



**Princecon XXII
Item Book**

The Simulation Games Union

presents

The PrinceCon XXII Item Book

PrinceCon XXII is March 14-16, 1997.

Convention Director: Robert Owen

Item Book coordinated by Keith Kline

Item Contributions and Editing from:

Shantanu Saha
Robert West
Aaron Mulder
Stephen Martin

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Introduction

Welcome to the Item Book for PrinceCon XXII. The book that you are holding is the culmination of hundreds, perhaps thousands, of hours of effort by countless people over many years. This book is the current attempt to consolidate the item descriptions and previous books from PrinceCon XVII, XII, VI, and earlier conventions. For the first time in years, we have a complete item book that matches the current PrinceCon system, practices, and power levels. With luck, this book should help the GMs at PrinceCon referee the standard items more consistently and with fewer problems than ever before.

The list of contributors to this book has grown almost too long to include, but I wish to thank at least some of the principal people involved. The cover mentions only those who made significant efforts for this edition; it doesn't hint at the multitude of contributors over the years. I particularly wish to thank Shantanu Saha for his composition of several hundred item descriptions for this edition. Daniel Eisenstein was instrumental in the major editing effort for PrinceCon XVII; other contributors at that time included Geoff Cohen, York Dobyns, Nick Howe, and Tim Oliver. Robert West performed a major overhaul of the book for PrinceCon XII, in addition to vast amounts of work before and since. Prior to that, a large number of people contributed to the production of the PrinceCon VI book, including Peter Mayewski, Mark Cribbs, Tom Pennington, and Marian Pugh. Of course, the original editorial and creative effort of Howard Mahler, Dave Parker, and Steve Tihor for the PrinceCon VI book still remains a primary contribution to this item book and to the PrinceCon system today. I apologize to the countless others whose efforts are lost in the dim recesses of time and memory for being unable to acknowledge their invaluable work properly.

Almost all of the item descriptions in this book have changed over the years. Since the PrinceCon VI book, the phase system has achieved its current form (PrinceCon IX), multiple religions have been introduced and made into a full system (PrinceCons IX and X), and the mage system was overhauled to add modifiers and morphic spells (PrinceCon XVI). *Please* read the descriptions of all the items you are including in your item list to ensure that they work the way you think they do. Many descriptions were changed in this edition of the book. Wherever possible, the original intent of the items was retained; however, some descriptions were completely rewritten. Some items have been deleted entirely, either because of their inappropriateness at PrinceCon or because of the difficulty in updating them. Please do not include an item in your list if you have questions about how it works or if you suspect it's broken or misleveled. Also, please report any mistakes you discover in this book to whoever is currently responsible for the editing.

In the following pages, I will discuss a few important topics concerning items. Please familiarize yourself with these sections; the information is certainly useful. Meanwhile, I hope you find this book a valuable source of information and inspiration.

Keith Kline

Use of Items

By default and for most items, the activation or use of magical powers takes place in the item phase of the round. There are a number of obvious exceptions. An item with a constant power, like armor or most protective items, is always in effect. Scrolls with mage spells or clerical prayers on them are used in the appropriate casting phase. Any item that modifies a spell (or prayer) being cast by the user takes effect in the spell phase during casting. Missile or melee attacks with magical weapons take place in their respective phases. Note, however, that spells or other powers projected from weapons by default only take effect in the item phase.

Many types of items, such as armor, boots, necklaces, and rings, are worn. Restrictions on the number or type of such items that can be worn by a single character are usually stated in the section's introduction, although in some cases (such as armor) such restrictions should be obvious. Other items must by default be held to be used. Unless otherwise specified, holding a magical item in hand prevents the gestures that accompany spellcasting. At most one item at a time can typically be held for use.

The system conventions described in the conbook are used in the item book as well. Many ranges, speeds, and areas are given in inches ("), representing the scale distance of 1" = 10 feet underground or indoors, and 1" = 10 yards otherwise. (In a very few cases which should be obvious from context, the term "inch" refers to the short unit of measure instead of the scale distance.) For ranges of nonphysical item effects (such as Detect prayers), stone is usually treated as 10 times its actual thickness. Many items have a burnout chance, explained below; others are limited in the number of times they can be used per day, per week, etc. By default, each limited use recharges exactly one "time period" after being used. For example, if an item with one use per day is activated at 11 p.m., it cannot be used again until 11 p.m. on the following day. The only standard exception to this rule is an item which can cast a limited number of clerical prayers "per day". Such an item recovers its uses at whatever time of day a cleric of the appropriate religion would recover his prayer points.

By default, if two or more items have similar effects, only the most powerful single item takes effect. Pay careful attention to items of protection. Of course, only one suit of armor and one shield can be used at once by any character; Bracers of Armor Class N interact with armor as detailed in the item description. All protective bonuses from armor (including Bracers of Armor Class), rings, cloaks, and similar items of protection are not cumulative by default. The interaction of such items is usually explained in the item descriptions; as a general rule, if a character wears more than one such item, the largest bonus applies to each effect. For example, if a character wears Armor +2 and a Cloak of Protection +1, he gets a +2 bonus to his base armor class and +5% to his saving throws. If he wears Armor +1 and a Cloak of Protection +2, he gets a +2 bonus to both his base armor class and his saving throws. If he wears Armor +2, a Cloak of Protection +1, and a Ring of Alertness (+20% to mental saves), he gets a +2 bonus to his base armor class, a +20% bonus to his mental saves, and a +1 bonus to his other saving throws. Even more complex situations may arise; try to use this guiding principle in deciding what bonus applies.

Unless specified otherwise in the item description, no more than one item that allows a mage to add level modifiers to a spell can be used at a time. This is true even if the items could be used to add different modifiers (e.g., Extra Range and Extra Duration). GM's should be extremely careful introducing exceptions to this rule; a mage with several levels of modifiers added to his spells can be devastatingly potent late in the convention. Unless otherwise specified, items (including scrolls) that duplicate mage spells do **not** allow a mage to use his own spell points or other magical items to modify the spell effects.

The GM may always prevent absurdities.

Restrictions on Use

Each item description begins with a statement of the item's level and any restrictions on who can use it. If no restriction is stated, the item by default can be used by anyone. If the entire group of items has a class restriction (e.g., wands are usable only by mages), this is noted in the material at the beginning of the section.

Magical weapons and armor can only be used by characters that could use the nonmagical versions. Certain other items (e.g., holy symbols) are restricted to particular classes. Any restrictions applicable are listed with the item description. In general, the class restrictions listed in an item description are necessary but not sufficient conditions; for example, the statement "Usable by C" does **not** grant a cleric the use of a weapon or item normally prohibited to clerics of his religion! By default, fighter-mages can use items appropriate to either class.

Burnout

By default and for most items, burnout is rolled before the item takes effect. For a few items (e.g., scarabs), burnout is specifically checked after each use instead of before (the net effect of such a burnout is one additional use). Normally if an item burns out it turns to dust and is gone. Rip up the card. By default, if an item with a burnout roll has multiple functions, burnout of any function renders the entire item nonmagical. Burnout chances should always be listed in the item list. Burnout chances in this book are suggestions and are listed for leveling purposes only. A GM may specify a different burnout probability or method for an item in his item list.

Cursed Items

The word “cursed” has grown somewhat ambiguous over the years. At PrinceCon, the term “Cursed” (often capitalized) refers specifically to items which cannot be transferred or discarded without supervision from the Hireling Hall Desk or a GM. A Cursed item is rated by the level at which it defends 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 listed in the item book. When a Cursed item is given out, the item number should be written on the character sheet.

There are many items that have a negative effect or are generally undesirable but take no special permission for a character to get rid of. An item that bestows some curse upon a character (such as the possessor’s ears fall off, or the possessor turns into a chipmunk), but which can be removed freely, should not use the “Cursed-X” notation. Of course, the curse bestowed by such an item has to be written upon the character sheet if it is permanent, and the level at which this effect defends against Remove Curse may be noted in the item description. This sort of item often appears in this book as an item “of Curse”. An item which may be freely discarded but not transferred (e.g., an item which may be ignored or removed, but which works only for the character to whom it was given) must also be noted on the character sheet, but should not use the “Cursed-X” notation.

The level with which a Cursed-X item defends against Remove Curse is X. Unless otherwise noted, Remove Curse is the only means short of death by which a character can rid himself of a Cursed item. **The Hireling Hall Desk will generally remove any cursed item, regardless of its level.** If a GM does not wish a cursed item to be removed there, or wishes it to be removed only under certain conditions, this should be noted prominently in the item list. The descriptions of a few items (e.g., the Galileo Medallion) state that they cannot be removed by any means. Such an item should also be noted in the item list, along with a specific statement as to whether Hireling Hall can remove it.

By default, any Cursed item against which a Remove Curse succeeds becomes nonmagical, and the item card should be ripped up (either by the Hireling Hall Desk or the GM refereeing the removal). The descriptions of a few cursed items specify that they are not destroyed by a successful Remove Curse. If a GM wishes a standard cursed item to be functional after it has been removed, that must also be clearly stated in the item description. Remember that not all Cursed items are bad; they just can’t be discarded.

Item List

The item list is the link between this book, the GM’s imagination, the GM’s scenario, and the players. Not surprisingly, it is 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 refers 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 RAW-100), and some description, not necessarily complete or accurate, of the item. Typical information might be Long Sword +1, Potion of Cure II, Fog Horn, or Stone of Hobbit Throwing. Burnouts can be listed on the card; just write “BO 10%” or the like. If the item appears nonstandard to the player—that is, if the item is not described in this book or if it differs somehow from the description in this book—then “NS” should be written by the item number. If the information on the card is inaccurate, then the item should be hotlisted as described below. Note the important distinction between the terms “nonstandard” and “hotlisted”: the “NS” label is an open reminder that the item does not appear in this book, but inaccurate or deceptive cards should be hotlisted.

Hotlisted items are those items which another GM should read before running. This certainly includes all deceptive items that appear as standard. If the item description in this book says something like “this item appears to be some other type...”, the item that it appears to be must also be specified in the item list. The hotlist should include any nonstandard item that is deceptive or has so much play influence that a GM should not just skim over it. A limited section of the numbering scheme for each GM’s item list should be the hotlist section. That is, each GM should 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 limits himself to one or two ranges of hotlist, instead of scattering the items throughout the list, resulting in a hotlist of 20 numbers that will inevitably start blending together by Sunday morning. Obviously, security is a consideration too. A range of 500-999 is probably inappropriate for a hotlist; players will catch on. But a smaller range in the middle of a list will be harder to detect.

All burnout chances must be in the item list. If the burnout chance of a standard item is not written on the item card, this need not be denoted as NS, unless another GM might somehow assume that the item has no burnout. But other GMs can be assumed to have at least a minimal understanding of the PrinceCon system, and it’s hard to run a Wand of Fireballs without the burnout, so GMs should head to the item list if it isn’t written 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 has been a major inconvenience in some past PrinceCons, so it is in everyone’s interest to make the system work as well as possible.

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 to GMs 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: These will be the common items Saturday morning/third run. These items may appear in limited amounts for good play in second run.

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

Level 4: The most powerful items that players can possess. They 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 GMs would refrain from trying to make the players drool and simply keep these items in the book.

The run numbers given here are as counted by the players, not the GMs. Expect many players to play six times; seven runs is possible, but it’s not common. The times listed assume that the convention runs from Friday afternoon to Sunday afternoon. Nonstandard items should be compared to standard ones to determine when they should be handed out.

Other Notes Regarding Use of this Book

The set of religions available at PrinceCon changes frequently, depending on the theme and on the decisions of the Director. There have been more than a dozen different religions available to players since their introduction at PrinceCon IX. Every attempt has been made to avoid references to specific religions in this book. In some instances (e.g., the Cup of Alhazien, the Light of Right) such references are fundamental to the item, and therefore remain. Whenever a GM includes an item in his item list whose description mentions a specific religion or prayer, he would be well advised to confirm that the religion and its prayers are among those currently defined in the conbook.

The character class of thief no longer exists at PrinceCon. Most of the items once usable exclusively by thieves have translated naturally to those presently usable by scouts. However, a small number of items designed specifically for thieves (such as Tools and Lockpicks) still allude to the class for the sake of completeness and history. These references should not interfere with the use of the items under the current system.

Tables for randomly generating magical items disappeared from this item book years ago. GMs have had less need for such tables as the practices in PrinceCon and in campaigns have evolved over the years. Magical items are supposed to be designed to fill some role in a convention scenario, obviating the need for random generation. However, a few traces still remain of the original tables. In particular, in the Weapons and the Armor sections of this book, some suggestions can still be found for randomly generating suits of armor, types of swords, or the special powers of an intelligent magical weapon. These guidelines are simply available for those who want them; they should not be regarded as firm rules for creating items.

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, a Sword +1 is just as easily defined as 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 Cleaving Battleaxe 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 only the original conception is listed here.

Some of these powers may be compatible and can be combined on a weapon. Of course, this makes the weapon more powerful and of higher level.

In addition, a weapon can have intelligence, an alignment, 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 tries to follow the precepts of that religion. Special powers are magical abilities that go beyond the weapon's combat abilities. These special powers are often limited in the number of times they can be used. These attributes, previously associated only with swords, may be given to any magical weapon.

The system of referring to magical items in terms of +N has for tradition been retained when the actual meaning is +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 double damage criticals, backstabs, 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) still does a point of damage if a 3 is rolled.

Note that +0 weapons and other items are legal and even occasionally useful. Such weapons can hit creatures that can only be hit by magical weapons (rather than +N magical weapons), they can hit creatures requiring silvered weapons to hit without the penalties that silver normally has, and they frequently have powers besides the simple +0.

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

Magical weapons may only be used by characters that may normally use the weapon type. When "clerics" is listed in the restrictions of a weapon or group of weapons, the weapon is one of the standard clerical set. Whether or not a particular cleric can use a weapon depends upon the prohibitions of his religion. A cleric can use a magical weapon if the type is normally available to him. The special abilities of a magical weapon can only be used by someone able to wield the weapon.

Generic Magical Weapons

These weapons can typically be any PrinceCon weapon type. This includes those in the conbook, as well as javelins, nets, whips, and tridents. Some combinations don't make sense, such as Arrow of Dancing, and should obviously be avoided. The levels listed here are provided only as guidelines for leveling magical weapons. A weapon type that does greater damage, such as a halberd or two-handed sword, is obviously more powerful than a weapon such as a dagger, even when both have the same generic magical weapon power. The levels listed also assume that the value of N is positive; a weapon with a negative value of N may be grossly misleveled and should be considered carefully before being added to an item list.

Weapon +N

Weapon +N/+X vs. "Monster"

Weapon of Backbiting +N

Weapon of Berserker Rage +N

Weapon of Chivalry +N

Weapon of Command +N

Weapon of Curse -N

Dancing Weapon +N

Weapon of Darkness +N

Weapon of the Desperation Defense +N

Weapon of Disease +N
 Weapon of Disguise +N
 Weapon of Disruption +N
 Dud Weapon +N
 Weapon of the Elements +N
 Enhanced Weapon +N
 Weapon of Equality +N
 Equalizing Weapon
 Fast Draw Weapon +N
 Weapon of Fatigue +N
 Flaming Weapon +N
 Gladiator's Weapon
 Weapon of the Great Strike +N
 Weapon of Great Swings
 Weapon of Haste +N
 Weapon of Increase +N
 Weapon of the Lakes +N
 Weapon of Lethargy +N
 Weapon of Level Draining +N
 Weapon of Light +N
 Weapon of Luck +N

Weapon of Magnetism +N
 Weapon of Mercilessness
 Weapon of Metal Domination +N
 Weapon of Parrying +N
 Poisoned Weapon +N
 Weapon of Protection +N
 Weapon of Quickness +N
 Weapon of Resistance +N
 Weapon of Revenge +N
 Rusty Weapon +N
 Weapon of Silence +N
 Weapon of Slaying +N
 Spectral Weapon +N
 Weapon of the Stirge +N
 Weapon of Stunning +N
 Weapon of Subdual +N
 Weapon of Thunder +N
 Weapon of Truth +N
 Weapon of Undeath +N
 Vampiric Weapon +N
 Winged Weapon +N

Weapon +N Level N. A Weapon +N is +5N% to hit and +N to damage. This type of magical weapon is by far the most common.

Weapon +N/+X vs. "Monster" Level N. This weapon is +N to hit and damage against most creatures, but is +X against a special type or class of monster. Typically, X is greater than N, but this is not required. The item is typically of level N, although the level could be raised by one or more if X is significantly larger than N, or if the type of monster includes a large set of potential opponents. If the type of monster is an ordinary variety of creature, such as felines or reptiles, it generally includes giant versions of the creature. The special types of monster can be anything, but here are some suggested ones:

- Members of a character class
- Followers of a particular religion
- Shapechangers (doppelgangers, lycanthropes, those using the morphic spell of Shaping)
- Magic-using creatures (all those able to throw mage spells)
- Enchanted monsters (elementals, golems, invisible stalkers, aerial servants, djinn, efreet, homunculi, salamanders, simulacra, conjured servants)
- Giant class (may 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, imps, brownies, leprechauns, etc.)
- Cold-using creatures
- Fire-using creatures
- Air-using creatures (flying and air-based creatures, such as air elementals, storm and cloud giants, etc.)
- 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)
- Undead
- A humanoid race or races (such as human, elf, dwarf, hobbit, gnome, goblin, orc, gnoll, kobold, etc.)
- Rodents
- Trolls
- Ents and other plants
- Canines
- Felines

- Birds
- Reptiles
- Insects and spiders
- Fish
- Horses

Weapon of Backbiting +N Level 1. Cursed-14. This is a +N weapon. However, if an attack with this weapon is missed by more than 25%, it strikes the wielder, doing normal damage. N should not be larger than 3.

Weapon of Berserker Rage +N Level 1. Cursed-14. Every round that the wielder of this +N weapon is in combat, he has a 10% chance of flying into a berserk 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, he will recover. Rolls for becoming enraged or recovering take place in the item phase.

Weapon of Chivalry +N Level N. Cursed-16. This +N weapon is very honorable. It can never be used in an ambush or sneak attack; if the wielder attempts to use it this way, the weapon immediately turns and strikes at him instead, gaining a +20% bonus to the wielder's normal chance to hit. If the wielder challenges another to a single combat, the weapon gains another +2 for the duration of the single combat. Although it is Cursed, this can be circumvented, for the weapon can be given away freely if the gift is without recompense.

Weapon of Command +N Level N+2. This +N weapon bestows improved powers of command upon its wielder. His effective charisma is raised by 3, although this does not sum with the clerical prayer Word of Command. He can cast Mass Bless I once per day as a level 8 cleric. Twice per day, he can raise the weapon overhead and rally his troops. This has the effect of a Mass Bless N, raises morale 10%, and allows broken troops a new chance to rally. Raising the weapon overhead for this purpose requires a full round's action.

Weapon of Curse -N Level variable. May be Cursed. This -N weapon also inflicts a curse upon the wielder. The curse should be specified and appropriate to the time during the convention at which the weapon is handed out. If this weapon is not specified as Cursed (i.e., requires a Remove Curse for the wielder to rid himself of it) in the item list, it can be discarded or passed on freely, but it will still inflict the specified curse upon anyone who wields it.

Dancing Weapon +N Level N+3. This weapon acts as a +N weapon. In addition, at any time after three rounds of melee against one opponent, the weapon 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 weapon 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 can 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 weapon is dancing, the user is free to do anything he could do if not wielding it—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 can 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. This +N weapon emanates Darkness, as per the clerical prayer, on command from the user. Three times per day, this effect can be strengthened in intensity and area to that of Continual Darkness for ten rounds.

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. Deliberate attempts to invoke this bonus will not invoke it; the cornered wielder must have been unwillingly forced into that position.

Weapon of Disease +N Level N+1. On a hit of 01-10 this +N weapon inflicts a slow wasting disease on the victim. If the target fails a physical saving throw, he will lose one point of strength and constitution for every five days that pass, up to a maximum of 5 points of each requisite lost (i.e., 25 days). If either requisite falls below 3, the victim dies. A Cure Disease at any time prior to death or the loss of the fifth points will negate the effect of the disease. Otherwise, after 25 days, the victim must make a system shock roll (using his current decreased constitution value). If he fails the roll, the loss of strength and constitution is

permanent. If the roll succeeds, the lost points will return at the rate of 1 each per day. The effect of additional hits on a single target is not cumulative; he can't be inflicted with multiple diseases from the weapon simultaneously.

Weapon of Disguise +N Level N. This +N weapon shrinks on command 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 the 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. This weapon acts as a +N weapon, +N+1 versus undead. Any undead that is hit by it must win a level-vs-level battle against the weapon. If the creature fails, it must make a spiritual saving throw or be dissolved/dispelled. For this battle, 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. The weapon appears as if it is doing full damage; it is not Cursed and can be given away or discarded with no difficulty.

Weapon of the Elements +N Level N+2. Each Weapon of the Elements is specifically opposed to Fire, Cold, Earth, or Air. It is +N, +N+2 vs. the element to which it's opposed. It gives the wielder resistance to the element (Fire, Cold, Crushing, or Lightning, respectively), as per the generic clerical Resist prayer. Once per day, the wielder can throw a 6 die Snowball, Fireball, Lightning Bolt, or Implosion, respectively. Also, the wielder can cast Dispel Magic against a Wall of Fire, Wall of Frost, Wall of Stone, or Fly/Levitate Self, respectively, as a 12th level mage. The Dispel Magic can be used as often as desired, but it can only be used once against any particular spell or prayer. (For example, a Weapon of the Elements +N [vs. Cold] would be +N, +N+2 vs. cold-based creatures, would give the wielder Cold Resistance, and allow him to throw a Fireball and to dispel a Wall of Frost. This was formerly referred to as a Weapon versus Cold.)

Enhanced Weapon +N Level N. This +N weapon acts as a +N+2 weapon for which creatures it can hit. For example, an Enhanced Sword +1 could hit creatures which can only be hit by +3 or better weapons.

Weapon of Equality +N Level N+1. When this +N weapon hits, it attempts to dispel all bless-type or enhancement spells on the victim. Some examples of such spells are Bless, Enchant Armor, Enchant Weapon, Fight like a Lion, Strength, Resists, Immunities, Immolate, Control Self, and Toughness. It does not affect those powers that are centered on equipment, such as Flame Weapon, nor 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. This item acts as a +1 weapon. In addition, when a humanoid scores a hit with this weapon upon another 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 transfer effect. Lost levels are treated as those drained by undead.

Fast Draw Weapon +N Level N. This +N weapon can be taken out or put away without using an action. This ability can be used in any phase; however, it can only be used once per round. This power is often combined with the Weapon of Quickness.

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 does 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 are cauterized and do not regenerate. The flames can be used to ignite inflammable material.

Gladiator's Weapon Level N+2. This weapon 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 by this weapon do maximum damage (e.g., 8 points + other bonuses for a long sword).

Weapon of the Great Strike +N Level N+1. If this +N weapon 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 to the attacker's 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. This extra swing cannot be stacked with combat Haste.

Weapon of Increase +N *Level N+2*. This weapon is always +N to hit, but after the first time that a particular creature is hit in a combat, the weapon gains 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*. This +N weapon 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 mage Slow spell for 6 melee rounds.

Weapon of Level Draining +N *Level N+2*. If this +N weapon 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*. This +N weapon emanates Light, as per the clerical prayer, on command from the user. Three times per day, this effect can be strengthened to Continual Light for ten rounds. In addition, if the weapon is glowing with Continual Light strength, a hit of 01-10 blinds the victim for D4+2 rounds if he fails a spiritual saving throw. The effect of this blindness is a penalty of -30% to hit or target in combat.

Weapon of Luck +N *Level N*2-1*. This item acts as a +N weapon, but also gives the wielder +5N% 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 requires one round to dislodge it, during which round the wielder suffers a penalty of -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. This weapon 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*. This +N weapon ignores all nonmagical metal protection when striking. The target's AC is computed without these protections, such as nonmagical metal armor and shields.

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

Poisoned Weapon +N *Level N+4*. Each time this +N weapon hits, one dose of poison is injected into the target 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 20 rounds thereafter. Larger than man-sized creatures get a save every 10 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*. This +N weapon also gives the wielder +N to his AC. This weapon acts as a Ring of Protection for stacking purposes.

Weapon of Quickness +N *Level N*. This +N weapon hits in the missile phase if a melee weapon, and in the breath phase if a missile weapon.

Weapon of Resistance +N *Level N*. This +N weapon bestows on its wielder one of the clerical Resist prayers when drawn. Some of these weapons radiate the resistance in a 10' radius; these weapons are level N+1. The resistance must be specified in the item list.

Weapon of Revenge +N *Level N-1*. Cursed-14. This item acts as a +N weapon, but the wielder suffers a point of damage for every point of damage caused by the weapon. This damage will be delayed D4 melee rounds, making it more difficult to ascertain the nature of the weapon.

Rusty Weapon +N Level 1. This is a +N weapon. However, if an attack with this weapon is missed by more than 25%, it shatters, becoming useless and nonmagical. N should not be larger than 3.

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 is silent, except for the noise of the two people.

Weapon of Slaying +N Level N+1. This +N weapon does lots of damage to one particular species of monster. The damage is 4D10 if the weapon's maximum damage to the target is greater than or equal to 8, and is 4D6 otherwise. Exception: Missiles of Slaying always do 4D10 due to their one-use nature. The particular species of monster must be specified in the item list.

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 the Stirge +N Level N+1. Bladed weapons only. If this +N weapon hits on a 01-10, it stays lodged in the victim, ripping itself from the wielder's grasp. Each round thereafter it will suck blood 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. Against undead, golems, and similarly unliving creatures, the weapon will stay lodged as usual, but it is generally unable to suck for damage.

Weapon of Stunning +N Level N+1. This is a +N weapon. In addition, any victim hit by the weapon on a roll of 01-10 must save vs. physical or be stunned for the next N rounds. A stunned victim can do nothing but stand in place and defend himself, although he defends at full value.

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 target's hit point total. If the victim's hit points reach 0 or lower, he is unconscious, unless the real, killing half of the 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. This +N weapon emits loud cracks of thunder when it hits. If it hits on a 01-10, the crash is so loud that it can cause permanent hearing loss in the target. The victim gets a physical saving throw to avoid this effect. Assuming the target uses hearing for sensory input, this loss causes a -50% to all hearing rolls, a +25% to the probability of being surprised, and a -5% to hit in melee. In addition, if the save is failed, the victim is stunned for the next two rounds and can do nothing but stand in place and defend himself, although he defends at full value. Subsequent failed saves against the weapon's deafening effect will not cause cumulative hearing loss, although the target can be repeatedly stunned.

Weapon of Truth +N Level N+1. When this +N weapon hits, it attempts to dispel any disguise, magical or physical, and to 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 animation 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 hit points of damage caused by this +N weapon are bestowed upon the wielder, up to his maximum hits.

Winged Weapon +N Level N+3. If this +N weapon is thrown toward an enemy, it sprouts wings and fights him as would a fighter of the user's level. It fights until it is either recalled or hit as AC 3-N. If it is hit it falls to the ground and cannot be recalled. A Winged Weapon is usually a dagger.

Special Abilities

A magical weapon can be intelligent, have an alignment, or have one or more special powers. Only intelligent weapons can have an alignment, although any weapon can have special powers. Many intelligent weapons have names. While a system for random generation of weapon personalities and powers is presented at the end of this section, it is more important to create a weapon that makes sense. GMs are strongly encouraged 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, willpower, 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 pursues its goals. The higher a weapon's ego, the more will it have to pursue these goals.

An intelligent weapon may be capable of empathy, speech, or even telepathy. A weapon with empathy can communicate its strong emotions to its wielder. A weapon that can speak knows the language of its creator; it can know an additional language for each point of intelligence above 9. Only a weapon with intelligence 12 can communicate telepathically with its wielder. A weapon communicates as per its intelligence, with 8 being a dumb native, 10 being average, and 12 being scholarly.

An intelligent weapon has a personality. A weapon personality is often expressed in terms of traits, but the GM should feel free to describe the personality in as much detail as he wishes. The following list is just a sample of possible traits.

Loves battle, Cautious, Fearless, Hates one species, Likes one species, Greedy, Generous, Vengeful, Forgiving, Religious, Vain, Proud, Ambitious, Competitive, Argumentative, Rude, Polite, Talkative, Quiet, Subversive, Insulting, Frugal, Caring, Supportive, Overconfident, Chivalrous, Rationalizes all wrong, Denies all wrongdoing, Childish, Overmature, Selfless, Selfish, Martyrish, Sneaky, Stubborn, Nervous, Openly miserable, Paranoid, Schizophrenic, Phobic, Just plain homicidal, Self-obsessed.

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

Likes One Species: The weapon would prefer this species as its wielder.

Phobias: Pick one or more. A phobia should be consistent with the weapon's other traits and powers. Some suggested possibilities are claustrophobia (fear of enclosed places), manaphobia (magic), necrophobia (death/dead), ophiophobia (reptiles), pyrophobia (fires), scotophobia (darkness), thalassophobia (sea), and triskaidekaphobia (the number 13). Some phobias that obviously don't work well as personality traits for weapons are aichmophobia (sharp objects), hoplophobia (weapons), or teratophobia (monsters). Remember that, in general, a personality trait in a weapon is not designed to be a means to frustrate a player; while the agoraphobic weapon that refuses to be drawn from its scabbard outdoors may seem amusing, it is essentially worthless as an item in a scenario whose setting is not underground.

Many of these traits don't make sense if the weapon is unable to speak. The intensity of each trait should be specified in the personality description, on the same scale of 1 to 12. The following list describes how the intensity of each trait will influence the weapon's behavior.

- 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, sometimes 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 compel its wielder to submit to its idea.

If such a disagreement occurs, 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 magical item, then adds its ego and intelligence, plus one point for each Extraordinary power. 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 can impose his course of action. Actions that are particularly distasteful to one party may require two successful battles, and if that party wins either, then no battle of wills can be fought over the issue for another week.

Alignment of Weapons

Some magical weapons are dedicated to a particular god. Such a weapon, created by the alliance of a mage and a cleric, is always intelligent. It cherishes the principles of its religion, although some are more fanatic than others. An aligned weapon expects its wielder to follow the rules and tenets of its religion. While a more tolerant weapon may allow its wielder to slack off slightly, no aligned weapon will willingly allow a serious transgression in its presence. If necessary, such a weapon will engage in a battle of wills to attempt to enforce the religion.

Pick the religion of the weapon as desired. The weapon only functions 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 causes 2D6 to any of this religion who touch it. If the weapon is dedicated to a minor deity, it generally extends full powers to those 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. A GM should specify for every aligned weapon in his item list how the weapon regards members of each religion available at PrinceCon.

Special Powers

Some weapons have the ability to cast or project spell-like powers or even function as mages themselves. Special powers can only be used by someone normally able to wield the weapon, 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 case the wielder may simply communicate in that manner. The special powers of a magical weapon can only be used by someone able to wield the weapon.

Special powers are separated into three categories: Primary, Extraordinary, and Aligned. Primary powers generally correspond to spell levels 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 can have Aligned powers.

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

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

Other powers, denoted by "Concentration", can be used as often as desired but require that the wielder do nothing else, save perhaps move at 1/3 speed. To activate 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 stunts per day, each of the spell's normal duration, during which the wielder could act normally.

Powers that are not constant may, at the GM's 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 burn out, the same chance may be rolled again to see if the weapon as a whole burns out. If not, only the power does. Because of the difficulty in keeping track of which powers have burned out, this option is not recommended for convention use unless the burnout of any power renders the entire weapon nonmagical. 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 prayer, but can only be used on the wielder. An aligned weapon whose religion's clerics cannot cast this prayer cannot have this power.

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

Cure Wounds II: Once per day. As the clerical prayer, but can only be used on the wielder. An aligned weapon whose religion's clerics cannot cast this prayer cannot 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.

Dispel "Spell": Twice per day. The weapon possesses a special form of the mage spell Dispel Magic that functions only against a specific spell or prayer. Examples are Wall of Fire, Blade Barrier, Magic Bridge, Shield, or Flame Weapon. The range is touch, although how the Dispel works against some spells (e.g., Shield) should be specifically and clearly stated with the weapon description. The level of the weapon is 10 for dispelling purposes.

Hide Intent: Constant. The wielder gets two chances to make his saving throw against spells such as Detect Lie or ESP, or against other magical means of discovering his intent. This power is obviously never found in a weapon aligned to Janda.

Locate Secret Doors: Concentration. The wielder can 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 can summon 2D4 second level fighters from Valhalla. They appear in a flash within 2" of the caller and 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 prayer Cat's Eye.

Water Walking: Concentration. As the clerical prayer Water Walking, only for the wielder.

Mage Spell: In general, any first or second level mage spell, except Strength, can be placed in the weapon. The duration and access restrictions must be carefully set for each spell. This information should be noted in the item list. Defensive and nontargeted spells can in general only be used by the wielder. Here is a partial list:

Detect Magic: Concentration.

Detect North: Constant.

Enhance Hearing: Concentration or Constant.

ESP: Concentration.

Ice Lance: Twice per day.

Infravision: Concentration.

Knock: Twice per day.

Levitate Self: Concentration.

Long Talk: Concentration

Mirror Image: Once per day.

Protection from Enchanted Monsters: Constant.

See Invisible: Concentration.

Shield: Twice per day.

Telescopic Vision: Concentration.

Ventriloquism: Concentration.

Extraordinary Powers

Bless V: Once per day. As the clerical prayer, but can only be used on the wielder. An aligned weapon whose religion's clerics cannot cast this prayer cannot have this power.

Command Language: The wielder can 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 lasts for one day, during which time the user need not touch the weapon, but must carry it on him.

Cure Wounds IV: Once per day. As the clerical prayer, but can only be used on the wielder. An aligned weapon whose religion's clerics cannot cast this prayer cannot 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 can detect gates, defined as places that allow travel to parallel universes, as per the generic clerical Detect Type IV prayer. He knows where detected gates lead, 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 being teleported.

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

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

Major Valhalla: Once per week. As Minor Valhalla, but 2D4 4th level fighters are summoned.

Mage Spell: In general, any third through fifth level mage spell can 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. This information must be noted in the item list. Defensive and nontargeted spells can 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.

Clairsentience: Concentration. Sense should be specified (usually sight or hearing).

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

Fly Self: 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 can take along one other consenting man-sized creature if the wielder has his free arm around him.

True Sight: Concentration.

Wizard Eye: Concentration.

Aligned Powers

These powers are derived 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. Only aligned weapons can have Aligned powers. Additional suggestions regarding aligned powers can be found in the Holy Symbols section of this book.

Clerical Prayer: In general, any first through fifth level clerical prayer of the religion of the weapon can be placed in it. A few higher level prayers are also appropriate. The duration and access restrictions must be carefully set for each prayer. The default level for offensive prayers is 6 and for other prayers is 10, but this can be different for level-vs-level purposes. All of this information should be noted in the item list. Defensive and nontargeted prayers can in general only be used by the wielder. Here are some examples:

Cure Wounds N: Once per day. In some weapons, this can be cast on others.

Cause Wounds N: Once or twice per day.

Augury: Once per day. The method of receiving the augury should be specified or suggested in the item description.

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

Detect Evil: Concentration. Only as defined by the religion of the weapon.

Dispel Evil: Once per day.

Dispel Undead N: Once per day.

Fair Fight: Constant or twice per day.

Fog Weave: Twice per day.

Inquisition: Once per day.

Protection from Evil N: Concentration or twice per day.

Read Languages: Concentration.

Remove Curse: Once per day.

Random Generation of Magical Weapons

Because of the effort required to create an intelligent magical weapon, GMs are strongly encouraged to choose the personality, powers, and alignment of each weapon. For those who desire such a system, however, a method of randomly generating personalities and powers is presented here.

First, the weapon's intelligence and ego are determined by rolling a D4 for each level of the item. For a Cursed weapon, or a weapon whose power isn't reflected by its level, use a level corresponding to the power of the weapon (the harmful effects count positively in this case). Then modify each roll by a D10 mapped to (-4,-3,-2,-1,0,0,+1,+2,+3,+4). The values for intelligence and ego must be between 1 and 12.

The ability to communicate and the special powers of a weapon are determined by its intelligence. The weapon has an Int*20% chance of being capable of empathy and an Int*10% chance of being able to speak. A weapon with intelligence 12 can communicate telepathically with its wielder. A weapon that can speak knows the language of its creator, and an additional language for each point of intelligence above 9. Choose any additional languages appropriately. A weapon with intelligence 7 has 1 Primary power, a weapon with intelligence 8 has 2 Primary powers, a weapon with intelligence 9 or higher has 3 Primary powers, and a weapon with intelligence 12 also has an Extraordinary power. Powers can be chosen or rolled randomly. If a power is rolled twice, it can be either increased in effect or rerolled.

An intelligent weapon should have one trait, plus one extra trait for each point of ego above 8. Traits can be chosen or randomly selected from the list. Duplicate traits intensify themselves. Contradictory traits cancel each other out, and the weapon has fewer traits than expected. To determine the intensity of each trait, roll a random number between 1 and the weapon's ego; add a D4 for each time the trait is duplicated. Finally, select an alignment if desired, and any applicable aligned powers.

Axes

Usable by: fighters

A battleaxe is a two-handed, hafted weapon with the blade attached lengthwise at one end. A hand axe is similar, but is wielded in one hand. Hand axes may be used as melee or missile weapons. The battleaxe is a favored weapon of many legendary dwarven warriors.

Generic Magical Weapon
Balanced Hand Axe +N
Cleaving Battleaxe +N

Dwarven Battleaxe +N
Returning Hand Axe +N

Generic Magical Weapon See the appropriate section.

Balanced Hand Axe +N *Level N*. This +N weapon has double normal range.

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 glows if any of these creatures are within 6" in any direction. For this ability, the Dwarven Battleaxe treats earth and stone as ordinary air (i.e., it can detect these creatures through 60 feet of solid rock.) In the hands of anyone but a dwarf, it acts as a +0 magical weapon.

Returning Hand Axe +N *Level N+1*. This +N weapon returns to the thrower in the same round, whether it hits or not.

Daggers

A mage may not cast while holding a dagger.

Generic Magical Weapon
Balanced Dagger +N
Mage Dagger
Minor Mage Dagger

Opal Dagger +N
Dagger of Ronkel
Assassin's Dagger

Generic Magical Weapon See the appropriate section.

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

Mage Dagger *Level 3*. A mage may store one spell inside this +1 dagger by casting it while holding the dagger. The spell does not have normal effect at that time. He may then throw the spell from 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 weapons 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*. This +N dagger absorbs a dose of any poison into which it is dipped. The dagger will then inject the poison into the next creature hit by it. It holds only one dose of poison, and must be refilled after each use.

Dagger of Ronkel *Level 4*. Anyone slain by this +1 dagger must be raised within 10 melee rounds or be unresurrectable as per the Curse of Ronkel. The victim cannot be raised by any means until the curse is removed. The curse is treated as level 12 for level-vs-level purposes.

Assassin's Dagger *Level 4*. This weapon acts as a +1 dagger. In addition, if used in an attack from behind with complete surprise, the dagger never misses, provided that the strike normally would have at least a 1% chance to hit. (In a campaign with the character class of thief, this item would typically only be usable by thieves, and would be guaranteed to hit only in a "backstab" attack.)

Flails, Maces, Morning Stars, and Clubs

Usable by: fighters and clerics

These make up the majority of the standard clerical weapons. A flail is a two-handed weapon, with metal balls or weights connected to a handle by chains. Although it is listed as a standard clerical weapon, the term “morning star” generally refers to any weapon that has a spiked metal ball either affixed to a haft or attached to it by a chain. A mace is just a metal club, shaped for swinging and bashing.

Generic Magical Weapon
Flail of Entanglement +N
Weapon of Healing +N

Club of Return +N
Mace of Return +N

Generic Magical 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 +N weapon. In addition, if wielded by a cleric, each round he does damage with the weapon it *stores* one hit point. These hit points may later be used at the discretion of the cleric to cure an equal number of hit points of damage, as a Cure Wounds prayer, but with no saving throw. The saved points vanish if they are not used before the cleric next gets prayer points back or if the weapon 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 the roll is successful, the spell detonates on the caster.

Mace of Return +N *Level N+1*. This weapon is identical to the Club of Return +N, but a metallic *ping* is heard if the user is successful.

Halberds, Military Picks, Pikes, and Pole Arms

Usable by: fighters

These hafted weapons range in length from 6 to 10 feet. They are typically used outdoors, where their size permits their free use. In general, these weapons are most effectively employed by trained military units.

Generic Magical Weapon

Weapon of Example +N

Generic Magical 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 saving throws, due to the sparkling example of the wielder.

Lances

Usable by: fighters

Lances are renowned for killing dragons, giants, and knights, and thus many of them are focused around this.

Generic Magical Weapon

Generic Magical Weapon See the appropriate section.

Spears

Usable by: fighters

Spears may be used in melee, or thrown with range 2"/4". A spear does double damage when set against a charge.

Generic Magical Weapon

De-Were Spear +N

Generic Magical Weapon See the appropriate section.

De-Were Spear +N *Level N*. This weapon acts as a +1 spear. In addition, any lycanthrope who is hit by it is returned to its humanoid form for 10 melee rounds, unless it can win a level-vs-level battle against the spear, which counts as 10th level. It also affects anyone under the influence of a Carrunos Transformation prayer, with the usual system shock roll if the prayer is ended early; such a target may use the higher of his level or the caster's level to resist this effect.

Swords

Usable by: fighters and scouts

There are three standard types of swords in the PrinceCon system (short, long, and two-handed). Any GM including a sword in his item list must specify which type of sword it is. As a guideline for determining a type randomly, 15% of magical swords are short swords, 10% are two-handed swords, and the remaining 75% are long swords. Other types may appear, but should be detailed and approved in advance.

Generic Magical Weapon

Vorpal Sword +N

Generic Magical Weapon See the appropriate section.

Vorpal Sword +N *Level N+4*. If this +N weapon hits on a roll of 01-10, it cuts off the head of the target. If the target has multiple heads and the blow was not directed against a specific one, the head that was cut off is determined at random. Decapitation generally causes death in an opponent.

War Hammers

Usable by: fighters and clerics

War hammers may be used as melee or missile weapons. Unless otherwise noted, they do not return when thrown. War hammers are included in the set of standard clerical weapons.

Generic Magical Weapon

Lightning Hammer

Balanced War Hammer +N

Returning War Hammer +N

Generic Magical Weapon See the appropriate section.

Balanced War Hammer +N *Level N*. This +N weapon has double normal range.

Lightning Hammer *Level 2*. This weapon acts as a +1 war hammer. In addition, when the hammer is thrown and hits its target, two Lightning Bolts of 4D6 each fly from the head of the hammer. The bolts strike at the two nearest targets within 60'. (The wielder of the hammer is not excluded.) These two targets each get a saving throw vs. physical to avoid the damage. The bolts will not bounce, ricochet, or strike anyone other than their intended targets.

Returning War Hammer +N *Level N+1*. This +N weapon returns to the thrower in the same round, whether it hits or not.

Bows, Crossbows, and Slings

Usable by: all but mages

Long bows require open spaces and can only be fired from a standing position. Light crossbows require a full round to cock before they can be loaded and fired; heavy crossbows require two rounds. A sling is the simplest missile weapon, consisting of a few leather or cloth strips with a small pouch attached, but it requires open spaces for use. Take care when creating magical missile weapons, for magical bows with magical arrows can add to be very powerful. Missile weapons above +3 are discouraged. Nonmagical arrows fired from magical bows do not normally affect creatures that require magical weapons to hit them. GMs are reminded to specify whether bows are long bows or short bows and whether crossbows are light or heavy. As a guideline for randomly determining the type of a magical bow, 1/3 of magical bows are short bows, and 2/3 of magical crossbows are light crossbows.

Generic Magical Weapon
Blind Weapon +N
Weapon of Distance +N
Elven Bow +N
Weapon of the Fifth Dimension
Hobbit Short Bow/Sling +N

Crossbow of Lightning +N
Weapon of Many Shots
Weapon of the North
Crossbow of Speed +N
Weapon of the Tropics

Generic Magical Weapon See the appropriate section.

Blind Weapon +N *Level 1.* Cursed-14. This item acts as a +N weapon. However, 25% of the time it is fired, the missile goes at a random target within range, including the user.

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

Elven Bow +N *Level N+1.* This weapon acts as a +1 bow. If used by an elf, it becomes +N, +5 against dwarves, orcs, and ghouls.

Weapon of the Fifth Dimension *Level 3.* Any missile fired by this weapon seeks 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.

Hobbit Short Bow/Sling +N *Level N+1.* This weapon acts as a +1 short bow/sling. If used by a hobbit, it becomes +N, does double damage to undead, and is capable of hitting undead using nonmagical arrows/stones.

Crossbow of Lightning +N *Level N+1.* If this +N crossbow has not been fired within the last 24 hours, it shoots a 6D6 Lightning Bolt. The bolt forms at the front of the crossbow and extends 60 feet in the direction it is pointed, just like the mage spell. If a quarrel is in the crossbow at this time, the bolt backfires.

Weapon of Many Shots *Level 4.* Any nonmagical missile fired from this weapon splits into three in flight. Each one has the usual chance to hit the intended target. In 10 melee rounds all three copies of the missile will crumble to dust.

Weapon of the North *Level 4.* No slings. This weapon needs no missiles, but instead fires an icy bolt that is +3, +5 vs. fire-based creatures. If a user tries to fire an arrow or quarrel from it, it backfires, always hitting and doing maximum damage. In addition, if the bolt hits a cold-blooded creature (e.g., reptile or 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 Tropics *Level 4.* No slings. This weapon is similar to the Weapon of the North, except it fires a fiery bolt that is +3, +5 vs. cold-based creatures.

Arrows, Quarrels, Slingstones, and Quivers

Usable by: all but mages

Arrows are used in bows, quarrels in crossbows, slingstones in slings. Slingstones may be lead bullets or simply spherical stones. All magical 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 Magical Weapon
Missile of "Spell"
Cupid's Missile
Missile of Death
Arrow of Direction
Missile of Doom
Enchanted Missile
Errant Missile

Missile of the Forest +N
Missile of the Grappling Hook
Missile of Many Shots
Missile of Message
Signal Missile
Missile of Tracking
Missile of the Woods

Generic Magical 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 is centered. Some favorite spells and prayers are Continual Light, Web, Fireball, Blinding Flash, and Dimension Door. The particular spell may require explanation in the item list.

Cupid's Missile *Level 5.* This missile is +5% to hit, but does no damage. If it hits, the victim must save vs. mental or become the tireless follower of the archer. This effect is like the mage spell Charm Monster, except that the user of the missile does not have to concentrate, and the victim receives an additional saving throw every 60/T hours instead of turns.

Missile of Death *Level 4.* This missile is +5% to hit, but does no damage. Instead, any target hit by it suffers the effects of the clerical prayer Finger of Death.

Arrow of Direction *Level 3.* If dropped on the ground, this arrow points the way to the desired direction or object, provided that the description is suitable for a mage Locate spell. The range of this power is 20 miles. If shot from a bow, it flies 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 variable.* This missile is +0. The victim of this missile receives a curse, normally with no saving throw. The curse must be specified for each missile. 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 never misses 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.* This item functions as some other type of missile. However, when fired, 50% of the time it hits the shooter, and 50% of the time it hits the closest other target to the shooter, regardless of where the missile was aimed.

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

Missile of the Grappling Hook *Level 3.* This missile has a 6-inch string hanging from it. If the shooter ties the string to something firm and fires the missile, the string lengthens as the missile flies and the missile embeds itself firmly in a nonliving object at the end of its flight. The string will then thicken to become rope and the newly made connection will support up to 500 pounds. Weakness of either anchoring object may lessen this strength. If the missile is a slingstone, it does not embed itself, but instead wraps around a narrow object (such as a post or flagpole) at the end of its flight, if such an object is available.

Missile of Many Shots *Level 4.* When fired, this missile splits into D6 pieces. Each piece is +5% to hit, but does normal damage. All the pieces go for a single target, and a separate attack is rolled for each one.

Missile of Message *Level 1.* When this missile is shot at a target, it lands at his feet and delivers a Long Talk, as per the mage

spell. The range of this missile is twice normal. The message must be decided upon before the missile is fired.

Signal Missile *Level 1.* When fired, this missile rises 1 mile into the air. If fired underground, it rises as high as possible. Then it bursts into a brightly colored flare. It will hang there glowing brightly for 1 minute. The color is obvious before shooting. It is 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 aiming this missile, it will not miss. This is so even if the victim moves, provided the user keeps aiming at the spot he was occupying. The range of this missile is line of sight, and it must be able to fly in an uninterrupted path to its target after being fired. It has no bonus to damage, and is considered a +0 magical weapon.

Missile of the Woods *Level 2.* When it lands in dirt, this missile turns into 2D6 oak trees, each 4D6 feet tall. If it is used to hit a creature, it acts as a nonmagical missile. This missile occurs much more commonly as an arrow or quarrel than as a slingstone.

Javelins

Usable by: fighters

A javelin must be thrown in order to be effective, although it will count as a +0 magical melee weapon in an emergency. By default, a javelin does D6/D6 damage, has a range of 3"/6", and can only be used by human or elven fighters. A javelin may be specified as being smaller, doing D4/D4, and usable by dwarves and hobbits as well. A javelin can be reused.

Generic Magical Weapon
Cold-Seeking Javelin
Heat-Seeking Javelin

Javelin of Lightning
Light-Seeking Javelin

Generic Magical Weapon See the appropriate section.

Cold-Seeking Javelin *Level 2.* This javelin never has a bonus to damage. However, it is +25% to hit against the best cold-radiating target in its line of flight. Note that even cold-blooded creatures are not normally colder than their environment, so this weapon's bonus is generally only useful against cold-based creatures. It has no bonus against warm-blooded creatures like mammals and birds, and is -25% to hit against fire-based creatures.

Heat-Seeking Javelin *Level 2.* This javelin never has a bonus to damage. However, it is +25% to hit against the best heat-radiating target in its line of flight. While "best" usually refers to the closest warm-blooded creature, 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 -25% 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 point of the bolt. This item has a burnout chance, suggested at 10-20%.

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

Nets

Usable by: fighters and scouts

A net does no damage and is -10% to hit, but once it hits, it gives +15% to grapple and raises the victim's AC by 2. The victim encased in the net must roll his dexterity or less on 3D6 to escape. One escape 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 3" and may only be used by human, elven, and dwarven fighters and scouts or by Good Sam clerics with a strength of 10 or more.

Generic Magical Weapon
 Net of Ambush +N
 Clumsy Net +N
 Net of Entanglement +N
 Giant Net +N

Net of Sanity +N
 Net of Spectre Catching +N
 Net of Spell/Prayer Point Draining +N
 Variable Net +N

Generic Magical Weapon See the appropriate section. A +N net is +5N% easier to hit with and gives another +5N% to grappling, but only raises the victim's AC by 2 as described.

Net of Ambush +N Level N+1. If this +N net is given a command word, it sticks to the ceiling and attacks the next hobbit-sized or larger creature that passes underneath it. The net attacks as a level 8 fighter. The net must be touching the ceiling when the command word is given. When attached, it is concealed from observation as if by the clerical prayer Conceal Object.

Clumsy Net +N Level N-1. Cursed-14. If this +N 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 1" 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. If an insane being is hit by this +N net, he temporarily regains 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.

Net of Spectre Catching +N Level N+1. This +N net can be used to attempt to grapple noncorporeal beings, such as spectres and shadows, but not out-of-phase creatures. Trapped noncorporeal beings cannot make attacks through the net.

Net of Spell/Prayer Point Draining +N Level N+2. If this +N net hits a mage/cleric or someone able to cast mage/cleric spells, he must save versus mental/spiritual or the net drains all of his remaining spell/prayer points for that day. If an individual has saved against this power of the net twice in a day, he cannot be drained by it for the rest of the day.

Variable Net +N Level N. This +N net adjusts its size to the proper one for the target, up to 40' tall.

Tridents

Usable by: fighters

Tridents are wielded as spears and do the same damage, but have no modifiers for AC type. Magical tridents suffer no penalties under water. A trident cannot be thrown.

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

Trident of Transformation +N
 Trident of Water Breathing +N

Generic Magical 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 rips it out in the following melee phase, doing normal damage. Otherwise, the trident dangles until removed. It does normal damage even if removed by a friend.

Trident of Drowning +N Level 1. Cursed-12. This +N trident is the bane of air breathers, for it appears to be a Trident of Water Breathing. The wielder has a great yearning to go underwater, and does not notice that he cannot breathe.

Trident of Transformation +N Level N. The user of this +N weapon becomes a merman after D4 hours of cumulative use. The transformation can be reversed via a Remove Curse against 12th level. Note that the weapon can be freely discarded or transferred, but the cumulative hours of use by any individual do not get reset simply by putting the weapon down or giving it to someone else.

Trident of Water Breathing +N Level N. When holding this +N trident, the wielder can breathe underwater.

Whips

Usable by: fighters

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

Generic Magical Weapon
Whip of Animal Control +N

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

Generic Magical 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. Any normal animal (e.g., lion, bear, etc.) who is hit by this +N 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 to attack any target, but the animal gets an additional saving throw if the target is something it 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. Anyone hit by this +N whip 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. This duration is calculated for each hit of the whip, but the effects of multiple hits on the same victim are not cumulative.

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

Scabbards and 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/Sheaths only function for individuals who could use the weapon type.

As a guideline for randomly determining which type of weapon a sheath fits, approximately 10% of magical scabbards are for short swords, 40% are for long swords, 10% are for two-handed swords, 20% are for daggers, 10% are for battleaxes, and 10% are for other types 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 Primary Power
Scabbard of Extraordinary Power
Scabbard of Appraisal
Scabbard of Cancellation
Scabbard of Compliance
Scabbard of Control

Scabbard of Dancing
Scabbard of the God
Scabbard of Great Damage
Scabbard of Protection
Scabbard of Rust
Scabbard of Transfer

Scabbard of "Generic Power" Level variable. See the appropriate section. Any nonmagical 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 Primary Power *Level 2.* A magical weapon placed in the scabbard temporarily gains 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 Extraordinary Power *Level 4.* This is similar to a Scabbard of Primary Power, but it grants an Extraordinary power.

Scabbard of Appraisal *Level 2.* The user knows 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, and any negative combat bonus is indicated as a plus instead. Intelligent weapons will recognize the scabbard and may choose to fight against being sheathed.

Scabbard of Cancellation *Level 4.* This item may appear as a different type of scabbard, but its power by default is not disguised. Any magical weapon placed inside this scabbard becomes permanently nonmagical, as per the Rod of Cancellation.

Scabbard of Compliance *Level 2.* This scabbard aids the wearer in sheathing an otherwise uncooperative intelligent weapon. A noncursed weapon has half the normal chance of controlling the wielder when he is attempting to sheathe 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-14. This scabbard 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 Dancing *Level 4.* For the three melee rounds after a weapon is drawn from this scabbard, it will fight on its own as per a Weapon of Dancing. The power of this scabbard may be used once per hour.

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 Weapon prayer. 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 Great Damage *Level 3.* The round after a weapon is drawn from this scabbard, it does double damage.

Scabbard of Protection *Level 2.* This scabbard protects the weapon inside it against all external attacks and magic. This includes Fireballs, breath weapons, rust monsters, Convert Weapon, Analyze Magic, etc.

Scabbard of Rust *Level 1.* This item usually appears as a different type of scabbard, usually a Scabbard of Protection. Any weapon sheathed in this scabbard is turned to rust and ruined. Magical weapons get saving throws. Once this scabbard has revealed its nature, it is Cursed-14, and the wearer will always sheathe any applicable weapons in it until he rids himself of it.

Scabbard of Transfer *Level 2.* The wearer can use the noncombat 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 be able to wield the weapon in question.

Armor

Usable by: all but mages

Magical armor can be used by any character capable of using a similar suit of nonmagical armor, although it does not always stack with other magical items that the character possesses. The type of armor must of course be explicitly stated in the item list. Magical armor weighs the same as normal armor. Armor +N decreases the wearer's base armor class by N, thus reducing the chance of being hit by 5N%. This bonus does NOT normally apply to saving throws.

In general, a suit of magical plate is a more powerful item than a suit of magical leather, even when both have the same magical bonuses and abilities; the levels listed here are provided only as guidelines for leveling magical items. As a guideline for randomly determining the type of a suit of armor, 25% of magical armor is leather, 35% is chain, and 40% is plate. Magical robes are found under Cloaks and 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 +N	Armor of Immolation +N
Armor +N/+X vs. “Monster”	Armor of Invisibility +N
Armor +N of Absorbing X Hit Points	Armor of Levitation +N
Aligned Armor +N	Armor of Mirror Images +N
Buoyant Armor +N	Armor of Protection +N
Commander’s Armor +N	Armor of Protection from Normal Weapons +N
Armor of Curse -N	Armor of Resistance +N
Armor of Disguise +N	Armor of the Sea +N
Armor of Electricity +N	Armor of Soft Landings +N
Armor of Etherealness +N	Armor of Teleporting +N
Ethereal Armor +N	Armor of Vulnerability +N
Armor of Flight +N	Armor of Water Walking +N
Grounded Armor +N	Armor of Weightlessness +N

Armor +N Level N. Armor +N decreases the wearer’s armor class by N from its base level for that armor type, thus reducing the chance of being hit by 5N%. If N is negative, the armor usually either appears beneficial or is Cursed. In either case, the item should be included in the hotlist section, with a clear statement of the level at which it is Cursed. (Typical armor is Cursed-12 or Cursed-14.)

Armor +N/+X vs. “Monster” Level N usually. This +N armor is +X when defending against the specified type of monster. It never affects saving throws. X is typically greater than N, but this is not required. See the Generic Magical Weapons for examples of monster types. If the type of monster includes a large set of potential opponents, or if X is significantly greater than N, the level may be increased by one or more.

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 a member of that religion wears the armor, he gains the powers of Commander’s Armor as relates to other followers of the religion. The wearer gains an additional +1 protection against attacks from followers of diametrically opposed religions. In addition, once per day the wearer can cast the following prayer as a level 10 cleric of the religion: Good Sam-Mass Cure I, Daglir-Touch/Enc. Armor I, Leo-Fight/Pride I, Janda-Mass Bless I, Carrunos-Mass Transform I, Hermit-Dispel Illusion, Nature-Massmorph. If a nonfollower wears the armor, he suffers the penalties described under Aligned Weapons. The religion of the armor and the set of “diametrically opposed religions” must be specified in the item list, along with the prayer available if it is not listed above.

Buoyant Armor +N Level N. This +N armor floats on water, supporting its wearer alone easily, plus one extra person 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 the clerical prayer Word of Command). The wearer adds 10% to the morale of friends within 6”, and subtracts 10% from the morale of enemies within 6”.

Armor of Curse -N Level variable. Cursed-14. This armor is -N and inflicts a curse upon its wielder. The level of the item should reflect the armor penalty and the danger of the curse. Of course, the curse must be detailed in the item list. The armor can only be removed via Remove Curse vs. 14th level.

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 can only be changed twice daily. Contact, be it with flesh or weapon, will reveal it as a disguise, as will Detect Illusion, although neither cancels the illusion. The clerical prayer Dispel Illusion cancels this power for one day, with no level-vs-level battle required.

Armor of Electricity +N Level N+2. As Armor of Immolation, but the effect of the damage is electrical instead of fire.

Armor of Etherealness +N Level N+3. This +N armor has the power to make itself 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 standing there unprotected. The armor then moves away in the ethereal plane at a rate of 6".

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

Grounded Armor +N Level N. Cursed-14. This armor is +N but gives its wielder Vulnerability to Lightning, as per the generic Vulnerability, and makes its wielder more likely to be hit by electric spells, as per the Lightning Rod. Grounded Armor is almost always plate or chain.

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

Armor of Invisibility +N Level N+1. This armor acts as +N armor. Twice per day, the wearer may cast Invisibility on himself, as per the mage spell.

Armor of Levitation +N Level N+1. This +N armor allows its wearer to levitate at will, as per the mage spell Levitate Self. The weight of the armor does not count against the 50 pound limit of levitation. The user may only levitate 150' from the last firm surface on which he put his weight.

Armor of Mirror Images +N Level N. Once per day, the wearer of this +N armor may cast the mage spell Mirror Image on himself.

Armor of Protection +N Level N+1. This +N armor adds +5N% to its wearer's saving throws as well.

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

Armor of Resistance +N Level N. This +N armor provides its wearer with the effects of one or more of the clerical Resist prayers. The prayer must be specified in the item description.

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 floats 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. Cursed-14. 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 clerical prayer.

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

Usable by: fighters and scouts

A magical shield may be used by any character who could use the nonmagical item. A Shield +N reduces the user's armor class

by N against any attack against which the shield could be effective in addition to the normal benefit of the shield.

Shield +N/+X vs. “Monster”

Shield of Curse -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 versus Walls +N

Shield of the Wall +N

Shield +N/+X vs. “Monster” *Level N usually.* This shield is +N, +X against a certain type of monster. See the Generic Magical Weapons for some possible types. Another common possibility is a shield that is special against missile or melee attacks. The item is usually of level N, but this should be raised by one or more if the type of monster includes a large set of potential opponents, or if X is significantly larger than N.

Shield of Curse -N *Level variable.* Cursed-14. This shield is -N and inflicts a curse upon its wielder. The level of the item should reflect the armor penalty and the danger of the curse. Of course, the curse should be detailed in the item list. The shield can only be removed with a Remove Curse vs. 14th level.

Dancing Shield +N *Level N+2.* After being used in melee for 3 rounds, this +N shield 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. Burnout destroys the shield.

Expanding Shield +N *Level N.* Upon command this +N shield expands 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.* This shield 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 the shield is in use, the wielder appears not to be using his shield arm. This is an illusion.

Shield of Missile Attraction +N *Level N-1.* Cursed-12. This shield is +N, but is -3 against missile weapons. The wielder has three time 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 falls at 15' per second and can travel laterally up to 3' per second. If the user does not have the shield in hand when he begins to fall, he will drop about 400 feet before he can get the shield out and slow his descent.

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 attacks are usually area damage-doing attacks, like Fireball, Lightning Bolt, and dragon's breath. It does not affect saving throws against such attacks as ghoulish paralyzation, Implosion, ESP, or clerical Cause prayers.

Shield of Reflection +N *Level N.* Both sides of this +N shield are polished to such brilliance that gaze weapons are reflected. Each round, any monster using such an attack must save vs. 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 clerical Resist prayers. The prayer must be specified in the item description.

Shield of Throwing +N *Level N+2.* This +N shield may be thrown with range 3"/6", and owing to its sharp edge does D8 damage if it hits. It returns 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 the mage spell Ice Storm. If the wielder spends an item phase to raise this shield, he takes no damage. Otherwise, he still only takes half damage.

Shield of Vulnerability +N Level N. Cursed-14. This +N shield inflicts the effects of one or more of the Vulnerability prayers upon its wielder.

Shield versus Walls +N Level N. Using this +N shield, the wielder may safely burst through any of the magically conjured Walls, such as Fire, Frost, Stone, etc. In a Wall which is permanent, a hole remains; otherwise, the hole is sealed.

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

Amulets and Talismans

These symbols are typically worn on neck chains as pendants, 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. GMs may also wish to read through the Medallions section of the item book; many of the items listed there could logically be found as amulets or talismans as well.

Anti-Teleportation Amulet

Amulet of Detectability

Amulet of the Elements

Amulet of Equality

Amulet of Fabrication

Amulet of Fair Fight

Amulet of Fraternity

Amulet of Free Will

Amulet of Health

Amulet of Liberty

Amulet of Mind Shield

Amulet of Peaceful Sleep

Amulet of Protection from Detects

Amulet of Protection from Locates

Amulet of Protection from Normal Missiles

Talisman of Concentration

Talisman of Protection from Demons

Talisman of Protection from Undead

Talisman of Resistance to Death Magic

Talisman of Resistance to Fire

Anti-Teleportation Amulet Level 3. Cursed-18. The wearer of this item is unaffected by any Teleport spell, regardless of his desire or consent.

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

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

Amulet of Equality Level 2. When the wearer strikes another or is struck in melee combat, this amulet seeks to drain one enhancement-type spell from each of the wearer and his opponent. Spells that are drained include any Bless-type prayer, Strength, and Haste. The amulet attempts to dispel the spells as a 12th level caster. The amulet targets the lowest level spell first, breaking ties randomly. The amulet does not stack with a Weapon of Equality; should the wearer of the amulet be wielding such a weapon, the amulet has no effect.

Amulet of Fabrication Level 2. The wearer of this amulet can lie undetected. Lies are never detected by normal means; magical means, such as Detect Lie or Inquisition, must win a level-vs-level battle versus the amulet at 12th level to succeed. The amulet has a Conceal Magic prayer upon it.

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

Amulet of Fraternity Level 2. The wearer of this amulet 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 acts as a clerical Detect Lie prayer. If a friend makes a successful spiritual save, he is protected from the amulet for one hour; otherwise, all lies that he utters are revealed to the wearer.

Amulet of Free Will *Level 1.* The wearer of this amulet is protected from charm spells as per the clerical prayer Withstand Charm.

Amulet of Health *Level 1.* The wearer of this amulet is constantly protected by the clerical prayer Withstand Disease.

Amulet of Liberty *Level 1.* The wearer of this amulet is protected from paralysis and from Hold spells (and from spells and prayers with similar effects, such as Inquisition) as per the generic clerical Withstand prayer.

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

Amulet of Peaceful Sleep *Level 2.* The wearer of this amulet 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 awakened before regaining all his points, all bonuses from the amulet are lost.

Amulet of Protection from Detects *Level 3.* The wearer of this amulet is 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 of Protection from Locates *Level 3.* The wearer of this item is 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 Protection from Normal Missiles *Level 3.* The wearer of this amulet is protected by the spell Protection from Normal Missiles.

Talisman of Concentration *Level 3.* This talisman prevents spellcasting from being disrupted and canceled by damage to the caster. The caster must make a mental (spiritual for clerics) saving throw for each attack from which he takes damage in order to avoid being disrupted. The caster still takes the damage, but the spellcasting continues. However, the wearer is always disrupted if he takes a total of more than 10 points of damage in a round. The talisman does not protect the wearer from being disrupted by a successful grappling attempt if he was using his hands to cast. Each save that the item grants carries a 5% burnout chance, to be rolled before the save is rolled. The wearer has the option not to use the item, thus avoiding the burnout chance. (This choice is obvious whenever the caster has exceeded the 10 point maximum in a round.) Level 4 items that provide complete protection as per the Concentrate spell are also possible.

Talisman of Protection from Demons *Level 3.* This talisman affects all demons and elementals. The wearer radiates a Protection from Demons/Elementals V, as per the generic clerical Protection prayer, that moves with him. He may cast Banish Demon as a 14th level cleric with a burnout of 20%. Burnout of this function destroys the item.

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

Talisman of Resistance to Death Magic *Level 2.* The wearer of this talisman only takes half damage from Cause Wounds prayers. Against all-or-nothing spells such as Death Spell or Finger of Death, the wearer is +10% to save, and even if he fails to save, the result is unconsciousness (0 hit points) instead of death.

Talisman of Resistance to Fire *Level 2.* The wearer of this item is constantly protected by the clerical prayer Resist Fire.

Bags

Bags are flexible cloth containers, usually three to four feet in length and half that in width. A bag has an opening at one end that can be closed and tied shut for storage and transport. By default, bags have no burnout chance.

Bag of Devouring
Bag of Holding
Lead Lined Bag
Bag of Protection

Bag of Tricks
Vacuum Bag
Bag of the Winds
Wind Bag

Bag of Devouring *Level 2.* This item appears to be a Bag of Holding, but anything placed inside it disappears forever. Any person reaching inside the bag must make a saving throw vs. physical or suffer 3D8 damage to the offending limb.

Bag of Holding *Level 2.* This bag, while seeming to weigh only 30 pounds, can hold an object or objects whose total weight does not exceed 1000 pounds. Objects of up to 10' by 5' by 3' may be stuffed into the bag. Higher level versions of the Bag of Holding may be found that can carry more weight and a larger volume. One Bag of Holding may never be placed inside of another.

Lead Lined Bag *Level 2.* Magic cannot be detected through this bag. X-Ray Vision, True Sight, etc. cannot see through it. Also, since radiation does not pass through it, a Cube of Radiation may be carried safely within it.

Bag of Protection *Level 1.* This bag protects items stored inside from physical attacks, and from magical attacks such as Fireball, Snowball, Lightning Bolt, etc.

Bag of Tricks *Level variable.* At any time, the owner of the bag may pull out small, nonmagical, inanimate objects or tools of nonprecious metal, stone, or organic materials. No more than one cubic foot of volume may be out of the bag at any one time. The objects cannot do any physical damage or harm, and will disappear after one day if not returned to the bag. No unique object, such as a key to open a specific door, can be pulled from the bag, although something more general (such as a blank key or a set of lockpicks) to accomplish the same goal may be. This Minor Bag of Tricks is a level 2 item, although it can be quite powerful in the hands of a clever and resourceful player. The level 3 version, the Major Bag of Tricks, has the same abilities; in addition, the owner may draw small plants and animals and nonmagical precious metals and stones from the bag.

Vacuum Bag *Level 4.* This bag contains a vacuum. When opened, the bag draws in any mass of less than 150 pounds within 20 feet. (This could include the opener, especially if he is unaware of the nature of the bag.) Those drawn in suffer the effects of lack of air; even if they do not have to breathe they will quickly die of cold. (It might be possible to get victims out, by sufficiently quick and clever use of ropes, etc.) This item is usable once per day.

Bag of the Winds *Level 3.* Once per day, the owner may cast from this bag a mage Skylore spell of the wind sphere of fifth or lower level.

Wind Bag *Level 1.* This item appears to be a Bag of the Winds. However, opening the bag releases a minor air elemental that proceeds to talk endlessly and loudly to the owner about inconsequential matters, particularly about the weather. The Wind Bag is not Cursed, and can be discarded freely. However, the air elemental continues talking to the owner until it (or the owner) is destroyed. Treat it as armor class 0, with 1 hit point, a flying move of 36", hit only by +2 or better magical weapons, and immune to lightning and air-based attacks.

Balls

A magical ball is a sphere, usually solid, with a diameter of three to twelve inches. By default, the ball must be held for it to be of any use. Nothing else can be carried in the hand (or hands) holding a magical ball, nor can a mage cast spells with one in hand. Magical balls have no default burnout.

Balls of Bravery

Bowling Ball

Crystal Ball

Enhanced Crystal Ball

Crystal Ball of Forgetfulness

Crystal Hypnosis Ball

Eight Ball

Ice Ball

Sphere of Annihilation

Sphere of Influence

Balls of Bravery *Level 2.* This pair of balls protects the user against all Fear spells and keeps his morale at a maximum. The pair are useless when separated. Balls of Bravery need not be held to have effect; they can be carried anywhere on the user's person.

Bowling Ball *Level 3.* This magical ball is just under 9 inches in diameter. It is usually black and weighs about 14 pounds. It may be rolled down a corridor or other straight, relatively smooth surface, for a distance of up to 80 feet. It knocks all victims in its way (within 4' on either side of the lane of its path) off of their feet, doing D6 hit points of damage. By default, a Bowling Ball does not automatically return; however, some of these items magically reappear next to the user after each use if

not retrieved, but only after a 2 round delay.

Crystal Ball Level 3. When gazing into this ball, the user can cast the mage spell Clairsentience. He must concentrate on the crystal ball to use the sense, but as with the spell, he may start and stop at will throughout the spell duration. The ball has 9 spell levels available per day, which the user may allocate to different castings of the spell, with the usual mage spell modifiers, as he chooses. Unlike the mage spell, a Crystal Ball does not permit the user to cast ESP simultaneously with the Clairsentience.

Enhanced Crystal Ball Level variable. This ball is similar to the Crystal Ball, but has additional power. The ball has 18 spell levels per day. After casting the Clairsentience, the user may also cast one or more of the following spells, which must be used at the clairsentient perspective: Enhance Hearing, Telescopic Vision, ESP, Observe Magic, See Invisible, Second Sight, See True Form, and True Sight. Of course, any additional spell must be applicable to the sense chosen for the Clairsentience. Each additional spell requires a round of casting, just like a normal mage spell, and costs spell levels from the ball's daily allotment of 18. By default, an Enhanced Crystal Ball has all of the spells listed above available. If it has only a small number of the less powerful additional spells (e.g., Enhance Hearing and Telescopic Vision), it is a level 4 item; otherwise, it is level 5.

Crystal Ball of Forgetfulness Level 4. This ball looks like a regular Crystal Ball, but when the user tries to invoke its power he is struck by the mage spell Feeblemind.

Crystal Hypnosis Ball Level 3. Cursed-12. This item looks like a regular Crystal Ball, but whenever a mage attempts to invoke its powers, he must make a mental saving throw at -20%. If he fails, the ball attaches itself to his hands, and he is transfixed by the sights of the ball. He will continue to stare into the ball to the exclusion of all other interests, including self-preservation. Once its true nature has been revealed, anyone coming within ten feet and line of sight of the crystal ball must make a mental saving throw or become similarly transfixed. Breaking a victim's line of sight to the ball is sufficient to end the hypnotic state, but if the mage failed his initial save, the crystal ball remains attached to his hands; it can only be removed via Remove Curse as versus a 12th level.

Eight Ball Level 2. Cursed-18. 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, in flight, 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".

Ice Ball Level 3. The Ice Ball is cold to the touch, but does not melt as normal ice or snow. It allows the user to control cold-based creatures. Each attempt to control a creature requires a burnout roll, suggested at 10%. The target gets a saving throw vs. mental. If it fails, the user may control the actions of the creature, although any order blatantly self-destructive or strongly contrary to its nature automatically releases it. Continuous concentration is necessary to maintain control, so only one creature may be controlled at a time. The range for establishing and maintaining control is 6", and the victim gets a new saving throw every 60/T turns, where T is its level. The ball may also be used to freeze water into a block of ice, with a roll for burnout. The user may choose the dimensions of the frozen block, between 1 and 100 feet on each side, with a maximum of 100 cubic feet per level of the user.

Sphere of Annihilation Level 5. This completely black sphere is always found resting in the palm of an equally dark glove. Anyone who wears the glove may carry the sphere around in his hand. (The sphere and the glove cannot be separated.) Any object other than the glove that touches the sphere must make a physical saving throw or be disintegrated, as per the reverse of the mage morphic spell Grand Patterning. Burnout, suggested at 20%, is rolled after each disintegration attempt. If the sphere burns out, it collapses upon itself, taking the glove with it (and the hand of the user if he fails a physical saving throw), and disappears from the world.

Sphere of Influence Level 2. This sphere, small enough to be concealed in one hand, adds +4 to the user's charisma, up to a maximum of 18. It also enables the user to cast the mage spell Suggestion once per day.

Bells and Chimes

A bell has a clapper and is usually attached to a small handle so that it can be rung by shaking or waving it. A chime is similar to a bell, but it is usually thinner and has no clapper, so it must be struck to be rung. As with most handheld magical items, holding a bell or chime precludes making the gestures that accompany spellcasting. Unless otherwise specified, a magical bell or chime acts only when it is deliberately rung by the one carrying it, and any zone of effect is centered on the user. By default, bells and chimes have no burnout chance.

Bell of Autumn
Bell of Awakening
Bell of Bats
Cow Bell
Door Bell
Bell of Fate
Bell of Freedom
Bell of No Time
Bell of Spring

Bell of Summer
Bell of Winter
Chime In
Chime of Light
Chime of Opening
Chime of Peace
Chime of the Pharaohs
Chime of Time
Chime of Tolling

Bell of Autumn *Level 2.* When this bell is rung, all deciduous plants in a 6" radius drop their leaves and fruits, as if in autumn. Grain and fruit finish ripening, becoming ready to harvest. The Bell of Autumn can be used at most once per day.

Bell of Awakening *Level 1.* When rung, this bell immediately awakens all sleeping beings within a 6" radius, including those under the influence of magic. It even affects those who could not normally hear the bell ringing, such as a deaf person or someone asleep within a clerical Silence. It is usable three times per day, although this restriction may be removed if a burnout chance, suggested at 5%, is specified in the item list instead.

Bell of Bats *Level 2.* When this bell is rung, 2D4 vampire bats immediately appear. The bats are AC 2 (AC 7 when fastened), HD1, fly at 24", and bite for D4 damage. When a bat successfully hits, it fastens itself to the body of the victim and drains blood at 1 hit point per round until it drinks an amount equal to its own hits. The bats obey the command of the user, and disappear after one hour. The Bell of Bats is usable once per week.

Cow Bell *Level 1.* Cursed-12. This item appears to be another type of magical bell. Once rung, this bell may only be gotten rid of via a successful Remove Curse as versus a 12th level. A clear ringing sound issues from the bearer whenever he moves. Anyone within 12" who is not acoustically isolated from the bearer can determine the direction and approximate distance to the bell by the sound. Only by remaining motionless can the bearer be silent. (Remaining motionless is impossible while engaging in combat or making the gestures that accompany spellcasting.) The ringing awakens normally sleeping people within 12". Muffling the bell by any mundane means, such as wrapping it in cloth, does not affect the sound.

Door Bell *Level 1.* 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 may only be sensitized to two doors at any given time, but old ones may be dropped to make room for new ones. When the bell is rung within 6" of a sensitized door, the door swings open if closed, or swing closed if open. If the bell closes the door, it fastens it with the mage spell Wizard Lock, in its Hard-to-Knock mode, as if it were cast by a level 6 mage. If an existing Wizard Lock is on the door, the bell casts the mage spell Knock at it, as if thrown by a level 6 mage, although it always succeeds against a Wizard Lock it previously established.

Bell of Fate *Level 4.* Every time this bell is rung, at least one of those within 6" 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. The Bell of Fate is usable once per week.

Bell of Freedom *Level 3.* When the Bell of Freedom is rung, all entities within 6" are automatically freed from outside control. (This would include controlled undead, summoned elementals, anyone under the influence of any type of charm or Suggestion spell, etc.) Any creature freed by the bell will be aware that it was just released from someone else's control, and will generally react according to the situation in which it finds itself. The bell is usable once per week.

Bell of No Time *Level 2.* Cursed-12. This item often appears to be a Chime of Time. Once rung, this bell may only be gotten rid of via a successful Remove Curse as versus a 12th level. The bearer is unable to keep track of time intervals shorter than one day. For example, if he were asked to meet someone at a particular time of day, or to stand watch for two hours, or to crash through a door after 5 minutes, he would somehow get mixed up. His errors are generally between minus and plus 50% of the interval involved (D100-50 percent). He will misread or forget to look at timepieces. Any timing device he carries ceases to function properly.

Bell of Spring *Level 2.* When this bell is rung, all plants within 6" grow rapidly, as if affected by the mage spell Growth Plants. The Bell of Spring is only effective outdoors, and is usable at most once per day.

Bell of Summer *Level 1.* When this bell is rung, any living being within 6" has its body surrounded by a 1 inch thick zone that adheres to it and follows its movements. Within this zone the temperature will be maintained at a minimum of 75 degrees

Fahrenheit (i.e., there is no noticeable effect until the natural surrounding temperature falls below 75 degrees.) It does not counter cold or ice spells, but it is useful against extended exposure in very cold climates. The zone remains around all those initially affected for 1 day. The Bell of Summer is usable at most once per day.

Bell of Winter *Level 2.* When this bell is rung, all creatures within a 6" radius that are not active during the winter fall asleep. (This includes most fish and invertebrates, amphibians, reptiles, and hibernating mammals.) All affected creatures will sleep for 1 hour or until disturbed. The bell is usable once per day.

Chime In *Level 1.* Cursed-10. Ringing the chime invokes the curse, after which the owner may only get rid of it via a successful Remove Curse as versus a 10th level. From then on, every time the possessor tries to give his opinion, the item chimes in with its own contradictory opinion. The user suffers a -6 to his charisma in all encounters. A whining nasal tone for the chime is recommended for maximum embarrassment.

Chime of Light *Level 1.* When rung, this chime gives off a light equivalent to the clerical prayer Continual Light. It remains on until the chime is rung again.

Chime of Opening *Level 2.* When this chime is rung, all doors and portals within 3" open as if affected by the mage spell Knock. For level-vs-level purposes in opening Wizard Locked doors, the Chime is treated as level 4. The Chime of Opening may be used at most three times per day.

Chime of Peace *Level 3.* When rung, the Chime of Peace temporarily gives the user incredible charisma, which is noticed only by those who have known him for at least one day. Thus, when it is used, it silences all arguments among members of the party, who will obey the decision of the ringer. (The GM must exercise discretion and limit the use of this effect to decisions generally made by the party as a group. This item is discouraged for convention use.) It is usable at most once per week.

Chime of the Pharaohs *Level 4.* When this chime is rung, D6 mummies appear next to the user. Each mummy has a 50% chance of attacking the ringer only, and a 50% chance of attacking at random anyone within line of sight (including the user). The mummies are AC 3, HD5+1, move 6", and have one attack each for D12. The mummies are undead, and require silver or magical weapons to hit. For each successful hit by a mummy, the target must make a physical saving throw or become infected with a rotting disease. For each infected injury, the target loses 1 hit point every hour that passes, starting immediately. Cure Wounds prayers and items will not affect these hit point losses until the victim is treated with a Cure Disease. Each mummy disappears as soon as it is destroyed, its target is killed, or 20 rounds have passed. The chime has a 5% burnout.

Chime of Time *Level 5.* When rung, this item invokes the effects of the mage spell Time Stop in a 3" cube around it. 90% of the time, the user may move freely about in the zone of effect, and the Time Stop lasts for D4+2 rounds. The other 10% of the time the user becomes a victim of the Time Stop himself, and the duration of the effect extends to D4+2 days. The chime has a 10% burnout.

Chime of Tolling *Level 4.* When this chime is rung, it acts as the clerical prayer Toll, creating a mystical disturbance within a radius of 1 mile. The chime may be used three times per day.

Boots

Unless otherwise noted, both boots of a pair must be worn to have any effect. Boots may be worn with any type of armor and by all classes of characters without penalty.

Cavalry Boots
Air Cavalry Boots
Boots of Dancing
Diseased Boots
Elven Boots
Forty-League Boots
Boots of Landing
Boots of Lead Weight

Boots of Leaping and Traveling
Boots of Levitation
Boots of Speed
Boots of Squeaking
Boots of Sure-Footedness
Boots of Water Walking
Galoshes
Spurs

Cavalry Boots *Level 3.* These boots allow the wearer to easily handle any riding animal (horse, mule, camel, etc.) easily with

both hands free for action. The animal obeys any nonsuicidal command and is immune to fear and confusion (and the effects of the corresponding spells). The wearer also gets a +5% bonus to hit when fighting while mounted. This is true for missile, melee, or targeted spells. This bonus is +10% against unmounted foes.

Air Cavalry Boots *Level 4.* These boots function as Cavalry Boots, but the wearer may also handle flying creatures capable of being ridden (hippogriffs, giant eagles, lammasu, etc.) In addition, a normally ground-bound mount whose rider wears Air Cavalry Boots is able to fly at its normal running speed (e.g., a horse ridden by the user can fly at 18”).

Boots of Dancing *Level 3.* Cursed-16. These boots appear to be some other sort of boots. When put on, they cause the wearer to begin to dance violently and uncontrollably for 2D6+constitution turns, at which point he will collapse into unconsciousness for 5-8 hours. Upon awakening, the user will repeat the process. Dancing characters are unable to do anything else, and the boots may only be removed by a Remove Curse as versus a 16th level.

Diseased Boots *Level 1.* These boots appear to be one of the other types, but they impart a disease to the wearer when they are put on. (Leprosy or athlete's foot is suggested.) They can be removed freely, but the disease remains.

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

Forty-League Boots *Level 3.* These boots allow the wearer to leap up to 100 miles. They may only be used once per day, and the wearer must rest one hour after use. (Until he does rest, treat him as two levels lower than usual.)

Boots of Landing *Level 1.* The wearer of these boots always lands on his or her feet, feather light and taking no damage. The wearer falls at the usual rate, but decelerates harmlessly as he reaches the ground. This assumes that there is a safe, flat surface to land on.

Boots of Lead Weight *Level 2.* These boots 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 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.

Boots of Leaping and Traveling *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 Levitation *Level 2.* The wearer of these boots may levitate as per the mage 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 Self 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.

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 free action in the item phase, but carries a burnout rate, suggested at 5%. If this power burns out, the boots are useless.

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

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 against a Trip spell. (If the wearer is the defender under the grappling rules, give him plus 25%.)

Boots of Water Walking *Level 1.* The wearer of these boots can walk upon water as if it were solid. Waves are quelled underfoot to give a level surface upon which to step. Only the user's feet have the water walking ability.

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

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 does 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. Spurs may not be stacked with other items that increase a mount's movement rate, and Horseshoes of Endurance do not reduce the mount's need to rest one out of every two hours.

Bottles

Unless otherwise specified, a magical bottle is an opaque stoppered container whose capacity is one half gallon. Bottles typically have narrowed necks without handles. By default, a bottle (or beaker or decanter or flask or jug) is activated when the stopper is removed. Holding a bottle to activate it prevents the user from making the gestures that accompany spellcasting.

Jug of Alchemy
Choose Your Poison
Choose Your Potion
Flask of Curses
Beaker of Dispensing Poison

Beaker of Dispensing Potion
Efreet Bottle
Decanter of Endless Water
Hole in a Bottle
Ship in a Bottle

Jug of Alchemy *Level 1.* Any liquid placed into this bottle may, at the command of the user, be transformed into another liquid of a nonmagical, harmless nature. The jug produces a volume of liquid exactly equal to the volume poured in. The jug cannot produce liquids of a harmful nature, such as strong acid or alkaline solutions, highly flammable liquids, or poisons, nor can it create "living" organic fluids such as blood or sap. Pure water, weak liquids such as vinegar or soda water, and undistilled alcoholic beverages can be obtained. Magical liquids and holy water are entitled to a saving throw to avoid conversion.

Choose Your Poison *Level variable.* Burnout 10%. Each time this bottle is used, it produces one dose of a poison from a set of available poisons. The list of poisons available must be fully and unambiguously stated in the item list. The user may choose whatever poison he wants from the set with each use. (It is recommended that the poisons be limited to those presented in the Poisons group for ease of use by GMs, since players' access to the item lists is restricted.) Any poison produced from this bottle gradually loses its potency; i.e., it will only be available during the scenario in which it is produced. The level of this item is N+2, where N is the highest level of poison included on the list. (If there are only 2 different poisons, or if the burnout is increased to 30% or more, this might be a level N+1 item. Be careful; large amounts of poison in the hands of characters can be extremely unbalancing in scenarios.)

Choose Your Potion *Level variable.* Burnout 10%. Each time this bottle is used, it produces one dose of a potion or oil from a set of available potions. The list of potions available must be fully and unambiguously stated in the item list. (Note that this may require explanation for some or all of the potions included.) The user may choose whatever potion he wants from the set with each use. (The list should be as straightforward as possible so that it can be written on the item card or easily told to a player whose character possesses the bottle.) As above, any potion produced from the bottle only retains its magical potency for the duration of the scenario in which it is produced. In general, the level of this item is N+2, where N is the highest level of potion or oil included on the list. If there are only 2 different potions, or if the burnout is increased to 30% or more, this might be a level N+1 item. However, potions vary greatly in utility and applicability, and a large amount of even a relatively weak potion can be devastating under the right circumstances.

Flask of Curses *Level variable.* This bottle inflicts a curse upon anyone who opens it. The level of the item should reflect the danger of the curse. The curse must be detailed in the item list.

Beaker of Dispensing Poison *Level variable.* Burnout 10%. This bottle produces one dose of a specific poison each time it is used. The poison should be selected from the Poisons group and included in the item list. The level of this item is N+1, where N is the level of the poison dispensed.

Beaker of Dispensing Potion *Level variable.* Burnout 10%. This bottle produces one dose of a specific potion or oil each time it is used. The potion should be selected from the Potions and Oils group and included in the item list. The level of this item is N+1, where N is the level of the potion dispensed.

Efreet Bottle *Level 3.* When this bottle is opened, an efreet appears out of it. The efreet is AC 3, HD10, moves at 9" or flies at 24", and strikes for 3D8. The efreet can cast fire-based mage spells as a mage of 12th level with 15 spell points. The efreet

is not under the control of the user, and will probably attack him. The efreet is a fire-based monster, so spells or items used to control monsters or fire-based creatures can be used against it. Once freed, the efreet cannot return to the bottle. (The efreet also appears if the bottle is ever broken.)

Decanter of Endless Water *Level 2.* This bottle is transparent and obviously filled with clear liquid. The user may pour an unlimited amount of pure water from this container, at the rate of one half gallon per round. This rate is equivalent to 25 gallons per turn, or 150 gallons per hour. To obtain this water, the user must physically hold the bottle in a pouring position; if he lets go of the decanter, the water flow will stop.

Hole in a Bottle *Level 2.* This item is not activated by removing the stopper. Instead, it must be shattered against a wall or floor to function. A hole appears in the surface, centered on the impact point, as per the mage spell *Pass Wall*. The bottle may of course only be used once.

Ship in a Bottle *Level 3.* This bottle can be used only once. The user must strike it against a piece of wood floating in a large body of water. The wood is transformed into a ship that lasts for 4+D4 days. When activating this item, the user may designate any kind of wooden ship, from 10 to 100 feet in length, powered by oar or wind or both. The user gains the seamanship skills necessary to operate the ship for its duration. In addition, the ship may move at twice the speed of a normal ship of the same type under the same conditions, or it and all it carries may be made invisible to anyone further than 3" away from it; only one of these two functions may be in use at a time. The bottle may only be used once.

Bowls and Cups

Bowls and cups are open containers. Unless otherwise specified, a magical bowl has a capacity of one pint, and a magical cup has a capacity of one cup. In general, the possessor of a bowl or cup need only hold it to use its power.

Bowl of Controlling Water

Bowl of Controlling Water Elementals

Bowl of Delicious Foods

Bowl of Watery Death

Cup of Danu

Cup of Carrunos

Cup of the Assassin

Cup of Love

Cup of Revulsion

Potion Cup

Bowl of Controlling Water *Level 4.* When activated, this item allows the user to cast one of the following mage spells: *Lower Water*, *Part Water*, and the morphic spell *Skylore* in the cloud and rain spheres. Up to 6 spell levels are available per day from the bowl, to be divided up as the user pleases. The mage cannot add his own spell points to the bowl in order to add modifiers to the spells.

Bowl of Controlling Water Elementals *Level 4.* If the user of this bowl conjures a water elemental, he can maintain control of it without having to concentrate. Once under control, the elemental will remain in the service of the mage until released. If the user orders the elemental to do something strongly against its nature or obviously self-destructive, it gets a mental saving throw against the control. If it succeeds, it instead turns upon the user of the item and attacks him. Once per week, the mage can also use the bowl to conjure a water elemental, as per the mage spell *Conjure Elemental*.

Bowl of Delicious Foods *Level 3.* This large bowl is always filled with fruits, meats, nuts, breads, and other delicious foods. Up to a quart in volume of food may be taken out of the bowl at a time; when that is eaten or discarded, more food reappears, filling the bowl. The food is so delicious that, if it is thrown toward creatures, they must make a saving throw vs. mental or stop to partake of it. Semi-intelligent creatures save at -5%, and nonintelligent creatures at -15%. (Beings like undead that do not eat are of course immune to this effect.) If the user serves the food to others, he adds +3 to his charisma for one hour for purposes of influencing or negotiating with them.

Bowl of Watery Death *Level 4.* This item resembles a Bowl of Controlling Water Elementals, but upon invoking its power the mage permanently loses control of the elemental, which will proceed to attack him until one or the other is dead.

Cup of Danu *Level 2.* This cup remains ever full of a liquid with the color, consistency, and sweet scent of honey. The liquid stays in the cup unless someone is actually drinking directly from it. The nature of the liquid that comes forth depends upon drinker. To followers of Danu, it tastes like pleasantly refreshing honey, and they receive the effects of a *Cure Wounds II*. To dwarves, orcs, and goblins (except those that follow Danu), and to followers of Leo and Daglir, it tastes like vinegar, and they

must make a saving throw vs. physical or be sick to their stomachs (-15% to all attacks and awareness rolls) for 2D4 rounds. To all others it tastes like water and has no effect. The cup is usable once per person per day.

Cup of Carrunos *Level 2.* This cup remains ever full of a liquid with the color, consistency, and aroma of animal blood. The liquid stays in the cup unless someone is actually drinking directly from it. The nature of the liquid that comes forth depends upon drinker. A follower of Carrunos who drinks from the cup receives the effects of the Carrunos prayer Berserk II. Followers of Janda and Good Samaritans who drink from it must make a saving throw vs. physical or be sick to their stomachs (-15% to all attacks and awareness rolls) for 2D4 rounds. To all others, it tastes like water and has no effect. The cup is usable once per person per day.

Cup of the Assassin *Level 3.* This item may be used to produce one dose of standard poison per day. (See the Poisons group for details on standard poison.) The poison remains potent as long as it stays in the cup, although it may be mixed with wine or other beverages to mask its presence.

Cup of Love *Level 2.* Any creature who drinks from this cup must make a saving throw vs. mental or fall hopelessly in love with the first member of his race or species of the opposite sex that he sees. Creatures without gender are immune to the ill effects of this item. A drink from this cup precisely cancels the effects of the Cup of Revulsion, and vice versa. The effect can be removed via a Remove Curse as versus a 16th level.

Cup of Revulsion *Level 2.* Any creature who drinks from this cup must make a saving throw vs. mental or acquire a deep hatred or revulsion for the first being he sees. The affected person need not take immediate action against the hated one, and if in a public situation he probably will not do anything or reveal his change of emotion to anyone else. The effect can be removed via a Remove Curse as versus a 16th level.

Potion Cup *Level 2.* The user of this cup knows the powers and uses of any potion or liquid he pours into it. At the GM's discretion, a strongly cursed or extraordinarily potent magical liquid may receive a saving throw to conceal its more powerful aspects. Repeated attempts to use the same cup against such a liquid yield identical results.

Bracers

Magical bracers are protective items worn on the wrists or forearms. 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. A character may use only one set of bracers (one on each arm) at a time.

Bracers of Armor Class N
Anchoring Bracers
Cooperation Bracers
Bracers of Energy Storage N
Gesture Bracers
Gestureless Bracers
Leech Bracers

Parrying Bracers
Bracers of Poisonous Touch
Bracers of Power Channeling N
Bracers of Prints
Bracers of Protection
Bracers of Severing
Shielding Bracers

Bracers of Armor Class N *Level variable.* These bracers 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. The bracers are considered magical armor for purposes of interaction with other protective items such as magical rings and cloaks. (For example, Bracers of AC 6 are regarded as +3 protection items for determining the wearer's armor class bonus for magical armor.) Dexterity bonuses (and penalties) do 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 Armor Class never burn out.

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. A Dimension Door with any endpoint inside the affected area simply fails to form.

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 spellcasting.) The “helper” need not know or be capable of casting the spell. The “helper” adds spell modifiers totaling 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, extra damage, etc.)

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, but power put into the bracers can be stored indefinitely and used at need. Removing the bracers at any time causes all of the stored power to dissipate. The bracers can only store N spell points.

Gesture Bracers *Level 2.* These bracers 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 clerical Silence prayer.

Gestureless Bracers *Level 2.* These bracers 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.

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.”

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 spellcasting 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 GM 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 Poisonous Touch *Level 2.* The wearer of these bracers 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 make contact. Magical protection (e.g., bonuses 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 interrupts all spellcasting. Additional saves to stop continuing damage are allowed every 10 rounds. VARIANTS: Continuing damage interval is 20 rounds instead of 10 (level 3); 2D6 initial damage, 2 points/round continuing (level 3); 5D6 one-shot damage (level 4); paralyzing poison (level 4) (no damage but target cannot move for 24/HD hours).

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, during 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 in the mage spell phase by damage from other mages. On the very next round, the wearer must use the gathered energy in a spell, or it dissipates harmlessly. 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, although magic resistance protects.) 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 Prints *Level 1.* Cursed-14. A less obnoxious curse, these bracers cause the wearer to leave glowing fingerprints (or handprints) on everything his hands touch until they can be taken off (Remove Curse required). Gloves don't help. The prints glow for a week, but don't cast enough light to illuminate usefully, even if the wearer fondles the entire surface of a large object, like a shield or wall.

Bracers of Protection *Level 3.* The wearer of these bracers constantly emanates a 10' radius protection field against a broad class of creatures. Appropriate examples include lycanthropes, elementals, demons, undead, etc. Bracers that protect against a nonmagical 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 the wearer is trying to shove into the victim. The bracers emanate no protection when not worn but cannot be touched by the class of being against which they protect. GMs should check with other GMs to make sure this item won't mess up other scenarios.

Bracers of Severing *Level 3.* 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 PCs), 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.) The hands cannot be restored by healing magic of lesser power than regeneration or Raise Dead, and a Ring of Regeneration is obviously useless. If Raise Dead is used, it will fully restore the wearer's hands if he makes a successful constitution roll, but only one attempt may be made as usual. These bracers are not cursed in the usual sense, since they can be removed at will, but their negative effects are generally not apparent until it's too late. If the possessor of the bracers removes them frequently, the GM should keep track of the cumulative time of use in order to determine when the 1D6 days have passed. This item is not recommended for con use if it is likely to result only in some character being irreparably disabled.

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 can improve this AC level; however, if the character has a better AC without the Shield spell, then use the superior armor class instead.

Braziers

A magical brazier is a large metal pan or bowl that rests on stubby legs. Unless otherwise specified, the material of the brazier must be made extremely hot to be effective, requiring at least one minute to activate. By default, a brazier must have wood burning in it to be used. Once a magical brazier has been activated, its fire can generally be kept burning with minimal effort by anyone near it. A PrinceCon character with a magical brazier is assumed to have enough fuel to keep the brazier burning.

Brazier of Attracting Cold Salamanders
Brazier of Commanding Fire Beings
Brazier of Controlling Fire
Brazier of Controlling Fire Elementals

Brazier of Fiery Death
Brazier of Sleep Smoke
Brazier of Swallowing Fire
Forge of Daglir

Brazier of Attracting Cold Salamanders *Level 4.* This brazier resembles a Brazier of Controlling Fire Elementals, but upon invoking its power the mage summons a hostile cold salamander, which attacks the user until one or the other is dead. The cold salamander is AC 5, HD4+4, can only be hit by magical weapons, moves at 12", claws for D8, and grasps with its tail. If the tail hits, it wraps around its victim and constricts for 2D8 per round; resistance to cold halves this damage. Any cold salamanders within 50" of the brazier when it is activated will also approach, attacking at random any in the vicinity.

Brazier of Commanding Fire Beings *Level 4.* This item allows the user to control a fire-based or fire-using creature. It gets a saving throw vs. mental to resist the effect. Only one creature may be controlled at a time. Continuous concentration is necessary in order to maintain control. The range of establishing and maintaining control is 6". The brazier can also be used to ignite an object at a range of 12" that could be lit by an ordinary torch.

Brazier of Controlling Fire *Level 3.* When activated, this item allows the user to cast the mage morphic spell Pyromancy. Up to 5 spell levels are available per day from the brazier, to be divided up as the user pleases. The mage may not add his own spell points to the brazier in order to add modifiers to the spell.

Brazier of Controlling Fire Elementals *Level 4.* If the user of this brazier conjures a fire elemental, he can maintain control of it without having to concentrate. Once under control, the elemental will remain in the service of the mage until released. If the user orders the elemental to do something strongly against its nature or obviously self-destructive, it gets a mental saving throw against the control. If it succeeds, it instead turns upon the user of the item and attacks him. Once per week, the mage can also use the brazier to conjure a fire elemental, as per the mage spell Conjure Elemental.

Brazier of Fiery Death *Level 4.* This item resembles a Brazier of Controlling Fire Elementals, but upon invoking its power the mage permanently loses control of the elemental, which will proceed to attack him until one or the other is dead.

Brazier of Sleep Smoke *Level 2.* When activated, this brazier begins to form a cloud of smoke. Within D4 rounds, the smoke forms a cloud 3" in radius, centered on the brazier. Visibility within or through the cloud is limited to 1". The cloud hangs in place for 2D4 rounds, after which the brazier extinguishes itself and stops smoking. All beings within the cloud (including the user, if he remains) must save vs. physical or fall under the effects of the mage spell Sleep. The cloud may disperse more quickly in a strong wind or under the effect of air-based spells.

Brazier of Swallowing Fire *Level 2.* Unlike other braziers, this item need only be held to be effective. This brazier is not activated by burning wood within it; in fact, any attempt to light a fire in it immediately fails. Any fire-based spell, prayer, or item effect whose zone of effect includes the brazier is harmlessly swallowed by the item. In general, this ability only includes area spells like Fireball; flaming weapons or targeted spells are not affected by the brazier.

Forge of Daglir *Level 3.* When this item is activated, the user may place his hands directly on the burning coals. Once he has done this, he gains the ability to cast one of the following prayers, as a level 8 Daglir cleric: Enchant Armor III, Enchant Weapon III, and Shape Metal. The user must choose the prayer when he places his hands in the brazier. The forge can be used only once per day. If the user tries to invoke it more than once, or if a nonbeliever places his hands on the burning coals, he suffers 3D6 fire damage, no saving throw.

Brooms

A magical broom is a bundle of straw bristles bound together at the end of a wooden handle. Unless otherwise specified, a broom is 5 feet in total length, and any attempt to use it as a melee weapon destroys it. By default, a broom must be grasped to be used; holding a broom precludes making the gestures that accompany spellcasting.

Animated Broom
Cleaning Broom
Flaming Broom

Flying Broom
Sweeping Broom
Witch's Broom

Animated Broom *Level 2.* At the command of the user, this broom grows arms for carrying objects. The broom can carry objects weighing up to 50 pounds. It follows the user at his own ground movement rate until it is grasped and deactivated. Every turn it is activated, there is a 5% chance that the broom goes out of control, running away from the user at a rate of 15". If the broom runs away, it will continue running for 2D4 hours before halting and deactivating itself, or until the user manages to catch up to it and grasp it.

Cleaning Broom *Level 3.* The user can activate this broom once per day. When activated, the broom becomes animated. It sweeps away all filth within 6" of the user in 2D8 rounds. (The area within 1" of the user will be swept clear in the first round.) The area swept is subject to the shape of rooms and to obstacles such as walls, closed doors, etc. Any insects, molds, slimes, or other unintelligent scavengers of less than 4 hit dice are also swept out of the area, and may not return for 24 hours. The broom can sweep only flat firm surfaces, such as floors or paved areas, and has no effect on anything else in the area. Upon completing its task, the broom returns to the user if he is still within 6" and reverts to its inanimate state.

Flaming Broom *Level 1.* Burnout 10%. When the bristles are lit, this broom gives off a display of fireworks clearly visible to everyone within line of sight for a distance of 120". The bristles can be lit by any contact with natural or magical fire. The

fireworks continue for 3D6 rounds, so long as the user continues to hold the broom. After this, the fire extinguishes itself, leaving the broom reusable. Burnout for this item is literally true.

Flying Broom *Level 2.* If the user sits astride this broom as he would a horse, he may command it to fly him around at a rate of 18". To control the broom, the user must keep both hands on the handle, so he is unable to carry items in his hands while flying. The broom can carry up to 200 pounds, including the weight of the user. (If he weighs more than this, the broom is unable to carry him.)

Sweeping Broom *Level 1.* When the user grasps this broom and attempts to sweep, his speed is increased, enabling him to sweep away centipedes, spiders, and other unintelligent scavengers of less than 3 hit dice with ease. If the user spends an entire round sweeping, he can move up to 3", and no such creatures are able to attack him. If he has the broom in hand, he can also sweep away any magical dust in whose area of effect he is included before it can affect him.

Witch's Broom *Level 3.* This broom combines the abilities of the Animated, Flying, and Sweeping Brooms. When using the Animated Broom power, this broom never goes out of control. Of course, this item can only use one of the abilities at a time.

Carpets

Unless otherwise specified, a magical carpet resembles a Persian-style rug, measuring 6' by 8'. A carpet is generally rolled up into a cylindrical bundle for convenient transport when not in use. It must be unrolled before it can be activated.

False Flying Carpet
Flying Carpet
Horse Blanket

Portable Hole
Rug of Smothering
Rug of Trapping Demons

False Flying Carpet *Level 3.* This item acts like a regular Flying Carpet, but each hour it is in use there is a 25% chance that it ceases to operate, dumping its passengers and cargo.

Flying Carpet *Level 3.* This item can transport up to two people, or up to 600 pounds of weight, at a rate of 24". Its flight can be controlled by anyone sitting at its "forward" end. (Which end is responsible for control is obvious to anyone who has used or ridden the carpet.) The carpet must be actively controlled at all times while it is aloft, or it will dump its occupants off and fall limply to the ground after them. (The version of the Flying Carpet which can be made to hover or to fly level at a constant rate without concentration by its controller is a level 4 item.)

Horse Blanket *Level 2.* This item is placed on the back of a steed, beneath any saddle. It doubles the speed of any steed who wears it, be it horse, pegasus, camel, etc. This blanket does not stack with any other spell or item that increases the creature's movement rate.

Portable Hole *Level 4.* When unrolled, this carpet appears to have a hole in it almost as wide as the carpet itself. The hole works as per the mage spell Pass Wall, extending 10' into the surface onto which the carpet is unrolled. The carpet is usually rolled out onto a floor, but if held in place physically or magically, the carpet may be used to make a hole in a wall or ceiling. The hole lasts as long as the carpet is kept unrolled in the same place. When the carpet is lifted or moved, the hole closes in from the far end, so anyone inside it is expelled as the opening disappears.

Rug of Smothering *Level 3.* This item looks like a Flying Carpet. When its power is invoked, however, the carpet becomes violently animated. The user and anyone else sitting on it are caught inside it and squeezed for D6 damage per round. Those trapped inside can free themselves or can be set free with a successful strength roll as versus a Wizard Locked door. A Knock spell also frees them if it wins a level-vs-level battle against 12th level.

Rug of Trapping Demons *Level 3.* Any demon who steps on this rug cannot get off until some mortal touches the rug and gives him permission. The demon is not stuck in place, and he may act freely within the borders of the rug. A demon with magical abilities may use them; in some cases, such abilities will allow him to escape with ease. The rug cannot be moved while it is in use. While there is no PrinceCon system of demons, the GM has discretion as to whom this carpet may affect. Extraordinarily powerful individuals may be able to resist the effects of this carpet, or to circumvent them somehow. (A level 4 version of this item prevents any effects of a trapped demon's magical abilities from extending past the boundary of the rug, but this is not the default.)

Censers

A censer is a small covered metal vessel in which incense is burned. Unless otherwise specified, incense, leaves, or some similar smoky, aromatic substance must be burned in the censer to activate the item's powers. After the incense or other material is set alight in the censer and the lid closed, the user must by default wait an additional two rounds before the censer may be activated. Thereafter, the incense will remain lit for an hour before needing to be replenished. Unless otherwise specified, additional incense may be added to the censer as necessary to keep it activated. A PrinceCon character with a magical censer is assumed to have enough incense to keep his censer filled.

Censer of Controlling Air Elementals
Censer of Controlling Winds
Censer of Entrancement
Censer of Flight Disruption

Network Censer
Censer of Suffocating Death
Censer of Trapping Self
Censer of Trapping the Unbodied

Censer of Controlling Air Elementals *Level 4.* If the user of this censer conjures an air elemental, he can maintain control of it without having to concentrate. Once under control, the elemental will remain in the service of the mage until released. If the user orders the elemental to do something strongly against its nature or obviously self-destructive, it gets a mental saving throw against the control. If it succeeds, it instead turns upon the user of the item and attacks him. Once per week, the mage can also use the censer to conjure an air elemental, as per the mage spell *Conjure Elemental*.

Censer of Controlling Winds *Level 3.* When activated, this item allows the user to cast the mage morphic spell *Skylore*, in the wind sphere. Up to 5 spell levels are available per day from the censer, to be divided up as the user pleases. The mage cannot add his own spell points to the censer in order to add modifiers to the spell.

Censer of Entrancement *Level 3.* When this item is activated, anyone within 15' who has functioning olfactory apparatus (including the user) must make an inverted save vs. physical or fall into a trance. An inverted save is just that; the character's chance to succeed now becomes his chance to fail, and vice versa. Anyone caught in the trance gets a chance to break out every 10 melee rounds, or whenever he takes damage, by the same inverted saving throw. Those in a trance sit or stand motionless, paying no attention to anything around them, until they save. The censer can be lit only once per day. (A character's deliberately dropping his saving throws for the round does not change his inverted saving throw.)

Censer of Flight Disruption *Level 3.* When activated, this item gives the user the ability to bring down a flying or levitating being. The user must point the censer toward the targeted being. The user must concentrate on the target, and the target must remain in line of sight, or the effect ceases immediately. If the target attempts to remain in the air (i.e., spends his action using his movement), he can slow his fall to 30' per round, slow enough that he takes no damage upon landing. (If he does not do so, he simply descends as if falling.) Note that this item does not dispel a magical spell or item; it simply suppresses any power that such a spell or item (or wings) provides.

Network Censer *Level 3.* This censer must be prepared before it can be activated. To prepare it, the user must burn a sheet of paper or parchment with a list of up to five words in the censer. Each word must be at least two letters in length. Once this is done, the censer remains attuned to those words for exactly one week; no changes can be made to the list during that time. After this preparation, the user can activate the censer by burning incense in it as usual. Whenever it is activated, the censer affects anyone who comes within 15' of it, including the user, no saving throw. The user of the censer (only), while affected, transmits the effect by physical contact. Anyone who shakes the user's hand, or otherwise comes into deliberate contact with him, must save vs. mental or be affected by the censer. For the remainder of the week (the attunement period of the censer), any time an affected person utters a word on the list, nobody is able to hear him, and an impenetrable black spot appears over his mouth for the duration of the word. This effect includes all homophones of the proscribed words. The word is actually spoken, just not heard by intelligent beings, so the censer does not prevent the activation of magical items or the casting of prayers or spells, including Power Words.

Censer of Suffocating Death *Level 4.* This item resembles a Censer of Controlling Air Elementals, but upon invoking its power the mage permanently loses control of the elemental, which will proceed to attack him until one or the other is dead.

Censer of Trapping Self *Level 3.* This item functions as a Censer of Trapping the Unbodied. Each time it successfully traps an unbodied being, however, the user is transformed into gaseous form and entrapped in the censer as well, no saving throw. Either the being trapped inside the censer or the user can attack the other if it can normally attack while gaseous. (Treat the user as AC 12 if he is not normally "unbodied".) If either victim dies, the censer releases the survivor; otherwise, both remain

trapped until the incense in the censer is used up or the lid is removed, at which time both are freed.

Censer of Trapping the Unbodied *Level 2.* This item is larger than a typical magical censer, able to hold enough incense to last for 12 hours. When activated, it can be used to entrap one noncorporeal being. The user must point the censer toward the targeted being within 12". The target must save vs. physical or be sucked into the censer. The being is trapped within the censer as long as it remains closed and activated; i.e., the user cannot refill the censer or put it away, and when the incense is used up, the being will be set free. Any noncorporeal creature that saves against the censer understands the nature and source of the attack against it. Only one noncorporeal being may be entrapped at a time. Noncorporeal creatures include air elementals, djinn, creatures in gaseous form, and undead without physical form, such as shadows, wraiths, and spectres.

Cloaks and 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. A cloak must be worn over a robe, not under, if both items are worn. By default cloaks and robes do not burn out. Magical 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 re-weave themselves shut as soon as the weapon is withdrawn.

Bearskin Cloak	Thievish Cloak
Cloak of Comfort	Robe of Blending
Displacer Cloak	Bundling Robe
Dragon Cloak	Robe of Eyes
Elven Cloak	Impressive Robe
Environment Cloak	Ironsilk Robes
Cloak of Flight	Robe of Powerlessness
Cloak of Invisibility	Ritual Robes +N
Cloak of Mystery	Sacred Vestments
Poisonous Cloak	Robes of Steel
Cloak of Protection +N	Thaumaturgic Robe
Cloak of Protection from Missiles	Wizard's Robe
Razor Edge Cloak	Apprentice's Robe
Riding Cloak	

Bearskin Cloak *Level 3.* This cloak can turn its wearer, who must be a follower of Carrunos, into a bear, as per the Transformation V prayer. Duration is 3D6 turns. Suggested burnout is 15%.

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.

Displacer Cloak *Level 2.* The image of this cloak's wearer is always displaced a few feet from his real location. The first attack on the cloak's wearer in a given fight 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 reveals 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.

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-based spells of all sorts and even dragon's breath. 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.

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 man-made background such as a uniform building. The wearer may add his Hide percentage. Moving negates the effect of the cloak.

Environment Cloak *Level 3.* This item 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 closed and breathes through a fold of the hood. (This posture makes combat and spellcasting impractical, however.) The temperature control provides the effects of the clerical prayers Resist Fire and Resist Cold. Breathing through the hood as stated filters out harmful gases regardless of their degree of deadliness, though it does not provide breathable air in an environment where there is none (e.g., underwater).

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 pounds. 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."

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.

Cloak of Mystery *Level 3.* No one can recognize the wearer of this cloak 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. are 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 prayers are blocked by this effect.

Poisonous Cloak *Level variable.* 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" Poisonous Cloak; more powerful or innovative poisons are possible, but GMs 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. The cloak may be removed without difficulty, but the saving throw must be checked every time it is put on.

Cloak of Protection +N *Level N.* A Cloak of Protection +N adds 5N% to the wearer's saving throws and improves the wearer's AC by N. The armor protection of such a cloak is not cumulative with magical bonuses from armor or from other items of protection; only the larger bonus applies.

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 manticores' tail spikes, they involve physically shooting a nonmagical projectile. Every blow from a magical missile that penetrates has a chance to destroy the cloak equal to the initial penetration chance.

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 the wearer suffers no penalty for attacking someone behind him when wielding this weapon. The magic of the cloak is usually concealed, requiring a level-vs-level battle against 10th level to detect; this plus its ordinary appearance makes it a good holdout weapon.

Riding Cloak *Level 1.* This cloak allows its wearer to control one nonmagical domestic animal capable of carrying a rider. The animal gets a mental saving throw; in the rare case of a nonherbivorous 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.

Thievish Cloak *Level 2.* This +3 Protection Cloak surreptitiously teleports magical items or great treasures that the wearer is wearing or carrying under it to an unknown location. It usually steals 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, in the process of being removed it will 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.

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 appears to be something inconspicuous and normal to the surroundings—an animal in a forest, a servant in a castle, one orc among dozens, etc. The GM has discretion as to what disguise is provided, but it does not have to be the same for all viewers and is never something that arouses suspicions (though the wearer's actions may). The wearer has a general idea of what observers think he looks like. To see through the robe's deception, an observer must win a level-vs-level battle against 15th level. This robe's power cannot work if a cloak, other than an Elven Cloak, is worn over it.

Bundling Robe *Level variable.* This robe, while also acting as one of the useful types listed, constantly tangles under the user's feet, tripping him. When he falls, he gets 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, in the item phase, until successful; trying to get unwrapped counts as the wearer's action). This has a 50% chance of happening any time the wearer moves in combat; standing still and casting spells or shooting missiles is safe. It also happens two or three times per hour in less stressful situations. Unlike a cursed item, 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.

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 (as the mage spell) with this 360-degree vision. It is almost impossible to ambush the wearer of this item. This robe cannot function if a cloak is worn over it. Only a mage can activate the eyes.

Impressive Robe *Level 1.* This robe changes appearance to make the wearer look more impressive. A mage or cleric has a swirling, sky-blue or midnight-black floor-length robe emblazoned with glowing mystic symbols that move and change. A warrior has a rich formal dressing gown, or a magnificent surcoat emblazoned with his arms and motto (if wearing the robe over armor). 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.)

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.

Robe of Powerlessness *Level 4.* This robe appears to be a useful type but lowers all the wearer's attribute scores to 3 and prevents any casting of spells or use of special class abilities. It may be removed freely but the powerlessness lingers until Remove Curse vs. level 16 succeeds.

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. For 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 morphic spell should be considered at least twice as powerful as a regular robe due to the flexibility of morphic spells. To use the robe, the mage must normally be able to cast the base spell.

Sacred Vestments *Level 3.* These are enchanted versions of religious ceremonial clothing. These robes increase the wearer's charisma by 3. Once per day, 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. By default,

Sacred Vestments can be used by clerics of any religion, although they can be enchanted specifically for a single religion's clerics.

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 they give the wearer AC 3 (plate mail) and use the AC 3 weapon/armor interaction modifiers. Robes of Steel permit spellcasting as usual. For purposes of interaction with other items, these robes count as nonmagical armor. (The enchantment only changes the physical character of the robes rather than actively trying to deflect attacks.)

Thaumaturgic Robe *Level 3.* The wearer of this robe can reach into its folds or into the sleeves and pull out any mundane, nonmagical 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 character finds some land with steel money. Items created by the robe radiate a faint aura of magic and are destroyed by Dispel Magic, but otherwise are permanent. Living objects, other than white rabbits, cannot be produced from the robe. Food created by the robe is edible and nourishing. The GM 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. 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 pounds can be so stored. Stored material does not encumber the wearer, but does add to his weight for anyone else trying to move him or for load on ropes or bridges. Anything stored in a Thaumaturgic Robe cannot be taken from it via pickpocket or any unauthorized means; only the mage wearing it 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.

Wizard's Robe *Level 3.* By default, this robe may be used only by 12th or higher level mages. It reduces the chances of any target's saving against the wearer's spells. Against Charm Monster, Hold Monster, Shaping, Suggestion, or Telepathy spells, the target's save is reduced *to 5%*. For all other spells the target's save is reduced *by 5%*. Some versions act as an Apprentice's Robe for mages under 12th level.

Apprentice's Robe *Level 1.* The junior league version of the Wizard's Robe, this robe can be used by any mage. For those spells where the Wizard's Robe reduces the save *to 5%* (namely, Charm Monster, Hold Monster, Shaping, Suggestion, and Telepathy), this robe reduces the save *by 5%*; it has no effect on other spells.

Cubes

A magical cube is a metal block measuring 2 inches per side. Unless otherwise specified, a cube is activated by firm, deliberate pressure against a pair of opposite faces; the cube's power remains in effect as long as the pressure is applied. By default, holding a cube precludes making the gestures that accompany spellcasting.

Cube of Force

Golem Cube

Cube of Mimicking Sounds

Cube of Radiation

Cube of Visibility

Wondrous Enhancer of Jewels

Wondrous Pulverizer of Jewels

Cube of Force *Level 5.* This item can be used to project an enclosure of magical energy. The enclosure is a cube measuring 8' per edge, with the item at its center. This magical force is transparent to all forms of sight, but prevents the passage of physical, magical, or spiritual objects or energy through it in either direction. The barrier cannot exert pressure or do damage as it appears, so the item does not function if an 8' cube cannot be erected around it. If the item is moved while activated, the barrier remains in position around it, unless the barrier is pressed against something, in which case the force immediately disappears. (It is usually held immobile when in use.) The wall can only be brought down at the will of the user, or by an item or Grand Patterning spell of disintegration, which destroys the Cube.

Golem Cube *Level 5.* Burnout 10%. Once per week, the user of this cube can summon and control a 2' tall iron golem. The

golem is AC 2, has 20 hit points, can only be hit by +2 or better magical weapons or by magical lightning, moves at 4", and attacks for D10 damage. Magical fire repairs the golem at a rate of 1 hit point for every 4 points of fire damage applied, rounded down. At least one week must have passed since the cube was last used for a golem to be summoned. Once summoned, the golem serves the user for D6 turns before it disappears. The user can command the golem as long as he keeps the cube activated; the golem simply stands motionless if the cube is not activated. If the golem is destroyed before it disappears, the cube becomes powerless.

Cube of Mimicking Sounds *Level 2.* This cube has two different pairs of faces that can be pressed to activate it. One pair, when activated, can store any sound the user wishes, while he is listening to the sound. The user can reproduce at will any sound he has stored by activating the other pair of faces. The cube can store an unlimited number of sounds, but if it leaves the possession of its user, all stored sounds vanish. Only one of the functions can be in use at a time. (This item is analogous to a recordable disk that can be instantly accessed at any point.) By default, this item will not carry sounds out of a PrinceCon scenario, because the number of sounds that could be recorded is unlimited; with the approval of the Convention Director, a GM may specify that a very small number of sounds (preferably one) may be retained and written on the item card.

Cube of Radiation *Level 4.* Anyone who spends a turn or more within 10' of this cube must make a constitution system shock roll. Failure means the permanent loss of one point of constitution. For each additional turn a person spends near this cube, he must make another system shock roll, at his current constitution. All time spent near the cube is cumulative. A conscious character is immediately aware of the loss of a point of his constitution; a sleeping person usually awakens after the loss of two points. Lost constitution can only be restored by means of the clerical prayer Restoration, with each point of constitution being equivalent to a character level. This item is not cursed, but anyone with a Cube of Radiation usually suffers from its negative effects before realizing its nature and getting rid of it. An X-ray vision item always spots this cube.

Cube of Visibility *Level 2.* This cube's power is always in effect. Its zone of effect is a 20' long cube centered on the item. Any invisible being or object, including the user, that intersects this zone of effect immediately becomes visible. Invisibility spells and the effects of invisibility items are not dispelled; they are simply neutralized while in the cube's zone of effect. (Only the portion of an invisible object that is within the cube's zone of effect is made visible.) The effects of this item cease only when it is destroyed.

Wondrous Enhancer of Jewels *Level 2.* Burnout 10%. This cube is hollow, with either a hinged lid or an open face. It is activated by placing a gemstone inside; it has no effect on other objects. Any such gemstone is disintegrated and reassembled into a perfectly cut and polished flawless gem of the same type and carat size. (This item cannot work on any gem that does not fit inside the 2 inch cube.) The cube produces a gem worth up to ten times its previous value, depending on its original quality. Magical gems and stones are not affected by this item. Repeated uses of the cube on the same gem have no additional effect (unless it burns out). When the cube burns out, it transforms into a Wondrous Pulverizer of Jewels. (The suggested PrinceCon procedure for this burnout is simply to rip up the item card and return it to the player; he may use the pieces to represent a Wondrous Pulverizer of Jewels if he wishes.)

Wondrous Pulverizer of Jewels *Level 2.* This item is a Wondrous Enhancer of Jewels that has burned out. Instead of re-assembling the disintegrated gem into a perfect jewel, this cube simply reduces it to dust. Although there could be a wealthy alchemist or enchanter somewhere who would pay for gem dust, a disintegrated jewel is usually considered worthless.

Decks

By default, all magical decks appear to be a standard set of the PrinceCon Deck. This is a set of cards common throughout the PrinceCon world, although great variation can be found in style and in the precise identities of the cards. It is generally impossible to ascertain the nature of a magical deck except by experiment. In campaigns that include a generally roguish or dishonest character class (such as thief), it is suggested that the Marked, the Stacked, and the Gamesman's Decks be limited to that class. Any such deck would be nonstandard at PrinceCon.

The PrinceCon Deck, for ease of use, resembles a "normal" deck of cards: four suits of thirteen cards each, and (possibly) two jokers. The four suits are clubs, diamonds, hearts, and spades. A GM can usually determine the results of a character's use of a magical deck, except for the Deck of Many Things, without actually having to use a deck of cards. Decks are commonly used for gambling, fortune-telling, and character divination. Any variation from the standard deck of cards, either in the number or the identities of the cards, must be fully described in the item list, along with its use; any variant of the Deck of Many Things must have each card and its effect defined.

Deck of Fortune
Intelligent Deck
Lucky Deck
Marked Deck

Stacked Deck
Gamesman's Deck
Deck of Many Things
Coercive Deck of Many Things

Deck of Fortune *Level 2.* Once per day, this deck can perform a successful character divination or fortune telling. Character divination performs 1D6 clerical Detect Type II prayers such as Detect Intent or Religion. Fortune telling tends to be vague and to require some interpretation, as per Augury. More powerful decks may act as the prayer Prophecy.

Intelligent Deck *Level 2.* This deck must be in the possession of a new owner at least one day before it functions for him. The deck is an expert player (able to beat all but a handful of humans in the world) of one particular card game. (This is usually a popular gambling game that involves some skill, like Poker, Bridge, or Fibonacci.) The owner may allow the deck to make the decisions involved in playing the game. (It telepathically informs the player of what actions he should take. It does not base its play on its knowledge of cards hidden from its owner.) The deck can be in the possession of only one owner at a time.

Lucky Deck *Level 1.* In any game of chance, character divination, or fortune telling, the owner receives extremely lucky cards from this deck. He wins any game (whether he wishes to or not), he appears to be of sterling character, or he receives a very positive fortune telling. Note that this may not be in accordance with reality.

Marked Deck *Level 1.* This deck must be in the possession of a new owner at least one day before it functions for him. The owner is able to know the value of any card, merely by seeing any portion of its back. The deck can be in the possession of only one owner at a time.

Stacked Deck *Level 1.* This deck must be in the possession of a new owner at least one day before it functions for him. The owner is able to deal any specific card from the undealt portion of the deck, regardless of the card's position in the deck. The owner can sense whether any specific card is in the undealt portion of the deck which remains in his hand. The deck can be in the possession of only one owner at a time.

Gamesman's Deck *Level 2.* A Gamesman's Deck has the powers of both a Marked Deck and a Stacked Deck.

Deck of Many Things *Level 4.* Burnout 10%. This deck is enchanted to have great effects when used. Whenever a card is picked from the deck, it has some effect upon the one who drew it. A "pick" occurs whenever any card is turned face up. (Turning the deck over so the bottom card is face up is equivalent to drawing the bottom card.) The card drawn is visible to the user for only a moment before it returns to the deck, which immediately shuffles itself. No more than one card from the deck can be seen at a time, so fanning the cards face up (or something similar) is impossible. Each pick is preceded by a burnout roll; when the deck burns out, it becomes a normal deck of playing cards. A user is aware of the effects of any card he draws.

A Deck of Many Things is generally more suitable for use in a campaign than at PrinceCon. Any GM who includes a Deck of Many Things in his item list is strongly discouraged from letting it leave his scenario. The cards' effects may be rewritten at the discretion of the GM, but any variant deck must have each card and its effect defined in the item list. Any card with a lasting effect on a character (such as a permanent alteration to any information that appears on his character sheet) must be approved in advance by the Convention Director. The description of a variant deck should be written for use without an actual deck present, unless the GM is prepared to give a deck of cards to any player who recovers the item. It must be given a burnout and leveled appropriately.

The example given is the standard Deck of Many Things for PrinceCon. In the descriptions below, "user" refers to the one who draws the card from the deck. The cards are numbered so that picking can be simulated with dice if no deck is available. All effects are immediate unless otherwise specified. All spells and prayers count as level 18 for level-vs-level effects. A number of suggestions for humorous cards appear at the end of the list. A GM may, at his discretion, replace the standard effect of the jokers with any of these suggestions, or with any other amusing harmless effect.

Card	Number	Effect
Ace of Clubs	1	User affected by Prot/Normal Weapons spell for 1 day.
King of Clubs	2	User affected by one dose of standard poison, with no initial saving throw.
Queen of Clubs	3	User paralyzed for one day, no saving throw.
Jack of Clubs	4	User blind for one day, no saving throw (-30% to hit or target in combat).
10 of Clubs	5	User restored to full hit points.
9 of Clubs	6	User permanently loses 1 point from a random nonprime requisite (minimum 3).
8 of Clubs	7	User gets +20% to all saving throws for 1 day.

7 of Clubs	8	User adds +2 to charisma permanently (max 18).
6 of Clubs	9	User can use prayer Assay Item next round, with casting restrictions as a cleric.
5 of Clubs	10	The least powerful noncursed magical item on the user, other than this deck, becomes nonmagical.
4 of Clubs	11	User receives effect of his choice of Cure Blindness, Cure Deafness, or Cure Disease prayer.
3 of Clubs	12	User affected by Sleep spell, no saving throw.
2 of Clubs	13	User affected by Range Loser spell for 1 day, no saving throw.
Ace of Diamonds	14	User transported to hemispherical pocket universe 12" in radius and attacked by a random monster from the Monster Summoning table of the user's level (max 9). The user returns whenever one of them is killed.
King of Diamonds	15	User affected by Teleport Attack spell, no saving throw.
Queen of Diamonds	16	User adds +1 permanently to requisite of his choice (max 18).
Jack of Diamonds	17	User gains a level 4 follower of his own class, race, religion, etc., for 1 day, as per a Figurine of Character. The follower disappears with all equipment if the user or follower dies.
10 of Diamonds	18	A random monster from the Monster Summoning level V table appears and attacks the user. It disappears after 6 rounds, as per the mage spell.
9 of Diamonds	19	User permanently adds +1 to a random nonprime requisite (max 18).
8 of Diamonds	20	User has choice of either infravision or +25% to Awareness rolls for 1 week.
7 of Diamonds	21	User permanently loses 2 points of charisma (min 3).
6 of Diamonds	22	User suffers -10% to all saving throws for 1 day.
5 of Diamonds	23	User gains a random level 1 magical item (if GM has such available).
4 of Diamonds	24	Burnout for all the user's items is 2 times the usual probability for 1 week.
3 of Diamonds	25	User needs no sleep for 1 week.
2 of Diamonds	26	User gains a map of the area 300' around him.
Ace of Hearts	27	If the user dies in the next 24 hours, he is immediately affected by a Raise Dead Fully prayer. This card can only function once per day for any user.
King of Hearts	28	User can use prayer Remove Curse next round, with casting restrictions as a cleric.
Queen of Hearts	29	User permanently loses 1 point from prime requisite (a fighter-mage loses 1 from both requisites).
Jack of Hearts	30	The most powerful noncursed magical item on the user, other than this deck, becomes nonmagical. If user has no other items, all his armor, weapons, and equipment disappear.
10 of Hearts	31	User reduced to 1 hit point, no saving throw.
9 of Hearts	32	User's spell or prayer points, if any, are fully restored.
8 of Hearts	33	User affected by Invisibility spell with 1 day duration.
7 of Hearts	34	Any nonmagical weapon the user wields in the next day acts as a Weapon -2.
6 of Hearts	35	User gets +10% to all saving throws for 1 day.
5 of Hearts	36	User affected by Weakness spell for 1 day, no saving throw.
4 of Hearts	37	User affected by Slow spell (Movement variety) for 1 day, no saving throw.
3 of Hearts	38	Any nonmagical weapon the user wields in the next day acts as a Weapon +1.
2 of Hearts	39	User gains a valuable nonmagical treasure (gem, jewelry, etc.)
Ace of Spades	40	User dies, no saving throw.
King of Spades	41	User can cast Mass Teleport once in the next day, with casting restrictions as a mage; spell acts as Teleport, but can include up to 100 willing individuals within 100' when used.
Queen of Spades	42	User affected by Second Sight spell for 1 day.
Jack of Spades	43	User unable to speak for 1 week.
10 of Spades	44	User affected by standard clerical Resist prayer of his choice for 1 day.
9 of Spades	45	User's spell or prayer points, if any, disappear.
8 of Spades	46	User suffers -20% to all saving throws for 1 day.
7 of Spades	47	Any nonmagical weapon the user wields in the next day acts as a Weapon +2.
6 of Spades	48	A random monster from the Monster Summoning level III table appears and attacks the user. It disappears after 6 rounds, as per the mage spell.

5 of Spades	49	User gains a level 1 follower of his own class, race, religion, etc., for 1 day, as per a Figurine of Character. The follower disappears with all equipment if the user or follower dies.
4 of Spades	50	Burnout for all the user's items is 1/2 the usual probability for 1 week.
3 of Spades	51	Any nonmagical weapon the user wields in the next day acts as a Weapon -1.
2 of Spades	52	All of the user's maps become blank.
Jokers		For 1 day user makes noise whenever he moves (as if affected by a Cow Bell) and gets +1 to his dexterity.
Suggestion		User gets an invitation to PrinceCon.
Suggestion		All coins on user when he picked now have his image on them.
Suggestion		User is color blind for one week.
Suggestion		User gets a set of 100 engraved calling cards.
Suggestion		User gets a deck of playing cards with the face cards having images of him and those around him when he picked.
Suggestion		A bull's-eye centered on the user's heart appears on whatever he is wearing for the next week. It glows in the dark.
Suggestion		Whenever user enters a room, ominous music plays.

Coercive Deck of Many Things *Level 2.* This deck functions as a Deck of Many Things, except that the first pick forces the character to draw cards until the deck burns out. Each pick takes one melee round, and the character cannot explain what is going on as he picks. The deck remains with the character (like a Cursed item) until it burns out, regardless of any attempt to separate the character from it. The user can avoid drawing a new card only if he is physically prevented from doing so by death, paralysis, or a similar effect; if this occurs, the deck burns out immediately.

Eyes and Glasses

Magical eyes are a sort of contact lenses, usually found in pairs. They stay magically in place until the user wishes to remove them. Unless otherwise specified, the pair must be worn together for any effect. Magical glasses consist of a pair of lenses in a frame worn on the nose and ears. Only one magical lens (including glasses) can be worn on each eye. A magical lens that provides protection or enhanced vision only functions for the eye on which it is worn. One-eyed vision gives -10% to melee and -20% to missile attacks. It may also give a 20% chance of mistargeting spells. Most magical eyes have limited uses or constant effect; by default, they have no burnout.

Bull's Eye	Eyes of Second Sight
Eyes of Charming	Eye of the Storm
Eye Conquered	Eyes of Telescopic Vision
Evil Eye	Eyes of True Sight
Eye of the Law	Dwarven Glasses
Eyes of the Peaks	Gaze Reflection Glasses
Eyes of Petrification	See Invisible Glasses
Eyes of Plane Sight	Wizard Eye Glasses
Eyes of Protection	

Bull's Eye *Level 1.* Cursed-20. The Bull's Eye often occurs as a single lens. The wearer is never missed by any missile fire directed at him, provided the missile had some chance to hit him. It cannot be removed except via a successful Remove Curse as versus a 20th level.

Eyes of Charming *Level 4.* The wearer of these eyes can charm people much as a vampire would. Anyone within 30' of the wearer who looks directly into his eyes must make a mental saving throw or be charmed into obeying him. These eyes cannot be used with a full visored helm, nor against a blinded opponent or one looking away. Give a +10% to save if the victim is

trying to avoid the gaze, -10% to -20% if engaged in close conversation. The victim is affected as if by the mage spell Charm Monster, except that the wearer does not need to concentrate to maintain the charm.

Eye Conquered *Level 1.* The wearer can gain +20% versus attacks and on saving throws versus a 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 magically vanishes into the lens. The lenses then provide the 20% advantage, but only for that character versus that species. If a nonhuman character dies while wearing them, he permanently loses his eyes, even if raised from the dead. If the person who killed him puts on the eyes within an hour, he gains the advantage against that species. The advantage only applies to the most recent species for which eyeballs were applied to the lenses. (GMs are discouraged from using this item at PrinceCon because of the difficulties with reliably keeping record of the species against which the bonus is currently applicable.)

Evil Eye *Level 3.* Once per day, the user of this eye can throw a paralyzation spell at a single target within 1". If the victim fails a physical saving throw, he is paralyzed. A paralyzed target gets an additional chance to save every 80 minutes, and when he saves he must make a constitution survival roll or die. The Evil Eye usually occurs as a single lens.

Eye of the Law *Level 3.* Once per day the wearer can use the clerical prayer Portal of Justice, as if cast by a level 12 cleric of Janda. When this prayer is thrown on a doorway or gate, it indicates whether or not any being passing through the portal is evil by glowing red. "Evil" is as defined by the Janda religion in this case.

Eyes of the Peaks *Level 2.* The wearer can see on command what he would see if he were standing on a nearby mountain peak. The peak must be within 5 miles and over 3000 feet tall. The wearer may magnify what he sees from the peak, as per Eyes of Telescopic Vision (things seem closer by a factor equal to twice the user's level).

Eyes of Petrification *Level 3.* These eyes seem to be some other type of eyes until used, whereupon they turn the user to stone, no saving throw.

Eyes of Plane Sight *Level 2.* The user of these eyes can see into any plane (normal, astral, ethereal, etc.) from any other. These eyes can only see into one other plane at a time.

Eyes of Protection *Level 1.* These eyes protect the wearer from the effects of any attacks to or through the eyes, such as Power Word Blind, Blinding Flash, a vampire's gaze, or petrification from viewing a medusa.

Eyes of Second Sight *Level 1.* The wearer of these eyes can use the mage spell Second Sight once per day. This spell allows the wearer to see perfectly normally without the use of his eyes, or the need for any light. (This is useful when blinded, in darkness, fighting medusae, etc.)

Eye of the Storm *Level 2.* The wearer of these eyes can cast the mage morphic spell Skylore, in the wind sphere. He can only use the spell to decrease the wind velocity in his area. Up to 5 spell levels are available per day from the eyes, to be divided up as the wearer chooses, except that he can never cast the spell at range. (The wearer cannot add his own spell points, if any, to the eyes to add modifiers to the Skylore spell.) If only one eye is worn, 2 spell levels are available to the user per day.

Eyes of Telescopic Vision *Level 1.* The wearer of these eyes may concentrate on one region or object, and he will see things as if they were closer to him. The maximum magnification factor is twice the level of the user; e.g., a 5th level user can see things at 10 times normal size.

Eyes of True Sight *Level 4.* These eyes allow the user to see as if under the effect of the mage spell True Sight. He can see the true state of affairs, as if no illusions or delusions were in progress. They are useful versus disguises, illusions, Mirror Image, doppelgangers, Projected Image, Hallucinatory Terrain, Massmorph, etc. Any illusion simply does not exist for the user. The eyes do not enable the user to see in the dark, or through walls, or the like. If he is wearing only one Eye of True Sight, there will be occasions on which 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.)

Dwarven Glasses *Level 1.* These glasses allow the wearer to see via infravision and to distinguish metals and evaluate gems and jewelry as a dwarf.

Gaze Reflection Glasses *Level 1.* These tinted glasses prevent anyone from making eye contact with the wearer. They therefore protect him from attacks such as a vampire's gaze or Eyes of Charming. The wearer is also immune to the effects of the spells Mini-Flash and Blinding Flash.

See Invisible Glasses *Level 2*. These glasses allow the wearer to see invisible objects or beings, if he would otherwise be able to see them.

Wizard Eye Glasses *Level 2*. These glasses allow the wearer to use the mage spell Wizard Eye. By default, Wizard Eye Glasses can be used once per day, but a burnout (suggested at 10-20%) may be specified in the item list instead.

Figurines

By default, magical figurines are of finely sculpted stone such as marble or alabaster. Figurines are generally constructed to a 1/24 scale, so a figurine of a 6' tall man, for example, is 3 inches high. However, any GM who includes a figurine in his item list may specify a material, scale, or posture for the item. Besides stone, figurines may be made from carved wood, such as ebony or mahogany, from valuable metal, such as gold, silver, or pewter, from ivory or bone, or from ceramics like clay or brick. The scale should be chosen so that the figure is of a reasonable size. GMs are encouraged to provide details for all figurines in their item lists.

Figurine of "Character"
Figurine of "Creature"
Figurine of "God"
Figurine of Life Energy

Figurine of Substitution
Figurine of Truth
Figurine of Untruth

Figurine of "Character" *Level 2*. This item is a figurine of a specific race, class, gender, and religion of character. There are no defaults for this figurine; each of these attributes must be specified in the item list, along with the character's equipment. The combination should be one available to players at PrinceCon (e.g., no dwarven mages or scouts in plate). A GM may describe in his item list a reasonable personality for the figurine in addition to, or instead of, a religion. The user can transform it once per week into a full-sized version of the character. Roll D4+1 (D4 for fighter-mages) to determine the summoned character's level each time he is summoned. The character's primary requisite (or requisites) is 12+D6; the other requisites are 3D6. The character serves for at most one day before reverting to a figurine. It does not obey orders blatantly against its religion, nature, or instinct for self-preservation. If the character dies while in service, the figurine turns to dust.

Figurine of "Creature" *Level variable*. This figurine is in the form of a specific creature. GMs are strongly encouraged to use monsters found on the mage Monster Summoning tables, but any creature is possible. The item list must include all information about the creature necessary for a referee to use it, including armor class, hit dice, movement rate, number of attacks and their damage, and any special defensive or offensive abilities. Once per day, the user can transform the figurine into a living version of the creature that serves under his control as per the mage spell Monster Summoning. The creature serves for at most one turn before reverting to a figurine. If the creature is killed during its period of service, the figurine turns to dust. The level of the item depends upon the power of the creature. As a guideline, monsters listed on level I of the Monster Summoning table are level 1 items, level II and III monsters are level 2 items, level IV monsters are level 3 items, level V and VI monsters are level 4 items, and monsters of level VII and above are level 5 items.

Figurine of "God" *Level 4*. This figurine is a carved personification or representative symbol of the god of a particular religion. (If the religion is not one available to PCs at PrinceCon, this is a level 1 item.) Only a cleric of the religion can use the figurine. A cleric of a different god who voluntarily touches the figurine suffers 2D6 damage with no saving throw allowed. In the hands of a cleric of the specified religion, the figurine serves several purposes. It functions as a holy symbol and adds 3 to the cleric's level for level-vs-level battles and level-dependent prayer effects. When holding the item in both hands, the cleric cannot be disrupted by damage while casting. Once only, the cleric can use this figurine to replenish his prayer points. The cleric must have had the figurine in his possession for at least one week to attempt this. If he makes a spiritual saving throw, he rolls 3D6 to determine the number of prayer points he receives, up to his usual maximum. Whether or not the cleric is successful, the figurine turns to dust after the attempt.

Figurine of Life Energy *Level 4*. Once per month, this figurine may be used to cast the mage spell Magic Jar. The figurine must be used as the Jar. Once inside the Jar, the user can attempt to possess one being per day, subject to the limitations of the spell. One month must pass between the user's return to his body and the next use of the figurine, not simply between one casting of the spell and the next. The appearance of the figurine should be specified in the item list.

Figurine of Substitution *Level 2*. This item appears to be a Figurine of "Creature" or "Character". Any unlucky person who

touches it, however, must save vs. physical or be transformed into a tiny figurine of himself, while the figurine is transformed into a full-sized version of the creature or character. The details of the creature or character, including its probable reaction when released, must be specified in the item list. A Remove Curse as versus a 16th level is needed to return the miniature victim to his normal form.

Figurine of Truth *Level 2.* This figurine is sculpted as a set of scales, a thick book, a lamp, an all-seeing eye, or some similar symbol of truth or understanding. This item can be used once per day. When asked a question, the figurine uses its powers to find an answer, if possible. It can cast any necessary combination of Hermit Detect, Locate, and Analyze prayers, and ESP, Clairaudience, and Clairvoyance prayers. (The figurine performs as a level 12 cleric for level-dependent prayer effects.) It then, as briefly as possible, provides a complete answer to the question. 90% of the time the answer it provides is true to the best of its knowledge, while 10% of the time it is false.

Figurine of Untruth *Level 2.* This figurine looks exactly like the Figurine of Truth, even to detection spells. It also functions like the Figurine of Truth, except that only 10% of the time the answer it provides is true to the best of its knowledge, while 90% of the time it is false. Note that this item is as useful in determining facts as a Figurine of Truth if its nature is known.

Gauntlets and Gloves

A character must generally wear both members of a pair of magical gauntlets in order to gain their benefits. Only one set of gauntlets may be used by a character at a time. In the following list, and for use at PrinceCon, no distinction is made between gloves and gauntlets, although “gauntlets” generally refers to the protective gloves worn with a suit of armor.

Gauntlets of Adhesion
Gloves of Concealment
Gloves of Crushing
Gauntlets of Dexterity +N
Dwarven Gauntlets
Gauntlets of Fumbling
Gloves of Manipulation
Gauntlets of Ogre Power
Gauntlets of Opening Locks +N

Gauntlets of Opening Locks & Removing Traps +N
Gloves of Power
Remote Gloves
Gauntlets of Removing Traps +N
Gloves of Silence
Strangler's Gloves
Gauntlets of Strangulation
Gauntlets of Swimming & Climbing

Gauntlets of Adhesion *Level 2.* Cursed-16. These gauntlets appear to be some other type of gauntlets, 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 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.

Gloves of Concealment *Level 1.* These gloves add 20% to the user's base Conceal Item chance. This is typically rolled when an attempt is made to palm an item, hide something on one's person, or perform similar feats of sleight of hand.

Gloves of Crushing *Level 3.* The wearer may attempt to crush a single victim, doing 10D6 damage, up to 12" range, with a physical saving throw. A successful save results in 1/2 damage. Gloves of Crushing have no effect on noncorporeal beings, or on giant slugs, ochre jelly, black pudding, or other creatures without solid bodies. Suggested burnout rate is 20%.

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

Dwarven Gauntlets *Level 1.* When a dwarf wears these gauntlets, any magical war hammer returns when he throws it, in the same round, whether or not he successfully hits (just like a Returning War Hammer). A slightly more powerful version of the gauntlets would affect any war hammer (not just any magical one) thrown by the wearer, but the default version is limited to magical hammers.

Gauntlets of Fumbling *Level 1.* Cursed-16. These gauntlets appear to be some other type until used in a crucial situation. They then reduce the wearer's dexterity to 3, and cause him to drop things (such as weapons) at the wrong moment, lose his grip, 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 via a successful Remove Curse as versus a 16th level.

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, these gloves give the creature full dexterity as if he had human hands.

Gauntlets of Ogre Power *Level 2.* The wearer of these gauntlets has a strength of 17, regardless of his normal strength.

Gauntlets of Opening Locks +N *Level N.* These gauntlets increase the scout's base chance to open locks by 10N%. They only add to the roll for the first person who attempts to use them on a particular lock. If he fails, this shows that the gauntlets are of no help against this particular lock. Thus passing the gauntlets around does no good. (These gauntlets were designed for the "Pick Locks" ability of the former character class of thief, and may be specifically limited to thieves in a scenario or campaign that includes the class.)

Gauntlets of Opening Locks & Removing Traps +N *Level N.* This pair combines the functions of the two gauntlets, +10N%.

Gloves of Power *Level 3.* Each pair of Gloves of Power is either fire-based or cold-based. The wearer may strike with the gloves in melee as a D6 weapon, with no adjustment for weapon type vs. armor class. Any damage bonus (or penalty) for strength applies. The fire-based gloves cause double damage to undead and to cold-based creatures, and half damage to fire-based creatures. The cold-based gloves affect fire-based and cold-based creatures correspondingly. In addition, if the wearer casts a fire-based or cold-based spell (whichever applies), add +1 to each die of damage. The wearer must already be able to cast the spell to gain the benefit of this damage bonus; these gloves impart no spellcasting ability, nor do they add to the damage of spells cast from items.

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 pounds of stress, but can't be used to grasp an unwilling living creature. The hands last as long as the user continues to concentrate on them and remains within 3". The gloves are usable once per day.

Gauntlets of Removing Traps +N *Level N.* These gauntlets increase the scout's base chance of removing a trap by 10N%. (They have no effect on the chance to find or to set traps.) As with Gauntlets of Opening Locks, passing them around does no good.

Gloves of Silence *Level 1.* When these gloves are worn, their index fingers can be used to stop up the wearer's ears. The wearer is effectively deaf to all sound while doing this. He is then immune to attacks that work via his hearing, such as a Bell of Fate, Drums of Panic, Rhumba Drums, a Horn of Deafness, a harpy's song, Pipes of Subdual, a Lyre of Truth, etc. This, of course, requires the wearer to use both hands to have any effect.

Strangler's Gloves *Level 3.* If the user grapples while wearing these gloves, he is able to seize the victim's throat (if he succeeds in grappling). The gloves then strangle the victim in his constitution-D10 melee rounds, unless they are removed as per breaking a Wizard Lock. (A Knock spell works, 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, are unaffected. If the user can't reach the neck, or get his hands around it, the gloves don't work.

Gauntlets of Strangulation *Level 3.* Cursed-16. These gauntlets appear to be some other type, but each time the wearer is injured (takes 10% or more of his remaining hit points) there is a 1/6 chance that he loses control of himself. He then attempts to strangle the nearest being he has known for at least a day. (If none is available he strangles himself.) Run the strangling as per Strangler's Gloves (see above). Once these gauntlets have shown their true nature, they may only be removed via a successful Remove Curse as versus a 16th level.

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 scout.

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, emeralds, opals, rubies, and sapphires. Semi-precious gems include garnet, quartz, onyx, etc. Stones are made of any old rock, basalt, shale, granite, etc. There are both

generic and specific gem powers. Generic powers may be found in all types of precious gems. Specific powers are only associated with a specific type of gem or stone.

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

Precious Magical Gems: Many of these gems are multi-use items with a default burnout chance of 20%. Unless otherwise stated, the user activates a precious gem by holding it in his hand and concentrating on it. Each type—diamond, emerald, opal, ruby, and sapphire—has different specific powers, but there are certain generic powers that can be found in any of these types. Precious magical gems are distinguished from ordinary gems by their perfect coloration and flawlessness. When a precious magical gem burns out, it does not turn to dust, but instead becomes cloudy and flawed (as well as nonmagical).

Semi-Precious Magical Gems: These gems are single-use items, activated by being crushed. All effects of these gems are at point blank range. Anyone who crushes a fire garnet under his foot to activate it will be in the center of the explosion. These gems can 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. One of these gems can be mounted to the tip of an arrow shaft and fired at the enemy. If the arrow strikes metal armor or a stone wall the gem shatters. It does not shatter if it strikes cloth or leather armor. Some of these gems, marked by **, can only affect a person. Such a gem affects the person nearest to where it was crushed, up to a maximum of ten feet distant. If no one is within the ten foot 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 can have zero, one, or more generic powers in addition to zero or one specific powers.

Gem of Greed

Gem of Obvious Guilt

Gem of Return

Sparkler

Gem of Spell Levels +N

Gem of Greed *Level 1.* Cursed-14. No burnout chance. The holder of this gem has 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 never willingly gives up. He can only get rid of this stone via a successful Remove Curse, as versus a 14th level.

Gem of Obvious Guilt *Level 1.* 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. Alibis will tend to be disbelieved. The obvious guilt effect burns out whenever the gem's specific power does. The possessor of a gem of obvious guilt can rid himself of it without difficulty, although the effects of the gem's power are seldom so blatant as to raise suspicions in the user's mind.

Gem of Return *Level 1.* Burnout 20%. The gem is sensitized to the last person to possess it for 24 consecutive hours. He can, 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.

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

Gem of Spell Levels +N *Level N.* Only a gem with a specific power defined as a mage spell (or spells) can be a Gem of Spell Levels +N. The user can modify the effect of the spell as per the mage system up to N/2 levels. These modifiers can only be used to affect the gem's powers, not spells cast by people. The modifiers applicable to a gem's powers should be stated if they are not clear from the spell description.

Diamonds

Diamonds are a type of precious gem. Diamonds are transparent and extremely hard. See also Generic Powers of Precious Gems.

Diamond of Crushing Death
Diamond of Hiding
Diamond of Illumination
Diamond of Implosions
Diamond of Invisibility
Diamond of the Light Fantastic
Diamond of Perpetual Night

Diamond of Phantasms
Diamond of Polymorph to Dwarf
Diamond of the Rainbow Bridge
Diamond of Resistance to Crushing
Diamond of Seeing
Diamond of the Shimmering Shield

Diamond of Crushing Death *Level 2.* This diamond appears to be a useful magical gem, but upon activating it the user is crushed. If the user has resistance to crushing or makes his physical saving throw, he is reduced to one-half his current hit points; otherwise, his hit points are reduced to zero.

Diamond of Hiding *Level 3.* The possessor of this diamond is constantly affected by the mage spells Protection from Locates and Protection from Detects, as if cast with the “all items” modifier. The diamond is treated as 12th level for level-vs-level effects.

Diamond of Illumination *Level 1.* Burnout 10%. When activated, this diamond radiates light equivalent to a clerical Light prayer centered on the gem. Burnout must be checked each time the diamond is activated and every 24 hours thereafter that it remains in continuous use.

Diamond of Implosions *Level 2.* Burnout 20%. The possessor of this diamond can cast a 5D4 Implosion as per the mage spell.

Diamond of Invisibility *Level 3.* Burnout 20%. This gem functions as a Diamond of Seeing, enabling the user to spot invisible objects by looking through the diamond. This function does not require a burnout roll. With a burnout check, the user can cast the mage spell Invisibility upon himself.

Diamond of the Light Fantastic *Level 1.* Burnout 20%. This gem creates a multi-colored display of dancing and whirling lights that lasts for 12 rounds. Anyone within 6” of the diamond must make a mental saving throw or suffer -20% to hit while he remains in the zone of effect. The user is immune to the effect.

Diamond of Perpetual Night *Level 1.* Burnout 10%. When activated, this diamond radiates darkness equivalent to a clerical Darkness prayer centered on the gem. Burnout must be checked each time the diamond is activated and every 24 hours thereafter that it remains in continuous use.

Diamond of Phantasms *Level 2.* Burnout 20%. The user can recognize an illusion by looking at it through this gem. This function of the diamond does not require a burnout roll. With a burnout check, the user can cast the mage morphic spell Illusion. He can use up to 5 spell levels with each casting. The illusions are restricted to the visual mode; the diamond cannot create aural illusions.

Diamond of Polymorph to Dwarf *Level 1.* Burnout 20%. This diamond allows the user to turn himself into a dwarf, as per the mage morphic spell Shaping. The user gains the movement and senses of a dwarf, along with any necessary size change, for 4 turns. (Dwarven senses include infravision and the ability to evaluate mithril, gems, and jewelry.)

Diamond of the Rainbow Bridge *Level 2.* Burnout 20%. When placed on the ground, this diamond generates a field of force with the appearance of a rainbow. The user can command it to create a rainbow 5’ wide and up to 100’ between its endpoints, one-quarter as high as it is long. The diamond must be at one endpoint of the rainbow. The rainbow can support up to 2000 pounds. As long as both ends of the rainbow are firmly anchored to solid ground, it can be used to span chasms, pits, unstable surfaces, etc. The bridge remains in place as long as the diamond does, but if the gem is moved or if the bridge’s weight limit is exceeded, the rainbow disappears, leaving all objects or creatures on it unsupported in midair.

Diamond of Resistance to Crushing *Level 1.* This diamond can be implanted in a suit of chain or plate armor. The wearer of this armor is constantly affected by the clerical prayer Resist Crushing.

Diamond of Seeing *Level 2.* By looking through this diamond, the user can spot invisible objects, as per the spell See Invis-

ibility. The gem also provides +50% to the user's vision Awareness rolls when employed in this fashion. It has no burnout chance.

Diamond of the Shimmering Shield *Level 5.* Burnout 20%. The possessor of this diamond can cast the mage spell Great Barrier. The barrier always appears in its hemispherical form centered on the user. It acts as level 20 for any level-vs-level battle to dispel it. The barrier sparkles with a rainbow brilliance, like a multitude of tiny prisms, blocking sight into or out of it. The effect lasts up to 3 hours; it can be terminated earlier at the user's discretion.

Emeralds

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

Emerald of Calling Cold Creatures

Emerald of Calling Hostile Cold Creatures

Emerald of Closing Portals

Emerald of Cold-Bloodedness

Emerald of Cooling Objects

Emerald of Escape

Emerald of the Hermit

Emerald of Icy Death

Emerald of Resistance to Cold

Emerald of Snowballs

Emerald of Viewing Past

Emerald of Wizard Eye

Emerald of Calling Cold Creatures *Level 2.* Burnout 20%. When this gem is activated, it emits a signal to all cold-based or cold-using creatures within 36". These creatures immediately move toward the gem to the best of their abilities. Intelligent cold creatures get a saving throw vs. mental to resist its influence. If an affected creature is prevented from moving toward the emerald, it gets an additional save each round it is so hindered. When a summoned creature reaches the user, it can be commanded to serve the user. A controlled creature serves until either it or the user dies, up to a maximum of 2 turns. If commanded to do something against its nature or obviously self-destructive, the creature gets another saving throw against the control. When its service ends, a summoned creature will attempt to return peacefully from whence it came, although it will react as usual if attacked. A cold creature that saves versus the emerald's control may decide to investigate anyway; such a creature is free to act according to its usual temperament if it encounters the user.

Emerald of Calling Hostile Cold Creatures *Level 2.* Burnout 20%. This gem functions like an Emerald of Calling Cold Creatures with respect to summoning such creatures. However, any cold creature that reaches the user goes into a berserk rage, attacking the user until either it or the user dies, up to a maximum of 2 turns. At the end of this rage, any summoned cold creature is free to act as it wishes.

Emerald of Closing Portals *Level 1.* Burnout 20%. This emerald enables the user to cast the mage spell Wizard Lock, in its Hard-to-Knock mode. The emerald acts as level 7 for level-vs-level battles.

Emerald of Cold-Bloodedness *Level 1.* When worn or carried by a warm-blooded person or creature, this emerald reduces his body temperature to that of the surrounding air, without ill effects. This makes the user virtually invisible to infravision. If the air temperature is higher than the user's normal body temperature, the emerald has no effect. This gem has no burnout chance.

Emerald of Cooling Objects *Level 2.* Burnout 20%. The user of this emerald can cast Cool Object, as per the mage spell.

Emerald of Escape *Level 2.* Burnout 20%. When this emerald is activated, it enables the user to perform his scout abilities as a scout four levels higher than his true level. Each activation is good for 6 consecutive hours, and the gem must remain in the user's possession to be effective.

Emerald of the Hermit *Level 1.* Burnout 20%. Each use of this gem reveals to the user 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 activation of the emerald functions for only one book or scroll, and the effect lasts one day.

Emerald of Icy Death *Level 2.* This emerald appears to be a useful magical gem, but upon activating it the user is instantly frozen. If the user has resistance to cold or makes his physical saving throw, he is reduced to one-half his current hit points; otherwise, his hit points are reduced to zero.

Emerald of Resistance to Cold *Level 1.* This emerald can be implanted in a suit of chain or plate armor. The wearer of this armor is constantly affected by the clerical prayer Resist Cold.

Emerald of Snowballs *Level 2.* Burnout 20%. The possessor of this emerald can cast a 6D4 Snowball as per the mage spell.

Emerald of Viewing Past *Level 2.* Burnout 10%. The user of this gem can see what occurred at a specific time up to 24 hours in the past. Past events are viewed at real speed and take the usual time to unfold. By looking through the gem, the user can see events he would have seen from his present location with his current vision. Each use of the gem lasts 1 hour and requires a burnout roll.

Emerald of Wizard Eye *Level 2.* Burnout 10%. The user of this emerald can cast Wizard Eye, as per the mage spell. He must look into the gem in order to see through the eye.

Opals

Opals are a type of precious gem. Opals are black or pale blue, with iridescent green and golden mottling. See also Generic Powers of Precious Gems.

Opal of Alarm
Opal of Beguiling
Opal of Cloudkills
Opal of Detecting Poison
Opal of Disguise

Opal of Opening Portals
Opal of Poisoning Death
Opal of Producing Poison
Opal of Resistance to Poison
Opal of Seeming Innocence

Opal of Alarm *Level 1.* Burnout 20%. While activated, this opal instantly alerts the user whenever someone decides to attack him. The user is able to take immediate full counteraction, even when he is surprised or sleeping. (The GM must exercise discretion in deciding exactly when the gem is alerted.) Each activation guards the user for 24 hours.

Opal of Beguiling *Level 3.* Burnout 20%. This opal works for 24 hours with each activation. Each person who views the gem while it is activated must make a mental saving throw or believe the wearer to be a close friend or respected mentor. Despite any evidence to the contrary, anyone affected continues to act as he would if the wearer were such an individual (although he might be forced to conclude that the wearer is not in his right mind, is traveling incognito, etc.) The effect is broken by any attempted attack on the viewer by the wearer. This gem does not give the user the ability to control the victims' actions.

Opal of Cloudkills *Level 3.* Burnout 20%. The possessor of this opal can cast a Cloudkill as per the mage spell.

Opal of Detecting Poison *Level 1.* Burnout 10%. The user of this opal can cast Detect Poison, as per the clerical Detect Type IV prayer.

Opal of Disguise *Level 2.* Burnout 20%. The user of this gem can cast Disguise on himself, as per the mage spell.

Opal of Opening Portals *Level 1.* Burnout 20%. This opal allows the user to cast the mage spell Knock. The gem acts as level 12 for level-vs-level purposes.

Opal of Poisoning Death *Level 2.* This opal appears to be a useful magical gem, but upon activating it the user is enveloped by a cloud of poisonous gas. If the user has resistance to poison or makes his physical saving throw, he is reduced to one-half his current hit points; otherwise, his hit points are reduced to zero.

Opal of Producing Poison *Level 3.* Burnout 20%. This opal allows the user to make 1 dose of standard poison. Each dose requires one hour of continuous effort to produce. The poison is weapon poison and remains potent for at most one week. See the Poisons section for details on standard poison. Burnout must be checked for each dose of poison, whether or not its production is completed.

Opal of Resistance to Poison *Level 1.* This opal can be implanted in a suit of chain or plate armor. The wearer of this armor is constantly affected by the clerical prayer Resist Poison.

Opal of Seeming Innocence *Level 1.* Burnout 20%. When activated, this gem gives the user a temporary effective charisma of 19, for purposes of convincing others he is innocent of any particular misdeed. (It is of no avail if there is indisputable physical evidence that he is guilty.) The additional charisma lasts for only one hour per activation of the gem, but the convictions of those persuaded by the user remain.

Rubies

Rubies are a type of precious gem. Rubies are deep red in color. See also Generic Powers of Precious Gems.

Ruby of the Blinding Flash
Ruby of Calling Fire Creatures
Ruby of Calling Hostile Fire Creatures
Ruby of Fiery Death
Ruby of Fireballs
Ruby of the Flaming Weapon

Ruby of Heating Objects
Ruby of Immolation
Ruby of Life
Ruby of Melting Metals
Ruby of Resistance to Fire

Ruby of the Blinding Flash *Level 1.* Burnout 20%. The user of this gem can cast Mini-Flash, as per the mage spell.

Ruby of Calling Fire Creatures *Level 2.* Burnout 20%. When this gem is activated, it emits a signal to all fire-based or fire-using creatures within 36". These creatures immediately move toward the gem to the best of their abilities. Intelligent fire creatures get a saving throw vs. mental to resist its influence. If an affected creature is prevented from moving toward the ruby, it gets an additional save each round it is so hindered. When a summoned creature reaches the user, it can be commanded to serve the user. A controlled creature serves until either it or the user dies, up to a maximum of 2 turns. If commanded to do something against its nature or obviously self-destructive, the creature gets another saving throw against the control. When its service ends, a summoned creature will attempt to return peacefully from whence it came, although it will react as usual if attacked. A fire creature that saves versus the ruby's control may decide to investigate anyway; such a creature is free to act according to its usual temperament if it encounters the user.

Ruby of Calling Hostile Fire Creatures *Level 2.* Burnout 20%. This gem functions like a Ruby of Calling Fire Creatures with respect to summoning such creatures. However, any fire creature that reaches the user goes into a berserk rage, attacking the user until either it or the user dies, up to a maximum of 2 turns. At the end of this rage, any summoned fire creature is free to act as it wishes.

Ruby of Fiery Death *Level 2.* This ruby appears to be a useful magical gem, but upon activating it the user is engulfed in flames. If the user has resistance to fire or makes his physical saving throw, he is reduced to one-half his current hit points; otherwise, his hit points are reduced to zero.

Ruby of Fireballs *Level 2.* Burnout 20%. The possessor of this ruby can cast a 6D6 Fireball as per the mage spell.

Ruby of the Flaming Weapon *Level 1.* Burnout 20%. The user of this gem can cast Flame Weapon, as per the mage spell. The user can only affect a weapon he holds, and the spell effect ceases if he releases the weapon.

Ruby of Heating Objects *Level 1.* Burnout 20%. The user of this ruby can cast Heat Object, as per the mage spell.

Ruby of Immolation *Level 3.* Burnout 20%. The user of this ruby can cast Immolate on himself, as per the mage spell.

Ruby of Life *Level 1.* Burnout 20%. When a drop of blood from an individual is placed in this gem, it glows a deep red. The ruby continues to glow for the next month, as long as the individual to whom it is sensitized remains alive. The gem can only be sensitized to one person at a time. Burnout must be checked each time it is sensitized.

Ruby of Melting Metals *Level 2.* Burnout 20%. The user of this ruby can melt nonmagical metals at the rate of 1 pound of weight per melee round. Each activation lasts up to 50 consecutive melee rounds. The user must concentrate to employ the ruby's power, so it cannot be used in combat or against a resisting target. The molten metal quickly cools after being affected by the gem.

Ruby of Resistance to Fire *Level 1.* This ruby can be implanted in a suit of chain or plate armor. The wearer of this armor is constantly affected by the clerical prayer Resist Fire.

Sapphires

Sapphires are a type of precious gem. Sapphires are a transparent rich blue color. See also Generic Powers of Precious Gems.

Sapphire of Controlling Weather
 Sapphire of Distant Echoes
 Sapphire of Flight
 Sapphire of Flight Disruption
 Sapphire of Lightning Bolts
 Sapphire of Predicting Weather

Sapphire of Resistance to Lightning
 Sapphire of Shocking Death
 Sapphire of Silence
 Sapphire of Tracing Summonings
 Sapphire of Velocity Finding

Sapphire of Controlling Weather *Level 3*. Burnout 20%. The user of this sapphire can cast the mage morphic spell Skyclore. Up to 6 spell levels are available for use with each activation of the gem.

Sapphire of Distant Echoes *Level 2*. This gem appears to be another type of magical 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. This sapphire is not Cursed and can be transferred or discarded freely, but its negative effects are not apparent to its possessor.

Sapphire of Flight *Level 2*. Burnout 20%. The user of this sapphire can cast Fly Self, as per the mage spell.

Sapphire of Flight Disruption *Level 1*. Burnout 20%. When activated, this sapphire gives the user the ability to bring down a flying or levitating being. The user must concentrate on the target, and the target must remain in line of sight, or the effect ceases immediately. If the target attempts to remain in the air (i.e., spends his action using his movement), he can slow his fall to 30' per round, slow enough that he takes no damage upon landing. (If he does not do so, he simply descends as if falling.) Note that this gem does not dispel a magical spell or item; it simply suppresses any power that such a spell or item (or wings) provides. Burnout must be checked each time the power is activated against any creature.

Sapphire of Lightning Bolts *Level 2*. Burnout 20%. The possessor of this sapphire can cast a 6D6 Lightning Bolt as per the mage spell.

Sapphire of Predicting Weather *Level 1*. Burnout 20%. The user of this gem can forecast the weather that will occur during the next 48 hours within a 50 mile radius. It cannot predict weather changes caused by magical means.

Sapphire of Resistance to Lightning *Level 1*. This sapphire can be implanted in a suit of chain or plate armor. The wearer of this armor is constantly affected by the clerical prayer Resist Lightning.

Sapphire of Shocking Death *Level 2*. This sapphire appears to be a useful magical gem, but upon activating it the user receives a deadly electrical shock. If the user has resistance to lightning or makes his physical saving throw, he is reduced to one-half his current hit points; otherwise, his hit points are reduced to zero.

Sapphire of Silence *Level 2*. Burnout 5%. The user of this sapphire has a base Move Quietly roll of 100%. The duration of the effect is 3 hours for each activation.

Sapphire of Tracing Summonings *Level 1*. Burnout 20%. The user of this sapphire can cast Trace Summoning, as per the mage spell. This effect is useful in finding the source of a summoned creature, such as an invisible stalker or aerial servant. The sapphire does not use the Learn Distance mode of the trace. The gem acts as level 8 for level-vs-level purposes.

Sapphire of Velocity Finding *Level 2*. Burnout 10%. The user of this gem can cast Velocity Finder, as per the mage spell.

Fighter's Gems

Usable by: fighters

A Fighter's Gem can be any type of gem. If used by any other class of character, a Fighter's Gem has no effect. These gems have no burnout chance.

Defense Gem +N

Weapon Gem +N

Defense Gem +N *Level N*. When embedded in any nonmagical armor, a Defense Gem makes the armor +N. The armor counts as magical against other enhancement spells. Gems with negative N are Cursed-14 after being embedded, and can appear beneficial as well.

Weapon Gem +N *Level N*. When embedded in any nonmagical weapon, a Weapon Gem makes the weapon +N. The weapon counts as magical against other enhancement spells. Gems with negative N are Cursed-14 after being embedded, and can appear beneficial as well.

Semi-Precious Magical Gems

A semi-precious magical gem is a single-use item, activated by being crushed. All effects of these gems are at point blank range. More information on the use of semi-precious magical gems is available in the Magical Gems introduction.

****** These gems affect a person. Each such gem affects the nearest person to where it was crushed, up to a maximum of ten feet distant. If no one is within the ten foot radius then there is no effect.

Blue Lace Agate	Obsidian
Crazy Agate **	Snowflake Obsidian
Fire Agate	Onyx
Mossy Agate	Peridot
Amber	Clear Quartz
Amethyst	Rose Quartz
Beryl	Rutilated Quartz
Citrine	Smoky Quartz
Garnet	Sun Stone
Jade	Topaz **
Malachite **	Turquoise **
Moon Stone **	

Blue Lace Agate *Level 2*. This gem can be used to cast a 32 strength Sleep spell, as per the mage spell.

Crazy Agate ****** *Level 1*. Crushing this gem casts Confuse as per the mage spell.

Fire Agate *Level 1*. Crushing this gem creates a campfire which burns for eight hours. The fire is suitable for cooking and keeping warm by, but cannot be put out except by Dispel Magic, which automatically succeeds. It can only be activated on level surfaces of sufficient size to hold a campfire (i.e., the fire cannot appear on a person).

Mossy Agate *Level 1*. A slippery mossy surface, 30 feet in radius, appears wherever this gem is crushed. Anyone within the area, or who enters the area while the moss remains, must roll less than or equal to his dexterity on 3D6 to stay on his feet each round. (The GM may give appropriate modifiers to many-legged creatures, or to those particularly able to stand on slippery surfaces.) Anyone who falls down in the mossy area can either crawl out of the zone of effect (at one-tenth his normal movement rate) or make another dexterity roll to attempt to stand up. The moss is real and permanent; it will grow or die as ordinary moss, depending on its environment. (Note that the moss will quickly die unless it is in a damp, shaded area capable of supporting bryophytic plant life.) The mossy surface cannot appear on living beings or on moving objects.

Amber *Level 2*. Amber is yellowish hardened resin. When crushed, magical amber produces a dust that can be thrown on beings in another plane. Crushing the gem requires only normal strength. The dust affects creatures as the mage spell Phase In, with a duration of 40 rounds. There is enough dust to affect 3 creatures, but it must all be used at once. All targets must be within 2" of the user when the dust is thrown. The gem can be crushed and the dust used in a single item phase. Magical amber is often found with a spider preserved inside.

Amethyst *Level 1*. This gem is transparent purple. It cancels all invisibility within 30 feet of where it was crushed for 1 hour. Invisibility spells currently in effect 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 had been there when the gem was crushed.

Beryl *Level 1*. Beryl is transparent and light green. It looks a lot like a peridot, requiring a jeweler or a dwarf to tell the difference. When a fresh drop of blood (less than 10 minutes from extraction) from an individual is placed in the gem, it becomes sensitized to that person. The person to whom the beryl is sensitized receives a +5% bonus to all his saving throws. There is no range limitation; no matter how far the target is from the stone, he gains the bonus. The peridot can only be sensitized

to a single individual at one time; an additional drop of blood immediately re-sensitizes the gem to the new individual, and any previous sensitization is erased. The sensitization slowly wears off over time (i.e., it lasts only for the duration of a PrinceCon scenario in which it is established).

Citrine Level 1. Citrine is a transparent yellow form of quartz. This stone can be sensitized to as many as twenty people by placing a drop of each person's blood in the gem. The sensitization lasts for 1 hour. If the citrine is crushed during that hour, each person to whom the stone was sensitized is teleported without error to where it was crushed. The targets are teleported one at a time, one per melee round, starting with the first person to whom the stone was sensitized.

Garnet Level 3. Garnet is a transparent red gem that closely resembles a ruby; a dwarf or a jeweler is required to tell the difference. When someone contacts it with crushing force, it burrows into the target, doing 1 hit per minute for 100 minutes. The garnet causes extreme pain for the duration. It requires a direct hit to have any effect, but ignores armor class for the roll to hit. The victim gets a physical save after each ten minutes; a successful save means the gem has burrowed out. Neutralize poison has no effect. A successful Remove Curse as versus a 10th level destroys the gem.

Jade Level 1. Jade is opaque or translucent green. It looks a lot like malachite, requiring a dwarf or jeweler to tell the difference. It can be used to cast a Mass Cure II, as per the clerical prayer, affecting everyone in the zone of effect in which it was crushed.

Malachite ** Level 1. Malachite is opaque green with black lines. It looks a lot like jade, requiring a dwarf or jeweler to tell the difference. Crushing it casts a Strength as per the mage spell.

Moon Stone ** Level 1. Moon stone is translucent white. Using it allows the target to see in the dark, even total darkness, as if it were full daylight. It does not allow sight through magical darkness. The effect has a duration of 8 hours.

Obsidian Level 1. Obsidian is black volcanic glass. When this gem is crushed, the last person whose skin touched the gem receives an instantaneous mental image of the gem's surroundings. This works over any distance. The lighting is whatever is present in the gem's surroundings.

Snowflake Obsidian Level 1. This gem is black volcanic glass with white splotches. Crushing it 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 it is crushed underground or indoors, the storm takes effect above the surface or outside.

Onyx Level 1. This stone casts a clerical Darkness prayer at 6th level when crushed.

Peridot Level 2. Peridot is transparent and light green. It closely resembles beryl, requiring a jeweler or a dwarf to tell the difference. When a fresh drop of blood (less than 10 minutes from extraction) from an individual is placed in the gem, it becomes sensitized to that person. When the stone is crushed, that person suffers the effects of a Cause Wounds V as per the clerical prayer. There is no range limitation; no matter how far the target is from the stone when it is crushed, he will be affected. The target gets a saving throw vs. spiritual at -20% to resist the effect. The peridot can only be sensitized to a single individual at one time; an additional drop of blood immediately re-sensitizes the gem to the new individual, and any previous sensitization is erased. The sensitization slowly wears off over time (i.e., it lasts only for the duration of a PrinceCon scenario in which it is established).

Clear Quartz Level 1. Clear quartz, also known as quartz of illumination, casts a Continual Light as per the clerical prayer when crushed. The light lasts for 24 hours and is centered on the dust from the crushed gem. The dust can be collected and carried in a pouch or cloth. The dust can be separated into smaller piles, each of which has proportionately less light.

Rose Quartz Level 2. Rose quartz is a clear pink gem. Crushing it allows the user to cast Charm Person (i.e., the target sees the user through rose colored glasses). Treat Charm Person as the mage spell Charm Monster, except that it can affect only a single intelligent humanoid.

Rutilated Quartz Level 1. Rutilated quartz is a clear quartz with lines inside that appear to be gold or brass. This gem can store 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 Star Wars fame). The message can be no longer than 1 minute, and the projected area is limited to 3 feet in radius and 5 feet tall. The message is recorded by willing the stone to record. The message can be overwritten; only the last message recorded can be played back.

Smoky Quartz Level 1. Smoky quartz is clear but dark gray. Crushing it creates a smoke screen in a 15 foot radius for 1 minute. The smoke screen effectively acts as a clerical Darkness prayer in the area. There is no type of vision that can see through the smoke, and it will not dissipate even in a strong wind.

Sun Stone *Level 1.* When crushed, this stone illuminates the area around it for 2 hours as a clerical Light prayer.

Topaz **** Level 1.** Topaz is transparent brown. When this gem is crushed a stream of water, the equivalent of a garden hose, springs out of the place where the gem was crushed. The stream lasts for ten minutes. It has a tendency to spray at the person who crushed it. Actually being hosed down can have certain advantages (e.g., if one is on fire).

Turquoise **** Level 1.** Turquoise is an opaque blue-green, sometimes veined with black. The target of the gem appears to be in great pain, then to turn to ash and crumble to a pile of dust on the floor in one melee round. Actually the target has been made invisible as per the mage spell Invisibility, and a visual Illusion as per the mage spell is responsible for the apparent demise.

Stones

More information on stones is available in the Magical Gems introduction.

Stone of Building	Stone of Hobbit Throwing
Stone of Controlling Earth	Pumice of Levitation
Stone of Controlling Earth Elementals	Loadstone
Stone of Crushing Death	Luckstone
Firestone	Stone of Petrification
Hobbit Throwing Stone	True Stone

Stone of Building *Level 3.* This item can be used to form a Wall of Stone. The stone must be touching a solid horizontal surface when activated. The wall is two feet thick, and up to 10 feet long and 20 feet high. The dimensions of the wall cannot exceed the open space in which the stone is activated, and the entire base of the wall must be in contact with some surface. The wall reverts to the stone if commanded by anyone grasping the correct stone at the base of the wall. Otherwise, the wall remains in place until it is battered down or dispelled, at which point the item is destroyed. The wall counts as level 12 for dispelling purposes.

Stone of Controlling Earth *Level 4.* When activated, this item allows the user to cast one of the following mage spells: Stone Walking, Move Earth, Tremor, and the morphic spell Patterning (usable only on stone). Up to 6 spell levels are available per day from the stone, to be divided up as the user pleases. The mage cannot add his own spell points to the stone in order to add modifiers to the spells.

Stone of Controlling Earth Elementals *Level 4.* If the user of this stone conjures an earth elemental, he can maintain control of it without having to concentrate. Once under control, the elemental will remain in the service of the mage until released. If the user orders the elemental to do something strongly against its nature or obviously self-destructive, it gets a mental saving throw against the control. If it succeeds, it instead turns upon the user of the item and attacks him. Once per week, the mage can also use the stone to conjure an earth elemental, as per the mage spell Conjure Elemental.

Stone of Crushing Death *Level 4.* This item resembles a Stone of Controlling Earth Elementals, but upon invoking its power the mage permanently loses control of the elemental, which will proceed to attack him until one or the other is dead.

Firestone *Level 2.* The user of this stone can throw a 6D6 Fireball, as the mage spell, once per day.

Hobbit Throwing Stone *Level 1.* This stone functions as an ordinary slingstone. If a hobbit uses the stone, it is +1 to damage and +15% to hit, and returns to the user in the same round whether or not it hits.

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 -10% to hit unless he is aware of the stone's nature, in which case he is +15% to hit. The maximum range is 6". (See hobbits as missile weapons below.)

Hobbits as Missile Weapons: 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 he inflicts. 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 excluded from the list of standard clerical weapons. Standard hobbit clerics, if they exist, are prohibited from wearing spiked helmets or studded leather and throwing themselves at enemies. Hobbits are not normal missiles, so protection from normal missiles has no effect.

Pumice of Levitation *Level 2.* The user of this stone can cast Levitate on a creature at range touch, as per the mage spell modifier Affects Others. He can 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.

Loadstone *Level 2.* Cursed-14. This stone appears to be one of the other types (usually a Luckstone). The holder suffers a -15% to all his saving throws. He never wins at any game of chance (such as craps). He can only get rid of this item via a successful Remove Curse as versus a 14th level.

Luckstone *Level 3.* The possessor of this item is quite lucky in all his endeavors. He gains a +15% bonus on all his saving throws. He always comes out ahead in any game of chance. The possessor never loses or misplaces this stone.

Stone of Petrification *Level 4.* Anyone who deliberately touches this item with bare flesh must save vs. physical or be turned to stone. The stone can be carried safely by anyone who makes his saving throw.

True Stone *Level 2.* This stone can 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 does not have normal effect at that time. He can then throw the spell off the stone once, without the 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.

Girdles

A magical girdle is a large belt that encircles a character's waist. Girdles must be worn beneath armor, robes, and cloaks to have effect. Only one girdle may be worn at a time.

Girdle of Belly Laughs

Girdle of Giant Strength

Girdle of False Strength

Living Girdle

Girdle of Resistance to Crushing

Girdle of Mage Binding

Girdle of Pockets

Girdle of Polymorphism

Girdle of False Polymorphism

Girdle of Reduction

Girdle of Belly Laughs *Level 3.* The wearer is able to understand all jokes he hears. He is 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. With a 10% burnout chance, the wearer may do any one of the following: (1) Laugh in the Face of Death—cast a Withstand Fear prayer on himself with a duration of 1 hour; (2) Laugh in the Face of Darkness—dispel a Darkness prayer as an 8th level caster; (3) Laugh in the Face of Despair—cure D6 points of damage off himself with no saving throw. Burnout of any function renders the girdle nonmagical.

Girdle of Giant Strength *Level variable.* A Girdle of Giant Strength raises (or perhaps lowers) the wearer's strength to some specific level as long as it is worn. Giant strength has dramatic combat effects, and most of these items should therefore never appear during PrinceCon. It is suggested that a Girdle of Giant Strength only be given out to fulfill plot requirements, and only with the permission of the Convention Director.

Girdle	Strength	Item Level
Hill Giant Strength	20	3
Stone Giant Strength	22	4
Frost Giant Strength	24	4
Fire Giant Strength	26	4
Cloud Giant Strength	28	5
Storm Giant Strength	30	5

Girdle of False Strength *Level 2.* This item 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. This item is not recommended for use at PrinceCon; it is better designed for a campaign in which the GM can monitor the passage of extended periods of time.

Living Girdle *Level 2.* When this girdle is put on, it turns into a giant snake which attempts to crush the life from the wearer. The giant snake automatically appears constricting the wearer. (Remember also that the wearer is unlikely to be armored, since

girdles must be worn beneath armor.) The giant snake is AC 7, HD3+1, moves 9", and constricts for 2D4 each round. Anyone constricted is unable to act until he escapes or the snake is killed. The victim can use his strength to escape as per breaking a Wizard Locked door.

Girdle of Resistance to Crushing *Level 1.* This girdle gives the wearer resistance as per the clerical prayer Resist Crushing.

Girdle of Mage Binding *Level 2.* Cursed-18. If worn by a mage or someone able to cast mage spells, this girdle prevents him from throwing any spells by draining all of his spell points into itself. It may only be removed via a successful Remove Curse as vs. an 18th level.

Girdle of Pockets *Level 2.* This girdle has 20 pockets. Each pocket may hold an item that could be held within a hand (e.g., a ring, potion, token, etc.) Any item in a pocket 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 Polymorphism *Level 2.* This item allows the wearer to change form, as per the mage spell of Shaping. The girdle only affects the wearer, and he may only gain the movement abilities and combat (but not magical) abilities of the form assumed. The wearer must stay in the new form for at least 24 hours. There is a 10% chance that the wearer becomes a random creature rather than the one he desires.

Girdle of False Polymorphism *Level 2.* This girdle acts as a Girdle of Polymorphism, except that 40% of the time the user is permanently polymorphed into a random creature.

Girdle of Reduction *Level 2.* This item allows the wearer to shrink to up to 1/10 of his normal size, and to return to normal size again when he wants. Any change in size takes place in the item phase and takes the entire round to accomplish.

Hats and Caps

Hats and Caps are one class of headgear in the PrinceCon system. They are meant to accompany robes or leather armor; anyone in heavier armor takes a -1 AC penalty due to inadequate head cover if he wears a cap instead of a helm. In addition to the items listed below, several of the mental-oriented helms may also be found as hats. Except where otherwise noted, hats and caps are usable by all classes, bearing in mind possible armor class penalties. Only one piece of headgear, including helms, hats, and caps, may be worn at once.

Bishop's Miter
Black Hat
Coonskin Hat
Hat of Dreams
Dunce Cap
Cap of Empathy
Hunting Cap

Lucky Fedora
Party Hat
Hat of Shielding
Sleeping Cap
Thinking Cap
Wizard's Hat

Bishop's Miter *Level 3.* This tall red cap looks like a bishop's stately headgear, with the symbol of the religion to which it is consecrated on the face (the religion must be specified in the item list). Only clerics of the specified religion can gain the powers of the cap. It is consecrated as a holy symbol. For clerics below 12th level, the cap raises the user's level to 12 for level-vs-level purposes, and enables the user to cast the clerical prayer Commune I once per month. Anyone other than a cleric who deliberately puts on this cap suffers 2D6 damage, and any cleric of another religion suffers 4D6, with no saving throw.

Black Hat *Level 2.* Cursed-12. Anyone who sees the wearer of this hat for the first time immediately perceives him as a villain and enemy, no saving throw. People who met the wearer before he put on the hat must make a saving throw vs. mental or become convinced that the wearer has become an enemy. Those who perceive the wearer as an enemy will regard him with suspicion and distrust and act in accordance with their personalities and abilities.

Coonskin Hat *Level 2.* This hat gives the wearer +10% to hit with all missile weapons and +25% to all tracking rolls.

Hat of Dreams *Level 3.* The wearer may use this hat to give him prophetic or divinatory dreams. To use the powers of this hat, the wearer must sleep undisturbed for at least 8 hours. Essentially, the wearer may choose to cast one of three prayers: Commune I, Retroscope, or Restore Memory. The latter prayer may only be cast on the wearer himself. The wearer gives the

appropriate direction to the prayer—asking the question or choosing the object—and then receives a dream with the result of the prayer. (Only a single question can be asked of the hat with the Commune.) The hat can only be used once per week. It acts as an 8th level cleric for level-dependent functions of the prayers.

Dunce Cap *Level 1.* Cursed-12. This cap appears to be a Wizard's Hat—a tall pointy hat embossed with moons and stars. However, the wearer of this cap has his intelligence reduced by 3. In stressful situations, he behaves as if under a Confuse spell; each round there is a 1 in 3 chance that he does nothing.

Cap of Empathy *Level 1.* This cap gives the wearer the ability to cure the wounds of others by taking them on himself, as per the clerical prayer Empathic Cure. This item functions for only one user per day.

Hunting Cap *Level 1.* This feathered cap gives the wearer +10% to hit unintelligent creatures with all missile attacks, and adds +5% to the scout's Hide, Move Quietly, and Tracking rolls.

Lucky Fedora *Level 2.* Although not cursed, this fedora is never lost or misplaced by its wearer. It gives the wearer the ability to Detect Traps (as per the clerical Detect Type IV prayer) four times per day. The wearer can also use any magical whip as a Rope of Climbing.

Party Hat *Level 1.* This colorful pointed hat is festive in appearance. Any alcohol the wearer consumes while wearing the hat is immediately neutralized. The wearer can therefore drink alcoholic beverages, of any potency and in any quantity he desires, without getting drunk.

Hat of Shielding *Level 2.* 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 among them. The hat may give +15% to one of physical, mental, or spiritual saving throws, or give +2 to the wearer's 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.

Sleeping Cap *Level 2.* The wearer of this cap sleeps very restfully. He always sleeps soundly for 8 hours, and only awakens if he is attacked or has the cap removed from his head. If he sleeps undisturbed for 4 or more hours, he wakes up fully rested, no matter how long he had previously remained awake. If he sleeps undisturbed for 8 or more hours, the cap cures 2 hit points of damage that the wearer had sustained before going to sleep. A single wearer cannot regain more than 2 hit points from the cap in a 24 hour period, no matter how long he sleeps, but the cap can be shared, allowing up to three people to benefit in a single day.

Thinking Cap *Level 2.* If a mage wears this item for an entire day, it increases his intelligence by 2, to a maximum of 18, until he removes it. This increase in intelligence is accompanied by an increased spell point capacity. If the cap is removed at any point during the day, the mage loses the points of intelligence and the extra spell points immediately. If the wearer doesn't have enough spell points remaining to withstand this loss, he suffers 1 hit point of damage for each spell point of deficit.

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

Helms

Usable by: fighters and clerics

Helms are one class of headgear in the PrinceCon system. Helms and caps are both considered armor; helms are used with chain and plate, and caps are used with leather and robes. Only one piece of headgear, including helm, caps, and hats, may be worn at a time.

Headgear applies all normal rules for armor. Since chain or plate armor is assumed to include protection for the head, a character in such armor suffers -1 AC penalty if he wears a cap or hat (or nothing) instead. As with plate and chain, mages and scouts (and some clerics) cannot wear helms without losing their abilities.

Helm of Air
Helm of Dancing
Helm of Eyes

Helm of Fire
Helm of Frost
Helm of Glory

Helm of Hail
Helm of Hearing
Jeweler's Helm
Helm of the Lion
Helm of Mind Blast
Helm of Mind Shield

Helm of the Moon
Helm of Pensiveness
Helm of Reading Magic & Languages
Helm of Sweat
Helm of Telepathy

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 does not protect him from other effects such as vacuum or crushing.

Helm of Dancing *Level 2.* Cursed-16. This helm causes the wearer to dance whenever he is awake. He may sit down, but his feet continue to tap away. His feet 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. The boots may only be removed by a Remove Curse as versus a 16th level.

Helm of Eyes *Level 2.* The wearer of this helm has 360 degree vision. This does not interfere with his normal vision at all. It also makes the wearer immune to ambush or surprise. No attacker receives bonuses for attacking the wearer from the rear, including backstab.

Helm of Fire *Level 4.* A Helm of Fire is often set with rubies or fire opals that glow when the helm's powers are active. The wearer is constantly protected by the clerical prayer Resist Fire. The wearer has +2 to his charisma roll when dealing with fire-based creatures, but all cold-based creatures are always hostile to him. With a burnout check, the wearer can create a Wall of Fire around himself, as per the mage spell with the hemispherical shape at range 0. He can command any nonmagical weapon he wields to act as a Weapon +1/+3 vs. Cold-based Creatures for 12 rounds, as per the generic magical weapon, with a burnout check. Burnout of either function, suggested at 10%, renders the helm nonmagical.

Helm of Frost *Level 4.* A Helm of Frost is similar to a Helm of Fire, but it is cold-based rather than fire-based. It is often set with emeralds or diamonds. The wearer is protected by Resist Cold. With a burnout check, the wearer can create a hemispherical Wall of Frost around himself, or command a nonmagical weapon to act as a Weapon +1/+3 vs. Fire-based Creatures.

Helm of Glory *Level 2.* This helm increases the wearer's effective charisma when he is dealing with people of lower level, and decreases it when he is dealing with people of higher level. The increase/decrease is one point of effective charisma per level of difference. Effective charisma can never be more than 20 or less than 1.

Helm of Hail *Level 1.* The wearer of this helm is affected by Ice Storm spells as if he had a shield overhead (i.e., he only takes one-half the usual damage).

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

Jeweler's Helm *Level 1.* Cursed-9. The wearer of this helm can distinguish between all types of metals and can determine the value of gems. This helm appears golden and studded with gems when worn. The wearer considers the helm his most valued possession. Others seeing the helm desire it greatly.

Helm of the Lion *Level 3.* Although anyone can use this item, it is considered sacred to Leos. Before a combat, the user can sacrifice up to his level in his own hit points to the helm. He then receives a Fight Like a Lion $n/2$ (rounded down), where n is the number of hit points sacrificed. This effect lasts one battle, as per the clerical prayer Fight like a Lion.

Helm of Mind Blast *Level 2.* Cursed-12. When this helm is first put on, it casts Mind Blast at the wearer. After that, it acts as a -1 Helm.

Helm of Mind Shield *Level 3.* While worn, this helm gives a +30% to save and +3 on level-vs-level for all forms of mental attack, including Telepathy, Pain, Mind Link, Mind Blast, ESP, etc., as per the mage spell Mind Shield.

Helm of the Moon *Level 2.* When the moon is shining on this 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 GM 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. The GM should also take into account whether it is cloudy, 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 Pensiveness *Level 1.* Cursed-16. When faced with a choice, the wearer of this helm takes one melee round to decide what to do (e.g., 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. (Gamemaster 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 GM must hold him to that decision.)

Helm of Reading Magic & Languages *Level 2.* The wearer of this helm is able to read all standard languages, including magical writing, obscure languages, and nonhuman languages. The helm does not enable the wearer to read codes, ciphers, artificial languages, or any language used exclusively by extremely magical beings, such as demons, dragons, or gods.

Helm of Sweat *Level 2.* Cursed-12. Although this item appears to be a Helm of Hearing, it causes the wearer to sweat profusely. This sweating causes the helm to slip and makes it very difficult to see out of. Every combat round, there is a 50% chance that the wearer's vision is impeded. He must spend an item phase fixing it, or suffer a penalty of -20% to hit and -2 to his AC until he does so.

Helm of Telepathy *Level 4.* This helm lets the wearer use the mage spell Telepathy as often as desired, but once a target makes or fails a saving throw, he will continue to do so for the next day.

Holy Symbols

Usable by: clerics

A holy symbol is a focus of clerical power. A holy symbol is always consecrated to a particular god, and can only be used by clerics of that god. Clerics of any religion are able to recognize a duly consecrated holy symbol. Any cleric can make a holy symbol with the first level clerical prayer Consecrate Object. The items in this section, however, are not mere consecrated objects, but items of significant clerical power.

Most of these holy items occur in the form of the religion's symbol, as listed in the conbook. Some are true relics—remnants of well-known sacred objects, artifacts from locations of religious significance, or preserved remains of saints. Whatever its appearance, a magical holy symbol is a source of specific clerical power. A holy symbol does not function for anyone other than a cleric of its religion. Any cleric of a deity other than the one to which the symbol is consecrated suffers 2D6 damage by default, with no saving throw, each round he deliberately grasps the object. (A GM with a magical holy symbol in his item list may alternatively specify the set of relationships between the item and members of other religions, but the default for other clerics is intolerance.)

A holy symbol enables its wielder to use one or more clerical prayers or prayer-like powers. Some powers are effective whenever the item is held. Many powers can only be used a certain number of times per day; such uses are renewed at whatever time clerics of the religion receive their prayer points. A holy symbol may rarely have a power that can be used only once, consuming the item in its use. A particularly potent item might even have the ability to function as a cleric itself. By default, a holy symbol must be held to be used.

The GM must include details for any holy item in his item list. A religious relic should have powers appropriate to its appearance and its background. If it can be used to cast prayers or related effects, the level at which it casts them (or the user's level, if applicable) must be specified in the item list. A holy symbol is the clerical analog of an intelligent magical sword—it should have a source, a history, and a purpose that suit each other. (A holy relic can actually be an aligned weapon; the weapon rules suffice for such items.) Holy symbols are generally unique, and each requires a full description.

Assigning levels to the myriad of possible holy symbols is an impossible task. It is up to the GM to gauge the power of such an item. The levels listed in the descriptions below are provided only as guidelines for leveling holy symbols.

Holy Symbol of "Prayer"
Holy Symbol of Bestowing Curses
Holy Symbol of Divine Attention
Holy Symbol of Enhancing "Prayer"
Holy Symbol of Piety
Holy Symbol of Intervention

Holy Symbol of Levels +N
Holy Symbol of Prayer Points +N
Holy Symbol of Presence +N
Holy Symbol of Strict Obedience
Transforming Holy Symbol

Holy Symbol of "Prayer" *Level variable.* Granting a specific prayer (or prayers) is the most common type of holy symbol power. The effective level at which the prayer is cast and the number of times per day it can be used must be specified in the

item list. Some prayers commonly found in holy symbols are Cure or Cause Wounds N, Protection from Evil N, Sanctuary, Bless (and Bless-type prayers), Cure Disease, and Dispel Undead N. Some prayers can only be cast under limited conditions or on certain targets. A general estimate for the level of the item is one less than the level of the prayer, but this depends on the exact prayer, the number of uses, and any other restrictions applicable. Any holy symbol of a religion available to PCs at PrinceCon with a level 6 (or higher) prayer must be approved by the Director in advance.

Holy Symbol of Bestowing Curses *Level 2.* This power seldom occurs alone in a holy symbol. If a cleric is killed while holding this holy symbol in hand, he may cast a curse upon his killer(s) at the moment of his death. The curse can only be used against a sentient killer who deliberately and directly (or nearly so) brought about the user's death. Should the user attempt to cast the curse upon anyone else, it has no effect. The curse is selected by the GM, who should exercise discretion in deciding its effect. The curse should be appropriate to the level of the user and, whenever possible, to the means by which he was killed. The effect of the curse on the killer is usually long-term; some possibilities are his falling victim to disease or insanity, the gradual loss of a requisite or saving throw score, or succumbing to one of the curses associated with other cursed items in this book (e.g., the Gem of Obvious Guilt or the Lightning Rod). This power can be used at most once per day.

Holy Symbol of Divine Attention *Level 1.* This item functions as a Holy Symbol of Piety. However, the possessor of the item is under the constant scrutiny of his god. The least misconduct by the cleric is noticed. Whenever the user commits any infraction, he loses all his clerical prayer abilities until he performs some appropriate atonement. This act can range from a few moments of penitent contemplation to a lengthy period of service, fasting, or whatever penance the GM deems appropriate. If the violation was extreme, the possessor may suffer some additional (physical) punishment as well.

Holy Symbol of Enhancing "Prayer" *Level variable.* Whenever the user of this holy symbol casts the specified prayer, this item enhances its effect in a particular way. The enhancement must be clearly explained in the item list. Examples of such powers are turning a single-target prayer, such as Cure Wounds or Bless, into a Mass prayer; raising the caster's level for the level-dependent effects of a prayer such as Raise Dead or Dispel Evil; adding +1 to each die of Cure or Cause Wounds prayers; and applying a penalty to any target's saving throw against a prayer such as Cause Wounds or Quest. The level of this type of holy symbol depends on the net effect of the enhancement, but it is usually level 1 or 2.

Holy Symbol of Piety *Level 1.* If the possessor of this holy symbol spends a round contemplating a specific action, he is made aware of his god's (and presumably his religion's) attitude toward this action. This item is, in essence, a means for the player to find out the GM's opinion of some activity he's considering for his character. The symbol has no divinatory power; the information is based strictly on the intent of the action and on its probable outcome. Overuse of this item (for example, to the point of irritating other players and the GM) may, at the GM's discretion, result in its functioning as a Holy Symbol of Divine Attention for a few hours.

Holy Symbol of Intervention *Level 2.* A cleric can use this holy symbol to ask his god's aid. In time of great need, the user may request divine intervention. This is a direct invocation of the deity, asking him or her to act in an extraordinary way, distinct from the cleric's prayers.

An attempt to invoke divine intervention has a base chance of 1% per level of the user of succeeding. For each of the god's followers in the cleric's party who is in immediate danger, the chance increases by 1%. At his discretion the GM may alter the probability of assistance for other considerations, but the percentage chance should **never** be greater than twice the level of the user. If the roll for divine intervention fails, another attempt cannot be made with the holy symbol for at least one month. Divine aid is usually sought to get a cleric (and his companions) out of some immediate difficulty or danger; frivolous requests always fail.

If the roll succeeds, the user's party is usually delivered from trouble in a manner appropriate to his deity. The cleric, however, must make an absolutely unmodified saving throw. If he fails, he and all his possessions are gone (exalted or consumed), unless the GM considers his staying more fitting. If the cleric is acting out of accordance with the tenets of his religion, whether or not he saves, the holy symbol disappears, and the cleric may suffer a suitable punishment.

Holy Symbol of Levels +N *Level variable.* This holy symbol adds +N to the level of the user for all level-dependent effects of any prayer he casts. Weaker versions of this item only add +N for level-vs-level effects, or only apply to a specific subset of the cleric's prayers. This holy symbol has no effect on prayer point costs for the user. This item is difficult to level, since its power depends on the applicable set of level-dependent prayer effects, which vary with the religion and level of the user. For reasonable values of N, the level of the item is usually 1 or 2.

Holy Symbol of Prayer Points +N *Level variable.* This holy symbol provides up to N prayer points to the wearer; these can be used exactly like his "natural" supply. The prayer points of the symbol are renewed at the same time as those of the cleric's

of its religion. A 1 or 2 prayer point symbol is a level 2 item; a 3 or 4 point symbol is level 3; a 5 or 6 point symbol is level 4.

Holy Symbol of Presence *+N Level 1.* This symbol adds +N to the user's charisma whenever he displays it. The item level is increased for values of N greater than 4.

Holy Symbol of Strict Obedience *Level variable.* This holy symbol has one or more other powers. This item requires the user to exercise a saintly level of practice of the religion's virtues for any of its powers to function. GMs should not be lenient in deciding what "saintly level" entails.

Transforming Holy Symbol *Level variable.* This holy symbol is a perfectly crafted miniature version of some object that is sacred or fundamental to the religion. Once per day, the user can transform the symbol into a full-sized functional version of the object. Common examples of such articles are weapons, tools, scythes, plants, and animals. The GM must specify in the item list how the full-sized version can be used, if at all, under what conditions it reverts to its original size, and any other limitations that apply. The level of a transforming holy symbol should be judged from the power of the resultant object.

Horseshoes

Usable by: hoofed steeds

Horseshoes come in pairs; unless otherwise specified, both shoes must be worn together to be effective. (A GM may optionally specify that a set has four shoes, in which case all four must be worn for effect.) A steed can wear only one set of magical horseshoes at a time. A pair of horseshoes can only be worn by one creature ever; if the shoes are removed or thrown, they are rendered nonmagical. Horseshoes can only be used on a solid-hoofed animal, such as a horse, mule, zebra, centaur, unicorn, pegasus, hippogriff, etc. Horseshoes by default cannot be worn by split-hoofed animals like cattle, goats, camels, pigs, deer, and sheep.

Horseshoes +N
Horseshoes of Endurance
Horseshoes of Flight
Horseshoes of Pacification

Horseshoes of Polymorphism
Horseshoes of Skittishness
Horseshoes of Speed

Horseshoes +N *Level N.* A pair of Horseshoes +N gives the wearer +5N% to hit and +N to damage when striking with the hooves.

Horseshoes of Endurance *Level 1.* The wearer of these horseshoes can travel without resting for an entire day. Daily travel distance is thus increased by 20%. The wearer requires normal sleep.

Horseshoes of Flight *Level 2.* These horseshoes enable their wearer, carrying its usual load, to fly at its normal running speed for up to 2 hours. After flying, the wearer must rest for twice the duration of its flight (e.g., 4 hours of rest after 2 hours of flight). The shoes can be used once per day.

Horseshoes of Pacification *Level 1.* The wearer of these horseshoes is immune to any fright or panic; even Fear spells have no effect upon it.

Horseshoes of Polymorphism *Level 3.* These horseshoes function as one of the other types (usually Pacification). However, each time the wearer is mounted to be ridden, there is a 20% chance that it becomes a random monster from the Monster Summoning table of level D4+2. The monster immediately attacks the rider. The monster reverts to the original steed, still wearing the horseshoes, whenever the rider dies, the monster dies, or one hour passes. The wearer will be in the same condition as the monster was at the point it reverted (e.g., dead, 50% injured, etc.) These shoes are not Cursed, and can be removed like any other magical horseshoes.

Horseshoes of Skittishness *Level 1.* Cursed-12. These horseshoes appear to be another type until worn. The wearer never willingly carries any rider or gear, or allows itself to be harnessed. The horseshoes cannot be removed except via a successful Remove Curse as vs. a 12th level.

Horseshoes of Speed *Level 1.* The wearer's movement rate is increased by 50%.

Lights

Lights include candles, candelabra, lamps, and lanterns. For PrinceCon purposes, no distinction need be made between these types of items. A candelabrum is a branched metal candlestick with several candles. A lantern is a protective case, with transparent openings, in which a light may be carried. By default, a magical light at PrinceCon includes fuel (candles or oil) that lasts until the item burns out. A magical light must be held to be lit, but it continues burning thereafter as any ordinary light would. A light is activated by lighting its wick (or wicks); this requires a full round, and takes effect in the item phase. Anyone holding a light can extinguish it in a single round. Unless otherwise specified, all lights have a 2% burnout chance. Roll each time one is lit, and once each turn that it remains lit.

Candelabrum of Darkness
Candelabrum of Distress
Djinni Lamp
Light At the End of the Tunnel

Candelabrum of Hospitality
Light of Reason
Light of Right
Skylight

Candelabrum of Darkness *Level 2.* When this item is lit by a cleric, it radiates a zone of darkness equivalent to the clerical prayer Continual Darkness. (If the cleric's god is one whose dominion includes darkness and night, the zone of darkness also renders all magical sight useless within it.) If the candelabrum is lit by anyone other than a cleric, it radiates nonmagical light as a normal candelabrum.

Candelabrum of Distress *Level 2.* When lit, this item sets off a great pyrotechnic display. These fireworks rise over a mile into the air and are visible for up to 100 miles. If the candelabrum is lit underground or indoors, the display rises only as high as the ceiling. The pyrotechnics last as long as the candelabrum is lit, and do no damage to anything.

Djinni Lamp *Level 4.* This lamp has no fuel and cannot be activated by being lit. Instead, the user can summon a djinni from the lamp by rubbing its side with the palm of his hand. The djinni is AC 5, HD7+1, flies at 24", strikes for 2D8, and may become invisible or gaseous at will. 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. He is larger than man-sized and can carry up to 600 pounds of weight at his flight speed. (Assume 40 m.p.h. for long-distance travel times.) The djinni 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) are real and lasting. The djinni serves the user for one day every time he is summoned, although he may pervert or refuse to obey orders which are strongly against his nature or blatantly self-destructive. Each time he is summoned, there is a 25% chance the djinni becomes permanently free of the imprisoning enchantment, at which point he may act as he chooses, including attacking or cooperating with the user.

Light At the End of the Tunnel *Level 3.* Cursed-20. The unlucky user who lights this candelabrum cannot get rid of it until the curse is removed. He henceforth has an unreasoning sense of optimism that once he starts on a task he can carry it through to a successful conclusion. When presented with contrary opinions or evidence, he will light the candelabrum and attempt to convince others to proceed with the task, adding 6 to his charisma while doing so. He persists in disregarding any arguments or evidence to the contrary unless everyone remains adamantly opposed to him. Anyone who attempts to extinguish the light during one of these exhortations must save vs. spiritual or immediately come to see the argument the user's way. The GM must use great discretion in running the effects of this item. This candelabrum has no burnout chance, and radiates nonmagical light as a normal candelabrum when lit.

Candelabrum of Hospitality *Level 3.* This item radiates light as a normal candelabrum. When it is activated, all poisons in its light within 20 feet are automatically neutralized. Spells and items that create poison do not work, although if taken out of the zone of effect they continue to function. Venomous creatures are unable to produce or inject poison in the area of illumination. Any beings who eat together within the zone of effect will not be able to take any hostile action against each other for 24 hours after leaving the item's aura. The candelabrum can only be lit once per day, and puts itself out after one hour if not extinguished before then.

Light of Reason *Level 3.* When lit, this item illuminates as any normal light. While activated, it automatically dispels the following clerical prayers whenever any portion of their zones of effect come within 20 feet of the item: Darkness, Continual Darkness, Light, Continual Light, and Silence 15'r. In addition, anyone holding the light gets +15% on all spiritual saving throws when it is lit. Any cleric who approaches within 20' of this item when it is lit must save vs. mental or be affected as per the mage spell Fear. If a cleric activates the light, he must save vs. mental at -20% or suffer the effects of both the mage spell Fear and Power Word Blind.

Light of Right *Level 3.* When lit by a Janda cleric, this item gives off light equivalent to a Continual Light prayer. It automatically dispels all illusions within 2". The light continuously subjects anyone within its zone of effect to the prayers Detect Guilt, Detect Lie, and Detect Oathbreaker, with no saving throw. Anyone detected by the item glows in the light's illumination, and his status as a guilty criminal, liar, or oathbreaker is obvious to everyone in line of sight.

Skylight *Level 1.* When this candelabrum is lit, it flickers and sputters, failing to illuminate much with the light of its candles. This item has no effect outdoors. When lit indoors or underground, the light is splashed across any walls or ceiling within 20 feet to produce an exact duplicate of the sky outdoors, without clouds. If activated during the day, the light is projected onto the ceiling, dimly focused in the position of the sun. At night, the positions of the moon and stars are duplicated exactly as they would be seen if they were viewed from that spot under a crystal clear sky. The projection slowly changes to reproduce the movements of the celestial bodies in the sky (like a projector in a planetarium). Navigators can steer by these sky scenes.

Masks

A mask is worn over the face and head, obscuring the features of the wearer. A mask cannot be worn with a helm, hat, or other mask. The powers of a magical mask usually function whenever it is worn.

Mask of the Crocodile
Mask of Disguise
Mask of the Eagle
Mask of Horror

Mask of Polymorphism
Ski Mask
Mask of the Sun

Mask of the Crocodile *Level 2.* This mask has a long flat snout. The wearer is able to breathe while submerged in water, as long as the tip of the nose projects above the surface. The wearer can bite in melee for 2D6.

Mask of Disguise *Level 2.* When worn, this mask 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.

Mask of the Eagle *Level 1.* The wearer of this mask gains the use of the Telescopic Vision spell at 9x magnification simply by concentrating.

Mask of Horror *Level 3.* Burnout 20%. This grotesque mask is repulsive to all who view it. With a burnout roll, suggested at 20%, 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 does not appear the same to all viewers. This power functions as a Fear spell, affecting all within 120' who see the wearer's face. All saving throws are at -15%. Burnout of the item causes such horror to the wearer that he is struck unconscious (treat as if affected by a Sleep spell), no saving throw.

Mask of Polymorphism *Level 2 or 3.* These masks come in a variety of animal types. The wearer can polymorph into the specified animal for 2D6 turns. Burnout should be between 10% and 40%, depending on the animal type. Treat the polymorph as the mage Shaping spell, with the movement, combat, and sensory abilities of the animal, and size change as appropriate. Statistics on the animal must be included in the item list.

Ski Mask *Level 1.* Cursed-12. The wearer of this mask appears to all observers to be violent and hostile. He is, however, immune to normal cold and wind.

Mask of the Sun *Level 3.* The wearer can cast the mage spell Mini-Flash three times per day. He is always projecting bright light, and is therefore difficult to look at directly, providing him a +1 AC bonus against all opponents that use sight as their primary targeting sense. The wearer has no chance of surprising or hiding from anyone with vision.

Medallions

A medallion is a small piece of metal, usually round and often with a stamped design, that is either worn on a chain around the neck or displayed as a medal on the left breast. Only one magical medallion can be used by a character at a time, in either position. Many of these items provide the wearer with a constant magical effect. GMs may wish to read through the Amulets and Talismans section of this book, since many of the items listed there could also logically be found as medallions.

Anti-Sleep Medallion
Medallion of Cowardice
Medallion of Defensiveness
Medallion of ESP
Galileo Medallion
Medallion of Immortality
Medallion of Office
Medallion of Resistance to Poison

Medallion of Seeing
Medallion of Size Change
Medallion of Stone Walking
Medallion of Switching and Holding
Medallion of Thought Projection
Medallion of Withstanding Petrification
Medallion of Withstanding Scrying

Anti-Sleep Medallion *Level 1.* This medallion gives the wearer complete protection against being put to sleep by magical means, in particular by the mage spell of that name. The wearer still requires normal sleep.

Medallion of Cowardice *Level 1.* Cursed-14. This medallion appears to one of the useful types, but the first time the wearer takes damage in battle the curse is activated. Thereafter, each time he suffers damage from any source, he must make a mental saving throw or be affected as per the mage spell Fear. Once the medallion has revealed its true nature, it can only be removed by a Remove Curse as versus a 14th level.

Medallion of Defensiveness *Level 1.* Cursed-12. This medallion appears to one of the useful types, but the first time the wearer takes damage in battle the curse is activated. Thereafter, the wearer never takes an offensive action. Offensive action is any action that would provoke or initiate combat, or bring harm to another without provocation. The GM should interpret “offensive” as broadly as possible; even taunting someone to enrage him into attacking should be considered an offensive action. When engaged in combat, the wearer acts as defensively as possible, using a one-handed weapon and shield instead of a two-handed weapon, employing defensive combat maneuvers, and never voluntarily dropping his saving throw. In any particular engagement, however, the user receives a +10% bonus to his armor class and saving throws until he does strike a blow or perform an attack.

Medallion of ESP *Level 3.* This item enables its user to sense thoughts. The wearer can cast the mage spell ESP up to 5 times per day. The medallion can only be used to read the thoughts of one creature at a time. Stone counts as 10 times its thickness for determining the range of the ESP.

Galileo Medallion *Level 3.* Cursed-special. Once donned, this item cannot be removed short of death (i.e., it is Cursed-infinite). Anyone killed while wearing it is permanently unresurrectable. The wearer becomes an atheist; he discards any religion he previously followed. Any clerical prayer, harmful or beneficial, that includes the user in its zone of effect must win a level-vs-level battle against level 18 to affect him. Any cleric who puts on this medallion must save versus mental or die instantly; if he saves, he goes permanently insane.

Medallion of Immortality *Level 2.* While wearing this medallion, the user does not age. He is still vulnerable to injury or death, but any magical effect that depends upon advancing age (or reducing it, for that matter) does not affect him.

Medallion of Office *Level 1.* When worn by a legally elected or appointed office holder, such as a mayor or chancellor, this medallion increases his effective charisma by 3, to a maximum of 20, when dealing with official matters. Any GM who includes this item in his list may further limit its effect to a single specified office in his own scenario to avoid having to define the set of “legally elected or appointed office holders” at PrinceCon.

Medallion of Resistance to Poison *Level 1.* The wearer of this medallion is constantly protected by the clerical prayer Resist Poison.

Medallion of Seeing *Level 2.* This medallion enables its wearer to see as per the mage spells Infravision and See Invisible. This sight is from the medallion’s perspective, so the user can see to his rear if he wears the medallion on his back. This item enables a blind wearer to see.

Medallion of Size Change *Level 2.* This medallion enables the wearer to cast the mage spell *Size Change Self*. The medallion has 5 spell levels available per day. The wearer can use the mage spell modifiers with the spell as usual, but he cannot affect others.

Medallion of Stone Walking *Level 3.* This medallion continually bestows upon its wearer the effects of the mage spell *Stone Walking*. The medallion only grants the power to the individual wearing it.

Medallion of Switching and Holding *Level 3.* This medallion is joined to an extradimensional pocket. The pocket dimension is a 2' cube and has a weight capacity of 50 pounds. Once per day, the wearer of the medallion can exchange anything within 3' and line of sight of the medallion with whatever is inside. (There is no requirement that anything beyond air be inside the medallion or be switched inside.) The object can be a group of similar small objects, such as a pile of gold coins, but only inorganic matter can be placed inside the pocket. (This item is ideally suited to the former character class of thief; in a scenario or campaign that includes the class, it is recommended that the Medallion of Switching and Holding be limited to thieves.)

Medallion of Thought Projection *Level 1.* Cursed-14. This medallion appears to be a Medallion of ESP, but whenever it is used in a dangerous or critical situation, it projects the user's thoughts to the intended target. Once the medallion has revealed its true nature, it can only be removed by a *Remove Curse* as versus a 14th level. Thereafter the medallion projects the user's thoughts to any potential enemy within 3".

Medallion of Withstanding Petrification *Level 1.* The wearer of this medallion is constantly protected from being turned to stone as per the generic clerical *Withstand* prayer.

Medallion of Withstanding Scrying *Level 2.* The wearer of this medallion is protected from spells, prayers, and items of magical surveillance (such as ESP, *Clairsentience*, and *Clairvoyance*) as per the generic clerical *Withstand* prayer.

Mirrors

Magical mirrors are clear sheets of glass or leaded crystal with a reflective coating of silver or gold leaf on one side. An ornate frame is included with most mirrors. Mirrors can come in assorted shapes and sizes, but are typically either rectangular or oval. By default, a magical mirror is an oval 2' across and 3' tall. Only one magical mirror can be held by a character at a time. Unless otherwise specified, a magical mirror can be shattered or crushed by physical damage. For targeted attacks, a mirror is considered AC 7; a mirror is destroyed by hit points of damage equal to twice the mirror's level.

Mirror of Discharging
Mirror of Distance
Mirror of Doubling
Mirror of Holding
Mirror of Life Trapping
Mirror of Mental Prowess
Mirror of Opposition

Mirror of Permanent Holding
Mirror of Recharging
Mirror of Reflection
Mirror of Reversal
Mirror of Soul Trapping
Mirror of True Sight

Mirror of Discharging *Level 2.* This mirror acts as a Mirror of Holding, but any item placed in the mirror is discharged when it is removed. An item with a burnout chance is burned out when it is removed. An item with charges is completely drained of charges. An item with powers usable once or more during a specific time period must wait for fully twice that period after being removed from the mirror before those powers are usable again.

Mirror of Distance *Level 3.* This mirror is attuned to all nonmagical mirrors within 10 miles. The user of the item knows the number of mirrors in range. The user can look through this mirror and out of any one of the other mirrors he chooses. (The user does not automatically gain knowledge of the other mirrors' locations, so he can either look out of a mirror whose existence he is already aware of, or look out of one at random.) If the other mirror is large enough, he can use the link to transport himself to the location of the other mirror by stepping, climbing, or crawling through it. Whenever part of the user has passed through the mirror, the rest is drawn through as well. Objects or creatures cannot be thrust through the link unless they are carried by a user. The passage is one way only, and the Mirror of Distance is left behind. The level 3 version of this item has a 10 mile range and is 2' by 3' (a tight fit for most PCs). If a GM wishes to specify a greater range or larger mirror surface in his item list, the item level should be increased by at least 1.

Mirror of Doubling *Level 2.* The user of this mirror can create one image of himself that is indistinguishable from him, as per the mage spell *Mirror Image*. The image exists for one hour or until dispelled; only one image per day can be brought from the mirror. While the mirror image is in effect, the user casts no reflection in any mirror.

Mirror of Holding *Level 2.* This mirror does not reflect magical items, whose presence is thus easily detected. If a magical item is touched to the mirror's surface, the item disappears, and its mirror image is displayed in the mirror at the same position, as though the item were just below the surface. The mirror only admits items that it can display in full; any item larger than the mirror, or whose image would overlap another item's, does not appear inside it. If the person who placed the item within the mirror touches the item's image, it reappears outside the mirror. Only the person placing an item in the mirror can retrieve it. Items of great power (most level 5 items), sentient items (those with intelligence scores), items containing living beings or souls (such as a magic jar or an Efreet Bottle), or other items with extradimensional pockets (such as other mirrors or a Bag of Holding) cannot be placed inside this mirror. If the mirror is destroyed, any items displayed in it are lost.

Mirror of Life Trapping *Level 5.* This mirror does not cast reflections of living beings. Instead, any being within 5' of the mirror and directly in front of it must make a mental saving throw or become trapped within the mirror. While trapped, a victim can view his surroundings through the mirror, and can be seen within the mirror by others, but only visual means of communication are possible. Once a being is entrapped, it can be released in only two ways: by exchanging places with a new victim, or by the destruction of the mirror. If the mirror is destroyed, the being trapped within it must make a spiritual save or be destroyed with the mirror. Trapped beings do not require food or rest, although they do age normally. Spells and prayers cannot be cast through the mirror to affect anyone trapped within. A Mirror of Life Trapping is almost always encountered with a being already trapped inside.

Mirror of Mental Prowess *Level 4.* The user of this mirror can cast the mage spell *Clairsentience*, with vision only. He must stare into the mirror to use the vision, but as with the spell, he may start and stop at will throughout the spell duration. After casting the *Clairsentience*, the user may also cast one or more of the following spells, which must be used at the clairsentient perspective: *Telescopic Vision*, *ESP*, *Observe Magic*, *See Invisible*, *Second Sight*, *See True Form*, and *True Sight*. Each additional spell requires an additional round to activate, just like a normal mage spell. The mirror has 12 spell levels available per day, which the user can allocate to one or more castings of the spells, with the usual mage spell modifiers, as he chooses.

Mirror of Opposition *Level 3.* Whenever someone is within 10' of this mirror and is reflected in it, his reflection steps out of the mirror and attacks him. The reflection is an exact duplicate of the being, complete with replicas of all magical items he is carrying. The duplicate has equal spell ability and knows everything the being knows about his own powers and capabilities. The duplicate fights until either it or the original is dead, at which point it disappears, along with all objects it brought. When the contest is finished, the mirror no longer reflects the being. Destroying the mirror does not affect the duplicate once it has emerged from the mirror. (If the duplicate is incapacitated or is somehow prevented from attacking the original for a long period of time, it may, at the GM's option, return to the mirror with its items. In this case, the mirror will still reflect the being in the future.)

Mirror of Permanent Holding *Level 2.* This mirror acts as a Mirror of Holding, but any item placed in the mirror cannot be removed.

Mirror of Recharging *Level 3.* This mirror acts as a Mirror of Holding, but any item placed inside it recharges. An item with a burnout chance has half the usual burnout chance the first time it is used within a day after being removed from the mirror. An item with charges has one extra charge when removed. An item with powers usable once or more during a specific time period requires only half the specified time after being removed to recharge. (Items that recharge their uses at designated times rather than simply taking time to recharge, such as some items with clerical prayers, are an exception.) Single use items like potions and scrolls are not affected by the recharging. A magical item cannot be placed in the mirror within thirty days after having been removed.

Mirror of Reflection *Level 2.* This mirror is polished to such brilliance that it reflects magical attacks based on light or vision. If faced toward a creature with an active gaze attack (one with which the creature attacks by looking at its victim), the gaze bounces harmlessly off the mirror. The user can attempt to reflect the gaze back at the creature by hitting AC 0 as a missile attack. (This attempt takes place in whatever phase of the round the attack occurred.) Against a creature with a passive gaze attack (one with which the victim is affected by looking at the creature), the mirror is more dangerous; if such a creature looks at its own reflection in the mirror, it is affected by its own gaze, with any applicable saving throw. The mirror is also useful for signaling outdoors.

Mirror of Reversal *Level 3.* This mirror can be used to reflect spells and item effects back at their source. The mirror must face the source of the effect. For spells and effects that require a roll to hit, such as *Magic Missile* or the various *Lances*, the attack

is rolled normally. If the attack hits, the effect is resolved on the table below; if the attack is then reflected, the user can roll his own missile chance to hit the source. For other single-target spells, such as Confuse or Slow, the attack is simply resolved on the table below, and if the effect is reflected, it is applied to the caster. Area spells are not affected by the mirror.

- 1-3: Effect is reflected.
- 4-5: Effect is deflected harmlessly away.
- 6: Effect proceeds normally.

Mirror of Soul Trapping *Level 4.* This mirror is somewhat smaller than the usual magical mirror, measuring about 1' by 2'. Whenever an intelligent being gazes at its reflection in this mirror, it must make a mental saving throw or fall under the command of the user. (If no one is holding the mirror, it has no effect.) The victim does not obey orders which are obviously self-destructive or strongly contrary to its nature, but otherwise follows the user's commands, as long as it remains within line of sight of the mirror. The user must actively concentrate on keeping the mirror trained on the victim. If line of sight is broken, if the user engages in some other action, or if the mirror is destroyed, the victim is freed of the control. Only one victim at a time can be affected by the mirror.

Mirror of True Sight *Level 3.* This mirror presents things as they really are. Anyone looking at reflections in this mirror sees them as if he were affected by the mage spell True Sight.

Musical Instruments

Musical instruments include most magical items, except for bells and chimes, that produce music or sound while functioning. By default, an instrument must be played to be activated, although the user need not have any particular musical aptitude. In general, playing a musical instrument precludes any other action by a character. Most of these items have instantaneous effects. However, the effects of some instruments continue as long as the user plays; by default, such play is interrupted if the user takes damage or engages in any other activity. Unless otherwise specified, the effects of musical instruments are transmitted by sound, and therefore do not affect creatures without hearing. A target is not protected from the effects of these items by stuffing cotton, earplugs, or his fingers in his ears. The ranges and zones of effect listed are for air. Wood and similar materials count as double their thickness, metal as four times its thickness, and stone as ten times its thickness, for determining the actual ranges over which the sound is transmitted. By default, musical instruments are level 12 for level-dependent effects that are not specified in the item descriptions.

Magical musical instruments by default come with any tools needed to play them, such as drumsticks for drums or bows for violins. Some magical drums may be beaten with the hands instead of with drumsticks, at the GM's discretion. Most magical horns are simply hollow curved tubes that produce a single note, but a GM may specify in the item list that a horn is actually a brass wind instrument. A lyre is simply a small harp that is strummed or plucked. Pipes are wind instruments made of wood or metal tubes that can produce simple tones or complex melodies.

Drum of Deafness
Elephant Drum
Message Drum
Drum of Panic
Rhumba Drum
Thunder Drum
Horn of Animating Dead
Horn of Blasting
Horn of Bubbles
Horn of Collapsing
Horn of Deafness
Horn of Distance
Fog Horn
Horn of Healing
Horn of Plenty
Horn of Silence
Horn of Summoning
Horn of Valhalla

Instrument of Perfect Pitch
Instrument of Tone Deafness
Lyre of Building
Lyre of Sealing
Lyre of Shattering
Lyre of Singing
Lyre of Stormbringing
Lyre of Truth
Pipes of Diminution
Pipes of Sanity
Pipes of the Sewers
Snake Charming Pipe
Pipes of Subdual
Superior Pipes
Pipes of the Woods
Whistle of Controlling Canines
Whistle of Enraging Canines

Drum of Deafness *Level 2.* When this drum is sounded, anyone within 30' of it must save vs. physical or be struck deaf for 2D4 rounds. Beings within 5' of the drum, including the user, get no saving throw and must make a system shock roll to avoid becoming permanently deaf.

Elephant Drum *Level 3.* When the user activates this item, he can summon a huge elephant complete with war tower. The elephant is AC 4, HD9, moves 15", and attacks with its 2 tusks for D12 each. As an alternative form of attack, if the elephant makes a combat move of 5" or less in a straight line, it can trample all man-sized or smaller creatures in its path. These target creatures must save vs. physical or suffer 4D6 crushing damage. The elephant is under the user's control, and he alone can ride within the tower. (Climbing into the tower after the elephant is present takes a full round.) The tower provides the rider protection from missile and melee attacks as the mage spell Shield. Every time the elephant takes damage, it must save vs. mental or go berserk, attacking targets indiscriminately until none remain within 15" of it. The elephant disappears after one day of service or upon its death. After summoning an elephant, the drum cannot be activated again for thirty days.

Message Drum *Level 1.* When played outdoors, this drum is clearly audible for up to 40 miles to all others who are outdoors. Drumbeats can be used to send messages to anyone in range who understands the code used.

Drum of Panic *Level 3.* When this drum is played, anyone within 30' of the drum must save vs. mental or suffer the effects of the mage spell Fear. The user is immune to this effect. The effect ends immediately if the user stops playing; otherwise, those affected continue running as usual until they make their saves.

Rhumba Drum *Level 3.* While this drum is being played, anyone who comes within 30' of it must save vs. mental or begin dancing uncontrollably. The player is immune to this effect. Those who fail their saving throws get an additional chance to save every 10 melee rounds. Those affected must continue dancing until they make a save or until the user stops playing. Victims are unable to fight, cast spells, or do anything but dance in place.

Thunder Drum *Level 3.* When played outdoors, this drum enables the user to cast mage Skylore spells in the cloud, rain, and lightning spheres. (The cloud sphere can be used only to create clouds, not fog.) The drum has 7 spell levels available per day, which the user can allocate to one or more castings of the spell, with the usual mage spell modifiers, as he chooses.

Horn of Animating Dead *Level 2.* This horn can be activated once per day. When it is blown, the closest dead body within 60' is animated into a low-level undead. If the body is relatively intact, it becomes a zombie; otherwise, it becomes a skeleton. The user has complete control over the resulting undead. The animation lasts until the undead is destroyed.

Horn of Blasting *Level 5.* Burnout 20%. When this horn is blown, it creates a cone of sound 60' long and 30' wide at the base, with the horn at the apex. The sound penetrates all materials as if they were air. All inanimate objects in the zone of effect must save vs. physical or be disintegrated, as per the reverse of the mage morphic spell Grand Patterning. Any living being in the zone must make a physical saving throw to avoid getting caught in the blasting wave and having all of his possessions exposed to the item's effect.

Horn of Bubbles *Level 1.* This instrument appears to be one of the useful types of horn. However, when it is activated, it spews forth a cloud of bubbles that blinds the user for 2D4 rounds. The effect of this blindness in combat is a -30% penalty for the user to hit or target.

Horn of Collapsing *Level 4.* Burnout 20%. When this horn is blown, it creates a cone of sound 60' long and 30' wide at the base, with the horn at the apex. The sound penetrates all materials as if they were air. The structural strength of all nonmagical materials in the cone is greatly reduced for 1 turn. Living beings in the zone of effect must save vs. physical to avoid having their personal possessions affected. Objects under 200 pounds are affected as if by the clerical prayer Brittle. (They become fragile; weapons and armor have a 5% chance of breaking per point of damage inflicted or sustained.) The effect upon larger structures depends upon the soundness of their construction and the stress placed upon them. Underground tunnels are seldom constructed with high tolerances, so they usually collapse when affected by this horn. Bridges, city walls, and large buildings are usually better engineered, so the effect of the horn upon them is generally less unless a great deal of stress is placed upon them (such as extreme pressure or bombardment with catapults). If he spends a turn or more examining a stone or metal structure, a Daglir cleric has a 10% chance per level of locating a critical point in the structure whose weakening would collapse it.

Horn of Deafness *Level 2.* When this horn is blown, it creates a cone of sound 60' long and 30' wide at the base, with the horn at the apex. Anyone within the cone must save vs. physical or be struck deaf for 2D4 rounds. Beings within 10' of the horn and in the zone of effect get no saving throw and must make a system shock roll to avoid becoming permanently deaf.

Horn of Distance *Level 2.* This horn is always sensitized to the two individuals who have most recently had it in their possession for at least one day. Those who are sensitized to the horn hear it when blown regardless of their distance from it. For PrinceCon

purposes, a GM may permit the possessor of the horn, and any other single consenting character of his choice, to be sensitized to it at the start of a scenario. A player character's prior sensitization to the item may be ignored if the player is not present.

Fog Horn *Level 2.* This horn enables the user to cast the mage spell Skylore, in the cloud sphere, to summon fog. The fog issues from the horn when it is blown. The horn has 6 spell levels available per day, which the user can allocate to one or more castings of the spell, with the usual mage spell modifiers, as he chooses.

Horn of Healing *Level 1.* Burnout 5%. When this horn is blown, it creates a cone of sound 60' long and 30' wide at the base, with the horn at the apex. Any being with hearing within the cone receives the effects of the clerical prayer Cure Disease, with no saving throw.

Horn of Plenty *Level 1.* This horn is not an instrument to be played; it remains ever filled with fruits and vegetables. Its capacity is about fifteen apple-sized pieces. A constant flow of fruits and vegetables can be poured from the horn, at a maximum rate of 10 pieces per minute.

Horn of Silence *Level 1.* Burnout 5%. When this horn is blown, it creates an area of silence around it equal to the clerical prayer Silence 15'r. The effect lasts for two hours and moves with the horn.

Horn of Summoning *Level 1.* Burnout 5%. When this horn is blown, it summons a creature randomly chosen from the Monster Summoning table of level D4. The creature appears next to the user. Unlike a creature summoned with the Monster Summoning spell, a creature summoned with this horn does not magically vanish after a short time. The creature is under no compulsion to serve the user; it acts according to its disposition.

Horn of Valhalla *Level variable.* When blown, this horn summons 2D4 fighters, who appear the following round within 15' of the user. The fighters wear chain armor; each wields either a battleaxe or a long sword, determined randomly. Under the command of the user, the fighters gleefully fight any opponents, regardless of personal safety. They serve for the duration of a single battle, or until killed. If a summoned fighter is not in melee for more than one round, or if he dies, he disappears along with his weapons and armor. Spells or prayers can be used to enhance the fighters' abilities, but they are unaffected by clerical Cure Wounds prayers. The level of the fighters, the level of the item, and the burnout chance depend upon the material of the horn, as presented in the table below.

Material	Item Level	Fighter Level	Burnout
Copper	2	1	10%
Silver	2	2	10%
Bronze	3	3	20%
Iron	3	4	20%

Instrument of Perfect Pitch *Level 1.* An Instrument of Perfect Pitch can be any type of musical instrument. When playing this instrument, the user gains the abilities of a musical virtuoso; he can play any music suited to the instrument flawlessly and with great feeling. Such play has no effect on combat, but it does make beings with a love of music favorably inclined toward the player, and generally impresses even those without any knowledge of music. The GM must specify the type of instrument in the item list.

Instrument of Tone Deafness *Level 1.* Cursed-10. This item appears to be an Instrument of Perfect Pitch. The first time the user plays it, however, he is struck tone deaf. Thereafter, whenever he hears a request for music, the user must play the instrument for 1 turn. The instrument creates such discordant noise that all beings with hearing within 30' must save vs. mental or attempt to move away. Those who save can depart if they wish; however, more common reactions are throwing rotten fruit and vegetables (if available) at the player or attempting to grapple him to prevent his playing. Once the instrument has revealed its true nature, the user can only rid himself of it via a successful Remove Curse as versus a 10th level.

Lyre of Building *Level 4.* The user of this lyre can cast the mage spells Wall of Stone and Permanent. The Permanent spell can affect only Wall of Stone spells previously cast with the lyre. The lyre has 7 spell levels available per day, which the user can allocate to casting either spell, with the usual mage spell modifiers, as he chooses.

Lyre of Sealing *Level 3.* The user of this lyre can cast the mage spells Patterning, in the bind or seal modes, and Hold Portal. The lyre has 7 spell levels available per day, which the user can allocate to one or more castings of the spells, with the usual mage spell modifiers, as he chooses.

Lyre of Shattering *Level 3.* Once per day, the user of this lyre can shatter any one nonmagical object within 60 feet into tiny pieces. The object must be inorganic, rigid, and no more than 200 pounds in weight. Due to the high-pitched noises that the

lyre gives off when played, everyone within 5 feet when it is activated, including the user, are deaf for one day, with no saving throw. This instrument can only be used by someone who can hear.

Lyre of Singing *Level 2.* Cursed-16. This lyre appears to be one of the useful types, but upon trying to invoke its powers the user activates the curse. Thereafter, whenever the user is requested to play the lyre, he stops whatever he is doing and plays for 1 turn. While playing the lyre, the user can tell only the truth and must answer any questions asked of him. He can stop playing if attacked. A person can make only one request per day that the possessor play the lyre.

Lyre of Stormbringing *Level 3.* The user of this lyre can cast the mage morphic spell Skylore in the wind, cloud, rain, and lightning spheres. The lyre has 7 spell levels available per day, which the user can allocate to one or more castings of the spell, with the usual mage spell modifiers, as he chooses. The lyre can only be used to increase the effect or severity of the weather conditions.

Lyre of Truth *Level 3.* When this lyre is played, it causes anyone with hearing within 30' to answer all questions asked of him and to tell only the truth. The user is not immune to this effect. Anyone in the area of effect is allowed a saving throw vs. mental for each question asked of him; if he saves, he is immune to the lyre's effects for the next 24 hours.

Pipes of Diminution *Level 1.* Burnout 10%. When these pipes are played, they cause all "giant" creatures (monsters, such as giant rats, snakes, or beetles, that are essentially oversized versions of naturally occurring animals) within 30' to save vs. physical or shrink to the size of their naturally occurring counterparts. A victim need not be able to hear to be affected. True giants and giant monsters that only bear a passing resemblance to normal animals are not affected by this item. A shrunk creature returns to its usual size if the user stops playing or if it moves more than 30' from the pipes, but the creature will shrink again if it reenters the zone of effect while the user continues playing. While in a shrunk state, a creature retains its hit points, but its movement and attack abilities are those of its naturally occurring counterpart. Burnout is checked whenever the user starts playing and every hour he continues thereafter.

Pipes of Sanity *Level 2.* Burnout 10%. When these pipes are played, everyone within 30' is affected by the clerical prayer Cure Insanity. The pipes also attempt to free everyone in the area from any outside control or possession. The pipes engage the source of each control or possession in a level-vs-level battle; the item is level 20 for this purpose. While the user is playing the instrument, anyone attempting to control, charm, or possess any creature in the zone of effect, or to bring any such creature within the area, must win a level-vs-level battle with the pipes. Burnout is checked whenever the user starts playing and every hour he continues thereafter.

Pipes of the Sewers *Level 2.* Burnout 10%. The user of this item can summon rats as per the clerical prayer Summon Animals V (i.e., he can summon up to 10 rats if they are appropriate to the terrain). Burnout is checked for each set of rats summoned by the pipes.

Snake Charming Pipe *Level 1.* Burnout 10%. The user of this item can cast the mage spell Suggestion on any snake or snake-like creature within 60'. The effect on each victim lasts as long as the user continues playing and the snake remains within 60' of the pipe. If the user continues playing without interruption, he can cast Suggestion spells on additional creatures while maintaining the effects of the earlier spells. Burnout must be checked for each spell cast.

Pipes of Subdual *Level 1.* Burnout 10%. The user of these pipes can reduce the grappling value of a target within 30'. If the target fails its saving throw vs. mental, it suffers a -30% penalty to its grappling value. These pipes cannot reduce a target's grappling value below 5%. The impairment lasts for one turn. The duration of the effect can be extended with multiple uses of the pipes against a single target, but the effects are not cumulative, and burnout must be checked for each use.

Superior Pipes *Level 2.* Burnout 10%. When these pipes are played, they drown out all other sound in a 30' radius. They render ineffective all magical items or attacks that function through sound, such as other musical instruments, magical chimes, aural illusions, and harpies' songs. Superior Pipes dispel clerical Silence prayers wherever the zones of effect coincide. Anyone in the area who wishes even to speak must win a level-vs-level battle with the user to be heard. Burnout is checked whenever the user starts playing and every hour he continues thereafter.

Pipes of the Woods *Level 1.* When these pipes are played, all normal, uncontrolled birds within 60' approach the user. With the pipes, the user can converse with the birds as per the clerical prayer Speak with Animals. The user understands the speech of all the birds, and can speak to one species at a time. The pipes grant the user no further control over the birds, although he can attempt to persuade them through communication as usual.

Whistle of Controlling Canines *Level 3.* Burnout 5%. When blown, this whistle affects all canine creatures within 60' with the mage spell Charm Monster. All victims get a mental saving throw to resist the effect as usual. Dogs, foxes, jackals, coyotes,

wolves (not including werewolves), worgs, and similar creatures are considered canines. The user need not concentrate on controlling the affected canines, but he must blow the whistle (and check burnout) for each command he issues.

Whistle of Enraging Canines *Level 2.* This item appears to be a Whistle of Controlling Canines, but when blown it causes all canine creatures within 60' to save vs. mental or go berserk. A berserk canine attacks the nearest target, except another canine, within line of sight, until either no living targets remain or the canine is killed. If there are no targets in line of sight, the canine gets an additional saving throw against the madness, and another save every turn thereafter as it wanders at random hunting for more victims.

Necklaces

A magical necklace must be worn around the neck to have any effect. Only one necklace may be used by a character at a time. (A creature with multiple necks could wear one on each neck.) Most of these items have a constant protective effect; by default, magical necklaces have no burnout chance. Unless otherwise specified, a magical necklace can be worn out of sight beneath clothing and armor.

Necklace of Languages
Necklace of Laryngitis
Necklace of Protection

Necklace of Pure Breath
Necklaces of Safe Landings
Necklace of "Spell"

Necklace of Languages *Level 2.* The wearer of this necklace is able to understand any standard language he hears, including obscure and nonhuman languages. The wearer can also choose to speak any one language at a time as an ordinary native. The necklace does not enable the wearer to speak or comprehend codes, ciphers, artificial languages, or any language used exclusively by extremely magical beings, such as demons or gods. If the necklace only translates a single language or a small number of related languages, it is a level 1 item.

Necklace of Laryngitis *Level 1.* Cursed-18. The wearer is unable to speak or make a sound with his voice. This necklace prevents any spellcasting that requires words or speaking. This item can only be removed via a Remove Curse, as versus an 18th level cleric.

Necklace of Protection *Level 1.* This necklace completely protects the wearer from attacks specifically targeted against the neck (e.g., garrotes, Vorpall Blades, Strangler's Gloves, etc.)

Necklace of Pure Breath *Level 1.* This necklace allows the wearer to breathe poisoned, smoke-filled, or otherwise impure air without harm. It does not let him breathe underwater, in a vacuum, or in other situations where insufficient oxygen exists.

Necklaces of Safe Landings *Level 1.* This necklace prevents the wearer from suffering damage from falling. If the wearer falls from any height, the necklace slows the his descent to only 10' per second, so that he lands on his feet without damage.

Necklace of "Spell" *Level variable.* Burnout 10%. This necklace is full of brightly colored beads. With a burnout check, the wearer can pull a bead from the necklace and use it to cast the specified damage-doing mage spell. The spell must be ranged; some favorites are Fireball, Magic Missile, and Web. The bead must be thrown at the target, but the spell's zone of effect is targeted or chosen by the user as per the spell description. The maximum range a bead can be thrown is 4", regardless of the normal range of the spell. This necklace is obvious in use. The user can add as many levels of the Extra Damage modifier to the spell effect as he likes, but the burnout chance increases by 10% for each +1 spell level. When the necklace burns out, it breaks apart and becomes nonmagical. This necklace is a level 2 item with a spell of level 1 or 2, a level 3 item with a spell of level 3, a level 4 item with a spell of level 4, and so on. Rare versions of the necklace have a number of different spells available; these are usually higher level.

Orbs

An orb is a metallic sphere about the size of a clenched fist. It has a slight depression at one spot, about the size of a thumbprint. An orb is armed by pressing this depression. It detonates in D4 melee rounds, and cannot be disarmed. (Because of the delay

in locating the depression and hurling the orb, it is normally considered to take effect in the item phase; however, if a character had the orb in hand and had specifically prepared it in advance, it could be thrown in the missile phase.) An orb is good for only one use, since it is destroyed in the detonation.

Unless otherwise stated an orb causes 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. The maximum range of a thrown orb is 3". Orbs cannot be used in slings.

An orb usually has a distinguishing mark engraved on it which would allow a knowledgeable person to determine the type. (All marks for the same type of orb are the same.)

A "box" system for orbs can be employed identical to the quiver system for arrows. The box simulates a group of identical orbs by requiring a burnout roll before an orb can be pulled out. If the box burns out, no more orbs can be withdrawn. However, since orbs are more powerful than the magical arrows usually available in quivers, this option is not recommended for convention use. Any such "box" should only be used with the weakest orbs, and would probably be two levels higher than an individual orb. A box should have a burnout of at least 20%, and must be approved by the Convention Director.

Explosive Orb
Anti-Magic Orb
Orb of Destruction
Dud Orb
Holy Orb
Orb of Opening
Paralyzation Orb
Orb of Passing

Percussion Orb
Short-Fused Orb
Orb of Silence
Sleep Orb
Orb of Smoke
Teleportation Orb
Time Stop Orb

Explosive Orb *Level 1.* This is the basic magical orb. When it detonates, it causes 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.

Anti-Magic Orb *Level 3.* This orb does no damage upon detonation. An Anti-Magic Shell, as per the mage spell, appears centered on the detonation site. It behaves as level 12 for the level-vs-level effects. The Shell lasts for D6+4 melee rounds and is immobile.

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 successful physical saving throw results in half damage.

Dud Orb *Level 1.* This orb is marked as one of the other orbs (which must be specified), but it never detonates.

Holy Orb *Level 2.* In addition to the usual damage, the detonation of this orb dispels any undead within 10' that fail a spiritual saving throw.

Orb of Opening *Level 1.* In addition to the usual damage, this orb causes any door within 1' of the detonation to open as if it had the mage spell Knock cast upon it (as from a 7th level caster).

Paralyzation Orb *Level 3.* In addition to suffering the usual damage, all within 10' of this orb's detonation must save vs. physical or be paralyzed for 4+D6 melee rounds.

Orb of Passing *Level 3.* In addition to the usual damage, this orb opens a hole through the nearest wall within 10'. (If there is no wall within 10', it opens a hole in the nearest floor or ceiling within 10'.) The hole can appear in any nonmagical wood, stone, or earth, but the orb cannot penetrate metal. The opening extends directly away from the detonation point, 6 feet wide and 8 feet high, through at most 10 feet of solid material. The opening is permanent.

Percussion Orb *Level 1.* In addition to the usual damage, this orb makes a very loud noise. All within 30 feet of the detonation must make a save vs. physical or be stunned by the noise. A stunned victim is unable to perform any actions the next melee round, although he defends at full value. All who fail this save must also make a second save vs. physical or be struck deaf for 4+D6 hours.

Short-Fused Orb *Level variable.* A Short-Fused Orb is marked like one of the other orbs and has the same effect upon detonation. (The item description must specify which type of orb it is.) However, it detonates the moment it is armed.

Orb of Silence *Level 1.* In addition to the usual damage, this orb casts the clerical prayer Silence 15'r upon detonation. (This

covers up the noise of the detonation itself.) The Silence lasts for 30 minutes.

Sleep Orb Level 1. This orb does no damage. All within 10' of the detonation are subject to the mage spell Sleep, with the 4D4 levels applied for effect as usual.

Orb of Smoke Level 1. In addition to the usual damage upon detonation, this orb gives off a choking, blinding cloud of smoke. The cloud promptly fills a 10' radius sphere. (If it detonates on a flat surface, it creates a 12.5' radius hemisphere. In confined spaces it expands to fill 4000 cubic feet.) Anyone within the cloud, or who subsequently enters it, must save vs. physical or be totally incapacitated for D6 melee rounds. The cloud completely obscures vision within its area. The cloud disperses in 2D6 melee rounds (faster in a wind).

Teleportation Orb Level 3. This orb does no damage. All within a 10' radius of the detonation 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 mental saving throws to remain behind.

Time Stop Orb Level 5. This orb does no damage. The effect of detonation is a Time Stop (as per the mage spell) for all within a 10' radius.

Poisons

Poisons are applied in three different ways: ingestive, weapon, 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 is also effective if 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. By default, only a single dose of poison can be applied to any weapon at a time. Using only one dose against certain huge monsters may be ineffective; give the monsters large bonuses on saves. Poison on blades remains for one successful hit, for 6 rounds of combat, or for 5 minutes out of combat. Unless otherwise specified, all saving throws to resist the effect of poison are physical saves.

Standard Poison
Adder Venom
Poison of Agony
Black Lady Poison
Cobra Venom
Phase Spider Poison

Serpent's Fang Poison
Serpent's Maze Poison
Scorpion's Sting
Twilight Venom
Viper's Drink

Standard Poison Level 1. This is also known as Mahler poison. The victim must make an initial physical save or take a 1D6 damage surge followed by one hit point per round. The victim gets an additional save every 20 rounds, every 10 rounds if it is larger-than-mansized. Once the victim successfully saves against a dose of poison he suffers no further effect from it.

Adder Venom Level 3. Weapon poison only. The victim must save or die in 2 rounds. A successful save means the victim takes 2D6 damage.

Poison of Agony Level 2. Contact poison. The victim falls into severe pain. He suffers a penalty of -20% on all rolls and -4 to his 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 he succeeds, the duration is only D4 rounds.

Black Lady Poison Level 3. Weapon poison only. The victim must save vs. physical or be paralyzed for 1D6 turns. A successful save means the victim is slowed (as per the mage spell) for 1 turn.

Cobra Venom Level 1. Contact poison only, but it must hit the face. Treat this as a thrown missile weapon, with a 1" short range and a 2" long range, with no modifiers to hit for armor class type and a -25% modifier for aiming at the face. If hit, the victim must save at -15% or be blinded for D6 hours.

Phase Spider Poison Level 2. This poison is similar to standard poison, but the initial surge is 3D6 and the damage per round

is D6. If the victim makes his initial save, he still suffers D6 points of damage.

Serpent's Fang Poison *Level 2.* Weapon poison only. If the victim fails a physical save, he falls unconscious for 20-constitution rounds. (Treat unconsciousness as the effect of a mage Sleep spell.) 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.

Serpent's Maze Poison *Level 1.* This is contact poison, but it must hit the head. Treat this as a thrown missile weapon, with a 1" short range and a 2" long range, with no modifiers to hit for armor class type but a -20% modifier for aiming at 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.

Scorpion's Sting *Level 1.* Weapon poison. The victim loses D6 points of strength. A successful save results in only 1 point of strength lost. The duration of the strength loss is 1D4 turns. Nausea and numbness usually accompany the poison's effects, but not to an extreme level. If the target's strength drops below 0, he must make a constitution system shock roll or die.

Twilight Venom *Level 1.* Ingestive poison only. The victim is blinded for 1D10 rounds; a successful save results in half duration.

Viper's Drink *Level 1.* Ingestive poison. The victim is very sick for 3D10 hours. He is at -10% on rolls. He is nauseated, dizzy, and slow to think. A successful initial saving throw means he avoids the serious effects of the poison.

Potions and Oils

Potions must be drunk to be effective; oils must be applied to a surface. 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 and oils have a default duration of one hour. Drinking a potion is an item phase action; the potion takes effect immediately. Applying an oil to an object or to one's body requires two rounds to complete; hastily pouring it on a surface can be accomplished in a single item phase, but generally provides less complete coverage. The spell effects of potions have a default level of 6, unless otherwise noted. Most potions and oils detect as magic, as do some poisons.

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

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

Potion of "Spell" *Level variable.* The effects of many magical spells and clerical prayers 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 only affects the user, with the obvious 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 the permission of the Convention Director.

Delusion Potion *Level 1.* A Delusion Potion appears to be another type of potion (indicate which one) until drunk (not sipped). The effect is then a deception which fools only the user.

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

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, although he can be affected by a few specialized attacks (e.g., a Censer of Trapping the Unbodied).

The user may end the duration at any time, taking three rounds to coalesce. Fire does not affect the gas, but strong winds (45+ m.p.h.) cause the user D6 points of damage per round until he finds cover.

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 prayers. 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, for example, as Potion of Fire Immunity or Potion of Poison Immunity to distinguish them from the spells Immunity to Fire/Poison.

Potion of Silence *Level 1.* The user becomes completely silent. He may not speak, he moves silently, and his melee weapons make no noise. Only when an object leaves his touch can it make noise; for example, tipping over a shelf makes noise. Other creatures are not silenced by the touch of the user. The duration of this potion is 1 hour.

Potion of Creature Strength *Level variable.* This potion raises (or perhaps lowers) the user's strength to some set level. This has dramatic combat effects, and it is strongly suggested that the more powerful versions of this potion be given out only to fulfill plot requirements. Strengths other than those listed here may be given out, but care should be taken to avoid confusing them with any of the standard potions listed below or with a Potion of Strength (as the mage spell). The duration of this potion is one hour.

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

X-ray Vision Potion *Level 3.* This potion gives its user the ability as per the Ring of X-ray Vision.

Oil of Ethereality *Level 4.* 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 cannot be handled. The oil may also be used on objects; there is enough oil to cover 100 square feet. The oil works for a maximum of an hour, or until hit by the mage spell Phase In.

Oil of Slipperiness *Level 2.* If the user rubs this oil over his body, he cannot be grappled, netted, or tied with any normal rope or binding. If the oil is spilled onto a floor or level surface, it spreads to cover an area 5' in radius. Anyone attempting to move across this area must save vs. physical at -15% or fall prone, as if affected by the mage spell Trip. The effect lasts for a maximum of an hour, or until thoroughly rinsed away with water. Note that a hasty application of the oil to the user's body is likely to result in deleterious effects, such as the inability to hold anything in his hands or to stand on his own feet.

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., those that don't involve actively invoking a spell-like power) exert their influence at all times when they are worn and have no burnout. Most rings with active powers have limited uses or specific restrictions on their use (such as the Ring of Shooting Stars).

Spell Ring
Ring of Absorbing N Hit Points
Ring of Alertness +N
Contrariness Ring
Ring of Deflecting One Attack
Ring of Deflecting Attacks

Delusion Ring
Djinni Ring
Ring of Enlightenment +N
Ring of Hit Points +N
Ring of Invisibility
Ring of Many Things

Power Ring
 Ring of Protection +N
 Ring of Protection 10' from One Creature
 Ring of Regeneration
 Ring of Resistance
 Ring of Multiple Resistance
 Ring of Universal Resistance
 Ring of Shooting Stars
 Ring of Spell Points +N
 Ring of Prayer Points +N
 Ring of Spell Storing N

Ring of Limited Spell Storing, N Spells, Level X
 Ring of Prayer Storing N
 Ring of Limited Prayer Storing, N Prayers, Level X
 Ring of Toughness +N
 Spell Turning Ring, N%
 Ring of Underwater Movement
 Water Breathing Ring
 Water Walking Ring
 Ring of Weakness
 Ring of X-ray Vision

Spell Ring *Level variable.* 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 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 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 Hit Points is about as strong as should be given out in the convention. Even if all of the damage from an attack is absorbed, the wearer still suffers distraction. *This may be underleveled at large N.*

Ring of Alertness +N *Level N/2.* This ring increases the wearer's mental save by 5N%. This ring is treated as a Ring of Protection +N for purposes of cumulative effects with other items.

Contrariness Ring *Level 4.* 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 use at PrinceCon due to the obnoxiousness of the roleplaying restrictions involved; players come to the convention in order to play their characters, not to play some GM's rigged item masquerading as a character.

Ring of Deflecting One Attack *Level 2.* Like the Hit Point rings, this ring absorbs damage from incoming damage-doing attacks. It can 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 tries 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 points 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.

Delusion Ring *Level 1.* Cursed-12. This ring appears and detects as a beneficial ring, usually a relatively nonobvious one such as Protection, Hit Points, Regeneration, etc. However, any benefits gained from it are illusory. Once its true nature is revealed it becomes unremovable without a Remove Curse, as versus a 12th level.

Djinni Ring *Level 4.* The ring gives the wearer command over a djinni. The djinni can fight for the wearer; it is AC 5, HD7+1, flies at 24", strikes for 2D8, and may become invisible or gaseous at will. 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 djinni is larger than man-sized and can carry up to 600 pounds of weight at its flight speed. (Assume 40 m.p.h. for long-distance travel times.) The djinni 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) are real and lasting. The djinni 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 wearer of the ring has been a kind and polite master, the GM may roleplay negotiations for the djinni to accompany the wearer as a friendly NPC. (In either case, destroy the item card, and the djinni goes its own way after

the scenario.) If the djinni is killed the ring is destroyed. The djinni appears instantly when summoned.

Ring of Enlightenment +N *Level N/2*. This ring increases the wearer's spiritual save by 5N%. This ring is treated as a Ring of Protection +N for purposes of cumulative effects with other items.

Ring of Hit Points +N *Level variable*. 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 must be monitored independently of who wears the ring; if A wears a 5 point ring, it absorbs 3 points of damage, and A then passes it to B, B has 2 points worth of absorption left in the ring until it recharges. If a character wears 2 of these 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 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 spot the character, as does 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 sheathed 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 make the character visible, but note that most of them will betray the invisible character's location. The invisible character is -20% to be hit in combat and +20% to hit if attacking unarmed or with an invisible weapon, but he 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 level 11+) is a level 2 item. A ring that makes hand-carried objects also invisible is level 4. The typical defective version drops from the wearer's finger at the worst possible moment.

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.

Power Ring *Level variable*. The wearer of the ring acts as 1 or 2 levels higher than his 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 would not be normally able to cast; he does not gain new spell lists.

Ring of Protection +N *Level N*. A Ring of Protection 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 of being 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 or other protection items; again, the larger bonus applies.

Ring of Protection 10' from One Creature *Level 2*. One specific type of being (vampires, orcs, hobbits, etc.) is listed for this 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 at least a level 3 item; anything more encompassing than such categories would be level 5.

Ring of Regeneration *Level 4*. The wearer of this 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 regenerates, but only if the character is alive. Before putting the ring on, the character must have at least one finger still connected to his body in order to benefit from the ring, so cutting off both hands prevents a character from using a Ring of Regeneration. However, once the ring is worn, damage regenerates even after death or total severing. If the hand with the ring is severed, the character regenerates from the hand—a new body grows 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 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.

Ring of Resistance *Level 1.* One ring of this type exists for every Resist prayer in the clerical lists, although Rings of Resist Cure Wounds 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, Cause Wounds, Cold, Crushing, Fire, Lightning, and Poison, as per the respective clerical prayers. The protection is provided as long as the ring is worn.

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 each of the following powers once per night: (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 hit points (layering as per the spell), save to half. All of these powers take effect in the item phase. The light lasts until the following sunrise unless dispelled (Dispel Magic automatically succeeds). Multiple areas of light may be created. All powers are usable freely without burnout provided the ring is working at all.

Ring of Spell Points +N *Level variable.* This 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) comes 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 p.m. and the last at 8 p.m., the ring recharges one point next noon, two more at 3 p.m., 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 Prayer Points +N *Level variable.* Except for providing spiritual power to clerics rather than magical power to mages, this ring functions exactly like the Ring of Spell Points +N 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, is not interrupted by damage. 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 fails to "catch" the spell cast into it, causing the caster in effect to cast the spell on his own hand. A third randomly sets 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 discard, but only the most expert of examination will detect the flaw in the spell storing enchantment. Any such variant must be explicitly described in the item list. 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 variable.* This item functions as the Ring of Spell Storing, above, but the maximum storable spell level is X; more powerful spells cannot be stored. This maximum refers to the final spell level including all modifiers. The suggested item level is as per the full Spell Storing ring if X is 4 or more; level N for X=3; level N-1 for X=2; and level N/2 for X=1.

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

Ring of Limited Prayer Storing, N Prayers, Level X *Level variable.* This ring functions like a Ring of Limited Spell Storing, but for clerical prayers.

Ring of Toughness +N *Level N/2.* This ring increases the wearer's physical save by 5N%. This ring is treated as a Ring of Protection +N for purposes of cumulative effects with other items.

Spell Turning Ring, N% *Level variable.* 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 deflects 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; of 21-40% are level 2; 41-60%, level 3; 61-80%, level 4. 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 item level based on the deflection chance for a 7th level caster. A more powerful version reflects the spell effect back at the caster; increase the item level by 1.

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

Water Breathing Ring *Level 1.* The wearer can breathe water as though it were air while wearing this ring, similar to the effect of the mage spell Water Breathing. 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.

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.) are not incurred. Pure oil, pure alcohol, and other nonaqueous fluids cannot be walked on with this ring. A fall onto water while wearing this ring is as damaging as a fall onto soft ground. This effect functions at all times while the ring is worn; there is no burnout.

Ring of Weakness *Level 3.* Cursed-12. The wearer's strength drops to 3. All of the wearer's rolls to hit, to save, etc. have half the usual chance of success. This applies as long as the ring is worn. A successful Remove Curse as vs. a 12th level is required to get the ring off.

Ring of X-ray Vision *Level 3.* Somewhat misnamed, this ring 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 nonlead blindfold, at will.

Rods

Magical rods are items of great power, often combining many abilities around a single theme. A magical rod is a straight slender bar of metal, usually iron. By default, a rod can be used as a weapon in melee. It is treated as a +0 magical staff for damage, AC interaction modifiers, limitations by class, race, or religion, and so on. Unless otherwise specified, a rod has a burnout chance of 10% on its major powers, and is treated as level 12 for level-dependent purposes. To activate a rod, the user must concentrate on invoking its power while holding it in his hand, and must point it at any applicable target. A mage cannot cast with a rod in his hands.

Rod of the Air
Rod of Beguiling
Rod of Cancellation
Rod of Death
Rod of Detects
Rod of the Earth
Rod of Life

Lightning Rod
Rod of Lordly Might
Rod of Resistance
Rod of Rulership
Rod of the Sea
Rod of Spell Absorption
Rod of the Sun

Rod of the Air *Level 5.* Burnout 10%. The wielder of this rod can speak with any nonsentient normal mammal or bird with natural flight ability, as per the prayer Speak with Animals. He can also forecast the weather that will occur during the next 72

hours within a 60 mile radius. These abilities do not require a check for burnout. With a burnout roll, the user can cast any one of the following mage spells at up to 6th level: Air Blast, Wall of Electricity, and Skycloud (in the wind, cloud, and lightning spheres). He can also shape himself, as per the mage spell Shaping, into any flying animal (one he is eligible to speak to), with its movement, senses, and size, for a fixed duration of one day.

Rod of Beguiling *Level 4.* Burnout 10%. Anyone within 2" of this rod when it is activated must save vs. mental 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 suicidal order breaks the spell, but old loyalties and scruples are otherwise forgotten. Each victim receives a new saving throw at intervals of 20-wisdom turns, and when the saving throw is made, the effect ends.

Rod of Cancellation *Level 4.* This rod functions only once. Whenever it is touched to any magical item, the rod renders the item permanently nonmagical. Only the most potent magical items, such as unique or artifact-level items, get a saving throw to resist the effect. If the Rod of Cancellation is used against another item in melee, the armor class of the target item is computed as follows: armor and robes, AC 9; shields, AC 8; helms, cloaks, and girdles, AC 7; gauntlets, bracers, boots, and similar worn objects, AC 6; weapons, AC 5; other items held in the hand, AC 4; medallions, amulets, and similar objects, AC 3 or the wearer's AC, whichever is better. The usual modifiers to melee, both offensive and defensive, apply. If the possessor of the target item is trying to protect it (instead of himself), the armor class of the item is 2 better, but the possessor suffers a -4 penalty to his own AC. The above list should serve as a guideline for determining the effective armor class of items not specifically mentioned. The rod can automatically be applied to items in the user's possession, or stationary items out of combat.

Rod of Death *Level 5.* Burnout 10%. This rod enables the user to cast the clerical prayer Full Finger of Death, as if he were a 15th level cleric.

Rod of Detects *Level 3.* Burnout 5%. This rod enables the user to cast any of the standard clerical Detect prayers, as if he were a 15th level cleric. The user's religion applies for any religion-dependent prayer effects (such as for Detect Evil).

Rod of the Earth *Level 5.* Burnout 10%. The wielder of this rod can speak with any nonsentient normal animal that dwells underground, as per the prayer Speak with Animals. He can also determine his depth below ground level at his present position. These abilities do not require a check for burnout. With a burnout roll, the user can cast any one of the following mage spells at up to 6th level: Stone Walking, Wall of Stone, Move Earth, and Tremor. He can also shape himself, as per the mage spell Shaping, into any subterranean animal (one he is eligible to speak to), with its movement, senses, and size, for a fixed duration of one day.

Rod of Life *Level 5.* Burnout 10%. This rod enables the user to cast the clerical prayer Raise Dead Fully, as if he were a 15th level cleric. The body to be raised cannot have suffered more than 9 days of decay.

Lightning Rod *Level 2.* Cursed-20. This item appears to be one of the useful types of rod, but any attempt to activate it invokes its curse. Thereafter, whenever the holder is within range of any offensive spell, prayer, or item effect, there is a 10% chance that the effect is centered on him. Any spell whose zone of effect is a single target has a 10% chance of affecting the wielder instead of its intended target. Any targeted spell (e.g., Magic Missile) aimed at the holder is +10% to hit him. Even the offensive prayers or items of the wielder are affected. (A mage cannot cast with a rod in his hands.)

Rod of Lordly Might *Level 4.* Burnout 10%. Although this item can function in melee as a default magical rod, it has wonderful powers in the hands of a fighter. The rod can instantaneously transform itself into a +2 magical weapon of any type desired by the user during the declaration phase of the round, allowing the user to participate in the rest of the round. If transformed into a missile weapon, it does not come with its own supply of arrows or bolts.

The rod can also transform itself into a climbing tool, varying in length from a 3' piton to a 50' pole with rungs for climbing, as desired by the user. As a piton, it penetrates 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 can support multiple armored men with ease and safety. If the owner touches and commands this climbing tool, it transforms back to a rod, but it does not obey anyone else as long as its owner remains alive and does not abandon it for more than one day.

The preceding abilities do not require a check for burnout. With a burnout roll, the item (in either its rod or weapon form) can bestow great powers of command upon its wielder for one hour. During this time his effective charisma in combat is raised to 20, although this does not sum with the clerical prayer Word of Command. The wearer adds 20% to the morale of friends within 6", and subtracts 20% from the morale of enemies within 6". Burnout of this function destroys the rod.

Rod of Resistance *Level 3.* Burnout 10%. This rod enables the user to cast any of the standard clerical Resist or Withstand prayers, as if he were a 15th level cleric.

Rod of Rulership *Level 5.* Burnout 10%. This rod increases the possessor's charisma to 20 whenever he holds it (this does not sum with Word of Command). With a burnout roll, the user can cast any one of the following clerical prayers, as if he were a 20th level cleric: Word of Command III, Quest, Withstand Charm 10'r, and Withstand Fear 10'r.

Rod of the Sea *Level 5.* Burnout 10%. The wielder of this rod can speak with any nonsentient normal aquatic (salt-water) animal, as per the prayer Speak with Animals. He can also swim at 6" either afloat or underwater. These abilities do not require a check for burnout. With a burnout roll, the user can cast any one of the following mage spells at up to 6th level: Water Breathing, Lower Water, and Part Water. He can also shape himself, as per the mage spell Shaping, into any aquatic animal (one he is eligible to speak to), with its movement, senses, and size, for a fixed duration of one day.

Rod of Spell Absorption *Level 4.* When this rod is held, it absorbs all mage spells cast at the user, including multiple target spells and area spells in whose zone of effect the user is included. The rod does not selectively absorb spells; it attempts to absorb all spells regardless of the user's wishes. The energy of each spell absorbed is stored for 24 hours, during which time it can be used to cast a single spell of the same or lesser level, without the use of spell points, provided that the base spell (or base effect for a morphic spell) is known to the caster. The burnout chance is 10% per level of spell being absorbed. Burnout is checked for each spell the rod absorbs; the order of absorption is determined by the order of casting, as described in the combat sequence. When the rod burns out, any stored spell energy is lost. Any mage picking up the rod knows the levels of all spells stored within and when each expires. (As an example, if the rod absorbs a level 5-1/2 spell, it must make a burnout check of 55%. If it does not burn out, any mage can cast a single spell of level 5-1/2 or less from the rod during the next day. If a mage unable to cast a level 5 spell himself used the stored energy, he could cast only a lower level base spell with it, although he could add modifiers to the spell to raise it to level 5-1/2.)

Rod of the Sun *Level 5.* Burnout 10%. The wielder of this rod can speak with any nonsentient naturally occurring green plants, as per the prayer Speak with Plants. He can also determine whether any such plant is poisonous or unsafe to eat. These abilities do not require a check for burnout. With a burnout roll, the user can cast any one of the following mage spells at up to 6th level: Mini-Flash, Blinding Flash, Growth Plants, Skylore (in the temperature sphere, only to raise temperatures), and Flame Storm. He can also shape himself, as per the mage spell Shaping, into any green plant (one he is eligible to speak to), with its size and its movement and senses (if any), for a fixed duration of one day.

Roots and 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 provide 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 cauldron. The resulting drink is potent for about an hour. The boiling process is fairly time-consuming; one must build a fire, bring water to a boil, allow the root to sit in the water, and then cool the drink to a manageable temperature.

Athelas	Gumroot
Belladonna	Heal-all
Bloodberry	Mandrake
Camphor	Minstrel's Weed
Coffee Beans	Pipe-Weed
Dragir	Poisonous Root or Herb
Eagle's Feather	Sternwall
Firewort	Stickumm
Ginseng	Wolfsbane

Athelas *Level 2.* These long leaves release a sweet fragrance when picked or broken. When crushed and infused in steaming water, athelas produces a powerful curative ointment. When this mixture is applied to wounds, the recipient is healed by a Cure Wounds IV prayer and a Cure Disease prayer. The mixture takes a turn to make and only remains potent for 6 hours.

Belladonna *Level 1.* The root of this plant is prepared in a boiling drink. The drinker receives the effect of a Neutralize Poison prayer. Belladonna is also known as deadly nightshade, because its leaves and berries are poisonous. If any part of the

belladonna plant other than the root is consumed or is used to make the drink, treat it as standard poison, without saving throws. (The root cannot be used to neutralize the poison of the berries.)

Bloodberry *Level 1.* This berry provides the effect of a Cure Wounds 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 this only takes effect in the item phase.

Camphor *Level 1.* This stem of this herb is prepared in a boiling drink. Applied externally, it acts as an antiseptic, sterilizing the wound or area covered as the clerical prayer Sterilize, with no saving throw. If ingested, it acts as a Cure Disease prayer. A large amount is required for the mixture; it is usually found in quantities large enough for only a single dose. Camphor is very potent; if more than one dose is drunk within a 24 hour period, each drink after the first acts as standard poison, with no initial saving throw allowed.

Coffee Beans *Level 1.* These beans are prepared in a boiling drink. The drink immediately neutralizes the effect of any alcohol currently in the drinker's body, rendering him sober. The drinker also gets +10% to save versus Sleep spells for the next hour.

Dragir *Level 1.* When this root is crushed and rubbed over all areas of exposed skin, it gives +20% to Hide rolls. The root gives one dose which lasts an hour.

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

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.

Ginseng *Level 2.* The aromatic root of this magical herb provides unusual strength. When eaten by a humanoid being, ginseng adds +3 to his strength requisite for 1 turn.

Gumroot *Level 1.* This mildly euphoriant root may be chewed. It makes the user immune to Pain and Fear spells for 1 turn. Gumroot tastes good and is mildly addictive.

Heal-all *Level 1.* Also known as cure-all, this herb provides thick leaves which can be prepared into a boiling drink. The preparation remains potent for 6 hours. This drink has the effect of a clerical Cure Wounds II.

Mandrake *Level 1.* Mandrake 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 any 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 being harvested and can only be used for one spell or prayer.

Minstrel's Weed *Level 1.* This leaf may be chewed to relieve the fatigue of traveling. It negates 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.

Pipe-Weed *Level 1.* This hobbit favorite is typically smoked. The user gains a +10% bonus on all spiritual saves for an hour. It is moderately addictive.

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 may also achieve poisonous effects by preparing a root incorrectly.

Sternwall *Level 2.* When chewed, this thick root restores stamina. It relieves exhaustion and fatigue. It has effects like Minstrel's Weed. It also returns D3 spell points, not to exceed the user's maximum.

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

Wolfsbane *Level 1.* When this root is crushed and applied to a surface, it creates a Protection from Lycanthropes III, as per the generic clerical Protection prayer, centered on the area to which the juice is applied. The effect lasts for 1 hour. Wolfsbane, also called aconite or monkshood, is a deadly poison if ingested or applied to open wounds.

Ropes

A magical rope is a coil of extremely tough fiber. By default, a magical rope is 50 feet in length and can support up to 5000 pounds of weight. A heavier load forces the rope to slip any knots or fastenings if possible; if it is securely attached, the rope will break. A magical rope can be broken by physical damage. For targeted attacks, a rope is considered AC 3; it is cut by hit points of damage equal to 8 plus its item level. Breaking a magical rope renders it nonmagical. By default, magical ropes have no burnout chance.

Rope of Climbing
Rope of Entanglement
Rope of Slipperiness
Snake Rope
Strangling Rope

Rope of Strangulation
Tight Rope
Trick Rope
Rope of Trickiness
Rope of Vipers

Rope of Climbing *Level 2.* This magical rope can be commanded by its user to stretch up to its full length outward or upward. The user can command it to knot or attach itself at the far end. The rope can also be ordered to free itself from any knots or entanglements by the one who initially commanded it to fasten itself. It provides +35% to climbing rolls for anyone using it.

Rope of Entanglement *Level 2.* This rope provides its user with a +30% bonus to his offensive grappling rolls when used.

Rope of Slipperiness *Level 2.* This rope appears to be a Rope of Climbing, but it gives a -35% penalty to all climbing rolls using it. A user who falls while using this rope is inclined to suspect his own incompetence or misfortune for his failure.

Snake Rope *Level 2.* This rope turns into 5 nonpoisonous snakes when thrown to the ground. (If the rope is not 50' long, it turns into length/10 snakes.) The snakes are under the user's command and serve until killed, until commanded to return to rope form, or until one hour passes. The snakes travel with the user and do not voluntarily move more than 3" from him. Each snake is AC 6, HD3, moves at 12", and bites for D4 damage. Whenever a snake rolls 20% less than the roll it needed to hit (or lower) against a man-sized or smaller creature, it wraps itself around the victim and squeezes for D6 points of damage each round thereafter. A wrapped victim can break free if he kills the snake or if he spends a round pulling it free with a successful strength roll for opening doors. Resistance to crushing protects a target from all squeezing damage. There is a 20% burnout chance per dead snake whenever the snakes rejoin (e.g., if two snakes were killed, there is a 40% chance the rope burns out and is useless when the remaining three attempt to transform back into the rope).

Strangling Rope *Level 2.* This rope appears to be a Rope of Strangulation. However, the first time the possessor sincerely attempts to use it in melee, it strikes him instead, automatically hitting. It proceeds to strangle him for 1 point of damage per round, as a Rope of Strangulation. The rope continues its attack until the victim is dead or freed. The user can attempt to free himself once per round, but this requires a successful strength roll for opening Wizard Locked doors. The rope need not be held to continue its attack.

Rope of Strangulation *Level 3.* This rope can be used to strangle opponents. During the melee phase, the user can roll to hit armor class 7 to wrap the rope around the target's neck. (The rope can only be used against a creature with a neck.) Once the rope has looped itself around the victim's neck, the victim takes 1 point of damage per round until dead or freed. The rope cannot be broken or cut by physical damage. The victim can attempt to free himself once each round with a strength roll for opening doors. Resistance to crushing or the ability to live without breathing makes the target immune to this damage. The target can attack and move freely, but he cannot move more than 40' (i.e., 10' less than the rope's length) from the user while being strangled. The user must continue to hold one end of the rope while it is in use; otherwise, it ceases strangling immediately.

Tight Rope *Level 2.* When this rope is thrown across a gap or rift in the ground or floor, it transforms into a rope bridge that spans the chasm. This bridge is 3' wide and cannot be longer than the rope's original length. The bridge allows man-sized and smaller creatures to pass across it in single file; it is capable of supporting up to 5000 pounds at once. The user must grasp either end of the bridge when no one is standing on it to command it to return to rope form. It can be ordered to form a bridge only once per day.

Trick Rope *Level 2.* Once per day, this rope can be used to perform a Rope Trick, as per the mage spell. The default effect is the base mage spell; a GM may specify a longer duration or extra effect in his item list.

Rope of Trickiness *Level 2.* This rope appears to be a Trick Rope. However, whenever it is used the pocket universe formed is

occupied by a random monster from the Monster Summoning level III table. (A GM may specify any other kind of inhabitant of his choice; details should be provided in the item list.) The monster attacks the first person to enter the pocket. If either the monster or the person dies, the Rope Trick ends, disgorging its contents onto the ground below. Otherwise, the rope remains in place until 3 hours have passed, at which point it simply falls to the ground. This rope can only be used once per day.

Rope of Vipers *Level 2.* This rope appears to be a Snake Rope, but the snakes into which the rope transforms attack the user instead of obeying him. The burnout chance and the snakes function as those of the Snake Rope.

Scarabs

A scarab is a piece of magical jewelry in the shape of a beetle. To be activated, a scarab must be held in the hand, without the use of a gauntlet. The default burnout for magical scarabs is 25%. Burnout for scarabs is rolled after the item is used; if the scarab burns out, it disintegrates. Only one scarab may be activated by a character at a time.

Scarab of Attack
Scarab of Death
Scarab of Enraging Enemies
Scarab of Healing

Scarab of Insanity
Scarab of Poison
Scarab of Protection from Evil High Priests
Scarab of Treachery

Scarab of Attack *Level 3.* When placed on the floor or ground, this scarab turns into a giant beetle that attacks the nearest being in the direction it is facing. The beetle is AC 3, HD4, moves at 6", and bites for 3D10. It attacks until 3D6 rounds pass or it is killed, at which point it returns to scarab form. The scarab can be activated once per week.

Scarab of Death *Level 3.* This item appears to be one of the useful types of scarab. However, when it is held in the hand to be used, or left in a backpack for an hour, it animates and suddenly burrows into the possessor's skin. The victim takes 1 point of damage the first round, 2 points the second, 4 points the third, 8 the fourth, and so on, until either he dies or a Remove Curse is successfully cast upon him as vs. a 10th level. This item can be activated only once.

Scarab of Enraging Enemies *Level 3.* Burnout 25%. When the user activates this item, all other creatures within 1" must save vs. mental at -25% or become enraged. All enraged creatures must make another save vs. mental at -25%; those that succeed attack the user and his party, but those that fail simply attack the nearest available target. Enraged creatures attack until dead, unconscious, or left without visible opponents. A more useful version of this scarab enables the user to select a command word which anyone in the area can speak immediately upon the item's activation to resist its effect.

Scarab of Healing *Level 2.* Burnout 25%. When this scarab is touched to bare skin, it bestows the benefits of a clerical Cure Wounds III prayer upon the recipient, with no saving throw.

Scarab of Insanity *Level 3.* Burnout 25%. When the user activates this item, all other creatures within 3" must save vs. mental or go insane for 10+D6 rounds. The nature of the insanity affecting each afflicted creature is determined randomly from among the following choices: mania, phobia, aphasia, depression, and delusions. A manic creature acts as if he had failed his initial save versus a Scarab of Enraging Enemies, above. A phobic victim flees in panic for the duration, as if affected by the mage spell Fear. Someone experiencing aphasia is treated as if he were affected by the mage spell Confuse. A depressed creature is lethargic; each round there is a 50% chance he initiates no action at all. A person suffering from delusions conceives himself to be someone or somewhere else; the GM has great freedom in choosing the precise effect. At his discretion, a GM may use any other form of insanity whose combat effects are clearly defined to replace any of the above suggestions or to supplement the list.

Scarab of Poison *Level 3.* When this scarab is touched to a container, up to a quart of liquid inside it becomes poisoned. Anyone who takes a swallow suffers a dose of standard poison (D6 surge, 1 point/round, another save every 20 rounds to stop taking damage). If multiple swallows are taken, the dose of poison is increased. The poison dissipates harmlessly after 24 hours. The poison is protected by a Conceal Magic prayer as if cast by a level 10 cleric.

Scarab of Protection from Evil High Priests *Level 3.* Burnout 25%. The user of this scarab can either hold it in his hand or place it inside a gauntlet for protection. Whenever the user fails to save versus a Finger of Death prayer, or versus a Cause Wounds prayer that would cause his death, the scarab absorbs the prayer's effect harmlessly.

Scarab of Treachery *Level 3.* This item appears to be a Scarab of Attack. However, whenever the scarab is activated, the giant beetle attacks the user instead of the intended target. The beetle is AC 3, HD4, moves at 6", and bites for 3D10. The beetle pursues the user if he flees.

Scrolls and Books

Scrolls and books are most commonly used as the carriers of spells. A 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. Only one scroll can be held by a character at a time.

Scroll of "Spell"	Scroll of Mapping
Trapped Scroll of "Spell"	Mirrored Scroll
Explosive Scroll of "Spell"	Warded Book
Persistent Scroll of "Spell"	Manual of Golems
Spell Book of "Spell"	Tome of Skill
Blank Scroll	Tome of Talent
Informational Book or Scroll	Theobiblion

Scroll of "Spell" *Level variable.* This is the most common kind of scroll. A particular mage spell or clerical prayer is written on the scroll in such a way that a mage or cleric, respectively, can cast the spell. The caster does not lose prayer or spell points; the power comes from the magic of the scroll. Reading the scroll occurs in the spell phase for casting that kind of spell. A spell (or prayer) read from a scroll is treated as level zero for determining the order of casting, as described in the combat sequence. Reading the scroll is not interrupted by damage, but is interrupted by grappling. A scroll can only be used once; it becomes blank and rapidly decomposes after the spell on it is cast.

Only mages and fighter-mages can use mage scrolls; clerics can use clerical scrolls of any religion. Some clerical scrolls can only be used by clerics of a particular religion; such scrolls are nonstandard. Mage spells on scrolls can include modifiers, but such modifiers must be specified and cannot be left open for the caster to pick. A mage cannot add his own spell points to a scroll in order to add modifiers to a spell. The caster's level is used for level-dependent effects of a clerical scroll if the level is not otherwise specified. The user does not need to be able to cast the spell or prayer normally in order to use the scroll.

A scroll with a spell of level 1-2 is a level 1 item. A spell of level 3-4 is a level 2 item. A spell of level 5-6 is a level 3 item. Any scroll with a higher level spell is item level 4, but should not be handed out without Con Director permission. Scrolls of nonstandard spells are possible; the GM must fully describe the spell in the item list, using the style of other spells in the conbook.

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 problem. 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 item appears as a normal scroll of the spell, but when the spell is cast, the user triggers 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 an Explosive Runes spell. By default, the Runes are 10D6 and from a 12th level mage. The Runes may be dispelled as normal. If the Runes explode, the scroll is destroyed. The Runes are triggered when the scroll is opened.

Persistent Scroll of "Spell" *Level variable.* This item is like a Scroll of "Spell" described 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 nonstandard magical spell or clerical prayer. If a mage, or a cleric of the appropriate religion in the case of a clerical prayer book, 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. Nonstandard 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. Nonstandard spells should be approved 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 be handed out a little later than the level would indicate. These items should be rare.

Blank Scroll *Level 2.* This scroll is blank but it is magically prepared to accept a spell. A spellcaster 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 nonmagical. Writing a spell onto the Blank Scroll takes 1 minute. By default, a Blank Scroll may be written on by either a mage or cleric, but any particular Blank Scroll may be specifically restricted in the item list to either mage spells or clerical prayers. GMs are discouraged from having Blank Scrolls at PrinceCon, because of the difficulties with the item card system when the Blank Scroll becomes a “Spell” scroll.

Informational Book or Scroll *Level 1.* This is simply a reminder that many interesting books and scrolls can carry information or maps rather than magic. Such an item, although not magical, can be very useful to characters. It might also be obsolete, obscure, incomplete, or written in code, depending on its source.

Scroll of Mapping *Level 1.* This scroll is blank when it is first opened. The user can activate it simply by concentrating on the center of the scroll for one round. After it is activated, the scroll automatically maps whatever the user sees while he is carrying it. The mapping begins centered on the activation point. The scroll maps only one level of depth or altitude; it cannot map beyond its edge. This item enables a player to obtain an accurate record of a dungeon or structure directly from the GM. A GM including a Scroll of Mapping in his item list must specify the area and scale of the map; he is also encouraged to hand out an appropriately ruled sheet of graph paper to the player. **VARIANTS:** A scroll that displays the entire map, centered on the user, complete and fixed upon activation, is a level 3 item; a scroll that displays a complete map, centered on the user and traveling with him, is a level 4 item.

Mirrored Scroll *Level 1.* To anyone other than the user, this scroll appears to be an ordinary piece of parchment with writing on it. For the user, however, this item functions as a mirror in which he cannot see his own reflection. The user, therefore, can watch behind him while appearing engrossed in reading the scroll.

Warded Book *Level variable.* This item is a book, possibly with useful powers, which has a some kind of curse on it. The curse is activated when an attempt is made to read the book. There is no saving throw. Unlike most cursed magical items, a warded magical book is not destroyed by a Remove Curse successfully cast on it in a level-vs-level battle; the prayer simply removes the curse from the book. The level of the curse must be specified in the item list.

Manual of Golems *Level 5.* This volume explains how a mage or cleric, as appropriate, can construct one of the various types of golem. It contains spells necessary to animate the creation, and vanishes 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.

Tome of Skill *Level 5.* This tome gives the reader one level and then disappears. Reading and gaining the knowledge takes a month. Some tomes can benefit any class; others only enhance a specific one.

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

Theobiblion *Level 3.* This tome 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 the races. Any cleric who possesses this book casts all prayers at 16th level for purposes of resisting Dispel. Additionally, all knowledge prayers cost prayer points as if the cleric were two levels higher.

Staves

Magical staves are frequently iron- or brass-shod, but are not easily distinguished from the common quarterstaff borne by travelers and peasants. By default, any magical staff can be used as +0 magical weapon (see the weapon list). A mage can cast with a staff in hand, unlike with a rod or wand.

Staves include several different kinds of items. Some staves are magical weapons that can generally be used by all classes of characters. Their attacks are resolved in the melee phase, as for any other melee weapon. Typically, combat powers do not

require a burnout roll. Some staves are the foci of mages. Such a staff is used during casting to modify the spell in some way. Typically, the staff reduces the cost of a spell modifier. All foci have burnout rolls; if the focus burns out, the concurrent spellcasting is interrupted. Only one focus can be used per spell. Finally, some staves are spell repositories, and behave similarly to rods and wands. Such projector staves take effect during the item phase.

For purposes of computing level-dependent effects and for level-vs-level battles, staves are treated as level 8. Staves typically have low burnouts; for PrinceCon, 5-10% is suggested, but burnout should always be stated in the item list. Increasing the burnout to 25% generally reduces the level by one; a burnout of 50% or greater reduces the level by two. Cursed staves usually do not have burnouts; focus and projector staves always have burnouts. When a magical staff burns out, all powers are lost and the staff turns to dust.

Generic Magical Weapon	Staff of "Prayer"
Caduceus	Priest's Staff
Cleric's Staff	Acolyte's "Prayer" Staff
Staff of Conjuring	Sea Captain's Staff
Dolt's Staff	Snake Staff
Staff of "Element"	Staff of Sorcery
False Staff of "Element"	Staff of "Spell"
General's Staff	Staff of Many Spells
Staff of Healing	Staff of Striking +N
Staff of Hurting	Staff of Wizardry
Mage's Staff	Wizard's Staff
Staff of Modifier, +X Spell Levels	Apprentice's "Spell" Staff
Staff of Power	

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

Caduceus *Level 4.* This staff combines the functions of a Staff of Healing and a Snake Staff. The powers of this item are limited in the same manner as the powers of the respective staves, but if a burnout occurs on any power, the staff turns to dust.

Cleric's Staff *Level 3.* This staff is consecrated to a particular religion, and can only be used by clerics of that religion. The staff functions as, and is recognizable as, a duly consecrated holy symbol. If a cleric of a different religion grasps it, he suffers damage as specified in the Holy Symbols section (2D6 per round). The user can send out a message which is telepathically received by all followers of the religion within 10". Each message requires a burnout roll, suggested at 10%. A message can be up to twenty-five words in length. The message cannot be overheard; background noise and Silence prayers do not affect the transmission. Messages are also received by any other creatures that are appropriate to the religion (such as animals for a nature religion). When the staff burns out it turns to dust. The religion of the staff must be specified in the item list.

Staff of Conjuring *Level 4.* This staff enables a mage to cast the spell Conjure Elemental. The elemental conjured is only 8 HD instead of the usual 12 HD for the mage spell. The elemental must be controlled by the user in the same fashion as any conjured elemental. Burnout destroys the staff.

Dolt's Staff *Level 1.* Cursed-14. This item appears as one of the useful staff foci, but whenever a mage attempts to use it, it sticks in his hands, and can only be removed via a Remove Curse as versus a 14th level. The mage can cast as normal, but all spells count as +1/2 level higher than usual for spell point costs. (This effectively prevents the user from casting his highest level spells.)

Staff of "Element" *Level 3.* Burnout 10%. This focus staff is useful in casting spells of a particular element or theme. Whenever a mage uses this staff in casting a spell of the appropriate type, he can add one level of Extra Effect or Extra Damage. The element or theme must be specified in the item list. The sets of spells below are the default lists for the named elements; however, a GM may specify any reasonable set of related spells in the item description.

- Air/Electricity – Skylore (wind, lightning), Lightning Lance, Air Blast, Levitate Self, Fly Self, Lightning Bolt, Levitate 10'r, Wall of Electricity, Cloudkill, Conjure Elemental (air)
- Earth – Patterning, Shaping (to stone only), Implosion, Conjure Elemental (earth), Pass Wall, Stone Walking, Wall of Stone, Move Earth, Tremor
- Fire – Pyromancy, Fire Lance, Fire Bomb, Flame Weapon, Fireball, Heat Object, Wall of Fire, Conjure Elemental (fire), Immolate, Flame Storm, Meteor Storm

- Water/Cold – Skyclore (cloud, rain, temperature), Ice Lance, Swim, Cool Object, Snowball, Water Breathing, Cold Cone, Ice Storm, Wall of Frost, Conjure Elemental (water), Lower Water, Part Water, Avalanche, Tsunami
- Illusion – Illusion, Color Change, Displace Self, Faerie Fire, Faux Magic, Invisibility, Mirror Image, Disguise, Invisibility 10'r, Hallucinatory Terrain, Massmorph, Misdirection, Projected Image
- Mentalism – Confuse, Message, ESP, Suggestion, Telepathy, Charm Monster, Feeblemind, Mind Blast, Mind Link, Mind Shield, Cone of Feeblemind, Mass Suggestion, Mind Blank
- Summoning – Monster Summoning, Conjure Elemental, Invisible Stalker
- Time – Haste, Slow, Hold Monster, Permanent, Time Stop, Time Travel

False Staff of “Element” *Level 3.* Cursed-16. This staff appears to be one type of Staff of “Element”. The first time the possessor attempts to use the staff, he falls under a related curse. Thereafter he can only get rid of the staff with a successful Remove Curse as versus a 16th level. The staff has no effect as a focus. The default names and the related curses for a number of staves are listed below; as always, a GM should specify all details for a False Staff in his item list.

Staff	Appears as	Curse
Upper Air	Air	The user is attracted to the highest point available, ignoring safety and common sense (curse of Phaeton).
Depths	Earth	The user is blind above ground; he can see normally below ground (curse of the mole).
Flame	Fire	The user is uncontrollably attracted to any open flame or fire he sees. He usually does not get close enough to harm himself; instead, he stands and watches the flame in utter fascination (curse of the moth).
Briny Deep	Water	Every hour that the user is near a body of water, he must save versus mental or be irresistibly compelled to dive to the bottom and stay there. He gets a new save every minute to resist the compulsion. This staff does not provide the ability to breathe water.
Mirages	Illusion	The user sees a desired goal or a hoped-for object, and acts accordingly, until this delusion is completely refuted by facts. Similar mirages recur every D12 hours.
Bewilderment	Mentalism	The user is affected by the mage spell Confuse until he gets rid of the staff.
Summons	Summoning	There is a 50% chance each day that the user is summoned elsewhere to a battle. He vanishes for 6 melee rounds, and reappears with only a vague memory of a combat. He uses up D12 spell points while gone; there is a 50% chance that he has suffers 2D6 hit points of damage as well. The time of day at which this summoning occurs should be determined randomly each time.
Lost Time	Time	The user is affected by the mage spell Slow (combat variety) until he gets rid of the staff.

General’s Staff *Level 3.* Burnout 5%. With this staff, the user can increase the power of any of the following prayers: Bless N, Fight Like a Lion N, Fight Like a Pride N, Enhance Weapons N, and Word of Command N. When the cleric casts any one of these prayers using the staff, it takes effect as if he had cast it at “N+1”. For example, if the user casts Bless III, it acts as a Bless IV (even if he can’t normally cast a Bless IV). The user can cast Detect Battle once per day without a burnout check.

Staff of Healing *Level 3.* This staff can be used at most once per day on any individual. It cures D6+1 points of damage from the recipient. The healing power has a range of 6” and no saving throw.

Staff of Hurting *Level 3.* This staff can be used at most once per day against any individual. It inflicts D6+1 points of damage on the recipient if he fails a spiritual save. This power has a range of 6”.

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

Staff of Modifier, +X Spell Levels *Level variable.* Burnout 10%. A Staff of “Modifier” is the basic type of focus staff. Using the staff to cast a spell enables the caster to add up to X spell levels of the specified modifier to the spell for free. (The +X has nothing to do with the staff’s combat bonus, which is +0 by default.) If the staff burns out, the spellcasting is interrupted. Normally, the value of X is the same as the default cost of the modifier, so in most cases the modifier can simply be used without cost. However, X may be less than the cost of the modifier (especially for such expensive modifiers as Cast in a Clerical Silence), in which case the user has to spend the spell points for the remaining levels if he wants to add the modifier. Special rules apply to many of these modifiers their related effects (such as At Range and Extra Range); all spell descriptions in the conbook should deal with any special applications. A staff of +1/2 spell level is a level 2 item, of +1 level is a level 3 item, of +1 1/2 spell levels is a level 4 item, and of +2 or greater is a level 5 item. Staves of multiple modifiers are generally one level higher than staves of a single modifier, and a staff of all modifiers is two levels higher. By default, only one magical item that allows a mage to add level modifiers to a spell can be used at a time. The list below is the set of common staves and

their respective modifiers.

Staff	Modifier(s)
Duration	Extra Duration and Lasting Duration
Generosity	Affects Others
Range	At Range and Extra Range
Silence	Cast in a Clerical Silence
Stealth	Concealment
Zone	Extra ZOE

Staff of Power *Level 3.* This staff can provide its user with some or all of the spell points required to cast a spell. Burnout is 10% per spell point used. The user gains no new spell lists or enhanced casting ability; the staff simply supplies him with additional spell points. If the burnout is reduced to 5% per spell point used, this is a level 4 item.

Staff of “Prayer” *Level variable.* This staff can project the specified clerical prayer in the item phase. The staff is treated as level 8 for all level-dependent purposes. By default, any cleric can use this item, whether or not the prayer is normally available to clerics of his religion. The level of the item should be roughly equal to the level of the prayer, but this depends on the exact prayer, the burnout, and any other restrictions applicable. A few of the prayers most commonly found on staves are Cause or Cure Wounds N, Silence 15'r, and assorted Detects.

Priest's Staff *Level 3.* This staff is consecrated to a particular religion, and can be used only by clerics of that religion. (It does not, by default, do damage to clerics of other religions as do magical holy symbols.) This staff can enhance any multilevel prayer its user casts. When the cleric casts a prayer such as Bless N, Cure Wounds N, Dispel Undead N, etc., using the staff, it takes effect as if he had cast it at “N+1”. For example, if the user casts De-were III with the staff, it acts as a De-were IV, whether or not he is normally capable of casting De-were IV. The religion of the staff must be specified in the item list. Typical burnout is 10%.

Acolyte's “Prayer” Staff *Level 1.* This staff is consecrated to a particular religion, as a Priest's Staff. It functions as a Priest's Staff, except it can enhance only one particular level of multilevel prayer of that religion by one level (e.g., enhance Bless I to Bless II). Both the prayer and the religion must be specified in the item list. Typical burnout is 5-10%.

Sea Captain's Staff *Level 3.* Burnout 10%. This staff enables a mage to cast morphic Skylore and Patterning spells of up to 5th level. The user must be at sea to use the staff at all, riding a ship or boat at least three miles from the nearest harbor. The Skylore spell can only be cast in the wind sphere. The Patterning spell can be used only in Bind, Seal, Mend, or Grand mode (i.e., strengthening), and only upon the craft. The user can also cast the spell Detect North at its base level once per day with no burnout chance.

Snake Staff *Level 3.* This staff acts as a +1 weapon. Whenever it hits a target in melee, the staff can be commanded to turn into a giant constrictor that automatically and instantly entangles the target (in addition to its normal damage for the attack). The staff can remain in this giant constrictor form for at most 14 rounds. The target remains entangled until it breaks free with a strength roll as per breaking a Wizard Locked door, until the user commands the staff to release it, or until the 14 rounds pass. (Creatures of less than 8' are helpless while entwined, those from 9' to 30' are seriously hindered, and larger targets are not affected at all.) If the entangled target breaks free, the constrictor returns to its user before reverting to the staff, if possible. The snake is AC 6, HD8, moves at 2”, and does no damage with its constriction. If the snake is slain, the staff is destroyed. This use of the staff has no burnout chance.

This staff can be also be used to cast the clerical prayer Sticks to Snakes. This carries a burnout chance, by default set at 10%. The staff becomes a single poisonous snake. It is AC 6, HD8, moves at 6”, bites for D4 and standard poison (D6 surge, 1 point/round, additional save every 20 rounds). If the snake is killed, the staff is destroyed; otherwise, it reverts to a staff at the end of the prayer's duration.

Staff of Sorcery *Level 4.* This staff enables the user to extend his spell point cost table upwards, beyond 8 points per spell, to add modifiers to spells beyond his normal ability. The user can only cast a spell if the unmodified base spell would cost him 8 points or fewer. The staff does not supply additional spell points. The half-levels beyond 8 points are 10, 13, 17, 22, 28, and 35. (For example, a level 5 mage could cast a Fireball with a +2 modifier, making it a level 5 spell, for 17 spell points.) The staff has a burnout chance, suggested at 10%; if it burns out, the concurrent spellcasting is interrupted.

Staff of “Spell” *Level variable.* This staff can project the specified mage spell in the item phase. The spell, including all modifiers and restrictions in effect, should be completely specified in the item list. The level of the item should be roughly the

level of the spell, but this depends on the specific spell, the burnout chance, and any other applicable limitations.

Staff of Many Spells *Level variable.* This staff is a catchall item of powerful effects. It acts as a Staff of Striking +0 in melee. It can project a bright light in a 3" radius with no burnout chance. It also functions as a Staff of "Spell", with many spells available. Use of any spell requires a burnout check. All spells must be specified in the item description. Any burnout, either casting spells or in melee, destroys the staff. This staff is usually a level 5 item; a staff with sufficiently restricted spell levels may be level 4. The following are some suggested themes:

- Artillery: Fireball, Lightning Bolt, Snowball, Cold Cone, Telekinesis.
- Fire: Fire Lance, Fire Bomb, Fireball, Wall of Fire.
- Force: Magic Missile, Shield, Knock, Implosion, Magic Bridge, Telekinesis, Shield of Protection.
- Arsenal: Skylore, Invisibility, Web, Fireball, Lightning Bolt, Snowball, Cold Cone, Wall of Fire, Cloudkill, Hold Monster, Telekinesis.

Staff of Striking +N *Level N+2.* This staff is +N to hit and does 2D6+N damage. Burnout must be checked each time it hits; it cannot be used in melee as an ordinary staff. Burnout, suggested at 5-10%, destroys the staff.

Staff of Wizardry *Level 5.* This staff functions as a Staff of Sorcery, enabling the user to extend his spell point cost table beyond 8 points per spell. However, with a Staff of Wizardry the user can cast spells whose unmodified base cost would be greater than 8 points. The half-levels beyond 8 points are 10, 13, 17, 22, 28, and 35.

Wizard's Staff *Level 3.* Whenever a mage uses this staff in casting a spell, he can add +1/2 spell level of any modifier for free to the spell. Each time he does this, there is a burnout chance of 10%. Burnout interrupts casting. As usual, only one such spell enhancement item can be used with any spell. The +1 spell level version of this staff is item level 5.

Apprentice's "Spell" Staff *Level 1.* This staff gives a +1/2 level modifier as a bonus to one particular spell. Both the spell and the modifier must be specified in the item list. Typical burnout is 5-10%. Apprentice's Staves are occasionally specified as exceptions to the restriction of one enhancement item per spell. Such exceptions are usually reasonable, but GMs are advised to be careful.

Tokens

Tokens generally resemble thin bronze coins, although a GM may specify whatever shape or impression he wishes for a token in his item list. To be activated, a token must be held in the user's hand. Tokens have no burnout chance unless specified. Many tokens, however, provide some benefit in a particular task (such as finding a door); such a token cannot be successfully used to repeat a specific task after it has failed once.

Charge Token	Monster Caller Token
Door Finder Token	Permanent Transport Token
Door Opener Token	Subway Token
JRR Token	Trap Finder Token
Level Indicator Token	Trap Remover Token
Limited Transport Token	Trap Springer Token
Locator Token	

Charge Token *Level 2.* This token is held in the hand while some other magical item with a burnout chance is used. The token vanishes and the burnout chance of the other item is reduced by 10% for the current use only. This token has no effect on items with 100% burnout or on single-use items.

Door Finder Token *Level 1.* This token adds 30% to the user's chance to find secret doors and panels. It cannot raise the chance for success above 90%. The token can be used only once per door during any expedition. If the user of the token finds a secret door, then anyone holding the token can find that door for the rest of the expedition. If the user fails to spot a secret door while using the token, it does not add to subsequent rolls for finding the door.

Door Opener Token *Level 1.* This token adds 30% to the user's chance to open ordinary doors and portals; it adds 15% to the user's roll to open magically held portals. This item can be used only once per door during any expedition.

JRR Token *Level 2.* This token entitles the player to have the GM explain one real-world mythic, historic, or literary reference in his scenario, or to have the GM give a small hint. The token vanishes when used. GMs are reminded to be both fair and cautious with their hints.

Level Indicator Token *Level 1.* This token only functions in structures with well-defined levels, such as a dungeon complex or a large castle. When activated, the token beeps once for every level it is below ground, or buzzes once for each level it is above ground.

Limited Transport Token *Level 2.* This token provides transportation once between two preselected points within 10" of each other. The token has two tabs; the two transport points are permanently selected by breaking off one of the tabs at each site. To activate the token, the user must break it while he is within 10' of one of the two points. He is then instantaneously transported to the other point. The user has his choice of traveling alone or of transporting everyone within 10' of the selected point along with him when he goes. The user does not require the permission or cooperation of those accompanying him; however, he can only take along beings in his plane of existence, and no one is transported if there is not enough room for everyone at the destination site. This item can obviously be used only once.

Locator Token *Level 1.* This token is created for and usable in only one particular dungeon, castle, or other structure. When activated inside the structure, it verbally announces the user's current location using a grid-coordinate system (e.g., "level 2, corridor 3, section A").

Monster Caller Token *Level 1.* This token appears to be one of the useful types, but its possessor has twice his usual chance of encountering wandering monsters while the item is in his possession. When the token is activated, it summons a random monster from the Monster Summoning table of level D4+1. The creature appears next to the user. Unlike a creature summoned with the Monster Summoning spell, a creature summoned with this token does not magically vanish after a short time. The creature is under no compulsion to serve the user; it acts according to its disposition.

Permanent Transport Token *Level 3.* This token allows the user to transport himself between two preselected locations at most once per day. The token can be sensitized to only two locations at any one time. The token can be sensitized to a new location by placing it there for 24 hours; it drops the oldest location whenever it is sensitized to a new one. For PrinceCon purposes, cross-scenario transport is possible only if both GMs agree in advance, but a player may generally choose Hireling Hall as one of the preselected sites.

Subway Token *Level 3.* A Subway Token is created for and usable in conjunction with a particular network of teleport points. This token allows its user to teleport to any known point in the network. (These items and their networks are useful for coordinating scenarios and arranging transportation for player characters.) A Subway Token has no effect if used outside the effective range of the network or without knowledge of the destination points. The token is consumed when activated.

Trap Finder Token *Level 1.* This token adds 30% to the user's chance to find traps. It cannot raise the chance for success above 90%. The token can be used only once per trap during any expedition. If the user of the token finds a trap, then anyone holding the token can find that trap for the rest of the expedition. If the user fails to spot a trap while using the token, it does not add to subsequent rolls for finding the trap.

Trap Remover Token *Level 1.* This token adds 30% to the user's chance to remove mechanical traps; it adds 15% to the user's roll to remove magical traps. This item can be used only once per trap during any expedition.

Trap Springer Token *Level 1.* When this token is used, it activates all traps, mechanical and magical, in a 10' radius. The token can be used three times per day.

Tools and Lockpicks

Usable by: scouts

These magical tools replace a scout's normal set. Tools are used for Opening Locks and Removing Traps. These tools only give their magical benefits to scouts. "Thieves' Tools" were fundamental to the former character class of thief, and this group of items may be expanded on for a scenario or campaign in which the class still exists.

Tools +N
Tools of Alertness +N
All Thumbs Tools -N
Hidden Tools +N

Tools of Speed +N
Stealthy 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. A scout working with these +N tools has only one-half his normal chance of being surprised.

All Thumbs Tools -N Level 1. Cursed-12. In addition to being -N tools, any failed Remove Traps roll automatically triggers the trap.

Hidden Tools +N Level N+1. These tools +N are also protected by a clerical Conceal Object prayer, making them difficult to find.

Tools of Speed +N Level N+1. With these tools, a scout can open locks in half the time normally required. Simple locks that can be opened in one melee round can be opened at a rate of two per round if they are within 1" of one another.

Stealthy Tools +N Level N+1. A scout has only half his usual chance of being detected while using these +N tools. This benefit applies only to the sounds or other effects resulting from use of the tools; it does not, for example, affect the scout's usual Hide or Move Quietly rolls.

Tools of Wizard's Bane +N Level N+1. These +N tools can also pick Wizard Locks and cast the mage spell Dispel Magic against magical traps, including Explosive Runes and Magical Trap. The level of the tools is 6+2N for the level-vs-level battles. Using the spells has a burnout chance, suggested at 10-15%; failing the burnout ruins the tools.

Wands

Usable by: mages

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 the item phase and require the wielder to say a command word. Hireling Hall can usually determine the command word if the player did not learn it at the time he received the wand; if a GM does not want Hireling Hall to reveal the command word, he should hotlist the wand. By default, wands are usable only by mages; any exception to this should be clearly noted in the item list.

A mage cannot cast with a wand in his hands, but he can cast with a staff.

Wand of "Spell"
Backfire Wand
Cursed Wand
Wand of Detecting Secret Doors and Traps

Wand of Metal Detection
Wand of Negation
Wand of Paralyzation
Wandering Wand

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 a burnout of 5-10%, a wand with a spell of level 1 or 2 is a level 2 item, with a spell of level 3 is a level 3 item, with a spell of level 4 is a level 4 item, and so on. With a burnout of 20-25%, reduce the item level by 1. In exceptional cases of such wands, the user can 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 level 2 Interactive Illusions, and Wand of Haste.

Backfire Wand Level variable. This wand has the function of another kind of wand, but when activated, the wand inflicts 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 the default. Backfire wands are by default not Cursed.

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

Wand of Detecting Secret Doors and Traps *Level 2.* The user can pass the wand over a wall or object to be examined, and he becomes aware of secret doors and traps 90% of the time. Holding the wand while walking reveals traps in the path of the user as if a scout of the user's level had searched thoroughly. This process investigates 1000 square feet per charge.

Wand of Metal Detection *Level 1.* This wand acts much like a divining rod. When held in the hand, it points towards the largest body of metal within 3". The user knows what type of metal it is and the rough weight. (An order of magnitude is about right.)

Wand of Negation *Level 3.* This wand can be used in either the item phase or the mage spell phase of the melee round. Each use of the wand applies to a single target for that round only. The wand reduces the effects of any mage spell cast by the target or by the target's items. The caster's effective level is reduced by six for any level-dependent effects of the spell. The wand also applies 2 spell levels of "Reduced Effect" to each spell. One spell level of Reduced Effect exactly reverses the results of one spell level of Extra Effect, as per the mage system modifiers. If the Extra Effect modifier is not applicable to the spell, the levels of Reduced Effect are applied to reverse Extra Damage, or Extra Duration, or Extra Range, in that order. A spell can be reduced below its base effect, or even to zero effect, when affected this wand. For example, if a mage targeted by this wand casts a Fireball, its damage is reduced by two spell levels of Extra Damage, for 6D6 less damage. If the Fireball was cast at its base level of 5D6, it has no effect.

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. At the end of that time, if the victim fails a spell survival roll, he dies.

Wandering Wand *Level 3.* Cursed-16. The possessor of this wand suffers the Curse of the Shark. The victim must be moving at all times; he takes one hit point of damage every ten minutes that he is stationary. (Movement can consist of merely rocking in a chair or riding in a wagon.) The possessor can only get rid of this item via a successful Remove Curse as vs. a 16th level.

Wings

Unless otherwise noted, magical wings can be used by all player characters; a set fits any standard humanoid. When a set of wings is pressed against the flesh at the shoulders, they instantly knit into the muscles and nervous system of the wearer. The wings cannot be voluntarily removed thereafter. If the wings are torn out by main force, they are ruined, and the wearer suffers 3D6 damage and is rendered unconscious for 6D6-constitution hours. If the user dies, the wings detach automatically and are available for reuse. Unless a GM specifies otherwise in his item list, magical wings can be detached harmlessly with a Restoration prayer; this procedure destroys the set. (The removal can be performed in Hireling Hall at the player's option.)

A set of wings can be bound up and hidden under armor or clothes, but the clothes and bindings must be completely removed before the wings can be used again; normally, wings are obvious and vulnerable. By default, wings can be used only by someone in robes or leather armor. Metal armor (plate or chain) does not adapt to allow the use of wings unless specified in the item description. If a GM wishes, he may specify in his item list a set of "giant" wings that can only be used by creatures 8' to 13' tall, or a set of "midget" wings that can only be used by dwarves, hobbits, or other small humanoids; however, a set of magical wings at PrinceCon is by default usable by any player character.

Combat Effects: GMs are urged to pay careful attention to the combat disadvantages of wings. Each attack against the user has a chance of being applied against the armor class of the wings, which are by default AC 9, instead of against the wearer's normal armor class. This chance is 10% for frontal attacks, 40% for side attacks, and 90% for rear attacks. This chance is doubled if the attacker is using an Aimed Strike maneuver. The armor class of wings generally benefits from protective items such as rings or bracers. If the wings are bound and hidden, they are not vulnerable to attacks. All damage done to a set of wings is applied to the user's hit point totals as usual.

Winged movement, including a flying “combat step”, is treated under the phase system as normal movement. The speeds listed use the standard inch notation to distinguish between movement rates in open and confined spaces. The given speeds are air speeds and may be increased for head winds and decreased for tail winds by about 1” for every 5 knots. Wings cannot be used if the wearer is grappled or is attempting to grapple, nor can they be flapped in less than 10’ of open space unless otherwise specified. If the user flies at less than 6” per round, he loses altitude at 2” per round; if he ceases flying, he immediately begins to fall. A flying humanoid can use a lance or spear as if he were charging on horseback.

A set of wings may have a burnout chance. A burnout chance lowers the level of the item. Burnout is checked the first time the wings are used each day. If the wings burn out, they are powerless thereafter, but they must still be removed as any other wings. Reduce the item level by one for 10% burnout, by 2 for 25% burnout, and by 3 for 50% burnout.

Wings of Flying
 Armored Wings
 Bat’s Wings
 Wings of Calm
 Wings of Doom
 Fairy’s Wings
 Wings of Hell
 Insect’s Wings
 Invisible Wings

Wings of Parallel Travel
 Wings of Plane Shifting
 Wings of Speed
 Wings of the Storm
 Wings of Teleportation
 Wings of Time Travel
 Water Wings
 Wings of the Wind Lords

Wings of Flying *Level 2.* Wings of Flying are the most common type of magical wings. All of the general rules for wings apply to this set. They allow the user to fly at 36”.

Armored Wings *Level 3.* Speed 18”. These wings are AC 5 for combat purposes.

Bat’s Wings *Level 3.* Speed 36”. These wings provide the user with a bat-like sonar sense that works in total darkness, fog, mist, etc. The sense does not function when the wings are bound up or hidden. Sonar sense detects the shape, size, range, velocity, and texture (hard, soft, fleshy, etc.) of objects within 72”. This sense adds +20% to the user’s chance to hit with missile attacks. An area of magical silence (e.g., the clerical prayer) and the space eclipsed by it appear empty (not “dark”) to the sonar sense. The user can speak with creatures that use sonar, such as bats and dolphins. The user also saves at -10% against explosions and sonic attacks, suffers double damage from such attacks, and is at -5% to hit in direct sunlight.

Wings of Calm *Level 3.* Speed 36”. These wings negate the effect of all wind and weather upon their user while he is flying. He is unaffected by normal cold, heat, or winds, favorable or unfavorable.

Wings of Doom *Level 3.* Cursed-14. These wings appear to be some other type of wings, and even function initially as a useful set. However, these wings subject the wearer to extreme peril at the first opportunity, such as crashing him into a cliff or dropping him 1000 feet to the ground. If the wearer survives, he can only remove the wings with a successful Remove Curse as versus a 14th level. After the curse is revealed, the wings can never again be used safely. Successful removal of the set renders them nonmagical.

Fairy’s Wings *Level 4.* Speed 24”. The wearer of these wings can shrink to one-tenth his normal size for up to one hour per day while retaining all of his hit points. He can only use the other powers of the wings, including the flight, while he is shrunk. He can speak the languages of fairies, pixies, brownies, and other little people. He can see invisible beings or objects, as per the mage spell See Invisible, while shrunk. Finally, he can use up to three doses of fairy dust per day. With each dose he can choose to employ the Illusion, Sleep, or Wake effect. The Illusion is visual only, as per the morphic mage spell, up to 4 spell levels. The Sleep has a strength of 4D4, as per the mage spell. The Wake dust has a zone of effect and a strength like the Sleep dust; however, those sleeping normally are fully alert one round after being affected, and those magically slept receive a mental saving throw to awaken.

Wings of Hell *Level variable.* This set of wings functions as another type of wings with a burnout; however, when burnout occurs, a magical gate opens and the user is carried screaming through it into Hell forever. A Damp Teleport spell or anti-plane-traveling device can reduce this to an ordinary burnout. Assaying the wings may reveal something “wrong” with the item—the GM should specify in his item list how the wings appear to the PCs.

Insect’s Wings *Level 3.* Speed 12”. The wearer of these wings can shrink to one-tenth his normal size, with one-tenth his original hit points (rounded up), as often as he chooses. He can use the other powers of the wings, including the flight, only

while he is shrunk. When he is smaller, he can understand all normal insects, and can communicate with one species at a time. He can cast a combat Haste, as per the mage spell, on himself once per day. He can also cast a 3D6 Lightning Bolt, as per the mage spell, once per day.

Invisible Wings *Level 2.* Speed 24". These wings are invisible, but not immaterial. They are less likely to be *targeted* than regular wings, but all of the combat and armor restrictions apply.

Wings of Parallel Travel *Level 5.* Speed 36". In addition to enabling the user to fly, these wings also allow him to travel to a parallel universe, provided that he has an object from that universe or has been there previously. Use of these wings may be further limited. (These wings are sometimes plot devices whose traveling power is restricted to a single PrinceCon scenario, in which case they are equal to the level 2 Wings of Flying.) If the duration and conditions of travel to parallel universes is sufficiently restricted, these wings could be level 4 items; the GM must provide all of the details in his item list.

Wings of Plane Shifting *Level 5.* Speed 18". The wearer of these wings can shift from the normal plane to the Ethereal Plane, the Astral Plane, or any other plane that makes sense in the scenario. Shifting requires two minutes of uninterrupted flight during which the user must neither suffer any damage nor perform any other actions. A Phase In spell compels the user to return to the normal plane immediately and prevents the wings from being used for plane shifting for 24 hours. There are no other limitations on the frequency of use.

Wings of Speed *Level 3.* Speed 48". These wings are the fastest ones available. Speeds may be increased even more for higher level items.

Wings of the Storm *Level 4.* Speed 48". While flying outdoors in the open air, the wearer of these wings can command the weather. The user can cast the mage morphic spell Skylore. The wings have 7 spell levels available per day, which the user may allocate to different castings of the spell, with the usual mage spell modifiers, as he chooses.

Wings of Teleportation *Level 4.* Speed 36". To activate the teleportation power of these wings, the wearer must fly straight and level at maximum speed for two minutes towards his goal. The direction to the target destination must be known. After two minutes of such flying, the user is teleported to the destination, with the same risk of error as with the mage spell Teleport. (See the spell description for details concerning memorized teleport locations.) There are no restrictions on the frequency of use; however, teleportation between scenarios at PrinceCon is generally impossible without prior agreement.

Wings of Time Travel *Level 5.* Speed 36". These wings enable the user to travel forward in time as well as to fly. The wearer must be flying straight and level at maximum speed when he activates the time travel. He travels forward through time at a rate of 1500:1 for as long he continues flying; i.e., flying through time for one minute takes him forward a little over a day. While the user is traveling forward in time, he is immune to any effects from beings not traveling in time, but his position in space does not change. The user reappears in space at the appropriate time at the location from which he left; if a solid object occupies the area, the user is destroyed, along with all his possessions (similar to teleporting into an object).

Water Wings *Level 3.* Speed 24". These wings allow the wearer to fly equally well through air or water. Their performance varies greatly in nonaqueous fluids like oil and alcohol. (These wings do not provide a means of breathing underwater.)

Wings of the Wind Lords *Level 5.* Speed 48". These wings enable the user to maintain at least a 24" ground speed, regardless of headwinds. The wearer can converse with birds as per the clerical prayer Speak with Animals. The user understands the speech of all birds, and can speak to one species at a time. He can command all normal flying creatures, including birds, within 12", as per the clerical prayer Charm Animals; he is treated with respect by flying creatures of 6 hit dice or less. He can cast up to 8 levels of mage morphic Skylore spells in the wind sphere per day; the user can allocate the levels to different castings and modifiers as he chooses. The wearer can also cast the mage spell Protection from Normal Missiles 3 times per day.

Gamemaster Special

This category is left in this book to remind GMs of some of the things that can be included in their item lists other than standard items. Whenever possible, nonstandard items should be defined in terms of spells, items, and rules that already exist in this book and in the PrinceCon book. No set of guidelines for levels, effects, and restrictions can possibly encompass the infinite variety of nonstandard items that can be designed for PrinceCon, and no attempt is made to provide such a set here. However, all GMs are encouraged to read frequently the introductory sections regarding item lists, leveling, and nonstandard items.

Nonstandard items include items appropriate to a single scenario, or unique to specific events at the current PrinceCon, that require an explanation in the item list. Items with absolutely no effect outside of the scenario in which they are found do not, in general, need to appear in an item list. A GM can include an item with powerful, even artifact-level, effects in his list if its power is greatly reduced outside his scenario, or if its power is mostly unavailable to PCs. He can include very minor magical items that exist in the world but which are not of much use to an adventurer (e.g., the magical beer stein that keeps beer cold on even the hottest day). Other common types of nonstandard items include “red herring” items with useful effects that mislead players or that disguise the function of some other item; any item with a beneficial function that its user must weigh against some negative effects; and any cursed or detrimental item that its possessor can convert into a valuable magical item with the proper actions.

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