



Princecon 17
Item Book

The Simulation Games Union

presents

The PrinceCon XVII Item Book

PrinceCon XVII is March 13-15, 1992.

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Introduction

Welcome to the Item Book for PrinceCon XVII. The book that you are holding is a work in progress. Two years ago we set out to reissue the Item Book, consolidating the work from the PrinceCon VI and PrinceCon XII Item Books and editing them to fit our current PrinceCon system, practices, and power levels. This has been done for some reasonable fraction of the book, but quite a bit still needs to be completed. We feel, however, that an incomplete book is better than none at all and so have brought together what we have for use in this con. Hopefully by next year we will have a complete book.

Certain sections have not been rewritten due to lack of time. You will note that some of the items in these sections have no descriptions. The reason for this is that the PrinceCon XII book intended for these items to be taken from PrinceCon VI and Greyhawk and so did not reprint them. Unfortunately today, we do not have wide access to these books. Such items will need to have descriptions printed in the item lists. It would be better in such cases to take the description from the actual source, so talk to Nick about finding such. In that way, all GM's, those who remember PCon VI and those who don't, will be running the same item.

In the item groups that have been rewritten there is another danger. Some of these items have not been playtested. This means that GMs must pay extra attention to the standard items. If a description seems broken to you, don't use it. This does NOT mean that you should simply write a new one. You must indicate in the item list and item card convention that the item is not standard. Otherwise, GMs may be content to look in the Item Book and not in the Item List. Hopefully, such items will be very rare.

In the following few sections, I will discuss a few hot topics concerning items. But for now, I just want to wish you good luck with your scenario. I hope that the book is useful.

Daniel Eisenstein

Burnout

By default and for most items, burnout is rolled before the item takes effect. Normally if an item burnouts it turns to dust and is gone. Rip up the card. Burnout chances should always be listed in the item list. Burnout chances in this book are suggestions and are listed for leveling purposes only.

Class Restrictions

This is pretty self-explanatory. Magical weapons and armor may only be used by characters that could use the non-magical versions. Certain other items are restricted to particular classes. By default, split class characters may use items appropriate to either class.

Item Lists

The item lists are the link between this Item Book, the GMs imagination, the GMs scenario, and the players. Not surprisingly, they are very important.

All magical or nonstandard items that players can possess at the convention take the form of item cards (index cards). Each card has a number that is a reference to a list that each GM puts together. The item list describes each of the items that the GM can possibly distribute. The format of an item card is the item number, which is the GM's initials along with a 3-digit number (say DJE-100), and some description, not necessarily complete or accurate, of the item. Typical information might Long Sword +1, Potion of Cure 2, Dregor's Horn, or Amulet of Eternal Hosing. Burnouts can be listed on the card, just write BO 10% or the like. Finally, and this is important, if the item is non-standard, meaning that the item is not described in this Item Book, then write NS by the item number. If the information on the card is inaccurate, then the item should be hotlisted, described below, but whether you write NS depends on whether the item appears non-standard to the player!

Hotlisted items are those items which another GM should read before running. This certainly includes all deceptive items that appear as standard. It often includes nonstandard items that are deceptive or have so much play influence that the GM should not just skim over it. A limited section of the numbering scheme for your item list should be the hotlist section. That is, set aside some range of numbers to be hotlist items and nothing else. All the hotlisted ranges will be consolidated and placed on one sheet of paper. It will be much easier to run if each GM has one or two ranges of hotlist, instead of scattering the items through his list and producing a hotlist of 20 numbers that will inevitably start blending together Sunday morning. Obviously, security is a consideration too. You probably don't want to make 500-999 to be hotlist; players will catch on. But smaller ranges in the middle of your list will be hard to catch.

All burnout chances must be in your item list. If you choose not to write the burnout chance of a standard item on the item card, you do not need to denote this as NS, unless you think that a GM will somehow assume that the item has no burnout. But it's hard to run a Wand of Fireballs without the BO and GMs should head to the item list if it isn't listed on the card.

We hope that with the NS notation and the consolidated hotlist ranges GMs will be able to deal with the common standard items very quickly without having to look them up in the list. This was a major hassle in PCon XVI, so it is in everyone's interest to make the system work as well as possible.

Cursed Items

Cursed items are those items which cannot be transferred without supervision from the Hireling Hall Desk or a GM. Curses are rated by the level at which they defend against Remove Curse. The simple notation for this is Cursed-X, where X is the level of the curse. Cursed items are generally hotlisted. The level of the curse should always be specified in the item list, even if a default value is list in the Item Book.

Hireling Hall will generally remove cursed items. If you do not wish a cursed item to be removed there, note this prominently in your item list. When you give out a cursed item, write the item number on the character sheet.

Not all cursed items are bad, they just can't be transferred. Some of them can be removed by the player at will; note this in the item list. This allows for items that the player cannot trade but can get rid of.

Item Leveling

Items in this book are leveled. One purpose of this scheme is to provide a rough basis for comparison between items, but the main purpose is to give guidelines for when a particular item should appear in the convention. The scale of the leveling is as follows:

Level 1: Items that can appear at any time during the convention.

Level 2: Items to appear in limited amounts for good play in second run. These will be the common item Saturday morning/third run.

Level 3: The common items Saturday night. Could appear in limited amounts for good play in fourth run or exceptional play in the third run.

Level 4: The most powerful items that players can possess. Should not be given out before the second-to-last run, so that the players can inflict them on at most one other GM. Sunday morning.

Level 5: Players should never enter a run with these items. This means that they can only be given out after 12:00 noon Sunday. It would be nice if GM's would refrain from trying to make the players drool and keep these items in book.

The run numbers given here are as counted by the players, not the GMs. Expect most players to play six times; seven runs may be possible, but it's not common. Non-standard items should be compared to standard ones to determine when they should be handed out.

Explanations of Items

Magical Weapons

These items have been divided into two groups: Generic Magical Weapons and Weapon Specific Items. Generic Magical Weapons are listed as powers that can be given to any weapon type. For example, we could just as easily have a Sword +1 or a Trident +1, the descriptions are the same. Weapon Specific Items are magical weapons whose powers are obviously tied to the type of weapon. Examples are such items as the Battle-Axe of Cleaving or the De-Were Spear. This is not to say that a GM couldn't define the De-Were Flail as the power of a De-Were Spear in a flail, but we will only list the original conception here.

Some of these powers may be non-contradicting and can be combined on a weapon. Of course, this will make the weapon more powerful and of higher level.

In addition, weapons may have intelligence, alignments, and/or special powers. Intelligence means that the weapon is sentient and has some control over itself and in some unfortunate cases, its wielder. Alignment means that the weapon is pledged to a particular religion and will try to follow the precepts of that religion. Special powers are magical abilities that go beyond the weapons combat abilities. These special power are often limited in the number of times they may be used. These attributes, previously associated only with swords, may be given to any magical weapon.

By tradition we are staying with a system of referring to magical items in terms of +N when we actually mean +5N% to hit or to save. This system, although inaccurate, has the advantages of being familiar to people and of avoiding silly nitpicking over a few percentage points by quantizing the abilities of items.

Unless otherwise stated, all weapons give their bonus to damage as well as to hit. Any bonus to damage (magical, spell, or strength) is never multiplied when damage is increased by multipliers such as backstabs, double damage criticals, or the power of slaying. Any penalty to damage can never reduce the **maximum** damage below 1. For example, a -3 dagger (doing d3 damage) will still do a point of damage if a 3 is rolled.

Note that +0 weapons and other items are legal and even occasionally useful. They hit creatures only hitable by magical weapons (rather than +N magical weapons), they hit as silver without the penalties that silver has on normal creatures, and they usually have powers besides the simple +0.

Unless otherwise stated, magical weapons shed no light and weigh normal amounts.

Magical weapons may only be used classes that can use the weapon type.

Generic Magical Weapons

These Weapons can typically be any Princecon Weapon Type. This includes the ones in the conbook, as well as Javelins, Nets, Whips, and Tridents. Some combinations don't make sense, such as Arrow of Dancing, so just avoid these.

Weapon +X / +Y vs (Monster)	Weapon of Lethargy +N
Weapon of Backbiting +N	Weapon of Level Draining +N
Weapon of Berserker Rage +N	Weapon of Light +N
Weapon of Chivalry +N	Weapon of Luck +N
Weapon of Command +N	Weapon of Magnetism +N
Cursed Weapon -N	Weapon of Mercilessness
Dancing Weapon +N	Weapon of Metal Domination +N
Weapon of Darkness +N	Weapon of Parrying +N
Weapon of the Desperation Defense +N	Poisoned Weapon +N
Weapon of Disease +N	Weapon of Protection +N
Weapon of Disguise +N	Weapon of Resistance +N
Weapon of Disruption +N	Weapon of Revenge +N
Dud Weapon +N	Rusty Weapon +N
Weapon of the Elements +N	Weapon of Silence +N
Enhanced Weapon +N	Weapon of "Monster" Slaying +N
Weapon of Equality +N	Spectral Weapon +N
Equalizing Weapon	Weapon of Speed +N
Fast Draw Weapon +N	Weapon of the Stirge +N
Weapon of Fatigue +N	Weapon of Stunning +N
Flaming Weapon +N	Weapon of Subdual +N
Gladiator's Weapon	Weapon of Thunder +N
Weapon of the Great Strike +N	Weapon of Truth +N
Weapon of Great Swings	Weapon of Undeath +N
Weapon of Haste +N	Vampiric Weapon +N
Weapon of Increase +N	Winged Weapon +N
Weapon of the Lakes +N	

Weapon +X / +Y vs (Monster) Level X. Does +X to hit and damage against most creatures, but does +Y against a special type or class of monster. Typically, Y is greater than X, but this is not required. The item is typically of level X, although a particularly powerful special function could raise this by one or more. The special types of monster can be anything, but here are some suggested ones:

- Members of a character class
- Followers of a religion
- Shapechangers (doppelgangers, lycanthropes, those using polymorph or shapechange)
- Magic Using creatures (all those able to throw Magic User spells)
- Enchanted Monsters (elementals, golums, invisible stalkers, aerial servants, djinn, efreet, homunculi, salamanders, simulacra, conjured servants)
- Giant Class (Can be defined as only applying to those humanoids up to ogre-size)
- Shadow-Based creatures (shadows, shades, etc)
- Little People (fairies, pixies, nixies, dryads, hellions, gremlins, wretches, imps brownies, leprechauns, banshees, etc)
- Cold-using Creatures
- Heat-using Creatures
- Air-using Creatures (Flying and Air-based Creatures, excluding Undead and Enchanted Monsters, but including Storm and Cloud Giants)

Earth-using Creatures (such as Earth Elementals, Stone Giants, Hill Giants, Giant Slugs, etc)
 Water-using Creatures (not fish)
 Giants (either all or one particular species)
 Dragons (either all or one particular species)
 Lycanthropes (either all or one particular species)
 Rodents
 A humanoid race, such as human, elf, dwarf, hobbit, gnome, goblin, orc, gnoll, kobalds, etc. Pick any one or more.
 Trolls
 Ents and other Plants
 Canines
 Felines
 Birds (including Giant, but not magical ones)
 Reptiles (including Giant, but not magical ones)
 Insects and Spiders (including Giant, but not magical ones)
 Fish (including Giant, but not magical ones)
 Horses

Weapon of Backbiting +N Level 0. Cursed-14. A +N weapon. If an attack is missed by more than 25%, the weapon will strike the wielder, doing normal damage.

Weapon of Berserker Rage +N Level 1. Cursed-14. This is a +N weapon, but every round that the wielder is in combat, he has a 10% chance of flying into a Berserker Rage. In this rage, the wielder will always attack the nearest target. He will never drop his saving throws, listen to or recognize any comrades, think of any long-term goals, or switch weapons. He has a 10% chance per round of snapping out of the Rage. If he is somehow separated from the weapon, then he will snap out.

Weapon of Chivalry +N Level N. Cursed-16. A +N weapon, this weapon is very honorable. It can never be used in an ambush or sneak attack; if this is attempted, it will turn and attempt to strike the wielder instead, gaining +20% to hit with the wielder's TACO. If the wielder challenges another to a single combat, the weapon will gain another +2 for the duration of the single combat. Although it is cursed, this may be circumvented, for the weapon may be given away freely if the gift is without recompense.

Weapon of Command +N Level N+2. This +N weapon bestows upon its wielder improved powers of command. His effective charisma is raised by 3, although this will not sum with Word of Command. He may cast Mass Bless 1 once per day. Twice per day, he may raise the weapon overhead and rally his troops. This has the effect of a Mass Bless N, will raise morale 10%, and will allow broken troops a new chance to rally.

Cursed Weapon -N Level 0. May be Cursed. A -N weapon that also inflicts a curse upon the wielder. The curse should be specified.

Dancing Weapon +N Level N+3. This sword acts as a +N 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. Some of these weapons are more vulnerable and can be knocked out of the air if the opponent attempts to knock it down and hits AC 2. These weapons are only Level N+2.

Weapon of Darkness +N Level N+1. As Weapon of Light, but emanates Darkness.

Weapon of the Desperation Defense +N Level N+1. This +N weapon gains an additional +2 bonus if the wielder is cornered without a physical escape route. Willful attempts to invoke this bonus will not invoke it; the cornered wielder must have been forced into that position.

Weapon of Disease +N *Level N+1*. A +N weapon that on a hit of 01-10 will inflict a 6th level Cause Disease on the victim.

Weapon of Disguise +N *Level N*. A +N weapon that on command can shrink to some nondescript small metal clothing item such as a ring, buckle, button, or necklace. The form of the item is fixed. The wielder can command it to return to normal size. Shrinking and Growth take place in Item phase and take a full phase to complete. When shrunk, the item has a Conceal Magic on it.

Weapon of Disruption +N *Level N+2*. Acts as a +N weapon, +N+1 vs. Undead. Any Undead that is hit by the weapon must win a level-vs-level battle vs the weapon. If the creature fails, it must make a Spiritual Saving Throw or be dissolved/dispelled. The weapon is level 6 for +0, 8 for +1, 10 for +2, etc.

Dud Weapon +N *Level 1*. This weapon is +N to hit, but does only half normal damage, rounded normally, and gains no bonus to damage. It appears as if it is doing full damage. Not sticky.

Weapon of the Elements +N *Level N+2*. This weapon is keyed to Fire, Cold, Earth, or Air. It is +N, +N+2 vs. the diametric element (defined as Fire-Cold, Earth-Air). It gives the wielder the appropriate Resistance (Fire, Cold, Crushing, Lightning). Once per day, the wielder may throw a 6 die Fireball, Snowball, Implosion, or Lightning Bolt, as appropriate. And the wielder may attempt to dispel a Wall of Ice, Wall of Flames, Wall of Stone, or Fly/Levitate, as appropriate, as a 12th level MU.

Enhanced Weapon +N *Level N*. This +N weapon acts as a +N+2 weapon for which creatures it can hit.

Weapon of Equality +N *Level N+1*. When this +N weapon hits, it attempts to dispel any bless-type or enhancement spells on the victim. These include: Bless, Fight like a Lion, Aura of Power, Beneficence of Ratri, Strength, Resistances, Immunities, Immolate, Control Self, and Toughness. It will not affect those powers that are centered on equipment, such as Flame Weapon, nor will cancel powers that are permanent, such as Fire Giant heat immunity or a Ring of Cold Resistance. The weapon is level 10 for the level-vs-level battles, which must be conducted against each individual spell.

Equalizing Weapon *Level 4*. It acts as a +1 weapon. In addition, when a humanoid scores a hit with the sword upon a humanoid, the person of higher level loses a level, and the person of lower level gains one level. The higher level person always gets a physical saving throw to negate the effect.

Fast Draw Weapon +N *Level N*. This +N weapon may be taken out or put away without using an action. It may use this ability in any phase; however, it may only use it once per round. Often combined with the Weapon of Speed.

Weapon of Fatigue +N *Level N-1*. Cursed-14. This +N weapon is extremely tiring to wield. After every 3 rounds of using the weapon in melee, the wielder must rest the next round, doing nothing else. Resting makes him 20% easier to hit and negates the use of a shield. The 3 rounds need not be consecutive; the wielder must rest in order to reset this counter.

Flaming Weapon +N *Level N+1*. This power is usually reserved for bladed weapons and is usually +1. It receives no bonus unless flaming, which it will do at the option of the wielder. It then is +N vs. normal opponents, +N+1 against Trolls, Ents and Cold-based creatures, and +N+2 against Undead and Plant-types. It is -2 against fire-based creatures when flaming. Ordinary creatures will check morale before attacking the wielder. Wounds caused by it will be cauterized and will not regenerate. The flames can be used to ignite inflammable material.

Gladiator's Weapon *Level N+2*. Acts as a +N weapon with no bonus to damage. 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 all hits will do maximum damage (e.g. 8 points + other bonuses for a long sword).

Weapon of the Great Strike +N *Level N+1*. A +N weapon. If it hits on a 01-10, it does double damage.

Weapon of Great Swings *Level N*. This +N weapon gives its user the ability to make Great Swing attacks as per the fighter maneuver. Great Swings are -10% to hit, +4 damage, and -3 AC.

Weapon of Haste +N *Level N+2*. This +N weapon gets two swings per round when it is used in combat. Note that it is not the same as a haste spell because the wielder gets only two swings, not two fully independent actions. Cannot be stacked with Combat Haste.

Weapon of Increase +N *Level N+2*. It is always +N to hit, but after the first time that a particular creature is hit in a combat, the weapon will gain an extra +1 on damage per extra hit. For example, a +1 Weapon would do +2 on damage on the second hit, +3 on the third, etc.

Weapon of the Lakes +N *Level N*. A +N weapon that can be used freely underwater. For some of these weapons, the bonus

only applies underwater.

Weapon of Lethargy +N Level N+2. If this +N weapon hits on a 01-10, the victim must save vs. Physical or be affected by a Slow spell for 6 melee rounds.

Weapon of Level Draining +N Level N+2. Acts as a +N weapon. If it scores a hit with a roll of 01-05, the victim must make a Spiritual Saving Throw or lose a level. Lost levels are treated as those drained by Undead.

Weapon of Light +N Level N+1. A +N weapon that on command from the user will emanate Light, as per the spell. Three times per day, this effect may be strengthened to Continual Light for ten rounds. In addition, if the weapon is glowing with Continual strength, a hit of 01-10 will blind the victim as per Cause Blindness for d4+2 rounds.

Weapon of Luck +N Level N*2-1. Acts as a +N weapon, but also gives the wielder +5*N to his saving throws.

Weapon of Magnetism +N Level 1. Cursed-12. Metal weapons only. This weapon is strongly attracted to metal. Against a foe in metal armor, it is +N to hit and on damage, but will stick to the foe's armor 50% of the time. If stuck, it will require one round to dislodge it, during which round the wielder is at -2 AC and cannot do anything else. Against a foe not in metal armor, it gains no bonuses. If the wielder is in metal armor, then to hit rolls of 91-00 mean that the weapon has stuck to his own armor, with dislodging procedure and penalties as above.

Weapon of Mercilessness Level 2. Cursed-16. 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 weapon on himself. As it goes up in level, it is more effective, but its demands are also greater. At experience level N it is +N and requires N killings of at least Nth level. This weapon doesn't work well in convention play.

Weapon of Metal Domination +N Level N+3. A +N weapon that ignores all non-magical metal protection when striking. The target's AC is computed without these protections, such as non-magical metal armor and shields.

Weapon of Parrying +N Level N. A +N weapon that also has the power of parrying, as per the Fighter maneuver Parry. The wielder must declare in Melee phase that he is parrying. Parrying uses his action and prevents him from attacking. It then subtracts 3 from his AC against melee attacks.

Poisoned Weapon +N Level N+4. A +N weapon. Each time it hits, one dose of poison will be injected in addition to normal damage. The poison has a d6 surge and does 1 point of damage each round thereafter. The victim gets a physical saving throw before the surge and each 10 rounds thereafter. Larger than man size creatures get a save every 5 rounds. A successful save cancels all later damage. If a Neutralize Poison is cast on the weapon, it must make a save or lose its poison ability for a day. Slow Poison has a similar effect for 1 turn.

Weapon of Protection +N Level N*2. Acts as a +N weapon, but also gives the wielder +N to his AC. Acts as a Ring of Protection for stacking purposes.

Weapon of Resistance +N Level N. In addition to being a +N weapon, it also gives the wielder one of the resistance spells when drawn. Some of these weapons radiate the resistance in a 10' radius; these weapons are level N+1.

Weapon of Revenge +N Level 0. Cursed-14. Acts as a +N weapon, but for every hit caused by the weapon, 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 weapon.

Rusty Weapon +N Level 0. A +N weapon. If an attack is missed by more than 25%, the weapon will shatter, becoming useless and nonmagical.

Weapon of Silence +N Level N. This +N weapon makes no sounds upon being drawn or sheathed, in weapon play, or in other use. Hence, a combat using it will be silent, except for the noise of the two people.

Weapon of "Monster" Slaying +N Level N+1. A +N weapon that does lots of damage to one particular species of monster. The damage is 4d10 if the weapon's maximum damage to the target is more than or equal to 8, and is 4d6 otherwise. Exception: Missiles of Slaying do 4d10 due to their one-use nature.

Spectral Weapon +N Level N+1. This +N weapon can hit out of phase or intangible targets. It gives its wielder +10% to detect illusions.

Weapon of Speed +N Level N. A +N weapon that hits in Missile Phase if a melee weapon and Breathe Phase if a missile weapon.

Weapon of the Stirge +N Level N+1. Bladed weapons only. If this +N weapon hits on a 01-10, then it will stay lodged in the victim, ripping itself from the wielder's grasp. Each round thereafter it will suck for N points of damage. The victim must use a free hand to attempt to detach the weapon; he must hit AC 2 to succeed. Once dislodged, the weapon falls to the ground lifeless.

Weapon of Stunning +N Level N+1. In addition to being a +N weapon, any victim hit by the weapon on a roll of 01-10 must save vs. Physical or be stunned for the next N rounds.

Weapon of Subdual +N Level N. This +N weapon does less lethal damage than its counterparts. Only half of the inflicted damage is actually permanent killing damage. The other half is still counted against the victim's hit point totals. If the victim's hit points reach 0 or lower, he is unconscious, unless the real, killing damage alone would take him below 0, in which case he is dead as usual. Some of these weapons give the user the choice of whether to subdue or not, although the default is that the weapon always strikes to subdue.

Weapon of Thunder +N Level N+1. A +N weapon which emits loud cracks of thunder when it hits. If it hits on a 01-10, the crash is so loud that it Causes Deafness as per the spell. The victim gets a spiritual saving throw. In addition, if the save is failed, the victim is stunned for the next two rounds and may not attack, although he defends at full value.

Weapon of Truth +N Level N+1. When this +N weapon hits, it attempts to dispel any disguise, magical or physical, and force shapeshifters, excepting Lycanthropes, back to their true form. A level vs level battle is fought for each effect, with all physical disguises counting as one. The weapon counts as level 10.

Weapon of Undeath +N Level N+3. Creatures slain by this +N weapon will become zombies under the control of the wielder one hour after death. For this curse to take effect, the weapon must deal the killing stroke. If the body is burned after death, it will not rise. The zombies are mindless and can cast no spells, but they retain their physical abilities of life. If a living creature wields the weapon, it will backbite on a roll of 81-00, doing full damage.

Vampiric Weapon +N Level N+3. One-third of the damage caused by this +N weapon is bestowed upon the wielder, up to his maximum hits.

Winged Weapon +N Level N+3. It thrown toward 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 AC 3-N. If it is hit it will fall to the ground and may not be recalled. Usually a Dagger.

Special Abilities

Magical weapons may be intelligent, have an alignment, or have one or more special powers. Only intelligent weapons will have an alignment, although any weapon may have special powers. While there are rollup systems in place here, it is more important to create a weapon that makes sense. Try to design the personality, alignment, and powers to suit each other.

It is impossible to assign a leveling system to the myriad of possible abilities. It is up to the GM to gauge the power of a weapon. While intelligence and alignment may not do much for the wielder, many of the special powers are quite potent, and even the minor ones can greatly enhance a weapon by giving spell-like abilities to a class that normally has none. Only the weakest of powers will not raise the level of weapon by at least one.

Intelligent Weapons

Some weapons are enchanted so as to be sentient. These weapons vary in intelligence, will power, and personality traits. Only intelligent weapons can be aligned to a religion.

Intelligent weapons have an Intelligence and an Ego. These numbers must be between 1 and 12. The higher a weapon's intelligence, the more rationally, effectively, and indirectly it will pursue its goals. The higher a weapon's ego, the more will it has to pursue these goals. To randomly determine these stats, roll a d4 for each level of the item. For cursed weapons, make a level corresponding to the power of the curse (the harmful effects count positively in this case). Then modify the roll by a d10

mapped to (-4,-3,-2,-1,0,0,+1,+2,+3,+4).

The weapon has a 10*Int% chance of being able to speak and a 20*Int% chance of being capable of empathy. Weapons with Intelligence 12 may communicate telepathically with their wielder. Weapons that can speak know the language of their creator, plus one more for each Intelligence point above 9. Weapons communicate as per their intelligence, with 8 being a dumb native, 10 being average, and 12 being scholarly.

These weapons have personalities. These personalities are usually expressed in terms of traits, although the GM may feel free to simply write a personality. If proceeding according to formula, give the weapon one trait plus one extra trait for each Ego Point above 8. Choose the trait from the following list or create your own.

Loves Battle, Cautious, Fearless, Hates One Species, Likes one Species, Greedy, Generous, Revengeful, Forgiving, Religious, Vain, Proud, Ambitious, Competitive, Argumentative, Rude, Polite, Talkative, Quiet, Subversive, Insulting, Frugal, Caring, Supportive, Overconfident, Chivalric, Rationalizes all wrong, Denies all wrong doing, Childish, Overmature, Uptight, Selfless, Selfish, Martyr, Sneaky, Stubborn, Openly miserable, Paranoid, Schizophrenic, Some phobia (pick one or more), Just Plain Homicidal, Self-obsessed.

Hates One Species: usually that of the special bonus of the weapon, if this exists.

Loves One Species: Weapon would prefer this species as its wielder.

Phobias: Pick one or more.

If the weapon cannot speak, then some of these traits may not make sense. Reroll or pick. Duplicate traits intensify themselves. Contradictory traits cancel each other out and the weapon has fewer traits than expected. For each trait, determine a random number between 1 and the weapon's Ego. 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 existence, may act irrationally.

Battle of Wills

While the long-term harmony between the weapon and its wielder depends upon tolerance and occasional indulgence, occasionally neither entity will be willing to back down. If this occurs, the weapon may balk and disobey its wielder. It can do so in a number of ways. It may refuse to be sheathed, drawn, or dropped. It may refuse to be used in melee, or may attempt to attack its owner. It may attempt to ruin plans by acting at the wrong moment or embarrassing its wielder. It may cancel its special powers or abilities. It may attempt to cause itself to be lost or insist upon being given to another wielder. It may try to force its wielder to submit to its idea.

If such a disagreement takes place, a battle of wills takes place. The wielder rolls a D6 per level, then adds his Intelligence and Charisma, and subtracts 1 for every 3 hit points that he is below normal. The weapon rolls a D6 per level as a magic item, then adds its Ego and Intelligence, one point for each Extraordinary Ability. If the matter involves a personality trait of strength 9 or higher or involves the weapon's religion, add a D6. The higher number wins, and the victor may impose its course of action. Particularly distasteful actions may require two successful battles, and if this is unsuccessful, then the action may not be attempted for another week.

Alignment of Weapons

Some magical weapons are dedicated to a particular god. These weapons, created by the alliance of a magic user and a cleric, are always intelligence. They cherish the principles of their religion, although some are more fanatic than others. They will expect their wielder to follow the rules and tenets of the religion. While more tolerant weapons may allow their wielders to

slack off slightly, no aligned weapon will willingly allow a serious transgression in their presence. If necessary, they will engage in battle of wills to attempt to enforce the religion.

Pick the religion of the weapon as you wish. The weapon will only function at full power for a member of that religion. For members of religions that are generally friendly or allied, the weapon will be no more powerful than +1. For members of religions that are generally neutral, the weapon cannot be used. For members of hostile religions, the weapon cannot be used and will cause 2d6 to any of this religion who touch it. If the weapon is dedicated to a minor deity, it will generally extend full powers to others who follow the major deity to which the minor one is related, although some weapons can be extremely finicky about the particular sect of the religion.

Special Powers

Some weapons have the ability to cast or project spell-like powers or even function as a magic user themselves. All powers may only be used by the wielder, and only while he is holding the hilt or handle. The wielder must speak to activate the power, unless the weapon is telepathic, in which the wielder must simply communicate in that manner.

These powers are separated into three categories: Primary, Extraordinary, and Aligned. Primary powers generally correspond to spell level 1 and 2, while Extraordinary powers correspond to spell levels 3 to 5, although some powers aren't easily leveled. Aligned powers are innate powers related to the tenets of a religion. Only Aligned weapons may have aligned powers. If a random system is being used, give 1 Primary to Intelligence 7, 2 Primaries to Intelligence 8, 3 Primaries to higher Intelligences, plus 1 Extraordinary to Intelligence 12. If a power is rolled twice, it is double strength if this has meaning, otherwise reroll.

Most powers can only be used a certain number of times per day or week. In general, the duration of powers is that of the corresponding spell. Powers require one round to turn on.

Powers denoted Constant function at all times that the weapon is being held.

Other powers, denoted Concentration, may be used as often as desired but require that the wielder do nothing else, save perhaps move at 1/3 speed. To turn on a power based on Concentration, the wielder must speak as above. No concentration power can be used more than 30 minutes per hour. At the creator's option, Concentration could be replaced with several stints per day, each of the spell's normal duration, during which the wielder could act normally.

Powers that are not Constant may, at the GMs option, be placed on a burnout system. Assign a burnout chance to each power. Each time the power is used or turned on, roll the burnout. If a power does burnout, roll the same chance again to see if the weapon as a whole burnouts. If not, only the power does. Powers on burnout typically can be used more often or even without restriction.

The default level of Primary powers is 6; the default level of Extraordinary and Aligned powers is 10, except for offensive spells, which default to level 6.

Primary Powers

Bless II: Once per day. As the clerical spell, but can only be used on the wielder. Aligned weapons whose religions cannot cast this spell may not have this power.

Body Cool/Heat: Constant. Reduces/Increases the wielder's body temperature 25 degrees toward normal body temperature. It does not counter fire/cold spells, but it will protect against extended exposure.

Cure II: Once per day. As the clerical spell, but can only be used on the wielder. Aligned weapons whose religions cannot cast this spell may not have this power.

Detect Gold: Concentration. As Locate Secret Doors, but gold is detected. Only a rough idea of the amount is gained.

Detect Traps: Concentration. As per Locate Secret Doors, but traps are detected.

Dispels "Spell": Twice per day. The weapon possesses a specific form of Dispel Magic that only functions against specific spells. Examples are Walls of Flames, Blade Barriers, Magic Bridges, Shields, or Flame Weapon. The range is touch. The level of the sword is 10 for dispelling purposes.

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

Locate Secret Doors: Concentration. The wielder may search for secret doors by passing the weapon 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.

Minor Valhalla: Once per week. The wielder may summon 2d4 second level fighters from Valhalla. They will appear in a flash within 2" of the caller and will fight for him until dead, until ordered to return, or until there are no opponents for them to fight for one hour.

Night Vision: Constant. As the clerical spell Cat's Eye.

Water Walking: Concentration. As the clerical spell, Water Walking/Self.

MU Spell: In general, any first or second level MU spell, except Strength, may be placed in the weapon. The duration and access restrictions must be carefully set for each spell. Please note this information in your item list. Defensive and non-targeted spells may only be used by the wielder. Here is a partial list:

- Detect Magic: Concentration.
- Detect North: Constant.
- Enhanced Hearing: Concentration or Constant.
- ESP: Concentration.
- Fog Weave: Twice per day.
- Ice Lance: Twice per day.
- Infravision: Concentration.
- Levitate: Concentration.
- Knock: Twice per day.
- Long Talk: Concentration
- Mirror Image: Once per day.
- Protection from Enchanted Monsters: Constant.
- Read Languages: Concentration.
- See Invisible: Concentration.
- Shield: Twice per day.
- Telescopic Vision: Concentration.
- Ventriloquism: Concentration.

Extraordinary Powers

Bless V: Once per day. As the clerical spell, but can only be used on the wielder. Aligned weapons whose religions cannot cast this spell may not have this power.

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. The ability will last for one day, during which time he need not touch the sword, but must carry it on him.

Cure IV: Once per day. As the clerical spell, but can only be used on the wielder. Aligned weapons whose religions cannot cast this spell may not have this power.

Damp Teleport: Constant. 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.

Detect Gate: Concentration. The wielder may detect gates, defined as places that allow travel to parallel universes, as per the generic Detect spell. He will know where the gate leads, as well as he can understand.

Detect "Monster": Concentration. The wielder can detect the presence of a certain kind of monster. The range is 10", with stone and metal counting as 10 times its thickness. The kind of monster can be fairly broad, and the weapon detects both the number and particular species of monster.

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

Dispel "Spell": Twice per day. As per the Primary power, but the level of the sword is 15 for this battle.

Magic-Using Weapon: Special. This weapon must be intelligent. It actually has the power of a Nth level Magic User with spell points equal to its intelligence. It may choose its spells as would a Magic User. The weapon may not be in melee when casting, and the wielder cannot do anything else during the round. The spell must be declared in Declarations phase; it is then cast in Magic User spell phase. Possession of the sword does NOT give the wielder the ability to use Magic User items.

Major Valhalla: Once per week. As Minor Valhalla, but 2d4 4th level fighters are summoned.

MU Spell: In general, any third through fifth level MU spell may be placed in the weapon. A few higher level spells are also appropriate. The duration and access restrictions must be carefully set for each spell. Please note this information in your item list. Defensive and non-targeted spells may in general only be used by the wielder. Here is a partial list:

Strength: Once per day. Wielder only.

Fireball or the like: Twice per day or on Burnout.

Clairaudience: Concentration.

Clairvoyance: Concentration.

Disguise: Constant. May only change disguise once per day. Can cancel and restore freely, one round per switch.

Flying: Constant.

Massmorph: Once per day.

Mind Blank: Constant.

Pass Wall: Twice per day.

Repulsion: Once per day.

Second Sight: Constant.

Telekinesis: Concentration.

Telepathy: Concentration.

Teleport: Once per day. Some of these weapons may take along one other consenting man-sized creature if the wielder has his free arm around him.

True Sight: Concentration.

Wizard's Eye: Concentration.

Aligned Powers

These are powers that derive from clerical help in the making of the weapon. They are religion specific. They are governed by the same rules and definitions as Special Powers in general.

Clerical Spell: In general, any first through fifth level clerical spell of the religion of the weapon may be placed in the it. A few higher level spells are also appropriate. The duration and access restrictions must be carefully set for each spell. Please note this information in your item list. Defensive and non-targeted spells may in general only be used by the wielder. Here are some examples:

Cure X: Once per day. In special cases, this may be cast on others.

Cause X: Once or Twice per day.

Inquisition: Once per day.

Detect Evil: Concentration.

Dispel Evil: Once per day.

Aura of Power N, or the like: Once per day. In special cases, this may be cast on others.

Dispel Undead N: Once per day.

Protection from Evil N: Concentration or Twice per day.

Remove Curse: Once per day.

Augury: Once per day.

Fair Fight: Constant or Twice per day.

Swords

There are several types of swords. 15% of magical swords are short swords, 10% are two-handed swords, and the remaining 75% are long swords. Other types exist, but only appear at the GMUs option.

Generic Magic Weapon

Generic Magic Weapon See the appropriate section.

Maces, Flails, Morning Stars, Clubs

Generic Magic Weapon

Flail of Entanglement +N

Weapon of Healing +N

Club of Return +N

Mace of Return +N

Generic Magic Weapon See the appropriate section.

Flail of Entanglement +N Level N+1. If this +N flail hits, the wielder may attempt to grapple next round at +30%. The entangled victim does not get to attack until after the grappling attempt, and then only if the attempt failed.

Weapon of Healing +N Level N+1. Clerical Melee Weapons only. This acts as a +1 weapon. In addition, if wielded by a Cleric, it will RstoreS one hit point per round he has done damage with it. These points may be used by the Cleric to do one rounds cures with no saving throws. The saved points will vanish if not used before he next gets spells back or if the Mace is used by any other being.

Club of Return +N Level N+1. This +N club can be used to bat a Fireball or Snowball spell back at the caster. To succeed, the user must be in the area of effect and must roll his Dexterity or lower on 3D6. If successful, the spell will detonate on the caster.

Mace of Return +N Level N+1. Like the Club of Return +N, but an audible RpingS will be heard if the user is successful.

Daggers

When constructing Magical Daggers, remember that they can be used in backstabbing and thus can become more powerful than a cursory leveling would indicate. Remember, however, that only the weapon base damage is multiplied, never any bonuses. Mages may not cast while holding daggers.

Generic Magic Weapon

Balanced Dagger +N

Mage Dagger

Minor Mage Dagger

Opal Dagger +N

Dagger of Ronkel

Thief's Dagger

Generic Magic Weapon See the appropriate section.

Balanced Dagger +N Level N. This +N dagger has double normal range when thrown.

Mage Dagger Level 3. A Magic User may store on spell inside this +1 dagger 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. Throwing the spell requires that the caster be holding the dagger and be able to speak. Some of these Daggers have a burnout roll that must be made when the spell is stored.

Minor Mage Dagger Level 1. This +1 dagger acts as Mage Dagger, but it can only store spells of 1st or 2nd level. Some of these Daggers have a burnout roll that must be made when the spell is stored.

Opal Dagger +N Level N+1. It acts as a +N 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.

Dagger of Ronkel Level 6. Anyone slain by this +1 dagger must be raised within 10 melee rounds or be unresurrectable as per the Curse of Death spell.

Thief's Dagger Level 5. It acts as a +1 dagger. In addition, if used by a Thief in a surprise backstab, it will never miss, provided that the strike normally would have at least a 1% chance to hit.

War Hammers & Hand Axes

Unless otherwise noted, these weapons do not return when thrown.

Generic Magic Weapon

Balanced Warhammer/Hand Axe +N

Lightning Hammer

Returning Warhammer/Hand Axe +N

Generic Magic Weapon See the appropriate section.

Balanced Warhammer/Hand Axe +N Level N. These +N weapons have double normal range.

Lightning Hammer Level 2. It acts as a +1 war hammer. In addition, when it is thrown and hits, two Lightning Bolts of 4d6 each, fly from the head of the hammer. The bolts will hit the two nearest targets.

Returning Warhammer/Hand Axe +N Level N+1. These +N weapons return to the thrower in the same round, whether they hit or not.

Battleaxes

Generic Magic Weapon

Cleaving Battleaxe +N

Dwarven Battleaxe +N

Generic Magic Weapon See the appropriate section.

Cleaving Battleaxe +N Level N+1. Using this +N weapon, one may chop through 1 foot of wood, 3 inches of stone, or 1 inch of iron per melee round. Treat other materials proportionally.

Dwarven Battleaxe +N Level N+1. This weapon only performs correctly in the hands of a dwarf. In this case, it becomes a +N weapon, +N+2 vs Elves, Goblins, Orcs, and Giants. It will glow if any of these creatures are within 6", with stone counting as normal.

Spears

Spears may be used in melee or thrown. A spear does double damage when set against a charge.

Generic Magic Weapon

De-Were Spear +N

Generic Magic Weapon See the appropriate section.

De-Were Spear +N Level N. It acts as a +1 spear. In addition, any Lycanthrope who is hit by it is returned to its humanoid form 10 melee rounds, unless it can win a level-vs-level battle against the spear, which counts as 10th level. Creatures under the influence of a Lycanthropy spell may use the higher of their level or the caster's level.

Halberds, Military Picks, Pikes, Pole Arms

Generic Magic Weapon

Weapon of Example +N

Generic Magic Weapon See the appropriate section.

Weapon of Example +N *Level N*. Pole Arms and the like only. When this +N weapon is used in formation, the surrounding troops gain +5% to hit, on defense, and on saves, due to the sparkling example of the wielder.

Bows, Crossbows, & Slings

Take care when creating magical bows et al., for magical bows with magical arrows can add to be very powerful. Bows et al. above +3 are discouraged. Magical bows do not normally affect creatures that require magical weapons to hit them. 1/3 of magical bows are short bows. 2/3 of magical crossbows are light crossbows.

Generic Magic Weapon

Weapon of Many Shots

Blind Weapon +N

Weapon of the North

Weapon of Distance +N

Crossbow of Speed +N

Elven Bow +N

Weapon of the 5th dimension

Hobbit Short Bow/Sling +N

Weapon of the Tropics

Crossbow of Lightning +N

Generic Magic Weapon See the appropriate section.

Blind Weapon +N *Level 1*. Cursed. It acts as a +N weapon. However, 25% of the time it is fired, the missile will go at a random target, including the user.

Weapon of Distance +N *Level N+1*. This +N weapon has twice normal range.

Elven Bow +N *Level N+1*. It acts as a +1 bow. If used by an Elf, it becomes +N, +5 against Dwarves, Orcs, and Ghouls.

Hobbit Short Bow/Sling +N *Level N+1*. It acts as a +1 short bow/sling. If used by a Hobbit, it becomes +N, doing double damage to Undead and hitting undead using non-magical arrows/stones.

Crossbow of Lightning +N *Level N+1*. It acts as a +N crossbow. However, if it has not been fired within the last 24 hours, it will shoot a 6D6 Lightning Bolt. If a quarrel is in the crossbow at this time, the Bolt will backfire.

Weapon of Many Shots *Level 4*. Any non-magical missile fired from this weapon 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.

Weapon of the North *Level 4*. No slings. As per Weapon of the Tropics, but it fires a icy bolt that is +3, +5 vs. fire-based creatures. In addition, if the bolt hits a cold-blooded creature (e.g. reptile, insect) then the creature must save vs. Physical or move at half speed for 10 melee rounds.

Crossbow of Speed +N *Level N+1*. This +N crossbow may be fired every round.

Weapon of the 5th dimension *Level 3*. Any missile fired by this weapon will seek out the nearest target in some other Plane and hit at +5. 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.

Weapon of the Tropics *Level 4*. No slings. It needs no missiles, instead firing a fiery bolt. This bolt is +3, +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.

Arrows, Quarrels, Slingstones, and Quivers

Arrows are used in Bows, Quarrels in Crossbows, Slingstones in slings. These projectiles can be recovered unharmed 50% of the time if they miss their target. If they hit their target they are destroyed, unless otherwise noted.

Quivers are a system for convenience. Rather than writing out an item card for each individual arrow or the like, a GM can define a quiver. A quiver simulates a group of arrows by requiring a burnout roll before an arrow is pulled out. If the quiver burns out, no more magical arrows can be withdrawn. Quivers should only be made for the less powerful arrows; the powerful ones are meant to stand alone. Suggested burnout rate is 10-20%.

Generic Magic Weapon	Missile of the Forest +N
Missile of "Spell"	Missile of the Grappling Hook
Cupid's Missile	Missile of Many Shots
Missile of Death	Missile of Message
Arrow of Direction	Signal Missile
Missile of Doom	Missile of Tracking
Enchanted Missile	Missile of the Woods
Errant Missile	

Generic Magic Weapon Use the appropriate section. Being missiles, arrows and the like often don't make sense for some powers.

Missile of "Spell" *Level depends on spell.* This missile is +0, but where it hits, a spell will be centered. Favorites are: Continual Light, Web, Fireball, Blinding Flash, Dimension Door. The particular spell may require explanation in the item list.

Cupid's Missile *Level 5.* This missile is +1 to hit, but does no damage. If it hits, the victim must save vs. Mental or become the tireless follower of the Archer.

Missile of Death *Level 5.* It is +1 to hit, but does no damage. Instead the victim suffers the Finger of Death, as per the spell.

Arrow of Direction *Level 4.* 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. The range of this power is 20 miles. 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. It may be used seven times per day.

Missile of Doom *Level var.* This missile is +0. The victim of this missile receives a Curse, normally with no saving throw. The level of the item should reflect the level of the curse.

Enchanted Missile *Level 3.* This missile is +3 to damage. Assuming there would normally be any chance to hit, it will never miss unless the victim has some magical protection (including even Protection from Normal Missiles) or is an Enchanted Monster or has a natural armor class better than 2. Against these exceptions the arrow is +15% to hit.

Errant Missile *Level 1.* It functions as some other type of missile. However, when fired it will 50% of the time hit the shooter, and 50% of the time hit the closest other target to the shooter regardless of where aimed.

Missile of the Forest +N *Level N.* This missile is +N. When it is fired in the forest, it will fly around trees in its path in order to hit its target.

Missile of the Grappling Hook *Level 3.* This missile has a 6U string hanging from it. If the shooter ties the string to something firm and shoots the missile, the string will lengthen as the missile flies and the missile will imbed itself firmly in a non-living object on the other side. The string will thicken to become rope and the newly made connection will support up to 500 pounds. Weakness of either anchor may lessen this strength.

Missile of Many Shots *Level 4.* When fired, this missile splits into D6 pieces. Each piece is +1 to hit, but does normal damage. All the pieces go for one target and a separate attack is rolled for each one.

Missile of Message *Level 1.* When this missile is shot at a target, it will land at his feet and deliver a Long Talk, as per the spell. The range of this missile is twice normal.

Signal Missile *Level 1.* 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 is obvious before shooting. It will be visible over immense distances, but the horizon usually cuts off viewing from more than about 80 miles.

Missile of Tracking *Level 1.* If the shooter spends one full melee round to aim this missile, it will never miss. This is so even if the victim moves, provided you keep aiming at the spot he was occupying. The range of this missile is line of sight. It has no plus to damage, and is considered a +0 magic weapon.

Missile of the Woods *Level 2.* When it lands in dirt, it turns into 2D6 Oak Trees, each 4D6 feet tall. If it is used to hit a creature, it act as a non-magical missile.

Lances

Lances are renown for seeking to kill dragons, giants, and knights, and thus many of them are focused around this.

Generic Magic Weapon

Generic Magic Weapon See the appropriate section.

Nets

Nets do no damage and are -10% to hit, but once they hit, they give +15% to grapple and raises the victimUs AC by 2. The victim encased in the net must roll his dexterity or less on 3d6 to escape. One attempt is allowed per round. If the victim is in melee, these attempts are at -4. A net that is too small has no chance of hitting effectively. Nets have a range of 3S and may only be used by human, elven, and dwarven fighters or Good Sam clerics with strength of 10 or more.

Generic Magic Weapon

Net of Ambush +N

Clumsy Net +N

Net of Entanglement +N

Giant Net +N

Net of Sanity +N

Variable Net +N

Net of Spectre Catching +N

Net of Spell/Prayer Point Draining +N

Generic Magic Weapon See the appropriate section. A +N net is +5N% easier to hit with and gives another +5N% to grappling, but does not affect the AC of the victim.

Net of Ambush +N *Level N+1.* It acts as a +N net. If it is given a command word, it will stick to the ceiling and attack the next hobbit-sized or larger creature that passes underneath. The net attacks as a F8. The net must be touching the ceiling when the command word is given. When attached it is Concealed.

Clumsy Net +N *Level 1.* Cursed. If this net misses its target, it entangles the user.

Net of Entanglement +N *Level N+1.* This +N net requires D4 successful dexterity rolls to get out of, instead of one. The rolls need not be consecutive.

Giant Net +N *Level N+1.* This huge +N net requires a 20 strength to use. It can entangle two creatures within 1S of each other. Each creature must be hit separately. If thrown at just one creature, the net is an extra +10% to hit due to its size.

Net of Sanity +N *Level N.* 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 the victim is out of the net. If the insanity was magically induced, the net must win a level-vs-level battle against the caster. The net is level 15 for this purpose.

Variable Net +N *Level N.* This +N net will adjust it size to the proper one for the target, up to 40' tall.

Net of Spectre Catching +N *Level N+1.* It acts as a +N net. In addition, it may be used to attempt to grapple non-corporeal beings, such as Spectres and Shadows, but not out-of-phase. Trapped non-corporeal beings may not make attacks through the net.

Net of Spell/Prayer Point Draining +N Level N+2. It acts as a +N net. If it hits a MU/cleric or someone able to cast MU/cleric spells, they must save versus Mental/Spiritual or the net will drain all of their remaining Spell Points for that day. If an individual has saved against this power of the net twice in a day, he is safe for the rest of the day.

Javelins

Javelins must be thrown in order to be effective, although they will count as +0 magical weapons in an emergency. They do d6/d6 damage, have a range of 3"/6", and can only be used by human or dwarven fighters. 10% of javelins are smaller, doing d4/d4 and usable by dwarves and hobbits. Javelins may be reused.

Generic Magic Weapon
Cold Seeking Javelin
Heat Seeking Javelin

Javelin of Lightning
Light Seeking Javelin

Generic Magic Weapon See the appropriate section.

Cold Seeking Javelin Level 2. As Heat-Seeking Javelin, except it seeks cold.

Heat Seeking Javelin Level 2. This javelin never has a bonus to damage. However, it will be +5 to hit against the best warm-blooded target in its line of flight. While best usually means closest, exceptional heat sources may draw the javelin, so it might pass by an Ogre in order to hit a Balrog. It has no bonus against cold-blooded creatures such as reptiles and insects. It is -5 to hit against cold-based creatures.

Javelin of Lightning Level 3. Each time this javelin is thrown, it becomes a 6d6 Lightning Bolt. The javelin reforms at the end of the bolt. This item has a burnout chance.

Light Seeking Javelin Level 1. When thrown it will move at 9" towards the nearest source to natural daylight, provided such exists within 48". It falls to the ground at the end of each round. In combat, it is a +0 weapon.

Whips

Whips are -10% to hit, but if they hit the target will be +10% to be grappled the next round. Whips have a range of 2" and may be used only by fighters.

Generic Magic Weapon
Whip of Animal Control +N

Whip of the Balrog +N
Whip of Spell/Prayer Point Draining

Generic Magic Weapon See the appropriate section. A +N whip adds +5N% to hit and on grappling.

Whip of Animal Control +N Level N+1. It acts as a +N 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 wielder orders the animal to attack it. During this time the user may order the animal anything, but the animal will get an additional saving throw if it is something he normally would not attack. The animal will be afraid of the wielder, and will escape if ignored.

Whip of the Balrog +N Level N+1. It acts as a +N whip. In addition, anyone hit by it must save vs. Spiritual or be -10% to save versus fire and +1 per die of damage from fire for the next 12 melee rounds. The effect of multiple hits of the whip on the same victim will not add, but keep track of the increased durations.

Whip of Spell/Prayer Point Draining Level 3. As the Net.

Tridents

Tridents do damage as spears, but have no Armor modifiers. Magical Tridents suffer no penalties under water. They cannot be thrown.

Generic Magic Weapon
Barbed Trident +N
Trident of Drowning +N

Trident of Transformation +N
Trident of Water Breathing +N

Generic Magic Weapon See the appropriate section.

Barbed Trident +N *Level N+1*. This +N trident sticks in the victim when it hits. If the wielder holds on to the trident, he will rip it out in the following melee phase, doing normal damage. Otherwise, the trident will dangle until removed. It will still do normal damage, even if removed by a friend.

Trident of Drowning +N *Level 1*. Cursed. This +N trident is the bane to air breathers, for it appears to be a Trident of Water Breathing. The wielder will have a great yearning to go underwater, and will not notice that he cannot breathe.

Trident of Transformation +N *Level N*. It acts as a +N weapon, but after D4 hours of use the user becomes of Merman. The transformation may be reversed via a Remove Curse against 12th level.

Trident of Water Breathing +N *Level N*. When holding this +N trident, the wielder may breath underwater.

Scabbards & Sheaths

Scabbards and Sheaths are items that hold and protect some type of bladed weapon. Each type of bladed weapon has its own specially shaped Scabbard or Sheath, which can only be used with that type of weapon. Hence, the type of weapon must be specified. A weapon must spend a full melee round in a sheath to have powers imparted to it. Magical Scabbards/Sheath only function for individuals who could use the weapon type.

10% of Magical Scabbards are for Short Swords, 40% for Long Swords, 10% for Two-Handed Swords, 20% for Daggers, 10% for Battle-Axes, and 10% for another type of bladed weapon.

In the following list, the items are generically referred to as Scabbards, although Scabbards generally refer to swords, while Sheaths refer to other weapons.

Scabbard of "Generic Power"
Scabbard of Rust
Scabbard of Protection
Scabbard of Appraisal
Scabbard of Compliance
Scabbard of Control
Scabbard of Transfer

Scabbard of Primary Power
Scabbard of Great Damage
Scabbard of Extraordinary Power
Scabbard of the God
Scabbard of Cancellation
Scabbard of Dancing

Scabbard of "Generic Power" *Level variable*. See the appropriate section. Any non-magical weapon gains the Power of the scabbard for the 3 rounds after it is drawn. The Power of the scabbard is determined from the item list of the weapon; the power does not change. The scabbard does not bestow any Special abilities. Note that the Scabbard of Dancing is detailed below.

Scabbard of Rust *Level 1*. Cursed. Any weapon sheathed in this scabbard is turned to rust and ruined. Magical weapons get saving throws.

Scabbard of Protection *Level 2*. It protects the weapon inside it against all external attacks. This includes Fireballs, Breath Weapons, Rust Monsters, Convert Sword Spell, Detect Magic, etc.

Scabbard of Appraisal *Level 2*. 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. Curses on weapons cannot be detected, ad

negative combat bonuses will be indicated as a plus instead. Intelligent weapons will recognize the scabbard and if may choose to fight against being sheathed.

Scabbard of Compliance *Level 2.* It aids the wearer in sheathing an otherwise uncooperative intelligent 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 of the weapon.

Scabbard of Control *Level 2.* Cursed. 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, which requires a Remove Curse against 14th level. Of course the weapon is not stopped from getting rid of the user if it chooses.

Scabbard of Transfer *Level 2.* 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. The wearer must of course be able to wield the weapon in question.

Scabbard of Primary Power *Level 2.* A magical weapon placed in the Scabbard will temporarily gain a Primary Power. This power is determined when the scabbard is created. The scabbard may only impart its ability to one weapon every hour, and the weapon retains the ability for one hour.

Scabbard of Great Damage *Level 3.* The round after a weapon is drawn from this scabbard, it will do double damage.

Scabbard of Extraordinary Power *Level 4.* Similar to Scabbard of Primary Power, but it grants a Primary Power.

Scabbard of the God *Level 4.* This scabbard is aligned to a religion. It gets one chance to convert to its god any weapon sheathed in it. Treat the initial attempt as the Clerical Convert Sword spell. 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 it will revert to its original alignment.

Scabbard of Cancellation *Level 4.* Any magical weapon placed inside becomes permanently non-magical, as per the Rod of Cancellation.

Scabbard of Dancing *Level 4.* For the three melee rounds after a weapon is drawn from this scabbard, it will fight on its own as per Weapon of Dancing. The scabbard may be used once per hour.

Armor

Magical Armor may be used by any character capable of using the non-magical armor, although it may not always stack with other magical items that the character possess. Magical Armor weighs the same as normal armor. Armor of +N decreases the character's AC by N, thus reducing the chance of being hit by 5%. This bonus does NOT normally apply to saving throws.

25% of magical armor is leather, 35% is chain, and 40% is plate. Magical robes are found under Cloaks/Robes.

By default in the PrinceCon system, magical armor can fit any humanoid from hobbit-size to large-man-size. If more realism is desired, it is suggested that there be two sizes: Human/Elf and Dwarf/Hobbit.

Armor +X/ +Y against "Monster"

Armor +N of Absorbing X Hit Points

Aligned Armor +N

Buoyant Armor +N

Commander's Armor +N

Cursed Armor -N

Armor of Disguise +N

Armor +N of Electricity

Armor of Etherealness +N

Ethereal Armor +N

Armor of Flight +N

Grounded Armor +N

Armor +N of Immolation

Armor of Invisibility +N

Armor of Levitation +N

Armor of Mirror Images +N

Armor of Protection +N

Armor of Protection from Normal Weapons +N

Armor of Resistance +N

Armor of the Sea +N

Armor of Soft Landings +N

Armor of Teleporting +N

Armor of Vulnerability +N

Armor of Water Walking +N

Armor of Weightlessness +N

Armor +X/ +Y against “Monster” *Level X usually.* -X to AC/ -Y when defending against a type of Monster. It never affects saving throws. See the Generic Weapons for example of monster types.

Armor +N of Absorbing X Hit Points *Level N+X.* This +N Armor absorbs X hit points from every weapon attack, including swords, arrows, claws, bites, etc, on the wearer. It would not affect spell damage, nor immolation damage. Note that this subtraction is not per die, but per attack. X should not exceed 2.

Aligned Armor +N *Level N+2.* This +N armor is strongly aligned to a religion. If worn by a member of that religion, he gains the powers of Commander’s Armor as relates to other followers of the religion. The wearer gains an addition +1 protection against attacks from diametrics. In addition, once per day the wearer may cast the following spell: Leo-Fight/Pride I, Janda-Mass Bless I, Barra-Mass Lyc. I, Ratri-Mass Ben/Ratri I, Magus-Mass Aura I, Nature-Massmorph I, Good Sam-Mass Cure I, Hermit-Dispel Illusion. If worn by a non-follower, see the penalties under Aligned Weapons.

Buoyant Armor +N *Level N.* This +N Armor will float on water, supporting its wearer alone easily, plus one extra in the case of Leather Armor. It cannot be sealed for underwater use.

Commander’s Armor +N *Level N+2.* The wearer of this +N armor gains powers of command. His effective charisma is raised by 3 (this does not sum with Word of Command), adds 10% to the morale of friends within 6”, and subtracts 10% from the morale of enemies within 6”.

Cursed Armor -N *Level 1.* Sticky. This armor is -N and inflicts a curse upon its wielder.

Armor of Disguise +N *Level N+1.* This +N armor appears to sight, sound, and smell as normal clothing. The wearer may choose the appearance of the clothing, although it may only be changed twice daily. Contact, be it flesh or weapon, will reveal it as a disguise, as will Detect Illusion, although neither will cancel the illusion. Dispel Illusion will cancel this power for one day.

Armor +N of Electricity *Level N+2.* As Armor of Immolation, but the damage and special effect is electricity instead.

Armor of Etherealness +N *Level N+3.* This +N Armor has the power to make it and its wearer ethereal. A command word is required. While ethereal, the wearer may only attack and be attacked by other ethereal creatures. 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 resolidify by the Phase In spell. Burnout is suggested at 4% for campaigns. Burnout destroys the armor.

Ethereal Armor +N *Level N.* This +N Armor appears as Armor of Etherealness, but when the command is given, only the Armor turns Ethereal, leaving the wearer sitting there unprotected. The Armor will then move away in the ethereal plane at 6”.

Armor of Flight +N *Level N+2.* This +N Armor allows its wearer to fly at will, as per the Fly spell, save that the weight of the armor is not included in the 50 pound allowance of the spell.

Grounded Armor +N *Level N.* Sticky. This armor is +N but gives its wielder Lightning Vulnerability, as per the generic Vulnerability, and makes its wielder more likely to be hit by electric spells, as per the Lightning Rod.

Armor +N of Immolation *Level N+2.* It acts as +N Armor. Upon command, the armor will Immolate, as per the spell. The wearer may end the spell earlier, if he wishes. This function will only work twice per day, or it may be run on a Burnout system. Burnout incinerates the armor, but does not harm the wearer.

Armor of Invisiblity +N *Level N+1.* It acts as +N Armor. Twice per day, the wearer may cast Invisiblity on himself, as per the MU spell.

Armor of Levitation +N *Level N+1.* This +N armor allows its wearer to levitate at will, as per the Levitate Self spell, as cast by a 6th level MU.

Armor of Mirror Images +N *Level N.* It acts as +N Armor. Once per day, the wearer may cast the Mirror Image spell on himself.

Armor of Protection +N *Level N+1.* As Armor +N, but it gives +5N% to saving throws as well.

Armor of Protection from Normal Weapons +N *Level N+3.* This +N armor makes the wielder invulnerable to non-magical weapons as per the Prot/Normal Weapons spell.

Armor of Resistance +N *Level N.* This +N Armor gives its wearer one or more of the Resistances, as per the Clerical Spells.

Armor of the Sea +N Level N+1. This +N Armor seals itself when a command word is spoken, allowing the wearer to stay out of contact with the outside air for up to one hour. In this mode, it will float on water, and if weighted, it may be used underwater.

Armor of Soft Landings +N Level N. This +N Armor has the additional power that if the wearer falls more than 5 feet, the Armor slows his fall to only 10' per second, so that he lands on his feet without damage.

Armor of Teleporting +N Level N+2. This +N Armor can, upon command, teleport its wearer as per the Teleport spell. This function works twice per day, although it may be run on a Burnout system. Burnout teleports the armor to a random place, but leaves the wearer unharmed.

Armor of Vulnerability +N Level N. Sticky. This +N Armor appears as Armor of Resistance, but gives its wearer the corresponding Vulnerability instead.

Armor of Water Walking +N Level N. This +N Armor allows its wearer to walk on water, as per the spell.

Armor of Weightlessness +N Level N. This +N armor weighs the same as normal clothes, permitting movement as per Robes. It does NOT permit casting as per Robes.

Shields

Magical Shields may be used by any character who could use the non-magical item. A +N Shield reduces the user's AC by N against any attack against which the shield could be effective.

Shield +X/+Y vs. "Monster"

Cursed Shield -N

Dancing Shield +N

Shield of Dimension Door +N

Expanding Shield +N

Shield of Heraldry +N

Invisible Shield +N

Shield of Missile Attraction +N

Parachute Shield +N

Shield of Protection +N

Shield of Reflection +N

Shield of Resistance +N

Shield of Throwing +N

Umbrella Shield +N

Shield of Vulnerability +N

Shield vs. Walls +N

Shield of the Wall +N

Shield +X/+Y vs. "Monster" Level X usually. This shield is +X, +Y against a certain type of monster. See the Generic Weapons for some possible types. Another common possibility is a shield that is special against missile or melee attacks.

Cursed Shield -N Level 1. Sticky. This shield is -N and inflicts a curse upon its wielder.

Dancing Shield +N Level N+2. 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 Weapon. An opponent may attempt to knock the shield to the ground, and if he hits AC 2, the shield will lie there until picked up.

Shield of Dimension Door +N Level N+1. Upon command, this +N shield casts Dimension Door, as per the spell. The entry door is always directly in front of the shield. This may be done once per day, or the item may be run on Burnout.

Expanding Shield +N Level N. 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 command it to return to normal size.

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

Invisible Shield +N Level N. This +N shield is invisible. When in use, it appears that the wielder is not using his shield arm. This is an illusion.

Shield of Missile Attraction +N Level 1. Sticky. This shield is +N, but is -3 against missile weapons. The wielder has three times normal chance of being targeted if missiles are fired into a crowd.

Parachute Shield +N Level N. The wielder may use this +N shield as a parachute to avoid damage from falling. The wielder

will fall at 15' per round and can travel laterally up to 3' per round.

Shield of Protection +N Level N. This +N shield also gives its wielder +5N% to his saving throws against any attack where hiding behind one's shield would help, such as Fireballs, Lightning Bolts, Dragon Breath, or Ghoul Paralyzation, but not Implosion, ESP, or Causes.

Shield of Reflection +N Level N. It acts as a +N shield. Both sides are polished to such brilliance that gaze weapons are reflected. Each round, the monster must save against mental or become a victim of its own gaze. The shield is also an excellent reflection signaler outdoors.

Shield of Resistance +N Level N. This +N shield also gives its wielder one or more of the Resistance spells.

Shield of Throwing +N Level N+2. It acts as a +N shield. In addition, it may be thrown with range 3"/6", 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.

Umbrella Shield +N Level N. This +N shield is very effective against Ice Storms. If the wielder spends an Item phase to raise the Shield, he takes no damage. Otherwise, he still only takes half damage.

Shield of Vulnerability +N Level N. Sticky. This +N shield inflicts one or more of the Vulnerability upon its wielder.

Shield vs. Walls +N Level N. Using this +N shield, the wielder may safely burst through any of the magically conjured Walls, such as Flames, Ice, Stone, etc. In permanent walls, a hole is left; otherwise, the hole is sealed.

Shield of the Wall +N Level N+2. Upon command it will become a Wall of Iron, as per the spell. It may be commanded to return to shield form, by grasping the shield's strap.

Amulets, Talismans, & Pendants

These symbols are typically worn on neck chains, although Talismans may be worn as pins. Nevertheless, only one of these items may be used by a character at a time. Many of the powers of these items are protective spells, but these have constant effect with no burnout chance rather than the durations listed in the conbook.

Amulet versus Charms
 Amulet of Detectability
 Amulet versus Detection
 Amulet versus Disease
 Amulet of the Elements
 Amulet of Equality
 Amulet of Fair Fight
 Amulet of Fraternity
 Amulet of Liberty
 Amulet versus Location
 Amulet of Mind Shield

Amulet of Peaceful Sleep
 Amulet versus Poison
 Amulet of Protection from Normal Missiles
 Amulet of Yendor
 Talisman versus Undead
 Talisman versus Demons
 Talisman versus Fire
 Talisman versus Death Magic
 Talisman of Concentration
 Pendant of Fabrication

Amulet versus Charms Level 1. The wearer is protected from charm spells as per the Withstand Charm spell.

Amulet of Detectability Level 1. Cursed-14. The wearer is at -25% to save against any Detect spell.

Amulet versus Detection Level 4. The wearer will be protected from Detect spells, as per the mage spell Protection from Detects. Any detect spell must win a level-vs-level battle against the 12th level amulet to succeed. The wearer's items are not protected by the amulet.

Amulet versus Disease Level 1. The wearer is constantly protected by the spell Withstand Disease.

Amulet of the Elements Level 1. The wearer is protected against harsh climates. He will feel comfortable in weather 30 degrees cooler or warmer than his clothes would indicate. Dampness will be slow to affect him; only a drenching storm will wet him. He will be slow to dehydrate in hot weather. This item is not absolute protection, but will significantly expand its wearer's tolerance to the weather.

Amulet of Equality *Level 2.* When the wearer strikes another or is struck in melee combat, the amulet will seek to drain one enhancement-type spell from each of the wearer and his opponent. Spells that are drained include any Bless-type spell, Strength, and Haste. The amulet will attempt to dispel the spells as a 12th level caster. The amulet will target the lowest level spell first, breaking ties randomly.

Amulet of Fair Fight *Level 2.* Cursed-14. The wearer is always affected by the Fair Fight spell when in battle. "Battle" is defined as the wearer being with 6" of hostilities, either melee or the giving or receiving end of range attacks.

Amulet of Fraternity *Level 2.* The wearer is well-liked by most; add +3 to his charisma for reactions. In addition, he is more likely to detect breaches of trust. If his friends lie to him about serious matters, the amulet will act as a Detect Lie spell. If a friend makes a successful save, he is protected from the amulet for one hour; otherwise, all lies that he utters will be revealed to the wearer.

Amulet of Liberty *Level 1.* The wearer is protected from Hold and Paralysis spells as per the Generic Withstand Spell.

Amulet versus Location *Level 3.* The wearer will be protected from location and scrying spells as per the mage spell Protection from Locates. Any such spell must win a level-vs-level battle against the 12th level amulet to succeed. The wearer's items are not protected by the amulet.

Amulet of Mind Shield *Level 3.* The wearer is protected by the mage spell Mind Shield, giving his +30% on saves and +3 on lvl-vs-lvl battles against mental attacks.

Amulet of Peaceful Sleep *Level 2.* The wearer regains his spell points faster than normal when sleeping. For every 3 points gained normally (round down), an extra point is gained. However, if the wearer is woken before regaining all his points, all bonuses from the amulet are lost.

Amulet versus Poison *Level 2.* The wearer is constantly protected by the spell Resist Poison.

Amulet of Protection from Normal Missiles *Level 3.* The wearer is protected by the spell Protection from Normal Missiles.

Amulet of Yendor *Level 3.* Cursed-18. The wearer may not teleport.

Talisman versus Undead *Level 4.* The wearer is protected by the spell Withstand Level Drain. In addition, he radiates a Protection from Undead 5, which moves with him. Finally, he may cast Dispel Undead 7 with a default burnout of 10%. Burnout of this function destroys the item.

Talisman versus Demons *Level 3.* This talisman affects all demons and elementals. The wearer radiates a Protection from Demons/Elementals 5 that moves with him. He may cast Banish Spirit at 12th level with a burnout of 20%. Burnout of this function destroys the item.

Talisman versus Fire *Level 2.* The wearer is protected by the Resist Fire spell.

Talisman versus Death Magic *Level 2.* The wearer is protected from Causes and Death Magic as per the Resist Causes spell.

Talisman of Concentration *Level 3.* The wearer is harder to disrupt from spell casting. If he makes a Mental save for each attack that he suffers in a round, then he is not disrupted. But: if he takes more than 10 points total in a round, he is always disrupted. If he was using his hands to cast, then grappling will always disrupt him. Each save that the item grants carries a 5% burnout chance, to be rolled before the save is rolled. The wearer has the option to not use the item, thus avoiding the burnout chance.

Pendant of Fabrication *Level 2.* The wearer may lie undetected as per the Conceal Lie spell. Lies are not detected by normal means; magical means force a lvl-vs-lvl battle versus the amulet at 12th level. The pendant has a Conceal Magic spell upon it.

Bags

Bag of Protection
Lead Lined Bag
Bag of Transformation
Bag of Holding
Bag of the Winds

Bag of Devouring
Bean Bag
Bag of Tricks
Vacuum Bag

Bag of Protection *Level 3.* Protects items stored inside from physical or magical attacks. (e.g. Fireballs, Snowballs, Lightning Bolts, etc.)

Lead Lined Bag *Level 3.* 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 Transformation *Level 3.*

Bag of Holding *Level 3.*

Bag of the Winds *Level 4.* 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.

Bag of Devouring *Level 4.*

Bean Bag *Level 5.*

Bag of Tricks *Level 6.*

Vacuum Bag *Level 6.* 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 breath 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

Crystal Ball

Crystal Hypnosis Ball

Balls of Bravery

Bowling Ball

Eight Ball

Crystal Ball with Clairaudience

Crystal Ball with E.S.P.

Crystal Ball of Forgetfulness

Ice Ball

Sphere of Annihilation

Crystal Ball *Level 3.*

Crystal Hypnosis Ball *Level 3.*

Balls of Bravery *Level 3.* They protect the user against all FEAR Spells and keep his morale at a maximum. The pair are useless when separated.

Bowling Ball *Level 3.* 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 *Level 3.* 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 with Clairaudience *Level 4.*

Crystal Ball with E.S.P. *Level 4.*

Crystal Ball of Forgetfulness *Level 4.* 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 *Level 5.* 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.)

Sphere of Annihilation *Level 8.*

Bells

They generally act when rung. Then they usually have a range of effect of 6".

Bell of Awakening	Door Bell
Bell of Summer	Bell of Bats
Bell of Autumn	Bell of No Time
Bell of Spring	Bell of Freedom
Bell of Winter	Bell of Fate

Bell of Awakening *Level 2.* It will immediately awaken all within range, even if they are asleep due to magical means.

Bell of Summer *Level 2.* 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 *Level 2.* Plants (not evergreens) will drop all of their leaves, fruit, and grain. Usable once per day.

Bell of Spring *Level 2.* 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 *Level 2.* 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 *Level 2.* 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 *Level 2.* 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 *Level 2.* 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 *Level 5.* 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 *Level 5.* 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.

Boots

Boots of Leaping and Travelling
 Boots of Sure-Footedness
 Boots of Water Walking
 Boots of Dancing
 Elven Boots
 Boots of Speed
 Boots of Levitation
 Diseased Boots
 Forty-League Boots

Boots of Squeeking
 Boots of Landing
 Boots of Lead Weight
 Cavalry Boots
 Air Cavalry Boots
 Galoshes
 Cowboy Boots
 Spurs

Boots of Leaping and Travelling *Level 1.* 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 *Level 1.* 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 *Level 1.* The wearer can walk upon water as if it were solid. Waves will be quelled underfoot to give a level surface upon which to step. Only the user's feet have the water walking ability.

Boots of Dancing *Level 1.* These appear to be some other sort of boot. When put on, they will cause the wearer to begin to dance violently and uncontrollably for 2d6 + Constitution turns, at which point he or she will collapse into unconsciousness for 5-8 hours. Upon awaking, the process will be repeated. Dancing characters are unable to do anything else, and the boots may only be removed as Cursed-16.

Elven Boots *Level 1.* In a woodland setting, these cause the wearer's movement to be completely silent 95% of the time, if so wished. This chance is reduced by 20% if the surface of the ground is bare earth or cut wood, and by 50% for crunchy leaves. Thieves may add their chance to move silently. The effect is completely negated if the wearer is carrying some manmade source of noise, such as metal armor.

Boots of Speed *Level 2.* The wearer's movement rate is increased by 50%. In addition, if the heels are tapped together three times, the wearer is affected in the next round as if by a combat haste spell. This activation is a zero phase action in Item phase, but carries a burnout rate, suggested at 5%. If this power burns out, the boots are useless.

Boots of Levitation *Level 2.* The wearer may levitate as per the spell, at will. Check burnout, suggested at 10%, every 18 turns of use. The wearer may only lift 50 pounds. The 150' ceiling of the levitate spell is reset whenever the wearer puts his weight on the ground or floor, i.e. he may only levitate 150' from the last point where he put his weight on a firm surface.

Diseased Boots *Level 2.* 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 *Level 3.* 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.)

Boots of Squeeking *Level 1.* These appear to be elven boots, but as soon as conditions of silence are required they will begin to emit loud squeaking noise, drawing attention and negating any chance to move silently. Once their nature is revealed they are Cursed-16.

Boots of Landing *Level 1.* The wearer will always land on his or her feet, feather light and taking no damage. This assumes that there is a flat surface to land on.

Boots of Lead Weight *Level 1.* These appear to be Boots of Landing, but whenever the wearer is within 1" of a precipice (any vertical drop of 10' or more) the boots will start to slide, dragging the victim over the edge and becoming very heavy (1/2 ton each) for the remainder of the fall. Once their nature is revealed they are Cursed-16.

Cavalry Boots *Level 3.* These allow the wearer to easily handle any riding animal (horse, mule, camel, etc) easily with both hands free for action. The animal will obey any non-suicidal command and is immune to fear and confusion (and the effects of the corresponding spells). The wearer also gets a +1 bonus to hit when fighting while mounted. This is true for missile, melee, or targeted spells. This bonus is +2 against non-mounted foes.

Air Cavalry Boots *Level 4.* As Cavalry Boots, but includes flying creatures capable of being ridden (hippogriffs, giant eagles, lammasu, etc.) In addition, a normally ground-bound mount will be able to fly at its normal running speed (i.e. a horse ridden by the user can fly at 18").

Galoshes *Level 2.* The user may move in snow at his normal movement rate. The wearer also gets an additional saving throw vs. Snowball and Avalanche, and suffers only 1/2 the effect of Skylore Rain spells.

Cowboy Boots *Level 1.* The user may herd cattle, rope steers, and play guitar as a 10th level Cowboy. He also has the tendency to talk like John Wayne.

Spurs *Level 2.* These are not boots, but items attachable to boots. They are often found with or permanently attached to magical boots. They come in pairs and both must be worn to be effective. These items allow the wearer to double the speed of his mount for short periods, up to two hours. After one hour's hard riding, the mount is exhausted and must rest for one hour. If ridden for two hours, the mount will collapse and must make a physical saving throw or die; it will be useless for d6 days. With normal riding, the wearer will not increase his wilderness speed, but by riding Pony Express style (i.e. changing mounts at way stations) he can significantly expand the distance he could cover. These may not be stacked with Horseshoes of Speed, and Horseshoes of Endurance will not reduce the mount's need to rest one out of every two hours.

Bottles

Jug of Alchemy
Decanter of Endless Water
Hole in a Bottle
Beaker of Plentiful Potions

Flask of Curses
Ship in a Bottle
Efreet Bottle

Jug of Alchemy *Level 2.*

Decanter of Endless Water *Level 2.*

Hole in a Bottle *Level 2.* 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 *Level 2.* Choose potions of appropriate level.

Flask of Curses *Level 2.* When it is opened a curse is loosed. Choose a curse of appropriate level.

Ship in a Bottle *Level 3.* 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.)

Efreet Bottle *Level 5.*

Bowls & Cups

Potion Cup
Cup of Oberon
Cup of Love
Cup of Revulsion
Cup of the Assassin

Bowl of Delicious Foods
Bowl of Controlling Water
Bowl of Controlling Water Elementals
Bowl of Watery Death

Potion Cup *Level 2.* Usable once per week. Pour in a potion (or suspected potion), and it will be analyzed.

Cup of Oberon *Level 2.* 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 *Level 2.* 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 *Level 3.* 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 *Level 5.* 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 *Level 5.* 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.

Bowl of Controlling Water Elementals *Level 5.*

Bowl of Watery Death *Level 5.*

Bracers

Unless otherwise specified, both members of a set of Bracers must be worn for the set to be effective. By default Bracers have no burnout.

Bracers of AC N
Shielding Bracers
Parrying Bracers
Bracers of Protection
Bracers of Severing
Bracers of Prints
Anchoring Bracers
Gesture Bracers

Gestureless Bracers
Concentration Bracers
Cooperation Bracers
Bracers of Power Channeling N
Bracers of Energy Storage N
Leech Bracers
Bracers of Poisonous Touch

Bracers of AC N *Level varies.* These bracer's cause the wearer's armor class to be N, regardless of actual armor or shields carried. Any armor, even magical armor, and any shield, mundane or magical, is totally ignored regardless of bonuses; the bracers' AC takes priority. There are never weapon/armor interactions with the AC from the bracers. Magical rings and cloaks do add their protective bonuses in the usual fashion, using the bracer AC as a base. Dexterity bonuses will add to the AC. Other effects depend on N. Bracers of AC 9-12 are cursed and cannot be removed without Remove Curse against level=AC. Bracers of AC 6-8 are Level 1 items. Bracers of AC 4-5 are Level 2. Bracers of AC 2-3 are Level 3. Bracers of AC 0 or 1 are Level 4. Bracers of AC never burn out.

Shielding Bracers *Level 3.* These bracers give the wearer the protection of a mage's Shield spell. This is an AC of 2 against missiles and 4 against melee attacks, with complete immunity to Magic Missile and some other magical effects. Dexterity is the only thing which will improve this AC level, but if the character has a better AC without the shield spell, then use that AC.

Parrying Bracers *Level 2.* These bracers are somewhat larger than normal, completely covering the wearer's forearms. Their magic gives no AC modifier but allows the wearer to forearm-parry one physical attack per round with each bracer. The chance of a successful parry is 50% for a level 2 item, but some level 4 items with 90% rates have been found. A successful parry completely negates all damage from one missile or melee strike that hits the wearer. If the wearer attempts to parry a blow, any spell casting requiring gestures is disrupted. The wearer may parry one blow and still melee attack with a one-handed weapon, but gets no melee strike on a round where he chooses to parry two blows. Attacking with a two-handed weapon prevents all parrying. The wearer only needs to declare a parry when an attack rolls a successful hit (the DM must tell him he has been hit.) He may deliberately delay his own melee strike to see if he needs to parry an incoming blow. Use of a shield prevents one from using the bracer on one's shield arm.

Bracers of Protection *Level 3.* The wearer constantly emanates a 10' radius protection field against a broad class of creatures. Appropriate examples include: Weres, Elementals, Demons, Undead, etc. Bracers that protect against a non-magical class of being are unknown. The class of being protected against cannot enter the protected space nor direct any sort of ranged attack or ability at anything within the protected area. The protection field cannot be used to "crush" such a being into, say, a walled corner unless the wearer is physically strong enough to accomplish this by brute force—in such an instance the protection acts like a physical wall that you are trying to shove into the victim. The bracers emanate no protection when not worn but cannot be touched by the class of being they protect from. GM's should check with other GM's to make sure this item won't mess up other scenarios.

Bracers of Severing *Level Cursed.* These bracers usually act as some beneficial type. However, unless the wearer fulfills some condition, such as speaking a password or simply being the rightful and intended wearer (rare for PC's), after 1d6 days of use the bracers cause the wearer's hands to painlessly fall off at the wrists. (The bracers also fall off at this point, and cannot be securely seated on wrist-stumps without hands.) No healing magic short of Raise Dead will reattach the hands, and a Ring of Regeneration is obviously useless. Cursed-16.

Bracers of Prints *Level Cursed.* A less obnoxious curse, these unremovable (Remove Curse-14 required) bracers cause the wearer to leave glowing fingerprints (or handprints) on everything his hands touch. Gloves don't help. The prints glow for a week but don't cast enough light to illuminate usefully, even if you fondle the entire surface of a large shield.

Anchoring Bracers *Level 2.* These bracers completely prevent all forms of teleportation or dimensional transport within 10' of the wearer. Teleporting out fails, teleporting in halts at the boundary. Dimension doors with one endpoint inside simply fail to form.

Gesture Bracers *Level 2.* These amplify the magical effect of a mage's gestures so that the wearer may cast spells with gestures only. This eliminates noise, circumvents gags, and allows casting to proceed at normal cost in a silence spell.

Gestureless Bracers *Level 2.* These produce invisible, intangible "phantom hands" the wearer may use for magical gestures. They allow the mage to cast spells with no visible movement at all, allowing spells to be cast with incantation only. The caster may cast while bound.

Concentration Bracers *Level 3.* These prevent spellcasting from being "interrupted" and canceled by damage to the caster. The caster still takes the damage, but the spell goes on. The caster must make a Mental (Spiritual for clerics) saving throw for each attack from which he takes damage. Level 4 items that provide complete protection as per the Concentration spell are also possible.

Cooperation Bracers *Level 3.* One bracer of the set is worn by each of two mages. Whenever they are within 3' of each other, they may cooperatively cast a spell. One mage actually casts the spell; the other simply concentrates on helping. (This concentration must be declared and can be interrupted exactly as per regular spell casting.) The "helper" need not know or be capable of casting the spell. The "helper" adds spell modifiers totalling 1/4 his level (round up to nearest half level) to the assisted spell. The helper expends no spell points, and, if there is any disagreement, it is the helper who decides exactly what the modifiers consist of (range, damage, etc.)

Bracers of Power Channeling *N Level N.* These bracers allow the wearer to gather energy from the outside world to work his magic. To use the bracers the wearer must, on one round, gather power. This works exactly like spellcasting in that it must be declared, requires gestures and incantation, is subject to interruption, etc. Assuming the mage makes it all the way to the Item Phase the bracers then collect N spell points (or fewer, if desired) from the environment. Note that this, unlike regular spellcasting, can be interrupted by damage on the Spell Phase from other mages. On the very next round, the wearer must use the gathered energy in a spell, or it dissipates. This spell is cast normally subject to all usual constraints, and the caster may add his own spell points as needed. If, however, the mage attempts to cast and is interrupted, the collected energy dissipates

explosively doing, for each spell point held, 1d3 to the caster and 1 point to everyone within 10 feet. (No saving throw applies to this damage, though magic resistance will protect.) Each time the bracers are used, there is a 5% chance per each point being gathered that the explosion happens (in the gathering round).

Bracers of Energy Storage *N Level N/2*. These bracers function much like a spell point ring, but have no internal energy source; the power they store must come from the wearer. Putting energy into the bracers takes 1 round of concentration but no overt activity. Power is stored at 1 for 1, that is, the wearer expends one spell point for every point put into the bracers. The wearer's personal reserve of magic recovers normally, power put into the bracers can be stored indefinitely and used at need. Removing the bracers at any time causes all stored power to dissipate. The bracers can only store N spell points.

Leech Bracers *Level 4*. These bracers are not quite cursed, but only a nasty person will use them. They allow the wearer to recharge spell points by "stealing" energy from magically capable beings, i.e. other mages and clerics. This theft is invisible and unnoticeable unless Detect or Observe magic is used while it is actually taking place. (A mage or cleric who decides to "check" his reserve of magical power will realize that the points are missing, but otherwise his first clue will be trying to cast and not having the power.) Energy stealing has a range of 6" and takes 1 round per energy point; no activity other than quiet concentration is required. The wearer cannot steal more power if he is at full capacity, but if he keeps casting spells there is no limit to how much he can drain in a given day. The victim need not be ignorant nor unwilling: experienced wizards with such bracers have been known to convince their apprentices to surrender their power to regular draining on the grounds that "I know how to use it so much better."

Bracers of Poisonous Touch *Level 2*. The wearer gains a poisonous touch; any living thing he touches with his bare hands is poisoned. Treat the bare hand as a -2 dagger in combat, but armor (except for magical bonuses) does not actually protect aside from the weapon/armor interaction modifier—the attacker is not trying to deliver a blow but only to contact. Magical protection (e.g. plusses from rings) does apply. Invulnerability (immunity to damage from nonmagical weapons) does not protect, but Poison Resistance applies normally. The poison does 1d6, followed by 1 point per round, if an initial physical save fails. Damage is incurred in the Breath Phase each round and DOES interrupt spellcasting (this poison hurts.) Additional saves to stop continuing damage are allowed every 10 rounds. VARIANTS: Continuing damage interval is 20 rounds not 10 (Level 3); 2d6 initial damage, 2 pts/round continuing (Level 3); 5d6 one-shot damage (Level 4); paralyzing poison (Level 4) (no damage but target cannot move for 24/HD hours)

Braziers

Brazier of Swallowing Fireballs
Brazier of Controlling Fire
Brazier of Sleep Smoke
Brazier of Reforging Rings

Brazier of Commanding Fire Beings
Brazier of Controlling Fire Elemental
Brazier of Attracting Cold Salamander

Brazier of Swallowing Fireballs *Level 2*. Any Fireball thrown at the user will be swallowed harmlessly. The brazier must be out to be effective.

Brazier of Controlling Fire *Level 2*. 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 Sleep Smoke *Level 2*.

Brazier of Reforging Rings *Level 5*. 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 *Level 5*. 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 Controlling Fire Elemental *Level 5*.

Brazier of Attracting Cold Salamander *Level 5.* 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

Flaming Broom
Sweeping Broom
Animated Broom

Broom of Flying
Broom of Cleanliness

Flaming Broom *Level 2.* 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 *Level 2.* 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.

Animated Broom *Level 2.*

Broom of Flying *Level 3.*

Broom of Cleanliness *Level 3.* 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.

Candelabra

All Candelabra have a 1% burnout chance. Roll each time they are lit, and once each hour that they remain lit.

Galileo Candelabrum
Candelabrum of Distress
Candelabrum of Hospitality

Candelabrum of Darkness
Light of Right
Light At the End of the Tunnel

Galileo Candelabrum *Level 3.* 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. Give an additional 50% chance for a Galileo Medallion

Candelabrum of Distress *Level 3.* 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 *Level 3.* 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 *Level 3.* 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 *Level 3.* If lit by a Good Cleric, it acts as the Clerical spell Protection/Evil III.

Light At the End of the Tunnel *Level 3.* 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.)

Carpets

Horse Blanket
 Portable Hole
 Flying Carpet
 Djinn Carpet

Rug of Smothering
 False Flying Carpet
 Rug of Trapping Demons

Horse Blanket *Level 4.* It will double the speed of any steed who wears it, be it horse, pegasus, camel, etc.

Portable Hole *Level 4.*

Flying Carpet *Level 4.*

Djinn Carpet *Level 4.* 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.

Rug of Smothering *Level 4.*

False Flying Carpet *Level 4.* 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 *Level 4.* Any Demon who steps on this rug, may not get off, unless some mortal touches the rug and gives him permission.

Censers

Censer of Flight Disruption
 Censer of Controlling Winds
 Censer of Entrancement
 Censer of Trapping the Unbodied

Censer of Trapping Self
 Censer of Summoning Air Elementals
 Censer of Summoning Hostile Air Elementals

Censer of Flight Disruption *Level 3.* 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 *Level 3.* 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 *Level 3.* 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 *Level 3.* 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 *Level 3.* 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.

Censer of Summoning Air Elementals *Level 5.*

Censer of Summoning Hostile Air Elementals *Level 5.*

Chimes

Chime of Opening
Chime of Light
Chime In
Chime of Peace

Chime of Tolling
Chime of the Pharaohs
Chime of Time

Chime of Opening *Level 1.*

Chime of Light *Level 1.* 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 *Level 1.* 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 *Level 2.* 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 *Level 5.* When rung acts as the Clerical Spell Toll, as if thrown by a C10.

Chime of the Pharaohs *Level 5.* 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 *Level 5.* 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.

Cloaks & Robes

A robe is a sleeved garment, optionally open at the front, ankle-length to knee-length, without fasteners (although open-front versions usually come with a sash allowing them to be tied shut.) A cloak is a long, blanketlike strip of cloth, optionally equipped with a hood, that if properly fit should be ankle-length to floor-length; it is narrow enough to be thrown back over the shoulders for speed and wide enough to be wrapped completely around the body for warmth, although it usually is not fastened in front except for a single tie at about neck level. This description is provided to make clearer the ruling that a character may wear (at most) one robe and also (at most) one cloak simultaneously without tripping over excess fabric. Robes and cloaks may be worn over armor. Cloaks must be worn over robes, not under, if both items are worn. By default cloaks and robes do not burn out. Magic cloaks and robes, unless otherwise specified, are not harmed by ordinary combat even if they provide no protection against weapons; rips and cuts produced by weapon blows will re-weave themselves shut as soon as the weapon is withdrawn.

Cloak of Protection +N
Riding Cloak
Poisonous Cloak
Displacer Cloak
Elven Cloak
Cloak of Mystery
Thievish Cloak
Cloak of Invisibility
Razor Edge Cloak
Cloak of Protection from Missiles
Cloak of Comfort
Environment Cloak
Dragon Cloak
Cloak of Flight

Robe of Blending
Ironsilk Robes
Robes of Steel
Robe of Powerlessness
Wizard's Robe
Apprentice's Robe
Robe of Eyes
Impressive Robe
Bundling Robe
Sacred Vestments
Ritual Robes +N
Thaumaturgic Robe
Dinner Jacket of Oberon
Bearskin Cloak

Cloak of Protection +N Level N. A Cloak of Protection +N adds $5xN$ % to the wearer's saving throws and improves the wearer's AC by N. The item level is equal to the level of protection. The armor protection of such a cloak does not add to magical bonuses from armor: use either the cloak's enchantment or that of the armor, whichever is better. The bonus is cumulative with a Ring of Protection.

Riding Cloak Level 1. Allows wearer to control one non-magical domestic animal capable of carrying a rider. The animal gets a saving throw (Mental); in the rare case of a non-herbivorous riding beast, the save is at +25%. While the wearer is mounted or touching the animal, the control is absolute; at a distance, the only control possible is to summon the beast to one's side or send it away. The maximum range is 36" and only one beast at a time may be controlled.

Poisonous Cloak Level Cursed. This beneficial cloak (usually protection) is booby-trapped so that anyone other than the rightful owner (who may be centuries dead) who puts it on is dosed with contact poison. A typical poison would be 1d6 initial damage and 1 point of damage per round thereafter if the save is failed, with chances to save again every 10 rounds. This would be a "Level 1" curse; more powerful or innovative poisons are possible, but GM's should scale the time of the cloak's appearance to its power so as to avoid putting average characters in a save-or-die situation.

Displacer Cloak Level 2. The image of this cloak's wearer is always displaced a few feet from his real location. The first attack in a given fight on the cloak's wearer always misses; subsequent attacks are at -10 for melee, -20 for missile. Targeted spells (any single-target spell) always miss unless deliberately aimed at the caster's true location; if this is attempted, the caster has 5% per level chance to deduce the wearer's true location. True Sight will reveal the wearer's true position and allow attacks without the above penalties. Such cloaks are generally formed incorporating Displacer Beast hides, and Displacer Beasts will attack the wearer of such a cloak in berserk frenzy, ignoring all other targets. The cloak gives no bonus against the attacks of such beasts.

Elven Cloak Level 2. This cloak camouflages the wearer in any natural setting. An inattentive person can walk right past without noticing. Even against a thorough search there is a 1% chance per foot of intervening distance of overlooking the wearer. This is reduced by 20% for a bare rock background or 50% for an entirely manmade background such as a building, and increased by the wearer's Hide in Shadows percentage. Moving negates the effect of the cloak.

Cloak of Mystery Level 3. No one will recognize the wearer or be able to identify him in any way unless the wearer wills otherwise. The wearer's alignment or religion, skills, magical abilities, profession, etc. will be likewise obscured from observation or magical detection. This does not prevent people from noticing the character, it is simply impossible to find out who he is or, aside from direct observation, what he can do. Even Commune and Contact Higher Plane are blocked by this effect.

Thievish Cloak Level Cursed. This +3 Protection Cloak will surreptitiously teleport magical items or great treasures that the wearer is wearing or carrying under it to an unknown location. It will usually steal only 1 item per day, and only items not currently in use, to avoid suspicion. However, if the wearer takes off the cloak because of some suspicion that it is responsible for his losses, it will in the process of being removed sweep up EVERY magical item the former wearer was carrying, and teleport itself after them to boot. The "unknown location" is usually the very well-guarded treasure room of the greedy wizard who enchanted the cloak.

Cloak of Invisibility Level 3. Such a cloak appears normal until the wearer draws it around him and lowers the hood; the wearer then becomes invisible, as does everything worn or carried under the cloak. (Yes, the cloak becomes invisible too.) This invisibility is not broken by any action the wearer takes other than opening the cloak, although it should be noted that opening doors, swimming, and such activities tend to reveal the wearer's location even if he is still invisible. It is not possible to fight effectively without opening the cloak far enough to become visible. The cloak is voluminous enough that even fairly bulky objects can be brought under its concealment. It can also be used without being worn to "invisibilize" any inanimate object small enough to have the cloak bundled completely around it.

Razor Edge Cloak Level 2. This appears to be an ordinary traveling cloak; however, it is weighted and the lower hem is actually a magical cutting edge. Any character who can fight with a sword can figure out how to fight with the cloak with a few minutes of practice. The cloak improves the wearer's AC by 1 (this is not regarded as a magical bonus) and the edge can be used to slice at foes, gaining the AC interaction modifiers of a two-handed sword but doing damage as a battleaxe. The cloak can be used to strike at any opponent in melee range regardless of facing, and there is no penalty for attacking someone behind you when wielding this weapon. The magic of the cloak is usually concealed, requiring level-vs-level against 10th to detect; this plus its ordinary appearance makes it a good holdout weapon.

Cloak of Protection from Missiles Level 3. Nonmagical missiles bounce harmlessly off this cloak, and magical missiles have only a 5% chance per point of magical bonus of hitting. Missile spells, e.g. the various "Lances" and Magic Missile,

are unaffected. Most innate powers are unaffected unless, like a Manticore's tail spikes, they involve physically shooting a non-magical projectile. Every blow from a magical missile that penetrates has a chance to destroy the cloak equal to the initial penetration chance.

Cloak of Comfort *Level 1.* This cloak maintains a comfortable interior temperature for outside conditions ranging from 0F to 120F, and lessens the effects of worse extremes. It keeps itself clean and dry regardless of the weather. The internal temperature compensates for the wearer's activity, automatically cooling off if the wearer exerts himself and needs to shed heat.

Environment Cloak *Level 3.* This has all the attributes of the Cloak of Comfort, above, but can also compensate for literally unlimited temperature extremes if the wearer draws the cloak close and breathes through a fold of the hood. (This posture makes combat and spellcasting impractical, however.) The temperature control provides Resistance to Fire and Cold as per the clerical prayers. Breathing through the hood as above will filter out harmful gases regardless of their degree of deadliness, though it will not provide breathable air in an environment where there is none (e.g. under water.)

Dragon Cloak *Level 3.* This cloak is totally impervious to flame. The wearer, if the hood is drawn low and the cloak draped about his body, takes no damage from any flame attacks, including Fire spells of all sorts and even dragonfire. If the wearer takes a round to stretch and gather the cloak under his feet, he can walk (awkwardly) through pit fires or blast furnaces unharmed.

Cloak of Flight *Level 3.* This cloak is normally hoodless. The wearer may fly at 18" speed in any direction, with no climbing or turn restrictions. The wearer may also detach the cloak and send it up to 18" away under mental command. When the cloak is flying free it may be used to shove objects (or people) as a fighter of 15 strength; it can wrap around and lift inanimate objects (or willing people) weighing up to 500 lbs. Continuous concentration is needed to mentally direct the cloak when it is operating away from the wearer. If this concentration is broken, or the range is exceeded, the cloak falls and the next person to pick it up becomes the new "wearer."

Robe of Blending *Level 3.* This robe makes the wearer appear to belong in his environment. If perfectly still the wearer may be mistaken for a natural terrain feature. If moving, he will appear to be something normal and inconspicuous to the surroundings— an animal in a forest, a servant in a castle, one orc among dozens, etc. DM has discretion as to what disguise is provided, but it does not have to be the same for all viewers and will never be something that rouses suspicions (though the wearer's actions may). The wearer will have a general idea of what observers think he looks like. Level-vs-level against 15th is required to see through the robe's deception. This robe's power cannot work if a cloak, other than an Elven Cloak, is worn over it.

Ironsilk Robes *Level 2.* These robes are made of a totally uncuttable fabric. They do not change the wearer's armor class, but they cause all edged or pointed weapons to do half damage (round down), regardless of enchantment. This includes any natural weapon (claw or bite) attacks that do damage by cutting or piercing. Blunt weapons, such as maces or clubs, are unaffected.

Robes of Steel *Level 3.* These robes are soft and flexible from the inside and steel-hard from the outside. They may be worn by anyone who can wear robes and encumber as robes but give the wearer AC 3 (plate mail) and use the AC 3 weapon/armor interaction. For purposes of interaction with other items, this counts as non-magical armor. (the enchantment only changes the physical character of the robes rather than trying to actively deflect attacks)

Robe of Powerlessness *Level Cursed.* This robe appears to be a useful type but will lower all the wearer's attribute scores to 3 and prevent any casting of spells or use of special class abilities. It may be removed freely but the Powerlessness lingers until Remove Curse (16) succeeds.

Wizard's Robe *Level 3.* This robe may be used only by 12th level or higher mages. It reduces the chances of saving against the wearer's spells. For Charm, Hold, Polymorph, Suggestion, or Telepathy spells the target's save is reduced TO 5%. For all other spells it is reduced BY 5%. For mages under 12th level, it acts as an Apprentice's Robe.

Apprentice's Robe *Level 1.* The junior league version of the Wizard's Robe, this can be used by any mage. For those spells where the wizard's robe reduces the save to 5%, this reduces the save by 5%; it has no effect on other spells.

Robe of Eyes *Level 4.* This robe has 100 eyes embroidered all over its surface. The wearer can see through these eyes in all directions, and has True Sight with this 360% vision. This robe cannot function if a cloak is worn over it. Only a mage can activate the eyes. It is almost impossible to ambush the a wearer of this item.

Impressive Robe *Level 1.* This robe changes appearance to make the wearer look more impressive. A mage or priest will have a swirling, sky-blue or midnight-black floor-length robe emblazoned with glowing mystic symbols that move and change. A warrior will have a rich formal dressing gown, or a magnificent surcoat emblazoned with his arms and motto (if wearing the robe over armor). Etc. The effect is to raise the wearer's Charisma halfway from its current level to 18, rounding up. (17

becomes 18; 15 or 16 becomes 17; 13 or 14 becomes 16; etc.)

Bundling Robe *Level Cursed*. This robe, while also acting as one of the useful types listed, will constantly tangle under the user's feet, tripping him. When he falls he will get wrapped up in the trailing hem and long sleeves and must make a physical save to unwrap himself and get up (roll save each round, on item phase, until successful; trying to get unwrapped counts as wearer's action.) This has a 50% chance of happening anytime the wearer moves in combat; standing still and casting spells or shooting missiles is safe. It will also happen two or three times per hour in less stressful situations. Unlike most cursed items, this is freely removable; it does have some useful function and it's up to the owner to decide whether it's worth the hassle and risk.

Sacred Vestments *Level 3*. Enchanted versions of the ceremonial clothing of any religion, these robes increase the wearer's Charisma by 3. The wearer may cast any prayer he is normally capable of casting as an hour-long ritual at no cost in prayer points. The wearer functions at all times as though Bless I and Protection from Evil I (definition appropriate to religion) had been cast upon him. These robes may be worn over armor if the religion allows clerics to wear armor. The robes may only be used once per day.

Ritual Robes +N *Level N/2*. A Ritual Robe is enchanted for use with a particular spell and that robe is only good for that spell. Ritual robes for damage-doing combat spells are unknown. A mage using a Ritual Robe to cast a spell must spend at least one full turn casting the spell, or double the normal casting time, whichever is longer. The mage is treated as N levels higher than his actual level for spell point costs and maximum level shifts. Example: A 7th level mage can normally cast a spell at level 4.5 for 8 spell points; thus he can apply at most 1.5 levels of shifts to a Rope Trick spell. The same mage with a Rope Trick Ritual Robe +6 could spend a turn casting Rope Trick and be treated as 13th level for that spell, so that for 8 points he could cast it at level 7.5 with 4.5 levels of shifts, and lower power castings would be appropriately reduced in cost. Note that each Ritual Robe works for only one spell. A Ritual Robe enchanted to work for a master spell should be considered at least twice as powerful as a regular robe due to the flexibility of master spells. To use the robe, the mage must be able to normally cast the base spell.

Thaumaturgic Robe *Level 3*. The wearer of this robe can reach into its folds or into the sleeves and pull out any mundane, non-magical object that can easily be carried in one hand. Any item listed for an "A" pack should automatically be available. The mage must be able to visualize the object in its entirety, inside and out, so complicated mechanical contrivances and high-tech items are not feasible. The mage must be at least moderately familiar with a particular tool to be able to visualize it accurately; while he can produce, say, lockpicks or swords at need, they will be of at best indifferent quality. (However, even a crude pick is better than none.) Any object visualized as metallic emerges from the Robe fashioned of good (but not outstanding) quality steel, which means that attempts to produce coinage are rather pathetic counterfeits unless the player finds some land with steel money. Items produced by the robe radiate a faint aura of magic and are destroyed by Dispel Magic but otherwise are permanent. Food created by the Robe is edible and nourishing. The DM has ultimate say on what can easily be carried in one hand. There is no limit, other than the wearer's patience, to how much can be produced by the Robe. Living objects, other than white rabbits, cannot be produced from the Robe. Any item of a type that could be produced by the Robe can also be stored in the Robe for later retrieval; up to 100 lbs can be so stored. Stored material does not encumber the wearer but does add to his weight for anyone else trying to move him (also for load on ropes, bridges, etc.) A thief cannot pickpocket anything stored in such a robe; only a mage can retrieve items from it. A real item stored in the Robe and retrieved remains real, i.e. it does not radiate magic and cannot be dispelled. Magical items cannot be hidden in the Robe; its enchantment simply fails to work on them.

Dinner Jacket of Oberon *Level 2*. The wearer will look suave. In addition, he will not get drunk, regardless of how much alcohol he drinks. Also see the Cup of Oberon. This jacket may not be worn in conjunction with other cloaks and robes.

Bearskin Cloak *Level 3*. The cloak can turn its wearer, who must be a follower of Carrunos, into a bear, as per the Transformation V spell. Duration is 3d6 turns. Suggested burnout is 15%.

Cubes

Wondrous Enhancer of Jewels
 Cube of Mimicking Sounds
 Cube of Visibility
 Wondrous Pulverizer of Jewels

Cube of Control Over Tiny Iron Golems
 Cube of Force
 Cube of Radiation

Wondrous Enhancer of Jewels *Level 3.* 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 *Level 3.* It can be used to imitate sounds, voices, etc., provided the user heard them when carrying the Cube.

Cube of Visibility *Level 3.* 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 *Level 3.* It multiplies the value of jewels by zero.

Cube of Control Over Tiny Iron Golems *Level 5.* 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 Force *Level 5.*

Cube of Radiation *Level 5.* 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.

Decks

All decks appear to be a standard set of the Princecon Tarot. This is a set of cards common throughout the Princecon world, although great variation can be found in style, precise identities of the cards, and even number of suits. It is generally impossible to ascertain the nature of a deck except by experiment.

The Princecon Tarot is contains the following cards:

One blank card (The World); one black card (The Void); two Jokers; three Fates (Past, Present, and Future). It contains five suits of eight cards each, a suit of the thirteen gods, and twenty-one trumps. The five suits are Foes, Allies, Spirits, Treasures, and Lairs. The Tarot is commonly used for gambling, fortune-telling, and character divination.

Marked Deck
Stacked Deck
Gamesman's Deck
Intelligent Deck

Lucky Deck
Deck of Fortune
Decks of Many Things
Coercive Deck of Many Things

Marked Deck *Level 1.* 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 *Level 1.* 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.

Gamesman's Deck *Level 2.* Has the powers of both a Marked Deck and a Stacked Deck, see above.

Intelligent Deck *Level 2.* 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, Bridge, or Fibonacci.) 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.

Lucky Deck *Level 1.* In any game of chance, character divination, or fortune telling, the owner of this deck will receive extremely lucky cards. He will win any game (whether he wishes to or not), he will appear to be an extremely together person, or he will receive a very positive fortune telling. Note that this may not be in accordance with reality.

Deck of Fortune *Level 2.* Once per day, this deck will perform a successful character divination or fortune telling. Character divination will perform 1d6 Detect Type II spells, for example Detect Intent or Religion. Fortune telling is as per Augury. More powerful decks may act as Prophecy.

Decks of Many Things *Level 3.* These decks are enchanted, some say by the mystic Trump Tower in the far north, to have great effects when used. None can predict the exact nature of the enchantment, save that many have been greatly cursed or blessed in the past. Decks vary in the number of picks allowed before the enchantment is exhausted and the deck becomes a normal deck. Vary level and burnout accordingly. The example given is the standard Deck of Many Things, although Decks of a Small Number of Things, Decks of Quite a Few Things, and Decks of My, What a Lot of Things have been mentioned in other, nameless, item books.

Card	Description	Effect
The World	Blank	the character has Speak in Tongues and Interpret Tongues for 8 days.
The Void	Black	the character is unconscious for d6 turns.
Joker	Laughing Man	Choose one Wand (max level 3)
Joker	Laughing Woman	Choose one Ring (max level 3)
1 of Fate	Past	See past, as Retroscope
2 of Fate	Present	Clairsentience
3 of Fate	Future	Prophecy
1 of Foes	Serpent	Character attacked by 2d6 Mahler poison
2 of Foes	Dire Wolf	Weilder has Run like Wolf spell cast on him.
3 of Foes	Ice Toad	Resist Cold and +30
4 of Foes	Giant Spider	Paralyzed for 1d6 turns
5 of Foes	Storm Giant	Drawer grows to 40 feet for 1 day as per Size Change.
6 of Foes	Sphinx	Character gets an old joke.
7 of Foes	Basilisk	Character inherits a statue.
8 of Foes	Dragon	Character must go on a quest.
1 of Allies	City Guard	Character's charisma increases to 18.
2 of Allies	Innkeeper	Character gets drunk.
3 of Allies	Old Woman	Character hears one rumor.
4 of Allies	Turkish Band	Character must dance for 1 day.
5 of Allies	Judge	Character gets a pardon.
6 of Allies	Knight	Character gains the services of a 5th level fighter for one battle. Just appears.
7 of Allies	Cook	Character has rations for three weeks.
8 of Allies	King	Character gets 10,000 gp.
1 of Spirits	Flame	Character loses 3d6 hp.
2 of Spirits	Ghost	Character can cast fear once.
3 of Spirits	Devil	Character gains enmity of powerful prince.
4 of Spirits	Demon	Character damned.
5 of Spirits	Elemental	Character can call on elemental once.
6 of Spirits	Djinn	Character gets one wish. Reasonable requests will be granted.
7 of Spirits	Banshee	Character cannot sleep for 1 week.
8 of Spirits	Angel	If character does something nasty in the next month, he dies.
1 of Treasures	Ring	Character receives a ring.
2 of Treasures	Wand	Character receives a stick of wood.
3 of Treasures	Jewel	Character wanted by thieves' guild.
4 of Treasures	Gold	Character must fight a gold Golem. Like Tiny Iron Golem, but gold and large.
5 of Treasures	Sword	Character gains aligned sword.
6 of Treasures	Crown	Character inherits nation. May be far away or very small. Very small.
7 of Treasures	Scroll	Gain one random mage scroll.
8 of Treasures	Orb	Character gains Clairsentience once.
1 of Lairs	Forest	Character gets lost.
2 of Lairs	River	Character afraid of water.
3 of Lairs	Cave	Character must defeat 10 orcs alone.
4 of Lairs	Mountain	Character cannot breathe deeply.
5 of Lairs	Desert	Character becomes very thirsty.

6 of Lairs	Dessert	Character becomes fat.
7 of Lairs	Vacuum	Character explodes.
8 of Lairs	Dungeon	Character imprisoned in dungeon.
1 of Deities	Hermit	Character gains important knowledge.
2 of Deities	Janda	Character cannot lie for 2 weeks.
3 of Deities	Ratri	Character invisible for 1 day.
4 of Deities	Carrunos	Character turns into a stag.
5 of Deities	Isaiah	Character healed.
6 of Deities	Samedhi	Character reduced to 0 hp.
7 of Deities	Dagrir	Character turns into a dwarf.
8 of Deities	Alhazien	Character becomes a tree for 1 day.
9 of Deities	Leo	Character turns into a fighter for 1 day.
10 of Deities	Thoki	Character will become a skeleton when he dies.
11 of Deities	Magus	Character casts spells at one level higher for one battle.
12 of Deities	Ronkel	Character must kill someone in one hour or die.
13 of Deities	Hart	Character grows permanent horns, useable in combat for 1d6 damage.
Trump I	Greyhound	Increase speed by 3" for 1 day.
Trump II	Andy Zovko	Become a hobbit, lose most powerful magic item.
Trump III	Hose Keith	Become a submarine. Dive, dive! Aroooga! Aroooga!
Trump IV	Tolkein	One cliched thing will happen.
Trump V	Moon	Character is unable to wear pants.
Trump VI	Mage	Choose one scroll.
Trump VII	Zelazny	You get a deck of playing cards with the face cards having images of you and those around you when you picked.
Trump VIII	Trump	Gain 20,000 gp.
Trump IX	Trump	Lose all money.
Trump X	Tool	Gain a set of 100 engraved calling cards.
Trump XI	Niven	Grow a third eye.
Trump XII	Taurus	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.
Trump XIII	Infocom	You will glow in the dark.
Trump XIV	Feynman	Gain the ability to play drums.
Trump XV	Winkle	Sleep for 1 month.
Trump XVI	Holmes	Character's intelligence rises to 18.
Trump XVII	Ubi	Character teleported to random position on planet.
Trump XVIII	Vader	Whenever character enters a room, ominous music will play.
Trump XIX	Hoffman	Gain random set of eyes.
Trump XX	Hoffman	Character doesn't trust anyone older than 30.
Trump XXI	Nick Howe	Character cannot speak, and must express himself using actions.

Coercive Deck of Many Things *Level 2.* As above, except that your first pick forces you to pick until the deck burns out. Each pick takes one melee round, and you cannot explain what is going on as you pick.

Drums

Talking Drum	Drums of Deafness
Rhumba Drum	Elephant Drum
Thunder Drum	Drums of Panic

Talking Drum *Level 3.* 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 *Level 3.* 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 *Level 3.* When played they cause a violent Thunder Storm to appear in 3D10 minutes. Usable outdoors only.

Drums of Deafness *Level 3.*

Elephant Drum *Level 3.* 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.

Drums of Panic *Level 5.*

Eyes & Glasses

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
Eye of Telescopic Vision
Dwarven Glasses
Bull's Eye
Evil Eye
Eye of the Storm
See Invisible Glasses
Eye Conquered

Eye of Plane Sight
Eyes of the Peaks
Eye of the Law
Gaze Reflection Glasses
Wizard Eye Glasses
Eye of True Sight
Eyes of Charming
Eyes of Petrification

Eye of Second Sight *Level 1.* 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 *Level 1.* 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 *Level 1.* Allow the wearer to see via Infravision, distinguish metals and evaluate gems and jewelry, as per a Dwarf.

Bull's Eye *Level 1.* 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 *Level 2.* 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 *Level 2.* 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 *Level 2.* Allow the wearer to see invisible objects or beings.

Eye Conquered *Level 2.* 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 *Level 2.* The user may see into any plane (normal, astral, ethereal, etc.) from any other, but only one at a time.

Eyes of the Peaks *Level 3.* 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 *Level 3.* 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 *Level 3.* 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 *Level 3.* Usable once per day or by burnout. They allow the wearer to use a Wizard Eye Spell, as per the M.U. spell.

Eye of True Sight *Level 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 *Level 4.* 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 *Level 4.* These seem to be some other type of eyes until used, whereupon they change the user to stone, no saving throw.

Figurines

Figurine of the Creature
 Figurine of Substitution
 Figurine of Truth/Untruth
 Figurine of Untruth/Truth
 Figurine of Service
 Figurine of the Gods
 Figurine of Ego Switch

Ebony Fly
 Marble Elephant
 Golden Lions
 Onyx Dog
 Ivory Dogs
 Figurine of Life Energy

Figurine of the Creature *Level 2.* 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 *Level 2.* 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 *Level 2.* 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 *Level 2.* As above, except it will lie 5/6 of the time, and tell the truth only 1/6 of the time.

Figurine of Service *Level 2.* 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 *Level 5*. 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 *Level 5*. 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.

Ebony Fly *Level 5*.

Marble Elephant *Level 5*.

Golden Lions *Level 5*.

Onyx Dog *Level 5*.

Ivory Dogs *Level 5*.

Figurine of Life Energy *Level 6*. 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.

Gauntlets & Gloves

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

Gauntlets of Dexterity +N

Gauntlets of Fumbling

Gauntlets of Ogre Power

Gauntlets of Swimming & Climbing

Gloves of Manipulation

Gloves of Silence

Gauntlets of Strangulation

Gloves of Concealment

Remote Gloves

Gauntlets of Removing Traps +15Gauntlets of Picking Locks

+15Gauntlets of Picking Locks & Removing Traps

Gauntlets of Adhesion

Dwarven Gauntlets

Gauntlets of Removing Traps +30Gauntlets of Picking Locks

+30Gloves of Power

Strangler's Gloves

Gloves of Crushing

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

Gauntlets of Fumbling *Level var*. 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 *Level 2*. The wearer has a strength of 17, regardless of his normal strength.

Gauntlets of Swimming & Climbing *Level 2*. 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 *Level 2*. (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 *Level 1*. 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 *Level 2.* 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 *Level 2.* They add 20% to the Thief's base chance of picking a pocket, palming an item, etc.

Remote Gloves *Level 1.* 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% *Level 1.* 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% *Level 1.* 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 *Level 2.* These combine the functions of the two Gauntlets, +15%.

Gauntlets of Adhesion *Level 2.* 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 *Level 2.* 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% *Level 2.* As the Gauntlets of Removing Traps +15%, but add 30% instead.

Gauntlets of Picking Locks +30% *Level 2.* As the Gauntlets of Picking Locks +15%, but add 30% instead.

Gloves of Power *Level 3.* 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 *Level 3.* 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 *Level 3.* 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. Burnout 20%

Magical Gems

Magical Gems fall into three categories: precious gems, semi-precious gems, and stones. As the names imply, these items are found in minerals of differing base worth. Precious gems include diamonds, rubies, opals, sapphires and emeralds. Semi-precious gems include garnet, quartz, glass etc. Stones are made of any old rock, basalt, shale, granite etc. There are both generic and specific gem powers. Generic powers are found in all types of gems. Specific powers are only associated with a specific type of stone.

For all gems and stones with constant powers, the item must be on the user's person to function. To cast spells, the user must hold the gem or stone in hand.

Precious Magical Gems: These gems are multi-use items with a default burnout chance of 20%. These gems are activated by being held in the hand and concentrated upon, unless otherwise stated. Each type—diamond, ruby, opal, sapphire, and emerald—has different specific powers, but there are certain generic powers that can be found in any of these types.

Semi-Precious Magical Gems: These gems are a one use item, activated by being crushed. All effects of these gems are at point blank range. If you crush a fire garnet under your foot to activate it, you will be in the center of the explosion. These gems may be crushed by stomping them, smashing them with a rock, bashing them with a weapon or any other means that makes sense to the GM. These gems may be mounting to the tip of an arrow shaft and fired at the enemy. If the arrow strikes metal armor or a stone wall the gem will shatter. It will not shatter if it strikes cloth or leather armor. Some of these gems, marked by **, can only affect a person. They will affect the nearest person to where it was crushed, maximum three meters distance. If no one is within the three meter radius then there is no effect.

Stones: These include both enchanted pieces of rock and pieces of magical rock and ore.

Generic Powers of Precious Gems

Precious gems may have zero, one, or more generic powers in addition to zero or one specific powers.

Sparkler
Gem of Greed
Gem of Return

Spell Levels
Obvious Guilt

Sparkler *Level 1.* No burnout chance. Sparklers increase a characters effective charisma when worn in plain sight. One sparkler adds +1, two adds +2, 4 adds +3, 8 adds +4 etc. The charisma bonus applies to all charisma based rolls. Clerics with vows of poverty can not wear these and are not affected by them. No religion has a consistent policy against this; leave this up the player.

Gem of Greed *Level 1.* No burnout chance. The holder of this gem will have the desire to possess all of the same type of stone (magical or not.) Upon seeing any of the same type of stone, he must make a spiritual saving throw or he will do his best to gain possession of that gem. Any of this type of stone he already has in his possession he will never willingly give up. He may only get rid of this stone via a successful remove curse, as versus a 14th level.

Gem of Return *Level 1.* Default 20% burnout. 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 gem to return to him. Maximum range is 10 miles. A gem with both greed and return powers will not be willingly given up because of the burnout chance.

Spell Levels *Level N.* Gems that have powers defined as MU or Clerical spells may modify the effects of those powers as per the MU system up to N/2 levels. This may only be used to affect the gem's powers, not spells cast by people.

Obvious Guilt *Level 1.* Use burnout chance of other power. Each time the gem's specific power 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.

Diamonds

Diamonds are a type of precious gem. See also Generic Powers of Precious Gems.

Diamond of Crushing Resistance
Diamond of Polymorph to Dwarf
Diamond of Illumination
Diamond of Perpetual Night
Diamond of the Light Fantastic
Diamond of Seeing

Diamond of Phantasms
Diamond of the Crushing Hands
Diamond of the Crushing Death
Diamond of the Shimmering Shield
Diamond of Phase In
The Hidden Diamond

Diamond of Crushing Resistance *Level 1.* No burnout. When implanted in a metal suit of armor, it will give the wearer the benefits of the Clerical Spell.

Diamond of Polymorph to Dwarf *Level 1.* 20% burnout. Allows the user to Shape (as per the MU spell) themselves into a Dwarf.

Diamond of Illumination *Level 1.* 20% burnout. 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 burnout chance must be rolled.

Diamond of Perpetual Night *Level 1.* 20% burnout. 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 burnout chance must be rolled.

Diamond of the Light Fantastic *Level 1.* 20% burnout. 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. It does not affect the user. Duration: 6 plus level of user melee rounds.

Diamond of Seeing *Level 2.* No burnout. By looking through it, the user can see secret doors and invisible objects. It has no burnout chance.

Diamond of Phantasms *Level 2.* Identify power usable by all, create power usable by MUs, 20% burnout. The user may identify phantasms or illusions by looking through the gem (this function does not use a charge or require a burnout roll). By risking a burnout, he may create Illusions, as per the MU Spell cast at 5th level, duration as per the MU spell.

Diamond of the Crushing Hands *Level 3.* 20% burnout. The user may cast an implosion as per the MU spell.

Diamond of the Crushing Death *Level 3.* No burnout. Anyone holding this gem and concentrating on activating it has their hit points reduced to zero. Crushing resistance or a physical saving throw will leave the victim with d6 hit points instead.

Diamond of the Shimmering Shield *Level 4.* 25% burnout. 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, end 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 the those within, The shield is a mirrored sphere 2 meters 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 Phase In *Level 2.* When crushed, this diamond produces a dust that can be thrown on out-of-phase creatures with the result of a double duration Phase In spell. There is enough dust for 3 creatures, but it must all be used at once. It can be thrown up to 2". Crushing the gem requires only normal strength.

The Hidden Diamond *Level 4.* The possessor of the Diamond is affected by both Protection from Locates and Protection from Detects at 12th level effect, affecting all non-artifact items.

Rubies

Rubies are a type of precious gem. See also Generic Powers of Precious Gems.

Ruby of Fire Resistance

Ruby of Life

Ruby of Melting Metals

Ruby of the Flaming Weapon

Ruby of Heating Objects

Ruby of the Blinding Flash

Ruby of Calling Fire Creatures

Ruby of Calling Hostile Fire Creatures

Ruby of Casting Fireballs

Ruby of Fiery Death

Ruby of Immolation

Ruby of Fire Resistance *Level 1.* No burnout. When implanted in a metal suit of armor, it will give the wearer the benefits of the clerical spell Resist Fire.

Ruby of Life *Level 1.* Burnout special. 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. 20% burnout each month it is used.

Ruby of Melting Metals *Level 1.* 20% burnout. The thief may melt non-magical metals at the rate of 1 lb weight per melee round. Each use lasts up to 50 consecutive melee rounds.

Ruby of the Flaming Weapon *Level 1.* 20% burnout. 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.

Ruby of Heating Objects *Level 1.* 20% burnout. In 10 melee rounds it will heat one solid object to about 200 degrees fahrenheit. The maximum weight is 50 lbs per level of the user. Duration 12 hours. Range 240 feet.

Ruby of the Blinding Flash *Level 2.* 10% burnout. The user may create a flash of light as per the flash spell.

Ruby of Calling Fire Creatures *Level 2.* 20% burnout. When this gem is used, All fire-based or fire-using creatures within 360 meters 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. Unless there is some reason for fire-based/fire-using creatures to be in range this item will have no effect. Do not feel obligated to supply creatures. Duration: 12 plus level of the user melee rounds after the first arrives.

Ruby of Calling Hostile Fire Creatures *Level 3.* 20% burnout. As per Ruby of Calling Fire Creatures, except that the arriving creatures will do their best to harm the holder of the gem.

Ruby of Casting Fireballs *Level 3.* 20% burnout. The MU may cast a 6D6 fireball, as per the MU spell.

Ruby of Fiery Death *Level 3.* No burnout. Anyone holding this gem and concentrating on activating it has their hit points reduced to zero. Fire resistance or a physical saving throw will leave the victim with d6 hit points instead.

Ruby of Immolation *Level 4.* 20% burnout. The user may cause his body to burst into flames, causing victims who come into contact 2D6 of damage (4D6 to cold based and undead). (See grappling Rules for a method of GMing their attempts to bring his body into contact with others). Each use of this gem allows Immolation to be turned on and off for 1 hour.

Opals

Opals are a type of precious gem. See also Generic Powers of Precious Gems.

Opal of Resistance to Poison

Opal of Alarm

Opal of Detecting Poison

Opal of Seeming Innocence

Opal of Opening Portals

Opal of Disguise

Opal of Producing Poison

Opal of Poisoning Death

Opal of Hallucinatory Terrain

Opal of Beguiling

Opal of Resistance to Poison *Level 1.* No burnout. When implanted in a metal suit of armor, it will give the wearer the benefits of the Clerical Spell.

Opal of Alarm *Level 1.* 20% burnout each time it alerts user. 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 *Level 1.* 20% burnout. It will tell the user of the presence, location and type of all poisons in range. Range: 10. Duration: 1 turn.

Opal of Seeming Innocence *Level 1.* 20% burnout. 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 Opening Portals *Level 2.* 20% burnout. Each charge is good for one portal. Normal portals open at once. Held portals (as per the MU spell) open after D4 melee rounds. Wizard Locked portals (as per the MU spell) open after the level of the caster of the Wizard Lock in melee rounds. While this opal is working on held and wizard locked doors, the doors will make creaking sounds as if they are being put under increasing pressure, which they are.

Opal of Disguise *Level 3.* 20% burnout. 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 *Level 3.* 25% burnout. Each use of a charge allows the MU to make L doses of poison, where L is his/her level. (For example, a MU6 could make 6 doses of Poison. It takes one day per dose of poison. The poison remains potent for one week. Until there is a poison system, use 10 hits initial dose, plus 1 hit per round until a save is made. Saving throws are made after the initial burst and then every 10 rounds.

Opal of Poisoning Death *Level 3.* 25% burnout. Anyone holding this gem and concentrating on activating it, takes his/her level divided by three (round up) doses of poison. Each dose of poison is saved against separately. Until there is a poison system, use 10 hits initial dose, plus 1 hit per round until a save is made. Saving throws are made after the initial burst and then every 10 rounds.

Opal of Hallucinatory Terrain *Level 3.* 20% burnout. Each charge allows the user to throw one Hallucinatory Terrain, as per the MU spell, with maximum zone of effect: 5"×5".

Opal of Beguiling *Level 4.* 20% burnout. 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

Emeralds are a type of precious gem. See also Generic Powers of Precious Gems.

Emerald of Cold Resistance

Emerald of Concealment from Infravision

Emerald of the Hermit

Emerald of Closing Portals

Emerald of Cooling Objects

Emerald of Calling Cold Creatures

Emerald of Calling Hostile Cold Creatures

Emerald of Viewing Past

Emerald of Wizard Eye

Emerald of Casting Snowballs

Emerald of Icy Death

Emerald of Escape

Emerald of Cold Resistance *Level 1.* No burnout. When implanted in a metal suit of armor, it will give the wearer the benefits of the Clerical Spell.

Emerald of Concealment from Infravision *Level 1.* No burnout. The user can not be seen via infravision. Ordinary vision is

not affected.

Emerald of the Hermit *Level 1. 20% burnout.* 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 *Level 1. 20% burnout.* 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 *Level 1. 20% burnout.* 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 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 *Level 2. 20% burnout.* 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 from whence they came, unless molested. Duration: 12 plus level of the user melee rounds after they first arrive.

Emerald of Calling Hostile Cold Creatures *Level 2. No burnout.* As above, except that the arriving creatures will do their best to harm the holder of the gem.

Emerald of Viewing Past *Level 3. 10% burnout.* 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 Wizard Eye *Level 3.* The possessor can throw a Wizard Eye spell with BO 10%. He must look into the gem in order to see through the eye.

Emerald of Casting Snowballs *Level 3. 20% burnout.* The MU may cast one Snowball as would a 6th level MU.

Emerald of Icy Death *Level 3. No burnout.* Anyone holding this gem and concentrating on activating it has their hit points reduced to zero. Cold resistance or a physical saving throw will leave the victim with d6 hit points instead.

Emerald of Escape *Level 4. 20% burnout.* It allows the Thief to act as a Thief four levels higher than his true level for purposes of Thieving abilities only. Each use is good for 6 consecutive hours.

Sapphires

Sapphires are a type of precious gem. See also Generic Powers of Precious Gems.

Sapphire of Lightning Resistance
Sapphire of Predicting Weather
Sapphire of Tracing Sendings
Sapphire of Flight Disruption
Sapphire of Velocity Finding
Sapphire of Silence

Sapphire of Distant Echoes
Sapphire of Casting Lightning Bolts
Sapphire of Electrocution
Sapphire of Flight
Sapphire of Controlling Weather

Sapphire of Lightning Resistance *Level 1. No burnout.* When implanted in a metal suit of armor, it will give the wearer the benefits of the Clerical Spell.

Sapphire of Predicting Weather *Level 1. 20% burnout.* 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 can not predict the weather changes caused by magical means.

Sapphire of Tracing Sendings *Level 1. 20% burnout.* 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 *Level 1. 20% burnout.* 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 *Level 1. 20% burnout.* 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. Note that the object can not be a sub-atomic particle.

Sapphire of Silence *Level 2. No burnout.* The Thief may move silently. Duration is the level of user half hours.

Sapphire of Distant Echoes *Level 2. No burnout.* Seems to be another type of Sapphire; however, it attracts monsters by causing echoes at great distances (in either the dungeon or the wilderness). Roll for Wandering Monsters twice as often as usual.

Sapphire of Casting Lightning Bolts *Level 3. No burnout.* The MU may cast one 6D6 Lightning Bolt as per the MU spell.

Sapphire of Electrocuting *Level 3. No burnout.* Anyone holding this gem and concentrating on activating it has their hit points reduced to zero. Electricity resistance or a physical saving throw will leave the victim with d6 hit points instead.

Sapphire of Flight *Level 3. 20% burnout.* It allows the user to fly at 24". Roll for burnout each time the holder takes off.

Sapphire of Controlling Weather *Level 4. 20% burnout.* The user may control weather, as per the Magic User spell, once per charge.

Fighter's Gems

Usable by: F

No burnout. Fighter's Gems can be any type of gem.

Weapon +N

Defense +N

Weapon +N *Level N.* When embedded in any non-magical weapon, they make the weapon +N. The weapon will count as magical against other enhancement spells. Gems with negative N are Cursed-14 and may appear beneficial as well.

Defense +N *Level N.* When embedded in any non-magical armor, they make the armor +N. The armor will count as magical against other enhancement spells. Gems with negative N are Cursed-14 and may appear beneficial as well.

Semi-Precious Magical Gems

These gems are a one use item, activated by being crushed. All effects of these gems are at point blank range. If you crush a fire garnet under your foot to activate it, you will be in the center of the explosion. These gems may be crushed by stomping them, smashing them with a rock, bashing them with a weapon or any other means that makes sense to the GM. These gems may be mounting to the tip of an arrow shaft and fired at the enemy. If the arrow strikes metal armor or a stone wall the gem will shatter. It will not shatter if it strikes cloth or leather armor. All Semi-precious magic gems are single use, usable by all, level 1, unless otherwise noted.

** These gems affect a person. Affects the nearest person to where it was crushed, maximum three meters distance. If no one is within the three meter radius then there is no effect.

Clear Quartz, Quartz of Illumination
 Rutilated Quartz
 Smokey Quartz
 Rose Quartz
 Citrine

Blue Lace Agate
 Mossy Agate
 Fire Agate
 Crazy Agate **
 Obsidian

Snowflake Obsidian	Topaz **
Malachite **	Beryl
Moon Stone **	Jade
Amethyst	Turquoise
Peridot	Onyx
Garnet	Sun Stone

Clear Quartz, Quartz of Illumination *Level 1.* Casts a continual light as per the clerical spell. Lasts for 24 hours. Centered on the dust from the crushed gem. The dust may be collected and carried in a pouch or cloth. The dust may be separated into separate piles each of which will have proportionately less light.

Rutilated Quartz *Level 1.* Clear quartz with lines inside that appear to be gold or brass. This gem stores a message which is played back when the stone is crushed. The message is in the form of a projected hologram and sound (see R2D2 of Starwars fame). The message can be no longer than 1 minute and the projected area is 1 meter radius and 2 meters tall. The message is recorded by willing the stone to record. The message can be overwritten but only the last message recorded will be played back.

Smokey Quartz *Level 1.* Clear but dark, gray quartz. Creates a smoke screen, radius 10 meters, duration 1 minute. There is no type of vision that can see through the smoke and the smoke will not dissipate even in a strong wind.

Rose Quartz *Level 1.* Clear but pink quartz. Charm person, I.E. they see you through rose colored glasses.

Citrine *Level 1.* Transparent, yellow form of quartz. This stone can be sensitized to as many as twenty people by placing a drop of their blood in the gem. The sensitization lasts for 1 hour. If during that hour the stone is crushed, each person the stone is sensitized to will be teleported to where the stone was crushed. The targets are teleported one at a time, one per melee round, starting with the first person sensitized to the stone.

Blue Lace Agate *Level 2.* Casts a 32 strength sleep spell, as per the magic user spell.

Mossy Agate *Level 1.* Creates a slippery mossy surface, 10 meter radius. Requires a roll 3D6 \leq characters dexterity to stay on feet.

Fire Agate *Level 1.* Creates a camp fire which will burn for eight hours. The fire is suitable for cooking and keeping warm by, but can not be put out except by dispel magic.

Crazy Agate ** *Level 1.* Casts a confuse as per the magic user spell.

Obsidian *Level 1.* Black volcanic glass. When this gem is crushed, the last person that touched the gem will receive an instantaneous mental image of the gems surroundings. This will work over any distance.

Snowflake Obsidian *Level 1.* Black volcanic glass with white splotches. Causes a mild snow flurry for ten minutes in an area 1 mile in diameter. If this stone is crushed beneath storm clouds which have the potential for a larger storm, the GM may rule that the flurry triggers a natural storm of any magnitude. If crushed indoors or underground the storm will take effect above the surface or outside.

Malachite ** *Level 1.* Opaque, green with black lines, looks a lot like Jade, requires a dwarf or jeweler to tell the difference. Casts a strength as per the magic user spell.

Moon Stone ** *Level 1.* White translucent. Allows the target to see in the dark, even total darkness, as if it was full daylight. Does not allow sight through magical darkness. Duration 8 hours.

Amethyst *Level 1.* Transparent purple stone. Cancels all invisibility within 10 meters for 1 hour. Invisibility spells are simply broken and invisibility spells cast in the area of effect do not work for one hour. Invisibility items will work again as soon as they are moved out of the area of effect. An invisibility that touches the area of effect during the duration is treated as if it was there when the gem was crushed.

Peridot *Level 2.* Transparent, light green, looks a lot like beryl, requires a jeweler or a dwarf to tell the difference. When a drop of blood from an individual is placed in the gem, it becomes sensitized to that person. When the stone is crushed, that person takes a cause 5 as per the Clerical Spell. There is no range, no matter how far the target is from the stone when it is crushed.

Garnet *Level 3.* Transparent, red, looks a lot like a ruby, requires a dwarf or jeweler to tell the difference. Burrows into the

target, doing 1 hit per minute for 100 minutes. Causes extreme pain for the duration. Requires a direct hit but ignores AC for the to hit roll. Physical save after each ten minutes to stop damage, gems burrows out. Neutralize poison does not work. A successful remove curse against tenth level destroys the gem.

Topaz ** *Level 1.* Transparent, brown. When this gem is crushed a stream of water, the equivalent of a garden hose, will spring out of the place where the gem was crushed. The stream will last for ten minutes. It has a tendency to spray at the person who crushed it. Thus it is also known as the gem of hosing Keith (an unfortunate adventurer who crushed it while standing on a power grid). Actually being hosed down can have certain advantages, say if one is on fire.

Beryl *Level 1.* Transparent, light green, looks a lot like a peridot, requires a jeweler or a dwarf to tell the difference.

Jade *Level 1.* Opaque or translucent, green. Looks a lot like malachite, requires a dwarf or jeweler to tell the difference. Casts a mass cure 2, as per the clerical spell.

Turquoise *Level 1.* Opaque, blue/green, sometimes veined with black. Target appears to be in great pain, turn to ash and crumple to a pile of dust on the floor in one melee round. Actually the target has been made invisible as per the MU spell and an illusion as per the MU spell is responsible for the apparent demise.

Onyx *Level 1.* The stone casts a Darkness spell at 6th level when crushed.

Sun Stone *Level 1.* The stone casts a Light spell at 6th level when crushed.

Stones

Hobbit Throwing Stone
 Stone of Hobbit Throwing
 Firestone
 Stone of Building
 Loadstone
 Luckstone

Stone of Petrification
 Stone of Controlling Earth Elementals
 Pumice of Levitation
 True Stone
 Stoned

Hobbit Throwing Stone *Level 1.* Does 1D4 damage. Plus 3 to hit. Range 50 meters.

Stone of Hobbit Throwing *Level 1.* When the hapless Hobbit attempts to throw this stone, the stone stays in place and the Hobbit is launched at the intended target. The Hobbit is -2 to hit unless they are aware of the stones nature in which case they are plus 3 to hit. Range 50 meters. (see Hobbits as missile weapons below).

Hobbits as Missile Weapons: By Tim Oliver. An adult male Hobbit does 2D8 damage, adult females do 2D6 damage and children do 2D4 damage. The Hobbit takes damage equal to the damage they inflict. Normally, Hobbits are considered to be blunt weapons and are perfectly suitable for use by clerics who are prohibited from using edged weapons. Hobbits wearing spiked helmets or studded leather are considered to be edged weapons and are prohibited from use by certain clerics. Hobbit clerics, if they exist, are prohibited from wearing spiked helmets or studded leather and throwing themselves at enemies. Any cleric who ignores this prohibition loses their clerical prayer abilities for the duration of the expedition. A Hobbits body can sustain 100 hit points before it becomes unusable as a missile weapon. Hobbits are not normal missiles, therefore the protect normal missiles has no effect.

Firestone *Level 2.* 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 *Level 2.* 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 *Level 2.* 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 *Level 3.* The holder has a Luck of 18.

Stone of Petrification *Level 5.* 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.

Stone of Controlling Earth Elementals *Level 5.*

Pumice of Levitation *Level 2.* The user of this stone can cast Levitate on a creature at range touch. He may add a 1/2 level modifier of his choosing to the spell. The stone itself is weightless. The suggested burnout rate is 20% for a level 2 item.

True Stone *Level 2.* This stone may store one spell of up to 3rd level just like a Mage Dagger. The mage stores the spell by casting it while holding the stone. The spell will not have normal effect at that time. He may then throw the spell off the stone once, without use of spell points. Throwing the spell requires holding the stone and being able to speak. Any stored spell is lost if the stone is given to another.

Stoned *Level 1.* This appears as a different stone, but upon use, the user is stunned for d6 rounds. A Mental save halves the effect.

Girdles

Living Girdle

Girdle of Resistance to Crushing

Girdle of Reduction

False Strength

Girdle of Hill Giant Strength

Girdle of Polymorphism

Girdle of False Polymorphism

Girdle of Pockets

Girdle of Mage Binding

Stone Giant Strength

Girdle of Frost Giant Strength

Girdle of Fire Giant Strength

Girdle of Cloud Giant Strength

Girdle of Frost Giant Strength

Girdle of Belly Laughs

Living Girdle *Level 2.* 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 *Level 2.* 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 *Level 3.* 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 Hill Giant Strength *Level 3.*

Girdle of Polymorphism *Level 3.* 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 *Level 3.* 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 *Level 3.* 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 *Level 3.* 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.

Stone Giant Strength *Level 4.*

Girdle of Frost Giant Strength *Level 5.*

Girdle of Fire Giant Strength *Level 6.*

Girdle of Cloud Giant Strength *Level 7.*

Girdle of Frost Giant Strength *Level 8.*

Girdle of Belly Laughs *Level 3.* The wearer will be able to understand all jokes he hears. He will be better able to figure out riddles; he gets one extra clue per riddle, two if the riddle is humorous. An extra clue can be the first letter of the answer, the number of words in the answer, etc. For the use of a charge, which carries a burnout of 10%, the wearer may do one of the following: 1) Laugh in the Face of Death—cast a Withstand Fear spell on himself, 2) Laugh in the Face of Darkness—dispel Darkness spells as a 8th level caster, 3) Laugh in the Face of Dispair—cured d6 hit points.

Hats and Caps

Hats and Caps are one class of headgear in the PrinceCon system. They are meant to accompany robes or leather armor; those in heavier armor take a -1 AC penalty due to inadequate head cover if they wear a cap instead of a helm. In addition to the items listed below, several of the mental-oriented helms are also found as hats.

Cap of Empathy
Thinking Cap
Wizard's Hat
Bishop's Miter
Coonskin Hat
Lucky Fedora

Hunting Cap
Black Hat
Dunce Cap
Hat of Shielding
Hat of Dreams

Cap of Empathy *Level 1.* It gives the wearer the ability to cure the wounds of others by taking them on himself, as per the Clerical spell, Empathic Cure.

Thinking Cap *Level 2.* If worn for an entire day, this item will increase a mage's intelligence by 2, to a maximum of 17, until he removes the hat. It will thus raise his spell points also. If the cap is removed at any point during the day, the extra spell points will be lost. Negative spell points will be subtracted from hit points.

Wizard's Hat *Level 2.* A tall, pointy black hat with stars, moons, and astrological symbols embossed on it. The helm can cast Light, as per cleric spell, three times a day at no spell cost. Additionally, every spell he casts is accompanied by a loud bang and sparks.

Bishop's Miter *Level 3.* A tall, fire-engine red bishop's hat. It will raise a cleric's level to 12 for purposes of level versus level only.

Coonskin Hat *Level 2.* This gives the wearer +2 to hit for all missile weapons, and +25% to all tracking rolls.

Lucky Fedora *Level 2.* Although not cursed, the wearer will never lose this fedora. It gives the wearer the ability to Detect Traps (as per Cleric spell) four times per day. Additionally, the wearer is extremely attractive to members of the opposite sex.

Hunting Cap *Level 1.* This feathered cap increases the chance to hit unintelligent creatures by 10% for all missile and melee attacks.

Black Hat *Level 2.* Cursed at 12th level. Anyone seeing the wearer of this hat will immediately perceive them as the villain. They will take appropriate actions.

Dunce Cap *Level 1.* Cursed at 12th level. The wearer of this cap has his intelligence reduced by 3. In stressful situations, he behaves as if under a Confuse spell: there is a 1 in 3 chance per round that he does nothing.

Hat of Shielding *Level 3.* By concentrating for a round, the wearer may focus the power of the hat into personal protection. This can take several forms; the wearer must choose between them. The hat may give +15% to one of physical, mental, or spiritual saving throws, or give +2 AC. Each function requires a burnout roll; the suggested burnout is 15%. Each charge of the hat lasts for one turn; more than one charge may be active at once.

Hat of Dreams *Level 3.* The wearer may use the hat to give him prophetic dreams. Essentially, the wearer may choose to cast one of three spells: Commune I, Retroscope, and Restore Memory. The latter spell may only be cast on the wearer himself. The wearer gives the appropriate direction to the spell—asking the question or choosing the object—and then receives a dream with the result of the spell. The hat may only be used once per week.

Helms

There are four types of headgear in the Princecon Itembook: helms, hats and caps, crowns, and tiaras. Helms and caps are both considered armor; helms are used with chain and plate, and caps are used with leather and robes. Tiaras and crowns are not armor. Only one piece of headgear may be worn at once.

Headgear applies all normal rules for armor. Since normal armor is assumed to include protection for the head, a -1 AC penalty is suffered for every class worse that is worn. For example, a fighter could wear a cap, but would be at -1 AC. If he wore a crown or tiara (or nothing, for whatever reason), he would be at -2 AC. As with plate and chain, mages and thieves (and some clerics) cannot wear helms without losing their abilities.

Helm of Hail
 Helm of Hearing
 Helm of Reading Magic & Languages
 Helm of Dancing
 Helm of the Lion
 Helm of Pensiveness
 Jeweler's Helm
 Helm of the Moon

Helm of Glory
 Helm of Mind Shield
 Helm of Air
 Helm of Telepathy
 Helm of Mind Blast
 Helm of Eyes
 Helm of Sweat

Helm of Hail *Level 1.* The wearer is affected by Ice Storm spells as if he had a shield.

Helm of Hearing *Level 1.* The Wearer is better able to hear faint sounds. Add +30% to rolls to hear noise.

Helm of Reading Magic & Languages *Level 2.* The wearer is able to read all standard languages, including magical writing, obscure languages, and non-human languages. It will not read codes, cyphers, artificial languages, or any language used exclusively by extremely magical beings, such as demons, dragons, or gods.

Helm of Dancing *Level 1.* Cursed at 16th level. 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.

Helm of the Lion *Level 3.* Although anyone can use this item, it is considered sacred to Leos. Before a combat, the owner can sacrifice up to his level in hit points to the helm (they must be his own!). He then receives a Fight like a Lion $n/2$, where n is the number of hps sacrificed. It will last one battle, as per cleric spell Fight like a Lion.

Helm of Pensiveness *Level 1.* Cursed at 16th level. When faced with a situation the wearer takes one melee round to decide what to do (eg. to run or fight, choosing a target, 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.)

Jeweler's Helm *Level 2.* Cursed at 9th level. The wearer can distinguish between all types of metals, and the value of gems. When worn it appears golden and studded with gems. The wearer will consider the helm his most valued possession. Others, seeing the helm, will desire it greatly.

Helm of the Moon *Level 2.* 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 *Level 3.* 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 Mind Shield *Level 3.* While worn, this gives a +30% save/+3 on level versus level for all forms of mental attack, including telepathy, pain, mind link, mind blast, ESP, etc, as per Mage spell Mind Shield.

Helm of Air *Level 2.* This helm provides the user with a continual supply of fresh air. It thus protects him from inhaled poisons, suffocation, and drowning. It will not protect him from other effects such as vacuum or crushing.

Helm of Telepathy *Level 4.* This lets the wearer use the Mage 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 Mind Blast *Level 2.* Cursed at 12th level. When first put on, this will cast Mind Blast at the wearer. After that, it will act as a -1 Helm.

Helm of Eyes *Level 2.* The wearer will have 360 degree vision. This will not interfere with his normal vision at all. It will also make the wearer immune from ambush or surprise. No attacker will get bonuses from attacking the wearer from the rear, including backstab.

Helm of Sweat *Level 2.* Cursed at 12th level. Although this appears to be a Helm of Improved Perception, it will cause the wearer to sweat profusely, causing the helm to slip, making it very difficult to see out of. Every combat round, there is a 50% that the wearer's vision is impeded. He must spend item phase fixing it, or attack at -20% TACO and -4 AC.

Horns

Horn of Plenty

Horn of Bubbles

Fog Horn

Horn of Healing

Horn of Silence

Horn of Summoning

Horn of Deafness

Horn of Animating Dead

Horn of Valhalla: Silver

Horn of Valhalla: Bronze

Horn of Valhalla: Iron

Horn of Blasting

Horn of Collapsing

Horn of Distance

Horn of Plenty *Level 1.* From this horn may be poured a constant flow of fruits and vegetables, at 10 pieces per minute.

Horn of Bubbles *Level 1.*

Fog Horn *Level 1.* 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 *Level 1.* 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 *Level 1.* 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 Deafness *Level 2.*

Horn of Animating Dead *Level 2.* When blown it acts as the Magic User Spell of the same name. Usable once per day.

Horn of Valhalla: Silver *Level 2.*

Horn of Valhalla: Bronze *Level 3.*

Horn of Valhalla: Iron *Level 4.*

Horn of Blasting *Level 4.*

Horn of Collapsing *Level 4.*

Horn of Distance *Level 4.* 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

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
Horseshoes of Skittishness
Horseshoes of Pacification
Horseshoes of Endurance
Horseshoes of Speed

+2 Horseshoes
Horseshoes of Flight
+3 Horseshoes
Horseshoes of Polymorphism

+1 Horseshoes *Level 1.* Give the wearer +1 to damage and +5% to hit probability when striking with that hoof.

Horseshoes of Skittishness *Level 1.* 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 *Level 1.* The wearer becomes immune to panic; even Fear Spells have no effect.

Horseshoes of Endurance *Level 1.* The wearer never tires, and need never rest.

Horseshoes of Speed *Level 2.* Act as the Boots of the same name.

+2 Horseshoes Give +2 to damage and +10% to hit probability. *Level 2.*

Horseshoes of Flight *Level 3.* 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 *Level 3.* Add +3 to damage and +15% to hit probability.

Horseshoes of Polymorphism *Level 3.* 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.

Lyres

Lyre of Shattering
Lyre of Singing
Lyre of Building

Lyre of Truth
Lyre of Sealing
Lyre of Stormbringing

Lyre of Shattering *Level 3.* 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 *Level 3.* 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 Building *Level 3.*

Lyre of Truth *Level 3.* 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 *Level 3.* 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 *Level 4.* 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.

Masks

Masks are worn over the face and head, obscuring the features of the wearer. They cannot be worn with crowns, tiaras, helms, hats, or other masks. Their magic powers are usually always on as long as they are worn.

Mask of Disguise

Ski Mask

Mask of the Crocodile

Mask of the Loa

Mask of the Sun

Mask of Polymorph

Mask of Horror

Mask of the Eagle

Mask of Disguise *Level 2.* When worn, this allows the wearer to use the mage spell Disguise at all times. Changing disguises takes one minute of concentration. Usually the mask provides no knowledge of other species, so that the wearer falls under the restriction in the spell concerning imperfect representations of other species. However, certain masks may grant the wearer the ability to form perfect disguises of a particular species.

Ski Mask *Level 1.* This is cursed at 12th level. The wearer will appear to be violent and hostile to all observers. He will, however, be immune from normal cold and wind.

Mask of the Crocodile *Level 2.* The wearer will be able to breathe under water, as long as the tips of his nose project above. The wearer will be +25% to negotiate with crocodiles. He gains a 2d6 bite attack.

Mask of the Loa *Level 3.* When first put on, this will cause the wearer to be possessed by a loa as per the cleric spell Summon Loa. The mask will only perform this function once per week.

Mask of the Sun *Level 3.* The wearer can cast the mage spell Mini-flash three times per day. He is always projecting light, and is difficult to look at, causing a +1 AC.

Mask of Polymorph *Level 2 or 3.* These masks come in a variety of animal types. The wearer will polymorph to that animal for 2d6 turns. Burnout = 10-40%, depending on animal type. It is suggested that the GM include statistics on the animal in his item list.

Mask of Horror *Level 3.* This grotesque mask is repulsive to all who view it. For the use of a charge, the wearer may strike fear and horror into all who see his face that round. Viewers see in the mask their own personal nightmares; the mask is not the same to all viewers. The effect of this power is as per a Fear spell, with the ZOE being all who see the wearer's face. All saving throws are at -15%. Typical burnouts are 20%. Burnout of the item causes such a horror to the wearer that he will be struck unconscious!

Mask of the Eagle *Level 1.* The wearer gains the use of the Telescopic Vision spell at 9x magnification.

Medallions

Medallion of Seeing

Anti-Sleep Medallion

Medallion of Size Change

Medallion of ESP, 3" Range

Medallion of Thought Projection

Medallion of Defensiveness

Galileo Medallion
 Medallion of Cowardice
 Medallion of Stone Walking
 Medallion of Revenge
 Medallion of ESP, 9 in. Range
 Medallion vs. Poison

Medallion vs. Scrying
 Medallion vs. Stoning
 Medallion of Ancestors
 Medallion of Office
 Medallion of Switching & Holding

Medallion of Seeing *Level 2.* It allows the wearer to see as per the M.U. spells Infravision and See 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 *Level 1.* 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 *Level 2.* 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.

Medallion of ESP, 3" Range *Level 2.* 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 *Level 1.* 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 *Level 1.* 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 *Level 3.* 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 *Level 3.* 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 *Level 3.* 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 *Level 3.* 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 *Level 3.* As the Medallion of ESP, 3" range, but with a 9" range.

Medallion vs. Poison *Level 3.* 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 *Level 3.* 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 *Level 3.* Whenever the wearer would normally get one chance to save versus being turned to stone, give him two chances.

Medallion of Ancestors *Level 4.* 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 *Level 4.* 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 *Level 6.* 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.

Mirrors

Mirror of Mental Prowess
 Mirror of Holding
 Mirror of Decharging
 Mirror of Doubling
 Mirror of Reflection
 Mirror of True Sight
 Mirror of Movement

Mirror of Entrapment
 Mirror of Opposition
 Mirror of Reversal
 Mirror of Destruction
 Mirror of Recharging
 Mirror of Life Trapping

Mirror of Mental Prowess *Level 3.*

Mirror of Holding *Level 3.* 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 *Level 3.* It acts as a Mirror of Holding, except that any items with charges will be completely decharged when removed from the mirror. (i.e. items with burnout chances will be burned out.)

Mirror of Doubling *Level 3.* 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 *Level 3.* 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 *Level 3.* 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 *Level 4.* 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 *Level 4.* 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 Opposition *Level 4.*

Mirror of Reversal *Level 4.* 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
- 8-9: Spell proceeds normally
- 10: Spell has double effect.

Mirror of Destruction *Level 5.* Acts as the Mirror of Holding, except once an item is placed inside it can not be removed.

Mirror of Recharging *Level 5.* 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.

Mirror of Life Trapping *Level 8.*

Necklaces

Necklace of Laryngitis
Necklace of Pure Breath

Necklaces of Safe Landings
Necklace of Protection

Necklace of Laryngitis *Level 1.* 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 *Level 1.* This allows the wearer to breathe poisoned, smoke-filled, or otherwise impure air harmlessly.

Necklaces of Safe Landings *Level 1.* This allows the wearer to fall safely from any height.

Necklace of Protection *Level 1.* It completely protects the wearer's neck against specialized attacks (e.g. Vorpal Blades, Strangler's Gloves,

Orbs

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.)

Orbs are often found in groups. 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
Sleep Orb
Percussion Orb
Orb of Smoke
Orb of Opening

Dud Orb
Orb of Destruction
Orb of Passing
Short Fused Orb
Paralyzation Orb

Holy Orb
Teleportation Orb

Anti-Magic Orb
Time Stop Orb

Orb of Silence *Level 1.* 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 *Level 1.* 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 *Level 1.* 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 *Level 1.* 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 *Level 1.* 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 *Level 1.* It is marked as one of the other orbs (reroll to see which one), but will never detonate.

Orb of Destruction *Level 2.* 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 *Level 3.* 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 *Level 3.* 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 *Level 4.* In addition to the usual damage, all within 10' must save (vs. Physical) or be paralyzed for 4+D6 melee rounds.

Holy Orb *Level 4.* In addition to the usual damage, any Undead within 10' must save (vs. Spiritual) or be dispelled.

Teleportation Orb *Level 4.* 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 *Level 5.* 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 *Level 5.* It does no damage. The effect of detonation is a TIME STOP (as per the MU spell) for all within 10'.

Pipes

Pipes of the Woods
Pipes of Sanity
Pipes of Diminution
Pipes of Subdual

Pipes of Charming Snakes
Pipes of Enraging Canines
Superior Pipes
Pipes of the Sewers

Pipes of the Woods *Level 2.* By playing them, you can communicate with any bird or bird-like creature, as per the spell Speak With Animals.

Pipes of Sanity *Level 2.* When played they cause all insane persons, as well as those controlled by some outside force, to return to normal.

Pipes of Diminution *Level 2.* 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 *Level 2.* 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 *Level 2.* When played, they act as per the Clerical Spell, Snake Charm.

Pipes of Enraging Canines *Level 2.* 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 *Level 3.* 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.)

Pipes of the Sewers *Level 3.*

Poisons

Poisons are applied in three different ways: ingestive, weapons, and contact. Ingestive poison must be eaten; if the victim attempts to spit it out, give a +20% on the saving throw. Weapon poison must be put in an open wound or eaten. Contact poison simply needs to touch the skin; it may also be used in the two above ways. The type of poison should be specified; if it is not, assume weapon poison. Poisons do not detect as magical, unless otherwise noted.

All poisons here are one dose. The names of the poisons are simply descriptive, with little reference to the actual monsters. Using only one dose against certain huge monsters may be ineffective; give the monsters large bonuses on saves. Poison on blades will remain for one successful hit, for 6 rounds of combat, or for 5 minutes out of combat.

Mahler Poison
Phase Spider Poison
Serpant's Fang Poison
Adder Venom
Black Lady Poison
Twilight Venom

Poison of Aurius
Sting of the Scorpion
Touch of the Crypt
Serpent of the Maze
Viper's Drink
Cobra Venom

Mahler Poison *Level 1.* Also known as Standard Poison. The victim must make a Physical save or take a 1d6 damage surge followed by one hit point per round. The victim gets a save every 10 rounds, 5 if it is larger-than-mansized.

Phase Spider Poison *Level 2.* Similar to Mahler Poison, but the surge is 3d6 and the damage per round is d6. A successful initial save still gives the victim a d6 of damage.

Serpant's Fang Poison *Level 2.* Weapon poison only. If the victim fails a Physical save, it falls unconscious for 20 - Con rounds. A successful save means that the victim acts at -10% for 2 rounds. The effect on monsters defaults to 5 rounds, with huge monsters being unable to fail their save.

Adder Venom *Level 3.* Weapon poison only. Victim must save or die in 2 rounds. A successful save means the victim takes 2d6 damage.

Black Lady Poison *Level 3.* Weapon poison only. Save or be paralyzed for 1d6 turns. Successful save means the victim is slowed for 1 turn.

Twilight Venom *Level 2.* Ingestive only. The victim is blinded for 1d10 rounds, save to half.

Poison of Aurius *Level 3.* Contact poison. The victim falls into severe pain. He is -20% on all rolls and at -4 AC. He must save vs Physical in order to cast a spell. The duration is 2d10 rounds. The victim gets an initial saving throw; if successful, the duration is only d4 rounds.

Sting of the Scorpion *Level 1.* The victim loses d6 points of strength, save to 1. The duration of the strength loss is 1d4 turns. Nausea and numbness usually accompany the poison's effects, but not to an extreme level.

Touch of the Crypt *Level 2.* Contact poison. The area touched by the poison becomes completely numb and useless for 2d6 turns. A saving throw at -15% applies to avoid the effect. Head shots mean unconsciousness. Swallowing this poison requires the victim to save normally or lapse into a 3 day coma, at the end of which he must make a system shock roll to survive.

Serpent of the Maze *Level 1.* Contact poison, but must hit the head. The victim must save or fall under the Misdirection spell for d4 turns. A successful save means that the victim is only affected by the Range Loser spell for 1 turn.

Viper's Drink *Level 1.* Ingestive poison. The victim will be very sick for 3d10 hours. He will be at -10% on rolls. He will be nauseous, dizzy, and slow to think. A successful initial saving throw avoids the serious effects of the poison.

Cobra Venom *Level 1.* Contact poison, but must hit the face. The victim must save at -15% or be blinded for d6 hours.

Potions & Oils

Potions must be drunk to be effective. Typically a small portion may be sampled to determine the type. Many potions emulate spell effects; these potions have duration equal to the normal spell, unless otherwise noted. Other potions have default duration of one hour. Using a potion is an Item phase action; the potion takes effect immediately. Potions have a default level of 6, unless otherwise noted. Most potions will detect as magic, as will some poisons.

Poison	Potion of Gaseous Form
Delusion Potion	Potion of Silence
Poisonous Delusion Potion	Potion of Immunity
Potion of "Spell"	X-ray Vision Potion
Potion of Giant Strength	Oil of Etherealness

Poison *Level variable.* Poisons and potions are related items and are often confused. See the item group Poisons.

Delusion Potion *Level 1.* This will appear to be another type of potion (indicate which one) until drunk (not sipped). The effects will then be a deception which will fool only the user.

Poisonous Delusion Potion *Level 2.* This will appear to be another kind of potion until it is drunk. When drunk it will poison the user instead. See the Poison group for possible poisons. By default, the user will not get an initial saving throw against the poison, although a GM could specify otherwise.

Potion of "Spell" *Level variable.* Many spells, both magical and clerical, may be put into potions. Typically and by default, the user does not get a saving throw against the effects of the potion. The potion has the normal duration, etc, of the spell. The spell will only affect the user, with the exception of spells such as ESP. Typical spells found in potions include Cures, Strength/Weakness, Haste/Slow, and Bless. Spells such as Fireball don't make sense as potions. A potion is item level 1 for spell levels 1-3, item level 2 for spell level 4-5, and item level 3 for higher spell levels. Spells higher than sixth level should not appear without Con Director permission.

Potion of Giant Strength *Level variable.* This potion raises the user's strength to some set level. This will have dramatic combat effects, and it is strongly suggested that the more powerful versions of this potion be given out only to fulfill plot requirements. The duration of this potion is one hour.

	Strength	Item Level
Kobald Strength	6	1
Ogre Strength	17	1
Hill Giant Strength	20	1
Stone Giant Strength	22	2
Frost Giant Strength	24	2
Fire Giant Strength	26	3
Cloud Giant Strength	28	4
Storm Giant Strength	30	4

Potion of Gaseous Form *Level 3.* 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 rounds to coalesce. Fire will not affect the gas, but strong winds (45+ mph) will cause the user d6 points of damage per round until he finds cover.

Potion of Silence *Level 1.* The user becomes completely silent. He may not speak, he moves silently, his melee weapons make no noise. Only when an object leaves his touch can it make noise; e.g. tipping over a shelf will make noise. Other creatures are not silenced by the touch of the user. Duration: 1 hour.

Potion of Immunity *Level 4.* This potion is a stronger version of a Resist/Withstand potion. The type of the immunity must be specified from the list of Resist/Withstand spells. The spell Immunity to Magic does not fall under this potion. The user becomes completely immune to the effect for the duration of the potion, which is 10 minutes. These potions should be listed as Potion of Fire Immunity, etc, to distinguish them from the spells Immunity to Fire/Poison.

X-ray Vision Potion *Level 3.* Gives the ability as per the ring of that name.

Oil of Ethereality *Level 3.* By rubbing this oil over his body, the user becomes ethereal. While ethereal, the wearer may only attack and be attacked by other ethereal creatures. He may pass through walls and floors in the material world, but he may choose to stand on a horizontal surface. He may move in any direction at his normal movement rate. The oil extends into the ethereal plane and can be handled by the user, but most other material substances may not be handled. The oil may also be used on objects; there is enough oil to cover 100 square feet. The oil will work for a maximum of an hour, or until hit by the Phase In spell.

Rings

Normal characters can wear at most 2 magical rings for effect, one on each hand. By default, rings are usable by all classes. Rings that have a passive effect (i.e. one that doesn't involve actively invoking a spell-like power) exert their influence at all times when they are worn and have no burnout. Rings that have active powers (such as the Ring of Shooting Stars) by default have a 10% burnout.

Ring of Protection +N	Water Walking Ring
Ring of +N Hit Points	Spell Ring
Ring of Absorbing N Hit Points	Ring of Protection 10'r from One Creature
Ring of Deflecting One Attack	Water Breathing Ring
Ring of Deflecting Attacks	Ring of Underwater Movement
Ring of N Spell Points	Ring of Weakness
Ring of N Prayer Points	Delusion Ring
Ring of Spell Storing N	Contrariness Ring
Ring of Limited Spell Storing, N Spells, Level X	Ring of Shooting Stars
Ring of Prayer Storing N	Ring of Invisibility
Ring of Limited Prayer Storing, N Prayers, Level X	Ring of X-ray Vision
Ring of Resistance	Power Ring
Ring of Multiple Resistance	Djinn Ring
Ring of Universal Resistance	Spell Turning Ring, N%
Ring of Toughness	Ring of Many Things
Ring of Alertness	Ring of Regeneration
Ring of Enlightenment	

Ring of Protection +N *Level N.* The Level of a protection ring is the same as the degree of protection, e.g. a +2 ring is a Level 2 item, etc. A Protection Ring adds its bonus to the wearer's armor class and to all saving throws, that is, a ring +N increases the wearer's chance of saving by 5N% and decreases his chance to be hit by any attack by 5N%. Protection rings are not cumulative: a character wearing two protection rings uses the larger bonus, not the sum of the two. Protection rings are also not cumulative with magical armor; again, the larger bonus applies. A protection ring is cumulative with a protection cloak and does give added protection over a set of Bracers of Defense.

Ring of +N Hit Points *Level varies.* This item absorbs damage from attacks that would otherwise injure the user. The ring has a number of hit points which fully recharge every 24 hours. All damage to the wearer is scored first against the ring's hit points as long as the ring has points remaining. Using up all the ring's hit points does no damage to the ring, it just ends its protective value for the day. The level of the item depends on the number of hit points it provides: up to +3 h.p. is a Level 1 item, up to +5 h.p. is a level 2 item, up to +10 h.p. is a level 3 item. It is difficult for an item of this sort to be a level 5 (forbidden) item, but rings stronger than +20 h.p. are probably excessive. Each ring has its own supply of hit points, which are kept track of independently of who is wearing it; if A wears a 5 pt ring, it absorbs 3 pts of damage, and A then passes it to B, B has 2 pts worth of absorption left in the ring until it recharges. If a character wears 2 rings, the larger absorbs damage first, then the smaller, then the character. As a less powerful variant, a ring could be given a 20% burnout each time its last point of absorption is taken; or it could automatically be destroyed if its absorption for the day is exceeded, which would be a trivial item for 1-5 points of absorption and probably Level 1 up to at least 10 h.p. Even if a Hit Point ring has enough capacity to completely absorb the damage from an attack, the damage still distracts the wearer from casting.

Ring of Absorbing N Hit Points *Level N+1.* This ring absorbs the stated number of hit points from every attack that does damage to the character. There is no burnout, and it is not cumulative with Plate Armor of Absorbing Hit Points. The ring absorbs all forms of damage, without exception. A Ring of Absorbing 1 Hit Point is a level 2 item; a Ring of Absorbing 3 H.P. is about as strong as should be given out in the con. Even if all of the damage from an attack is absorbed, the wearer still suffers distraction. *I think that this may be underleveled at large N*

Ring of Deflecting One Attack *Level 2.* Like the Hit Point rings, this ring absorbs damage from incoming damage- doing attacks. It will completely absorb one attack of up to 20 h.p. damage, or reduce any larger attack by 20 points. Once it deflects one attack, it shatters and is lost; the wearer therefore must declare whether he wishes it to absorb any given attack, although doing so is not an action. The wearer is not distracted by the deflected attack unless some actual damage is done.

Ring of Deflecting Attacks *Level 3.* This ring automatically absorbs the damage of incoming attacks; it will try to absorb every attack that affects the character. It has a chance of burning out on every attack, equal to 5% times the number of points of damage in the attack. If an attack hits for more than 20 pts damage, the ring automatically shatters and the remaining damage in excess of 20 affects the wearer. The ring does still absorb damage from the attack that burns it out. The wearer is not distracted by the deflected attack unless he actually takes damage.

Ring of N Spell Points *Level varies.* The ring provides up to N spell points to the wearer; these can be used exactly like his "natural" supply. The ring recharges fully every 24 hours regardless of the recovery or lack thereof of the wearer. If more detail is needed, each point in the ring (if it has more than one) will come back 24 hours after it was used; e.g. if Freddy has a 4 point ring and uses one point at noon, two more at 3 pm and the last at 8 pm, the ring will recharge one point next noon, two more at 3 pm, etc. A one or two point ring is a Level 2 item; a 3 or 4 point ring is Level 3; a 5 or 6 point ring is level 4.

Ring of N Prayer Points *Level varies.* Except for providing spiritual power to Clerics rather than magical power to Mages, this functions exactly like the Spell Point ring above.

Ring of Spell Storing N *Level 2*N.* This ring can hold N spells indefinitely. To store a spell in the ring, a mage must wear the ring and cast the spell into the ring. All stored spells are instantly lost if the wearer removes the ring for any reason. There is no limit on the level of stored spells. A stored spell may be released in the Item Phase as the character's action; release of a stored spell, unlike regular casting, cannot be interrupted. CURSED VERSION: Several defective variants of this ring exist. One simply "loses" spells that are stored in it (50% chance per day per spell). Another has a 50% chance it will fail to "catch" the spell cast into it, causing the caster in effect to cast the spell on his own hand. A third will randomly set off the spells it is storing, at zero range (1 in 6 chance per hour per spell.) Some truly cheapskate rings combine two or all three of these flaws. Such rings are usually not "cursed" in the sense of needing Remove Curse to remove, but only the most expert of examination will detect the flaw in the spell storing enchantment. This item is somewhat difficult to level in that, unlike most other items, its power grows with the power of the caster. A two spell ring would not necessarily be devastating in the hands of a low level caster. Just be careful.

Ring of Limited Spell Storing, N Spells, Level X *Level varies.* As the Ring of Spell Storing, above, but the maximum storable spell level is X: more powerful spells cannot be stored. This is the final level including all modifiers. Suggested item levels: as per the full Spell Storing ring if X is 4 or more; level N for X=3; level N-1 for X=2; level N/2 for X=1.

Ring of Prayer Storing N *Level N+1.* This ring works exactly like the Spell Storing ring but for clerical prayers.

Ring of Limited Prayer Storing, N Prayers, Level X *Level varies.* As Ring of Limited Spell Storing, but for clerical prayers.

Ring of Resistance *Level 1.* One ring of this type exists for every Resistance spell in the clerical lists, although Rings of Resistance to Cure are in little demand. The ring provides the wearer with the relevant resistance as long as it is worn; there is no burnout.

Ring of Multiple Resistance *Level 2.* This ring acts as a Ring of Resistance, but the wearer can set the type of resistance to whatever standard resistance type is desired. Changing the resistance must be declared at the beginning of a round and counts as an action, in combat.

Ring of Universal Resistance *Level 4.* This ring simultaneously grants Resistance to Acid, Causes, Cold, Crushing, Fire, Lightning, Paralysis, and Poison, as per the respective clerical spells. The protection is provided as long as the ring is worn.

Ring of Toughness *Level 2.* This ring increases the wearer's physical save by 20%. This bonus is cumulative with other protection items.

Ring of Alertness *Level 2.* As above, but mental save.

Ring of Enlightenment *Level 2.* As above, but spiritual save.

Water Walking Ring *Level 1.* The wearer can walk on water as though it were solid. No part of the wearer's body can penetrate the water surface or even get wet, although the water surface will have a little bit of springy "give" to it if probed forcefully. This magic does not keep the wearer from being wetted by rain, spray, or other types of water that are not resting on the ground, but he can walk dry-footed across any puddles on the ground. Any fluid that contains appreciable amounts of water can be walked over with this enchantment, and any normal effects of contact with the surface (wetting, corrosion, etc) will not be incurred. Pure oil, pure alcohol, and other nonaqueous fluids cannot be walked on with this ring. A fall onto water wearing this ring will be as damaging as a fall onto soft ground. This effect functions at all times while the ring is worn; there is no burnout.

Spell Ring *Level varies.* This is a catchall category for rings with active powers that work like existing spells (or prayers.) A spell should be completely specified in terms of all modifiers in effect. The level of the item should be roughly similar to the level of the spell, but this depends on how often the ring is usable or what burnout chance it has; a 5th or even 6th level spell might be tolerable (level 4) on a 30% burnout or usable once per week, while a Cleanse Spell Ring is probably a level 1 item even if the Cleanse spell has 8 levels of extra range and is usable freely with no burnout. To distinguish a spell-like effect from a related ring with a more restricted operation, these rings should be called ;spell name;, Spell Rings; thus a ring that lets the wearer cast an Invisibility spell would be an Invisibility Spell Ring, as opposed to the Ring of Invisibility described below.

Ring of Protection 10'r from One Creature *Level 2.* One specific type of being (Vampires; Orcs; Hobbits; etc) is listed for the ring; as long as the ring is worn, no creature of that type can approach within 10 feet of the wearer. The ring emanates no protection while not worn. A being of the type protected against will, however, find it impossible to put on the ring. There is no restriction against using ranged abilities, magical or mundane, against the wearer. MORE POWERFUL VARIANTS: A ring that protected against a more general category, e.g. Undead; Elementals; Demons; Humanoids; etc. would be a Level 3 item; anything more encompassing than such categories would be Level 5.

Water Breathing Ring *Level 1.* Wearer can breathe water as though it were air while wearing ring. This does not interfere with the ability to breathe air. A natural water breather wearing the ring can breathe air as though it were water. *Mud?*

Ring of Underwater Movement *Level 1 or 2.* Level 1 version allows the wearer to move in or under water without the usual penalties; no modifiers to combat abilities and a swimming speed equal to land movement rate. Level 2 version also incorporates Water Breathing enchantment, which level 1 does not.

Ring of Weakness *Level cursed 12.* Wearer's Strength score drops to 3. Also, all combat, saves, etc, have half the usual chance of success. This applies as long as the ring is worn. Remove Curse vs 12th required to get the ring off.

Delusion Ring *Level cursed 12.* This ring appears and detects as a beneficial ring, usually a relatively inobvious one such as Protection, Hit Points, Regeneration, etc. However, any benefits gained from it are illusory. Once its true nature is revealed it will become unremovable without a remove curse.

Contrariness Ring *Level cursed 20.* This ring reverses the wearer's personality and goals; he will attempt to accomplish everything he would normally most detest. This ring is not recommended for con use due to the obnoxiousness of the roleplaying restrictions involved; players come to the con in order to play their characters, not to play some GM's rigged item masquerading as a character.

Ring of Shooting Stars *Level 3.* This ring functions only at night and under an open sky, i.e. outdoors and not in dense cover. It

also requires that the sky not be completely overcast; at least one patch of nighttime sky with stars must be visible. While these conditions are met, the wearer may invoke any of the following powers: 1.) Create light, equal to very bright moonlight, in a 2" radius at 24" range. 2.) Shoot a magical missile of solid light, striking any target as though AC 9, doing 12 points of damage on a successful hit, capable of hitting any target regardless of invulnerability to weapons, 24" range. 3.) Throw a fireball, 24" range, layered damage of 12/8/4 (layering as per the spell), save to half. All of these powers take effect in Item phase. The light lasts until the following sunrise unless dispelled (Dispel Magic will do.) Multiple areas of light may be created. All powers usable freely without burnout provided the Ring is working at all.

Ring of Invisibility *Level 3.* This ring renders the wearer completely invisible to normal vision, infravision, and second sight. Ultraviolet vision, for those creatures that have it, is also fooled. See Invisible and True Sight will see the character, as will any natural ability to detect invisible objects. Anything worn, including armor, backpacks, etc., becomes invisible with the character; anything carried in the hands remains visible. (A scabbarded weapon would be invisible and become visible while drawn.) The invisibility enchantment functions automatically as long as the ring is on a finger. None of the actions described as breaking the Invisibility spell will make the character visible, but note that most of them will betray the invisible character's location. The invisible character is -4 to be hit in combat; also +4 to hit if attacking unarmed or with an invisible weapon, but attacks normally with ordinary, visible weapons. **VARIANTS:** A ring with a significant flaw in its invisibility (e.g. character still casts a shadow; character can be seen in a mirror; character can be seen by beings of 11+ level;) is a level 2 item. A ring that makes hand-carried objects also invisible is level 4. The typical cursed version will drop from the wearer's finger at the worst possible moment.

Ring of X-ray Vision *Level 3.* Somewhat misnamed, this allows the wearer to see at will through walls or barriers with an aggregate thickness of up to 1 foot. If there are multiple layers (e.g. several thin walls) the wearer can see through all of them, though the existence of the walls is still obvious. The appearance of things beyond the walls is normal. Light is required for the wearer to see unless Second Sight is in use. To resolve visibility questions, regard the wearer as being able to treat all obstacles up to the limiting thickness as though they were made of glass. Metal counts 10 times its real thickness, and lead is always opaque. **VARIANTS:** More powerful rings can see through a greater thickness; less powerful rings may see only through certain materials. **SPECIAL NOTE:** A character wearing an "X-ray" ring can see through his own closed eyelids, or any non-lead blindfold, at will.

Power Ring *Level varies.* The wearer of the Ring acts as 1 or 2 levels higher than her actual level for all purposes whatever, including hit points and spell/prayer point costs and availability. A +1 level Ring is a level 3 item, a +2 level ring is level 4. The hit points gained are the average amount. The user cannot cast spells that he or she would not be normally able to cast; he does not gain new spell lists.

Djinn Ring *Level 4.* The Ring gives the wearer command over a Djinn. The Djinn can fight for the wearer; it has TACO 50, 50 h.p., AC2, move 24" (flying), damage d12, and cannot be hit by nonmagical weapons. As an alternative mode of combat it may form a whirlwind that does 1d6 damage to all beings vulnerable to nonmagical weapons in a 10 foot radius, each round they remain. The Djinn can transport the wearer, and up to 1 ton of passengers or cargo, to any known destination at its flight speed. (Assume 40 mph for long-distance travel times.) The Djinn can create mundane objects of any type, up to 100 pounds per day; metallic objects so created will fade away after 6 hours, but soft substances (such as fabric or food) will be real and lasting. The Djinn has a 30% default chance, after completing any one service of the above types, of completing the term of its indenture and departing forever; alternatively, if the ringwearer has been a kind and polite master, the DM may roleplay negotiations for the Djinn to accompany the wearer as a friendly NPC. (In either case, destroy the item card, and the Djinn goes its own way after your scenario.) If the Djinn is killed the ring is destroyed. The Djinn appears instantly when summoned. **VARIANT:** An ancient enchanter with a weakness for puns enchanted a number of rings which detect in all ways as Djinn rings; however, when the wearer attempts to summon a Djinn, he or she merely becomes very, very drunk.

Spell Turning Ring, N% *Level Varies.* Any ring of this sort has a percentile rating which is its chance of deflecting any spell (or prayer, or spell-like item effect, but NOT breath or gaze weapons unless they are defined as having the effect of some specific spell) harmlessly from the caster. This works for spells of any level, and will deflect that portion of an area effect spell which would otherwise affect the wearer (anyone else in the area is affected normally). Rings of 20% or less are level 1; level 2 would be 21-40%; level 3, 41-60%; level 4, 61-80%. **VARIANTS:** A less powerful ring suffers a 5% penalty to the deflect chance for each level of the spell's caster above 1; set the level based on the deflection chance for a 7th level caster. A more powerful version will reflect the spell effect back at the caster: increase item level by 1.

Ring of Many Things *Level 4.* This is a catchall category for multifunction rings. A typical ring at this power level has 2-6 functions, any one of which can be used at a time. While this would typically be a Spell Ring with several different spells available for casting (instead of the usual one-spell-only type), there is no reason such a ring might not be switchable between,

say, Protection +3, Water Walking, Invisibility, and 50% Spell Turning. Of course, all of the available functions must be specified in the individual item description. A ring could include 2-3 level 3 functions or 4-6 level 2 functions.

Ring of Regeneration *Level 4.* The wearer of the ring regenerates damage at the rate of 1 h.p. per melee round. Damage from fire or acid does not regenerate. Damage already on the character when the ring was donned will regenerate, but only if the character is alive. The character, before the ring is put on, must have at least one finger still connected to his body in order to benefit from the ring, so cutting off both hands will prevent a character from using a regeneration ring. However, once the ring is worn, damage will regenerate even after death or total severing. If the hand with the ring is severed, the character will regenerate from the hand—a new body will grow from the wrist (or finger stump if only the finger was severed) at 1 h.p. per melee round. The new body is inert until regrowth is complete at which time the character's consciousness (if the original body is still alive) transfers and the remnants of the original body fall dead. In general, severed body parts cannot be re-attached but will regrow from the portion of the body that wears the ring. In cases of fatal damage (or any severing that disconnects the head from the ring) the regenerating body is alive as soon as positive hit points are regained, but unconscious until all hit points are restored.

Rods

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.

This item section didn't get redone this year. The working conception for rods is that they are powerful thematic items; that is, rather than just being a spell repository like a wand, they combine several powers around a theme.

Rod of Detects	Rod of Cancellation
Rod of Resistance	Rod of Absorption
Rod of the Sea	Rod of Lordly Might
Rod of the Air	Rod of Resurrection
Rod of the Earth	Rod of Death
Rod of Nature	Rod That Walks
Rod of Beguiling	Rod of Rulership
Lightning Rod	

Rod of Detects *Level 5.* 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 *Level 5.* 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 *Level 5.* 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 *Level 5.* 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 *Level 5.* 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 *Level 5.* 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 *Level 5.* 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 *Level 5.* 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 Cancellation *Level 5.*

Rod of Absorption *Level 6.* 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 *Level 7.* 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 marvellous 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 *Level 8.* 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 *Level 8.* 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 *Level 8.* 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 *Level 9.* One charge allows the wielder to exercise absolute authority over (D4+1)×100 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.

Roots & Herbs

These are natural plant derivatives that carry certain powers. The names given here are simply common names, which could vary from culture to culture. Some of these roots and herbs simply need to be Eaten or chewed to get the benefit. Others need to be prepared in some way, such as being mixed into a boiling drink.

The procedure for "Boiling Drink" is to powder the root or herb and boil it in a small caldron. The resulting drink is potent for about an hour. The boiling process is fairly time-consuming: one must build a fire, bring water to boil, allow the root to sit in the water, then cool the drink to a manageable temperature.

Firewort
Eagle's Feather
Stickumm
Dragir
Athelos
Gumroot
Pipe Weed

Minstrel's Weed
Sternwall
Mandrake
Other Roots & Herbs
Poisonous Root or Herb
Bloodberry

Firewort *Level 2.* This orangish flare-shaped leaf may be used in casting one mage fire spell. It then adds +1 level of Extra Damage to the spell. The leaf is consumed in the casting.

Eagle's Feather *Level 1.* This long leaf may be used in casting Flight or Levitation. The leaf adds +1 level of Extra Duration to the spell. It is consumed in the casting.

Stickumm *Level 1.* When this root is crushed and applied to one's fingers, it adds +20% to Pick Pockets, Traps, and Climb skills. The root gives one dose which lasts an hour.

Dragir *Level 1.* When this root is crushed and rubbed on exposed skin, it gives +20% to Hide in Shadows. The root gives one dose which lasts an hour.

Athelos *Level 2.* These powerful leaves are prepared into a boiling drink. The drinker will be healed by a Cure IV spell and a Cure Disease spell. The mixture takes a turn to make and only remains potent for 6 hours.

Gumroot *Level 1.* This mildly euphoric root may be chewed. It makes the user immune from Pain and Fear spells for 1 turn. Tastes good, mildly addictive.

Pipe Weed *Level 1.* This hobbit favorite is typically smoked. The user will gain a +10% bonus on all Spiritual saves for an hour. It is moderately addictive. The user's feet will tingle.

Minstrel's Weed *Level 1.* This leaf may be chewed to relieve the fatigue of traveling. It will negate the effect of the past three hours of normal travel, by foot or horse. Thus, the user could travel 13 hours instead of 10 if the latter was considered a full day's travel. Only humanoids may benefit from this weed.

Sternwall *Level 2.* When chewed, this thick root will restore stamina. It will relieve exhaustion and fatigue. It has effects like Minstrel's Weed. It also returns d3 spell points, not to exceed the user's maximum.

Mandrake *Level 1.* This is a root in the shape of a man. When harvested from a graveyard at midnight, it gains the power to be used in the casting of a Cause or Death spell. When used, all targets of the spell get a -20% penalty to their saving throws. The root is only potent for three days after harvesting and may only be used for one spell.

Other Roots & Herbs *Level 1.* Don't have names for these yet.

Name	Power	How applied
	Adds +3 strength for 1 turn	Boiling Drink
	Cure II	Squeezed into the wound
	Cure Blindness	Compress on the Eyes
	Neutralize Poison	Squeezed on the wound
	Cure Disease	Boiling Drink

Poisonous Root or Herb *Level 1.* Some roots and herbs are poisonous but look similar to more beneficial ones. Use the Poison group for effects. One can also achieve poisonous effects by preparing a root incorrectly.

Bloodberry *Level 1.* This berry will give a Cure I when chewed and eaten. If a person carries the berry or berries in his mouth, he may eat the berry as a zero-phase action, although it may only be done in the Item phase.

Ropes

Rope of Climbing

Tight Rope

Rope of Slipperiness

Trick Rope

Rope of Trickiness

Snake Rope

Rope of Vipers

Rope of Entanglement

Rope of Constriction

Rope of Climbing *Level 2.*

Tight Rope *Level 2.* 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 *Level 2.* 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 *Level 2.* When thrown into the air it will perform the Rope Trick, as per the Magic User Spell. Usable once per day.

Rope of Trickiness *Level 2.* 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 *Level 2.* 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 *Level 2.* As per the Snake Rope, except that rather than being under the user's command, the snakes will attack the user.

Rope of Entanglement *Level 4.*

Rope of Constriction *Level 4.*

Scarabs

Scarab of Protection from Evil High Priests
 Scarab of Enraging Enemies
 Scarab of Insanity

Scarab of Death
 Scarab of Attack

Scarab of Protection from Evil High Priests *Level 4.*

Scarab of Enraging Enemies *Level 4.*

Scarab of Insanity *Level 4.*

Scarab of Death *Level 4.*

Scarab of Attack *Level 4.* 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.

Scrolls and Books

These kinds of items are most commonly used as the carriers of spells.

Scroll of "Spell"
 Trapped Scroll of "Spell"
 Explosive Scroll of "Spell"
 Persistent Scroll of "Spell"
 Spell Book of "Spell"
 Informational Book or Scroll
 Blank Scroll

Mirrored Scroll
 Cursed Book
 Tome of Skill
 Tome of Talent
 Manual of Golems
 Theobiblion
 Daemobiblion

Scroll of "Spell" *Level variable.* This is the most common kind of scroll. A particular spell, either clerical or magical, is written on the scroll in such a way that a cleric or mage, respectively, can cast the spell. The caster does not lose spell points; the power comes from the magic of the scroll. Reading the scroll occurs in the spell casting phase for that kind of spell. Reading the scroll is not interrupted by damage, but is interrupted by grappling. Note that the scroll must be in hand in order to be read; bringing the scroll to hand is not a free action. Having a scroll in hand prevents casting using one's hands. Scrolls may only be used once; they become blank and rapidly decompose after being cast.

Only mages and fighter-mages may use mage scrolls; clerics may use clerical scrolls of any religion. Some clerical scrolls may only be used by a particular religion of cleric; such scrolls are non-standard. Mage spells on scrolls may include modifiers, but such modifiers must be specified and cannot be left open for the caster to pick. A mage may not add his own spell points to a scroll in order to add modifiers to a spell. The user does not need to be able to cast the spell normally in order to use the scroll.

Spell level 1-2 are item level 1. Spell level 3-4 are item level 2. Spell level 5-6 are item level 3. Higher spell levels are item level 4, but should not be handed out without Con Director permission. Scrolls of non-standard spells are possible; the GM must describe the spell in the item list.

Unfortunately, the system of item cards makes scrolls of multiple spells rather difficult to run. Most scrolls should only be of one spell to avoid this problems. If a GM absolutely needs a multiple spell scroll, it can be done but it's more work.

Trapped Scroll of "Spell" *Level as above.* This appears as a normal Scroll of the spell, but when the spell is cast, the user will trigger another effect in addition to the spell being cast. The effect is often a curse, but could be just about anything.

Explosive Scroll of "Spell" *Level as above.* This scroll of "spell" is protected by Explosive Runes spell. By default, the runes are 10d6 and from a 12th mage. The Runes may be dispelled as normal. If the Runes explode, the scroll is destroyed. The runes will be triggered when the scroll is opened.

Persistent Scroll of "Spell" *Level variable.* As the above, but the scroll may be used more than once. There is a burnout chance for each casting; this is to be rolled before casting as usual. If the scroll burns out, it simply did not have the requisite energy remaining to produce the effect. This item is quite similar to a Wand. With a burnout of 15%, spell levels 1-2 are item level 2, spell level 3-4 are item level 3, and spell level 5-6 are item level 4. 30% burnout would reduce the item level by 1. These items should be rare.

Spell Book of "Spell" *Level variable.* This book contains a non-standard spell. If a mage or cleric of the appropriate religion studies the book for 20 minutes, he will learn the spell for 24 hours. During this time, he may cast the spell for normal spell point cost. In other words, he has an extra spell on his spell list. Non-standard spells should be leveled as they would be if they were being included on a spell list and must be written in the style of the conbook. Non-standard spells should be ok'ed by the Con Director. Spell levels 1-3 are item level 1, and higher spell levels are item level 2. These low levels reflect the fact that such items are not innately all that powerful. However, they do carry a large mystique and will be more popular among players than their level would indicate. Thus, they should probably should be handed out a little later than the level would indicate. These items should be rare.

Informational Book or Scroll *Level 1.* This is simply a reminder that many interesting books and scrolls carry information or maps rather than magic.

Blank Scroll *Level 2.* This scroll is blank but it is magically prepared to accept a spell. A spell caster may, with a normal writing utensil, write a spell onto the scroll. Doing this costs half of the normal spell points of casting the spell (round down). The spell is then on the scroll and may be cast as a normal Scroll of "Spell". After the spell is cast from the scroll, the Blank Scroll becomes non-magical. Writing a spell takes 1 minute.

Mirrored Scroll *Level 1.* To those other than the user, this appears to be an ordinary piece of parchment with writing on it. The user, however, will see the scroll as a mirror with the exception that he cannot see his own reflection. Thus, he can watch behind him while seeming engrossed.

Cursed Book *Level 1.* This is a book, possibly with useful powers, which has a curse on it. 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.

Tome of Skill *Level 5.* This tome will give the reader one level and then disappear. Reading and gaining the knowledge will take a month. Some tomes can benefit any class; others will only enhance one.

Tome of Talent *Level 3.* This tome will raise a characteristic by one point. Reading and gaining the benefit takes a month. Tomes typically are keyed to one particular characteristic.

Manual of Golems *Level 5.* 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.

Theobiblion *Level 3.* This is the holy book for all religions. It details the creation of the gods, the forging of the earth, the

beginning of time, and the birth of three of the four races. Any cleric who possesses this book will cast all prayers at 16th level for purposes of resisting Dispel. Additionally, all knowledge spells will cost prayer points as if the cleric was two levels higher.

Daemobiblion *Level 5.* Also known as the Liber Ereborum, this is the lost chapter of the Theobiblion. It describes the treason of the Nameless God, the Trials of the Mighty, and the creation of demons. The possessor of this book can cast Protection from Demons V, as per scroll once per day. He can also summon 1 demon per day as per clerical prayer Summon Servitor. This book is banned in most nations.

Staves

Staves cover several different kinds of items. Some staves are magical weapons. Some staves are spell repositories, and might be better classified as Rods or Wands, but for tradition we will keep them here as well. Finally, some staves are the foci of mages. These staves enhance the mage's ability to cast certain types of spells.

For purposes of computing level dependent effects and for level-vs-level battles, staves are treated as 8th level. Staves typically have low burnouts; for the con, 5%-10% is suggested, but burnout should always be listed in the item list.

Mages may cast with one magical stave in hand. They may not cast with Wands or Rods in hand.

Generic Magical Weapon	Staff of the Flame
Staff of Striking	Caduceus
Staff of Healing	Staff of Artillery
Staff of Hurting	Staff of Wizardry
Staff of Speed	Staff of Range
Sleep Staff	Staff of Time
Mage's Staff	Staff of Generosity
Staff of Skylore	Staff of Fire
Snake Staff	Wizard's Staff
Sea Captain's Staff	Apprentice's "Spell" Staff
Clerics Staff	Dolt's Staff

Generic Magical Weapon *Level variable.* See the item group for generic magical weapon powers.

Staff of Striking *Level 3.* This staff is +0 to hit, but does 2d6 damage.

Staff of Healing *Level 3.* Usable at most once per day per target. 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 *Level 3.* It acts as the Staff of Healing, except it Causes Wounds rather than Curing them. Usable at most once per day per target

Staff of Speed *Level 3.* Each charge allows the user to cast one of the two Magic User Spells, Haste or Slow.

Sleep Staff *Level 3.* Each charge allows the user to cast the Magic User spell, Sleep, so that 8d4 points of creatures are affected.

Mage's Staff *Level 3.* The user may cast Analyze Spell for 10% burnout and Observe Magic for 5% burnout.

Staff of Skylore *Level 3.* The user may cast a 3rd level Skylore spell at 10% burnout.

Snake Staff *Level 3.* Some or all powers have no burnout chance. 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.

Sea Captain's Staff *Level 3.* 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.

Clerics Staff *Level 3.* 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 *Level 3.* 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 *Level 5.* Some or all powers have no burnout chance. 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.

Staff of Artillery *Level 6.* Some or all powers have no burnout chance. 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 *Level 8.* Some or all powers have no burnout chance. This staff acts as a Staff of Artillery, 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.

Staff of Range *Level 2.* A mage may cast with the staff in hand. When he uses the staff in casting a spell, he may add one level of Extra Range (+1/2 spell level) for free to any spell. Each time he does this, there is a burnout chance of 10%. Burnout interrupts casting. Only one such spell enhancement staff may be used in any spell.

Staff of Time *Level 2.* As the Staff of Range, but it adds one level of Extra Duration instead.

Staff of Generosity *Level 2.* As the Staff of Range, but it allows the caster to add the Affects Others modifier for a cost of +1/2 spell levels, instead of the normal +1.

Staff of Fire *Level 3.* As the Staff of Range, but the caster may add +1 spell level of extra damage to any fire spell. The burnout on this item is 15%. Extrapolate to other spell types, e.g. Cold, Electricity, Mental, Charm, Levitation/Flight, Speed, Strength/Weakness, Detect Magics.

Wizard's Staff *Level 3.* As per Staff of Range, but the caster may add +1/2 spell levels of modifiers to any spell. The +1 spell level version is item level 5.

Apprentice's "Spell" Staff *Level 1.* This gives a +1/2 level modifier as a bonus to one particular spell. Specify both the spell and the modifier. Typical burnout is 5-10%. See Staff of Range for other information, and note that a mage can cast with this staff in hand.

Dolt's Staff *Level 1.* This appears as one of the useful staff foci, but when a mage attempts to use it, it sticks in his hands as a Cursed-14. He may cast as normal, but all spells count as +1/2 level higher than usual for spell point costs.

Tokens

Tokens resemble thin bronze coins. To be used they must be held in the user's hand.

Door Finder Token

Door Opener Token

Trap Springer Token

Monster Caller Token

Level Indicator Token

Subway Token

Limited Transport Token

Permanent Transport Token

Door Finder Token *Level 1.* 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 *Level 1.* 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 *Level 1.* When used, it will activate all traps within a 10 foot radius.

Monster Caller Token *Level 1.* 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 *Level 1.* It will beep an appropriate number of times when used, in order to indicate what level of the dungeon you are on.

Subway Token *Level 3.* This token allows the user to teleport up to 500 miles. He will not arrive indoors, but there is no chance of error. He will be placed at a nearby outdoor location. He must know where his destination is. The token is consumed in the spell.

Limited Transport Token *Level 4.* 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 *Level 4.* 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.

Thieves' Tools

These magical tools replace a thief's normal set. Tools are used in Opening Locks and Removing Traps. Bonuses received from these tools are added before the effects of Beneficence of Ratri are calculated. These tools only give their magical benefits to thieves and fighter-thieves.

Tools +N

Tools of Alertness +N

All Thumbs Tools -N

Hidden Tools +N

Tools of Wizard's Bane +N

Tools +N *Level N.* These tools add 10N% to Opening Locks and Removing Traps.

Tools of Alertness +N *Level N.* The thief working with these +N tools is under the protection of a Forewarning spell.

All Thumbs Tools -N *Level 1.* Sticky. In addition to being -N tools, any failed Remove Traps roll will automatically trigger the trap.

Hidden Tools +N *Level N.* These tools +N are also protected by a Conceal spell, making them hard to find.

Tools of Wizard's Bane +N *Level N+1.* These +N tools can also Pick Wizard Lock and cast Dispel Magic against magical traps, including Explosive Runes and Magical Traps. The level of the tools is 6+2N for the level-vs-level battles. Using the spells has a Burnout chance; failing the Burnout ruins the tools.

Wands

Usable by: M

Wands are simple repositories for magical power that can project spell-like power upon command until the enchantment that allows them to channel the power burns out. All wands must have a burnout chance; 10% is a typical value. If the burnout is 25%, reduce the item level by 1.

By default, the effects of a wand are 6th level against dispelling. Wands are used in Item phase and require the wielder to say a command word. Hireling Hall can usually determine the command word if the players did not learn it at the time; if a GM does not want Hireling Hall to reveal the command word, hotlist the wand. Wands are usually usable only by mages; however, if a wand were made with a clerical spell, it would only be usable by clerics.

Mages may not cast with Wands in their hands, but they may cast with Staves.

Wand of 'Spell'

Backfire Wand

Cursed Wand

Wand of Metal Detection

Wand of Detecting Secret Doors and Traps

Wandering Wand

Wand of Negation

Wand of Paralyzation

Wand of 'Spell' *Level variable.* This type of wand is most common. The wand can project a given mage spell, at the base spell level or with some specified modifiers. The final level of the spell determines the level of the wand. With 5-10% BO, spell levels 1 or 2 are item level 2, spell level 3 is item level 3, spell level 4 is item level 4, and so on. With BO of 20-25%, reduce the item level by 1. In exceptional cases of such wands, the user may choose what modifiers he wishes to use.

Almost any mage spell makes an interesting wand; try some of the less common ones! Some examples of wands are Wand of Lightning Lance, Wand of Dimension Door with Extra Range, Wand of 2nd-level Illusions, and Wand of Haste.

Backfire Wand *Level variable.* This wand has the function of another kind of wand, but when activated, the wand will inflict its spell upon the user. The Backfire function is only found on those wands which project their power beyond the caster. The level of the wand is that of the wand without the Backfire function. Some wands only backfire occasionally; state the chance of backfiring on the item list. Backfire wands have burnout chances as normal. Some wands are destroyed in their backfire, but this is not default.

Cursed Wand *Level 3.* This appears as another kind of wand, but when it is used, it will not function. After this happens, the mage may not let go of the wand. This prevents him from casting spells. The wand is then Cursed-14 by default. Some wands will function normally for a while before becoming cursed.

Wand of Metal Detection *Level 1.* 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 Detecting Secret Doors and Traps *Level 2.* 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. This process will investigate 1000 square feet per charge.

Wandering Wand *Level 3.* 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 *Level 3.* 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 Paralyzation *Level 5.* This wand attempts to paralyze a single target. The victim 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.

Wings

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
Invisible Wings
Water Wings
Bat's Wings
Fairy's Wings
Insect's Wings

Wings of the Shifter
Wings of Parallel Travel
Wings of Time Travel
Wings of the Wind Lords
Giant Wings
Cursed Wings

Wings of Flying *Level 3.* They allow the user to fly at 36"/18".

Invisible Wings *Level 3.* 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.

Water Wings *Level 3.*

Bat's Wings *Level 4.* 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 *Level 4.* 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 *Level 4.* 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 *Level 5.* 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 *Level 5.* 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 *Level 6.* 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 *Level 6.* 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 *Level n/a.* 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 *Level 3.* 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. etc.

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.

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