no treasure, as they can’t carry any.

The PrinceCon XII Curse System

01-05 Curse of Monster Calling	56 Curse of Obviousness ⁴
06-07 Magic Vulnerability	57 Pensiveness ⁴
08-09 Weakness	58 Curse against Combat ⁴
10 Stupidity	59 Curse of Excess Damage ⁵
11 Foolishness	60 Slowness ⁵
12 Sickliness	61-63 Persistent Curse of the Monster ⁵
13 Clumsiness	64-65 Ronkel’s Curse of the Monster
14 Bad Vibes	66-67 Curse of the Arena ⁵
15 Cursed Luck	68 Curse of the Balanced Arena ⁵
16 Vulnerability	69 Curse of the Perfect Arena ⁶
17-21 Curse of the Monster ²	70 Curse of Persistent Backfire ⁵
22 I Summon Thee! ²	71-72 Persistent Contact Poison ⁵
23 Curse of Losing ²	73 Golden Rule Curse ⁵
24 Curse of Vanishing ²	74 Curse of B.O. Plenty ⁵
25 Curse of Cursing ³	75 Curse of Defenselessness ⁵
26 Water Curse ³	76 Curse of the Vampire ⁵
27-28 Special Curse of the Monster ³	77 Geas or Quest ⁵
29-30 Balanced Curse of the Monster ³	78 Sensory Deprivation ⁵
31 Feebleness ³	79 Death Curse ⁵
32 Requisite Reduction ³	80-82 Teleportation Curse ⁵
33 Contact Poison ³	83 Level Drain ⁶
34 Cowardice ³	84 Giant Polymorphism ⁶
35 Curse of the Shark ³	85 Curse of Ronkel ⁶
36 Berserk Hatred ³	86 Curse of Null Magic ⁶
37 Monster Attraction ⁴	87 Rotting Disease ⁷
38 Inattention ⁴	88 Curse of Ineffectiveness ⁷
39-40 Curse of Polymorphism ⁴	89 Curse of the Berserker ⁷
41 Enervation ³	90 Persistent Disease ⁷
42-43 Disease ⁴	91 One Against the World ⁷
44-45 Magical Trap ⁴	92 Class Change ⁸
46 Backfire ⁴	93 Conversion ⁸
47 Deferred Backfire ⁴	94 Possession ⁸
48 Curse of Fireballs ⁴	95 High Curse of Ronkel ⁸
49-50 Persistent Monster Calling ⁴	96 Incredible Shrinking ⁸
51 Gaseous Curse ⁴	97 Incredible Growth ⁸
52 Paralysis ⁴	98 Magic Drainer ⁹
53 Insanity ⁴	99 Grand Curse of Ronkel ⁹
54 Curse Against Class ⁴	00 The Supreme Curse ⁹
55 Seductive Dreams ⁴	

This system enables a Gamesmaster to quickly roll a random curse for an item. As with the items, these curses are not all-inclusive, and the levels are suggestions, in analogy to the item levels. Such matters as saving throws, and the level of Magic User or Cleric behind the Curse are additional determinations which must be made by the Gamesmaster.

Curses which cause a limited effect, such as temporary blindness or attack by a monster, are removed as soon as the affect is ended, unless the effect is labeled “persistent” or the equivalent. Curses which last are not normally removed by death, but must be separately removed.

Many Curses are variable in level. For example, the Curse of the Monster is limited to Table IV for a third level curse. In this case, the indicated level is the minimum level of the curse, and the Gamesmaster should take care to limit it appropriately.

Curse of Monster Calling For a curse of at most level L, roll a $2 \times L$ sided die, to get a number N. For a curse of exactly level L, roll high/low for $N=L-1$ or L. A monster from Table N will be “called” to come by normal means and to attack the victim. Once the victim is defeated, it will attempt to peaceably return. The monster will be called until it defeats the victim, or is defeated by him. A successful Remove Curse will end the summoning and free the monster.

Magic Vulnerability For a curse of Level L, this will reduce the victim’s saving throw against harmful spells by $5 \times L\%$ and increase his saving throw against beneficial ones by the same amount (with a minimum chance of saving equal to the indicated percentage, even if he would otherwise have no saving throw). Spells with inverted saving throws are treated in the opposite manner, so as to always be bad for the victim. In addition, at Level VI, he can never have a greater chance of saving than his total magical protection (inverted for beneficial spells). At Level VII, he will always be affected by any spell which would have a positive probability of affecting him. (Beneficial spells won’t work if they conceivably could avoid working.) At level VIII, he will start drawing spells as if he had a Lightning Rod in his hand. At Level IX, any spell within range has at least a 30% chance of affecting him, even those of his allies.

Weakness The Character’s Strength will be reduced by an amount dependent on the level of the Curse.

Level	1	2	3	4	5	6	7	8	9
Effect	1	2	3	5	7	10	to 3	to 2	to 1

Stupidity As Weakness, but Intelligence is affected.

Foolishness As Weakness, but Wisdom is affected.

Sickliness As Weakness, but Constitution is affected. Reduce hit points retroactively, if need be.

Clumsiness As Weakness, but Dexterity is affected.

Bad Vibes As Weakness, but Charisma is affected.

Cursed Luck As Weakness, but the Character’s Luck score is affected. If not using Luck as a requisite, give -3% on saving throws for each point of reduction, and give a similar modification when making rolls to determine treasure, who fights which monster, etc.

Vulnerability For an L level curse, the character will be $5 \times L\%$ more likely to be hit in combat. In addition, at Level VI, he can never have a greater chance of being missed than his total magical protection. At Level VII, he will always be hit by any attack which would have a positive probability of hitting. At level VIII, anything which is intended to hit and could conceivably hit given sufficient luck and skill, will hit! At Level IX, even attacks aimed nowhere near him will hit. (For example, those of his allies.)

Curse of the Monster For a curse of at most level L, roll a $2 \times (L-2)$ sided die, to get a number N. For a curse of exactly level L, roll high/low for $N=L-3$ or L-2. A monster from Table N will appear out of nowhere and attack the victim with complete surprise. Once the victim is defeated, it will attack others in the area, but will not pursue very vigorously. It will vanish with all its equipment when defeated or left victorious on the field. The monster must be defeated to remove the curse.

I Summon Thee! The character will be summoned as per a Monster Summoning (of sufficient level to summon him) to fight or to perform some dangerous task for the party summoning him, who will treat him with all the respect and deference the party shows for summoned monsters. Use your imagination when determining the danger or obstacle, or roll as for the Curse of Monster Calling, but for a curse two levels higher! This will occur on a roll of 6, and should be rolled every hour. Once summoned, the curse is ended.

Curse of Losing A random Magical Item of the victim is lost or burns out, as appropriate, the next time he goes to use it. The item may not be higher level than the intended level of the Curse. The victim will not know that he is cursed, and the curse will be ended when the item is lost/burns out. Remove Curse will not get the item back.

Curse of Vanishing As above, but the item vanishes instantly, and a Remove Curse within one week will restore the item, or enable it to be found.

Curse of Cursing As random magical item of the victim becomes the trapped or cursed version of that item. Limit the cursed item to the level of the originally intended curse. The curse must be Removed from the item to have the use of it again.

Water Curse The victim will turn to ordinary water. He will not be able to control his movement, and is subject to being drunk, etc., and may flow with other water in the area. If spell survival is made he retains cohesion and will reform at the end of the curse. Otherwise, he will be a bloody mess and may have dispersed beyond recovery. A second roll is needed to retain cohesion if someone drinks him. Duration: one hour.

Special Curse of the Monster Roll as for a Curse of the Monster one level lower, but the monster will appear the next time the party is in heated battle, or in some other dangerous situation.

Balanced Curse of the Monster This curse is always Third level. Treat as a Curse of the Monster, but the table in question is always the one on which the Victim would appear.

Feebleness Treat as a Weakness, Stupidity, etc. of two levels lower, but the characteristic affected is always the victim's prime requisite.

Requisite Reduction Lose D3 points from all the victim's requisites.

Contact Poison Standard Mahler Poison (D6 surge, 1 point/round until a saving throw is made, with a chance to save every 20 rounds), with no initial saving throw. A Remove Curse will not work, but the poison may be neutralized.

Cowardice Against one type of non-human monster, the victim must make a spiritual saving throw or react as per a Fear spell. A new saving throw must be made every time he takes 10% of his hits. Suggested types: Giant Class, Giant Insects, Giant Animals, Fire-based, Cold-Based, Flyers, Undead, Cat types, Dog Types, Clean-up-Crew.

Curse of the Shark The victim must keep moving at all times, or he will suffocate, receiving one point of damage for every minute of no movement. Movement can include riding, flying, or rapidly rocking in a chair.

Berserk Hatred As Cowardice, but the result is a berserk fury, rather than Fear.

Monster Attraction The chance of wandering monsters will be doubled for any party containing the victim.

Inattention The victim will be surprised three times as often as he normally would.

Curse of Polymorphism The Victim will be polymorphed into a normal sized toad or insect. Suggestions: 1) toad, 2) chameleon, 3) ant, 4) beetle, 5) wasp, 6) cockroach. Either a Remove Curse, or a Dispel Magic, but not both, will reverse the polymorph. (50% each)

Ennervation Treat the character as if he had just been raised from the dead.

Disease The victim will contract a disease as per the clerical spell, Cause Disease, no saving throw. The Curse may not be Removed, but the Disease is curable.

Magical Trap A random offensive Magical spell of levels 1-4 will go off, centered on the victim. The victim will receive no saving throw, but those around him will receive them as normal.

Backfire The item on which this curse is placed will appear to operate normally, but it will backfire when used in earnest. Backfire may or may not be straightforward. A Weapon would have a 50% chance of hitting the wielder or one of his allies instead of the intended target. A spell might go off in the victim's face, or it might have the reverse of the intended effect. The former would be better for a Fireball, the latter for a Cure. A ventriloquism might fail to imitate the right voice, or speak words the caster never intended. If you can't think of anything better, give 6 points damage to the victim per level of the spell/item.

Deferred Backfire As the above, but it will apply to the next item found by the victim.

Curse of Fireballs Under this curse the following Magic User spells will do at least half damage to the victim, even if a saving throw is made: Fireball, Lightning Bolt, Snowball, Cold Cone.

Persistent Monster Calling This Curse acts as Monster Calling of 3 levels lower, but after the monster is defeated, another Monster Calling will ensue.

Gaseous Curse The victim will turn into gaseous form, but will not be able to control his movement. He must make a spell survival to retain cohesion, and if the roll is failed, the body will be gone unless the bulk of the gas has remained in a limited area (as a closed room), in which case it will be a bloody mess. Duration: one hour.

Paralysis The victim will be unable to move or to cast spells until the curse is removed.

Insanity The victim will suffer the effects of one insanity (as per the Cause) for one hour, or until the Curse is removed.

Curse Against Class The effect of this Curse will depend on the victim's class. If a Fighter, his sword will change alignment, or he will lose all bonuses for strength in combat if no magic sword. If a Magic User, he will forget one spell of the highest level known and take 4D6 damage. If a Cleric, all his Cures will become Causes and vice-versa, unless he is throwing the "wrong" spell to avoid this effect. If a Thief, he will lose one ability: 1) multiple damage from behind, 2) climb walls, 3) pick locks, 4) remove traps, 5) move silently, 6) pickpocket, 7) hide in shadows, 8) find secret doors and traps.

Seductive Dreams The victim will fall asleep for 20 - his Wisdom hours (minimum of 1 hour) After awakening, he will remember dreams of great pleasures, and will go to sleep to regain these dreams periodically: any time he sleeps normally, during any rest period if a spiritual save is missed, 10% of the time when walking for more than one turn with no activity to speak of. If he falls asleep on his feet, he will react automatically, possibly blundering into monsters unless stopped. Otherwise, he will not be wakeable for a full turn once asleep.

Curse of Obviousness The character will be instantly obvious or noticeable in any situation in which he would wish to remain hidden or anonymous. He will be unable to become invisible, or to be camouflaged in any way, as per Dust of Appearance.

Pensiveness The character will be affected as if wearing a Cap of Pensiveness. When faced with a decision to make (what spell to throw, which monster to attack) the character will be unable to decide for one melee round. The player must write down his instructions one round in advance, and will carry out the instructions as written, unless it is impossible to so do, in which case he must make another decision.

Curse against Combat All melee or missile attacks by the victim will do half damage.

Curse of Excess Damage All melee or missile attacks upon the character will do double damage. (Roll twice as many dice as normal.)

Slowness The character will act in all ways at half speed: combat, spells, and movement. Except for movement, he must act in the same phase in two consecutive melee rounds doing the same thing to have an effect.

Persistent Curse of the Monster Roll as for the Curse of the Monster at 3 levels lower than the level of the curse, but defeating the Monster will only defer the Curse. After D20 hours, the Curse will be repeated (with a new monster) until removed.

Ronkel's Curse of the Monster Roll as for the Curse of the Monster at 3 levels lower than the level of the curse, but the monster must be one capable of lifting the victim's dead body. If the victim is defeated, the monster will attempt to snatch up the body and disappear through a magical portal which will appear. If successful, the body is trapped in a distant location, from which recovery should be exceedingly difficult.

Curse of the Arena The victim will find himself transported into an arena in some other plane, possibly in the halls of the god of arenas himself! He will there be matched against a single monster appropriate to the area where the curse took effect. Note that civilized areas may contain lots of high-levels who are simply being well-behaved. If he defeats the monster, he may (50%) be rewarded with a magical item of not higher level than appropriate to the monster. If he loses, he is dead. In either case, he will appear to all others to have simply gained an item or died for

no reason, and he will not remember a thing.

Curse of the Balanced Arena As above, but the monster is selected from the table on which the victim might appear.

Curse of the Perfect Arena As above, but the opponent is a mirror duplicate of the victim.

Curse of Persistent Backfire As the Curse of Backfire, but the effect applies to all scrolls which the character may attempt to employ.

Persistent Contact Poison The character is poisoned as per contact poison, but the character requires a Remove Curse, or the poison will recur in one hour (saving throw applies).

Golden Rule Curse The victim will suffer the number of hits he has caused to any opponent. This applies to hits by magic as well as melee.

Curse of B.O. Plenty The victim will acquire a malodorous disease which reduces charisma by 6 points and attracts monsters twice as often as normal. In dungeon negotiations, this affects any negotiator if the victim is nearby.

Curse of Defenselessness Roll a wandering monster from the Nth level of the Dungeon or Wilderness, where N is the victim's level. (Ignore men and man-types.) The Curse does not summon such a monster, but whenever the victim fights on, the monster will always hit (unless fighting at a minus) and will do maximum damage. The victim will never save vs an offensive spell and always save vs a defensive spell when fighting this type of monster.

Curse of the Vampire The victim will never be able to cross a threshold or enter a dwelling unless first invited in.

Geas or Quest The character will be placed under the indicated compulsion to perform a task. The Gamesmaster should carefully work out the task in advance.

Sensory Deprivation The character will be affected for 2D4 days if he possesses 40 or fewer hit points, D4 days if 41-80 hit points, and no effect if more. Roll for the sense affected:

1. Sight – character is totally blind.
2. Hearing – a deaf character is -10% to hit and has a 50% chance of spell failure.
3. Taste – the character has no chance of detecting poison administered in food.
4. Smell – the character is 10% easier to surprise, and cannot detect poison gas traps and the like.
5. Touch – an Anesthetized character has a -50% to hit. Drawing a weapon will take 4 rounds. Thievish abilities are reduced to nonthief levels for a thief, and eliminated for nonthieves. The character will not feel damage, so the player will be unaware of the number of hits he takes.

Death Curse Make a Spiritual Saving Throw or die. This one-shot curse cannot be removed, but the character can be raised.

Teleportation Curse The character will be instantly teleported somewhere else. Roll for the location: (level is indicated in the description).

1. Teleport to a Remote Region. The character will not necessarily die, but for convention purposes he has about a week to make it back or he is considered dead.
2. Teleport⁶ to the most dangerous place in the dungeon. Have fun making it out.
3. Teleport⁶ one mile out to sea. If you make it to shore, you are safe.
4. Teleport⁶ 5000' above the ground. If you hit, take 24D6.
5. Teleport⁷ to a pocket universe. Character will be lost when his food runs out without a teleport.
6. Teleport⁸ to Mars. Character will be lost in one turn without a teleport.

Level Drain The victim loses one experience level permanently. If the curse is not removed within a month, the effect will be permanent.

Giant Polymorphism As the Curse of Polymorphism, but the giant form of the monster indicated is used instead. The giant insect/frog attacks the party with surprise.

Curse of Ronkel If the victim dies any time more than twenty-four hours after receiving this curse, he will be unable to come back from the dead by any means: including Raise Dead Fully, Reincarnation, Wish, and even Divine Intervention are useless in this regard. Death within twenty-four hours will not remove the Curse, but the time spent dead will count towards the twenty-four hours. The curse may be removed, even after Death.

Curse of Null Magic The victim will be unable to use magical spells or magical items.

Rotting Disease A random limb (roll as for Sword of Sharpness) will rot and fall off in one day, unless a Remove Curse is successful. A Cure Disease will only extend the time limit by 6 hours.

Curse of Ineffectiveness All opponents will save against all magical attacks or effects which have a saving throw, and will receive a chance to save where none would normally apply.

Curse of the Berserker The character will have a 20% chance of going berserk every time he sees a melee, even if not personally involved.

Persistent Disease The victim will contract a Disease as per the Disease Curse, but the disease will recur until a Remove Curse. Mere death will not remove the curse.

One Against the World Anyone not with the victim at the time of the Curse will hate the victim as his worst enemy and will attack on sight unless a spiritual saving throw is made, or unless the observer is within the sphere of a Holy or Sacred Sword, or has the benefit of protection from gaze attacks.

Class Change The victim will change to a random class other than his current one. His requisites will not be changed.

Conversion The character will change to another religion or alignment, possibly including one shunned by player characters!

Possession Victim is possessed by an Evil Magic User or Demon (as per Magic Jar) who will take over his body. Among other nefarious deeds, the possessor will attempt to destroy the party by attacking with surprise and at great advantage. The demon/wizard will be able to use spells, regardless of the class of the victim.

High Curse of Ronkel As per the Curse of Ronkel, but the Curse may not be removed after death.

Incredible Shrinking The victim will begin to shrink at the geometric rate of 50% per full turn. A growth potion or Growth Animals spell will stop this for one turn. After 40 turns, the victim dies and the body is gone.

Incredible Growth The victim grows to three times his normal height with no increase in strength or attack. After every hour, Spell Survival must be rolled or he collapses under his own weight. Any blow from a heavy weapon has a 50% chance of breaking his weakened leg bones.

Magic Drainer The victim becomes a magic drainer. He can neither use magic, nor be affected thereby, and similarly for Clerical prayers. Remove Curse will not work. Any magical item contacting him will lose all magical properties.

Grand Curse of Ronkel As the High Curse of Ronkel, but there is no delay, and the Curse may not be removed by a Remove Curse, even before death. This is often combined with a Death Curse.

The Supreme Curse This curse is intended only for use against characters who have made a great trespass. The victim will be hounded by Astral Beings of such power that no listed magic can protect from them nor defeat them. The character's existence will be made into a living Hell by these creatures, which will effectively prevent the character from doing anything but flee from place to place, seeking sanctuary but finding none. Although they possess the power to slay the victim, they will torture him instead. When the victim finally dies, the Curse will afflict his heir. This Curse may not be removed by any means other than those specified by the Gamesmaster in advance, which should involve full restitution of whatever offense caused this curse. Even if this Curse is removed, the original victim will be affected by the Grand Curse of Ronkel.

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