



**PrinceCon XL
Item Book**

The Simulation Games Union

presents

The PrinceCon XL Item Book

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Item Book coordinated by Aaron Mulder

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Gamemaster Special 99

Introduction

Welcome to the Item Book for PrinceCon XL. The book that you are holding is the culmination of hundreds, perhaps thousands, of hours of effort by countless people over many years. The last printed Item Book was published for PrinceCon 22, though the descriptions of the items used to create item lists at the con were updated to reflect the d20 rules for PrinceCon 36. Still, that list of items has not been published as a book until now. While not necessarily required for GMs at the convention, it is our hope that this book will be a valuable resource for the PrinceCon community at large.

Note that some of the items and descriptions in this book have been split up and extended compared to the previous revision. (For instance, all Wings have a longer description, and the Staff of Element is now a separate item for each element.) The intent of this is that each item can stand alone at the convention, with only the information printed on the item card, and where necessary, additional information printed on the GM summary sheets. We hope to avoid forcing GMs or players to look up detailed item statistics in this book during the run of play.

Acknowledgements: 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. Keith Kline edited the last major revision of this book, bringing us all the items you see here today. While we have updated various statistics in the items, this edition of the book does not generally introduce new items or fundamentally change how existing items work. Shantanu Saha helped Keith by composing several hundred item descriptions for that edition. Daniel Eisenstein was instrumental in the major editing effort for PrinceCon 17; 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 12, 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 6 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 3 and 6 books 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.

Aaron Mulder

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. 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; Generally magic items such as Bracers of Armor Class N list an explicit bonus type, and the con book details which bonus types stack or do not stack (though often the item description also includes a reminder). Generally Enhancement, Dodge, and Circumstances bonuses stack, and most others do not. In cases where bonuses do not stack, only the largest bonus applies in any individual area. 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 +1 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 4 (+4 to reflex saves), he gets a +2 bonus to his base armor class, a +4 bonus to his reflex 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). GMs 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 Clerics" does **not** grant a cleric the use of a weapon or item normally prohibited to clerics of his religion! By default, guardians can use items appropriate to either Heroes or Mages.

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 included 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. If the information on the card is inaccurate or deceptive, then the item should be hotlisted as described below.

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.

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 times listed assume that the convention runs from Friday afternoon to Sunday afternoon. Custom 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 classes of fighter, thief, and scout no longer exist at PrinceCon. Most of the items once usable exclusively by these characters have translated naturally to those presently usable by heroes. 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. 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.

Unless otherwise stated, all weapons give their bonus to damage as well as to hit. 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 with the appropriate weapon proficiency. 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 Con Book, 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 Greataxe or Greatsword, is obviously more powerful than a weapon such as a dagger, even when both have the same generic magical weapon power. The text and level codes also assume that the value of N is positive.

Weapon +N	Weapon of the Great Strike +N
Weapon of Backbiting +N	Weapon of Great Blows +N
Weapon of Berserker Rage +N	Weapon of Haste +N
Weapon of Chivalry +N	Weapon of Increase +N
Weapon of Command +N	Weapon of the Lakes +N
Weapon of Curse -N	Weapon of Lethargy +N
Dancing Weapon +N	Weapon of Level Draining +N
Weapon of Darkness +N	Weapon of Light +N
Weapon of Desperation Defense +N	Weapon of Luck +N
Weapon of Disease +N	Weapon of Magnetism +N
Weapon of Disguise +N	Weapon of Metal Domination +N
Dud Weapon +N	Weapon of Parrying +N
Weapon of the Elements (Fire) +N	Poisoned Weapon +N
Weapon of the Elements (Cold) +N	Weapon of Protection +N
Weapon of the Elements (Earth) +N	Weapon of Quickness +N
Weapon of the Elements (Air) +N	Weapon of Revenge +N
Weapon of Equality +N	Rusty Weapon +N
Equalizing Weapon	Weapon of Silence +N
Fast Draw Weapon +N	Spectral Weapon +N
Weapon of Fatigue +N	Weapon of the Stirge +N
Flaming Weapon +N	Weapon of Stunning +N
Gladiator's Weapon +N	Weapon of Subdual +N

Weapon of Thunder +N
Weapon of Truth +N

Weapon of Undeath +N
Vampiric Weapon +N

Weapon +N Level N. This *Weapon* is +N to hit and +N to damage.

Weapon of Backbiting +N Level 1. Cursed-14 *This item appears to be a different item.* If an attack with this *Weapon* is missed by more than 5, it strikes the wielder, doing normal damage.

Weapon of Berserker Rage +N Level 1. Cursed-14 *This item appears to be a different item.* This *Weapon* is +N to hit and damage. Every round the wielder is in combat, on a roll of 19 or 20 on a D20 he flies into a berserker rage, where he always attempts a melee attack against the nearest enemy (moving or charging as necessary), ignoring all other considerations. On each subsequent round on a roll of 19 or 20 he breaks out of the rage.

Weapon of Chivalry +N Level N. Cursed-16 *This item appears to be a different item.* This *Weapon* is +N to hit and +N to damage. It is very honorable, and can never be used in an ambush or sneak attack. If the wielder tries to use it this way, the *Weapon* turns and strikes at him instead, gaining an additional +4 on top of the wielder's usual melee bonus. If the wielder challenges another to single combat, this *Weapon* gains an additional +2 to hit and damage for that combat.

Weapon of Command +N Level N+2. The wielder gains a +3 enhancement bonus to Charisma, and he can cast Mass Bless I twice per day as a level 8 cleric. Once per day he can raise the *Weapon* overhead and rally his troops. This has the effect of a Mass Bless N, increases friendly Will saves by +2 for the same duration, and allows broken troops a new chance to rally. This function takes a full round to use.

Weapon of Curse -N Level variable. Cursed-10 *This item appears to be a different item.* This *Weapon* is -N to hit and -N to damage. It may inflict an additional curse on the wielder, if that is specified here. The level assigned indicates when in the convention such a curse would be appropriate.

Dancing Weapon +N Level N+3. After three rounds of melee against one opponent, this +N *Weapon* will dance. To use this ability, the wielder simply lets it go, at which point it will fight on its own for three rounds as if used by the wielder, but only against that opponent. The wielder can retrieve the *Weapon* at any time, in which case it is reset. If not retrieved after three rounds, it falls to the ground.

Weapon of Darkness +N Level N+1. This +N *Weapon* emanates Darkness, as per the clerical prayer from a Level 8 caster, on command from the wielder. Three times per day, this effect can be strengthened in intensity and area to that of Continual Darkness for ten rounds.

Weapon of 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 have no effect; the wielder must have been unwillingly cornered.

Weapon of Disease +N Level N+1. On a hit roll of 19-20 this +N *Weapon* inflicts a slow, wasting disease on the victim. If the target fails a physical save, he will lose one point of strength and constitution for every five days that pass. If either falls below 3, the victim dies. Otherwise, the victim must make a Fortitude save to recover after 25 days. Multiple hits are not cumulative.

Weapon of Disguise +N Level N. This +N *Weapon* shrinks on command to some nondescript small metal object such as a ring or buckle. The wielder can command it to return to normal size. Shrinking and growth begin in the Item Phase, and take the rest of the round. When shrunk, the item has Concealment on it (per the Mage spell modifier, as Level 12 caster).

Dud Weapon +N Level 1. *This item appears to be a different item.* This *Weapon* is +N to hit, but does only half normal damage with no damage bonus. The *Weapon* appears to be doing full damage. It is not cursed and can be given away or discarded freely.

Weapon of the Elements (Fire) +N Level N+2. This +N *Weapon* has an additional +2 against fire. It gives the wielder Resistance to Fire as per the generic clerical Resist II. Once per day, the wielder can cast a 6d4 Snowball. The wielder can cast Dispel Magic as a 12th level mage against a Wall of Fire as often as desired (only once against any particular Wall of Fire)

Weapon of the Elements (Cold) +N Level N+2. This +N *Weapon* has an additional +2 against cold. It gives the wielder Resistance to Cold as per the generic clerical Resist II. Once per day, the wielder can cast a 6d6 Fireball. The wielder can cast Dispel Magic as a 12th level mage against a Wall of Frost as often as desired (only once against any particular Wall of Frost)

Weapon of the Elements (Earth) +N Level N+2. This +N *Weapon* has an additional +2 against earth. It gives the wielder Resistance to Crushing as per the generic clerical Resist II. Once per day, the wielder can cast a 6d6 Lightning Bolt. The wielder can cast Dispel Magic as a 12th level mage against a Wall of Stone as often as desired (only once against any particular Wall of Stone)

Weapon of the Elements (Air) +N Level N+2. This +N *Weapon* has an additional +2 against air. It gives the wielder Resistance to Lightning as per the generic clerical Resist II. Once per day, the wielder can cast a 6d4 Implosion. The wielder can cast Dispel Magic as

a 12th level mage against a Fly or Levitation as often as desired (only once against any particular Fly or Levitation)

Weapon of Equality +N Level N+2. When this +N *Weapon* hits, it attempts to dispel all bless or enhancement spells or prayers on the target. It does not affect powers centered on equipment, or permanent powers. The *Weapon* is level 10 for the Level Contests, which must be conducted against each individual spell or prayer.

Equalizing Weapon Level 4. This acts as a +1 *Weapon*. In addition, when a humanoid scores a hit with this *Weapon* on another humanoid, the person of higher level loses a level, while the person of lower level gains a level. The higher-level person gets a Fortitude save to negate the transfer, and lost levels are treated as levels drained by undead.

Fast Draw Weapon +N Level N. This +N *Weapon* can be taken out or put away as a free action. This ability can be used in any phase, however it can only be used once per round.

Weapon of Fatigue +N Level N-1. Cursed-14 *This item appears to be a different item.* This +N *Weapon* is extremely tiring to wield. After every 3 rounds of using the *Weapon*, the wielder must rest the next round, doing nothing else. Resting makes his AC 4 worse, and negates shields. The 3 rounds need not be consecutive; the wielder must rest to reset the counter.

Flaming Weapon +N Level N+1. This *Weapon* receives no bonus unless flaming, which it does at the option of the wielder. It is then +N vs normal opponents, with an additional +1 against Trolls, Ents, and regenerating creatures, and an additional +2 against undead and plant-types. It is -2 against fire-based creatures when flaming. Ordinary creatures must make a Will save in order to attack the wielder when it is flaming.

Gladiator's Weapon +N Level N+2. This *Weapon* is +N to hit, but has no damage bonus. If the wielder is fighting a member of his own race in single combat (no other living creature within 10'), then all hits by this *Weapon* do maximum damage.

Weapon of the Great Strike +N Level N+1. This +N *Weapon* grants the wielder two levels of the Critical Hit feat. This stacks with any levels they may already have.

Weapon of Great Blows +N Level N. This +N *Weapon* grants its wielder the Great Blow feat regardless of prerequisite feats. (Though the wielder does not get the benefits of those prerequisite feats if he does not already have them.)

Weapon of Haste +N Level N+2. This +N *Weapon* gets two full attacks in the Combat Phase. Note that it is not the same as a Haste spell because the wielder gets two attacks in one phase, not two fully independent actions. The wielder may use Multistrike or Rapid Fire or similar actions on each of the two attacks. The wielder of this weapon is unaffected by Haste spells or prayers.

Weapon of Increase +N Level N+2. This *Weapon* is always +N to hit, and has a base damage bonus of +N. The *Weapon* gains an additional +1 on damage per previous hit against the same target in combat. Switching targets resets the damage bonus to +N.

Weapon of the Lakes +N Level N. This +N *Weapon* can be used freely underwater.

Weapon of Lethargy +N Level N+2. If this +N *Weapon* hits on a roll of 19 or 20, the victim must make a Fortitude save (DC 17) or be affected by the mage spell Slow for 6 rounds.

Weapon of Level Draining +N Level N+2. If this +N *Weapon* hits on a roll of 20, the victim must make a Will save (DC 19) 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 from a level 8 Cleric, on command. Three times per day, this effect can be strengthened to Continual Light for ten rounds. If the weapon is glowing with Continual Light strength, a hit on a roll of 19-20 blinds the victim for D4+2 rounds if he fails a Reflex save (DC 17). When an attacker is blinded, all targets have Total Concealment (-6 to hit).

Weapon of Luck +N Level N*2-1. This *Weapon* is +N to hit and +N to damage, and adds a +N deflection bonus to the wielder's saving throws.

Weapon of Magnetism +N Level 1. Cursed-12 *This item appears to be a different item.* This *Weapon* is strongly attracted to metal. Against a foe in metal armor, it is +N to hit and +N to damage, but it will stick to the armor 50% of the time. If stuck, it requires a full round to dislodge it, during which time the wielder suffers a penalty of -2 AC and cannot do anything else. It has no bonuses against a foe in non-metal armor. If the wielder is in metal armor, then a to hit roll of 1 or 2 means the weapon has stuck to his own armor.

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 armor and shields.

Weapon of Parrying +N Level N. The wielder of this +N *Weapon* also has an improved Dodge action available. This action works just like a Dodge, except with an additional +2 AC against any melee attackers.

Poisoned Weapon +N Level N+4. Each time this +N *Weapon* hits, one dose of standard poison is injected into the target in addition to normal damage. If the victim fails a Fortitude save (DC 16), the poison inflicts a D6 surge, and does 1 point of damage each round thereafter in Powers Phase. Large (or bigger) creatures get a save every 10 rounds, others every 20. A successful save prevents all later damage.

Weapon of Protection +N Level N*2. This +N *Weapon* also gives the wielder +N deflection bonus to his AC.

Weapon of Quickness +N Level N. This +N *Weapon* hits in the Powers Phase

Weapon of Revenge +N Level N-1. Cursed-14 *This item appears to be a different item.* This item acts as it appears, but the wielder also 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 item appears to be a different item.* If an attack roll with this weapon is missed by more than 5, it shatters, becoming useless and non-magical.

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 in combat it is silent, except for the noise of the two people.

Spectral Weapon +N Level N+1. This +N *Weapon* can hit out-of-phase or intangible targets. If the wielder is a cleric and they cast Detect Illusion, the save DC is +2 (e.g. it is harder for the caster of the illusion to resist the detect).

Weapon of the Stirge +N Level N+1. If this +N *Weapon* hits on a 19-20, 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 18 to succeed. Once dislodged, the weapon falls to the ground lifeless. Anyone can pick it up in Item Phase (Dex Contest if multiple people go for it).

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 19-20 must make a Fortitude save (DC 17) or be stunned for the next N rounds. A stunned victim can do nothing but stand and defend himself, though he defends at full value.

Weapon of Subdual +N Level N. This +N *Weapon* does less lethal damage than its counterparts. Only half (rounded up) of the inflicted damage is lethal damage; the rest is nonlethal.

Weapon of Thunder +N Level N+1. This +N *Weapon* emits a loud crack of thunder when it hits. If it hits on a roll of 19-20, the crash is so loud that it causes permanent hearing loss in the target, unless he makes a Fortitude save (DC 18). The victim is also stunned for two rounds if he fails the save, and can do nothing but defend himself, though he defends at full value.

Assuming that the target uses hearing for sensory input, hearing loss causes -10 to all hearing-based Awareness checks, a -5 to Awareness checks against being surprised, and -1 to hit in melee.

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 contest is fought for each effect, with all physical disguises handled by a single test versus level 5. 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 blow. If the body is burned after death, it will not rise.

If a living creature wields this *Weapon*, it will backbite on an attack roll of 1-4, doing full damage. Zombies created by this weapon are mindless and can cast no spells, but they retain their physical abilities of life.

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 hit points.

Axes

A greataxe is a two-handed, hafted weapon with the blade attached lengthwise at one end. A battleaxe is a one-handed equivalent. A hand axe is a still smaller version that can be used for melee or thrown as a missile weapons. The greataxe is a favored weapon of

many legendary dwarven warriors.

Balanced Hand Axe +N
Cleaving Battleaxe +N

Dwarven Greataxe +N
Returning Hand Axe +N

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

Cleaving Battleaxe +N Level N+1. Using this +N Battleaxe, 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 Greataxe +N Level N+1. This weapon only performs correctly in the hands of a dwarf. In this case, it becomes a +N Greataxe, with an additional +2 vs. elves, goblins, orcs, and giants. It glows if any of these creatures are within 60' in any direction. In the hands of anyone but a dwarf, it acts as a +0 magical weapon.

For detecting elves etc., the Dwarven Greataxe treats earth and stone as ordinary air (i.e., it can detect these creatures through 60 feet of solid rock.)

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

Daggers

Even though it is one of their few default weapon proficiencies, a mage may not cast while holding a dagger.

Balanced Dagger +N
Mage Dagger
Minor Mage Dagger

Opal Dagger +N
Dagger of Ronkel
Assassin's Dagger

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

Mage Dagger Level 3. Usable By: Guardian, Mage. 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 occurs in Item Phase and requires that the caster be holding the Dagger and be able to speak.

Minor Mage Dagger Level 1. Usable By: Guardian, Mage. A mage may store one 1st or 2nd level 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 occurs in Item Phase and requires that the caster be holding the Dagger and be able to speak.

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. The victim cannot be raised by any means (including e.g. Speak with Dead) until the curse is removed. The curse is treated as level 12 for level contest purposes.

Assassin's Dagger Level 2. 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 some chance to hit.

Flails, Maces, Morning Stars, and Clubs

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.

Flail of Entanglement +N
Blunt Weapon of Healing +N

Club of Return +N
Mace of Return +N

Flail of Entanglement +N Level $N+1$. If this +N Flail hits, the victim is entangled and the wielder may attempt to grapple next round at +6 to their Grapple Check Bonus. The entangled victim does not get to attack until after the grappling attempt, and then only if the attempt failed. If the grapple succeeds, the wielder keeps the bonus until the opponent breaks free.

There is no other effect of being entangled by the weapon.

Blunt Weapon of Healing +N Level $N+1$. This acts as a +N *Blunt Weapon*. When wielded by a cleric, each round he does damage with the *Blunt 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. The saved points vanish if they are not used before the cleric next gets prayer points back or if the *Blunt Weapon* is used by any other being.

Curing with stored points happens during item phase

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 +N Mace 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, a metallic ping is heard, and the spell detonates on the caster.

Lances

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

Pole Arms

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.

Pole Arm of Example +N

Pole Arm of Example +N Level N . When this +N *Pole Arm* is used in formation, the surrounding troops gain a +1 Morale bonus to hit, to AC, and to saving throws, due to the sparkling example of the wielder.

Spears

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

De-Were Spear

De-Were Spear 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 Contest against the spear, which counts as 10th level. It also affects anyone under the influence of a clerical Transformation prayer.

A Transformed target may use the higher of his level or the caster's level to resist the De-Were Spear.

Swords

There are several standard types of swords in the PrinceCon system (shortsword, longsword, bastard sword, and greatsword). 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, 30% are greatswords, 5% bastard swords, and the remaining 50% are long swords. Other types may appear, but should be detailed and approved in advance.

Vorpal Sword +N

Vorpal Sword +N *Level N+4*. If this +N *Sword* hits on a roll of 19-20, 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

Warhammers may be used as melee or missile weapons. Unless otherwise noted, they do not return when thrown.

Balanced War Hammer +N
Lightning Hammer

Returning War Hammer +N

Balanced War Hammer +N *Level N*. This +N War Hammer 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 War Hammer. The bolts strike at the two nearest targets within 60'. (The wielder is not excluded.) These two targets each get a Reflex Save 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 War Hammer returns to the thrower in the same round, whether it hits or not.

Bows, Crossbows, and Slings

Longbows 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 (though either can be cocked and fired in a single round by a character of sufficient strength). 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 longbows or shortbows 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 shortbows, and 1/3 of magical crossbows are heavy crossbows.

Blind Missile Weapon +N
Missile Weapon of Distance +N
Elven Bow +N
Missile Weapon of the Fifth Dimension
Hobbit Short Bow +N
Hobbit Sling +N

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

Blind Missile Weapon +N *Level 1*. Cursed-14 *This item appears to be a different item.* This *Missile Weapon* acts as a +N weapon. However, before each attack roll a D20: on a roll of 1-5, the missile attack is resolved against a random target within range, including the wielder.

Missile Weapon of Distance +N Level N+1. This +N *Missile Weapon* has twice the normal range. If the weapon normally has a point-blank range, that is doubled as well.

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

Missile Weapon of the Fifth Dimension Level 3. Any missile fired by this *Missile Weapon* seeks out the nearest target in some other plane and hits 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 shot merely disappears into one of these planes.

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

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

Crossbow of Lightning +N Level N+1. If this +N Light 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 lightning backfires.

Missile Weapon of Many Shots Level 4. Any nonmagical missile fired from this *Missile 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.

Missile Weapon of the North Level 4. This *Missile Weapon* needs no missiles, but instead fires an icy bolt that is +3, +5 vs. fire-based creatures. If the wielder tries to fire a missile 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 make a Fortitude save (DC 16) or move at half speed for 10 melee rounds.

Crossbow of Speed +N Level N+1. This +N Heavy Crossbow may be fired every round, regardless of the wielder's strength.

Missile Weapon of the Tropics Level 4. This *Missile Weapon* needs no missiles, but instead fires a fiery bolt that is +3, +5 vs. cold-based creatures. If a user tries to fire a missile from it, it backfires, always hitting and doing maximum damage.

Arrows, Quarrels, Slingstones, and Quivers

Arrows are used in bows, quarrels or bolts 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%.

Missile of "Spell"
Cupid's Missile
Missile of Death
Arrow of Direction
Enchanted Missile +N
Errant Missile
Missile of the Forest +N

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

Missile of "Spell" Level depends on spell. This *Missile* is +0, but where it hits, the spell *Spell* is centered. If this *Missile* misses, it can be recovered 50% of the time, but if it hits it is destroyed.

Cupid's Missile Level 5. This *Missile* is +1 to hit, but does no damage. If it hits, the victim must make a Will save 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. If this *Missile* misses, it can be recovered 50% of the time, but if it hits it is destroyed.

Missile of Death *Level 4.* This *Missile* is +1 to hit, but does no damage. Instead, any target hit by it suffers the effects of the clerical prayer Finger of Death (save DC 21). If this *Missile* misses, it can be recovered 50% of the time, but if it hits it is destroyed.

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.

Enchanted Missile +N *Level 3.* This *Missile* is +N to damage. Assuming there would normally be any chance to hit, it never misses unless the victim has magical protection (including Protection from Normal Missiles), is an enchanted monster, or has an AC higher than 20. Against these exceptions, the *Missile* is +N to hit.

Errant Missile *Level 1.* This item appears to be a different item. When fired, this *Missile* hits the shooter 50% of the time, and the closest other target 50% of the time, regardless of defenses and where it was aimed.

Missile of the Forest +N *Level N.* This *Missile* is +N to hit and +N to damage. When 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 and the missile embeds itself firmly in a nonliving object. The string thickens to rope, and the connection will support 500 pounds, subject to the limits of the anchors.

Sling stones wrap around targets instead of embedding.

Missile of Many Shots +N *Level 4.* When fired, this *Missile* splits into d6 pieces. Each piece is +N to hit, and does normal damage. All the pieces go for a single target, and a separate attack is rolled for each.

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, and the message must be decided upon before the *Missile* is fired.

Signal Missile *Level 1.* When fired, this *Missile* rises one mile into the air (or as high as possible underground). There it bursts into a brightly colored flame, and hangs for one minute. The color is obvious before shooting, and the burning *Missile* is visible over immense distances (the horizon generally cuts off viewing from more than 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 aims at the spot he was occupying. The range of this missile is line of sight, and it must have an uninterrupted path to the target. It has no damage bonus, 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.

Javelins

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 damage and can only be used by medium or larger creatures. A javelin may be specified as being smaller, doing D4 damage, and usable by small creatures as well. A javelin can be reused.

Cold-Seeking Javelin
Heat-Seeking Javelin

Javelin of Lightning
Light-Seeking Javelin

Cold-Seeking Javelin *Level 2.* This Javelin never has a bonus to damage. However, it is +5 to hit against the coldest target is its line of flight. Note that cold-based creatures are colder than their environment, whereas cold-blooded creatures generally aren't. This Javelin is -5 to hit against fire-based creatures.

Heat-Seeking Javelin *Level 2.* This Javelin never has a bonus to damage. However, it is +5 to hit against the warmest target (or largest heat source) is its line of flight. This Javelin is -5 to hit against cold-based creatures.

Javelin of Lightning *Level 3.* *Burnout 15%.* Each time this Javelin is thrown, it becomes a 6d6 Lightning Bolt. The Javelin reforms at the end point of the bolt.

Light-Seeking Javelin *Level 1.* When thrown, this Javelin moves 90' towards the nearest source of natural daylight, provided such a source exists within 480'. It falls to the ground at the end of its flight. In combat, it is a +0 magical weapon.

Not fooled by laser weapons.

Nets

A non-magical Net is a martial missile weapon, -2 to hit, does no damage, and has a 6' Range Increment. If it hits, the target is entangled. An entangled target's Grapple Check Bonus takes a -3 penalty, and his AC takes a -2 penalty. He can escape by rolling his Dex or less on 3d6 (one attempt per round, -4 if he's grappled or in melee that round). Nets are usable by medium or larger creatures with martial weapon proficiency and a strength of 10 or more.

The +N bonus on a magical net improves the chance to hit by +N as well as increasing the target's grappling penalty by -N (but the AC penalty is unchanged at -2).

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 Point Draining +N

Net of Prayer Point Draining +N

Variable Net +N

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-size or larger creature that passes underneath, with an attack bonus of +11. The net must be touching the ceiling when the command word is given. When attached, it is concealed as if by a user with a Hide bonus of +11.

A non-magical Net is a martial missile weapon, -2 to hit, does no damage, and has a 6' Range Increment. If it hits, the target is entangled. An entangled target's Grapple Check Bonus takes a -3 penalty, and his AC takes a -2 penalty. He can escape by rolling his Dex or less on 3d6 (one attempt per round, -4 if he's grappled or in melee that round). Nets are usable by medium or larger creatures with martial weapon proficiency and a strength of 10 or more. The +N bonus on a magical net improves the chance to hit by +N as well as increasing the target's grappling penalty by -N (but the AC penalty is unchanged at -2).

Clumsy Net +N *Level N-1.* Cursed-14 *This item appears to be a different item.* If this +N Net misses its target, it entangles the user. A non-magical Net is -2 to hit, does no damage, and has a 6' Range Increment. If it hits, the target is entangled. Their Grapple Check Bonus takes a -3 penalty, and their AC takes a -2 penalty. They can escape by rolling their Dex or less on 3d6 (one attempt per round, -4 if they're grappled or in melee that round). Nets are usable by Heroes, Guardians, and Aru clerics, of Medium or larger size.

Net of Entanglement +N *Level N+1.* This +N Net requires d4 successful Dexterity rolls to escape from, instead of one. They need not be consecutive.

A non-magical Net is a martial missile weapon, -2 to hit, does no damage, and has a 6' Range Increment. If it hits, the target is entangled. An entangled target's Grapple Check Bonus takes a -3 penalty, and his AC takes a -2 penalty. He can escape by rolling his Dex or less on 3d6 (one attempt per round, -4 if he's grappled or in melee that round). Nets are usable by medium or larger creatures with martial weapon proficiency and a strength of 10 or more. The +N bonus on a magical net improves the chance to hit by +N as well as increasing the target's grappling penalty by -N (but the AC penalty is unchanged at -2).

Giant Net +N *Level N+1.* This huge +N Net requires a strength of 20 to use. It can entangle two creatures within 10' of each other. Each creature must be hit separately. If thrown at just one creature, the net gets an extra +2 to hit due to its size.

A non-magical Net is a martial missile weapon, -2 to hit, does no damage, and has a 6' Range Increment. If it hits, the target is entangled. An entangled target's Grapple Check Bonus takes a -3 penalty, and his AC takes a -2 penalty. He can escape by rolling his Dex or less on 3d6 (one attempt per round, -4 if he's grappled or in melee that round). Nets are usable by medium or larger creatures with martial weapon proficiency and a strength of 10 or more. The +N bonus on a magical net improves the chance to hit by +N as well as increasing the target's grappling penalty by -N (but the AC penalty is unchanged at -2).

Net of Sanity +N *Level N.* If an insane creature is hit by this +N Net, he temporarily regains his sanity. The effect lasts until the victim is out of the Net. If the insanity was magically induced, the Net has to win a Level Contest against the caster, for which the Net counts as level 12.

A non-magical Net is a martial missile weapon, -2 to hit, does no damage, and has a 6' Range Increment. If it hits, the target is entangled.

An entangled target's Grapple Check Bonus takes a -3 penalty, and his AC takes a -2 penalty. He can escape by rolling his Dex or less on 3d6 (one attempt per round, -4 if he's grappled or in melee that round). Nets are usable by medium or larger creatures with martial weapon proficiency and a strength of 10 or more. The +N bonus on a magical net improves the chance to hit by +N as well as increasing the target's grappling penalty by -N (but the AC penalty is unchanged at -2).

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

A non-magical Net is a martial missile weapon, -2 to hit, does no damage, and has a 6' Range Increment. If it hits, the target is entangled. An entangled target's Grapple Check Bonus takes a -3 penalty, and his AC takes a -2 penalty. He can escape by rolling his Dex or less on 3d6 (one attempt per round, -4 if he's grappled or in melee that round). Nets are usable by medium or larger creatures with martial weapon proficiency and a strength of 10 or more. The +N bonus on a magical net improves the chance to hit by +N as well as increasing the target's grappling penalty by -N (but the AC penalty is unchanged at -2).

Net of Spell Point Draining +N Level N+2. If this +N Net hits a mage, guardian, or mage spell caster, he must make a Will save (DC 19) or the Net drains all of his remaining spell points for the day. If an individual has saved successfully twice in a day, the Net will not affect him for the rest of the day.

A non-magical Net is a martial missile weapon, -2 to hit, does no damage, and has a 6' Range Increment. If it hits, the target is entangled. An entangled target's Grapple Check Bonus takes a -3 penalty, and his AC takes a -2 penalty. He can escape by rolling his Dex or less on 3d6 (one attempt per round, -4 if he's grappled or in melee that round). Nets are usable by medium or larger creatures with martial weapon proficiency and a strength of 10 or more. The +N bonus on a magical net improves the chance to hit by +N as well as increasing the target's grappling penalty by -N (but the AC penalty is unchanged at -2).

Net of Prayer Point Draining +N Level N+2. If this +N Net hits a cleric or someone able to cast clerical prayers, he must make a Will save (DC 20) or the Net drains all of his remaining prayer points for the day. If an individual has saved successfully twice in a day, the Net will not affect him for the rest of the day.

A non-magical Net is a martial missile weapon, -2 to hit, does no damage, and has a 6' Range Increment. If it hits, the target is entangled. An entangled target's Grapple Check Bonus takes a -3 penalty, and his AC takes a -2 penalty. He can escape by rolling his Dex or less on 3d6 (one attempt per round, -4 if he's grappled or in melee that round). Nets are usable by medium or larger creatures with martial weapon proficiency and a strength of 10 or more. The +N bonus on a magical net improves the chance to hit by +N as well as increasing the target's grappling penalty by -N (but the AC penalty is unchanged at -2).

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

A non-magical Net is a martial missile weapon, -2 to hit, does no damage, and has a 6' Range Increment. If it hits, the target is entangled. An entangled target's Grapple Check Bonus takes a -3 penalty, and his AC takes a -2 penalty. He can escape by rolling his Dex or less on 3d6 (one attempt per round, -4 if he's grappled or in melee that round). Nets are usable by medium or larger creatures with martial weapon proficiency and a strength of 10 or more. The +N bonus on a magical net improves the chance to hit by +N as well as increasing the target's grappling penalty by -N (but the AC penalty is unchanged at -2).

Tridents

Tridents are wielded as spears and do the same damage. Magical tridents suffer no penalties under water. A trident cannot be thrown.

Barbed Trident +N

Trident of Drowning +N

Trident of Transformation +N

Trident of Water Breathing +N

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 Combat 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 When holding this +N Trident, the wielder can breathe underwater.

Trident of Drowning +N This +N Trident is the bane of air breathers. The wielder has a great yearning to go underwater, and does not notice that he cannot breathe. (It does NOT bestow the ability to breathe underwater as it appears to!)

Trident of Transformation +N Level N. *This item appears to be a different item.* The user of this +N Trident becomes a merman after

D4 hours of cumulative use. The transformation can be reversed via a Remove Curse against 12th level. Note that the Trident 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

A non-magical whip is -2 to hit and does no damage, but any target hit gets a -2 penalty to their Grapple Check Bonus.

A +N magical whip improves to hit by +N as well as increasing the target's grappling penalty by -N.

Whip of Animal Control +N
Whip of the Balrog +N

Whip of Spell Point Draining +N
Whip of Prayer Point Draining +N

Whip of Animal Control +N Level N+1. Any normal animal (e.g., lion, bear, etc.) who is hit by this +N Whip must make a Will save 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.

A non-magical whip is -2 to hit and does no damage, but any target hit gets a -2 penalty to their Grapple Check Bonus. A +N magical whip improves to hit by +N as well as increasing the target's grappling penalty by -N. With this whip, 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 make a Will save or be -2 to save versus fire and +1 per die of damage from fire for the next 12 rounds. This duration is calculated for each hit of the Whip, but the effects of multiple hits on the same victim are not cumulative.

A non-magical whip is -2 to hit and does no damage, but any target hit gets a -2 penalty to their Grapple Check Bonus. A +N magical whip improves to hit by +N as well as increasing the target's grappling penalty by -N.

Whip of Spell Point Draining +N Level N+2. If this +N Whip hits a mage or mage spell caster, he must make a Will save (DC 19) or the Whip drains all of his remaining spell points for the day. If an individual has saved successfully twice in a day, the Whip will not affect him for the rest of the day.

A non-magical whip is -2 to hit and does no damage, but any target hit gets a -2 penalty to their Grapple Check Bonus. A +N magical whip improves to hit by +N as well as increasing the target's grappling penalty by -N.

Whip of Prayer Point Draining +N Level N+2. If this +N Whip hits a cleric or someone able to cast clerical prayers, he must make a Will save (DC 20) or the Whip drains all of his remaining prayer points for the day. If an individual has saved successfully twice in a day, the Whip will not affect him for the rest of the day.

A non-magical whip is -2 to hit and does no damage, but any target hit gets a -2 penalty to their Grapple Check Bonus. A +N magical whip improves to hit by +N as well as increasing the target's grappling penalty by -N.

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, 30% are for long swords, 20% are for greatswords, 10% are for daggers, 10% are for battleaxes, 10% are for greataxes, 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.* Any nonmagical weapon gains the power *Generic Power* for the 3 rounds after it is drawn. This scabbard fits a *Bladed Weapon*.

Scabbard of Primary Power *Level 2.* A magical weapon placed in the scabbard temporarily gains the power *Primary Power*. The scabbard may only impart its ability to one weapon every hour, and the weapon retains the ability for one hour. This scabbard fits a *Bladed Weapon*.

Scabbard of Extraordinary Power *Level 4.* A magical weapon placed in the scabbard temporarily gains the power *Extraordinary Power*. The scabbard may only impart its ability to one weapon every hour, and the weapon retains the ability for one hour. This scabbard fits a *Bladed Weapon*.

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. This scabbard fits a *Bladed Weapon*.

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.* Any magical weapon placed inside this scabbard becomes permanently nonmagical. This scabbard fits a *Bladed Weapon*.

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. This scabbard fits a *Bladed Weapon*.

Scabbard of Control *Level 2.* Cursed-14 *This item appears to be a different item.* 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. This scabbard fits a *Bladed Weapon*.

Scabbard of the God *Level 4.* This scabbard is aligned with the god *God*. It gets one chance to convert any weapon sheathed in it to *God*. 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. This scabbard fits a *Bladed Weapon*.

Scabbard of Great Damage *Level 3.* The round after a weapon is drawn from this scabbard, it does double damage. This scabbard fits a *Bladed Weapon*.

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. This scabbard fits a *Bladed Weapon*.

Scabbard of Rust *Level 1.* Cursed-14 *This item appears to be a different item.* 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. This scabbard fits a *Bladed Weapon*.

Armor

Magical armor can be used by any character proficient with 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 improves the wearer's base armor class by N. 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, 30% of magical armor is leather, 20% is a chain shirt, and 20% is full chain, and 30% is full plate. Magical robes (not considered armor) are found under Cloaks and Robes.

By default in the PrinceCon system, magical armor can fit any humanoid of small or medium size. If more realism is desired, it is suggested that there be separate sizes for small and medium humanoids.

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. This *Armor* has an additional +N armor bonus.

Armor +N/+X vs. "Monster" Level N. This +N *Armor* is +X when defending against *Monsters*. It never affects saving throws.

Armor +N of Absorbing X Hit Points Level N+X. This +N *Armor* grants the wielder Damage Resistance X/+0 (in other words, it absorbs X hit points from every normal attack, but would not affect spell damage, damage from magical weapons, etc.).

Aligned Armor +N Level N+2. This +N *Armor* is strongly aligned to *Religion*. If a follower of *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 *Opposite*. In addition, once per day the wearer can cast the following prayer as a level 10 cleric of *Religion*: *Prayer*.

A follower of a neutral religion cannot use this armor; a follower of a hostile religion cannot use the armor and takes 2d6 damage upon touching it.

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. He gains a +3 enhancement bonus to his Charisma (which does not sum with Enhance Ability or Aura of Power). The wearer adds 2 to the Will save bonus of friends within 60', and subtracts 2 from the Will save bonus of enemies within 60'.

Armor of Curse -N Level varies depending on the curse. Cursed-13 *This item appears to be a different item.* This armor is -N, and may also inflict an additional curse on the wearer. The armor can only be removed via Remove Curse vs. 13th 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 Contest required.

The armor has the usual Armor Check Penalty and Dexterity bonus limit despite its illusory appearance.

Armor of Electricity +N Level N+2. *Burnout 10%.* Upon command, this +N *Armor* immolates, as per the mage spell Immolate.

However, the effect and damage is caused by lightning rather than fire. The wearer may end the spell earlier, if he wishes. Burnout incinerates the armor, but does not harm the wearer.

Armor of Etherealness +N Level N+3. Burnout 15%. 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.

Ethereal Armor +N Level N. 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.

Ethereal Armor +N 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 60'/round.

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

Grounded Armor +N Level N. Cursed-14 *This item appears to be a different item.* This *Armor* is +N but gives its wielder Vulnerability to Lightning (-3 to save against Lightning spells or effects, and +1/die of damage taken). Additionally, whenever the holder is within range of any Lightning spell, prayer, or item effect, there is a 10% chance that the effect is centered on him. (Any Lightning spell whose zone of effect is a single target has a 10% chance of affecting the wielder instead of its intended target.)

It would be unusual if this wasn't a metal armor type.

Armor of Immolation +N Level N+2. Burnout 10%. Upon command, this +N *Armor* immolates, as per the mage spell Immolate. The wearer may end the spell earlier, if he wishes. 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 Levitation. The weight of the armor does not count against the weight 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 +N 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 the clerical prayer Resist *Resist Type N*.

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. Burnout 10%. This +N *Armor* can, upon command, teleport its wearer as per the Teleport spell.

Burnout teleports the armor to a random place, but leaves the wearer unharmed.

Armor of Vulnerability +N Level N. Cursed-14 This +N *Armor* provides its wearer with the effects of the clerical prayer Resist *Resist Type N*.

Armor of Vulnerability: This +N *Armor* gives its wearer Vulnerability to *Resist Type* instead: -N to saving throws and +N/2 per die of damage taken.

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

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, though it does eliminate any Armor Check Penalty or Dexterity bonus limit for the armor type. The

armor still makes the normal noises and smells for *Armor*, and requires the usual proficiency.

Shields

A magical shield may be used by any character who has shield proficiency. A Shield +N improves 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	Parachute Shield +N
Shield +N/+X vs. "Monster"	Shield of Protection +N
Shield of Curse -N	Shield of Reflection +N
Dancing Shield +N	Shield of Resistance +N
Shield of Dimension Door +N	Shield of Throwing +N
Expanding Shield +N	Umbrella Shield +N
Shield of Heraldry +N	Shield of Vulnerability +N
Invisible Shield +N	Shield versus Walls +N
Shield of Missile Attraction +N	Shield of the Wall +N

Shield +N Level N. This *Shield* improves the wearer's armor class by N from its base level for the wearer's armor with a *Shield*.

Shield +N/+X vs. "Monster" Level N. This +N *Shield* is +X when defending against *Monsters*. It never affects saving throws.

Shield of Curse -N Level varies depending on the curse. Cursed-14 *This item appears to be a different item.* This *Shield* is -N, and may inflict an additional curse on the wielder as well. The shield can only be removed via 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, as if wielded by the user. An opponent may attempt to knock the shield to the ground, and if he hits AC 26, 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.

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 Large Shield. The user may command it to return to normal size.

Shield of Heraldry +N Level N. This is 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 Large 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 item appears to be a different item.* 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 Large 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 Large Shield also gives its wielder +N 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 Large Shield are polished to such brilliance that gaze weapons are reflected. Each round, any monster using such an attack must make a Will save 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 the benefits of the clerical prayer Resist *Resist Type N*.

Shield of Throwing +N Level N+2. This +N Small Shield may be thrown with a 15' range increment, and owing to its sharp edge it does D8 damage if it hits. It returns to the thrower if it misses, as well as 50% of the time that it hits. This attack requires martial weapon proficiency as well as shield proficiency.

Umbrella Shield +N Level N. This +N Large 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 takes half damage.

Shield of Vulnerability +N Level N. Cursed-14 *This item appears to be a different item.* This +N Shield also gives its bearer Vulnerability to *Something*: -N to saving throws and +N/2 per die of damage taken.

Shield versus Walls +N Level N. Using this +N Large Shield, the wielder may safely burst through any of the magically conjured Walls, such as Fire, Frost, Stone, etc. In a Wall which is not 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 Con Book. 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 *This item appears to be a different item.* This item does not have the stated effect. Instead, 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 protected from Detect spells, as per the mage spell Veil. The caster of any detect spell or prayer must win a Level Contest against the 12th level amulet to succeed. The wearer's items are not protected by the amulet.

In fact, the wearer of this amulet has a -5 to any saving throw or Level Contest to resist a Detect.

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 e.g. any Bless-type prayer, Enhance Ability, Aura of Power, 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.

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 Contest versus the amulet at 12th level to succeed. The amulet is concealed per the mage modifier Concealment.

Amulet of Fair Fight Level 2. Cursed-14 *This item appears to be a different item.* When in battle, both Cause Wounds and Cure Wounds prayers are only half as effective on the wearer (roll the dice and then cut the total in half). "Battle" is defined as the wearer being with 60' 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 a +3 enhancement bonus to his Charisma for

purposes of reactions. In addition, he is more likely to detect breaches of trust. If his friends lie to him about serious matters, they must make a Will save or he will notice. A successful save means someone 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 against any Charm, Suggestion, or similar effect as per the generic clerical Withstand prayer.

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 +6 on saves and +3 on Level Contests against mental attacks.

Amulet of Peaceful Sleep *Level 2.* Usable By: Guardian, Mage. 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 Veil. The caster of any detect spell or prayer must win a Level Contest 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 Veil. The caster of any such spell must win a Level Contest 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. Burnout 5%.* Usable By: Guardian, Mage, Cleric. If the wearer has the Unbreakable Concentration feat, this amulet adds an extra level to it. Otherwise, it gives the wearer two levels of Unbreakable Concentration.

Talisman of Protection from Demons *Level 3. Burnout 20%.* This talisman affects all demons and elementals. The wearer is covered by a Protection from Demons/Elementals V, as per the generic clerical Protection prayer. He may cast Mass Bane Demon III or Mass Bane Elementals III with a burnout of 20%. Burnout of this function destroys the item.

Talisman of Protection from Undead *Level 4. Burnout 10%.* The wearer of this item is protected by the prayer Withstand Level Drain. In addition, he is covered by a Protection from Undead V. Finally, he may cast Dispel Undead VII with a 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 +2 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 III.

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 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. One Bag of Holding may never be placed inside of another.

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 4D8 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. 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. However, it is so heavy that it slows the bearer's movement by 50'/round.

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 2.* At any time, the owner of the bag may pull out small, nonmagical, inanimate objects or tools of nonprecious metal, stone, or organic materials. 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) may be.

No more than one cubic foot of volume can be out of the bag at any one time.

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

Opening this 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. It has armor class 30, 1 hit point, a flying move of 360'/round, hit only by +2 or better magical weapons, and immune to lightning/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 renders the bearer immune to 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.

Crystal Ball *Level 3.* Usable By: Guardian, Mage. When gazing into this ball, the user can cast the mage spell Clairsentience. He must concentrate on the crystal ball to use the sense. 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 5.* Usable By: Guardian, Mage. When gazing into this ball, the user can cast the mage spell Clairsentience. He must concentrate on the crystal ball to use the sense. The ball has 18 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. The user may also cast other sensory-enhancement spells using the levels available from the ball; they take effect at the clairsentient perspective.

Spells available to cast through the ball are: Enhance Hearing, Telescopic Vision, ESP, Observe Magic, See Invisible, Second Sight, See True Form, True Sight. The spell must match the clairsentient sense chosen. Each spell takes a round of casting like normal.

Crystal Ball of Forgetfulness *Level 4.* Usable By: Guardian, Mage. When gazing into this ball, the user can cast the mage spell Clairsentience. He must concentrate on the crystal ball to use the sense. 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.

When the user tries to invoke the power of this ball, he is struck by the mage spell Feeblemind (Will save DC 22).

Crystal Hypnosis Ball *Level 3.* Cursed-12 Usable By: Guardian, Mage. When gazing into this ball, the user can cast the mage spell Clairsentience. He must concentrate on the crystal ball to use the sense. 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.

Whenever a mage attempts to invoke this item's powers, he must make a Will save (DC 23). If he fails, the ball attaches itself to his hands, and he is transfixed by the sight. He will continue to stare into the ball to the exclusion of all other interests, including self-preservation, until the curse is removed. Once its true nature has been revealed, anyone else coming within ten feet and line of sight of the crystal ball must make a Will save (DC 19) or become transfixed until their line of sight to the ball is broken.

Eight Ball *Level 2.* Cursed-18 The owner of this ball is always clean and refreshed, as if he had just bathed in a natural spring.

When the owner attempts to travel faster than 120'/round, the ball moves in front of him, striking him once per melee round for D6 hit points, for as long as he continues to move faster than 120'/round. (This would apply to moving faster than 120'/round on horseback, in flight, by sailing on a boat, etc. It would not apply to Teleport, Dimension Door, etc.)

Ice Ball *Level 3. Burnout 10%.* 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. The target gets a Will save (DC 19). If it fails, the user may control the actions of the creature. Continuous concentration is necessary to maintain control, so only one creature may be controlled at a time. The ball may also be used to freeze water into a block of ice.

Any order blatantly self-destructive or strongly contrary to the creature's nature automatically releases it. Range is 60', victim gets a new save every 60/L rounds. Dimensions of the ice cube are 1-100' per side, max 100 cubic feet/level of user. Both uses require the burnout roll.

Sphere of Annihilation *Level 5. Burnout 20%.* Usable By: Guardian, Mage. 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 Fortitude save (DC 21) or be disintegrated, as per the reverse of the mage morphic spell Grand Patterning.

If the sphere burns out, it collapses upon itself, taking the glove with it (and the hand of the user if he fails a Reflex save against DC 20), and disappears from the world.

Sphere of Influence *Level 2.* This sphere, small enough to be concealed in one hand, gives a +4 enhancement bonus to the bearer's Charisma, up to a maximum of 20. It also enables the bearer to cast the mage spell Suggestion once per day (with save DC of 15 plus the bearer's Charisma bonus).

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 60' 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. Burnout 5%.* When rung, this bell immediately awakens all sleeping beings within a 60' 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.

Bell of Bats *Level 2.* When this bell is rung, 2D4 vampire bats immediately appear. The bats are AC 24 (AC 16 when fastened), HD1, fly at 240'/round, and bite for D4 damage (to hit +7). 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.

To detach a bat, either kill it, or grapple it and succeed in a pin. An attached bat's grapple bonus is +1.

Cow Bell *Level 1. Cursed-12 This item appears to be a different item.* Once rung, a clear ringing sound issues from the bearer whenever he moves. Anyone within 120' who is not acoustically isolated from the bearer can determine the direction and approximate distance to the bell by the sound. Only by remaining completely still can the bearer be silent. The ringing awakens normally sleeping people within 120'. 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' 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 60' 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 60' 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 60' 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.) The bell is usable once per week.

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.

Bell of No Time *Level 2. Cursed-12 This item appears to be a different item.* 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, 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 60' 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 60' 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. The zone remains for 1 day. The Bell of Summer is usable at most once per day.

There is no noticeable effect until the natural surrounding temperature falls below 75 degrees. The bell does not counter cold or ice

spells.

Bell of Winter *Level 2.* When this bell is rung, all creatures within a 60' 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 *This item appears to be a different item.* Once the chime is used, 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.* *Burnout 5%.* 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.* *Burnout 10%.* When this chime is rung, all doors and portals within 30' open as if affected by the mage spell Knock. For Level Contest purposes in opening Wizard Locked doors, the Chime is treated as level 4.

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. It is usable at most once per week.

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.

Chime of the Pharaohs *Level 4.* *Burnout 15%.* When this chime is rung, D6 mummies appear next to the user. The mummies are AC 20, HD8+3, move 60', and have one attack each (+11 / D12 damage). The mummies are undead, and require silver or magical weapons to hit. For each successful hit by a mummy, the target must make a Fortitude save (DC 16) or become infected with a rotting disease.

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). 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.

Chime of Time *Level 5.* *Burnout 10%.* When rung, this item invokes the effects of the mage spell Time Stop in a 30' 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.

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	Boots of Leaping and Traveling
Air Cavalry Boots	Boots of Levitation
Boots of Dancing	Boots of Speed
Diseased Boots	Boots of Squeaking
Elven Boots	Boots of Sure-Footedness
Forty-League Boots	Boots of Water Walking
Boots of Landing	Galoshes
Boots of Lead Weight	Spurs

Cavalry Boots *Level 3.* These boots allow the wearer to handle any riding animal (horse, mule, camel, etc.) easily with both hands free for action. The wearer also gets a +2 bonus to hit when fighting while mounted. This is true for missile, melee, or targeted spells. This bonus is only +1 against other mounted foes.

The animal obeys any nonsuicidal command and is immune to fear and confusion (and the effects of the corresponding spells).

Air Cavalry Boots *Level 4.* These boots allow the wearer to handle any mount easily with both hands free for action. The wearer also gets a +1 bonus to hit when fighting while mounted (+2 vs unmounted foes), for missile, melee, or targeted spells. The wearer may also handle flying creatures capable of being ridden (hippogriffs, giant eagles, lammasu, etc.) In addition, a ground-bound mount whose rider wears these is able to fly at its normal running speed.

For instance, a horse ridden by the user can fly at 180'/round.

Boots of Dancing *Level 3.* Cursed-16 *This item appears to be a different item.* 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.

Diseased Boots *Level 1.* *This item appears to be a different item.* These boots function normally, but also impart a disease to the wearer when they are put on. They can be removed freely, but the disease remains. The disease causes the wearer to break out in nauseating-smelling boils on her legs, and inflicts 5 HP of damage per day, which cannot be cured until the disease is removed.

Elven Boots *Level 1.* In a woodland setting, these boots add +19 to the wearer's Move Silently rating for typical terrain, +15 for bare earth or cut wood, or +9 for crunchy leaves. 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, he has a -4 penalty to any die roll.)

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.* Cursed-16 *This item appears to be a different item.* Whenever the wearer is within 10' 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.

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.* *Burnout 10%.* The wearer of these boots may levitate as per the mage spell, at will. Check burnout every hour of use. The wearer may only lift 50 pounds in addition to his body weight. The altitude ceiling of the Levitation spell is reset whenever the wearer puts his weight on the ground or floor; i.e., he may only levitate that far from the last point where he put his weight on a firm surface.

Boots of Speed *Level 2.* *Burnout 10%.* The wearer's movement rate is increased by 50%, including her combat step. In addition, if the heels are tapped together three times, the wearer is affected in the next round as if by a Haste spell. This activation is a free action in the item phase, and requires a burnout check.

Boots of Squeaking *Level 1.* Cursed-16 *This item appears to be a different item.* As soon as conditions of silence are required, these boots begin to emit loud squeaking noises, drawing attention and negating any chance to move silently.

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. The wearer also has a +4 enhancement bonus added to his Grapple Check Bonus.

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 Skyclore rain spells.

Spurs *Level 2.* 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 Fortitude save or die; assuming it survives, 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 2 levels higher than the highest available poison’s level. Burnout 10%.* Each time this bottle is used, it produces one dose of a poison from a set of available poisons. The user may choose whatever poison he wants from the set with each use. 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 list of poisons available must be fully and unambiguously stated in the item list. (It is recommended that the poisons be limited to those listed under the “Poisons” category in the standard items rather than including custom creations.)

Choose Your Potion *Level 2 levels higher than the highest available potion’s level. Burnout 10%.* Each time this bottle is used, it produces one dose of a potion or oil from a set of available potions. The user may choose whatever potion he wants from the set with each use. Any potion produced from the bottle only retains its magical potency for the duration of the scenario in which it is produced.

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 list should be as straightforward as possible so that it can be easily told to a player whose character possesses the bottle.

Flask of Curses *Level variable, depending on the curse. Cursed-16 This item appears to be a different item.* This bottle inflicts a curse upon anyone who opens it. REPLACE THIS TEXT WITH THE DESCRIPTION OF THE CURSE.

Beaker of Dispensing Poison *Level 1 higher than the level of the poison. Burnout 10%.* This bottle produces one dose of *Poison Name* each time it is used.

The poison should be selected from the “Poisons” category of the standard items. It might be best to include the full description of the poison in the item card description.

Beaker of Dispensing Potion *Level 1 higher than the level of the potion. Burnout 10%.* This bottle produces one dose of *Potion Or Oil* each time it is used.

The potion should be selected from the “Potions and Oils” category of the standard items. It might be best to include the full description of the potion in the item card description.

Efreet Bottle *Level 3.* When this bottle is opened, an efreet appears out of it. The efreet is AC 18, HD12, moves at 90’/round or flies at 240’/round, and strikes at +6 / 3D8 damage. The efreet can cast fire-based mage spells as a mage of 12th level with 15 spell points. 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 is not under the control of the user, and will probably attack him. 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 quarter gallon per round. This rate is equivalent to 2.5 gallons per minute, 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.

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 30' away from it; only one of these two functions may be in use at a time.

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 Gaia

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

Bowl of Controlling Water *Level 4.* Usable By: Guardian, Mage. When activated, this item allows the user to cast *Move Water* or 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.* Usable By: Guardian, Mage. 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. Once per week, the mage can also use the bowl to conjure a water elemental, as per the mage spell *Conjure Elemental*.

If the user orders the elemental to do something strongly against its nature or obviously self-destructive, it gets a Will save against the control (DC 18). If it succeeds, it instead turns upon the user of the item and attacks him.

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. If the user serves the food to others, he adds a +3 enhancement bonus to his charisma for one hour for purposes of influencing or negotiating with them.

The food is so delicious that, if it is thrown toward creatures, they must make a Will save (DC 15) or stop to partake of it. Semi-intelligent creatures save at -1, and nonintelligent creatures at -3. (Beings like undead that do not eat are of course immune to this effect.)

Bowl of Watery Death *Level 4.* Cursed-14 Usable By: Guardian, Mage. 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. Once per week, the mage can also use the bowl to conjure a water elemental, as per the mage spell *Conjure Elemental*.

Upon invoking the power of this Bowl, the mage permanently loses control of the elemental, which will proceed to attack him until one or the other is dead.

Cup of Gaia *Level 2.* This cup remains ever full of a liquid with the color, consistency, and sweet scent of honey. The nature of the liquid that comes forth upon consumption depends upon drinker. To followers of Gaia, it tastes like pleasantly refreshing honey, and they receive the effects of a *Cure Wounds II* as cast by a Gaia cleric. To most others it tastes like water and has no effect. The cup is usable once per person per day.

The liquid stays in the cup unless someone is actually drinking directly from it. To dwarves, orcs, and goblins (except those that follow Gaia), and to followers of Daglir, it tastes like vinegar, and they must make a Fortitude save (DC 15) or be sick to their stomachs (-3 to all attacks and awareness rolls) for 2D4 rounds.

Cup of the Assassin *Level 3.* This item may be used to produce one dose of standard poison per day. 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. Standard poison inflicts a d6 surge if the imbiber fails a Fortitude save (DC 16), and 1 point per round thereafter during Powers Phase. An additional save may be attempted every 20 rounds (or 10 rounds for Large or bigger creatures).

Cup of Love *Level 2.* Cursed-16 Any creature who drinks from this cup becomes immensely charismatic, granting a +6 to all Persuasion tests or reaction rolls when dealing with members of the same race or species.

Any creature who drinks from this cup must make a Will save 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.

Cup of Revulsion *Level 2.* Cursed-16 Any creature who drinks from this cup becomes immensely charismatic, granting a +6 to all Persuasion tests or reaction rolls when dealing with members of the same race or species.

Any creature who drinks from this cup must make a Will save 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.

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 1 up to AC 13, 2 up to 15, 3 up to 17, 4 up to 19.* 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. The bracers are considered to give an armor bonus for purposes of interaction with other protective items or spells. Dexterity modifiers do affect the AC.

Bracers giving an AC of 10 or less should be marked as cursed.

Anchoring Bracers *Level 2.* These bracers completely prevent all forms of teleportation or dimensional transport within 100' 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.* Usable By: Guardian, Mage. One bracer of the set is worn by each of two mages. Whenever they are within 30' 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" adds mage spell modifiers totaling 1/4 his level (round up to nearest half level) to the assisted spell.

The "helper" need not know or be capable of casting the 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.* Usable By: Guardian, Mage. These bracers store up to N spell points from the wearer. Putting energy into the bracers takes 1 round of concentration but no overt activity. The wearer expends one spell point for every point put into

the bracers. The wearer's personal reserve of spell points recovers normally, but points put into the bracers can be stored indefinitely and used at need. Removing the bracers causes all of the stored power to dissipate.

Gesture Bracers *Level 2.* Usable By: Guardian, Mage. 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.* Usable By: Guardian, Mage. 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, or while wearing armor regardless of proficiency or whether the wearer has the Cast Wearing Armor feat.

Leech Bracers *Level 4.* Usable By: Guardian, Mage. These bracers allow the wearer to recharge spell points by "stealing" energy from magically capable beings. 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 60', takes 1 round per spell/prayer point, and requires concentration.

This theft is invisible and unnoticeable unless Detect or Observe Magic is used while it is actually taking place. 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 completely cover the wearer's forearms. Their magic allows the wearer to forearm-parry one physical attack per round with each bracer (50% chance). A successful parry completely negates all damage from one missile or melee strike that hits the wearer. The wearer may parry one blow and still attack with a one-handed weapon, but not parry twice and attack, or parry and use two-handed weapons.

If the wearer attempts to parry a blow, any spellcasting requiring gestures is disrupted. 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 (in combat, this requires a touch attack). The poison does 1D6, followed by 1 point per round, if an initial Fortitude save fails (DC 16; save again every 20 rounds, or 10 rounds for Large and bigger creatures). Damage occurs in the Powers Phase each round.

Invulnerability (immunity to damage from nonmagical weapons) does not protect, but poison resistance applies normally.

Bracers of Power Channeling *N Level N. Burnout 5%.* Usable By: Guardian, Mage. To use these bracers the wearer must spend one round gathering power. This works exactly like spellcasting in all respects. In the item phase the bracers then collect N spell points from the environment. On the very next round the wearer must use the gathered energy in a spell, or it dissipates harmlessly. This spell is cast normally, and the caster may add his own spell points as needed.

Gathering must be declared, requires gestures and incantation, and is subject to interruption (even by other mages). If the mage attempts to cast and is interrupted, the collected energy dissipates explosively, doing 1D3 to the caster for each spell point held and 1 point to everyone within 10'. (No saving throw applies to this damage, although magic resistance protects.) Burnout during gathering causes this as well.

Bracers of Prints *Level 1.* Cursed-14 *This item appears to be a different item.* These bracers cause the wearer to leave glowing fingerprints (or handprints) on everything his hands touch. Gloves don't help. The prints glow for a week, but don't cast enough light to illuminate usefully, even if the wearer fondles the entire surface of a large object such as a shield.

Bracers of Protection *Level 3.* The wearer of these bracers constantly emanates a 10' radius protection field against *Creatures*. Such creatures cannot enter the protected space nor direct any sort of ranged attack or ability at anything within the protected area. The bracers emanate no protection when not worn but cannot be touched by the class of being against which they protect.

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.

Bracers of Severing *Level 3.* *This item appears to be a different item.* Unless the wearer of these bracers fulfills some condition, such as speaking a password or simply being the rightful wearer (rare for PCs), after 1D6 days of cumulative use the bracers cause the wearer's

hands to painlessly fall off at the wrists. (The bracers also fall off at this point, and can no longer be worn.) No healing magic other than some form of Regeneration or Raise Dead can cure this.

Not recommended for convention use if it will simply disable PCs. But see "Gloves of Manipulation".

Shielding Bracers *Level 3.* These bracers give the wearer the protection of a mage's Shield spell.

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 item appears to be a different item. Usable By: Guardian, Mage. Upon invoking its power the mage summons a hostile cold salamander, which attacks the user until one or the other is dead. The salamander is AC 20, HD6+4, can only be hit by magical weapons, moves at 120'/round, 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.

Brazier of Commanding Fire Beings *Level 4.* This item allows the user to control a fire-based or fire-using creature. It gets a Will save (DC 17) to resist the effect. Only one creature may be controlled at a time. Continuous concentration is necessary to maintain control. The range of control is 60'. The brazier can also be used to ignite an object at a range of 120' that could be lit by an ordinary torch. Note that lighting and heating a brazier to activate it takes at least a minute.

Brazier of Controlling Fire *Level 3.* Usable By: Guardian, Mage. 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. Note that lighting and heating a brazier to activate it takes at least a minute.

Brazier of Controlling Fire Elementals *Level 4.* Usable By: Guardian, Mage. 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. Once per week, the mage can also use the brazier to conjure a fire elemental, as per the mage spell Conjure Elemental. Note that lighting and heating a brazier to activate it takes at least a minute.

If the user orders the elemental to do something strongly against its nature or obviously self-destructive, it gets a Will save against the control (DC 18). If it succeeds, it instead turns upon the user of the item and attacks him.

Brazier of Fiery Death *Level 4.* Usable By: Guardian, Mage. 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. Once per week, the mage can also use the brazier to conjure a fire elemental, as per the mage spell Conjure Elemental. Note that lighting and heating a brazier to activate it takes at least a minute.

Upon invoking this item, 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 lit and heated (taking at least a minute), this brazier begins to form a cloud of smoke. Within D4 rounds, the smoke forms a cloud 30' in radius, centered on the brazier. Visibility within or through the cloud is limited to 10'. The cloud hangs in place for 2D4 rounds, after which the brazier extinguishes itself and stops smoking. All beings within the cloud must make a Fortitude save (DC 15) or fall under the effects of the mage spell Sleep.

Note that the user is not immune. 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.

Forge of Daglir *Level 3.* When lit and heated (taking at least a minute), 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 (chosen when he places his hands on the coals) as a level 8 Daglir cleric: Enchant Armor III, Enchant Weapon III, and Shape Metal. The forge can be used only once per day, and the prayer must be cast before the forge is extinguished.

Usable by followers of Daglir. 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.

For every 10 minutes of use, there is a 1 in 20 chance that the broom goes out of control, running away from the user at a rate of 150'/round. 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 60' of the user in 2D8 rounds. 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 60' and reverts to its inanimate state.

The area within 10' 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.

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 a quarter mile. 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.

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 180'. 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 30', and no such creatures are able to attack him. If he has the broom in hand, he can also sweep away any magical dust before it can affect him.

Witch's Broom *Level 3.* This broom combines the abilities of the Animated, Flying, and Sweeping Brooms. Of course, this item can only use one of the abilities at a time. (Animated: broom grows arms to carry 50lbs. and follows user at user's speed. Flying: user can ride at 180' carrying up to 200lbs. total, requires both hands for control. Sweeping: user can sweep up to 30'/round, removing spiders and etc. under 3 HD as well as removing magical dust harmlessly.)

When using the Animated Broom power, this broom never goes out of control.

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 can transport up to two people, or up to 600 pounds of weight, at a rate of 240'/round. Its flight can be controlled by anyone sitting at its "forward" end. 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.

This item acts normally, 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 240'/round. Its flight can be controlled by anyone sitting at its "forward" end. 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.

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 (6'x8'). 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 used on 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 can transport up to two people, or up to 600 pounds of weight, at a rate of 240'/round. Its flight can be controlled by anyone sitting at its "forward" end. 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.

When its power is invoked, this 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 Contest 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.

Extraordinarily powerful individuals may be able to resist the effects of this carpet, or to circumvent them somehow.

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*. Usable By: Guardian, Mage. 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. Once per week, the mage can also use the censer to conjure an air elemental, as per the mage spell *Conjure Elemental*. Note: a censer must be filled, lit, and heated before use, taking 3 rounds (unless it is kept burning).

If the user orders the elemental to do something strongly against its nature or obviously self-destructive, it gets a Will save against the control (DC 18). If it succeeds, it instead turns upon the user of the item and attacks him.

Censer of Controlling Winds *Level 3*. Usable By: Guardian, Mage. 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. Note: a censer must be filled, lit, and heated before use, taking 3 rounds (unless it is kept burning).

Censer of Entrancement *Level 3*. When this item is activated (once per day, taking 3 rounds unless pre-lit), anyone within 15' who has functioning olfactory apparatus must FAIL an Awareness check vs. DC 18 or fall into a trance. Anyone caught in the trance gets a chance to break out every 10 melee rounds, or whenever he takes damage, by the same inverted Awareness check. Those in a trance sit or stand motionless, paying no attention to anything around them, until they save.

Note the user is not immune. An inverted Awareness check is just that; the character's chance to succeed now becomes his chance to fail, and vice versa. A character cannot deliberately alter his chance on this check. However, on this particular check, a roll of 1 always lets the victim out of the trance.

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, concentrate on the target, and the target must remain in line of sight. If target does nothing but resist, he can slow his fall to 30' per round, slow enough that he takes no damage upon landing. Note: a censer must be filled, lit, and heated before use, taking 3 rounds (unless it is kept burning).

If the target does not resist, 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 so long as the concentration and LOS lasts.

Network Censer *Level 3*. The user of this censer may specify up to five words, which will then become the keywords for the following week. Whenever the censer is active, and anyone with 15' utters one of the keywords (or a homophone), a bleeping noise is emitted from their mouth and no one can hear the word. It was actually spoken, so it can be part of a spell, an item can be activated, etc. – just nobody can hear it. The keywords can be reset at the end of the week.

Censer of Suffocating Death *Level 4*. Usable By: Guardian, Mage. 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. Once per week, the mage can also use the censer to conjure an air elemental, as per the mage spell *Conjure Elemental*. Note: a censer must be filled, lit, and heated before use, taking 3 rounds (unless it is kept burning).

Upon invoking this censer, 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 large censer holds enough incense to last for 12 hours. When activated (taking three rounds to fill, light, etc. unless kept burning), it can be used to entrap one noncorporeal being. The user must point the censer toward the targeted being within 120'. The target must make a Reflex save (DC 19) or be sucked into the censer. The being is trapped within the censer as long as it remains activated and closed (the user cannot refill it).

This item functions normally. 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 8 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.

Censer of Trapping the Unbodied *Level 2*. This large censer holds enough incense to last for 12 hours. When activated (taking three rounds to fill, light, etc. unless kept burning), it can be used to entrap one noncorporeal being. The user must point the censer toward the targeted being within 120'. The target must make a Reflex save (DC 19) or be sucked into the censer. The being is trapped within the censer as long as it remains activated and closed (the user cannot refill it).

When the incense is used up or the censer is put away, 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. Burnout 15%.* This cloak is made of bear hide, complete with the bear head hood. It can turn its wearer, who must be a follower of Gaia, into a bear, as per the Transformation V prayer. Duration is 1D3 hours.

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 -2 for melee, -4 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 an L-in-20 chance to deduce the wearer's true location.

True Sight reveals the wearer's true position and allows 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. Against a thorough search, add +2 to the wearer's Hide skill for each foot of intervening distance (less 4 for a bare rock background). Moving negates the effect of the cloak.

Environment Cloak *Level 3.* This cloak maintains a comfortable interior temperature despite outside conditions ranging from 0F to 120F. The cloak can compensate for unlimited temperature extremes if the wearer draws it closed and breathes through a fold of the hood. The temperature control provides the effects of the clerical prayers Resist Fire and Resist Cold.

The secure posture makes combat and spellcasting impractical at best. 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.* The wearer of this cloak may fly at 180'/round in any direction, with no climbing or turn restrictions. The

wearer may also detach the cloak and send it up to 180' away under mental command. Continuous concentration is needed to mentally direct the cloak when it is operating away from the wearer.

When the cloak is flying free it may be used to shove objects (or people) as a hero of 15 strength; it can wrap around and lift inanimate objects (or willing people) weighing up to 500 pounds. If 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, the cloak, and all clothes and equipment then become invisible. This invisibility is not broken by any action the wearer takes other than opening the cloak. It is not possible to fight effectively without opening the cloak far enough to become visible. It can also be used without being worn to render other objects invisible.

It should be noted that opening doors, swimming, and such activities tend to reveal the wearer's location even if he is still invisible. The cloak is voluminous enough that even fairly bulky objects can be brought under its concealment.

Cloak of Mystery *Level 3.* No one can recognize the wearer of this cloak or identify him in any way unless the wearer wills otherwise. The wearer's 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 1. This item appears to be a different item.* This cloak is booby-trapped so that anyone other than the rightful owner who puts it on is dosed with Standard Poison (1D6 initial damage and 1 point of damage per round in Powers Phase thereafter if the Fortitude save vs. DC 16 is failed, with chances to save again every 20 rounds, or 10 rounds for Large or bigger victims). The cloak may be removed without difficulty, but the saving throw must be checked every time it is put on.

Other poisons may be chosen and the level of the item should be updated accordingly.

Cloak of Protection +N *Level N.* This cloak gives a +N Deflection bonus to the wearer's AC and saving throws.

Cloak of Protection from Missiles *Level 3.* Nonmagical missiles bounce harmlessly off this cloak, and a +N magical missile has only an N-in-20 chance of hitting. Missile spells (e.g., Lance or Magic Missile) are unaffected. Every blow from a magical missile that penetrates has a chance to destroy the cloak equal to the initial penetration chance.

Most innate powers are unaffected unless, like a manticores tail spikes, they involve physically shooting a nonmagical projectile.

Razor Edge Cloak *Level 2. Burnout 10%.* This appears to be an ordinary traveling cloak; however, it is weighted and the lower hem is actually a magical cutting edge. Any character with Martial Weapon Proficiency can figure out how to fight with the cloak with a few minutes of practice. The cloak improves the wearer's AC by 1 and the edge can be used as a one-handed weapon to slice at foes for D8 damage.

The AC bonus is not regarded as a magical bonus. 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 concealed at 10th level for purposes of detection.

Riding Cloak *Level 1.* This cloak allows its wearer to control one nonmagical domestic animal capable of carrying a rider. The animal gets a Will save against DC 20. 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 360' and only one beast at a time may be controlled.

In the rare case of a nonherbivorous riding beast, the save is at +5.

Thievish Cloak *Level 2. This item appears to be a different item.* This 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. The wearer has a general idea of what observers think he looks like. This robe's power cannot work if a (non-Elven) cloak is worn over it.

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 suspicion (though the wearer's actions may). Examples would be an animal in a forest, a servant in a castle, one orc among dozens. To see through the robe's deception, an observer must make an Alertness check against DC 35.

Bundling Robe *Level depends on main function. This item appears to be a different item.* This robe, though it functions normally, also 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 Reflex save vs. DC 15 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; casting spells or shooting missiles is safe. It also happens two or three times per hour in less stressful situations.

Robe of Eyes *Level 4.* Usable By: Guardian, Mage. 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.

Impressive Robe *Level 1.* This robe changes appearance to make the wearer look more impressive. The effect is to raise the wearer's charisma halfway from its current level to 18, rounding up. (15 or 16 becomes 17; 13 or 14 becomes 16; etc.). For a user with charisma of 17 or better, it simply gives a +1 charisma. Either way it is considered to be an enhancement bonus for stacking purposes.

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), 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 5. This item appears to be a different item.* This robe lowers all the wearer's attribute scores to 3 and prevents any casting of spells or use of feats. It may be removed freely but the powerlessness lingers until Remove Curse vs. level 16 succeeds.

If used in the con, there better be a good source of Remove Curse coming up soon.

Ritual Robes +N *Level N/2.* Usable By: Guardian, Mage. This Ritual Robe is enchanted for use with the spell *Spell*. A mage using this robe to cast *Spell* must spend at least 10 minutes 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. To use the robe, the mage must be able to cast the base spell.

Sacred Vestments *Level 3.* Usable By: Cleric. These are enchanted versions of religious ceremonial clothing. These robes give the wearer a +3 enhancement bonus to charisma. 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 a +7 armor bonus to AC. Robes of Steel permit normal spellcasting even without Cast Wearing Armor.

Just to be perfectly clear, the AC bonus from the robes does not stack with the AC bonus from armor that is worn underneath.

Thaumaturgic Robe *Level 3.* Usable By: Guardian, Mage. 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. The mage must be able to visualize it accurately. 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. Anything stored in a Thaumaturgic Robe cannot be taken from it via pickpocket or any unauthorized means.

Any metallic items come out as average quality steel. Complex or unfamiliar tools will typically be crude at best. No living things may be created (except e.g. doves, white rabbits, roses). Food is edible but not delicious. Anything created from the robe faintly radiates magic and is destroyed by Dispel Magic, but is otherwise permanent.

Wizard's Robe *Level 3.* Usable By: Guardian, Mage. 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 1-in-20. For all other spells the Save DC is increased by 2 (this adds to Strong Magic).

Apprentice's Robe *Level 1.* Usable By: Guardian, Mage. This robe reduces a target's chance to save against the following spells cast

by the wearer: Charm Monster, Hold Monster, Shaping, Suggestion, and Telepathy. For those spells, the Save DC is increased by 2 (this adds to Strong Magic).

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 a cube of magical energy, 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 28, has 20 hit points, can only be hit by +2 or better magical weapons or by magical lightning, moves at 40'/round, and attacks at +12 / D10 damage. Magical fire repairs the golem at a rate of 1 hit point for every 4 points of fire damage applied, rounded down. Once summoned, the golem serves for D6x10 minutes and then 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 digital recorder. It will not carry sounds out of a PrinceCon scenario.

Cube of Radiation *Level 4.* Anyone who spends 10 minutes or more within 10' of this cube must make a constitution check against DC 20. Failure means the permanent loss of one point of constitution. For each additional 10 minutes a person spends near this cube, he must make constitution check, 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. The cube produces a gem worth up to ten times its previous value, depending on its original quality. Repeated uses on one gem have no additional effect.

This item cannot work on any gem that does not fit inside the 2 inch cube. Magical gems and stones are not affected by this item. 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. Any gem placed inside this cube is simply reduced 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.

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 players in the world) of *card game*. 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. Some possible games include Dragon's Maw: a trick-taking game for up to 10 players, Bassett: a rather interesting gambling game, Bone-Ace: an early relative of blackjack, Bryncir: a game for five people and a whole lot of cards, Gleek: a three-player trick-taking game, Primero: a fun card game, somewhat like Poker.

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.* 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 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.

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. The card drawn is visible to the user for only a moment before it returns to the deck, which immediately shuffles itself. Each pick is preceded by a burnout roll; when the deck burns out it becomes a normal deck of cards.

If used at the convention (which is not recommended), the theme pack must detail results for each of the 52 possible selections (plus jokers).

Coercive Deck of Many Things Level 2. 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. The card drawn is visible to the user for only a moment before it returns to the deck, which immediately shuffles itself. Each pick is preceded by a burnout roll; when the deck burns out it becomes a normal deck of cards.

If used at the convention (which is not recommended), the theme pack must detail results for each of the 52 possible selections (plus jokers). This deck functions normally, 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 -2 to melee and -4 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 Charming
Eye Conquered
Evil Eye
Eye of the Law
Eyes of the Peaks
Eyes of Petrification
Eyes of Plane Sight
Eyes of Protection

Eyes of Second Sight
Eye of the Storm
Eyes of Telescopic Vision
Eyes of True Sight
Dwarven Glasses
Gaze Deflection Glasses
See Invisible Glasses
Wizard Eye Glasses

Bull's Eye Level 1. Cursed-20 *This item appears to be a different item.* 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.

Eyes of Charming Level 4. Anyone within 30' of the wearer who looks directly into his eyes must make a Will save (DC 19) 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. 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.

Give a +2 to save if the victim is trying to avoid the gaze, -2 to -4 if engaged in close conversation.

Eye Conquered Level 1. The wearer can gain a +4 deflection bonus to AC 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. He must place one eyeball to each lens within one hour, whereupon the eyeball magically vanishes into the lens. The lenses then provide the +4 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.

Evil Eye Level 3. Once per day, the user of this eye can throw a paralyzation spell at a single target within 10'. If the victim fails a Fortitude save (DC 19), he is paralyzed. A paralyzed target gets an additional chance to save every 80 minutes, and when he saves he

must make a Constitution Check vs. DC 16 or die (this does not apply if the initial save was made). The Evil Eye usually occurs as a single lens.

Eye of the Law *Level 3.* Once per day the wearer can cast the special prayer Portal of Justice. 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. The passerby may resist with a Level Contest vs. level 12. For purposes of this prayer, evil is defined as by Mavors. The effect lasts for 3 hours.

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, whereupon things seem closer by a factor equal to twice the user's level.

Eyes of Petrification *Level 3.* *This item appears to be a different item.* 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.

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 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 Will save 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 and in setting the save DC.

Dwarven Glasses *Level 1.* These glasses give the wearer 60' darkvision and let him distinguish metals and evaluate gems and jewelry as a dwarf.

Gaze Deflection 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. Burnout 15%.* These glasses allow the wearer to use the mage spell Wizard Eye.

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 *Description*. The user can transform it once per week into a full-sized version of the character. Roll D4+1 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 monster summoning level/2+1. This figurine is in the form of a *Creature*. 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 10 minutes before reverting to a figurine. If the creature is killed during its period of service, the figurine turns to dust.

Ideally the creature would be from the monster summoning table. In any case, the GM should include all relevant statistics in the item description.

Figurine of “God” Level 4. Usable By: Cleric. This figurine is a carved personification or symbol of the god *God*. Only a cleric of the appropriate religion can use the figurine, which functions as a holy symbol and adds 3 to the cleric’s level for Level Contests 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 item to replenish his prayer points, destroying the figurine.

A cleric of a different god who voluntarily touches the figurine suffers 2D6 damage with no saving throw allowed. The cleric must have had the figurine in his possession for at least one week to attempt to restore prayer points. If he makes a Will save (DC 15), 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.

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.

Figurine of Substitution Level 2. Cursed-16 *This item appears to be a different item.* Any unlucky person who touches this figure must make a Fortitude save (DC 18) or be transformed into a tiny figurine of himself, while the figurine is transformed into a full-sized version of the creature or character it portrays. A *Remove Curse* will restore the victim.

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 Detect, Locate, Analyze, ESP, and Clairsentience spells/prayers.

The figurine performs as a level 12 caster for level-dependent spell or prayer effects. It provides a complete answer to the question, as briefly as possible. 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 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 Detect, Locate, Analyze, ESP, and Clairsentience spells/prayers.

The figurine performs as a level 12 caster for level-dependent spell or prayer effects. It provides a complete answer to the question, as briefly as possible. However, 10% of the time the answer it provides is true to the best of its knowledge, while 90% of the time it is false.

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 Traps +N
 Gloves of Silence
 Strangler's Gloves
 Gauntlets of Strangulation
 Gauntlets of Swimming & Climbing

Gauntlets of Adhesion *Level 2. Cursed-16 This item appears to be a different item.* These gloves act normally. However, 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 2D6x10 minutes.

Gloves of Concealment *Level 1.* These gloves add a +4 enhancement bonus to the user's Sleight of Hand skill for as long as they are worn.

Gloves of Crushing *Level 4. Burnout 20%.* The wearer may attempt to crush a single victim, doing 10D6 damage, up to 120' range, with a Fortitude save vs. DC 18. 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.

Gauntlets of Dexterity +N *Level N.* These gauntlets add a +N enhancement bonus 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.

Gauntlets of Fumbling *Level 1. Cursed-16 This item appears to be a different item.* These gauntlets act as normal 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 Reflex save (DC 13; but factor in the adjusted Dexterity "bonus").

Gloves of Manipulation *Level 2.* When placed on the appropriate part of some handless creature of Medium 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 give a +N enhancement bonus to the wearer's Open Locks skill, for as long as they are worn. 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.

Gauntlets of Opening Locks & Removing Traps +N *Level N.* These gauntlets give a +N enhancement bonus to the wearer's Open Lock and Traps skills, but only for purposes of opening locks or removing traps (they have no effect on the chance to find or to set traps.) They only add to the roll for the first person who attempts to use them on a particular lock or trap. If he fails, the gauntlets are of no help against this particular lock or trap (passing them around does no good).

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. 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 30'. The gloves are usable once per day.

Gauntlets of Traps +N *Level N.* These gauntlets give a +N enhancement bonus to the wearer's Traps skill for as long as they are worn. Passing them around to other characters has no further effect on any particular trap.

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 be 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 successfully grapples while wearing these gloves, he is able to seize the victim's throat. 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 vs. DC 25) The wearer may not remove his hands from the gloves while they are strangling, nor can he stop them.

The gloves 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 *This item appears to be a different item.* These gauntlets act normally, but each time the wearer is injured (takes 10% 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 (requiring a successful Grapple check, and then the victim strangles in Constitution-D10 rounds unless he breaks the grip as if it was a Wizard Lock, DC 25 to force).

Gauntlets of Swimming & Climbing *Level 2.* Usable By: Hero, Guardian, Cleric. The wearer may swim for extended distances or in the roughest of conditions without tiring or faltering. The gauntlets also give a +25 enhancement bonus to the wearer's Climb skill for as long as they are worn. Typically, this is enough to overcome even penalties for climbing sheer faces.

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, sapphires, and fighter's gems. Semi-precious gems include garnet, quartz, onyx, etc. Stones are made of any old rock, basalt, shale, granite, etc.

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 also 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.

**Semi-Precious Magical Gems

These gems are single-use items, activated by being crushed. All effects of these gems are at the point of crushing (e.g. anyone who crushes a fire garnet under his foot 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 – upon striking a hard surface like metal armor or a stone wall, the gem shatters. 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 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.

Diamonds

Diamonds are a type of precious gem. Diamonds are transparent and extremely hard.

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 item appears to be a different item.* Upon activating this diamond, the user is crushed. If the user has resistance to crushing or makes a Fortitude save (DC 19), 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 spell Veil (vs Detects, Locates, and Clerical Detects). The diamond is treated as 12th level for Level Contest purposes.

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 Implosion as per the mage spell.

Diamond of Invisibility *Level 3. Burnout 20%.* By looking through this diamond, the user can spot invisible objects, as per the spell See Invisible. The gem also provides a +8 enhancement bonus to the user's vision Awareness rolls when used in this fashion. These functions do 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 60' of the diamond must make a Will save (DC 15) or suffer -4 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 40 minutes.

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. The bridge remains in place as long as the diamond does.

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., 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 set of medium or heavy armor. The wearer of this armor is constantly affected by the clerical prayer Resist Crushing III.

Diamond of Seeing *Level 2.* By looking through this diamond, the user can spot invisible objects, as per the spell See Invisible. The gem also provides a +8 enhancement bonus to the user's vision Awareness rolls when used in this fashion.

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 Contest 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.

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 360'. These creatures immediately move toward the gem to the best of their abilities. 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 20 minutes.

Intelligent cold creatures get a Will Save (DC 19) 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. 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%.* When this gem is activated, it emits a signal to all cold-based or cold-using creatures within 360'. These creatures immediately move toward the gem to the best of their abilities. 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 20 minutes.

Intelligent cold creatures get a Will Save (DC 19) to resist the call. If an affected creature is prevented from moving toward the emerald, it gets an additional save each round it is so hindered.

Any cold creature that reaches the user goes into a berserk rage, attacking the user until one or the other dies, up to a maximum of 20 minutes. At the end of this rage, the 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 Contests.

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.

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 gives the user a +4 enhancement bonus to all her skills (except Knowledge skills). 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 1-in-20 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 item appears to be a different item.* Upon activating this emerald the user is instantly frozen. If the user has resistance to cold or makes a Fortitude save (DC 19), 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 set of medium or heavy armor. The wearer of this armor is constantly affected by the clerical prayer Resist Cold III.

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

Emerald of Viewing Past *Level 2. Burnout 10%.* Usable By: Cleric. 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.

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 10%.* 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. Each activation guards the user for 24 hours.

The GM must exercise discretion in deciding exactly when the gem is alerted.

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 Will save (DC 18) 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. This gem does not give the user the ability to control the victims' actions.

The viewer 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.

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%.* Only usable by a character with the Spy feat. 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 Contest purposes.

Opal of Poisoning Death *Level 2. This item appears to be a different item.* Upon activating this gem, the user is enveloped by a cloud of poisonous gas. If the user has resistance to poison or makes a Fortitude save (DC 19), 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 (Fortitude save DC 16 or D6 damage plus 1/round in Powers Phase. Additional saves every 20 rounds, 10 for Large or bigger creatures). Each dose requires one hour of continuous effort to produce. The poison is weapon poison and remains potent for at most one week. 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 set of medium or heavy armor. The wearer of this armor is constantly affected by the clerical prayer Resist Poison III.

Opal of Seeming Innocence *Level 1. Burnout 20%.* When activated, this gem gives the user a temporary charisma of 19 (treated as an enhancement bonus), 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.

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 360'. These creatures immediately move toward the gem to the best of their abilities. 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 20 minutes.

Intelligent fire creatures get a Will save (DC 19) 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. 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%.* When this gem is activated, it emits a signal to all fire-based or fire-using creatures within 360'. These creatures immediately move toward the gem to the best of their abilities. 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 20 minutes.

Intelligent fire creatures get a Will Save (DC 19) to resist the call. If an affected creature is prevented from moving toward the ruby, it gets an additional save each round it is so hindered. 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 20 minutes. At the end of this rage, any summoned fire creature is free to act as it wishes.

Ruby of Fiery Death *Level 2. This item appears to be a different item.* Upon activating this gem the user is engulfed in flames. If the user has resistance to fire or makes a Fortitude save (DC 19), 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 Fireball as per the mage spell.

Ruby of the Flaming Weapon *Level 1. Burnout 15%.* 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 15%.* 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 round. Each activation lasts up to 50 consecutive 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 set of medium or heavy armor. The wearer of this armor is constantly affected by the clerical prayer Resist Fire III.

Sapphires

Sapphires are a type of precious gem. Sapphires are a transparent rich blue color.

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 Skylore. Up to 6 spell levels are available for use with each activation of the gem.

Sapphire of Distant Echoes *Level 2. This item appears to be a different item.* This sapphire acts normally. However, in addition, it attracts monsters by causing echoes at great distances (in either the dungeon or the wilderness). Roll for wandering monsters twice as often as usual.

Sapphire of Flight *Level 2. Burnout 20%.* The user of this sapphire can cast Fly, 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 does nothing but resist, 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 Lightning Bolt as per the mage spell.

Sapphire of Predicting Weather *Level 1. Burnout 10%.* 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 set of medium or heavy armor. The wearer of this armor is constantly affected by the clerical prayer Resist Lightning III.

Sapphire of Shocking Death *Level 2. This item appears to be a different item.* Upon activating this gem, the user receives a deadly electrical shock. If the user has resistance to lightning or makes a Fortitude save (DC 19), 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 gets a +15 enhancement bonus to her Move Silently skill. 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 Contest purposes.

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

Fighter's Gems

A Fighter's Gem can be any type of gem. If used by anyone other than a Hero or Guardian, a Fighter's Gem has no effect. These gems have no burnout chance.

Defense Gem +N

Weapon Gem +N

Defense Gem +N *Level N.* Usable By: Hero, Guardian. When embedded in any nonmagical armor, a Defense Gem makes the armor +N. The modified armor acts as magical armor in all respects.

Weapon Gem +N Level N. Usable By: Hero, Guardian. When embedded in any nonmagical weapon, a Weapon Gem makes the weapon +N. The modified weapon counts as a magical weapon in all respects.

Semi-Precious Gems

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

Blue Lace Agate
Crazy Agate
Fire Agate
Mossy Agate
Amber
Amethyst
Beryl
Citrine
Garnet
Jade
Malachite
Moon Stone

Obsidian
Snowflake Obsidian
Onyx
Peridot
Clear Quartz
Rose Quartz
Rutilated Quartz
Smoky Quartz
Sun Stone
Topaz
Turquoise

Blue Lace Agate Level 2. This gem can be used to cast a Sleep spell affecting 32 HD of creatures, as per the mage spell. It is a single-use item, activated by being crushed. All effects of the gem are centered where the gem was crushed.

Crazy Agate Level 1. Crushing this gem casts Confuse as per the mage spell, on the nearest person within ten feet.

It is a single-use item, activated by being crushed. All effects of the gem are centered where the gem was crushed.

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).

It is a single-use item, activated by being crushed. All effects of the gem are centered where the gem was crushed.

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, must roll less than or equal to his dexterity on 3D6 to stay on his feet each round. Anyone who falls down in the mossy area can either crawl out of the area (1/10 normal move) or make another dexterity roll to attempt to stand up. The moss cannot appear on living beings or on moving objects.

The GM may give appropriate modifiers to many-legged creatures, or to those particularly able to stand on slippery surfaces. 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.

This is a single-use item, activated by being crushed. All effects of the gem are centered where the gem was crushed.

Amber Level 2. is yellowish hardened resin. When crushed, magical amber produces a dust that can be thrown on beings in another plane. 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 20' 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. It is a single-use item, activated by being crushed.

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 also broken.

It is a single-use item, activated by being crushed. All effects of the gem are centered where the gem was crushed.

Beryl Level 1. 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 +1 bonus to all his saving throws. There is no range limitation. The gem 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.

A jeweler or a dwarf is required to distinguish between Beryl and Peridot. The sensitization of the Beryl 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. 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 round, starting with the first person to whom the stone was sensitized.

Citrine is a transparent yellow form of quartz.

It is a single-use item, activated by being crushed.

Garnet Level 3. 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 only requires a touch attack to hit. The victim gets a Fortitude save (DC 16) after each ten minutes; a successful save means the gem has burrowed out. A successful Remove Curse versus 10th level destroys the gem.

Garnet is a transparent red gem that closely resembles a ruby; a dwarf or a jeweler is required to tell the difference. Neutralize poison has no effect on an activated Garnet.

This is a one use item. It must typically be attached to an arrow or bolt and shot at the target to be used.

Jade Level 1. is opaque or translucent green. 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.

Jade looks a lot like malachite, requiring a dwarf or jeweler to tell the difference.

It is a single-use item, activated by being crushed. All effects of the gem are centered where the gem was crushed.

Malachite Level 1. is opaque green with black lines. Crushing it casts an Enhance Ability (Strength) Level 4, as per the mage spell, on the nearest person within ten feet. (40 minute duration. Each level provides a +2 enhancement bonus up to Strength 20, and +1 thereafter.)

Malachite looks a lot like jade, requiring a dwarf or jeweler to tell the difference.

It is a single-use item, activated by being crushed. All effects of the gem are centered where the gem was crushed.

Moon Stone Level 1. Moon stone is translucent white. Crushing it grants the nearest person within ten feet the ability 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.

It is a single-use item, activated by being crushed. All effects of the gem are centered where the gem was crushed.

Obsidian Level 1. 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.

It is a single-use item, activated by being crushed.

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.

It is a single-use item, activated by being crushed. All effects of the gem are centered where the gem was crushed.

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

It is a single-use item, activated by being crushed. All effects of the gem are centered where the gem was crushed.

Peridot Level 2. 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, with

no range limitation. The target gets a Will save (DC 23) to resist the effect. The peridot can only be sensitized to one person at a time.

Peridot is transparent and light green. It closely resembles beryl, requiring a jeweler or a dwarf to tell the difference. An additional drop of blood immediately re-sensitizes the gem to the new individual. The sensitization slowly wears off over time (i.e., it doesn't carry over between Princecon scenarios).

It is a single-use item, activated by being crushed. All effects of the gem are centered where the gem was crushed.

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.

It is a single-use item, activated by being crushed.

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. The save DC is 19.

It is a single-use item, activated by being crushed.

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.

It is a single-use item, activated by being crushed. All effects of the gem are centered where the gem was crushed.

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.

It is a single-use item, activated by being crushed. All effects of the gem are centered where the gem was crushed.

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

It is a single-use item, activated by being crushed. All effects of the gem are centered where the gem was crushed.

Topaz Level 1. 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).

It is a single-use item, activated by being crushed.

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

It is a single-use item, activated by being crushed.

Stones

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

Stone of Building
Stone of Controlling Earth
Stone of Controlling Earth Elementals
Stone of Crushing Death
Firestone
Hobbit Throwing Stone

Stone of Hobbit Throwing
Pumice of Levitation
Loadstone
Luckstone
Stone of Petrification
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 user can command the wall to revert to a stone.

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.* Usable By: Guardian, Mage. 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.* Usable By: Guardian, Mage. 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. Once per week, the mage can also use the stone to conjure an earth elemental, as per the mage spell Conjure Elemental.

If the user orders the elemental to do something strongly against its nature or obviously self-destructive, it gets a Will save (DC 18) against the control. If it succeeds, it instead turns upon the user of the item and attacks him.

Stone of Crushing Death *Level 4.* Usable By: Guardian, Mage. 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. Once per week, the mage can also use the stone to conjure an earth elemental, as per the mage spell Conjure Elemental.

Upon invoking this item, 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 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 +3 to hit and +1 to damage, and returns to the user in the same round whether or not it hits.

Stone of Hobbit Throwing *Level 1.* This stone functions as an ordinary slingstone. If a hobbit uses the stone, it is +3 to hit and +1 to damage, and returns to the user in the same round whether or not it hits.

When a hapless hobbit attempts to throw this stone, the stone stays in place and the hobbit is launched at the intended target. The hobbit is -2 to hit unless he is aware of the stone's nature, in which case he is +3 to hit. The range increment is 20'.

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, however. Hobbits are not normal missiles, so protection from normal missiles has no effect.

Pumice of Levitation *Level 2. Burnout 20%.* The user of this stone can cast Levitation on a creature at range touch, as per the mage spell. He can add a 1/2 level modifier of his choosing to the spell. The stone itself is weightless.

Loadstone *Level 2. Cursed-14 This item appears to be a different item.* The holder suffers a -3 to all his saving throws. He never wins at any game of chance (such as craps).

Luckstone *Level 3.* The possessor of this item is quite lucky in all his endeavors. He gains a +3 enhancement bonus to 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 make a fortitude save (DC 20) or be turned to stone. The stone can be carried safely by anyone who makes his saving throw.

True Stone *Level 3.* Usable By: Guardian, Mage. This stone can store one spell of up to 3rd level. 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.

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 Return

Sparkler

Gem of Greed *Level 1. Cursed-14* 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 Will save (DC 17) 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.

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.

Sparkler *Level 1.* give an enhancement bonus to charisma when worn in plain sight. Wearing one sparkler adds +1, wearing two adds +2, 4 adds +3, 8 adds +4, etc. Clerics with vows of poverty cannot wear these and are not affected by them. No religion has a consistent policy against this; this is left up to the player. Sparklers do not provide extra spell points for a Guardian.

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 Hill Giant Strength
Girdle of Stone Giant Strength
Girdle of Frost Giant Strength
Girdle of Fire Giant Strength
Girdle of Cloud Giant Strength
Girdle of Storm 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. Burnout 10%.* The wearer is able to understand all jokes he hears, and is better able to figure out riddles. With a burnout check, the wearer may do any one of the following: (1) Laugh in the Face of Death [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 himself for D6 with no saving throw].

The wearer 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. Burnout of any function renders the girdle nonmagical.

Girdle of Hill Giant Strength *Level 2.* A Girdle of Hill Giant Strength changes the wearer's strength to 20 as long as it is worn. This is considered to be an enhancement bonus for purposes of stacking.

Girdle of Stone Giant Strength *Level 2.* A Girdle of Stone Giant Strength changes the wearer's strength to 22 as long as it is worn. This is considered to be an enhancement bonus for purposes of stacking.

Girdle of Frost Giant Strength *Level 3.* A Girdle of Frost Giant Strength changes the wearer's strength to 24 as long as it is worn. This is considered to be an enhancement bonus for purposes of stacking.

Girdle of Fire Giant Strength *Level 3.* A Girdle of Fire Giant Strength changes the wearer's strength to 26 as long as it is worn. This is considered to be an enhancement bonus for purposes of stacking.

Girdle of Cloud Giant Strength *Level 4.* A Girdle of Cloud Giant Strength changes the wearer's strength to 28 as long as it is worn. This is considered to be an enhancement bonus for purposes of stacking.

Girdle of Storm Giant Strength *Level 4.* A Girdle of Storm Giant Strength changes the wearer's strength to 30 as long as it is worn. This is considered to be an enhancement bonus for purposes of stacking.

Girdle of False Strength *Level 2. This item appears to be a different item.* 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.

Living Girdle *Level 2. This item appears to be a different item.* 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 15, HD11, moves 90'/round, and constricts for 1D8+10 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 (the snake's strength is 25).

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

Girdle of Mage Binding *Level 2. Cursed-18 This item appears to be a different item.* 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.

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 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.

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 1/8 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. See the effects of smaller sizes in the Size Change spell.

Hats and Caps

Hats and Caps are one class of headgear in the PrinceCon system. They are meant to accompany robes or light armor (padding, leather armor, or a chain shirt); anyone in medium or heavy 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. Usable By: Cleric.* This tall red cap looks like a bishop's stately headgear, with the symbol of *God* on the face. It is consecrated as a holy symbol. For clerics below 12th level, the cap raises the user's level to 12 for Level Contest purposes, and enables the user to cast the prayer Commune I once per month.

Only clerics of the *God* can gain the powers of the cap. Anyone other than a cleric who deliberately puts on this cap suffers 2D6 damage, and any cleric of another religion suffers 4D6, with no save. Anyone in heavier armor than a chain shirt takes a -1 AC penalty when wearing this cap (due to missing a helm).

Black Hat Level 2. Cursed-12 *This item appears to be a different item.* 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 Will save (DC 17) 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 +2 to hit with all missile weapons and a +5 enhancement bonus to Survival.

Anyone in heavier armor than a chain shirt takes a -1 AC penalty when wearing this hat (due to missing a helm).

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. The wearer may choose to cast one of two prayers: Commune I or Restore Memory. 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.

Restore Memory may only be cast on the wearer himself. 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. Anyone in heavier armor than a chain shirt takes a -1 AC penalty when wearing this hat (due to missing a helm).

Dunce Cap Level 1. Cursed-12 *This item appears to be a different item.* The wearer of this cap has his intelligence reduced by 3. In stressful situations, he behaves as if under a Confuse spell; he cannot coordinate with the rest of the party and 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.

Anyone in heavier armor than a chain shirt takes a -1 AC penalty when wearing this cap (due to missing a helm).

Hunting Cap Level 1. This feathered cap gives the wearer +2 to hit unintelligent creatures with all missile attacks, and adds a +1 enhancement bonus to the wearer's Hide, Move Silently, and Survival rolls.

Anyone in heavier armor than a chain shirt takes a -1 AC penalty when wearing this cap (due to missing a helm).

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.

Anyone in heavier armor than a chain shirt takes a -1 AC penalty when wearing this hat (due to missing a helm).

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.

Anyone in heavier armor than a chain shirt takes a -1 AC penalty when wearing this hat (due to missing a helm).

Hat of Shielding Level 2. *Burnout 15%.* 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 +3 to one of Will, Reflex, or Fortitude saving throws, or give +2 to the wearer's AC. Each function of the hat lasts for 10 minutes; more than one function may be active at once, though the burnout must be rolled upon each activation.

Anyone in heavier armor than a chain shirt takes a -1 AC penalty when wearing this hat (due to missing a helm).

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 the cap is removed from his head. If he sleeps undisturbed for 4 or more hours, he wakes up fully rested (with all spell points restored), no matter how long he had previously remained awake. If he sleeps undisturbed for 8 or more hours, the cap doubles the rate of natural healing for that night (to 2xL).

A single wearer cannot benefit from the increased natural healing or spell point recovery more than once in a 24 hour period, no matter how long he sleeps, but the cap can be shared, allowing multiple people to benefit in a single day. Anyone in heavier armor than a chain shirt takes a -1 AC penalty when wearing this cap (due to missing a helm).

Thinking Cap Level 2. Usable By: Mage. If a mage wears this item for an entire day, it gives him a +2 enhancement bonus to intelligence (up to a maximum of 20) until he removes it. Spell points increase accordingly. 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 2d6 point of damage per spell point of deficit.

Anyone in heavier armor than a chain shirt takes a -1 AC penalty when wearing this cap (due to missing a helm).

Wizard's Hat *Level 2.* Usable By: Guardian, Mage. This 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.

Anyone in heavier armor than a chain shirt takes a -1 AC penalty when wearing this hat (due to missing a helm).

Helms

Helms are one class of headgear in the PrinceCon system. Helms and caps are both considered armor; helms are used with medium and heavy armor, while caps are used with light armor 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. If a character is not proficient with at least medium armor, they cannot wear a helm without suffering the non-proficiency penalties. Additionally, a character wearing a helm suffers the Dexterity limits and Armor Check Penalty associated with Scale Mail (the lightest medium armor) if they are wearing light or no other armor – or the usual Dex limit and ACP otherwise.

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 (which will become a problem if under more than 300' of water). A character must have at least Medium Armor Proficiency or else suffer the armor non-proficiency penalty for wearing a helm.

Helm of Dancing *Level 2.* Cursed-16 *This item appears to be a different item.* 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.

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 Sneak Attack. A character must have at least Medium Armor Proficiency or else suffer the armor non-proficiency penalty for wearing a helm.

Helm of Fire *Level 4.* *Burnout 10%.* The wearer is constantly protected by the clerical prayer Resist Fire. With a burnout check, the wearer can 1) create a Wall of Fire around himself, as per the mage spell with the hemispherical shape at range 0, or 2) command any nonmagical weapon he wields to act as a Weapon +1/+3 vs. Cold-based Creatures for 12 rounds. A character must have at least Medium Armor Proficiency or else suffer the armor non-proficiency penalty for wearing a helm.

A Helm of Fire is often set with rubies or fire opals that glow when the helm's powers are active. The wearer has +2 to his charisma roll when dealing with fire-based creatures, but all cold-based creatures are always hostile to him.

Helm of Frost *Level 4.* *Burnout 10%.* The wearer is constantly protected by the clerical prayer Resist Cold. With a burnout check, the wearer can 1) create a Wall of Ice around himself, as per the mage spell with the hemispherical shape at range 0, or 2) command any nonmagical weapon he wields to act as a Weapon +1/+3 vs. Fire-based Creatures for 12 rounds. A character must have at least Medium Armor Proficiency or else suffer the armor non-proficiency penalty for wearing a helm.

A Helm of Frost is often set with emeralds or diamonds that glow when the helm's powers are active. The wearer has +2 to his charisma roll when dealing with cold-based creatures, but all fire-based creatures are always hostile to him.

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. A character must have at least Medium Armor Proficiency or else suffer the armor non-proficiency penalty for wearing a helm.

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). A character must have at least Medium Armor Proficiency or else suffer the armor non-proficiency penalty for wearing a helm.

Helm of Hearing *Level 1.* The wearer of this helm is better able to hear faint sounds. Add +6 to Awareness rolls where hearing is important. A character must have at least Medium Armor Proficiency or else suffer the armor non-proficiency penalty for wearing a helm.

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. A character must have at least Medium Armor Proficiency or else suffer the armor non-proficiency penalty for wearing a helm.

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 Leo. 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 (+N/2 to hit, +N/2 damage, and +N/2 to all saving throws) lasts one battle. A character must have at least Medium Armor Proficiency to wear a helm.

Without Medium Armor Proficiency, the wearer suffers the armor non-proficiency penalty.

Helm of Mind Blast *Level 2.* Cursed-12 *This item appears to be a different item.* When this helm is first put on, it casts the mage spell Mind Blast at the wearer with save DC 19. After that, instead of the stated effect, it gives the wearer a -1 AC penalty.

Helm of Mind Shield *Level 3.* While worn, this helm gives a +6 on saving throws and +3 on Level Contests against all forms of mental attack, including Telepathy, Pain, Mind Link, Mind Blast, ESP, etc., as per the mage spell Mind Shield. A character must have at least Medium Armor Proficiency or else suffer the armor non-proficiency penalty for wearing a helm.

Helm of the Moon *Level 2.* When the moon is shining on this helm at night, the wearer gets a +2 enhancement bonus to each of his attributes. The helm does not function during the day. If the wearer goes below 0 Spell Points or Prayer Points due to losing attribute points when the moonlight is lost, he takes 2d6 damage per missing point. He may also go unconscious or die due to losing HP provided by the increased Constitution bonus. Medium Armor Prof. is required to wear a helm.

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.

A character must have at least Medium Armor Proficiency or else suffer the armor non-proficiency penalty for wearing a helm.

Helm of Pensiveness *Level 1.* Cursed-16 *This item appears to be a different item.* 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. A character must have at least Medium Armor Proficiency or else suffer the armor non-proficiency penalty for wearing a helm.

Helm of Sweat *Level 2.* Cursed-12 *This item appears to be a different item.* This helm causes the wearer to sweat profusely. This sweating causes the helm to slip and makes it very difficult to see out of. Every 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 -4 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 (DC 18), he will continue to do so for the next day. A character must have at least Medium Armor Proficiency or else suffer the armor non-proficiency penalty for wearing a helm.

Holy Symbols

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 (or Consecrate Sword). 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 Con Book. 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 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.

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 Levels +N
Holy Symbol of Bestowing Curses	Holy Symbol of Prayer Points +N
Holy Symbol of Divine Attention	Holy Symbol of Presence +N
Holy Symbol of Enhancing “Prayer”	Holy Symbol of Strict Obedience
Holy Symbol of Piety	Transforming Holy Symbol
Holy Symbol of Intervention	

Holy Symbol of “Prayer” *Level prayer level - 1. Burnout 10%. Usable By: Cleric.* This Symbol can be used by a cleric of *God* to cast *Prayer* up to twice per day without prayer point expenditure. Any cleric of a deity other than *God* suffers 2D6 damage with no saving throw, each round he deliberately grasps the symbol.

The item description should include the effective level, Save DC, and any other important statistics or restrictions.

Holy Symbol of Bestowing Curses *Level 2. Usable By: Cleric.* This Symbol can be used by a cleric of *God* to cast *Prayer* up to twice per day without prayer point expenditure. Any cleric of a deity other than *God* suffers 2D6 damage with no saving throw, each round he deliberately grasps the symbol. In addition, if the Cleric is killed while wearing this Symbol, it will bestow a curse on the killer, appropriate to the level of the bearer, and the manner in which he was killed.

The item description should include the effective level, Save DC, and any other important statistics or restrictions for the prayer. The curse is up to the GM's discretion.

Holy Symbol of Divine Attention *Level 1. This item appears to be a different item. Usable By: Cleric.* If the possessor of this holy symbol spends a round contemplating a specific action, he is made aware of *God's* attitude toward this action. However, the possessor of the item is under the constant scrutiny of *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 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.

When called for, atonement can range from a few moments of penitent contemplation to a lengthy period of service, fasting, or whatever penance the GM deems appropriate.

Any cleric of a deity other than *God* suffers 2D6 damage with no saving throw, each round he deliberately grasps the symbol.

Holy Symbol of Enhancing “Prayer” *Level normally 1 or 2. Usable By: Cleric.* Whenever a *God* cleric using this holy symbol casts *Prayer*, this item enhances its effect. Any cleric of a deity other than *God* suffers 2D6 damage with no saving throw, each round he deliberately grasps the symbol.

The item description should indicate the nature of the enhancement – increased save DC, increased effective casting level, +1 per die of cure/damage, making a prayer Massable for no extra cost, etc.

Holy Symbol of Piety Level 1. Usable By: Cleric. If the *God* cleric using this holy symbol spends a round contemplating a specific action, he is made aware of *God's* (and presumably his religion's) attitude toward this action. The symbol has no divinatory power; the information is based strictly on the intent of the action and on its probable outcome.

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. 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.

Holy Symbol of Intervention Level 2. Usable By: Cleric. A cleric of *God* can use this holy symbol to ask for *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. Any cleric of a deity other than *God* suffers 2D6 damage with no saving throw, each round he deliberately grasps the symbol.

Base chance of success is the user's level as a percent, plus 1% for each follower in immediate danger – but never greater than twice the user's level (though frivolous requests always fail). If successful, the party is delivered from trouble in a manner appropriate to the deity, and if the user fails a Will save, the user and all his items are consumed (unless the deity feels it would be more appropriate for him to stay). If the user was in any way acting outside the tenets of his religion, the symbol is consumed in any case.

Holy Symbol of Levels +N Level 1. Usable By: Cleric. This holy symbol of *God* adds +N to the level of the user for the level-dependent effects of any prayer he casts. This holy symbol has no effect on prayer point costs for the user. Any cleric of a deity other than *God* suffers 2D6 damage with no saving throw, each round he deliberately grasps the symbol.

Holy Symbol of Prayer Points +N Level $N/2+1$. Usable By: Cleric. This holy symbol of *God* provides N prayer points to the wearer; these can be used exactly like his innate supply. The prayer points of the symbol are renewed at the same time as those of the cleric. Any cleric of a deity other than *God* suffers 2D6 damage with no saving throw, each round he deliberately grasps the symbol.

Holy Symbol of Presence +N Level 1. Usable By: Cleric. This symbol of *God* adds a +N enhancement bonus to the user's charisma whenever he displays it. Any cleric of a deity other than *God* suffers 2D6 damage with no saving throw, each round he deliberately grasps the symbol.

Holy Symbol of Strict Obedience Level 1. *This item appears to be a different item.* Usable By: Cleric. This item requires the user to exercise a saintly level of practice of the religion's virtues for any of its normal powers to function. GMs should not be lenient in deciding what "saintly level" entails.

Transforming Holy Symbol Level depends on shape. Usable By: Cleric. This holy symbol is a perfectly crafted miniature version of *Creature Or Item* that is sacred or fundamental to the worship of *God*. Once per day, the user can transform the symbol into a full-sized functional version. Any cleric of a deity other than *God* suffers 2D6 damage with no saving throw, each round he deliberately grasps the symbol.

May be an animal, plant, weapon, item, book, etc. The item description should give any pertinent statistics for the full-sized form, and any restrictions that may e.g. cause it to revert early.

Horseshoes

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. Eponai may use magical horseshoes (unless specified as a set of four), or boots, but not both at the same time.

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 wearing steed +N to hit and damage when striking with the hooves.

A pair of horseshoes can only be worn by one creature ever; if the shoes are removed or thrown, they are rendered nonmagical.

(A horse does D4+1 to D6+4 damage with hooves, with up to a +6 melee bonus, depending on the type.)

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

A pair of horseshoes can only be worn by one creature ever; if the shoes are removed or thrown, they are rendered nonmagical.

Horseshoes of Flight *Level 2.* These horseshoes enable the steed that wears them, 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. Note: A pair of horseshoes can only be worn by one creature ever; if the shoes are removed or thrown, they are rendered nonmagical.

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

A pair of horseshoes can only be worn by one creature ever; if the shoes are removed or thrown, they are rendered nonmagical.

Horseshoes of Polymorphism *Level 3. This item appears to be a different item.* These horseshoes function normally. However, each time the steed that wears them 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.).

Horseshoes of Skittishness *Level 1.* Cursed-12 *This item appears to be a different item.* The steed that wears these never willingly carries any rider or gear, or allows itself to be harnessed.

Horseshoes of Speed *Level 1.* The movement rate of the steed that wears these is increased by 50%.

A pair of horseshoes can only be worn by one creature ever; if the shoes are removed or thrown, they are rendered nonmagical.

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 every 10 minutes 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. Burnout 2%.* Usable By: Cleric. 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.

Roll burnout each time the candelabrum is lit, and once every 10 minutes that it remains lit.

Candelabrum of Distress *Level 2. Burnout 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.

Roll burnout each time the candelabrum is lit, and once every 10 minutes that it remains lit.

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 serves the user for one day every time he is summoned.

The djinni 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. The djinni is Large, AC16, HD 10, flies at 240'/round, strikes at +10/2D8, and may become invisible or gaseous at will. He can turn into a whirlwind doing 3D6 damage to everyone in a 10' radius. He can carry 600lbs while flying. He can create mundane objects of any type, up to 100lbs per day.

Light At the End of the Tunnel *Level 3. Cursed-20 This item appears to be a different item.* The unlucky user who lights this candelabrum 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 make a Will save (DC 16) 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 item radiates nonmagical light as a normal candelabrum when lit.

Candelabrum of Hospitality *Level 3. Burnout 2%.* 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. The candelabrum can only be lit once per day, for one hour.

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. Roll burnout each time the candelabrum is lit, and once every 10 minutes that it remains lit.

Light of Reason *Level 3. Burnout 2%.* 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 +3 on all Will saves when it is lit.

Any cleric who approaches within 20' of this item when it is lit must make a Will save (DC 18) or be affected as per the mage spell Fear. If a cleric activates the light, he must make a Will save (DC 22) or suffer the effects of both the mage spell Fear and Power Word Blind. Roll burnout each time the light is lit, and once every 10 minutes that it remains lit.

Light of Right *Level 3. Burnout 2%.* Usable By: Cleric. When lit by a Mavors cleric, this item gives off light equivalent to a Continual Light prayer. It automatically dispels all illusions within 20'. Anyone within the zone who has lied, broken the law, or broken an oath in the last year must make a Will save (DC 16) or be revealed. 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.

Roll burnout each time the light is lit, and once every 10 minutes that it remains lit.

Skylight *Level 1. Burnout 2%.* 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. Roll burnout each time the candelabrum is lit, and once every 10 minutes that it remains lit.

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. The mask provides no knowledge of other species, so that the wearer falls under the restriction in the spell regarding imperfect representations of other 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, 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 (save DC 21), affecting all within 120' who see the wearer's face.

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. Burnout 30%.* The wearer can polymorph into a *Creature* for 2D6 turns. Treat the polymorph as the mage Shaping spell, with the movement, combat, and sensory (but not magical) abilities of the animal, and size change as appropriate.

Ski Mask *Level 1. Cursed-12 This item appears to be a different item.* 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 (save DC 16). 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 item appears to be a different item.* 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 Will save (DC 10+points of damage) or be affected as per the mage spell Fear.

Medallion of Defensiveness *Level 1. Cursed-12 This item appears to be a different item.* 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, dodging or employing defensive combat maneuvers, and never voluntarily dropping his saving throw. In any particular engagement, however, the user receives a +2 bonus to his armor class and saving throws until he does strike a blow or perform an attack.

Medallion of ESP *Level 3. Burnout 5%.* This item enables its user to sense thoughts. The wearer can cast the mage spell ESP up to 5 times per day (save DC 16). 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-18 This item appears to be a different item.* Once donned, this item cannot be removed short of

death. 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 Contest against level 18 to affect him. Any cleric who puts on this medallion must make a Will save (DC 21) 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 gives him a +3 enhancement bonus to charisma, up to a maximum of 20, when dealing with official matters.

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

Medallion of Seeing *Level 2.* This medallion enables its wearer to see as per the mage spells Second Sight 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 on himself. The medallion has 5 spell levels available per day. The wearer can use the mage spell modifiers with the spell as usual.

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. 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.

There is no requirement that anything beyond air be inside the medallion or be switched inside.

Medallion of Thought Projection *Level 1.* Cursed-14 This item enables its user to sense thoughts. The wearer can cast the mage spell ESP up to 5 times per day (save DC 16). 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.

Whenever this medallion is used in a dangerous or critical situation, it projects the user's thoughts to the intended target. After a Remove Curse has freed the user from the medallion, it projects the user's thoughts to any potential enemy within 30'.

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 16; 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 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. If the person who placed the item within the mirror touches the item's image, it reappears outside the mirror.

This mirror acts normally, 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. 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. Passage is one way only; the Mirror of Distance is left behind.

The user does not 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. 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.

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. If the person who placed the item within the mirror touches the item's image, it reappears outside the mirror.

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. 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 being or souls (such as a magic jar or an *Efrete 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 Will save (DC 16) 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 Will save (DC 18) 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.* Usable By: Guardian, Mage. The user of this mirror can cast the mage spell *Clairsentience*, with vision only. After casting it, the user may also cast one or more of the following, which must be used at the clairsentient perspective: *ESP*, *Telescopic Vision*, *Observe Magic*, *See Invisible*, *Second Sight*, *See True Form*, and *True Sight*. The mirror has 12 spell levels available per day, which the user can allocate as he chooses.

The user 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. Each additional spell requires an additional round to activate, just like a normal mage spell. The spells may be cast with the usual mage spell modifiers, for the usual cost.

Mirror of Opposition *Level 5.* 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 fights until either it or the original is dead, at which point it disappears. When the contest is finished, the mirror no longer reflects the being.

The duplicate has equal spell ability and knows everything the being knows about his own powers and capabilities. When the duplicate disappears, it takes all objects it brought. 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 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. If the person who placed the item within the mirror touches the item's image, it reappears outside the mirror.

This mirror acts normally, but any item placed in the mirror cannot be removed.

Mirror of Recharging *Level 3*. 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. If the person who placed the item within the mirror touches the item's image, it reappears outside the mirror.

This mirror acts as normally, 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. Single use items like potions and scrolls are not affected. A magical item cannot be placed in the mirror within thirty days of being 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, the gaze bounces harmlessly off the mirror. The user can attempt to reflect the gaze back at the creature by hitting AC 20 as a missile attack. A creature with a passive gaze attack is affected by its own gaze (with any applicable saving throw) if it looks at its reflection in the mirror.

Active gaze: one with which the creature attacks by looking at its victim. Passive: one with which the victim is affected by looking at the creature. A reflection attempt takes place in whatever phase of the round the attack occurred.

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, the attack is rolled normally. If the attack hits, the effect is resolved as below; if the attack is then reflected, the user can roll his own missile chance to hit the source. For other single-target spells, the attack is simply resolved as 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 Will save vs. DC 17 or fall under the command of the user (so long as the victim remains within line of sight of the mirror). The user must actively concentrate on keeping the mirror trained on the victim. Only one victim at a time can be affected by the mirror.

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. 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.

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 magic 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	Instrument of Perfect Pitch
Elephant Drum	Instrument of Tone Deafness
Message Drum	Lyre of Building
Drum of Panic	Lyre of Sealing
Rhumba Drum	Lyre of Shattering
Thunder Drum	Lyre of Singing
Horn of Animating Dead	Lyre of Stormbringing
Horn of Blasting	Lyre of Truth
Horn of Bubbles	Pipes of Diminution
Horn of Collapsing	Pipes of Sanity
Horn of Deafness	Pipes of the Sewers
Horn of Distance	Snake Charming Pipe
Fog Horn	Pipes of Subdual
Horn of Healing	Superior Pipes
Horn of Plenty	Pipes of the Woods
Horn of Silence	Whistle of Controlling Canines
Horn of Summoning	Whistle of Enraging Canines
Horn of Valhalla	

Drum of Deafness *Level 2.* When this drum is sounded, anyone within 30' of it must make a Fortitude save (DC 16) or be struck deaf for 2D4 rounds. Beings within 5' of the drum, including the user, go permanently deaf if they fail this save.

Elephant Drum *Level 3.* When the user activates this item, he can summon a huge elephant complete with war tower. The elephant is under the user's control, and he alone can ride within the tower. The tower provides the rider protection from attacks as the mage spell Shield. The elephant disappears after one day of service or upon its death. After use, the drum cannot be activated again for thirty days.

The elephant is AC 15, HD15, moves 150'/round, and attacks with its 2 tusks at +16/2D12 each. As an alternative form of attack, if the elephant makes a combat move of 50' or less in a straight line, it can trample all man-sized or smaller creatures in its path. These target creatures must make a Reflex save or suffer 4D6 crushing damage. Every time the elephant takes damage, it must make a Will save (DC 15) or go berserk, attacking targets indiscriminately until none remain within 150' of it. Climbing into the tower takes a full round.

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 make a Will save (DC 18) 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 make a Will save (DC 15) or begin dancing uncontrollably. The drummer 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 make a Fortitude save (DC 20) or be disintegrated, as per the reverse of the mage morphic spell Grand Patterning.

Any living being in the zone must make a Reflex save (DC 16) 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 item appears to be a different item.* When this horn 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 -6 penalty for the user to hit or target (in effect, anyone else has total concealment from the user).

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. Objects under 200 pounds are affected as if by the clerical prayer Brittle. The effect upon larger structures depends upon their condition.

Living beings in the zone of effect must make a Reflex save (DC 16) to avoid having their possessions affected. Brittle: Items 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 make a Fortitude save (DC 16) or be struck deaf for 2D4 rounds. Beings within 10' of the horn who fail the save become 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.

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 2. Burnout 10%. Usable By: Hero, Guardian, Cleric.* When blown, this horn summons 2D4 level N heroes, who appear the following round within 15' of the user. The heroes wear full chain armor and carry a large shield; 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 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 heroes' abilities, but they are unaffected by clerical Cure Wounds prayers.

Instrument of Perfect Pitch *Level 1.* 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.

Instrument of Tone Deafness *Level 1. Cursed-10 This item appears to be a different item.* The first time the user plays this *Instrument*, 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 make a Will save (DC 15) 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.

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 item appears to be a different item.* Upon trying to invoke this Lyre's 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 10 minutes. 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 Will save (DC 17) 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 within 30' to make a Fortitude save (DC 18) 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.

Affected creatures include monsters, such as giant rats, snakes, or beetles, that are essentially oversized versions of naturally occurring animals. A shrunken 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 shrunken 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.

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 Contest; 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 Contest 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 Grapple Check Bonus of a target within 30'. If the target fails a Will save (DC 16), it suffers a -6 penalty to its Grapple Check Bonus. These pipes cannot reduce a target's Grapple Check Bonus below +0. The impairment lasts for 10 minutes. The duration of the effect can be extended with multiple uses of the pipes against a single target, but the effects are not cumulative. 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. 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 Contest with the user to be heard. Burnout is checked whenever the user starts playing and every hour he continues thereafter.

Affected items include other musical instruments, magical chimes, aural illusions, and harpies' songs.

Pipes of the Woods *Level 1.* When these pipes are played by a follower of Gaia, 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.

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 Will save (DC 19) to resist the effect. The user need not concentrate on controlling the affected canines, but he must blow the whistle (and check burnout) for each command he issues.

Dogs, foxes, jackals, coyotes, wolves (not including werewolves), worgs, and similar creatures are considered canines.

Whistle of Enraging Canines *Level 2.* When blown, this whistle affects all canine creatures within 60' with the mage spell Charm Monster. All victims get a Will save (DC 19) to resist the effect. The user need not concentrate on controlling the affected canines, but he must blow the whistle (and check burnout) for each command he issues.

This item appears as above, but when blown it causes all canine creatures within 60' to make a Will save (DC 17) 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. Dogs, foxes, jackals, coyotes, wolves (not including werewolves), worgs, and similar creatures are considered canines.

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 "Offensive 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.

Necklace of Laryngitis *Level 1. Cursed-18 This item appears to be a different item.* The wearer is unable to speak or make a sound with his voice. This necklace prevents any spellcasting that requires words or speaking.

Necklace of Protection *Level 1.* This necklace completely protects the wearer from attacks specifically targeted against the neck (e.g., garrotes, Vorpals 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 "Offensive Spell" *Level 3. 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 *Offensive Spell*. The bead must be thrown at the target (whether it hits is irrelevant), but the spell's zone of effect is targeted or chosen by the user as per the spell description. Extra Damage may be added for an increased burnout chance. 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.

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 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. A thrown orb has a range increment of 10'. 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 armed, it will detonate in D4 rounds, and can be thrown with a 10' range increment. When it detonates, it causes 2D6 hit points of damage to all within one foot, and D6 to all within 10 feet. A successful Reflex save (DC 16) results in no damage.

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 rounds, and cannot be disarmed. (Because of the delay in locating the depression and hurling the orb [Range Increment 10'], 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.

Anti-Magic Orb *Level 3.* When armed, this orb will detonate in D4 rounds, and can be thrown with a 10' range increment. The 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 Contest effects. The Shell lasts for D6+4 rounds and is immobile.

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 rounds, and cannot be disarmed. (Because of the delay in locating the depression and hurling the orb [Range Increment 10'], 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.

Orb of Destruction *Level 2.* When armed, this orb will detonate in D4 rounds, and can be thrown with a 10' range increment. On detonation, this orb does 4D6 to anyone within 1', and 2D6 to anyone within 10'. A successful Reflex save (DC 16) results in half damage.

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 rounds, and cannot be disarmed. (Because of the delay in locating the depression

and hurling the orb [Range Increment 10'], 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.

Dud Orb Level 1. *This item appears to be a different item.* 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 normally detonates in D4 rounds, and cannot be disarmed. (Because of the delay in locating the depression and hurling the orb [Range Increment 10'], 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.) This orb, however, never detonates.

Holy Orb Level 2. When armed, this orb will detonate in D4 rounds, and can be thrown with a 10' range increment. It causes 2D6 damage to anyone within 1', and 1D6 damage out to 10' (a successful Reflex save vs. DC 16 results in no damage). In addition to the above, the detonation of this orb sets off a Dispel Undead IV prayer. This causes 4d6 damage to all undead within 60', though any undead over level 4 get a Will save (DC 18) to avoid the damage.

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 rounds, and cannot be disarmed. (Because of the delay in locating the depression and hurling the orb [Range Increment 10'], 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. Damage: 2d6 to 1', d6 to 10', Reflex save (DC 16) for no damage.

Orb of Opening Level 1. When armed, this orb will detonate in D4 rounds, and can be thrown with a 10' range increment. It causes 2D6 damage to anyone within 1', and 1D6 damage out to 10' (a successful Reflex save vs. DC 16 results in no damage). In addition to the above, 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).

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 rounds, and cannot be disarmed. (Because of the delay in locating the depression and hurling the orb [Range Increment 10'], 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. Damage: 2d6 to 1', d6 to 10', Reflex save (DC 16) for no damage.

Paralyzation Orb Level 3. When armed, this orb will detonate in D4 rounds, and can be thrown with a 10' range increment. It causes 2D6 damage to anyone within 1', and 1D6 damage out to 10' (a successful Reflex save vs. DC 16 results in no damage). In addition to the above, all within 10' of this orb's detonation must make a Fortitude save (DC 17) or be paralyzed for 4+D6 rounds.

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 rounds, and cannot be disarmed. (Because of the delay in locating the depression and hurling the orb [Range Increment 10'], 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. Damage: 2d6 to 1', d6 to 10', Reflex save (DC 16) for no damage.

Orb of Passing Level 3. When armed, this orb will detonate in D4 rounds, and can be thrown with a 10' range increment. It causes 2D6 damage to anyone within 1', and 1D6 damage out to 10' (a successful Reflex save vs. DC 16 results in no damage). In addition to the above, this orb opens a 6'x8' 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 opening is permanent.

The hole can appear in any nonmagical wood, stone, or earth, but the orb cannot penetrate metal. The hole extends directly away from the detonation point, 6 feet wide and 8 feet high, through at most 10 feet of solid material.

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 rounds, and cannot be disarmed. (Because of the delay in locating the depression and hurling the orb [Range Increment 10'], 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. Damage: 2d6 to 1', d6 to 10', Reflex save (DC 16) for no damage.

Percussion Orb Level 1. When armed, this orb will detonate in D4 rounds, and can be thrown with a 10' range increment. It causes 2D6 damage to anyone within 1', and 1D6 damage out to 10' (a successful Reflex save vs. DC 16 results in no damage). In addition to the above, this orb makes a very loud noise. All within 30' must make a Fortitude save (DC 16) or be stunned by the noise. All who fail this save must also make a second Fortitude save (DC 16) or be struck deaf for 4+D6 hours.

A stunned victim is unable to perform any actions the next round, although he defends at full value.

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 rounds, and cannot be disarmed. (Because of the delay in locating the depression and hurling the orb [Range Increment 10'], 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. Damage: 2d6 to 1', d6 to 10', Reflex save (DC 16) for no damage.

Short-Fused Orb *Level 1. This item appears to be a different item.* 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 usually detonates in D4 rounds. This orb, however, detonates as soon as it is armed. It is only good for only one use.

Orb of Silence *Level 1.* When armed, this orb will detonate in D4 rounds, and can be thrown with a 10' range increment. It causes 2D6 damage to anyone within 1', and 1D6 damage out to 10' (a successful Reflex save vs. DC 16 results in no damage). In addition to the above, 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.

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 rounds, and cannot be disarmed. (Because of the delay in locating the depression and hurling the orb [Range Increment 10'], 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. Damage: 2d6 to 1', d6 to 10', Reflex save (DC 16) for no damage.

Sleep Orb *Level 1.* When armed, this orb will detonate in D4 rounds, and can be thrown with a 10' range increment. It does no damage. All within 10' of the detonation are subject to the mage spell Sleep (save DC 15).

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 rounds, and cannot be disarmed. (Because of the delay in locating the depression and hurling the orb [Range Increment 10'], 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.

Orb of Smoke *Level 1.* When armed, this orb will detonate in D4 rounds, and can be thrown with a 10' range increment. It causes 2D6 damage to anyone within 1', and 1D6 damage out to 10' (Reflex save vs. DC 16 for no damage). In addition, this orb gives off a choking, blinding cloud of smoke (10' radius). Anyone in or entering the cloud must make a Fortitude save (DC 15) or be totally incapacitated for D6 rounds. The cloud completely obscures vision within and disperses in 2D6 rounds.

The cloud fills the 10' radius immediately. It disperses faster in a wind.

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 rounds, and cannot be disarmed. (Because of the delay in locating the depression and hurling the orb [Range Increment 10'], 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. Damage: 2d6 to 1', d6 to 10', Reflex save (DC 16) for no damage.

Teleportation Orb *Level 3.* When armed, this orb will detonate in D4 rounds, and can be thrown with a 10' range increment. It does no damage. All within a 10' radius of the detonation are teleported (with no chance for error) together to some random spot within 500' which is large enough to hold them all. Any who are unwilling to go get a Will save (DC 19) to remain behind.

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 rounds, and cannot be disarmed. (Because of the delay in locating the depression and hurling the orb [Range Increment 10'], 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.

Time Stop Orb *Level 5.* When armed, this orb will detonate in D4 rounds, and can be thrown with a 10' range increment. It does no damage. The effect of detonation is a Time Stop (as per the mage spell) for all within a 10' radius (that is, those within 10' get to act as the "caster" in the spell, while the outside world temporarily pauses).

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 rounds, and cannot be disarmed. (Because of the delay in locating the depression and hurling the orb [Range Increment 10'], 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.

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 +4 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 Fortitude 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.* The victim must make an initial Fortitude save (DC 16) or take a 1D6 damage surge followed by one hit point per round. Ongoing damage occurs in Powers Phase. The victim gets an additional save every 20 rounds (every 10 rounds for Large or bigger creatures). 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 make a Fortitude save (DC 20) 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 -4 on all rolls and -4 to his AC. He must make a Will save (DC 17) in order to cast a spell. The duration is 2D10 rounds. The victim gets an initial Fortitude save (DC 17); if he succeeds, the duration is only D4 rounds.

Black Lady Poison *Level 3.* Weapon poison only. The victim must make a Fortitude save (DC 18) or be paralyzed for 1D6x10 minutes. A successful save means the victim is slowed (as per the mage spell) for 10 minutes.

Cobra Venom *Level 1.* Contact poison only, but it must hit the face. Treat this as a thrown missile weapon, with a 5' Range Increment, with a -4 modifier for aiming at the face (-2 if you have the Called Shot feat). If hit, the victim must make a Fortitude save (DC 21) or be blinded for D6 hours.

Phase Spider Poison *Level 2.* The victim must make an initial Fortitude save (DC 18) or take a 3D6 damage surge followed by d6 each subsequent round in Powers Phase. The victim gets an additional save every 20 rounds (10 rounds for Large or bigger creatures). Once the victim successfully saves against a dose of poison he suffers no further effect from it. If the victim makes his initial save, he still suffers D6 damage.

Serpent's Fang Poison *Level 2.* Weapon poison only. If the victim fails a Fortitude save (DC 15), he falls unconscious for 20-constitution rounds. (Treat unconsciousness as the effect of a mage Sleep spell.) A successful save means that the victim suffers a -2 to any rolls for 2 rounds. The effect on monsters defaults to 5 rounds, with Huge or bigger 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 5' Range Increment, with a -3 modifier for aiming at the head (-1 if you have the Called Shot feat). The victim must make a Fortitude save (DC 19) or fall under the Misdirection spell for D4x10 minutes. A successful save means that the victim is only affected by the Range Loser spell for 10 minutes.

Scorpion's Sting *Level 1.* Weapon poison. The victim loses D6 points of strength. A successful Fortitude save (DC 18) results in only 1 point of strength lost. The duration of the strength loss is 1D4x10 minutes. 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 another Fortitude save (DC 18) or die.

Twilight Venom *Level 2.* Ingestive poison only. The victim is blinded for 1D6 days; a successful Fortitude save (DC 18) results in half duration.

Viper's Drink *Level 1.* Ingestive poison. The victim is very sick for 3D10 hours. He is at -2 on rolls. He is nauseated, dizzy, and slow to think. A successful initial Fortitude save (DC 16) 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.

Potion of "Spell"

Delusion Potion

Poisonous Delusion Potion

Potion of Gaseous Form

Potion of Immunity

Potion of Silence

Potion of Creature Strength

X-ray Vision Potion

Oil of Etherealness

Oil of Slipperiness

Potion of "Spell" *Level 2 for lvl 4-5 spells, 1 for lower, 3 for higher.* When this potion is consumed, the user is affected by the spell *Spell*.

If a save is appropriate, it is DC 14+spell level. If a caster level is needed, it is 8 (or the minimum needed to cast that level of spell, if higher than 8).

Delusion Potion *Level 1. This item appears to be a different item.* The effect of this potion is a deception which fools only the user (a mental effect like a Hallucination). The user does not get a saving throw, and they can only be convinced of their mistake after D6 hours.

Poisonous Delusion Potion *Level 2.* When this potion is consumed, the user believes that it has the stated effect (a mental effect on them similar to a Hallucination). In actuality, the user takes d6 damage, with an addition point per round during Powers Phase. The user gets a Fortitude save (DC 16) every 20 rounds (10 for Large or bigger creatures) to stop the poison's effect. They are not aware of the damage, though an observant Aru in the party might notice it.

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 30'/round. 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. The user may end the duration at any time, taking three rounds to coalesce.

One attack that would succeed is a Censer of Trapping the Unbodied. 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.* The user becomes completely immune to *Something* for the duration of the potion, which is 10 minutes.

Potion of Silence *Level 1.* The user becomes completely silent. He may not speak, he moves silently (even on e.g. crunchy leaves), 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 1 up to str 22, 2 up to 26, 3 over 26.* This potion changes the user's strength to N. The duration of this potion is one hour.

Typical values: Kobold (6), Ogre (17), Hill Giant (20), Stone Giant (22), Frost Giant (24), Fire Giant (26), Cloud Giant (28), Storm Giant (30)

X-ray Vision Potion *Level 3.* This potion 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. Metal counts 10 times its real thickness, and lead is always opaque.

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.

Oil of Etherealness *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 works for a maximum of an hour, or until hit by the mage spell Phase In.

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.

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 make a Reflex save (DC 18) 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 Multiple Resistance
Ring of Absorbing N Hit Points	Ring of Universal Resistance
Ring of Alertness +N	Ring of Shooting Stars
Contrariness Ring	Ring of Spell Points +N
Ring of Deflecting One Attack	Ring of Prayer Points +N
Ring of Deflecting Attacks	Ring of Spell Storing N
Delusion Ring	Ring of Limited Spell Storing, N Spells, Level X
Djinni Ring	Ring of Prayer Storing N
Ring of Enlightenment +N	Ring of Limited Prayer Storing, N Prayers, Level X
Ring of Hit Points +N	Ring of Fortitude +N
Ring of Invisibility	Spell Turning Ring, N%
Ring of Many Things	Ring of Underwater Movement
Power Ring	Water Breathing Ring
Ring of Protection +N	Water Walking Ring
Ring of Protection 10'r from One Creature	Ring of Weakness
Ring of Regeneration	Ring of X-ray Vision
Ring of Resistance	

Spell Ring *Level normally similar to spell level. Burnout 15%.* This ring lets the user cast the spell *Spell*.

Ring of Absorbing N Hit Points *Level N+1.* This ring grants the wearer N levels of the Toughness feat, regardless of her constitution. It is not cumulative with Armor of Absorbing Hit Points or any existing levels of Toughness she may have.

Ring of Alertness +N *Level N/2.* This ring give the wearer a +N enhancement bonus to his Alertness skill, and a +N enhancement bonus to his Reflex save.

Contrariness Ring *Level 4. Cursed-20 This item appears to be a different item.* This ring reverses the wearer's personality and goals; he will attempt to accomplish everything he would normally most detest.

Ring of Deflecting One Attack *Level 2.* This ring absorbs damage from incoming damage-doing attacks. It can completely absorb one attack of up to 20 HP 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 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. The wearer is not distracted by the deflected attack unless he actually takes damage (an attack in excess of 20 damage).

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.

Delusion Ring *Level 1. Cursed-12 This item appears to be a different item.* Any benefits gained from this ring are illusory (the user suffers a mental effect like a Hallucination).

Djinni Ring *Level 4. Burnout 30%.* The ring gives the wearer command over a djinni. The djinni appears instantly when summoned. The djinni has a 30% default chance, after completing any one service, of completing the term of its indenture and departing forever.

The djinni is Large, AC16, HD 10, flies at 240'/round, strikes at +10/2D8, and may become invisible or gaseous at will. He can turn into a whirlwind doing 3D6 damage to everyone in a 10' radius. He can carry 600lbs while flying. He can create mundane objects of any type, up to 100lbs per day (metallic objects will fade away after 6 hours, but soft substances are real and lasting). If the djinni is killed the ring is destroyed. If the wearer of the ring has been a kind and polite master, instead of departing after a burnout, the GM may roleplay negotiations for the djinni to accompany the wearer as a friendly NPC for the remainder of the expedition.

Ring of Enlightenment +N *Level N/2.* This ring gives the wearer a +N enhancement bonus to her Persuasion skill, as well as a +N enhancement bonus to her Will save.

Ring of Hit Points +N *Level N/4.* This item absorbs damage from attacks that would otherwise injure the user. The ring has N 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.

Ring of Invisibility *Level 3.* This ring renders the wearer completely invisible to normal vision, darkvision, and Second Sight. 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.

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. 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 has Total Concealment (-6 to be hit) in combat and always counts as attacking from the rear if attacking unarmed or with an invisible weapon, but he attacks normally with ordinary, visible weapons.

Ring of Many Things *Level 4.* This ring has multiple powers that the user may choose from (for instance, water walking, invisibility, protection +3). They must all be defined here. None should be above level 3 independently.

Power Ring *Level N+2.* The wearer of the ring acts as N level(s) higher than his actual level for all purposes, including hit points and spell/prayer point costs. However, the user cannot cast spells that he would not be normally able to cast.

Ring of Protection +N *Level N.* This ring gives a +N Deflection bonus to AC and to all Saving Throws.

Ring of Protection 10'r from One Creature *Level 2.* As long as the ring is worn, no *Creature* can approach within 10 feet of the wearer. The ring emanates no protection while not worn. A *Creature* will, however, find it impossible to put on the ring. There is no restriction against using ranged abilities, magical or mundane, against the wearer.

Ring of Regeneration *Level 4.* The wearer of this ring regenerates damage at the rate of 1 HP per 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.

Cutting off both hands prevents a character from using the ring. 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 HP 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.* The ring provides the wearer with the effects of the clerical prayer Resist *Something* II as long as it is worn.

Ring of Multiple Resistance *Level 2.* This ring provides the wearer with the effects of a clerical Resist II prayer, but the wearer can set the type of resistance to whatever standard resistance type is desired. Changing the resistance must be declared in Declaration Phase, occurs during Powers Phase, and is a full-round action.

Ring of Universal Resistance *Level 4.* This ring simultaneously grants the effects of a Resist III prayer to Acid, Cause Wounds, Cold, Crushing, Fire, Lightning, and Poison. 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. The wearer may (1) create light, equal to very bright moonlight, in a 20' radius at 240' range; (2) shoot a magical missile of solid light, striking any target as though AC 10, doing 12 points of damage with 240' range; (3) throw a Fireball, 240' range, layered damage of 12 to 10'/6 to 20' with a Fortitude save (DC 17) to half damage. Powers take effect in item phase.

The user must be outdoors and not in dense cover. The ring also requires that the sky not be completely overcast; at least one patch of nighttime sky with stars must be visible. The missile is capable of hitting any target regardless of invulnerability to weapons. 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 $N+1/2+1$.* Usable By: Guardian, Mage. This ring provides N spell points to the wearer; these can be used exactly like his innate 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.

Ring of Prayer Points +N *Level $N+1/2+1$.* Usable By: Cleric. This ring provides N prayer points to the wearer; these can be used exactly like his innate 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.

Ring of Spell Storing N *Level $N*2$.* Usable By: Guardian, Mage. This ring can hold N spell(s) indefinitely. To store a spell in the ring, a mage must wear the ring and cast the spell into the ring. The mage recovers the spell points as normal. All stored spells are lost if the wearer removes the ring. 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.

Ring of Limited Spell Storing, N Spells, Level X *Level $N*2$ for $X \geq 3$, N for $X=3$, $N-1$ for $X=2$, $N/2$ for $X=1$.* Usable By: Guardian, Mage. This ring can hold N spells indefinitely, but each spell must be no higher than level X. To store a spell in the ring, a mage must wear the ring and cast the spell into the ring. The spell points are recovered as normal. All stored spells are lost if the wearer removes the ring. A stored spell may be released in the item phase as the character's action; release of a stored spell, unlike normal casting, isn't interrupted by damage.

Ring of Prayer Storing N *Level $N+1$.* Usable By: Cleric. This ring can hold N prayers indefinitely. To store a prayer in the ring, a cleric must wear the ring and cast the spell into the ring. Points used to cast the prayer are recovered as normal. Stored prayers are lost if the wearer removes the ring. There is no limit on the level of stored prayers. A stored prayer may be released in the item phase as the character's action; release of a stored prayer, unlike regular casting, is not interrupted by damage.

Ring of Limited Prayer Storing, N Prayers, Level X *Level $N+1$ for $X \geq 3$, N for $X=3$, $N-1$ for $X=2$, $N/2$ for $X=1$.* Usable By: Cleric. This ring can hold N prayers indefinitely, each no higher than level X. To store a prayer in the ring, a cleric must wear the ring and cast the prayer into the ring. Points used to cast the prayer are recovered as normal. All stored prayers are lost if the wearer removes the ring. A stored prayer may be released in the item phase as the character's action; release of a stored prayer, unlike normal casting, isn't interrupted by damage.

Ring of Fortitude +N *Level $N/2$.* This ring give the wearer a +N enhancement bonus to his Survival skill, and a +N enhancement bonus to his Fortitude save.

Spell Turning Ring, N% *Level $N/20$. Burnout 15%.* This ring has a N% 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). Friendly spells/prayers are affected too, so long as the ring is worn.

Burnout is checked every time a spell is deflected successfully, and only applies after the spell is turned.

Ring of Underwater Movement *Level 1.* 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. A Dwarf wearing this ring still sinks but would have a much easier time getting out of a stream or river before drowning.

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 (even if a Dwarf) 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 ring functions at all times while it is worn.

Ring of Weakness *Level 3. Cursed-12 This item appears to be a different item.* The wearer's strength drops to 3. Additionally, all of the wearer's rolls (to hit, to save, skills, contests, etc.) have half the usual chance of success. This applies until the curse is removed and the ring taken off.

Ring of X-ray Vision *Level 3.* 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. Metal counts 10 times its real thickness, and lead is always opaque.

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. A character wearing an "X-ray" ring can see through his own closed eyelids, or any nonlead blindfold. Mages or Guardians only recover spell points at half normal rate due to poor sleep quality while wearing this ring.

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 and proficiency purposes. 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 normal mammal or bird with natural flight ability, as Speak with Animals. He can also forecast the weather for 72 hours within a 60 mile radius. With a burnout roll, the user can cast at up to 6th level: Air Blast, Wall of Electricity, or Skylore (wind, cloud, lightning spheres). He can also shape himself, as per the mage spell Shaping, into any normal flying animal for one day.

For Shaping, the wielder gains the movement, senses, and size of the target, for a fixed duration of one day. Normal animals are non-sentient.

Rod of Beguiling *Level 4. Burnout 10%.* Usable By: Guardian, Mage. Anyone within 20' of this rod when it is activated must make a Will save (DC 19) 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. If the victim failed their initial save, they will not immediately realize an external force was in play, and will typically be muddled and confused about their own actions while under the influence of the rod.

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. It works against Cursed items; items with a curse level of 20 or higher get a save.

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 10; large shields, AC 11; small shields, helms, cloaks, and girdles, AC 12; gauntlets, bracers, boots, and similar worn objects, AC 13; weapons, AC 14; other items held in the hand, AC 15; medallions, amulets, and similar objects, AC 16 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.

Rod of Death *Level 5. Burnout 10%.* Usable By: Cleric. This rod enables the user to cast the clerical prayer Full Finger of Death, as if he were a 15th level cleric. If the victim wins the Level Contest, she makes a Will save against DC 21.

Rod of Detects *Level 3. Burnout 5%.* Usable By: Cleric. This rod enables the user to cast any of the standard clerical Detect prayers (even those not normally available to his religion), 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 normal animal that dwells underground, as per Speak with Animals. He can also determine his depth below ground level at his present position. With a burnout roll, the user can cast at up to 6th level: Tremor, Wall of Stone, Stone Walking, or Move Earth. He can also shape himself, as per the mage spell Shaping, into any normal subterranean animal for one day.

For Shaping, the wielder gains the movement, senses, and size of the target, for a fixed duration of one day. Normal animals are non-sentient.

Rod of Life *Level 5. Burnout 10%.* Usable By: Cleric. 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 a different item.* Any attempt to activate this item 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 +2 to hit him. Even the offensive spells, prayers, or items of the wielder are affected.

Rod of Lordly Might *Level 4. Burnout 10%.* Usable By: Hero, Guardian. 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. 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. With a burnout roll, the item can bestow great powers of command in battle for one hour.

If transformed into a missile weapon, it does not come with its own supply of arrows or bolts. 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. Battle effects: effective charisma in combat is raised to 20 (this is treated as an enhancement bonus for purposes of stacking). The wearer adds 4 to the morale of friends within 60', and subtracts 4 from the morale of enemies within 60'.

Rod of Resistance *Level 3. Burnout 10%.* This rod enables the user to cast any of the standard clerical Resist II 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 (treated as an enhancement bonus to charisma). With a burnout roll, the user can cast any one of the following clerical prayers, as if he were a 20th level cleric: Courage V, 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 normal aquatic (salt-water) animal, as Speak with Animals. He can also swim at 60'/round either afloat or underwater. With a burnout roll, the user can cast Water Breathing or Move Water at up to 6th level. He can also shape himself, as per the mage spell Shaping, into any aquatic animal for one day.

For Shaping, the wielder gains the movement, senses, and size of the target, for a fixed duration of one day. Normal animals are non-sentient.

Rod of Spell Absorption *Level 4.* Usable By: Guardian, Mage. 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. 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.

The user has no control over spell absorption, and must know the spell to be cast using stored energy. Burnout chance is 10% per spell level, checked on absorption. If a mage can only cast 3rd level spells, but absorbs a 5th level spell, they can still only cast a 3rd level spell with stored energy, but may use modifiers to bring the total spell cost up to 5th level.

Rod of the Sun *Level 5. Burnout 10%.* The wielder of this rod can speak with any naturally occurring green plants, as per Speak with Plants. He can also determine whether any such plant is poisonous or unsafe to eat. With a burnout roll, the user can cast at up to 6th level: Mini-Flash, Blinding Flash, Growth Plants, Skylore (temperature sphere; raise only), and Flame Storm. He can also shape himself, as Shaping, into any green plant for one day.

For Shaping, the wielder gains the movement, senses, and size of the target, for a fixed duration of one day. Natural plants are non-sentient.

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 10 minutes 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 free 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 +2 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 +4 to Hide rolls. The root gives one dose

which lasts an hour.

Eagle's Feather *Level 1.* Usable By: Guardian, Mage. This long leaf may be used in casting a mage Fly or Levitation spell. The leaf adds +1 level of Extra Duration to the spell. It is consumed in the casting.

Firewort *Level 2.* Usable By: Guardian, Mage. 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 a +3 enhancement bonus to his strength for 10 minutes.

Gumroot *Level 1.* This mildly euphoriant root may be chewed. It makes the user immune to Pain and Fear spells for 10 minutes. 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.* Usable By: Guardian, Mage, Cleric. 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 -4 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 +2 bonus on all Will saves for an hour. It is moderately addictive.

Poisonous Root or Herb *Level 1.* *This item appears to be a different item.* Treat as a Standard Poison - Fortitude save (DC 16) or 1d6 damage, plus one point of damage a round in Powers Phase. Save again every 20 rounds (10 for Large or bigger creatures) to stop all damage.

Sternwall *Level 2.* When chewed, this thick root restores stamina. It relieves exhaustion and fatigue. 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 effect. Sternwall 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 +4 to Sleight of Hand, 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 24; 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 +7 to climbing rolls for anyone using it.

Rope of Entanglement *Level 2.* This rope provides its user with a +6 bonus to his grappling rolls when used.

Rope of Slipperiness *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 +7 to climbing rolls for anyone using it.

This rope gives a -7 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. 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 30' from him. There is a 20% burnout chance per dead snake whenever the snakes rejoin.

Each snake is AC 15, HD3, moves at 120'/round, and bites at +5/2D4 damage. Whenever a snake rolls 4 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 check (DC 25). Resistance to crushing protects a target from all squeezing damage.

Strangling Rope *Level 2.* This rope can be used to strangle opponents. During the melee phase, the user can roll to hit armor class 13 to wrap the rope around the target's 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 user must continue to hold one end of the rope while it is in use; otherwise, it ceases strangling immediately.

The first time the possessor sincerely attempts to use this item in melee, it strikes him instead, automatically hitting. It proceeds to strangle him for 1 point of damage per round, as above. 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. The rope cannot be broken or cut by physical damage.

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 13 to wrap the rope around the target's 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 user must continue to hold one end of the rope while it is in use; otherwise, it ceases strangling immediately.

This rope can only be used against a creature with a neck. 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.

Tight Rope *Level 2.* Once per day, 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. The bridge allows Medium 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.

The bridge cannot be longer than the rope's original length (typically 50').

Trick Rope *Level 2.* Once per day, this rope can be used to perform a Rope Trick, as per the mage spell.

Rope of Trickiness *Level 2.* Once per day, this rope can be used to perform a Rope Trick, as per the mage spell.

Whenever this rope is used the pocket universe formed is occupied by a random monster from the Monster Summoning level III table. 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 be used once per day.

Rope of Vipers *Level 2.* This rope turns into 5 nonpoisonous snakes when thrown to the ground. 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 30' from him. There is a 20% burnout chance per dead snake whenever the snakes rejoin.

The snakes into which this rope transforms attack the user instead of obeying him. Each snake is AC 15, HD3, moves at 120'/round, and bites at +5/2D4 damage. Whenever a snake rolls 4 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 check (DC 25). Resistance to crushing protects a target from all squeezing damage.

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. Burnout 25%.* 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 scarab can be activated once per week.

The beetle is AC 24, HD4, moves at 60'/round, and bites for 3D10. It attacks until 3D6 rounds pass or it is killed, at which point it returns to scarab form.

Scarab of Death *Level 3. Cursed-10 This item appears to be a different item.* When this item 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 10' must make a Will save (DC 21) or become enraged. All enraged creatures must make another Will save (DC 21); 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.

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 30' must make a Will save (DC 18) 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 must make another Will save (DC 21) – if he passes, he attacks the nearest enemy; if he fails, he attacks the nearest friend. He will keep attacking until no targets are left. 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.

Scarab of Poison *Level 3. Burnout 25%.* 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. 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.

Standard poison: Fortitude save (DC 16), or D6 surge, 1 point/round in Powers Phase, another save every 20 rounds to stop taking damage (10 for Large or bigger creatures)

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. Burnout 25%.* 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 scarab can be activated once per week.

Whenever this scarab is activated, the giant beetle attacks the user instead of the intended target. The beetle is AC 24, HD4, moves at 60'/round, and bites for 3D10. It attacks until 3D6 rounds pass or it is killed, at which point it returns to scarab form. 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"	Informational Book or Scroll
Scroll of "Prayer"	Scroll of Mapping
Trapped Scroll	Mirrored Scroll
Explosive Scroll	Warded Book
Persistent Scroll of "Spell"	Manual of Golems / Mage
Persistent Scroll of "Prayer"	Manual of Golems / Cleric
Spell Book of "Spell"	Tome of Skill
Spell Book of "Prayer"	Tome of Talent
Blank Scroll	Theobiblion

Scroll of "Spell" *Level level of spell/2 round up.* Usable By: Guardian, Mage. This scroll allows the reader to cast the mage spell *Spell*. The caster does not lose spell points; the power comes from the magic of the scroll. Reading the scroll occurs in the mage spell phase. A scroll can only be used once; it becomes blank and rapidly decomposes after the spell on it is cast. Reading a scroll is not interrupted by damage, but is interrupted by grappling.

A spell read from a scroll is treated as level zero for determining the order of casting, as described in the combat sequence.

Scroll of "Prayer" *Level level of prayer/2 round up.* Usable By: Cleric. This scroll allows the reader to cast the clerical prayer *Prayer*. The caster does not lose prayer points; the power comes from the magic of the scroll. Reading the scroll occurs in the clerical spell phase. A scroll can only be used once; it becomes blank and rapidly decomposes after the spell on it is cast. Reading a scroll is not interrupted by damage, but is interrupted by grappling.

A prayer read from a scroll is treated as level zero for determining the order of casting, as described in the combat sequence.

Trapped Scroll *Level 1. This item appears to be a different item.* Usable By: Guardian, Mage, Cleric. When this scroll is used, the following curse is activated: ENTER CURSE HERE.

Note: 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.

Explosive Scroll *Level 1. This item appears to be a different item.* Usable By: Guardian, Mage, Cleric. This scroll 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.

Note: 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.

Persistent Scroll of "Spell" *Level 1+level of spell/2 round up. Burnout 15%.* Usable By: Guardian, Mage. This scroll allows the reader to cast the mage spell *Spell*. The caster does not lose spell points; the power comes from the magic of the scroll. Reading the scroll occurs in the mage spell phase. This scroll is not always destroyed upon use – it operates on a burnout basis. Reading a scroll is not interrupted by damage, but is interrupted by grappling.

A spell read from a scroll is treated as level zero for determining the order of casting, as described in the combat sequence.

Persistent Scroll of "Prayer" *Level 1+level of prayer/2 round up. Burnout 15%.* Usable By: Cleric. This scroll allows the reader to cast the clerical prayer *Prayer*. The caster does not lose prayer points; the power comes from the magic of the scroll. Reading the scroll occurs in the clerical spell phase. This scroll is not always destroyed upon use – it operates on a burnout basis. Reading a scroll is not interrupted by damage, but is interrupted by grappling.

A prayer read from a scroll is treated as level zero for determining the order of casting, as described in the combat sequence.

Spell Book of "Spell" *Level N/3.* Usable By: Guardian, Mage. This book contains the nonstandard magical spell *Spell* (Level N). If a mage 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.

ENTER SPELL DESCRIPTION HERE

Spell Book of “Prayer” *Level N/3*. Usable By: Cleric. This book contains the nonstandard clerical prayer *Prayer* (Level N for cleric of *God*). If a cleric of *God* studies the book for 20 minutes, he will learn the spell for 24 hours. During this time, he may cast the prayer for normal prayer point cost. In other words, he has an extra prayer on his prayer list.

ENTER PRAYER DESCRIPTION HERE

Blank Scroll *Level 2*. Usable By: Guardian, Mage, Cleric. This scroll is blank but it is magically prepared to accept a spell or prayer. A mage or cleric may, with a normal writing utensil, write a spell or prayer 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. Writing a spell onto the Blank Scroll takes 1 minute.

After the spell is cast from the scroll, the Blank Scroll becomes nonmagical.

Informational Book or Scroll *Level 1*. Valuable information is transcribed here, though it is not necessarily magical.

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.

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 1*. Cursed-12 *This item appears to be a different item*. This book has a 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; the prayer simply removes the curse from the book. ENTER CURSE DESCRIPTION HERE

Manual of Golems / Mage *Level 5*. Usable By: Guardian, Mage. This volume explains how a mage 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.

Manual of Golems / Cleric *Level 5*. Usable By: Cleric. This volume explains how a cleric 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.

Tome of Talent *Level 3*. This tome raises the user’s *Attribute* by one point.

Outside of the convention, reading the book and gaining the benefit takes a month.

Theobiblion *Level 3*. Usable By: Cleric. 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 Contests, 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.

Caduceus	False Staff of “Element”/Time
Cleric’s Staff	General’s Staff
Staff of Conjuring	Staff of Healing
Dolt’s Staff	Staff of Hurting
Staff of “Element”/Air	Mage’s Staff
Staff of “Element”/Earth	Staff of Modifier, +X Spell Levels
Staff of “Element”/Fire	Staff of Power
Staff of “Element”/Water	Staff of “Prayer”
Staff of “Element”/Illusion	Priest’s Staff
Staff of “Element”/Mentalism	Acolyte’s “Prayer” Staff
Staff of “Element”/Summoning	Sea Captain’s Staff
Staff of “Element”/Time	Snake Staff
False Staff of “Element”/Air	Staff of Sorcery
False Staff of “Element”/Earth	Staff of “Spell”
False Staff of “Element”/Fire	Staff of Many Spells
False Staff of “Element”/Water	Staff of Striking +N
False Staff of “Element”/Illusion	Staff of Wizardry
False Staff of “Element”/Mentalism	Wizard’s Staff
False Staff of “Element”/Summoning	Apprentice’s “Spell” Staff

Caduceus *Level 4. Burnout 10%.* Usable By: Cleric. This staff acts as a +1 Quarterstaff. Whenever it hits a target in melee, the staff can be commanded to turn into a giant constrictor that instantly entangles the target (in addition to its normal damage for the attack). It can also be used at most once per target per day to cure D6+1 points of damage at 60’ range with no saving throw. With a burnout roll, the staff can also be used to cast the clerical prayer Sticks to Snakes.

The staff can remain in the 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 medium or smaller size are helpless while entwined, large or huge creature 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 18, HD8, moves at 20’/round, and does no damage with its constriction. If the snake is slain, the staff is destroyed.

For Sticks to Snakes (the only use with a burnout roll), the staff becomes a single poisonous snake. It is AC 18, HD8, moves at 60’/round, bites for D4 plus standard poison (Fortitude save DC 16, D6 surge, 1 point/round, additional save every 20 rounds, 10 for Large or bigger creatures). If the snake is killed, the staff is destroyed; otherwise, it reverts to a staff at the end of the prayer’s duration.

Cleric’s Staff *Level 3. Burnout 10%.* Usable By: Cleric. This staff can only be used by clerics of *God*. The staff functions as, and is recognizable as, a duly consecrated holy symbol. The user can send out a message which is telepathically received by all followers of the religion within 100’. 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.

If a cleric of a different religion grasps it, he suffers 2D6 damage per round. Messages are also received by any other creatures that are appropriate to the religion (such as animals for a nature religion).

Staff of Conjuring *Level 4. Burnout 10%.* Usable By: Guardian, Mage. This staff enables a mage to cast the spell Conjure Elemental. The elemental conjured is only 10 HD instead of the usual 16 HD for the mage spell. The elemental must be controlled by the user in the same fashion as any conjured elemental.

Dolt’s Staff *Level 1. Cursed-14 This item appears to be a different item.* Usable By: Guardian, Mage. Whenever a mage attempts to use this staff, 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”/Air *Level 3. Burnout 10%.* Usable By: Guardian, Mage. Whenever a mage uses this staff in casting an Air spell, he can add one level of Extra Effect or Extra Damage. Spells covered include: Skylore (wind, lightning), Lightning Lance, Air Blast, Levitation, Fly, Lightning Bolt, Levitation Sphere, Wall of Electricity, Cloudkill, Conjure Elemental (air).

Staff of “Element”/Earth *Level 3. Burnout 10%.* Usable By: Guardian, Mage. Whenever a mage uses this staff in casting an Earth spell, he can add one level of Extra Effect or Extra Damage. Spells covered include: Patterning, Shaping (to stone only), Implosion,

Conjure Elemental (earth), Pass Wall, Stone Walking, Wall of Stone, Move Earth, Tremor.

Staff of “Element”/Fire *Level 3. Burnout 10%.* Usable By: Guardian, Mage. Whenever a mage uses this staff in casting a Fire spell, he can add one level of Extra Effect or Extra Damage. Spells covered include: Pyromancy, Fire Lance, Fire Bomb, Flame Weapon, Fireball, Heat Object, Wall of Fire, Conjure Elemental (fire), Immolate, Flame Storm, Meteor Swarm.

Staff of “Element”/Water *Level 3. Burnout 10%.* Usable By: Guardian, Mage. Whenever a mage uses this staff in casting a Water spell, he can add one level of Extra Effect or Extra Damage. Spells covered include: Skylore (cloud, rain, temperature), Ice Lance, Swim, Cool Object, Snowball, Water Breathing, Cold Cone, Ice Storm, Wall of Ice, Conjure Elemental (water), Move Water, Avalanche, Tsunami.

Staff of “Element”/Illusion *Level 3. Burnout 10%.* Usable By: Guardian, Mage. Whenever a mage uses this staff in casting an Illusion spell, he can add one level of Extra Effect or Extra Damage. Spells covered include: Illusion, Displace Image, Faerie Fire, Faux Magic, Invisibility, Mirror Image, Disguise, Invisibility Sphere, Hallucinatory Terrain, Massmorph, Misdirection, Projected Image.

Staff of “Element”/Mentalism *Level 3. Burnout 10%.* Usable By: Guardian, Mage. Whenever a mage uses this staff in casting a Mentalism spell, he can add one level of Extra Effect or Extra Damage. Spells covered include: Confuse, Message, ESP, Suggestion, Telepathy, Charm Monster, Feeblemind, Mind Blast, Mind Link, Mind Shield, Cone of Feeblemind, Mass Suggestion, Mind Blank.

Staff of “Element”/Summoning *Level 3. Burnout 10%.* Usable By: Guardian, Mage. Whenever a mage uses this staff in casting a Summoning spell, he can add one level of Extra Effect or Extra Damage. Spells covered include: Monster Summoning, Conjure Elemental, Invisible Stalker.

Staff of “Element”/Time *Level 3. Burnout 10%.* Usable By: Guardian, Mage. Whenever a mage uses this staff in casting a Time spell, he can add one level of Extra Effect or Extra Damage. Spells covered include: Haste, Slow, Hold Monster, Permanent, Time Stop, Time Travel.

False Staff of “Element”/Air *Level 3. Cursed-16* Usable By: Guardian, Mage. Whenever a mage uses this staff in casting an Air spell, he can add one level of Extra Effect or Extra Damage. Spells covered include: Skylore (wind, lightning), Lightning Lance, Air Blast, Levitation, Fly, Lightning Bolt, Levitation Sphere, Wall of Electricity, Cloudkill, Conjure Elemental (air).

Staff of Upper Air: The first time the possessor attempts to use the staff, he falls under a curse. The staff does not function normally. The user is attracted to the highest point available, ignoring safety and common sense (curse of Phaeton).

False Staff of “Element”/Earth *Level 3. Cursed-16* Usable By: Guardian, Mage. Whenever a mage uses this staff in casting an Earth spell, he can add one level of Extra Effect or Extra Damage. Spells covered include: Patterning, Shaping (to stone only), Implosion, Conjure Elemental (earth), Pass Wall, Stone Walking, Wall of Stone, Move Earth, Tremor.

Staff of the Depths: The first time the possessor attempts to use the staff, he falls under a curse. The staff does not function normally. The user is blind above ground; he can see normally below ground (curse of the mole).

False Staff of “Element”/Fire *Level 3. Cursed-16* Usable By: Guardian, Mage. Whenever a mage uses this staff in casting a Fire spell, he can add one level of Extra Effect or Extra Damage. Spells covered include: Pyromancy, Fire Lance, Fire Bomb, Flame Weapon, Fireball, Heat Object, Wall of Fire, Conjure Elemental (fire), Immolate, Flame Storm, Meteor Swarm.

Staff of the Flame: The first time the possessor attempts to use the staff, he falls under a curse. The staff does not function normally. 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).

False Staff of “Element”/Water *Level 3. Cursed-16* Usable By: Guardian, Mage. Whenever a mage uses this staff in casting a Water spell, he can add one level of Extra Effect or Extra Damage. Spells covered include: Skylore (cloud, rain, temperature), Ice Lance, Swim, Cool Object, Snowball, Water Breathing, Cold Cone, Ice Storm, Wall of Ice, Conjure Elemental (water), Move Water, Avalanche, Tsunami.

Staff of the Briny Deep: The first time the possessor attempts to use the staff, he falls under a curse. The staff does not function normally. Every hour that the user is near a body of water, he must make a Will save (DC 18) 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.

False Staff of “Element”/Illusion *Level 3. Cursed-16* Usable By: Guardian, Mage. Whenever a mage uses this staff in casting an Illusion spell, he can add one level of Extra Effect or Extra Damage. Spells covered include: Illusion, Displace Image, Faerie Fire, Faux Magic, Invisibility, Mirror Image, Disguise, Invisibility Sphere, Hallucinatory Terrain, Massmorph, Misdirection, Projected Image.

Staff of Mirages: The first time the possessor attempts to use the staff, he falls under a curse. The staff does not function normally. 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.

False Staff of “Element”/Mentalism Level 3. Cursed-16 Usable By: Guardian, Mage. Whenever a mage uses this staff in casting a Mentalism spell, he can add one level of Extra Effect or Extra Damage. Spells covered include: Confuse, Message, ESP, Suggestion, Telepathy, Charm Monster, Feeblemind, Mind Blast, Mind Link, Mind Shield, Cone of Feeblemind, Mass Suggestion, Mind Blank.

Staff of Bewilderment: The first time the possessor attempts to use the staff, he falls under a curse. The staff does not function normally. The user is affected by the mage spell Confuse until he gets rid of the staff.

False Staff of “Element”/Summoning Level 3. Cursed-16 Usable By: Guardian, Mage. Whenever a mage uses this staff in casting a Summoning spell, he can add one level of Extra Effect or Extra Damage. Spells covered include: Monster Summoning, Conjure Elemental, Invisible Stalker.

Staff of Summons: The first time the possessor attempts to use the staff, he falls under a curse. The staff does not function normally. There is a 50% chance each day that the user is summoned elsewhere to a battle. He vanishes for 6 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 suffered 2D6 hit points of damage as well. The time of day at which this summoning occurs should be determined randomly each time.

False Staff of “Element”/Time Level 3. Cursed-16 Usable By: Guardian, Mage. Whenever a mage uses this staff in casting a Time spell, he can add one level of Extra Effect or Extra Damage. Spells covered include: Haste, Slow, Hold Monster, Permanent, Time Stop, Time Travel.

Staff of Lost Time: The first time the possessor attempts to use the staff, he falls under a curse. The staff does not function normally. 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%. Usable By: Cleric. With this staff, a cleric of Mavors can increase the power of any of the following prayers: Aura of Power N, Bane (any on his list) N, Bless N, Courage N, Enhance Weapons 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”. The user can cast Detect Battle once per day without a burnout check (finds a melee, Type 4, range 240’).

Staff of Healing Level 3. Burnout 5%. Usable By: Cleric. 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 60’ and no saving throw.

Staff of Hurting Level 3. Burnout 5%. Usable By: Cleric. 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 Will save (DC 15). This power has a range of 60’.

It is resisted as if a Cause.

Mage’s Staff Level 3. Usable By: Guardian, Mage. The user can cast Analyze Spell for 10% burnout and Observe Magic for 5% burnout.

Staff of Modifier, +X Spell Levels Level 3. Burnout 10%. Usable By: Guardian, Mage. Using the staff to cast a spell enables the caster to add up to N spell levels of *Modifier* to the spell for free. If the staff burns out, the spellcasting is interrupted.

Staff of Power Level 3. Usable By: Guardian, Mage. 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.

Staff of “Prayer” Level 2. Burnout 10%. Usable By: Cleric. This staff can project the prayer *Prayer* in the item phase. The staff is treated as level 8 for all level-dependent purposes. Any cleric can use this item, whether or not the prayer is normally available to clerics of his religion.

Priest’s Staff Level 3. Burnout 10%. Usable By: Cleric. This staff is consecrated to *God*, and can be used only by clerics who worship *God*. 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”.

This staff does not do damage to clerics of other religions as do magical holy symbols.

Acolyte’s “Prayer” Staff Level 1. Burnout 10%. Usable By: Cleric. This staff is consecrated to *God*, and can only be used by clerics who worship *God*. When the user casts the prayer *Prayer*, it takes effect as if N were N+1.

It does not do damage to clerics of other religions as do magical holy symbols.

Sea Captain's Staff *Level 3. Burnout 10%.* Usable By: Guardian, Mage. 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. 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 once per day with no burnout chance.

The user must be riding a ship or boat at least three miles from the nearest harbor.

Snake Staff *Level 3. Burnout 10%.* Usable By: Cleric. This staff acts as a +1 Quarterstaff. 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). With a burnout roll, the staff can be used to cast the clerical prayer Sticks to Snakes. The staff becomes a single poisonous snake.

The staff can remain in the 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 medium or smaller size are helpless while entwined, large or huge creature 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 18, HD8, moves at 20'/round, and does no damage with its constriction. If the snake is slain, the staff is destroyed. For Sticks to Snakes (the only use with a burnout roll), the staff becomes a single poisonous snake. It is AC 18, HD8, moves at 60'/round, bites for D4 plus standard poison (Fortitude save DC 16, D6 surge, 1 point/round, additional save every 20 rounds, 10 for Large or bigger creatures). 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. Burnout 10%.* Usable By: Guardian, Mage. 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. If it burns out, concurrent spellcasting is interrupted. 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.

Staff of "Spell" *Level 2. Burnout 10%.* Usable By: Guardian, Mage. This staff can project the mage spell *Spell* in the item phase.

Staff of Many Spells *Level 5. Burnout 10%.* Usable By: Guardian, Mage. This staff does 2d6 damage in melee, as a +0 weapon. It can project a bright light in a 30' radius with no burnout chance. It can also be used to cast the following spells: ADD SPELL LIST HERE

Here are some possible themes for this staff:

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. Burnout 7%.* 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.

Staff of Wizardry *Level 5. Burnout 10%.* Usable By: Guardian, Mage. This staff enables the user to extend his spell point cost table upwards, beyond 8 points per spell. He may cast spells with a higher base level than he is otherwise able to. The staff does not supply additional spell points. If it burns out, concurrent spellcasting is interrupted. The half-levels beyond 8 points are 10, 13, 17, 22, 28, and 35.

For example, a level 5 mage could cast a level 5 spell for 17 spell points.

Wizard's Staff *Level 3. Burnout 10%.* Usable By: Guardian, Mage. 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. Burnout interrupts casting.

Apprentice's "Spell" Staff *Level 1. Burnout 10%.* Usable By: Guardian, Mage. Whenever a mage uses this staff in casting the spell *Spell*, he can add +1/2 spell level of any modifier for free to the spell. Burnout interrupts casting.

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
Door Finder Token
Door Opener Token
JRR Token
Level Indicator Token
Limited Transport Token
Locator Token

Monster Caller Token
Permanent Transport Token
Subway Token
Trap Finder Token
Trap Remover Token
Trap Springer 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 +6 to the user's chance to find secret doors and panels. It cannot make the task an automatic success, however. 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 the door.

Door Opener Token *Level 1.* This token adds +6 to the user's chance to open ordinary doors and portals; it adds +3 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. Burnout 5%.* 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 100' of each other. To activate the token, the user must break it while he is within 10' of one of the two points. He is then instantly transported to the other point. The user has his choice of traveling alone transporting everyone within 10' of the selected point along with him when he goes.

The token has two tabs; the two transport points are permanently selected by breaking off one of the tabs at each site. 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, namely *Location*. When activated inside *Location*, 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. Cursed-10 This item appears to be a different item.* The possessor of this token 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; 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.

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. 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.

These items and their networks are useful for coordinating scenarios and arranging transportation for player characters.

Trap Finder Token *Level 1.* This token adds +6 to the user's chance to find traps. It cannot make the task an automatic success, however. 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 +6 to the user's chance to remove mechanical traps; it adds +3 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

These magical tools replace a character's normal set. Tools are used for Opening Locks and Removing Traps. "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/2.* These tools add +N to the user's Open Lock and Traps skills.

Tools of Alertness +N *Level N.* These tools add +N to the user's Open Lock and Traps skills. Additionally, the user gets +6 to any Awareness check for purposes of avoiding being surprised while working with the tools (but not at other times).

All Thumbs Tools -N *Level 1.* Cursed-12 *This item appears to be a different item.* These tools give a -N penalty to the user's Open Lock and Traps skills. In addition, any failed remove traps roll automatically triggers the trap.

Hidden Tools +N *Level N+1.* These tools add +N to the user's Open Lock and Traps skills. They also give a +6 to the user's Hide or Sleight of Hand skills for purposes of hiding these tools (only).

Tools of Speed +N *Level N+1.* These tools add +N to the user's Open Lock and Traps skills. Additionally, the user can open locks in half the time normally required. Simple locks that can be opened in one round can be opened at a rate of two per round if they are within 10' of one another.

Stealthy Tools +N *Level N+1.* These tools add +N to the user's Open Lock and Traps skills. Additionally, the user has only half his usual chance of being detected while using these tools. This benefit applies only to the sounds or other effects resulting from use of the tools; it does not, for example, affect the user's usual Hide or Move Silently rolls.

Tools of Wizard's Bane +N *Level N+1.* *Burnout 15%.* These tools add +N to the user's Open Lock and Traps skills. Additionally, these 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 $6+2*N$ for any Level Contest. Using the spells has a burnout chance.

Wands

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 2. *Burnout 10%.* Usable By: Guardian, Mage. The wand can project the mage spell *Spell*.

Backfire Wand Level 1. *This item appears to be a different item. Burnout 10%.* Usable By: Guardian, Mage. When activated, this wand inflicts its power upon the user.

Cursed Wand Level 3. *Cursed-14 This item appears to be a different item.* Usable By: Guardian, Mage. After the mage first attempts to use this wand (with no effect), he cannot let go of it. This prevents him from casting spells.

Wand of Detecting Secret Doors and Traps Level 2. *Burnout 7%.* Usable By: Guardian, Mage. 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 by a thorough search with Search/Traps rating of (user’s level)+8. This process investigates 1000 square feet per charge.

Wand of Metal Detection Level 1. *Burnout 10%.* Usable By: Guardian, Mage. This wand acts much like a divining rod. When held in the hand, it points towards the largest body of metal within 30’. 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. *Burnout 10%.* Usable By: Guardian, Mage. This wand can be used in either the item phase or the mage spell phase of the 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 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.

Wand of Paralyzation Level 5. *Burnout 10%.* Usable By: Guardian, Mage. This wand attempts to paralyze a single target. The victim must make a Fortitude save (DC 18) or be paralyzed. Elves save at +2. Paralysis lasts for 80 minutes. At the end of that time, if the victim fails another Fortitude save (DC 18), he dies.

Wandering Wand Level 3. *Cursed-16 This item appears to be a different item.* Usable By: Guardian, Mage. 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.)

Wings

Unless otherwise noted, magical wings can be used by all player characters; a set fits any small or medium sized 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 light armor. Medium or heavy 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.

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.* These wings allow the user to fly at 360’/round. They can be used only by someone in robes or light armor. Unless bound under clothes/armor, any attack may end up targeting the wings, which are AC 12.

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.

A set of wings can be bound up and hidden under armor or clothes (in which case they cannot be targeted), but the clothes and bindings must be completely removed before the wings can be used again; normally, wings are obvious and vulnerable.

Each attack against the user has a chance of being applied against the armor class of the wings, which are by default AC 12, 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. The armor class of wings generally benefits from protective items such as rings or bracers. All damage done to a set of wings is applied to the user’s hit point totals as usual.

Armored Wings *Level 3.* These wings allow the user to fly at 180’/round. They can be used only by someone in robes or light armor. Unless bound under clothes/armor, any attack may end up targeting the wings, which are AC 20.

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.

A set of wings can be bound up and hidden under armor or clothes (in which case they cannot be targeted), but the clothes and bindings must be completely removed before the wings can be used again; normally, wings are obvious and vulnerable.

Each attack against the user has a chance of being applied against the armor class of the wings, 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. The armor class of wings generally benefits from protective items such as rings or bracers. All damage done to a set of wings is applied to the user’s hit point totals as usual.

Bat’s Wings *Level 3.* These wings allow the user to fly at 360’/round. They can be used only by someone in robes or light armor. Unless bound under clothes/armor, any attack may end up targeting the wings, which are AC 12. The wings provide the user with a bat-like sonar sense that works in total darkness, fog, mist, etc. (except when the wings are bound up or hidden). The user can speak with creatures that use sonar, such as bats and dolphins.

Sonar sense detects the shape, size, range, velocity, and texture (hard, soft, fleshy, etc.) of objects within 720’. This sense adds +4 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 saves at -2 against explosions and sonic attacks, suffers double damage from such attacks, and is at -1 to hit in direct sunlight.

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.

A set of wings can be bound up and hidden under armor or clothes (in which case they cannot be targeted), but the clothes and bindings

must be completely removed before the wings can be used again; normally, wings are obvious and vulnerable.

Each attack against the user has a chance of being applied against the armor class of the wings, 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. The armor class of wings generally benefits from protective items such as rings or bracers. All damage done to a set of wings is applied to the user's hit point totals as usual.

Wings of Calm *Level 3.* These wings allow the user to fly at 360'/round. They can be used only by someone in robes or light armor. Unless bound under clothes/armor, any attack may end up targeting the wings, which are AC 12. 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.

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.

A set of wings can be bound up and hidden under armor or clothes (in which case they cannot be targeted), but the clothes and bindings must be completely removed before the wings can be used again; normally, wings are obvious and vulnerable.

Each attack against the user has a chance of being applied against the armor class of the wings, 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. The armor class of wings generally benefits from protective items such as rings or bracers. All damage done to a set of wings is applied to the user's hit point totals as usual.

Wings of Doom *Level 3.* Cursed-14 *This item appears to be a different item.* These wings function normally initially. However, they 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. After the curse is revealed, the wings can never again be used safely. Successful removal renders them nonmagical.

Fairy's Wings *Level 4.* These wings allow the user to fly at 24'/round. They can be used only by someone in robes or light armor. The wearer of these wings can shrink to 1/8 his normal size for up to one hour per day. He can only use the powers of the wings, including flight, while he is shrunk. He can speak the languages of fairies, pixies, brownies, etc. He can see as per the mage spell See Invisible. Finally, he can use up to three doses of fairy dust per day.

The user retains all of his hit points while shrunk. See the effects of 1/8 size under the Size Change mage spell.

With each dose of Fairy Dust, 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.

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.

A set of wings can be bound up and hidden under armor or clothes (in which case they cannot be targeted), but the clothes and bindings must be completely removed before the wings can be used again; normally, wings are obvious and vulnerable.

Each attack against the user has a chance of being applied against the armor class of the wings (which is AC 12 before size mods), 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. The armor class of wings generally benefits from protective items such as rings or bracers. All damage done to a set of wings is applied to the user's hit point totals as usual.

Wings of Hell *Level 2.* *This item appears to be a different item.* *Burnout 10%.* This set of wings functions normally; however, when burnout occurs (checked the first time the wings are used each day), 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.

Insect's Wings *Level 3.* These wings allow the user to fly at 120'/round. They can be used only by someone in robes or light armor. The wearer of these wings can shrink to 1/8 his normal size, as often as he chooses. He can use the powers of the wings, including flight, only while he is shrunk. He can understand all normal insects, and can communicate with one species at a time. He can cast a Haste spell on himself once per day. He can also cast a 3D6 Lightning Bolt spell once per day.

The user has 1/8 his original hit points (rounded up) when shrunk. See the Size Change spell for additional effects of 1/8 size.

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.

A set of wings can be bound up and hidden under armor or clothes (in which case they cannot be targeted), but the clothes and bindings must be completely removed before the wings can be used again; normally, wings are obvious and vulnerable.

Each attack against the user has a chance of being applied against the armor class of the wings (which is AC 12 before size mods), 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. The armor class of wings generally benefits from protective items such as rings or bracers. All damage done to a set of wings is applied to the user's hit point totals as usual.

Invisible Wings *Level 2.* These wings allow the user to fly at 240'/round. They can be used only by someone in robes or light armor. Unless bound under clothes/armor, any attack may end up targeting the wings, which are AC 12. 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.

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.

A set of wings can be bound up and hidden under armor or clothes (in which case they cannot be targeted), but the clothes and bindings must be completely removed before the wings can be used again; normally, wings are obvious and vulnerable.

Each attack against the user has a chance of being applied against the armor class of the wings, instead of against the wearer's normal armor class. This chance is 5% for frontal attacks, 20% for side attacks, and 70% for rear attacks. The armor class of wings generally benefits from protective items such as rings or bracers. All damage done to a set of wings is applied to the user's hit point totals as usual.

Wings of Parallel Travel *Level 5.* These wings allow the user to fly at 360'/round. They can be used only by someone in robes or light armor. Unless bound under clothes/armor, any attack may end up targeting the wings, which are AC 12. 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.

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.

A set of wings can be bound up and hidden under armor or clothes (in which case they cannot be targeted), but the clothes and bindings must be completely removed before the wings can be used again; normally, wings are obvious and vulnerable.

Each attack against the user has a chance of being applied against the armor class of the wings, 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. The armor class of wings generally benefits from protective items such as rings or bracers. All damage done to a set of wings is applied to the user's hit point totals as usual.

Wings of Plane Shifting *Level 5.* These wings allow the user to fly at 180'/round. They can be used only by someone in robes or light armor. 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.

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.

A set of wings can be bound up and hidden under armor or clothes (in which case they cannot be targeted), but the clothes and bindings must be completely removed before the wings can be used again; normally, wings are obvious and vulnerable.

Each attack against the user has a chance of being applied against the armor class of the wings (which is AC 12), 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. The armor class of

wings generally benefits from protective items such as rings or bracers. All damage done to a set of wings is applied to the user's hit point totals as usual.

Wings of Speed Level 3. These wings allow the user to fly at 480'/round – they are the fastest ones available. They can be used only by someone in robes or light armor. Unless bound under clothes/armor, any attack may end up targeting the wings, which are AC 12.

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.

A set of wings can be bound up and hidden under armor or clothes (in which case they cannot be targeted), but the clothes and bindings must be completely removed before the wings can be used again; normally, wings are obvious and vulnerable.

Each attack against the user has a chance of being applied against the armor class of the wings, 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. The armor class of wings generally benefits from protective items such as rings or bracers. All damage done to a set of wings is applied to the user's hit point totals as usual.

Wings of the Storm Level 4. These wings allow the user to fly at 360'/round. They can be used only by someone in robes or light armor. 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.

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.

A set of wings can be bound up and hidden under armor or clothes (in which case they cannot be targeted), but the clothes and bindings must be completely removed before the wings can be used again; normally, wings are obvious and vulnerable.

Each attack against the user has a chance of being applied against the armor class of the wings (which is AC 12), 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. The armor class of wings generally benefits from protective items such as rings or bracers. All damage done to a set of wings is applied to the user's hit point totals as usual.

Wings of Teleportation Level 4. These wings allow the user to fly at 360'/round. They can be used only by someone in robes or light armor. 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.

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.

A set of wings can be bound up and hidden under armor or clothes (in which case they cannot be targeted), but the clothes and bindings must be completely removed before the wings can be used again; normally, wings are obvious and vulnerable.

Each attack against the user has a chance of being applied against the armor class of the wings (which is AC 12), 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. The armor class of wings generally benefits from protective items such as rings or bracers. All damage done to a set of wings is applied to the user's hit point totals as usual.

Wings of Time Travel Level 5. These wings allow the user to fly at 360'/round. These wings enable the user to travel forward in time as well. 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. The wings can be used only by someone in robes or light armor. Unless bound under clothes/armor, any attack may end up targeting the wings, which are AC 12.

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).

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.

A set of wings can be bound up and hidden under armor or clothes (in which case they cannot be targeted), but the clothes and bindings must be completely removed before the wings can be used again; normally, wings are obvious and vulnerable.

Each attack against the user has a chance of being applied against the armor class of the wings, 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. The armor class of wings generally benefits from protective items such as rings or bracers. All damage done to a set of wings is applied to the user's hit point totals as usual.

Water Wings Level 3. These wings allow the user to fly at 240'/round. They can be used only by someone in robes or light armor. Unless bound under clothes/armor, any attack may end up targeting the wings, which are AC 12. 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.

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.

A set of wings can be bound up and hidden under armor or clothes (in which case they cannot be targeted), but the clothes and bindings must be completely removed before the wings can be used again; normally, wings are obvious and vulnerable.

Each attack against the user has a chance of being applied against the armor class of the wings, 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. The armor class of wings generally benefits from protective items such as rings or bracers. All damage done to a set of wings is applied to the user's hit point totals as usual.

Wings of the Wind Lords Level 5. These wings allow the user to fly at 480'/round. They can be used only by someone in robes or light armor. These wings let the user maintain at least a 240'/round ground speed, regardless of winds. The wearer can speak to birds as *Speak with Animals*, and command all normal flying creatures within 120', as *Charm Animals*. Each day, he can cast up to 8 levels of *Skylore* spells in the wind sphere, and cast *Protection from Normal Missiles* 3 times.

The wearer is treated with respect by flying creatures of 6 hit dice or less.

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.

A set of wings can be bound up and hidden under armor or clothes (in which case they cannot be targeted), but the clothes and bindings must be completely removed before the wings can be used again; normally, wings are obvious and vulnerable.

Each attack against the user has a chance of being applied against the armor class of the wings, 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. The armor class of wings generally benefits from protective items such as rings or bracers. All damage done to a set of wings is applied to the user's hit point totals as usual.

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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