

Adventurers,

Welcome to Princecon VI. Each year at this time we offer Dungeons and Dragons players from throughout the northeast an opportunity to get together, and exchange ideas at our annual convention.

When you register for the convention you will be given a card which will allow you to obtain your convention character from the 'Hireling Hall'. The character will be on a sheet with all requisites and hit points. Don't lose the sheet for you will need it to play in convention scenarios and to get a new character if this one should get trashed.

Scenarios for the convention will begin running at 3 P.M. Friday and will run all day Saturday. Starting times and sign up sheets for expeditions will be posted upstairs in the lounge. On Sunday morning a special scenario will be held for those players selected as among the best from their class and alignment, starting at 8:00 A.M. In this final round, the players will be given pre-generated characters with personal objectives to accomplish within the scenario. We will try to give the players characters as close as possible to those they played in the convention, with respect to both abilities and personality. After the scenario begins, the details about it will be made public, and its progress can be watched.

During the convention, certain expeditions will be designated 'non-competitive.' These will be run the same as competitive expeditions but will not count towards getting a spot in the final round. Play should be more relaxed and perhaps a little more amusing.

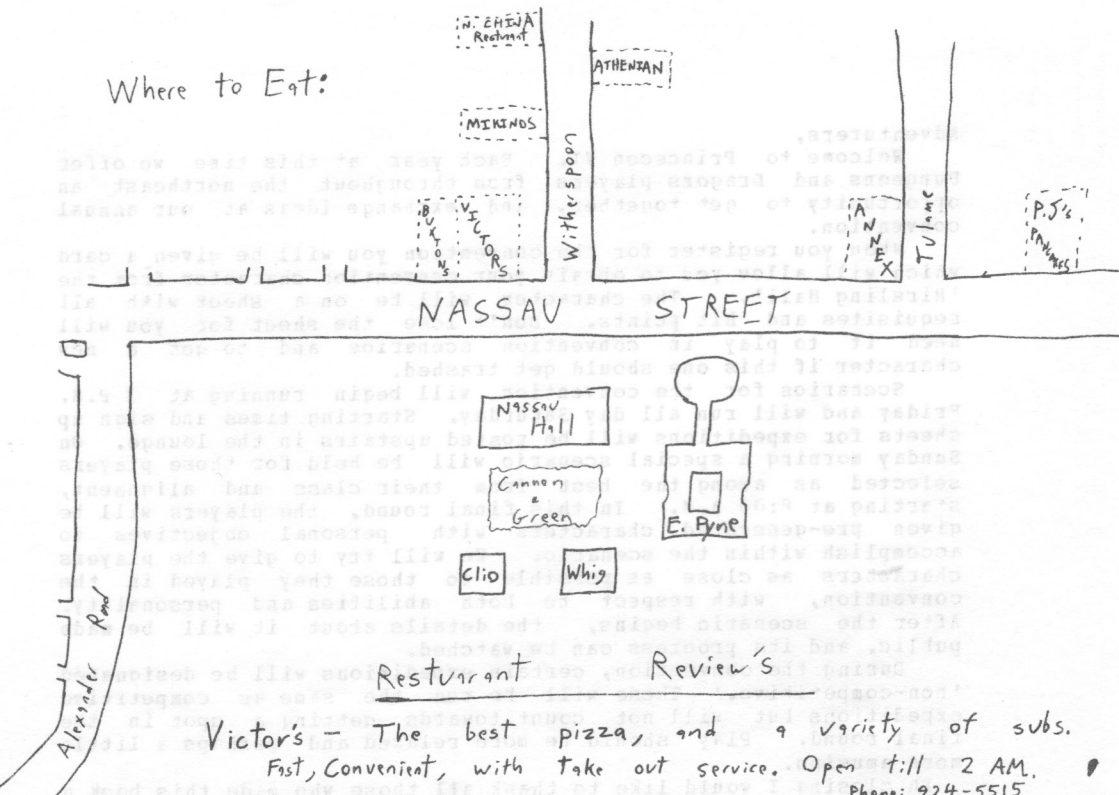
In closing I would like to thank all those who made this book a reality, Mark Blencowe and Dave Chess our editors who turned pages of systems and descriptions into a somewhat decipherable form, Marion Pugh our overworked typist and proof reader, Howard Mahler our most prolific contributor, Bob West who did our word processing, Wanda Eisenman our Conbook artist and cover designer, Albert George, Robert Bradford, Eric Jablow, Rich Eisenman, Chris Buja, Chris Penny, Larry Clarke, and our Funuch all of whom worked on the production of this volume.

Good Luck,

Peter Mayewski  
Convention Director



# Where to Eat:



## Restaurant

## Review's

Victor's - The best pizza, and a variety of subs.  
Fast, Convenient, with take out service. Open till 2 AM.  
Phone: 924-5515

Mikinos - Good Greek Food. Slow service. Take out on

P.J. Pincke House - Good Place For Breakfast

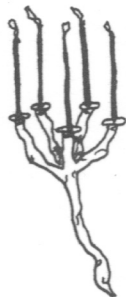
Annex - All purpose restaurant with bar

North China Restaurant - Good chinese Food, more expensive

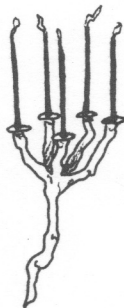
Buxtons - Typical luncheonette, good place for Ice Cream.

Athenian - Greek restaurant with second rate pizza.

WAWA MARKET - 24 hour food store, fairly high prices.



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### Player Characters

The characters used for the convention will be pregenerated by an IBM 370/3033. All rolls of over 18 are reduced to 18. For a strength of 18 a die is rolled with the requisite remaining 18 half of the time and increasing to 19 otherwise. This roll is repeated until it fails to increase or the allowable maximum of 22 is reached. Any requisite rolled as a 2 is increased to 3. All hit dice are pre-rolled and recorded in the hiring hall.

<u>RACE</u>	<u>STR</u>	<u>INT</u>	<u>WIS</u>	<u>CON</u>	<u>DEX</u>	<u>CHA</u>
Human	3d6	3d6	3d6	3d6	3d6	3d6
Elf	3d6	3d6	3d6	3d6	3d6	3d6
Dwarf	3d6+d4	2d8	3d6	3d6+d4	2d6+d4	3d6
Hobbit	2d8	3d6	3d6	3d6+d4	4d6	3d6

Players may choose the race and class of their character from among the possibilities below. Rangers and paladins occur occasionally among the human fighters and players may play one of these if they are lucky enough to get one.

Human: Fighter, Magic User, Cleric, Thief

Dwarf: Fighter, Thief

Elf: Fighter/Magic User, Thief, Fighter, Magic User,

Hobbit: Fighter, Thief

The first character will be a fifth level character of the chosen class, except for F/MU's who will be given out one level lower. Each new character a player gets will be one level lower than his previous character was when it died.







# EXPERIENCE POINT CHART

<u>Level</u>	<u>Fighter</u>	<u>Magic User</u>	<u>Cleric</u>	<u>Thief</u>
1	0	0	0	0
2	2	2.5	1.5	1.2
3	4	5	3	2.4
4	8	10	6	4.8
5	16	20	12	9.6
6	32	35	25	20
7	64	50	50	40
8	120	75	100	60
9	240	100	200	90
10	480	200	300	125
11	720	300	400	250
+1	+240	+300	+100	+125

<u>Level</u>	<u>Fighter/Dw</u>	<u>Fighter/Ho</u>	<u>Elf F/MU</u>	<u>MU/Elf</u>
1	0	0	0	0
2	2	2	4.5	2.5
3	4	4	9	5
4	8	8*	18*	10
5	16	24	44	20
6	32*	56	91	35
7	96	120	170	50
8	208	232	307**	75**
9	448	472	597	125
10	923	952	1277	325
11	1408	1432	1957	525
+1	+480	+480	+1080	+600

\* pinned as a fighter      \*\* pinned as MU      \_\_\_\_\_ name level

EXPERIENCE SYSTEM: We are using the Men and Magic experience point system, modified for non-human races. Instead of absolute pinning we are using delta doubling, which is independent of requisites. At any level above the level where a character would normally pin, the amount of experience which he must gain to reach his next level is doubled. Elven F/MU's experience is the sum of the fighter and magic user requirements for that level.

### Effects of Requisites

**STRENGTH:** Effects melee and damage for all classes. Also determines ability to open doors. Door opening is rolled on a d100 with a number less than or equal to the number shown meaning success.

**INTELLIGENCE:** Determines whether a MU can learn a spell, and his total spell points.

**WISDOM:** A clerics spell points.

**CONSTITUTION:** Determines chance for a successful resurrection, and a characters system shock roll for spell survival.

**DEXTERITY:** Give a bonus for all classes when employing missile weapons. Dexterity also may effect strike order. Fighters who have a dexterity of 15 or greater gain a parry bonus. This bonus is usable only against the opponent who the fighter is currently swinging at, and only if this opponent is using a edged weapon.

**CHARISMA:** Effects morale and commands.



# Requisite Effects Table

Req.	STR Hit%	STR Damage	STR Doors	DEX Missile	CON Ressur.	CON S.Surv.	CON Hit Dice
3	-11	-1	2	-12	30	35	-1
4	-9	-1	4	-10	35	40	-1
5	-7	-1	6	-8	40	45	-1
6	-5	0	8	-6	45	50	-1
7	-3	0	12	-4	50	55	0
8	-1	0	16	-2	55	60	0
9	0	0	20	0	60	65	0
10	0	0	25	0	65	70	0
11	0	0	30	0	70	75	0
12	0	0	36	0	75	80	0
13	+1	0	42	+2	80	85	0
14	+3	0	49	+4	85	90	0
15	+5	0	56	+6	90	94	+1
16	+7	+1	64	+8	94	97	+1
17*	+10	+2	72	+10	97	99	+2
18	+13	+3	81	+12	99	99	+3
19	+16	+4	90/-				
20	+20	+5	94/6				
21	+24	+6	97/13	Hill Giant Strength			
22#	+28	+7	99/22	Stone Giant Strength			
23	+32	+8	99/33	Frost Giant Strength			
26	+44	+11	99/70	Fire Giant Strength			
29	+56	+14	00/99	Cloud Giant Strength			
30	+60	+15	00/00	Storm Giant Strength			
31	+64	+16	00/00	Titan Strength			

\* = Ogre Strength

# = Maximum strength for humanoids.

/ = First number is for doors, second number is for wizard locked door and held portals. Using brute force on a wizard locked door will shat the door and it may not be closed again.

## Initiative

Each melee round is divided into seven phases, each of which is reserved for a specific activity. In order of occurrence the phases are:

- I. Movement Phase - All movement occurs within this phase, movement rates are given in meters per melee round. (3 meters are considered to equal 10')
- II. Breath Phase - All attacks by breath weapons and gazes occur during this phase. Regeneration also occurs during this phase.
- III. Missile Phase - Missile weapons (including Manticore spikes) are fired during this phase. No missile weapon may be employed by a person who was in melee range during the preceeding round.
- IV. Melee Phase - Melee combat occurs during this portion of the round. When previously unengaged opponents meet the longer weapon strikes first. On all subsequent rounds the rules for determining strike order apply.
- V. Clerical Spell Phase - Clerical spells take effect in decreasing order of Caster's Level - Spell Level, treating spells read from scrolls as level 0.
- VI. Magic User Spell Phase - Magic User spells take effect in decreasing order of Caster's Level - Spell Level.
- VII. Item Phase - This phase is used for the activation of items, which the character had out (if required) at the beginning of the melee round. A character may never employ an item that was not available at the beginning of the round. Any trades of equipment between characters occur during this phase, as does a character changing his equipment (getting out or putting away an item).

## Strike Order Determination

Within the combat phase of the melee round one of the following systems will be employed to determine who swings first. The selection of the system is left up to the dungeon master who will announce it at the start of the expedition.

- A. Modified Dexterity - Each characters time is determined by the sum of his dexterity and base armor class (ignore magical plusses). The higher this value the earlier the character swings. For monsters replace dexterity with movement rate to determine initiative.
- B. Random - Each character (and monster) rolls a d6 to determine which part of the round they will swing in. Swinging begins in the first part and continue to the sixth part.
- C. Simultaneous - Everyone swings at once.

Whichever one of the systems is employed, the first round of combat still gives first swing to the longer weapon.



Weapon	2	3	4	5	6	7	8	9	Man	Dmf	Elf	Hob	Man's	Larf
Dagger	-3	-3	-1	-1	0	0	+1	+2	PMT	FT	FMT	FT	d4	d3
Short Sword	-2	-2	-1	0	0	0	0	+1	PT	FT	PT	PT	d6	d8
Hand Axe	-3	-2	-1	-1	0	0	+1	+1	F	F	F	F	d6	d4
Mace	0	+1	0	0	0	0	0	0	FC	F-	F	F-	d5	d4
War Hammer	0	+1	0	+1	0	0	0	0	FC-	F	F	F	d6	d4
Sword	-2	-1	0	0	0	0	0	+1	PT	P*	PT	PT	d8	d12
Military Pick **	+2	+3	+2	+3	0	0	0	0	F*	F*	F*	F*	d6	d4
Battle Axe **	-1	0	+1	+1	0	0	0	0	P*	P*	P*	P*	d8	d8
Morning Star **	0	0	+1	+2	+1	+1	+2	+2	FC	F	P*	P*	d3	d6
Flail **	+2	+2	+1	+2	+1	+1	+1	+1	FC*	P*	P*	P*	d8	d3
Spear **	-2	-1	-1	-1	0	0	0	0	F	P-	F	F	d6	d8
Pole Arms ***	-1	0	0	+1	+1	+2	+2	+2	P	P	P	P	d8	d12
Halberd **	0	+1	+1	+2	+1	0	0	0	P*	P*	P*	P*	d10	2d6
2-Handed Sword **	+1	+2	+3	+3	+2	+2	+2	+2	P*	P*	P*	P*	d10	3d5
Mtd. Lance ***	0	0	+1	+2	+3	+3	+3	+3	F	F	F	F	d3	2d12
Short Bow	-3	-2	0	0	+1	+2	+2	+2	FT	FT	FT	PT	d6	d6
Long Bow	-2	0	0	+2	+3	+3	+3	+3	FT	PT	PT	PT	d6	d6
Light Crossbow	-3	-2	0	0	+2	+3	+3	+3	FT	FT	PT	PT	d5	d6
Heavy Crossbow	-1	0	+1	+2	+3	+4	+4	+4	PT	PT	PT	PT	d6	d6
Sling ***	0	+1	0	0	0	0	0	0	FC*	FC*	PT	PT	d4	d6
Pike ***	-1	0	0	0	0	0	0	0	F	F	F	F	d3	d12
Staff	0	0	0	0	0	0	0	0	**	**	**	**	d6	d6

F = Fighters  
 M = Magic Users  
 C = Clerics  
 T = Thieves  
 # = Usable by all classes  
 \* = usable 2-Handed  
 \*\* = requires two spaces in line  
 \*\*\* = requires open spaces  
 - = usable at -2  
 # = variable damage (see below)



Spears: Spears may do additional amounts of damage when employed against a charge, this does not alter the hitting probabilities. A spear will do d8,2d6 against charging creatures (man size, larger than man size).

The combat system used for the convention will be Howard Mahler's percentile combat system. This system is a linear system based upon Men and Magic's alternate combat system, with the quantized jumps removed. Fighters and monsters gain 4% per level (or hit die), clerics and thieves gain 3% per level, and magic users gain 2% per level. Written as a formula giving a number a character of level L must roll under on a 100 sided die ("00" is high and treated as 100).

Fighters	$4 \times L + 5 \times AC$
Clerics & Thieves	$3 \times L + 5 \times AC$
Magic Users	$2 \times L + 5 \times AC$
Monsters	$4 \times HD + 5 \times AC + 12$

If a monster is attacking with natural weaponry, such as teeth, claws, etc. use the monster line for his attacks. If a monster is attacking with a weapon treat him as a fighter of Level=Hit Dice and use the fighter table. Certain monsters receive bonuses to hit and in damage when using weapons as fighters, they are; Kobold +0%, Goblin +2%, Orc +5%, Hobgoblin +7%, Gnoll +10%, +1, Harpy +0%, Medusa +0%, Gnome +2%, Centaur

#### Grappling

Each character has a basic grappling value, which is then modified by the situation. The base value is :  $(5\% \times \text{level}) + (2\% \times \text{strength}) + (2\% \times \text{dexterity})$ . For all characters reduce these values by 10% if wearing chainmail and 20% if wearing platemail. For the attacker(s) reduce their values by the number of hit points received in melee damage during the current round's melee phase. For the defender, the grappling value is reduced if the defender attempts to do anything (besides avoiding being grappled). If the defender is involved in combat or employing an item reduce his value by 10%, if he is throwing a spell 20%. Grappling required the use of both hands, and one of the following: net, whip, or rope.

Larger than man size creatures use a base value of 10% per level (or hit die) instead of 5, while smaller races use a base of 2% per level. The grappling attempt is resolved after all melee combat and before spells, which are distracted by a successful grappling.

The chance of a successful grappling is equal to the difference between the current grappling values of the attacker(s) and the defender. If more than one person is attempting to grapple their combined value is equal to the value of the best grappler, plus  $\frac{1}{2}$  the value of the second best,  $\frac{1}{3}$  the next best, etc. After a successful grappling the grappler(s) must spend the next melee round tying up the victim, or he will break free by the end of it.

Thieves may use any weapon that the weapon list allows them, however multiple damage can be obtained only with a dagger. A thief level has a damage multiplier of 1, which increases by 1 for each additional four levels of advancement. A thief's multiple damage bonus is determined by adding the base value for his level to his bonuses for class and race. In order to save the character must roll less than or equal to this number on a d100.

### PERCENTILE SAVING THROWS

A character's saving throw is determined by adding the base value for his level to his bonuses for class and race. In order to save the character must roll less than or equal to this number on a d100.

Level	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	+1
Base	20	24	28	32	36	40	43	46	49	52	55	57	59	61	63	65	66	+1

### Bonuses

Class	Bodily	Mental	Spiritual
Fighter	+10	-10	0
Magic User	-10	+10	0
Cleric	0	0	+10
Thief	0	+5	-10
Paladin	+10	-10	+10
Ranger	+10	0	0
Bard	+5	+5	-10
Warrior Priest	+5	0	+5
P/MU	0	0	0
Race			
Human	0	0	0
Dwarf	+10	-5	0
Elf	0	+5	+5
Hobbit	+5	0	+5

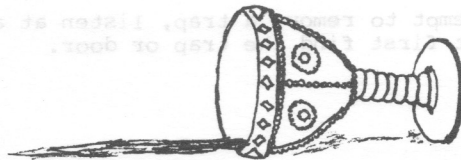
Saving Throws are divided into three types:

Physical: Fireball, Physical Spells, Paralyzation, Poison, etc.

Mental: ESP, Phant. Forces, Hold Person, Harpy's Lure, etc.

Spiritual: Finger of Death, Cures/Causes, Quests, Curses, etc.

When an individual makes a saving throw, he will generally know that he saved against something, but will only know the general type of saving throw involved (Physical, Mental or Spiritual). If an individual fails to save, he will not be aware that he needed to make a saving throw.



## THIEVES

Thieves may use any weapon that the weapon list allows them, however multiple damage can be obtained only with a dagger. A first level thief has a damage multiplier of 2, which increases by 1 for each additional four levels of advancement. A thief gets multiple damage when stabbing from behind, only if the victim is totally unaware of the thief's presence. If a person who was attacked from behind elects to swing back at their attacker next round, they swing at normal strength not the usual -20% for swinging at an invisible opponent. Thieves become visible when performing any of the following: attacking, opening doors and panels, picking locks, disarming traps, or climbing walls.

### THIEVING TABLES

	Hear Noise	Secret Doors*	Find Traps*	Remove Traps#	Open Locks	Move Silent	Hide Shadow	Pick Pocket#
Dwarf	0	+5%	+20%	+20%	+10%	-10%	0	0
Elf	+5%	+15%	-10%	-10%	0	+15%	+15%	+5%
Hobbit	+15%	0	+5%	+5%	+10%	+15%	+15%	+5%
Non Thief	15%	15%	7%	2%	4%	5%	3%	0
Thief 1	30%	33%	20%	15%	10%	25%	15%	20%
Thief 2	35%	36%	24%	20%	15%	30%	20%	24%
Thief 3	40%	39%	28%	25%	20%	35%	25%	28%
Thief 4	45%	42%	32%	30%	25%	40%	30%	32%
Thief 5	50%	45%	36%	35%	30%	45%	35%	36%
Thief 6	55%	48%	40%	40%	35%	50%	40%	40%
Thief 7	60%	51%	44%	45%	40%	55%	45%	44%
Thief 8	65%	54%	48%	50%	45%	60%	50%	48%
Thief 9	70%	57%	52%	55%	50%	65%	55%	52%
Thief 10	75%	60%	56%	60%	55%	70%	60%	56%

\* = If being shown by someone who has already found it, give +20%.

# = This assumes the thief is trying to avoid a bad result. If the thief is willing to take the risk give plus 20% on the roll, however failure to succeed means that the trap is sprung, or the thief is detected picking pockets. Otherwise whenever a thief does not succeed make a second attempt at the same roll which the thief must make to avoid setting off the trap, or being detected.

Each individual may make only one attempt per day with a particular lock, door, or trap.

The numbers given here represent the base chance, they may be modified to reflect the difficulty of picking a particular lock, etc.

In order to attempt to remove a trap, listen at a door, or open a door, one must first find the trap or door.

## RANGERS

Rangers are a subclass of human fighters. Rangers are always good; if a Ranger does not behave in a good manner, he will permanently lose his ranger status. Rangers gain several special abilities. When not in metal armor, a ranger may follow trails and tracks when above ground, and litens as a thief two levels higher. A ranger gains a damage bonus equal to his level when fighting "giant class" of all types. At ninth level a ranger gains the ability to throw Magical and Clerical spells as a Magic User/Cleric of level-8. Rangers may then employ Magical and Clerical scrolls, but not other items forbidden to fighters. At first level, rangers receive 2d8 for hit dice; after that the progression for hit points is the same as for fighters.

Minimum Requisites : Int 12+, Wis 12+, Con 15+

Experience Progression : As Fighter

Weapons : As fighter

Armor : Any



## PALADINS

Paladins are a strongly aligned subclass of human fighters. Palidins are either extremely good or extremely evil (anti-Paladins). Paladins function as normal fighters with certain special abilities. All Paladins/Anti-Paladins may read clerical scrolls and are immune to disease. Paladins have the ability to lay on hands, up to their level times per day, curing 2 points of damage from the person they lay hands on. Anti-Paladins have a similar ability which does 2 points of damage to a person; these may be transferred through a weapon which hits as a damage bonus. Paladins of 5th level and above may cure disease by laying on hands, up to once per day per 5 levels of the paladin. Anti-Paladins are carriers of disease and may cause disease in the same manner. If any Paladin/Anti-Paladin compromises their principles, Paladin status will be forever lost.

Minimum Requisites : Cha 17+

Experience Progression : As Fighter

Weapons : As Fighter

Armor : Any

## BARDS

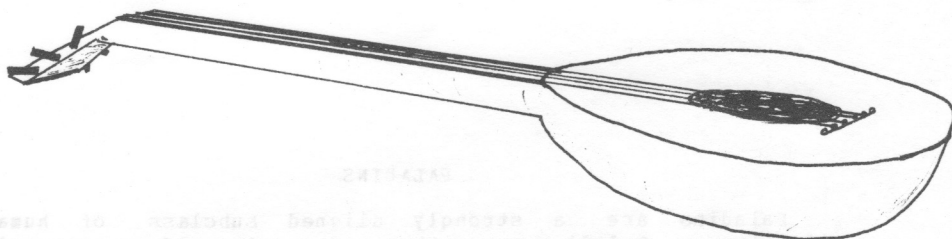
Bards are a subclass of fighters, who are jacks of all trades. A bard fights as a fighter of his level, acts of a thief of 1/2 of his level (round up) without the ability to do multiple damage, and acts as a magic user of 1/2 his level (round down). A bard has full abilities in all these areas when wearing leather armor and carrying a shield. In all other respects, regarding the use of items, treat Bards as fighters.

Minimum Requisites : Str 12+, Int 12+, Dex 12+, Cha 15+

Experience Progression : As fighters

Weapons : As fighters

Armor : As fighters



## WARRIOR PRIESTS

Warrior Priests are a sub class of clerics, who have taken up the vow of the sword. Warrior priests are allowed to use the weapons and armor of a fighter as long as they are under the vow of the sword, while functioning as clerics one level lower than their level. At any time a warrior priest may renounce the vow of the sword and become a normal cleric; once this is done he may never again wield a sword or use plate armor or a shield.

Minimum Requisites : Str 15+, Wis 15+

Experience Progression : As cleric

Weapons : As fighter

Armor : Any



# Magic Users



### Magic System

For the Convention, Magic Users will have the spells that they know predetermined. The MU gets spell points which he may use to throw any spell he knows.

#### Spell Points and Spell Costs:

When fresh, a Magic User gets a number of Spell Points per day equal to his Intelligence.

Spell costs depend on the level and the MU and the level of the spell thrown:

Spell Level	Magic User's Level																	
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
1	8	6	5	4	3	2	2	1	1	1	1	1	1	1	1	1	1	1
2			8	6	5	4	3	2	2	1	1	1	1	1	1	1	1	1
3					8	6	5	4	3	2	2	1	1	1	1	1	1	1
4							8	6	5	4	3	2	2	1	1	1	1	1
5									8	6	5	4	3	2	2	1	1	1
6											8	6	5	4	3	2	2	1
7													8	6	5	4	3	2
8															8	6	5	4
9																	8	6

#### Preparing and Throwing MU Spells:

Spells take effect at the end of the melee round in which they are thrown. Thus they are dealt with after the effects of regular missile fire and melee.

While preparing a spell, throwing a spell, or holding a spell prepared, an MU may be distracted. See how many hit points he had left at the beginning of the melee round; the chance of distracting him when he is throwing a spell is 2 times the percentage of this number of hits that he receives during the melee round. (For example, if he had 20 hit points left and took 5, the distraction chance would be 2 times 25% = 50%.) Treat holding a spell prepared just as if it were being thrown. When preparing a spell rather than throwing it, the MU is easier to distract; the chance is 4 times the hit-fraction, rather than 2 times.

If distracted when preparing a spell, the MU merely has accomplished nothing at all, at no spell point cost. If distracted while attempting to throw a spell, the MU does not get the spell off, but may succeed in holding it prepared. Immediately roll again, and if he again fails he is forced to drop the spell (at the usual 1/3 spell cost). Treat similarly distraction when attempting to hold a spell prepared.

### Regeneration of Spell Points

After 12 hrs of sleep an MU will recover the maximum number of spell points, giving him the total number of points shown on the table below. For each hour of sleep less, and each time he was awakened, reduce the next days points by 10% rounding any fractional points against the magic user.

### Daily Allotment of Spell Points

MU's Intelligence	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
11	11	11	11	11	11	11	10	10	9	7	6	-	-	-	-	-	-	-
12	12	12	12	12	12	12	12	11	11	9	8	6	-	-	-	-	-	-
13	13	13	13	13	13	13	13	12	12	11	10	8	7	-	-	-	-	-
14	14	14	14	14	14	14	14	14	13	13	12	10	9	7	-	-	-	-
15	15	15	15	15	15	15	15	15	14	14	13	12	11	9	8	-	-	-
16	16	16	16	16	16	16	16	16	16	15	15	14	13	11	10	8	-	-
17	17	17	17	17	17	17	17	17	17	16	16	15	14	13	12	10	9	-
18	18	18	18	18	18	18	18	18	18	18	17	17	16	15	14	12	11	9

### Spell Delay System

If an MU does not take sufficient time between spells, the spell point cost for the second spell thrown is increased. An MU may throw another spell at normal cost after a delay period of a number of rounds equal to his normal spell point cost for the previous spell has passed, include the round in which the first spell was thrown but not the round in which the second spell was thrown. If a Magic User chooses to throw a spell before this time has passed, the spell point cost is increased by one point for each round remaining in the delay period (including the current round). Preparation of spells may take place during the delay period without penalty.

## Magic User Spells

### Level I

Shield	Sealing	Telescopic Vision
Sleep	Binding	Displace Self
Read Magic	lightning Lance	Range Loser
Detect Magic	Wind Veering	Read Languages
Ignite Fire	Magic Missile	Confuse
Hold Portal	Color Change	Message
Faerie Fire	Ventriloquism	Cleanse
Ice Lance	Locate Animals	Detect North

### Level II

Analyze Spell	Wind Bringer	Knock
Strength	Mini-flash	Prot. En. Monsters
Web	See Invisible	Write Languages
Mirror Image	Invisibility	Phantasmal Forces
Weakness	Magic Hand	ESP
Fire Bomb	Long Talk	Locate Plants
Sound Amplification	Range Finder	Air Blast
Pyrotechnics	Levitate Self	Fog Weave
Infravision	Locate Object	Magic Mouth
Wizard Lock		

### Level III

Prot. Nor. Missiles	Snowball	Explosive Runes
Dispel Magic	Cool Object	Clairvoyance
Monster Summoning I	Lightning Bolt	Clairaudience
Second Sight	Water Breathing	Mage Wind
Disguise	Haste	Invisibility 10'r
Fireball	Suggestion	Velocity Finder
Heat Object	Fly Self	Rope Trick
Slow		

### Level IV

Extension	Flame Weapon	Magical Trap
Polymorph Self	Wall of Ice	Fear
Massmorph	Ice Storm	Telepathy
Wall. Terrain	Growth Plant	Trace Sending
Mons. Summoning II	Wizard Eye	Storm Bringer
Size Change Self	Wall of Electricity	Control Self
Levitate 10'r	Dimension Door	Temp. Bag of Holding
Wall of Fire	Locate Person	Cold Cone
Implosion	Magic Bridge	Prot. Locate Objects
Blinding Flash		

## Level V

Prot. Nor. Weapons	Mini-Maze	Polymorph Other
Wall of Iron	Fly Others	Teleport
Animate Dead	Conjure Elemental	Phase-In
Hold Monster	Mons. Summoning III	Pass-Wall
Magic Jar	Ext. Ordinary Fire	Contact Higher Plane
Cloudkill	Immolate	Feeblemind
Telekinesis	Small Patterning	Trace Teleport
Transmutation	Storm Calm	Stone Walking
Wall of Stone	Growth Animals	

## Level VI

Concentrate	Invisible Stalker	Monster Summoning IV
Reincarnate	Control Weather	Disintegrate
Anti Magic Shell	Cooperation	Move Earth
Death Spell	Projected Image	Stone to Flesh
Geas	Delay	Legend Lore
Repulsion	Shield of Protection	Part/Lower Water

## Level VII

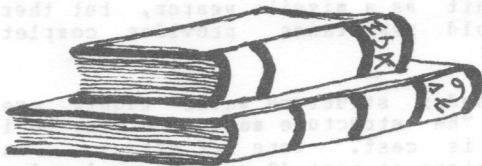
Power Word Blind	Grand Patterning	True Sight
Reverse Gravity	Mass Invisibility	Damp Teleport
Monster Summoning V	View Past	Phase Door
Cone of Weakness		

## Level VIII

Power Word Stun	Ext. Magical Fire	Mind Blank
Permanent	Clone	Time Travel
Polymorph Object	Mass Suggestion	Symbol
Monster Summoning VI		

## Level IX

Power Word Kill	Meteor Swarm	Astral Spell
Prismatic Wall	Avalanche	Cone of Feeblemind
Mons. Summoning VII	Time Stop	Shape Change



### Level One Magical Spells

**SHIELD:** It gives the MU Armor Class 2 vs. missiles, and AC 4 vs. other attacks. Duration: 20 melee rounds.

**SLEEP:** It affects no creatures of higher than 4th level or 4+1 HD. It does not work on Undead, or other non-living entities. It puts to sleep up to 2D8 1st level types, or 2D6 2nd level types, or D6 3rd level types, or a single 4th level type. When different level types are in the zone of effect, then the lowest levels are affected first, followed by the higher levels until the effects of the spell are used up. Range: 24". Zone of effect: a cube 60 feet on a side.

**READ MAGIC:** This spell is required to use MU spells off of scrolls. Magical writing appears to the unaided eye as meaningless constantly shifting and changing blue script. This spell enables the caster to read this magical script. Duration: 10 minutes per level of caster, or one spell thrown off of a scroll.

**DETECT MAGIC:** A spell to determine if there has been enchantment laid on a person, place or thing. The caster will see a blue glow around anything magical. Duration: 6 + level of caster melee rounds.

**IGNITE FIRE:** The caster may ignite a single object, which must be able to be quickly lit by an ordinary torch (ex. an oil soaked rag). Range: 12". Duration: 1 melee round.

**HOLD PORTAL:** It holds closed a door, etc., which must be completely closed at the time of casting. A strong anti-magical creature (ex. Balrog) may shatter it. (Dispel Magic gets rid of it automatically. Knock allows the door to be opened.) Duration: 2D6 melee rounds. Range: 3".

**FAERIE FIRE:** It surrounds all objects or creatures, within the zone of effect, with a pale glow. There is no saving throw. It will outline invisible objects or creatures. Area of Effect: 1" by 1". Duration: 6 + level of caster melee rounds. Range: 6".

**ICE LANCE:** It does D8 + level of the caster, of cold damage, requiring the normal roll to hit as a missile weapon, but there is no saving throw. Cold resistance provides complete protection. Range: 6".

**SEALING:** It will make a wooden structure water tight, even against storm force waters. The structure must otherwise be in good shape before the spell is cast. Zone of effect: one structure with largest dimensions at most 10 yards per level of caster. Duration: 1 day per level of the caster. Maximum Range: 1" from caster to center of structure.

**PINDING:** It may be used to mend or strengthen either wooden or cloth structures, including ropes or other fabrics. It will not render the mended structure water tight. Range: 10 feet. Duration 6 hours per level of the caster. Zone of Effect: 2 feet by 2 feet.

**LIGHTNING LANCE:** It does D8 + level of the caster of damage, requiring the normal roll to hit as a missile weapon, but no saving throw. Resistance to lightning provides complete protection.

**WIND VEERING:** It changes the direction of the prevailing wind 45 degrees in the desired direction. Repeated applications of this spell will thus be able to provide any wind direction desired. Duration: 4 hours per level of the caster. Zone of Effect: Ship on which the caster is located at the time of casting, or the area within a 10" radius of the caster.

**MAGIC MISSILE:** A magical missile or missiles emanate from the finger of the caster. They are +1 to hit, and do 1 + 16 of damage. (There is no saving throw.) At 5 levels above the level of the MU first got the spell, he may add a second missile, and two additional missiles for every additional 5 levels. (Thus if a MU got the spell at 1st level, he would get 3 missiles at 6th level, 5 missiles at 11th level, etc.) All missiles in a burst must be aimed at the same target. Roll for each missile separately to see if it hits. Range: 15".

**COLOR CHANGE:** The MU can change the color of objects small enough that they could be completely enclosed in his hand. Range: 1/2 foot per level or the caster.

**VENTRILLOQUISM:** The MU may make the sound of his voice come from somewhere else. He may also use it to imitate the voices of others. The difference will not be detected if he has heard the voice before. (This function of the spell may be used in conjunction with Magic Mouth, Long Talk, or Disguise.) Range: 6". Duration: 10 minutes per level of the caster.

**LOCATE ANIMALS:** The caster must specify the particular species of animal to be located. He will be informed of the straight line direction to the animal. Range: 6". Duration: 10 minutes per level of the caster.

**TELESCOPIC VISION:** It allows the MU to see things as if they were closer to him. The MU must concentrate on one region. The maximum magnification is twice the level of the caster. (Thus an MU1 could see things twice normal size while an MU5 could see things 10 times normal size.) Duration: 10 melee rounds.



**DISPLACE SELF:** It warps light (and infrared) waves, so that the caster appears to be up to 10 feet away from where he actually is. This will add 10% to defense from melee or missile attacks, and plus 15% versus targeted non-area spells. It provides no defense vs. area spell. Duration: 20 melee rounds.

**RANGE LOSER:** If the single victim fails to save (vs. Mental), he will be unable to accurately gauge distances. He will not be aware of this fact. (Give the victim an additional -20% to missile fire at medium range, -40% at long range. Increase the error on spell targetting by +20% at medium range, and +40% at long range.) Range: 36" Duration: 2D4 melee rounds.

**READ LANGUAGES:** The caster can read one specific language. He can do so as would an ordinary native. Duration: 10 minutes per level of the caster.

**CONFUSE:** A confused creature will not be able to coordinate his actions with anyone else. (In the case of player characters, the players may not consult, and must submit orders in writing.) In addition there is a 1/3 chance each melee round that the creature will not be able to decide what to do that melee round, and thus will do absolutely nothing at all. Those creatures controlled by some outside source, will not be affected. (Of course the outside source will have to make any relevant control check.) Only those of 4 HD or more will get saving throws. Those of 2 HD or less are affected immediately; others get a delay of D6 minus the level of the caster melee rounds. Duration: 12 melee rounds from the time cast. Range: 12". Zone of Effect: one creature.

**MESSAGE:** The caster points at his target who will telepathically receive the message. (The message can not be overheard, and background noise or Silence Spell have no effect.) Range: 12". Duration: 1 melee round. Maximum Effect: a message 10 words long.

**CLEANSE:** It will clean any non-living material or a being. Maximum Effect: 1/2 pound of dirt per level of the caster. Dirt, grime, etc. slough off the target, without damaging delicate items. Range: 1". Duration: 1 melee round. Zone of Effect: 10 cubic feet.

**DETECT NORTH:** It lets the caster know which direction is North. Duration: 1 melee round.

## Level Two Magical Spells

**ANALYZE SPELL:** It will inform the caster of all MU spells that are being prepared, thrown or are currently in effect. It will give the spells' directions, distances, and states. Zone of Effect: sphere 3" radius centered on caster. (Count stone, etc., as 10 times its actual thickness.) Duration: 1 melee round.

**STRENGTH:** Increases the requisite Strength of one individual: a Fighter's strength by 2D4, a Cleric's by D6, a Thieves by D4. If 10 melee rounds are taken to throw the spell there is no saving throw. A person will not be able to receive a second Strength for 24 hours. Duration: 80 minutes. Range: 24".

**WFB:** It creates a barrier of sticky strands which are difficult to sever, but are subject to flame. Hill Giants and similarly large creatures can break through in 2 melee rounds. Lesser creatures take longer, (a human would typically take 5 melee rounds.) A flaming sword would slash through in but a single melee round. Duration: 10 minutes per level of the caster. Zone of effect: a wall 20' wide, 10' high, 1/2' thick. Range: 3".

**MIRROR IMAGE:** The MU creates images of himself, randomly distributed around him, which are indistinguishable from him and appear to do exactly what he does. Any attack (melee, missile, or single target damage spell) upon an image will dispel it, whether the attack would have been successful or not. Duration: 6 + level of the caster melee rounds.

**WEAKNESS:** Similar to the Strength Spell, but opposite in effect.

**SOUND AMPLIFICATION:** Allows the recipient to hear noises normally too faint for him to hear. Add +30% to chance for hearing when listening at doors. Range: 1" when cast. Duration: 6 + level of caster melee rounds.

**FIREBOMB:** It does fire damage of D6 + level of the caster. It has no effect on Fire-Based creatures, and Fire Resistance gives complete protection. Save results are as per FireBall. Zone of Effect: 10' radius sphere. Range: 6".

**PYROTECHNICS:** It requires some form of non-magical fire or flame. The spell extinguishes the fire source, provided it occupies an area of at most 1 square yard. The spell can be used to create either a fireworks like display, or at least 20 cubic feet of smoke. The overall effects depend on the size of the fire used. Duration: 6 melee rounds. Range: 24".

**INFRAVISION:** It allows the caster to see infra-red light rays, (as do Elves and Dwarves). Duration: 1 day.

**WIZARD LOCK:** It holds closed a door, etc., which must be completely closed at the time of casting. A strong anti-magical creature (ex. a Balrog) may shatter it. (Dispel Magic if successful gets rid of the spell. Knock if successful allows the door to be opened. Knock has the same chance of success as does Dispel Magic, i.e. as in a "level vs. level battle".) An MU three levels higher than the caster, or the caster himself, will not be affected by the spell. Duration: 1 day per level of the spell caster. Range: 3".

**WIND BRINGER:** It causes a gentle breeze (8-12 M.P.H.) to come into the immediate area of the caster. Direction of the wind is as the caster desires. This spell is only usable above ground. Zone of Effect: the ship the caster is on at the time of casting or the area within 10' radius of the caster. Duration: 4 hours per level of the caster.

**MINI-FLASH:** May be thrown at one creature. A small bright flash will go off in front of all its eyes. Unless a Saving Throw (vs. Physical) is made, it is blind for 2D4 melee rounds. If its eyes are closed or covered, give plus 20% on the saving throw. (This spell is useless vs. creatures that do not use eyes, such as Undead or bats.) Range: 6".

**SEE INVISIBLE:** It allows the caster to see invisible objects or beings, if he would otherwise see them. It is cast upon oneself. Duration: 1 hour.

**INVISIBILITY:** It makes something not visible, including to those using Infravision. The spell will be broken if the recipient: casts a spell, actively uses a magical device, opens a door, immerses himself in water, engages in melee, or fires a missile. The recipient may always break the spell if he chooses. It has been found that extended periods invisible (about an hour or more) tend to attract various nasty beings, especially Spectres. The longer the period, the greater the danger. Also they seem to be able to hit a victim better than usual when he is invisible. Zone of Effect: One object or being (including objects he is carrying at the time of casting and continues to carry), provided its largest dimension is no more than 1 yard per level of the caster. Range: 24". Maximum Duration: 1 hour per level of the caster.

**MAGIC HAND:** It creates a small humanoid hand that can hold up to 300 lbs. of stress. (So for example, one could cast a rope to it, and then scale the rope.) The hand is unable to grasp a living object. The location of the hand remains fixed, although it can open and close, and rotate around a fixed point. Range: 3". Duration: 10 minutes per level of the caster.

**RANGE FINDER:** The caster may point to one solid object, and he will know the distance to it. Maximum range: 5 miles per level of the caster. Duration: 1 melee round.

LONG TALK: The caster may send a verbal message of up to 25 words in length. A magical mouth will appear and speak the message at the place specified by the caster, who must specify exact distance and direction from his present location. Maximum Range: 1 mile per level of the caster.

LEVITATE SELF: It allows the caster to levitate himself, vertically only. He may lift besides himself, up to 200 G.P. of encumbrance per level of the caster. Maximum Height: 30' per level of the caster. Maximum Speed: 60' upwards per melee round.

LOCATE OBJECT: The caster must have a description of the specific object to be located. He will be informed of the straight line direction to the object. Range: 6" + 1" per level of the caster. Duration: 1 melee round.

KNOCK: It opens a magically held door, without breaking the spell. Against the 1st level spell Wizard Lock, it must win a "level vs. level battle" as per Dispel Magic. It will not open mechanically locked objects, but it will allow non-locked objects to be opened from a distance. Range: 6".

PROTECTION FROM ENCHANTED MONSTERS: Gives the MU + 25% on defense (both versus attacks and on saving throws) against Enchanted Monsters, (Elementals, Golems, Invisible Stalkers, Aerial Servants, Djinn, Efreet, Homunculi, Salamanders, Demons, Angels, and Simulacra.) It will add to other kinds of protection. Duration: 6 + level of caster melee rounds.

WRITE LANGUAGES: It gives the caster the ability to both read and write one specified language. He can do so as would an ordinary native. Duration: 10 minutes per level of the caster.

PHANTASMAL FORCES: It allows the caster to create vivid illusions, which can not directly cause damage to anyone. However, they can be made to move as would real creatures or objects. The difference can not be detected via the ordinary senses of hearing, sight or smell. An illusion can be dispelled by the deliberate touch of flesh, (or by the spell Dispel Magic). The caster must continue to concentrate on the illusions in order to maintain them. There is no saving throw against this spell, although anyone is free to ignore the illusions if they choose. Range: 24". Maximum Duration: 1 hour per level of the caster. (As a rough guideline, an MU can control at most 1/2 his level separate illusions of creatures 1/2 his level.)

ESP: It allows the caster to know what another being is currently consciously thinking. The victim gets a saving throw (vs. Mental). If he has succeeded in saving, then he will know some spell has been thrown at him. It may be targeted on a single visible individual, or it can be thrown at an area of 1" by 1". In the former case the saving throw is at 20% worse for the victim. In the latter case, a single victim is chosen at random from among any possible victims. Range: 6" (count stone, etc. as ten times its actual thickness). Duration: 12 melee rounds.

AIR BLAST: It produces a damaging blast of air, which does D4 + level of the caster, hit points of damage. It does not effect non-corporeal creatures or air-based creatures. It has half effect on creatures currently flying. Area of effect: a cone emanating from the caster, as per a Fear Spell (a cone 60 feet long, with a base 30 feet in diameter). Save results as per Fire Ball.

LOCATE PLANTS: The caster must specify the particular species of plant to be located. He will be informed of the straight line direction to the object. Range: 6" + 1" per level of the caster. Duration: 1 melee round.

FOG WEAVE: It creates a patch of dense opaque fog, which can be blown away. This spell is only usable above ground. Range: 6". Duration: 10 minutes per level of the caster. Zone of Effect: a cube ten yards on a side.

MAGIC MOUTH: The spell is cast on an object. At a later time the object will deliver the specified message once. A mouth will appear on the object or the spell will use the mouth of the object if it has one, and it will speak the message in the caster's voice. The message may be up to 25 words long. The conditions under which the magic mouth will speak must be of a form that the caster could himself determine by non-magical means if he were present. Duration: 1 day per level of the caster. Range: 1".

### Level Three Magical Spells

**PROTECTION NORMAL MISSILE:** The recipient becomes impervious to non-magical missiles which have not been projected from magical weapons. It will not protect against missiles fired by beings of 1/2 the level of the caster or greater. (So if the caster is 5th level, a missile from a 3rd level will not be affected by the spell.) Duration: 12 melee rounds. Range: 3".

**DISPEL MAGIC:** It gets rid of enchantments of a non-clerical nature, An MU is always successful against enchantments that he cast himself. Otherwise, the chance of success is as per a "level vs. level battle". Let L be the level of the person who threw the enchantment to be dispelled, and let I be level of the caster of the Dispel Magic. The chance for success is  $1/(L + I)$ . If the MU fails to dispel a continuing enchantment, he does not get a second chance on it. Range: 12"/ Zone of Effect: a sphere of radius up to 2 feet per level of the caster. (The caster may choose to decrease the radius.)

**MONSTER SUMMONING I:** Any listing on the Mabler Wandering Monster Tables #1 or #2, may be chosen by the caster. A single being will appear next to the caster after one melee round delay. (You cast the spell in round #1, and the creature will have the equivalent of the 2nd level spell Suggestion cast upon it to serve the caster. The creature is real, and has been transported here from elsewhere in the world. It will return to from whence it came, along with everything it brought with it. Duration: 6 melee rounds.

**SECOND SIGHT:** Allows the caster to see perfectly normally without the use of his eyes, or the need for any light. Duration: 6 + level of caster melee rounds.

**DISGUISE:** The caster may change the recipient's appearance so that he looks like someone else. (The being being imitated must be a member of a humanoid species of similar size.) There is no saving throw against being fooled. In order to fool a member of the species concerned that the recipient is a particular member of that species, the caster must be a member of that species himself, and the caster must have had a chance to carefully study the model. (This spell only affects visual details; ventriloquism may be used to imitate voices). Duration: 6 hours per level of the caster. Range: 1".

**FIREBALL:** A successful physical save results in no damage. It creates a sphere of magical fire, 20 feet in radius. All within must save or take damage, but the amount of the damage differs depending on how far you are from the blast center. If the FireBall was thrown by an Nth level Magic User, then you take N 6-sided dice of damage within 2 feet of the center. Outside of this area, but within 20 feet you take only one third of this. Range: 24". The volume is about twelve 10' x 10' squares.



**HEAT OBJECT:** It takes 10 melee rounds to cast, heating one solid object to about 200 degrees fahrenheit. The maximum weight is 500 G.P. per level of the caster. Duration: 12 hours. Range 24".

**SLOW:** It slows the movement along the ground of affected creatures by a factor of two. (It will affect magical movement due to Boots of Speed, Speed potion or Haste Spell. The victim then moves only at normal speed.) It affects up to 24 creatures. Normal saving throws (vs. Physical) apply. (The spell does not give disadvantages in combat per se, it merely affect the rate of travel.) Zone of Effect: sphere of radius 30 feet. Range 24". Duration 1/2 hour.

**SNOWBALL:** Save results are as per FireBall. It is similar to a FireBall, except that it gives cold damage rather than fire damage. Also the damage is four sided dice, throughout the 20' radius sphere, for a Snowball cast by an Nth level Magic User. Range: 24". Volume: about twelve 10' by 10' squares.

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

**LIGHTNING BOLT:** Save results are as per FireBall. It does N 6-sided dice of electrical damage, if cast by an Nth level MU. Zone of Effect: 60 feet long. Range 24".

**WATER-BREATHING:** It allows the recipient to breathe under water. Duration: 1 hour. Range 3".

**HASTE:** As per Slow, except that it increases movement by a factor of 2 rather than decreasing it.

**SUGGESTION:** If the single target fails to save (vs. Mental), then the caster may make one suggestion to him. If the caster has a high Charisma the victim has less of a chance to save. (For 18 Charisma it's -15%, for 17 it's -10% for 16 it's -5%) The suggestion must be short and simple. It is made telepathically the melee round after the spell is cast. The victim will then follow the suggestion, provided it is something that he might very well have chosen to do himself. The key is that it must be a viable option that the victim might have chosen of his own free will. A victim who fails to save will have no memory of the spell having been cast on him or that his actions were affected. Range 24".



**FLY SELF:** It allows the caster to fly through the air. Maximum speed is 12". The caster can carry besides his own weight, 500 G.P. of encumbrance. The rise or fall by at most one foot is allowed.) Duration: 6 + level of caster melee rounds. This spell may be cast simultaneously with Levitate for the sum of the spell points, without taking any additional time.

**EXPLOSIVE RUNES:** The caster places them on either a scroll or book, in order to protect them from being read by other than a specified list of people. (The maximum number of people on this list is the level of the caster.) If the reader is not one of the persons named when the spell was cast, then the runes will explode. This destroys the book or scroll and gives the reader the level of the caster's D6's in damage (no saving throw). The Runes may be detected by an MU of at least the caster's level; the chance for successful detection is given by a "level vs. level battle" Range: 1". Duration: 1 day per level of the caster. Zone of Effect: 1 book or scroll.

**CLAIRVOYANCE:** It allows the caster to see what another being is currently seeing. The victim gets a Saving throw (vs. Mental). If he has succeeded in saving, then he will know some spell was thrown on him. It may be targeted on a single visible individual, or it can be thrown at an area of 1 by 1. In the former case the saving throw is at 20% worse for the victim. In the latter case a single victim is chosen at random, from among any possible victims. Range: 6 (count scene, etc. as ten times its actual thickness.) Duration: 12 melee rounds. It may be cast simultaneously with ESP and/or Clairaudience for the sum of the spell point cost, without taking any additional time.

**CLAIRAUDIENCE:** Similar to Clairvoyance, but instead the caster hears what the victim is hearing.

**MAGE WIND:** It causes a strong breeze (25-30 MPH) to come into the immediate area of the caster. Direction of the wind is as the caster desires. This spell is usable only above ground. Zone of Effect: the ship the caster is on at the time of casting or the area within 36" of the caster. Duration: 4 hours per level of the caster.

**INVISIBILITY 10' RADIUS:** It is similar to the second level spell Invisibility. However, it affects all objects and beings within 10' of the caster at the time he cast it, as well as the caster. The whole spell is broken if the caster does anything that would normally turn him visible (as per Invisibility spell). The spell ends if the caster dies. Even if the spell remains up, others become visible if they do something that would normally turn them visible, or if they are no longer within 10' of the caster. (Once you move outside of the 10' radius moving back inside does not help.) Maximum Duration: 1 hour per level of the caster.

**VELOCITY FINDER:** The caster may point to one solid object, and he will know its speed and direction of movement relative to himself, as well as its distance from himself. Maximum Range: 5 miles per level of the caster. Duration: 1 melee round.

**ROPE TRICK:** The spell enables the caster to throw a rope (of length six feet to twenty four feet) in the air and have it stand upright. Any who climb the rope to the top will vanish into a tiny "pocket universe". This pocket universe is only big enough to comfortably hold four people. It has breathable air but no natural light. The rope may be pulled up into the pocket universe. When the spell ends anything in the pocket universe finds itself back in the normal plane at the appropriate height above ground. Duration: 1 hour per level of the caster.



### Level Four Magical Spells

**EXTENSION:** It increases by fifty percent the duration of one spell thrown by the caster. It may be thrown at the same time as the spell to be extended for the sum of the spell point costs and without requiring extra time. It may also be cast any time during the duration of the spell in question. In that case the caster has to be within the usual range of the spell to be extended.

**POLYMORPH SELF:** It allows the caster to take the shape of anything he desires. He retains his present mass, and thus his new size is about the same. He must specify the shape at the time of casting. He will not thereby gain the combat capabilities of the shape, but he will gain movement capabilities. (For example, he would be able to fly like a Dragon, but not get a breath weapon.) He may choose to incorporate anything on him at the time of casting into the shape. (This would allow him to take along his clothes and equipment.) He will retain his ability to cast spells, provided that the form can make the proper sounds and hand motions. He will Detect as Magic, and a Dispel Magic will have the usual chance of returning him to his original form. The caster may end the spell at will. Duration: 1/2 hour per level of caster.

**MASSMORPH:** It may only be thrown outdoors, concealing up to 100 persons (i.e. two-legged, generally mammalian living beings, less than or equal to man-size). They will appear as a woods or orchard. The concealed figures may be moved through without being detected as anything other than trees, and it will not affect the spell. (Although a Detect Magic will work.) It requires the caster to concentrate in order to maintain the spell. Anyone taking any action that would break the 2nd level spell Invisibility will no longer be concealed by this spell. The persons to be concealed must remain within 12" of the caster. Maximum Duration of the Spell: 1 hour per level of the caster.

**HALLUCINATORY TERRAIN:** It may be cast only outdoors, creating an illusion which affects a large area. Terrain features can either be hidden or created. When any intelligent creature contacts the area affected, the spell will be broken, unless he is specifically trying not to do so. Totally unintelligent creatures (Say those below the intelligence of a horse) will be totally unaffected by the spell. Area of Effect: up to 100 square inches per level of the caster over sixth. Range: 24". Maximum Duration: 1/2 day per level of the caster.

**MONSTER SUMMONING II:** As the third level spell, except that it involves entries on Mahler Wandering Monster Tables #3 and #4.

**SIZE CHANGE SELF:** The caster may while the spell lasts, freely vary his size anywhere from ten times his normal size to one-tenth his normal size. Everything that he is carrying or wearing changes size with him. There is no corresponding change in his strength, but there is in his mass. When the spell ends he returns to his original size. Duration: six plus level of the caster melee rounds.

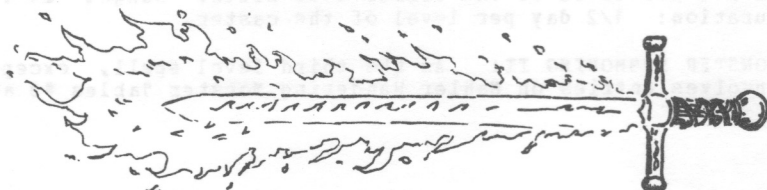
**LEVITATE 10' RADIUS:** As the second level spell, except that it affects all within 10' of the caster as with Invisibility 10' Radius. One must save vs. Physical to stay on ground.

**IMPLOSION:** The caster may attempt to crush one victim. It gives the level of the caster D4's of damage. A save results in half damage. (It will not work against non-corporeal beings such as Spectres or on other beings without solid bodies such as Giant Slugs, Water Elementals, Ochre Jellies, etc.) Range: 12".

**WALL OF FIRE:** It creates a wall of magical fire, although Fire Resistance provides complete protection. The shape of the wall is either a hemisphere of 20' radius or a plane up to 60' long and 20' high. The wall is opaque, which will make it very difficult for missile fire or non-area spell to be targeted through it. It remains where it is cast for the duration, unless dispelled. Creatures under 4 hit dice must save (vs. Physical) in order to pass through the wall. It gives damage to all those who pass through it and are not fire-using or fire-dwelling. Undead and cold-based creatures take 2D6, others take D6 (no saving throw). The wall prevents the passage of cold based magic. Duration: six plus level of caster melee rounds. Range: 6".

**BLINDING FLASH:** The caster may create a flash of light. Those within six inches of him, and in the line of sight of him, must save (vs. Physical), or be blinded for 2D6 melee rounds. (The user is not immune.) Those facing away or with their eyes closed, get plus 20% on their saving throws.

**FLAME WEAPON:** Allows the caster to flame any single edged non-magical weapon. Bonus in combat is as per the sword of that name (plus 5% on hit probability, plus 10% on hit probability and plus 2 to damage versus Trolls, plus 15% on hit probability and plus 2 to damage versus Undead and Ents.) Duration: 1 hour. Range: 1".



**WALL OF ICE:** It creates a wall of magical ice, although Cold Resistance provides complete protection. The sphere of the wall is either a hemisphere of 20 foot radius, or a plane of up to 60 feet long, and 20 feet high. The wall is opaque and 6" thick, which will make it very difficult for missile fire or non-area spells to be targeted through it. Unlike the Wall of Flames, once a hole is made in this wall it remains there to allow others to pass through for no damage, or to throw spells or missiles through. The wall remains where it is cast for the duration, unless dispelled. Creatures under 4 hit dice must save vs. Physical in order to pass through the wall. It gives damage to all who pass through it, and are not cold-using or Undead. Fire-based creatures take 2D6 damage, all others take 1d6 damage, (no saving throw). The wall prevents the passage of fire-based magic (ex. Fire Ball, certain Dragon's breath, etc.) Duration: 6 + level of caster melee rounds. Range: 6". Where a Wall of Ice and a Wall of Fire overlap, they will cancel each other out.

**ICE STORM:** It creates a storm of large hailstones. It does 3D6 plus level of the caster hit points of damage to those within. There is no saving throw and Cold Resistance does not help (since the damage is from impact.) It does not affect completely non-corporeal beings, (ex. Spectres). Those who get their shields overhead take half damage. Those prone take double damage. A Fire Ball would melt the hailstones where the two spells overlap, resulting in no damage from the hailstones. Zone of Effect: a cube 30 feet on a side. Range: 24". Duration: 1 melee round.

**GROWTH PLANTS:** It may only be thrown outdoors. It causes normal brush or woods to become thickly overgrown (this takes only one melee round to happen), making the area virtually impassable. It may also be used to aid the growth of crops. In that mode the plants will grow twice their ordinary rate during the duration of the spell. Zone of Effect: up to 50 feet by 50 feet. Duration: 1 day per level of the caster or until dispelled.

**WIZARD EYE:** It produces, initially at the location of the caster, a remotely controlled visual sensor in the form of an eye. The eye is invisible (and detects under see invisible.) It is about the size of an average eyeball, and may not pass through solid objects. The eye moves at up to 36". Range: 100'. Duration: 6 + level of the caster melee rounds.

**WALL OF ELECTRICITY:** It creates a wall of magical electricity, although Lightning Resistance provides complete protection. The shape of the wall is either a hemisphere of radius 20 feet, or a plane up to 60' long, and 20' high. The wall is completely transparent. Thus it will not be visible, but those who stand very near it or approach it very cautiously will feel something (ex. the hair on the back or their hand stands up.) It remains where it is cast for the duration, unless dispelled. Creatures under 4 HD must save vs. Physical in order to pass through the wall. It gives damage to all those who pass through the it and are not electricity-using or electricity based (ex. Will O'Wisp, Electric Eel, Blue Dragon, etc.) Creatures who are standing in water or are otherwise well grounded take 2D6, others take D6 (no saving throw). Duration: 6 + level of the caster melee rounds. Range 6.

**DIAMENSION DOOR:** It allows the caster to create a pair of connected doors 6' wide and 8' tall. Creatures or objects may pass through one door and come out the other. They may only go in one of the doors, which is specified by the caster at the time of casting. Once part of the creature or object is through the rest will be drawn through as well. The door will appear opaque. (If you end up inside solid stone tough luck.) One of the doors must be within 1 of the caster at the time of castin. (For example, he might call 50' in front of me, 30' to my left, and 10' up.) Duration: 6 + level of the caster melee rounds.

**MAGIC BRIDGE:** It allows the caster to produce a temporary bridge, similar to a fine netting, and thus may also be climbed. It may not be detached by ordinary means, but Dispel Magic has its usual chance of working. The near end of the bridge must be within 10 feet of the caster when cast. The maximum length of the bridge is 10 feet per level of the caster. The maximum width of the bridge is 1 foot per level of the caster. The bridge may support 2000 GP of encumbrance per level of the caster. Duration: 10 minutes per level of the caster.

**LOCATE PERSON:** At the time of casting the MU names one specific person (i.e. two-legged generally mammalian creature, near to or less than man-sized) During the duration of the spell, the MU knows the direction to that person provided he is in range. Range: one mile per level of caster. Duration: 1/2 hour per level of caster.

**MAGICAL TRAP:** It may be set with one spell from the caster. The chooser spell and the Magical Trap Spell are cast simultaneously, for the sum of the spell points, taking 10 melee rounds. The spell must be one the caster can normally throw. The caster must state the conditions under which the trap is to be sprung, but they must be such that the caster could determine them by ordinary means if he were there. Maximum trigger range: 1. Duration: 6 hours per level of the caster. Range: 1.

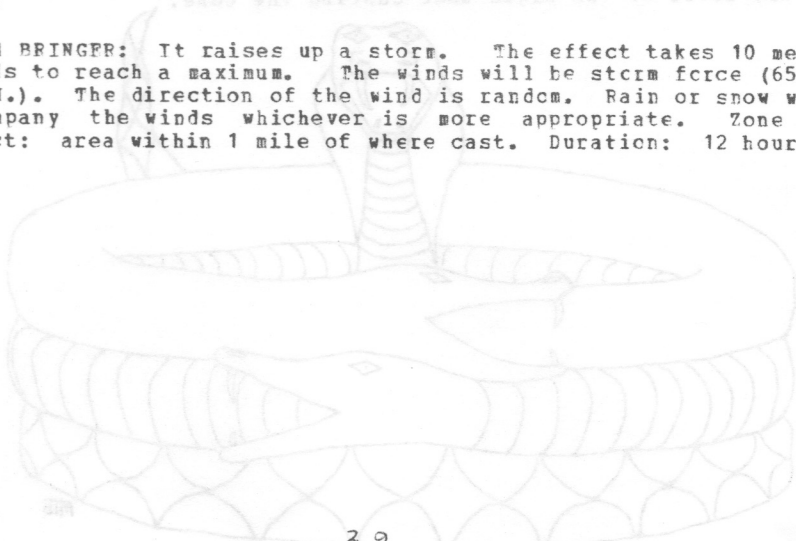


**FEAR:** All those failing to save (vs. Mental) will attempt to flee or to get as far away as possible from the caster. They are afraid until they make a successful saving throw. They get additional chances to save at intervals of 60 minutes divided by their level. Victims will use magical means of fleeing (ex. teleport) if they are available and preferable. There is a 60% chance minus 10% per level of the victim, that a victim will drop whatever is in his hand when hit by the Fear. (This will not apply to items that can speed one from the scene. Also it will not apply to Magical Items that may not normally be dropped such as cursed items or intelligent weapons that make their rolls against being dropped.) A creature controlled by an outside source (ex. a magical sword) is immune. Also Paladins and Anti-Paladins are completely immune to this spell. They have a chance of rallying their forces or party. Zone of Effect: a cone emanating from the caster, 60 feet long, with a base of thirty 30' in diameter.

**TELEPATHY:** It allows full two way communication. A saving throw (vs. Mental) applies unless the victim wishes to communicate. The caster may attempt to influence the actions of the person who he is communicating with. If he fails to save (vs. Mental) he will act on the suggestion with either +2 to negotiation dice (2D6) or +2 to caster's Charisma (whichever is more appropriate to the situation). Range: 9 (count stone, etc. as 10 times its actual thickness.) Duration: 6 + level of the caster melee rounds.

**TRACE FINDING:** It is useful for finding the source of an Invisible Stalker, Aerial Servant, Elemental, or other summoned creature. It is thrown on the creature in question. There is no saving throw. During the duration of the spell, the caster gets the direction to the person who summoned the creature. Duration: 1/2 day per level of the caster. Range: 24 to the creature when cast.

**STORM BRINGER:** It raises up a storm. The effect takes 10 melee rounds to reach a maximum. The winds will be storm force (65-75 M.P.H.). The direction of the wind is random. Rain or snow will accompany the winds whichever is more appropriate. Zone of Effect: area within 1 mile of where cast. Duration: 12 hours.



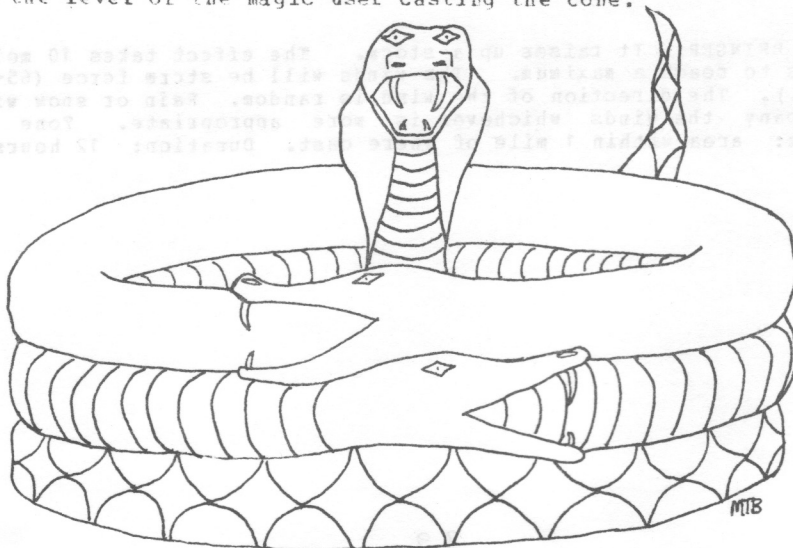


**CONTROL SELF:** It may only be thrown on oneself. It gives the caster immunity to being Immobilized, Feared, or Confused. Also it will provide help versus crushing damage (including constriction, hugging, and the Crushing Hands spell); the caster takes half the damage that he otherwise would. Finally the caster can get his body to do amazing feats, such as hold his breath for extended periods of time, stop his heartbeat, hold objects with an iron grip, seal his ears, etc. (He can't perform actions physically impossible for his body.) His body needs a recovery period. It will not respond if the spell is thrown again within 1 day. Duration: 6 + level of the caster melee rounds.

**TEMPORARY BAG OF HOLDING:** If cast on an ordinary sack, it will act as a Bag of Holding for the duration of the spell. (A Bag of Holding will hold 10,000 G.P. as if they were only 300. Objects of up to 10' by 5' by 3' may be stuffed into the bag, but they seem as if they weigh only 300 G.P. encumbrance.) Anything inside the bag when the spell wears off, is lost. One may not put one Bag of Holding inside another. Range: in contact when cast. Duration: 3 hours per level of the caster.

**PROTECTION LOCATE OBJECT:** It provides an object complete protection against being located by the 2nd level spell, or similar magical means. The spell can be thrown directly upon a non-magical object. A magical item may be protected by casting the spell on a container, which will now protect that specific item when it is inside. This spell takes 10 melee rounds to cast. Duration: 12 hours per level of the caster. Range: in contact.

**COLD CONE:** 60' by 30' base Cone of Cold emanates from the caster's fingertips doing N six sided dice of magical cold damage to all within the cone who fail to save (vs. Physical), where N is the level of the magic user casting the cone.



### Level Five Magical Spells

**PROTECTION NORMAL WEAPONS:** As the 3rd level spell, Protection Normal Missiles, except that it provides protection from melee (including bites, claws, etc., insufficient level beings), as well as missile fire.

**WALL OF IRON:** It creates an iron wall three inches thick. The maximum area is 500 square feet. The wall remains until battered down, dispelled, or duration ends. Duration: 6 hours per level of caster. Range 6".

**ANIMATE DEAD:** It creates low level Undead (the overwhelming majority of them have been created in this way.) It requires a dead body. Those in better shape will become Zombies, the others Skeletons. It does not give the caster any control over the actions of the resulting Undead. Zone of Effect: the body of one person. Range: 6. Duration: until dispelled, or the Undead is destroyed. (A successful Dispel Magic versus the spell reverts the Undead back to a dead body which has decayed the appropriate amount for the time that has passed.

**HOLD MONSTER:** As 3rd level Clerical Spell Hold Person but it applies to monsters as well as people.

**MAGIC JAR:** It allows the caster to house his life in an inanimate, non-magical object, the so-called Magic Jar. The object must be within 3 of his body at the time of casting. His body will then be lifeless, until or unless the caster returns. However, his body will be preserved against ordinary decay as long as the Magic Jar Spell lasts. The object must weigh at least 10 G.P. The caster may then try to possess the body of any living creature that passes within 12 of the Jar. Each such possession attempt uses the same spell point cost as the casting of the Magic Jar Spell would. The victim gets a saving throw (vs. Mental). If the victim fails, then the caster will have complete control over the body of the victim, and complete access to the memories of the victim. The victim will know what is happening, although he will be helpless at the time to take counteraction. The caster may not use any spell casting abilities of the possessed body. However, he may use his own spell casting abilities if the body has hands and can make the proper motions and sounds. If the possessed body is destroyed the caster will return to the Jar provided he is within his level in miles of it. Otherwise it is as if he suffered a normal death. While within his level in miles he may return to the Jar at will. He may return from the Jar to his body at will, thus ending the spell, provided it is within 3 of the Jar. From the Jar he may attempt new possessions. If the Magic Jar is destroyed the caster is totally annihilated (whether he is in the Jar or in a possessed body). If his body is destroyed while he is in the Jar or a possessed body, he may obviously not return to his body. Duration: until dispelled, the Jar is destroyed, or the caster returns to his body.

**CLOUDKILL:** It may only be cast outdoors, creating a moving poisonous cloud of vapor. Its movement is 6 in the direction of the wind, or directly away from the caster if there is no wind. Unfortunately, due to the vapors ability to seep through the skin, holding one's breath is no defense, although getting under water will work. Damage is as for a dose of standard poison. (If an initial saving throw is failed, an initial 16 of damage is taken, and this is followed by 1 hit point per melee round, until a saving throw is made. Larger than man-sized creatures get a chance to save every 10 melee rounds, others every 20.) The cloud is heavier than air, and thus it will follow the contours of the ground. It will be dispelled by unusually strong winds or by trees. Duration: 6 + level of the caster melee rounds. Effect: 10 feet high, and 30 feet in diameter.

**TELEKINESIS:** It allows the caster to move objects at a distance by use of mental force. Maximum encumbrance is 200 G.P. per level of the caster. Duration: 6 + level of the caster melee rounds. Range: 12.

**TRANSMUTATION:** It works only upon generally horizontal and flat surfaces. It allows the caster to temporarily turn water into stone, stone into either water or mud, and mud into either water or stone. Duration: 10 minutes per level of the caster. Zone of Effect: up to a cube 60 feet on a side. Range 12. (Mud usually decreases movement to 10% of normal.)

**WALL OF STONE:** It creates a stone wall two feet thick. The maximum area is 1000 square feet. It may be battered down as one would a normal stone wall. Otherwise it will last until dispelled or the duration ends. Duration: 1 day per level of the caster. Range: 6.

**MINI-MAZE:** It puts the single victim in an extra-dimensional maze. Normal saving throw (vs. Physical) is granted. The normal time to escape from the maze is 2D4 melee rounds, but it is modified by the intelligence. One melee round is subtracted for every point of intelligence over 12, while one is added for every point of intelligence under 9. The victim will reappear a distance removed from where he left. The direction is random. The distance is 2D10 feet. While in the maze no spells will work or may be prepared. However magical devices will generally work. A person in the maze may go slower than normal in an attempt to extend his stay in the maze. Range: 24. Maximum Duration: 20 melee rounds.

**FLY OTHERS:** As the 3rd level spell, except it may be thrown on others as well as oneself. The recipient has the freedom to use the ability or not as he sees fit. Range: 1 at the time of casting.

**CONJURE ELEMENTAL:** It allows the caster to conjure a 16 H.P. elemental. There are four kinds of Elemental: Fire, Earth, Water and Air. (In order to call forth an elemental creature a considerable quantity of the corresponding element. The caster must be within 1" of the element. The elemental springs forth from the element.) An MU may not call forth more than one elemental of the same type during any 24 hour period. Also at no time may an elemental occupy a point where within the last 24 hours another elemental of the same type was within 400 feet. (In such cases the elemental will return to from whence it came.) The MU must maintain undivided attention on the elemental in order to maintain control of it. Control may not be re-established. If control is broken the elemental will move directly for the one who summoned it, and attack. (Any who try to bar its path are also attacked.) An uncontrolled elemental will go back to from whence it came after a period of time 10 times that during which it was controlled. A controlled elemental will return to from whence it came at the command of the one who summoned it. Range of Control: 24".

**MONSTER SUMMONING III:** As the 3rd level spell, except that it involves entries on Mahler Wandering Monster Tables numbers 5 and 6.

**EXTINGUISH ORDINARY FIRES:** It extinguishes all non-magical fires in a large area. The caster may control the shape of the area of effect, but it must be bounded by a simple convex closed curve (ex. square, circle, hexagon, etc.) Maximum Area: 16 square inches per level of the caster. Range: 36". Duration: 1 melee round.

**IMMOLATE:** The caster may cause his body to burst into flames, causing all who come into contact with his body to take damage (double damage for cold-based creatures). The amount of damage is one D6 per every three levels of the caster (So an 11th level magic user would give 3D6 but an MU12 would give 4D6. There is no saving throw, although Fire Resistance helps. Duration: 1 hour.

**SMALL PATTERNING:** It allows the sealing or binding of non-magical objects that were once whole. They will hold up under great strain. The break to be fixed must not exceed 2'. It takes 10 melee rounds to cast this spell. Duration: until dispelled. Range: 1".

**STORM CALM:** It reduces the strength of a storm by 50%. (Wind speeds are reduced to about 70%, the amount of rain or snow is cut in half, lightning and thunder are cut to about 25%) Zone of Effect: within 1 mile of the caster, moving with him. Duration: 12 hours.

GROWTH ANIMALS: It causes up to 6 ordinary animals (ex. cats, dogs, wolves, horses, lions, etc.) to grow up to four times their normal size. They will have their combat abilities (damage, H.D.) increased by a factor of two. Willing victims get no saving throw. It does not give the caster any control. Zone of Effect: a cone 60 feet long with a base 30 feet in diameter (i.e. as per Fear Spell). Duration: 12 melee rounds.

POLYMORPH OTHERS: This spell lasts until dispelled by the caster or Dispel Magic. It can make another creature into any other giving it all the physical abilities of the new creature but not magical attacks or abilities. There is a saving throw (vs. Physical) if the subject is unwilling. Spell Survival applies. Range: 6".

TELEPORT: It allows practically instantaneous transportation without regard to distance. The caster may teleport himself and take along one other, provided that he has his consent, and has his free arm around him. However, the MU may only Teleport with him beyond his own weight at most 200 G.P. per level. (Thus to take along another person he would usually have to be at least 10th level.) Without having been to the destination there is 75% chance of death, the MU just never shows up there. If the MU has been there, but it is not one of his memorized locations, then he has a 10% chance of coming in too high, and a 10% chance for coming in too low, in both cases by 10110 feet. When teleporting to a memorized location there is no chance for error. The number of different locations that an MU can memorize is his Intelligence divided by 3. (He can drop old locations when he wants.) It takes 12 hours of study at a location to properly memorize it. Coming inside solid matter results in death through explosion, destroying all traces of bodies and items carried. However, there is another danger besides just coming in high or low. Often creatures will be met while Teleporting. The chance of meeting a creature in percent is about  $1 + \log_{10}$  of the miles teleported. (So a 10 mile trip would have a 2 percent chance, while a 10,000 mile chance would involve a 5% chance. Sometimes the creatures are hostile humans, Spectres, Demons, etc. Reports are sketchy.)

PHASE-IN: This spell is useful against beings in another plane (ex. Normal, Ethereal, Astral, etc.) It will temporarily bring one such being into the plane occupied by the caster. There is no saving throw versus this spell. Thus for example, it would enable one to attack a Phase Spider. (It will make NonCorporeal Undead and Shadows solid, and subject to attack by ordinary weapons.) Duration: 6+ level of the caster melee rounds. Range: 1".

**PASS WALL:** It opens a hole in non-magical, solid wood, stone or earth. (It will not work through metal.) The hole is 6 feet wide, and 8 feet high. Range: 3". Duration: 6 melee rounds. (The hole starts to close from the center first, so there is a chance to jump out either side.) Length is 10' plus 5' per level of the caster over 9th.

**CONTACT HIGHER PLANE:** Spell Points used to cast this spell, are expended for one week. It allows the MU to seek advice and knowledge from creatures inhabiting higher planes of existence. One question will be answered, only yes or no. The creatures do not like to admit that they do not know the answer to a question, so in that case they will answer at random (although it is assumed that a given MU contacts the same creature every time he uses the spell, so that he will be consistent with himself, if not necessarily correct.) The base chance of knowing the answer to a specific question is 90%, but this should be modified downwards for difficulty or obscurity.

**FEEBLE MIND:** It will only have an effect against MUs or wielders of MU spells. Saving throws are worse than normal by 20%. If the single victim fails to save (vs. Mental), he will have an Intelligence of 3. (Thus his allotment of Spell Points and the list of spells that he knows well enough to cast would be affected.) The effect lasts until Dispelled or Cure Feeblemind is thrown on the victim. Range: 24'.

**TRACE TELEPORT:** It is used to find the destination (or origin) of a teleport, dimension door, etc. It is thrown at the point of departure (or arrival). It must be thrown within the level of the caster's melee rounds of the time of departure (or arrival). Then during the duration of the spell, the caster gets the direction from him to the destination (or origin). Duration: 1/2 day per level of the caster. Range to the point of departure (or arrival) at the time of casting: 12".

**STONE WALKING:** It allows the recipient to slowly move through solid stone or earth, but not metal. Movement is at a rate of up to level of the caster feet per hour. The stone will "melt" in front of the recipient, and reform immediately behind him. He will be able to breathe while he is in the stone. Range: 1" when cast. Duration: 1/2 hour per level of the caster.



### Level Six Magical Spells

**CONCENTRATE:** Caster is immune from distraction due to damage and from mental attack as with 4th level Control Self. Duration: 6 + level of caster melee rounds.

**REINCARNATION:** Places the soul of target in a body of the same race, one level lower than at death. Roll for 4 physical requisite.

**ANTI-MAGICAL SHELL:** Creates a 10' radius sphere centered on caster within which no magical spells or items may function. Magical abilities may not be used within this area. Duration: 12 turns.

**DEATH SPELL:** 4D8 creatures of less than 7 hit dice within the area of effect (6" by 6" by 6") will die. Begin with lowest levels first, rolling among equals. 4th levels count as 2 creatures, 5th levels as 4, 6th levels as 8, no saving throw.

**GEAS:** The victim must perform a task set out by the caster, otherwise his strength will ebb at one point per day until death at 0. Mental saving throw. Range: 3". Duration: until completed.

**REPULSION:** Sphere as Anti-Magic Shell which causes all objects or persons within it which attempt to move towards the caster to move in the opposite direction. Duration: as Anti Magic Shell, 12 turns.

**INVISIBLE STALKER:** The caster summons a stalker and can command it to perform a task which it will try to do no matter what the difficulty.

**CONTROL WEATHER:** The caster can do any of the following; start rain, stop rain, cold wave, heat wave, start tornado, stop tornado, deep clouds, clear sky.

**COOPERATION:** It allows the caster and another MU, specified at the time of casting, to "cooperate" on the throwing of a spell. On a spell where the effect (not duration) is dependent on the level of the caster, their levels (for spell throwing purposes in the case of Non-Magic Users able to throw MU spells) will be added. It is only necessary for one of the pair to actually throw the spell in question, and only he must know the spell. The pair must remain within 3" of one another or the Cooperation Spell is broken. In order to cooperate on a spell, the MU not throwing the spell must concentrate on adding his level to the spell while the other is throwing it; none of his spell points are used. The cooperation spell is only good for cooperation on one spell casting. Duration: 30 minutes. Range 3".



**PROJECTED IMAGE:** The caster may create an image of himself from which all his spells etc. seem to emanate thereafter. Range: 24". Duration: 1 hour.

**DELAY:** Cast with another spell for the combined spell point cost, this spell can delay the effect of the other spell for up to caster level melee rounds.

**SHIELD OF PROTECTION:** Creates a large magical shield which will protect the caster from one attacker. Any damage from physical attacks including missiles is done to the shield which fails at the end of the round in which the total of hits it has absorbed is greater than the hit points of the caster. The shield may be shifted to a different attacker each round. Lasts until brought down.

**MONSTER SUMMONING IV:** As the lower level spells, except that it uses Mahler Monster Summoning Tables numbers 7 and 8.

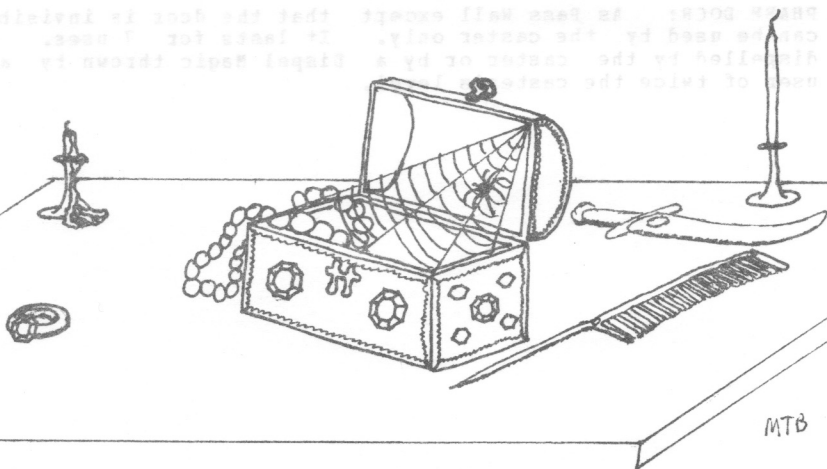
**DISINTEGRATE:** Causes any object or individual to disintegrate, creatures get saving throw (vs. Physical. Magical objects are not affected. Range: 6".

**MOVE EARTH:** Usable only outdoors the spell can move a hill or ridge 6" per turn for up to 6 turns. The spell takes one turn to cast. Range: 24".

**STONE TO FLESH:** May be cast on one individual, the spell is reversible. Its effect is permanent unless reversed by the spell. Range: 12".

**LEGEND LORE:** Some knowledge of a legendary item can be gained.

**PART/LOWER WATER:** Will part 10' deep water for up to six turns or lower rivers, etc. by 50% for up to ten turns. Range: 12".



MTB

### Level Seven Magical Spells

**POWER WORD BLIND:** Affects all creatures up to 35 H.P. No saving throw, those with 36-70 H.P. get Mental Saving Thrcw. Those with 71 H.P. are not affected. 30' radius from caster is area of effect. Blindness lasts 2D6 melee rounds. Power Words require one round to throw.

**REVERSE GRAVITY:** Gravity within a 3" cube is reversed. Duration: 1 melee round. Range: 9".

**MONSTER SUMMONING V:** As the other spells except it uses Mahler Wandering Monster Tables numbers 9 and 10.

**CONE OF WEAKNESS:** Area of effect as Fear Cone (60 foot long with a 30' base). All within the cone are affected by Weakness spell, with saving throw (vs. Physical) applicable.

**GRAND PATTERNING:** As Small Patterning but it may affect magical material.

**MASS INVISIBILITY:** Affects up to 200 men and horses or fewer larger objects. Range: 24". Lasts until broken, see lower level Invisibility.

**VIEW PAST:** Allows the caster to see all he would have seen from his current location up to caster level number of days ago. Duration: 6 hours.

**TRUE SIGHT:** All things appear as their true selves to the caster, including invisible, disguised, shape changes, illusions etc. Duration: 1 hour.

**DAMP TELEPORT:** No Teleport departing from within a sphere of 12" radius centered on the caster will work. Duration: 1 hour.

**PHASE DOOR:** As Pass Wall except that the door is invisible and can be used by the caster only. It lasts for 7 uses. May be dispelled by the caster or by a Dispel Magic thrown by a magic user of twice the caster's level.

## Level Eight Magical Spells

**POWER WORD STUN:** Area of Effect as Power Word Blind. Effect lasts 2D6 minutes. It affects creatures up to 40 hit points with no saving throw, those with 41-80 hit points get a mental saving throw. Those with 81 or more hit points suffer no effect.

**PERMANENT:** Spells of limited duration can be made permanent by this spell. Only one mental and one physical spell can be made permanent on any given individual.

**POLYMORPH ANY OBJECT:** Anything can be changed to anything else. The effect will be permanent if the two things are fairly similar. The greater the difference between the objects the less time the spell will last. Range: 24".

**MONSTER SUMMONING VI:** As the lower level spells except that it uses Mahler Wandering Monster Tables numbers 11 and 12.

**EXTINGUISH MAGICAL FIRES:** As the 5th level spell Extinguish Ordinary Fires except that it affects magical fires.

**CLONE:** a piece of living flesh may be used to create a duplicate of the person from whom the flesh was taken. If the Clone and original are alive at the same time, the Clone will try to destroy the original or both will go insane.

**MASS SUGGESTION:** Up to 30 levels of creatures are affected as per Suggestion. Saving throw -10%. Range: 12".

**MIND BLANK:** The spell prevents the target from being detected by ESP, Clairvoyance, Clairaudience, Skrying, Commune, or Contact Higher Plane. Duration: 1 day. Range: 1".

**TIME TRAVEL:** Allows the caster to travel forward in time up to level of caster number of days.

**SYMBOL:** Affects those of different alignment from the caster or those hostile to him. No saving throw if touched or crossed. The reader saves vs. Mental. May be dispelled by a MU one level higher than the caster. For types of Symbols see Greyhawk.

### Level Nine Magical Spells

**POWER WORD KILL:** Area of effect as Power Word Blind. Those of 45 hit points or less die without saving throw, 46-90 hit points get saving throws (mental).

**PRISMATIC WALL:** See Greyhawk.

**MONSTER SUMMONING VII:** Uses Mahler Wandering Monster Tables numbers 13 and 14.

**METEOR SWARM:** Four fire balls in diamond shaped pattern with centers 20 feet apart, doing caster's level of D4's in damage. Half damage if saving throw vs. physical is made.

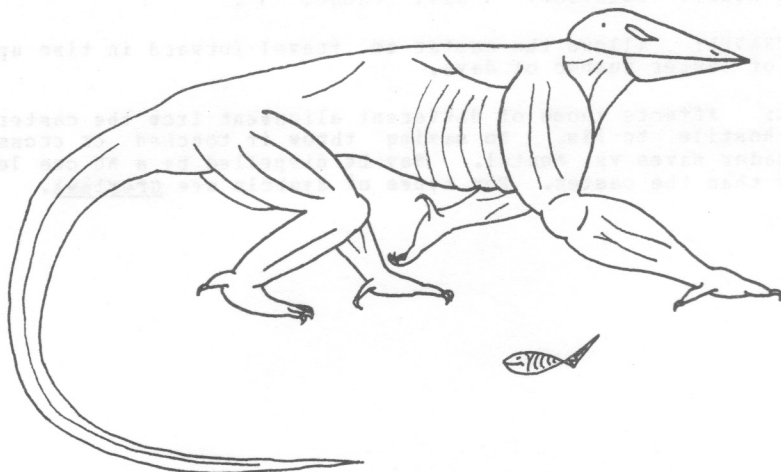
**AVALANCHE:** As Meteor Swarm except it uses snow balls.

**TIME STOP:** Time is stopped in a 3" cube around the caster. The caster may move freely. Duration D4 + 1 melee rounds. The caster should not know the exact duration.

**ASTRAL SPIRIT:** Allows travel in Astral Plane, see Greyhawk.

**CONE OF FEEBLEMINEDNESS:** As Cone of Weakness.

**SHAPE CHANGE:** Caster may change himself into any other creature, having all of its abilities. He may continue to change into new forms for the duration of the spell. It takes a round to change form. Duration: 10 plus level of the caster turns.





# CLERICS

## CLERICAL SPELLS

A Cleric is assumed to know all spells that he is high enough level to throw (those for which prayer point costs are given). The only restriction on what spells he throws in the course of a day, is that he does not exceed his daily allotment of Prayer Points, which is equal to his wisdom.

Spells take effect at the end of the melee round, thus their effect is adjudicated after the ordinary combat for that round. There is a chance to distract a Cleric who is throwing a spell, in which case he doesn't get the spell off, and loses no Prayer Points. The chance of a cleric being distracted in a particular melee round is as follows: divide the number of hits he takes during the round by the number of hit points he had left at the beginning of the round, and multiply by three. Thus a cleric who had 16 points left at the beginning of a round during which he took 4 hits would have a 75% chance (.25x3) of being distracted.

Neutral Clerics may throw either form of reversible spells, but at double the usual cost in Prayer Points. Neutrals may not throw: Dispell (Control) Undead, Word of Command, Consecrate Water, Banish Demon (Angel), Portal of Justice (Injustice), or Conjure Angel (Demon).

Protection/Evil and Dispell Undead supercede and replace the free ability of Clerics to "turn or dispel Undead". Now Clerics must expend Prayer Points.

### PRAYER POINT COSTS FOR CLERICAL SPELLS

Spell Level	Level of Cleric																	
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
1st	6	4	3	2	2	1	1	1	1	1	1	1	1	1	1	1	1	1
2nd	-	10	6	4	3	2	2	1	1	1	1	1	1	1	1	1	1	1
3rd	-	-	-	10	6	4	3	2	1	1	1	1	1	1	1	1	1	1
4th	-	-	-	-	10	6	4	3	2	2	1	1	1	1	1	1	1	1
5th	-	-	-	-	-	-	-	-	10	6	4	3	2	2	1	1	1	1
6th	-	-	-	-	-	-	-	-	-	10	6	4	3	2	2	1	1	1
7th	-	-	-	-	-	-	-	-	-	-	-	10	6	4	3	2	2	2
8th	-	-	-	-	-	-	-	-	-	-	-	-	-	10	6	4	3	3
9th	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	10	6	6

### Level vs. Level Battle

When two spells are in conflict, the outcome depends upon the levels of the casters. When the casters are of equal levels there is a 50% chance for each spell to prevail. For each level of difference between the levels of the casters, halve the lower level's chance of success.

### Level I

*Cure (Cause) Wounds I	*Sterilize (Infect)
*Protection from Evil (Good) I	Detect Magic
Dispel (Control) Undead I	*Detect Evil (Good)
Bless I	*Detect (Conceal) Injury
De-were I	Consecrate Object
Detect Were	Predict Weather
*Purify (Putrify) Food and Water	Detect Water

### Level II

*Cure (Cause) Wounds II	Detect Possession
*Protection from Evil (Good) II	*Light (Darkness)
*Dispel (Control) Undead II	Speak with Animals
Bless II	Snake Charm
Water Walk/Self	Consecrate Water
*Detect (Conceal) Disease	Detect Life
Silence, 15 foot radius	Understand Speech
*Detect (Conceal) Poisoning	

### Level III

*Cure (Cause) Wounds III	*Continual Light (Darkness)
*Protection from Evil (Good) III	Resistance to Spiritual Attack
*Dispel (Control) Undead III	Speak with Dead
Bless III	Fire Resistance
De-Were III	Cold Resistance
Prayer I	Lightning Resistance
Word of Command I	Crushing Resistance
*Cure (Cause) Deafness	Resistance to Poisoning
*Cure (Cause) Paralysis	Hide Intent
Hold Person	Inquisition

### Level IV

*Cure (Cause) Wounds IV	*Cure (Cause) Disease
*Protection from Evil (Good) IV	Neutralize Poison
*Dispel (Control) Undead IV	Sticks to Snakes
Bless IV	Speak with Plants
*Mass Cure (Cause) I	*Empathic Cure (Cause)
Mass Bless I	*Remove (Cause) Curse
Suspend Animation	Detect Protections
Detect Food	*Preservation (Rotting)
*Cure (Cause) Blindness	Speak Languages
Create Water	



### Level V

*Cure (Cause) Wounds V	Water Walking/Others
*Protection from Evil (Good) V	*Cure (Cause) Lycanthropy
*Dispel (Control) Undead V	Tell
Bless V	*Dispel Evil (Good)
Mass Cure II	*Raise Dead (Finger of Death)
Mass Bless II	Commune
De-Were III	Insect Plague
Prayer II	Create Food
Word of Command II	

### Level VI

*Cure (Cause) Wounds VI	Animate Object
*Protection from Evil (Good) VI	*Find (Locse) the Path
*Dispel (Control) Undead VI	Speak with Monsters
Bless VI	Conjure Animals
*Mass Cure (Cause) III	Fire Resistance, 10' radius
Mass Bless III	Cold Resistance, 10' radius
Consecration I	Lightning Res., 10' radius
Cure Feeblemind	Crushing Res., 10' radius
Cure Insanity	Res. to Poisoning, 10' radius
Create Air	Res. to Sp. Att., 10' radius
Quest	Controlled Empathic Cure (Cause)

### Level VII

*Protection from Evil (Good) VII	Convert Sword
*Dispel (Control) Undead VII	*Portal of Justice (Injustice)
*Mass Cure (Cause) IV	Part Water
Mass Bless IV	Blade Barrier
De-Were IV	Word of Recall
Word of Command III	*Restoration (Drain)

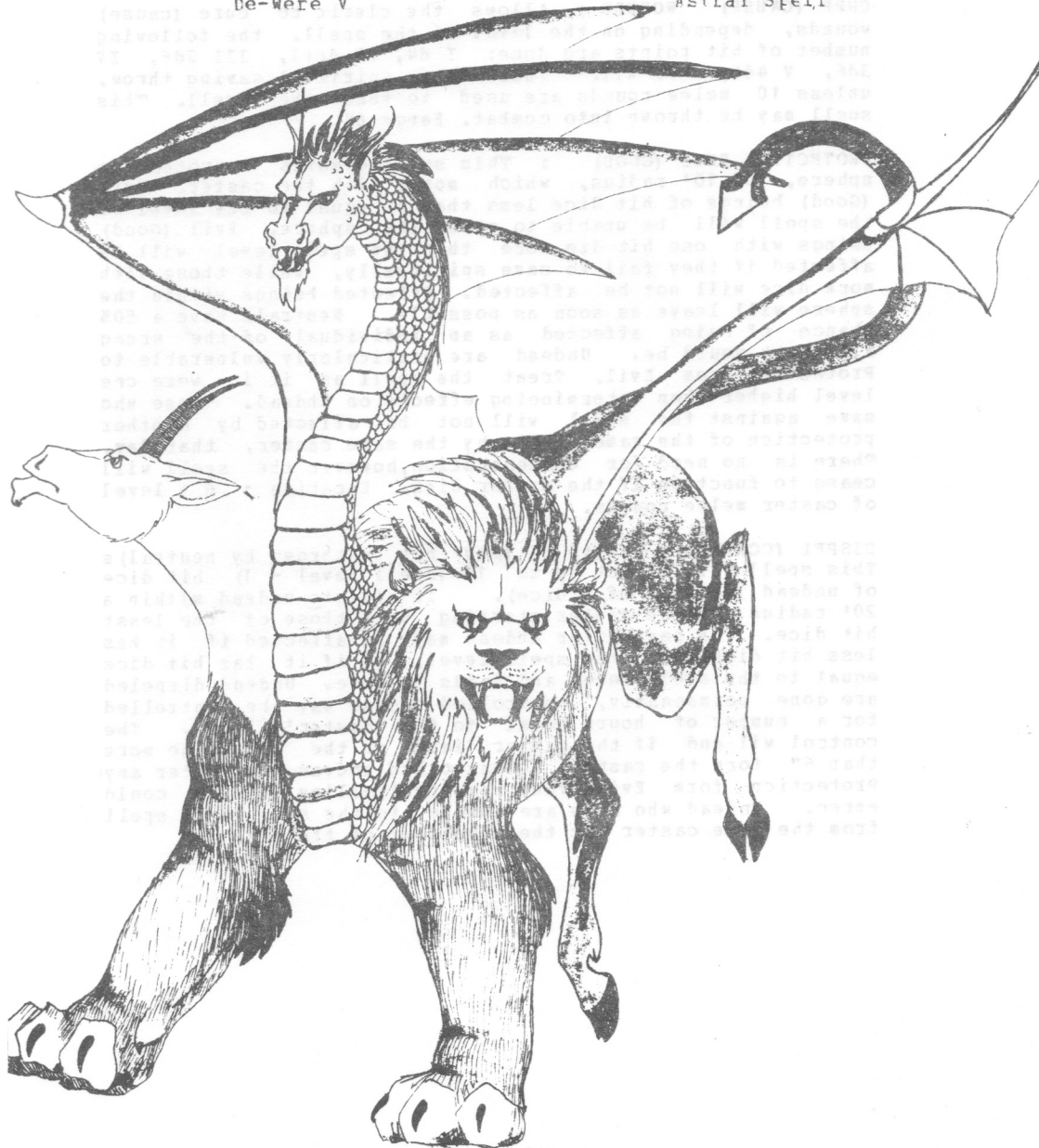
### Level VIII

*Protection from Evil (Good) VII	Earthquake
*Dispel (Control) Undead VIII	Summon Aerial Servant
*Mass Cure (Cause) V	Wind Walk
Mass Bless V	Control Weather
Consecration II	*Raise Dead Fully (Full Finger)
Convert	*Banish Demn (Angel)

## Level IX

\*Protection from Evil (Good) IX  
\*Dispel (Control) Undead IX  
\*Mass Cure (Cause) VI  
Mass Bless VI  
De-Were V

Word of Command IV  
Permanent  
\*Conjure Ancestral (Demor)  
Holy Word  
Astral Spell



### Multi Level Spells

CURE (CAUSE) WOUNDS : Allows the cleric to cure (cause) wounds, depending on the level of the spell, the following number of hit points are done: I d4, II d6+1, III 2d6, IV 3d6, V 4d6, VI All. There is a spiritual saving throw, unless 10 melee rounds are used to throw the spell. This spell may be thrown into combat. Range 6".

PROTECTION EVIL (GOOD) : This spell creates a protective sphere, of 10' radius, which moves with the caster. Evil (Good) beings of hit dice less than or equal to the level of the spell will be unable to enter the sphere. Evil (Good) beings with one hit die more than the spell level will be affected if they fail to save spiritually, while those with more dice will not be affected. Affected beings within the sphere will leave as soon as possible. Neutrals have a 50% chance of being affected as an individual of the wrong alignment would be. Undead are particularly vulnerable to Protection from Evil, Treat the spell as if it were one level higher when determining effects on Undead. Those who save against the spell will not be affected by another protection of the same level, by the same caster, that day. There is no need for concentration, however the spell will cease to function if the caster dies. Duration : 6 + level of caster melee rounds.

DISPEL (CONTROL) UNDEAD : (may not be thrown by neutrals) This spell will affect up to  $10 \times (\text{Spell Level} - 1)$  hit dice of undead (minimum of 5 dice). It affects undead within a 20' radius of the caster starting with those of the least hit dice. A particular undead may be affected if it has less hit dice than the spell level, or if it has hit dice equal to the spell level and fails to save. Undead dispelled are gone permanently, controlled undead may be controlled for a number of hours equal to the caster's level. The control will end if the caster dies, or the undead go more than 6" from the caster. Controlled undead may enter any Protection from Evil that the controlling Cleric could enter. Undead who save are immune to the same level spell from the same caster for the remainder of the day.

**BLESS :** (may not be made permanent) Bless may be thrown on any person not currently in melee. Bless will add M % to their hit probability and D to their damage bonus. Effects by bless level are: I M=5 D=0, II M=5 D=1, III M=1,0 D=1 IV M=10 D=2, V M=15 D=2, VI M=15 D=3, Duration: 6+ level of caster melee rounds. Range: Contact.

**DE-WERE :** De-Were will turn lycanthropes back into humanoid form, starting with the lowest levels. The maximum number of dice of were creatures affected (including those who save) is 1 plus spell level squared. Due to the specialized nature of the spell were creatures save at -20%. Duration: 6 + level of caster melee rounds. Area of Effect: 2" long cone with a base radius of 1".

**PRAYER :** This spell reduces the saving throw of all within 3" of the caster, during the following melee round. The reduction is dependant on the Prayer level: I 5%, II 10%. Prayer has no saving throw.

**WORD OF COMMAND :** (may not be thrown by neutrals) This spell will raise the effective charisma of the caster, for the purpose of giving one command (cf appropriate alignment) to beings of the cleric's alignment. In no case will the effective charisma exceed 18. The gain is dependant on spell level as follows: I 3, II 6, III 9, IV 12.

**CONSECRATE :** Each cleric may consecrate one area to his god. It requires one day to consecrate an area, which is then consecrated until dispelled (at which time the cleric is free to consecrate a new area). Within a consecrated area the saving throws of all who do not follow the cleric's god are reduced. Consecrate I gives a 10% reduction in an area of up to 1000 square feet, and to a height of 10'. Consecrate II give a reduction of 20% for an area of up to 10000 square feet to a height of 100'.

**MASS CURE (CAUSE) :** Will affect up to 10 + level of caster hit dice of beings, starting with the lowest levels. Treat each affected being exactly as if the normal Cure (Cause) was thrown at them. Zone of Effect: 6" x 6". Range: 6" to center of zone.

**MASS BLESS :** Functions in same manner as Mass Cure (Cause), replacing Cure (Cause) with Bless.

### Level I Clerical Spells

**DETECT WERE** : Usable versus one creature to see if it is lycanthropic. There is no saving throw against this spell. Range 10".

**PURIFY (PUTRIFY) FOOD AND WATER** : This spell will make poisoned or spoiled (pure) food and water usable (putrid). It effects enough for 12 people per level of caster. Range 10.

**DETECT MAGIC** This spell is cast upon oneself. Anything magical, or with a spell cast upon it will appear to have a blue aura. Duration: 2 melee rounds.

**DETECT EVIL (GOOD)** : This spell may be cast upon one being or object, revealing whether there is an Evil (Good) alignment or Evil (Good) enchantment. Beings get a spiritual saving throw. Range 12".

**DETECT (CONCEAL) INJURY** : Allows the caster to determine (conceal) whether particular behavior is caused by physical injury, disease, magical control, mental unbalance, play acting, or poison, etc. It will not be more specific. Range: contact.

**CONSECRATE OBJECT** : Consecrates one inanimate, nonsentient, object to the cleric's deity. Consecrated objects must be employed when performing certain rituals. (At the DM's discretion, the consecrated symbol of a person's deity, may be used to injure or dishearten certain strongly aligned creatures.) Range: contact. Duration: casters level in days.

**STERILIZE (INFECT)** : This spell will immediately kill (create) any germs or other agents in the wounds which might impede the process of healing. Infect will double the amount of rest requires to recover lost hit points, and may cause a random disease. It will affect up to twice the casters level wounds, on one individual. Range: contact.

**PREDICT WEATHER** : The caster may predict the weather. His prediction will be for within a 5 mile radius per level of caster, and for 6 hours per level of caster. The prediction will not take into account any modifications of the natural weather due to magical means.

**DETECT WATER** : Usable only above ground, it will give the direction to the nearest body of fresh water. Range: caster's level in miles.

## Level II Clerical Spells

**WATER WALK/SELF :** Allows the caster to walk on water, or other similar liquids (including quicksand). Duration: 6 + level of caster melee rounds.

**DETECT (CONCEAL) DISEASE :** This spell will reveal (conceal) whether a disease is present and which particular disease it is. Conceal will keep the disease from being obvious for caster's level in days, although general effects will be felt. Spell takes 10 melee rounds to cast, but has no saving throw. Range: 10".

**DETECT (CONCEAL) POISONING :** As Detect (Conceal) Disease, but applies to Poisoning rather than Disease.

**DETECT POSSESSION :** Detects the presense of a second mind in a body, it will also detect if a single mind in a body is not the original one, but in that case give two chances to save (vs. mental). Range: 10".

**LIGHT (DARKNESS) :** A sphere of light (darkness), 15' radius, is produced. The light is equal to full daylight, the darkness is complete (infravision is useless). They can only be counteracted by magical sources. The spell can not be thrown on a moveable object. Range: 6". Duration: 12 caster's level melee rounds.

**SPEAK WITH ANIMALS :** This spell allows the caster to communicate with "animals", understanding what is said in reply. Animals do not include Monsters, but do include: bears, giant insects, giant animals, etc. It adds +2 to the caster's negotiation dice (on 2d6). Duration: 6 + level of caster melee rounds.

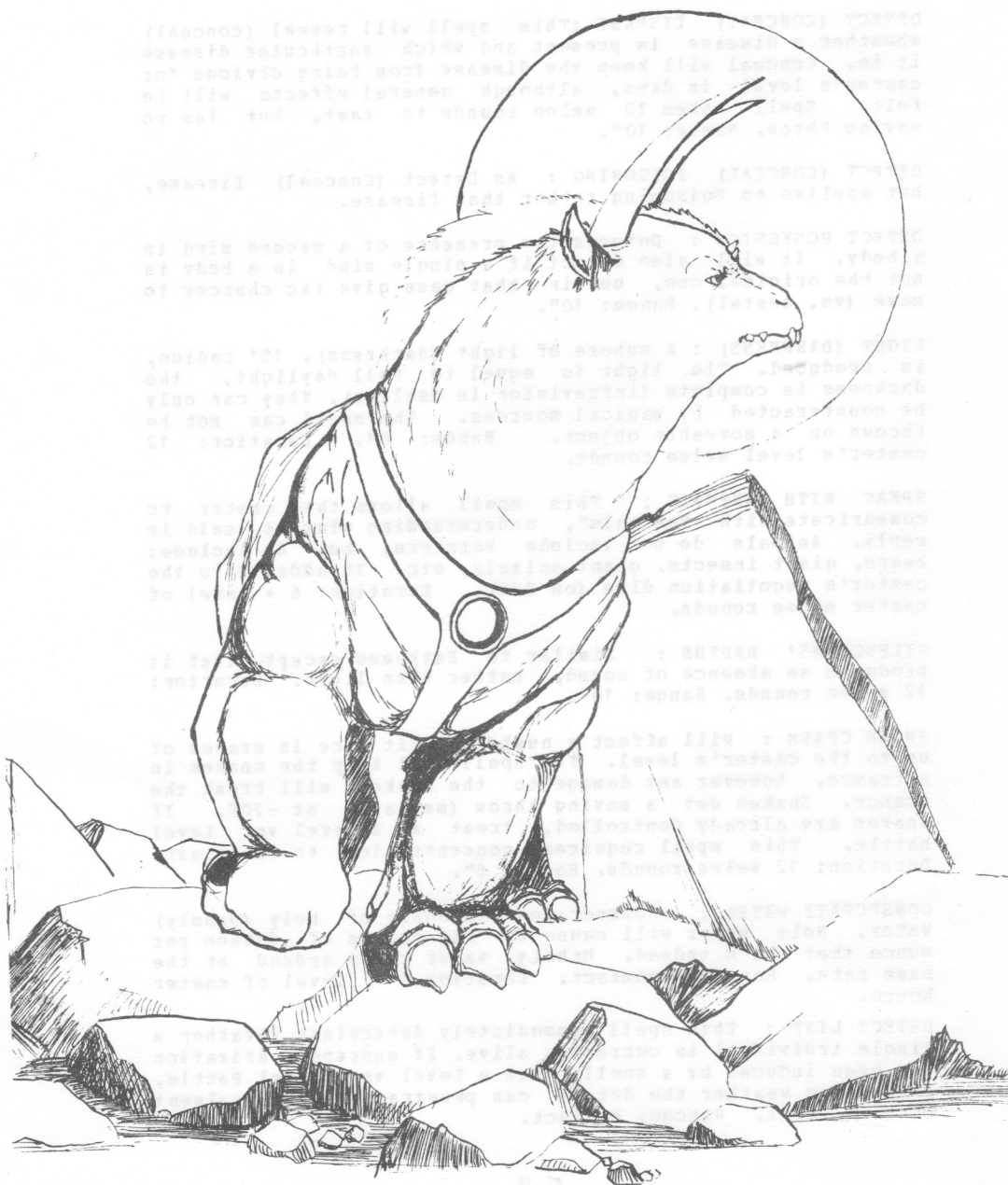
**SILENCE 15' RADIUS :** Similar to Darkness except that it produces an absence of sound, rather than light. Duration: 12 melee rounds. Range: 18".

**SNAKE CHARM :** Will affect a number of hit dice in snakes of up to the caster's level. The spell will keep the snakes in a trance, however any damage to the snake, will break the trance. Snakes get a saving throw (mental) at -20%. If snakes are already controlled, treat as a Level vs. Level battle. This spell requires concentration to maintain. Duration: 12 melee rounds. Range: 6".

**CONSECRATE WATER :** Consecrates one ounce of Holy (Unholy) Water. Holy water will cause d6 hit points of damage per ounce that hits undead. Unholy water cures undead at the same rate. Range: contact. Duration 6 + level of caster hours.

**DETECT LIFE :** This spell immediately determines whether a single individual is currently alive. If suspended animation has been induced by a spell, than a Level vs. Level Battle, determines whether the detect can penetrate the concealment of that spell. Range: contact.

**UNDERSTAND SPEECH :** The caster gains the ability to understand, but not speak, one spoken tongue. He must specify the exact language at the time of casting. Duration 6 hours.





### Level III Clerical Spells

**CURE (CAUSE) DEAFNESS :** This spell will always be successful if 10 rounds are taken to throw it, otherwise there is a spiritual saving throw. The effects are permanent. Range: contact.

**CURE (CAUSE) PARALYSIS :** As Cure (Cause) Deafness, except that cause paralysis has 80 minute duration and an additional mental saving throw.

**HOLD PERSON** This spell can be thrown in two ways. It can be thrown as an area spell with a 6" by 3" conic area of effect, immobilizing 1-4 persons who fail to save spiritually. A strong hold may be thrown on a single individual within 18", who gets a spiritual saving throw at -10%. A strongly held individual will obey the commands of the caster, however the caster controls only the body and may not acquire information from the victim's mind. Duration: 6 + level of caster melee rounds. The caster must concentrate to maintain the spell, any damage to the caster or the target (except for strongly held targets) will break the hold.

**CONTINUAL LIGHT (DARKNESS) :** Similar to the Light (Darkness) spells. The area of effect is a 30' radius, and may be cast on any person or object. Range: 12". Duration: permanent.

**SPEAK WITH DEAD :** This spell allows the caster to ask up to three questions of a recently dead being. The being must answer truthfully. The dead being is compelled to answer yes/no questions, but may choose whether or not to answer other questions. The being may not have been dead more than the casters level in days.

**FIRE RESISTANCE:** Provides one individual with immunity to normal fire. It also adds 10% to saving throws against magical fire, and gives -1 per die of damage from magical fire. (Magical fire includes: Fireballs, Dragon Breath, Balrog Immolation, etc. but not the wall of fire.) Range: 1". Duration 6 + level of caster melee rounds.

**COLD RESISTANCE:** As Fire Resistance, but verses cold and cold-based magic.

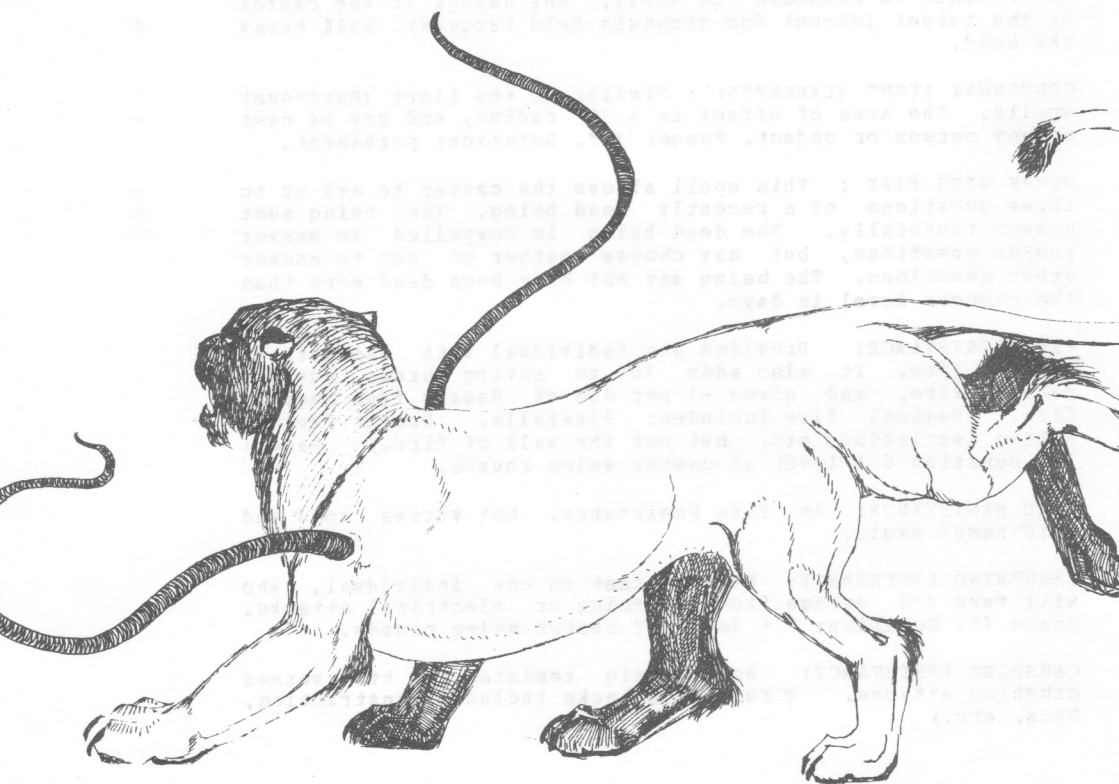
**LIGHTNING RESISTANCE:** May be cast on one individual, who will take 1/2 damage from lightning or electrical attacks. Range 1". Duration: 6 + level of caster melee rounds.

**CRUSHING RESISTANCE:** As lightning resistance, but verses crushing attacks. (Crushing attacks include: Constriction, Hugs, etc.)

**RESISTANCE TO POISONING:** It affects one individual. Whenever he would normally be given one chance to save versus poisoning he will instead be given two chances to save. This applies only to poison injected or ingested while the spell is in effect. Even if the spell duration has expired, you will continue to get the extra chance to save versus poison injected or ingested while the spell was in effect, if you have not yet successfully saved against it. Range: 1". Duration: 6 + level of caster melee rounds.

**HIDE INTENT:** Affects one individual. Whenever he would normally get one chance to save versus such spells as Detect Evil, Detect Good, ESP or other magical means of discovering his true intent, he will instead be given 2 chances to save. Duration: 6 hours.

**INQUISITION:** The single victim will truthfully answer to the best of his current knowledge three questions from the caster. He gets a Saving throw (vs. Mental). Range: 1". The question must be asked within 1 minute of casting the spell.



## Level Four Clerical Spells

CURE (CAUSE) BLINDNESS: As per Cure (Cause) Deafness.

CREATE WATER: It creates enough drinkable water to sustain 2 times L men and horses (or 8 times L men), for one day. Range: 1".

CURE DISEASE: It cures any type of disease. If 10 melee rounds are taken to cast the spell, there is no saving throw versus Cure or Cause Disease. Zone of Effect: one creature. Range: contact.

CAUSE DISEASE: As Cure Disease, but it gives the target a disease, rather than curing him of one. The saving throw (vs. Physical) is modified by the victim's Constitution: 18 + 15%, 17 + 10%, 16 + 6%, 15 + 3%, 14 + 1%, 8-13 0%, 7 -1%, 6 -3%, 5 -6%, 4 -10%, 3 -15%. The chance of the disease being fatal if not cured is L x 5%, modified by the victim's Constitution as above. The disease will have an incubation period of 2D6 days. During this time, the chance that someone in close contact with the victim for a full day or more will catch the disease is L x 5%, modified by the victim's Constitution, as above. Those who spend less than a full day in close contact with the carrier, get the appropriate fractional chance. After the incubation period comes a period of active illness, during which the victim's effective strength declines until it is zero. This period of active illness is only 1 minute long if the caster is 20th level. It is double this base amount for every level below 20th. After the period of illness, the victim is in a coma for 1/10th of this time. If the disease is fatal, the victim perishes in the middle of the coma. Otherwise, there is a recovery period, during which the victim slowly returns to normal. It lasts 1 year if thrown by a 20th level Cleric; it is half of this base length for each level below 20th.

NEUTRALIZE PCISON: It always eliminates L doses of poison from the subject, affecting the highest level poison (i.e. most damaging) first. The caster must be in direct contact with the subject for 10 melee rounds, while casting the spell.

STICKS TO SNAKES: The caster may create at most L total hit die of non-poisonous snakes. The size of the snakes depending on the size of the sticks. The caster must be grasping the stick or sticks. (For example a C15 might create one gigantic 15 hit dice snake out of a large tree limb.) The caster may telepathically command the snakes, within a range of 12". Duration: 6 melee rounds.



**SPEAK WITH PLANTS:** It is cast on oneself, and allows the caster to communicate with plants, understanding what is said in return. It adds +2 to the caster's negotiation die on 2D6. Note that the typical plant is not intelligent. However, it might understand simple concepts important to itself such as: light, dark, wet, dry hot, cold, ground, air, growth, seed, death, animal, large, small, etc. Duration: 6 + level of the caster melee rounds.

**EMPATHIC CURE (CAUSE):** It will transfer damage from victim (caster) to the caster (victim), until the victim (caster) has no damage left on him, or the caster (victim) dies, whichever comes first. The transfer will take place in one round. Otherwise as Cure Wounds.

**REMOVE (CAUSE) CURSE:** It removes (places) a curse on any one individual. A curse may be removed via the level vs. level battle. A cleric may not remove a curse from himself. Range: contact. Takes 10 melee rounds to throw. Cause Curse may be thrown by Good or Neutral Clerics as they are dying at no additional cost.

**DETECT PROTECTION:** Determines whether a single target has a form of magical protection in effect, and if so which type(s). Included would be spells such as Fire Resistance, Hide Intent, Mind Blank, Shield, etc. It works whether the protection is from a Clerical Spell or Magic User spell, or a magical device such as a Ring of Protection. It will not detect natural abilities of creatures. There is no Saving Throw.

**PRESERVATION (ROTTING):** This spell is cast upon something that normally rots or decays, such as a dead body, old book or food. Preserved objects will show no effects of rotting for the duration of the spell. Rotted objects will decay at a rate 100 times the normal rate. The spell takes 10 rounds to cast. Range: contact. Duration: caster's level number of days.

**SPEAK LANGUAGES:** As second level spell Understand, but allows speech as well.

## Level Five Clerical Spells

**WATER WALKING OTHERS:** It may be thrown on someone else, as well as on the caster. Range 1". Otherwise like the second level spell.

**CURE LYCANTHROPY:** It always cures the condition. The caster must be in direct contact with the victim for 10 melee rounds while administering the cure.

**CAUSE LYCANTHROPY:** As above, but if the victim fails to save, he becomes a random type of lycanthrope. This is of the uncontrollable variety as if infected by a were-creature. However, the effects will be delayed only D4 -1 hours.

**DISPEL EVIL (GOOD):** it eliminates one non-Good (non-Evil) enchantment of a generally clerical nature. Run as a "level vs. level battle". (See above) Any one cleric will only get one chance to dispel a given enchantment.

**RAISE DEAD (FINGER OF DEATH):** Spiritual Saving Throws apply to the Finger of Death; Raise the Dead requires a constitution roll.

**COMMUNE:** Gives answers to three yes/no questions asked within one minute.

**INSECT PLAGUE:** See Men and Magic

**CREATE FOOD:** See Men and Magic

**TOLL:** Produces a mystic disturbance within a range of (L-8)/2 miles. (Treat solid stone, earth, or metal, as 10 times their actual dimension). Will be noticed by: Demons, Angels, Free Willed Elementals, Patrolling Invisible Stalkers, Aerial Servants, beings in the astral plane, and members of the spell casting races who are of at least 12th level or 12 hit dice. (A spell casting race is one which has a substantial number of members able to cast spells of some kind. Examples would be Humans, Elves, Lammasu, etc.) This spell produces no compulsion to do anything.



### Level Six Clerical Spells

CURE FEEBLEMIND: As Cure Deafness. There is no Cause Feeblemind.

CURE INSANITY: As Cure Deafness. There is no Cause Insanity.

CREATE AIR: It produces enough air for (L-9) man-hours of breathing. It will not increase the air pressure unless it is lower than the caster considers comfortable.

QUEST: Note that the limit on the level for Curse that may be used, is per Cause Curse. See Greyhawk.

ANIMATE OBJECT: See Greyhawk.

FIND THE PATH: See Greyhawk.

LOSE THE PATH: Those who fail to save (vs. mental) will find themselves unable to make the simple decisions needed in order to travel to a goal. They will misread maps, miss turnoffs, take the wrong turnoff or fork. They will be plagued by doubts that they are going in the wrong direction or have passed a turnoff, and should turn around. They will be inspired to take "shortcuts" across country. The key thing to remember is that they will feel that there is absolutely nothing wrong with them, and will insist on their opinion as adamantly as they usually would. Duration: L + 6 hours. Zone of Effect: 6" by 6". Range to center of Zone of Effect: 36".

RESISTANCE 10' RADIUS: As the appropriate 3rd level Resistance Spell, but applies to all within 10 feet of the caster (including the caster) for the duration of the spell. The spell ceases to function if the caster dies. No concentration is needed to maintain the spell.

CONTROLLED EMPATHIC CURE (CAUSE): The caster may specify the maximum number of hit points he is willing to have transferred (of course not to exceed the already established maximum for Empathic Cure). The spell is otherwise as the fourth level spell, Empathic Cure (Cause).

### Level Seven Clerical Spells

**CONVERT SWORD:** It is cast on any aligned sword, not of the Holy (Unholy) or Sacred (anti-Sacred) variety. It will convert the sword's alignment any single step towards that of the caster (ex. good to neutral, but not directly from good to evil.) Success depends on the Ego of the Sword. Roll 2D6; the spell succeeds if the number rolled is greater than both 7 and the sword's Ego. If you succeed, the sword's Ego has been increased to the greater of seven and the original Ego +1. If the roll fails the ego becomes the higher of 7 and the original Ego +2. (The caster is free to try as many times as he likes to convert a particular sword, but the process becomes harder and harder due to these increases in Ego. Remember that it takes two successes to convert it from Good to Evil or visa-versa.) Casting Time: one day.

**PORTAL OF JUSTICE (INJUSTICE):** (May not be thrown by Neutrals.) When thrown on a doorway, archway, etc. any Evil (Good) being will have a red (yellow) glow around them as they pass through it. There is no saving throw versus this spell. It may not be made permanent. Duration: 1/2 hours. Range: 1".

**BLADE BARRIER:** See Greyhawk.

**WORD OF RECALL:** Note that the sanctuary to which the caster wishes to return must have been Consecrated to his deity by the caster (via the 6th or 8th level spells). See Greyhawk.

**RESTORATION (DRAIN LEVEL):** It works as Cure (Cause) Deafness, except it applies to the Drain of one life energy level. (The Caster is not incapacitated.)

**PART WATER:** As Greyhawk.

**REGENERATION:** It causes the affected part to regrow at the rate of 1 inch each day that the victim takes no physical damage. The effect will last until the damage is completely healed. Range: contact.



### Level Eight Clerical Spells

**CONVERT:** It may be thrown on a humanoid, in an attempt to change his alignment to that of the caster. There is no saving throw; instead run it as a "level versus level battle". In the case of an attempt to convert a Good to Evil or vice-versa, run two battles; the caster must win both for the attempt to succeed. A being who has resisted an attempt to convert him will act as if 10 levels higher when trying to resist future attempts (only 5 levels if two battles were run and he lost one.) Clerics, Paladins, Rangers, etc. are immune to this spell. Range: 4".

**EARTHQUAKE:** See Greyhawk.

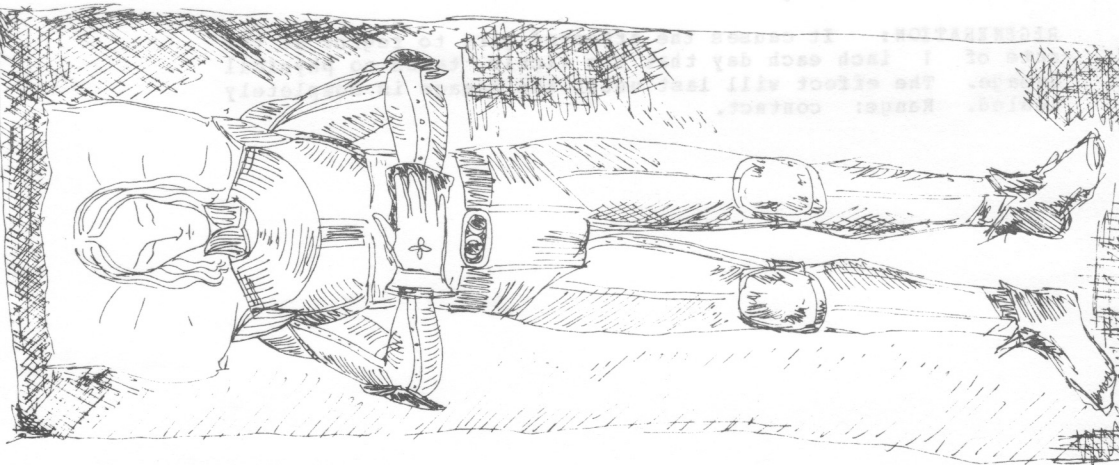
**AERIAL SERVANT:** See Greyhawk.

**WIND WALK:** See Greyhawk.

**CONTROL WEATHER:** See Greyhawk.

**RAISE DEAD FULLY (FULL FINGER OF DEATH):** There is no saving throw against the Full Finger of Death. Raise Full requires a constitution roll, and the being affected comes back as if fresh.

**BANISH DEMON (ANGEL):** Neutrals may not throw these spells. They will force any single demonic (angelic) being having up to L/2 hit dice to return to its own realm if possible. (Such beings generally have restrictions against their immediate return to our realm after being banished from it. The length of time would depend on the particular being, but L years would be about average.) There is no saving throw. Range: 12".



### Level Nine Clerical Spells

**PERMANENT:** Applicable to Clerical Spells only. It may not be thrown on any creature, except that the Cleric may throw one permanent on himself. Otherwise it is as the MU spell.

**CONJURE ANGEL (DEMON):** The conjured Angel (Demon) is under the control of the caster. The maximum strength of the conjured being will be as follows: Type I at 16th level, Type II at 18th level, Type III at 20th level, etc. It may not gate in others, nor may the caster conjure another until the present one returns from whence it came. It will return from whence it came when the caster orders, or after at most 1-13 intervals of 10 minutes length unless the caster dies. If the caster dies while the conjured being is still on our plane, it is free to roam our plane.

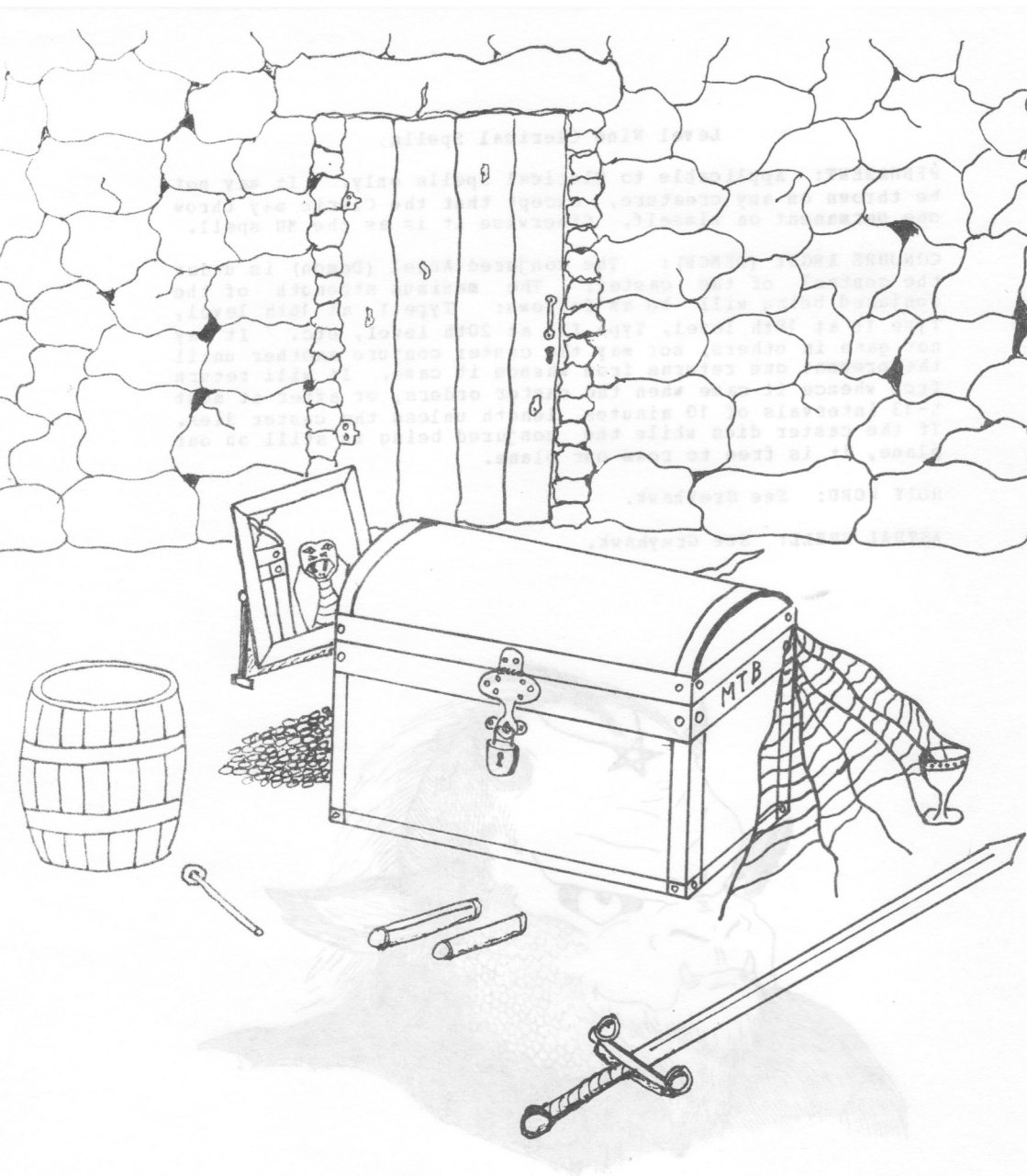
**HOLY WORD:** See Greyhawk.

**ASTRAL SPELL:** See Greyhawk.



DM From Princecon III

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DM from Princess III

ITEMS

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## MAGICAL ITEMS:

Here is our reorganized and expanded list of Magical Items. Although we are proud of the number of items, over 800, we think there are more important things than sheer length to recommend this list. It has been carefully organized so that the results rolled could make sense. Particularly important in this regard is the system of leveling, as well as the percentage chance for each item to appear. Also we've tried to have about the same frequency of bad items sprinkled throughout the various types and levels of items. Also important are those items that we have not included. We rejected items which create more problems for the Gamesmaster and Campaign than they are worth.

The new items have carefully thought out and worded explanations. Hopefully, we have been able to anticipate many of the questions the Gamesmaster will have to resolve in running the item. For those items drawn from Monsters & Treasure and Greyhawk, we have not given descriptions, (except in a very few cases where we have slightly modified the item.)

Although there are strong items on the list, we have concentrated on adding a variety of less powerful items. After all, these less powerful items will make up the vast majority of the magical items which will appear in a world. There exist items more powerful than (most of) those listed here. However, these will be unique items which do not properly belong on any list of random appearances. They should be carefully placed by the Gamesmaster, as well as "designed" by him to fit into his world. Such items have probably had important consequences on the history of the world. Many of them will currently be in the possession of the more powerful and important inhabitants of the world.

Of particular interest is the way that this list combines with the system for rolling up Wandering Parties, to easily allow the Gamesmaster to come up with varied, interesting, and logical results. Also the System of Curses is heavily used to "spice" up this list. References to the Clerical and Magic User Systems abound in this list. We've tried to explain how to adopt certain items to other systems. However, in a few cases a Gamesmaster using certain other systems will have to make some changes for himself, or not allow a particular item into his world.

We have made a provision for the Gamesmaster to add his own classes of items or unique items, under the heading "G.M. Special" in the list of Miscellaneous Magical Items. In addition we encourage Gamesmasters to add (and subtract) items by writing (in pencil) directly on the list.

This list has been carefully constructed, so that even a player with access to the list will usually not be sure which item he has found. The Gamesmaster should do his best to make the players work to find out the nature of a Magical Item. This sometimes requires that the G.M. keep his wits about him, and be extremely careful in what he says. This is particularly true in the case of bad/cursed items. By their very nature some Cursed Items tend to hide the fact that they

are cursed. Sometimes part of the Curse is that the victim does not want to get rid of the item. In that case, he will not associate in his mind any bad effects with the item; another explanation will always come to mind. Often a cursed item will function as another useful item of similar type, until the worst possible moment, when the victim is given the business.

The following notation is used throughout the list:

- (M) = usable only by Magic Users (and those able to cast M.U. Spells)
- (C) = usable only by Clerics (and those able to cast Clerical Spells)
- (F) = useable only by Fighters
- (T) = usable only by Thieves
- (?) = roll among possibilities
- (5) = item or class of items is level 5; see below

#### LEVELS of MAGICAL ITEMS:

When is a magical item too powerful to be populated in a given scenario or on a given level of the dungeon? This question is answered by assigning each Magical Item a level. The level would correspond to that level of the dungeon on which the item would first be given its usual random chance to appear. (Of course occasionally specially designed sections of dungeon, or a particular scenario, will have a powerful magical item of higher level which has been specially placed there by the GM.) Now a (4) after the name of an item would denote that it is level four. For example, a Helm of Telepathy is level four. (5) after the name of a whole class of items, would indicate that the minimum level for any item in that class would be five. For example, all Rods are at least level five.

Where no specific level is indicated for an item it is the minimum level for the class of items. For example a Rod of Cancellation is level 5. Where no specific level is indicated for a class of items, it is a minimum level of one (i.e. no minimum.) For example Gauntlets, have no minimum level.

I would not populate a level 4 item on the 3rd level of the dungeon, or in a "3rd level scenario".

When rolling from a list, reroll inappropriate results. For example if rolling for a random Helm to place on the 3rd level of a dungeon, and a 90 came up, one would reroll on the table of Helms, since a Helm of Telepathy is level four. If placing another item on that same 3rd level, and when rolling on the list of Types of Magical Items, a 46 came up, then reroll. All Rods are at least 5th level, and thus a Rod could not be placed on the 3rd level.

Some will ignore these suggested levels. Others will convert the levels given here, which are based on a campaign largely using the systems given here, in order to fit into their own campaign. Fortunately, such a conversion table need only be set up once. In any case, you might want to read the article, that gives guidelines for determining the relative level of Magical Items.

## BURNOUT CHANCES:

Many Magical Items have a chance of burning out during each use. When they burn out, as well as afterwards, they will no longer function. The percentage chance of this happening during each use, is called the Burnout chance.

For example, consider an item with a Burnout chance of 2%, such as a Fireball Wand. Then during every use of the Wand, the Gamesmaster rolls a D100. If a 99 or 00 comes up, he knows that the Wand didn't work, and will never function again.

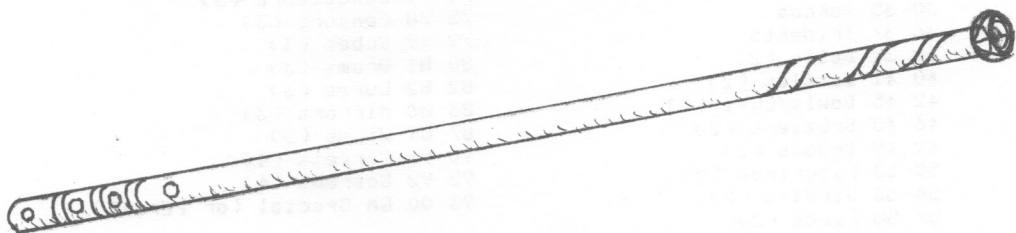
Here is how to convert from a system in which items have charges, to this Burnout system, or vice versa:

The Burnout Percentage =  $200 / \text{the Number of Charges when new.}$

For example a typical Wand has a 2% burnout, or 100 charges when new. Under the 2% Burnout you would get an average of 49 uses out of the Wand. Under a system where a new Wand had 100 charges, the average Wand you obtained would have 50 uses left. Thus the two systems give virtually the same number of uses on average. (One could modify the Burnout system slightly in order to set the averages to be identical, but the simplicity of running it in the manner presented here easily wins out.)

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

One can think of the Burnout system as merely a better savings system which is mathematically roughly equivalent to the system of charges. However it is nice to have a rational behind any system you use. Our rational is that Items with Burnout chances are channelers of the magical energy omnipresent in the Manna. Each time they are used, a strain is put on them. This strain has a fixed percentage chance of permanently disrupting the enchantment which enables the item to work. (It would of course be much more difficult and expensive to produce a more reliable item that performed the same function, but had a lower Burnout chance.)





# MAGICAL ITEMS:

01-06 Swords	53-56 Clerical Scrolls
07-14 Armor	57-58 Other Scrolls
15-19 Shields	59-62 Rings
20-21 Bows/Crossbows	63-67 Magical Gems
22-25 Arrows/Quarrels	68-69 Gauntlets
26-27 Maces/Flails	70-72 Religious Relics
28-29 Daggers	73-75 Books/Decks
30-32 Miscellaneous Weapons	76-77 Bracers
33-33 Scabbards/Sheaths (2)	78-79 Eves
34-40 Potions	80-81 Medallions (2)
41-43 Wands	82-83 Cloaks (2)
44-45 Staves (3)	84-85 Helms (2)
46-46 Rods (5)	86-00 Miscellaneous Magic
47-52 MU Scrolls	

# MISCELLANEOUS WEAPONS:

## ROLL TYPE:

01-48 Warhammer
49-48 Battleaxe
69-84 Spear
85-88 Morning Star
89-92 Lance
93-95 Javelin
96-98 Net
99-99 Whip
00-00 Other (or reroll)

# MISCELLANEOUS MAGICAL ITEMS:

01-08 Boots	59-60 Ropes (2)
09-10 Chimes	61-64 Stones (2)
11-18 Horns	65-65 Amulets/Talismans (3)
19-19 Horseshoes	66-69 Bags (3)
20-21 Necklaces	70-73 Bells (3)
22-29 Orbs	74-74 Candelabra (3)
30-35 Tokens	75-78 Censors (3)
36-37 Tridents	79-79 Cubes (3)
38-39 Bells (2)	80-81 Drums (3)
40-41 Bottles (2)	82-82 Lyres (3)
42-45 Bowls/Cups (2)	83-86 Mirrors (3)
46-48 Braziers (2)	87-89 Wands (3)
49-49 Brooms (2)	90-91 Carpets (4)
50-53 Figurines (2)	92-92 Scarabs (4)
54-56 Girdles (2)	93-00 GM Special (or reroll)
57-59 Pikes (2)	



## SWORDS:

### TYPE OF SWORD:

01-09 Short Sword  
10-89 Sword  
90-99 Two-Handed Sword  
00-00 Other (or reroll)

01-22 +1 Sword  
23-27 +1, +2 vs. Shapechangers  
28-34 +1, +2 vs. MUs & Enchanted Monsters  
35-39 +1, +2 vs. Insects & Spiders  
40-46 +1, +2 vs. Giant Class (excluding Trolls, & Giants)  
47-47 +1, +3 vs. Shadow-based Creatures  
48-48 +1, Magic Users Sword. (?)  
49-53 -2, Cursed  
54-62 +2 Sword (2)  
63-67 +1 Flaming, +2 vs. Trolls, +3 vs. Undead & Ents (2)  
68-72 +1, +3 vs. Clerics (2)  
73-75 +1, +3 vs. Giants (2)  
76-76 +1, +4 vs. Little People (2)  
77-79 +1, +3 vs. Dragons (2)  
80-80 +2, Giant Slaying (?) (2)  
81-81 +1, +5 vs. Demons, Angels (3)  
82-85 +3 Sword (3)  
86-86 +1, Gladiator's (3)  
87-87 +2, Dragon Slaying (?) (3)  
88-88 +2, Slaying (?) (3)  
89-90 +4 Sword (4)  
91-91 +3, +5 vs. Cold (4)  
92-92 +3, +5 vs. Heat (4)  
93-93 +3, +5 vs. Air (4)  
94-94 +3, +5 vs. Earth (4)  
95-96 Holy/Sacred Sword (?) (4)  
97-97 +1 Equalizing Sword (4)  
98-98 +5 Sword (5)  
99-99 +2, Nine Step Draining (5)  
00-00 +3 Dancings Sword (6)

A +1 sword provides +5% to hit probability, but no damage bonus. However, a special bonus against a particular monster or class of monsters, is to both hit probability and damage.

**SWORD +1, +2 VS. SHAPECHANGERS:** Shapechangers include, all Lycanthropes (Were-creatures), Doppelgängers, and anything or anyone utilizing a polymorph or shapechange.

**SWORD +1, +2 VS. MUs AND ENCHANTED MONSTERS:** "Magic Users" includes all those able to throw Magic User Spells, (ex. high level Rangers, Osre Masi, Fighter/Magic Users, etc.) "Enchanted Monsters" include: Elementals, Golems, Invisible Stalkers, Aerial Servants, Djinn, Efreet, Homunculi, Salamanders, Demons, Angels, and Simulacra.

**SWORD +1, +2 VS. INSECTS AND SPIDERS:** Includes Giant Insects, Giant Spiders, etc.

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SWORD #1, #2 VS. GIANT CLASS: The special bonus applies to the members of the "Giant Class" smaller than a Troll. (Kobolds, Goblins, Orcs, Hobgoblins, Bugbears, Ogres.)

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SWORD #1, #3 VS. SHADOW-BASED CREATURES: The special bonus applies to Shadows, Shades, etc., as well as any other creatures whose bases is shadow or darkness.

MAGIC USING SWORD: It acts as a #1 Sword. It does not have any Primary or Extraordinary Powers. Instead the sword acts (while in the hand of the wielder) as a Magic User of certain level:

01-20 1st level MU	81-90 6th level MU (6)
21-38 2nd level MU (2)	91-96 7th level MU (7)
39-54 3rd level MU (3)	97-99 8th level MU (8)
55-68 4th level MU (4)	00-00 9th level MU (9)
69-80 5th level MU (5)	

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

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

01-10 1st level curse	76-89 6th level curse (6)
11-22 2nd level curse (2)	90-96 7th level curse (7)
23-37 3rd level curse (3)	97-99 8th level curse (8)
38-55 4th level curse (4)	00-00 9th level curse (9)
56-75 5th level curse (5)	

Sword #1, #4 VS. LITTLE PEOPLE: "Little People" include: Fairies, Pixies, Nixies, Dryads, Hellions, Gremlins, Wretches, Imps, Brownies, Liches, Banshees, etc.

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

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

GLADIATOR'S SWORD: It acts as a #1 Sword. In addition if the user is fighting a member of his own race in single combat (no other living creature within 10' of either of them), then whenever he scores a hit, he does the maximum damage (ex. a D10 weapon will do 10 hit points.)

SWORD +3, +5 VS. COLD: In addition to being +25% to hit probability, and +5 to damage versus Cold-based Creatures, it:

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

SWORD +3, +5 VS. HEAT: In addition to being +25% to hit probability and +5 to damage versus Fire-Based Creatures, it:

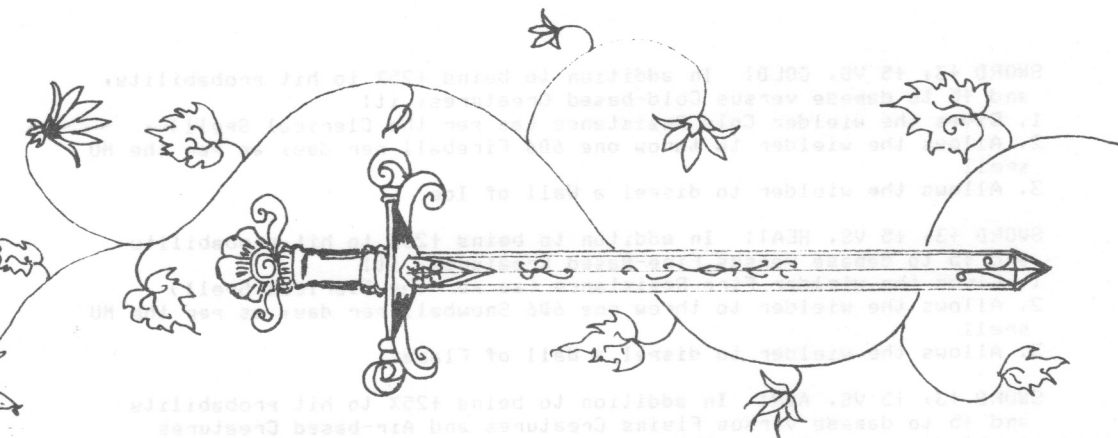
1. Gives the wielder Fire Resistance (as per the Clerical Spell)
2. Allows the wielder to throw one 6D6 Snowball per day, as per the MU spell
3. Allows the wielder to dispel a Wall of Flames

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

1. Gives the wielder Resistance to Lightning (as per the Clerical Spell)
2. Allows the wielder to throw one 6D6 Crushing Hands spell (single target, range: 12". Saving Throw results depend on how Fireball is handled by the GM. If Fireball save results in full damage, allow no save versus this spell. If Fireball save results in no damage, save versus this spell results in half damage.)
3. Allows the wielder to dispel a Fly or Levitate MU Spell (but not a natural ability to fly or the use of an item to fly.)

SWORD +3, +5 VS. EARTH: In addition to being +25% to hit probability and +5 to damage versus Earth-Based Creatures (ex. Earth Elementals, Stone Giants, Hill Giants, Giant Slugs, etc.), it:

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



#### HOLY/SACRED SWORDS:

01-26 +2 Holy (4)	82-87 +4 Sacred (6)
27-39 +2 Sacred (4)	88-93 +5 Holy (7)
40-59 +3 Holy (5)	94-96 +5 Sacred (7)
60-69 +3 Sacred (5)	97-98 Sword of Sharpness (8)
70-81 +4 Holy (6)	99-00 Vorpal Blade (9)

They are aligned either Good or Evil. A person of the wrong alignment will take twice the usual damage for touching a magic sword. When in the hands of a Paladin (Anti-Paladin) a Holy (Anti-Holy) Sword will give protection against Magic User Spells. The wielder is totally protected. Those within 10' radius are protected against spells up to and including those of certain level:

#### Level of Protection of Holy/Sacred Swords:

01-18 3rd level (4)	63-80 6th level (7)
19-40 4th level (5)	81-93 7th level (8)
41-62 5th level (6)	94-00 8th level (9)

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

**EQUALIZING SWORD:** It acts as a +1 sword. In addition, when a humanoid scores a hit with the sword upon a humanoid, the person of higher level (defender or wielder) loses a level, and the person of lower level gains one level. The higher level person always gets a saving throw (vs. physical). This is in addition to the normal damage the sword does.

**SWORD +2, NINE STEP DRAINING:** The first time the sword scores a hit on a 76 or better, followed by a roll which would also hit, it drains one level (in addition to normal damage). The second time two levels, etc. After, Draining 9 levels, it becomes a normal +2 Sword. (The user of the sword may at any time choose to not use this power, in order to save it for future use.)

## ALIGNMENT OF SWORDS:

01-35 Good      36-65 Neutral      66-00 Evil

A Good being who picks up an Evil sword will take 20d6 hit points of damage, and vice versa. A Good or Evil being who picks up a Neutral sword takes 1d6. In addition if they continue to hold onto the sword, they will take dice of damage equal to the original amount, at intervals of: 20 minus the ego of the sword melee rounds. Only a being of proper alignment may use anything but the combat bonuses of the sword (as opposed to the Primary and Extraordinary abilities.)

## INTELLIGENCE AND EGO OF SWORDS:

Masical Swords have an Intelligence and Ego. First determine the average requisite. Roll a number of D4 equal to: the level of the sword or the maximum combat plus of the sword (including any special bonuses), whichever is greater. Next roll a D10 to determine how the Intelligence and Ego are related to the sword's average requisite:

Roll: 1 2 3 4 5 6 7 8 9 10

Int: -4 -3 -2 -1 0 0 +1 +2 +3 +4

Ego: +4 +3 +2 +1 0 0 -1 -2 -3 -4

Then adjust to a minimum requisite of 1 and a maximum of 12.

Now roll for any Primary or Extraordinary abilities, (number determined by the Intelligence, see below) and Personality Traits (number determined by Ego, see below).

## INTELLIGENCE, ABILITIES, AND COMMUNICATION POWERS OF SWORDS:

Int.      Abilities and Communication Powers

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

## PRIMARY ABILITIES OF SWORDS:

01-06 Sound Amplification	56-58 Body Heat
07-11 Locate Secret Doors	59-65 Cure II *
12-16 Detect Traps	66-72 Bless II *
17-20 Detect Magic	73-74 Ventriloquism
21-24 Detect Gems, No. & Size	75-76 Silver Valthalla **
25-29 Detect Gold	77-81 Read Languages
30-30 Detect Mithril	82-85 Hide Intent
31-35 Detect North	86-87 ESP
36-39 Infravision	88-89 Mirror Image
40-43 Telescopic Vision	90-93 Water Walkers
44-45 Second Sight	94-95 Levitate
46-49 Detect Invisible	96-99 Take 2 rolls, reroll 96-99
50-52 Prot./Enchanted Monsters	00-00 Roll Extraord. Ability,
53-55 Body Cool	Forfeiting this & all
	Following Prim. Abilities

\* = usable only once per day

\*\* = usable only once per week

All abilities may only be used by the wielder or thrown on him, while he has the sword's hilt in his hand. If an ability is rolled twice, it is double strength. (If this has no meaning, then reroll).

**SOUND AMPLIFICATION:** Allows the wielder to hear noises normally too faint for him to hear. Add +30% to chances for hearings when listening at doors.

**LOCATE SECRET DOORS:** Searching in this manner takes 1/10th of the ordinary time. It works 90% of the time. (This roll should be handled separately from any other chances the wielder might have.)

**DETECT TRAPS:** similar to above.

**DETECT MAGIC:** as per the MU spell.

**DETECT GEMS:** Allows the approximate determination of number and size of the gems. In determining range, treat solid stone, etc. as 10 times its actual dimension. Range: 3".

**DETECT GOLD:** similar to above.

**DETECT MITHRIL:** similar to above.

**DETECT NORTH:** wielder knows which way is North.

**INFRAVISION:** as per the MU spell.

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

**SECOND SIGHT:** Allows the wielder to see perfectly normally without the use of his eyes, or the need for any light.



DETECT INVISIBLE: As per the MU spell.

PROTECTION FROM ENCHANTED MONSTERS: Gives the wielder 425% on defense (both vs. attacks and on saving throws) against Enchanted Monsters. (Elementals, Golems, Invisible Stalkers, Aerial Servants, Djinns, Efreet, Homunculi, Salamanders, Demons, Ansel, and Simulacra.)

BODY COOL: Reduces the wielders body temperature 25 degrees Fahrenheit, towards normal body temperature. (It will not counter fire spells, etc., but it is useful against extended exposure in very hot climates.)

BODY HEAT: It increases the wielders body temperature 25 degrees Fahrenheit towards normal body temperature. (It will not counter cold spells, etc., but it is useful against extended exposure in very cold climates.)

CURE II: As the Clerical Spell (once per day, and only on the wielder)

BLESS II: As the Clerical Spell (once per day, and only on the wielder)

VENTRILIQUISM: As per the MU Spell.

SILVER VALHALLA: As per the Horn, once per week, (summon 2D4 F2s).

READ LANGUAGES: As per the MU Spell.

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

ESP: As per the MU Spell.

MIRROR IMAGE: As per the MU Spell (once per day, and only on the wielder)

WATER WALKING: Allows the wielder to walk on water.

LEVITATE: As per the MU Spell.



# EXTRAORDINARY ABILITIES OF SWORDS:

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

‡ = Reroll if a Neutral Sword

\* = usable only once per day

\*\* = usable once per week

\*\*\* = Reroll if sword has no special bonus

CLAIRAUDIENCE: As per the MU Spell.

CLAIRVOYANCE: As per the MU Spell.

TELEPATHY: It allows full two way communication, range 9" (count stone as 10 times its actual thickness). The wielder may attempt to influence the actions of the person who he is communicating with. If he fails to save (vs. Mental) he will act on the suggestion with either +2 to negotiation dice (2D6) or +2 to wielders Charisma (whichever is more appropriate to the situation).

MIND BLANK: As per the MU Spell.

DETECT EVIL (GOOD): As per the appropriately aligned version of the Clerical spell.

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

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

IRON VALHALLA: As per the Horn, once per week. (Summon 2D4 F4s.)

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

WORD OF COMMAND III: As per the Clerical Spell (once per day, and only on the wielder.)

CURE WOUNDS IV: As per the Clerical Spell (once per day, and only on the wielder.)

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

DAMP TELEPORT: There's no Teleportation either into or out of anywhere within 1" of the wielder, without his express permission. This includes Dimension Door, Transport Tokens, etc.

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

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

**DETECT GATE:** The wielder may detect "gates", i.e. places that allow travel to parallel universes. He will also know to which one it leads (as best as he can comprehend.)

**PLANE SEEING:** The wielder may see from any plane (Normal, Astral, Ethereal, etc.) to another.

**X-RAY VISION:** It will show up denser objects, such as metal, bones, etc., even through 2 feet of stone. (It does not work as in Superman stories.)

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

**TELEKINESIS:** As the MU Spell, as if cast by a MU9.

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

**FLYING:** The wielder may fly as per the MU spell, (at 12").

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

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

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

## PERSONALITY TRAITS OF SWORDS:

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

01-05 Loves Battle	56-60 Vain
06-10 Cautious	61-65 Proud
11-15 Fearless	66-70 Ambitious
16-25 Hates one Species *	71-75 Competitive
26-30 Likes one Species **	76-80 Argumentative ***
31-35 Greedy	81-85 Rude ***
36-40 Generous	86-90 Polite ***
41-45 Revendeful	91-95 Talkative ***
46-50 Forgiving	96-00 Quiet ***
51-55 Relisious	

\* = if it has a special bonus, then it hates that species, otherwise choose random species

\*\* = Usually a potential wielder of the sword

\*\*\* = reroll if sword lacks ability to speak

Contradictory Traits cancel each other out. Roll D6 for the strenth of each Trait:

1. only slightly more likely to act in this manner than the opposite
2. unlikely to act in the opposite manner
3. never acts in the opposite manner
4. taken into account in important decisions and actions
5. determinins factor in most decisions  
(reroll if eso less then 10)
6. obsessive, driving force behind its very existence  
(reroll if eso less than 12)

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

## BATTLE OF WILLS BETWEEN SWORD AND WIELDER:

The interaction between a sword and its wielder is sort of like a marriage. To ensure long range harmony, each must be prepared to let the other have his way from time to time.

However, when neither is willing to give in, run the test of wills by comparing the rolls for each party, higher roll wins. (Exception: in order to sheath your sword against its will or in order to force your owner to give you to someone more to your liking, the party in question must win two rolls in a row, and if unsuccessful may not try the same thing again for one month.)

Wielder rolls one D6 per level. Add to this total: his Intelligence and his Charisma. Then subtract 1 for every 3 hit points he has taken.

Sword rolls one D6 per level (as a magical item). Add to this total its Eso, its Intelligence, and its number of Extraordinary Abilities

## ARMOR:

### TYPE OF ARMOR:

- 01-65 Plate
- 66-95 Chain
- 96-98 Scale (or reroll)
- 99-00 Jousting Plate (or reroll)

- |                                  |                                  |
|----------------------------------|----------------------------------|
| 01-32 +1 Armor                   | 88-91 +3 Armor (3)               |
| 33-37 Bouyant Armor              | 92-93 Automaton Armor (4)        |
| 38-42 Armor of the Sea           | 94-94 Paladin's Armor (4)        |
| 43-57 Armor of Resistance (?)    | 95-96 +4 Armor (4)               |
| 58-67 Armor of Vulnerability     | 97-98 A. of Absorbing 2 H.P. (4) |
| 68-79 +2 Armor (2)               | 99-99 +5 Armor (5)               |
| 80-87 A. of Absorbing 1 H.P. (3) | 00-00 Armor of Etherealness (6)  |

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

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

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

**ARMOR OF ABSORBING ONE HIT POINT:** It absorbs one hit point from every weapon attack (ex. sword, arrow, claw, bite, etc.) on the wearer. For example if a sword rolls 4 points of damage, it will only do 3 hit points of damage to the wearer. It would not effect the damage done by a Fireball. It does not effect Hit Probability.

**AUTOMATON ARMOR:** It acts as +1 Armor. If worn in 3 battles by the owner, then it may fight on its own during the next battle. There will be the illusion that the owner is wearing the armor. The armor will fight as 1/3 the level of the owner (for determinish hit probability and hit points) with no damage bonus or melee bonus.

**PALADIN'S ARMOR:** It acts as +2 Armor. It is aligned either Good or Evil. If a Neutral being wears it he takes D6 hit points. If a Good being wears Evil Armor, or vice versa, he takes 2D6 hit points. When worn by a Paladin (of proper alignment) it can be made to glow with a bright light. This has the followings effects with a Range of 10":

1. Blinds opponents of 3 H.D. or less for 2D4 melee rounds, saving throw vs. Physical
2. Adds 2 to the wearers effective Charisma
3. Adds 3 to the morale dice (2D6) of friends
4. Subtracts 3 from the morale dice (2D6) of enemies
5. Dispell Shadows and Shades
6. Turns Trolls to stone.

**ARMOR OF ABSORBING TWO HIT POINTS:** As per absorbing one hit point.

## SHIELDS:

01-31 Shield +1	84-86 Shield of the Wall (3)
32-37 Shield of Reflection	87-89 Shield of Throwings (3)
38-43 Shield of Missile Deflect.	90-92 Dancing Shield (3)
44-49 Shield of Heraldry	93-96 Shield +3 (3)
50-55 Shield vs. Walls	97-97 Paladin's Shield (4)
56-61 Expanding Shield	98-99 Shield +4 (4)
62-73 Shield of Missile Attract.	00-00 Shield +5 (5)
74-83 Shield +2 (2)	

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

**SHIELD OF MISSILE DEFLECTION:** It acts as a +1 shield versus melee attacks, and as a +3 shield versus missile attacks.

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

**SHIELD VERSUS WALLS:** It acts as a +1 shield. In addition, the user may safely burst through any of the magically conjured Walls (ex. Flames, Ice, Stone, Iron, etc.)

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

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

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

**DANCING SHIELD:** It acts as a +1 shield. After being used in melee for 3 rounds, it will defend by itself for up to 3 more melee rounds. An opponent may attempt to knock the shield out of the air, (treat as to hit A.C. 2).

**PALADIN'S SHIELD:** It acts as +2 shield. It is aligned either Good or Evil. If a being of opposite alignment touches it, he takes 2D6 hit points. A Neutral takes D6 hit points. If used by a Paladin (Anti-Paladin) it adds 2 to his effective Charisma. Also the Paladin (Anti-Paladin) can use it to produce a brilliant light (enveloping darkness) causing all evil (good) beings within it to fight at -5%. The light (darkness) can instead be channelled into a beam (targeted as a spell if the GM is using the spell targeting system), which will blind an evil (good) opponent for 2D6 melee rounds; give a saving throw vs. Physical, but at -50%.



## MACES/FLAILS :

01-32 Mace +1	74-76 Flail +2
33-37 Mace -2, Cursed	77-82 Mace of Healing (2)
38-38 Flail -2, Cursed	83-84 Flail of Entanglement (2)
39-47 Mace of Return	85-90 Mace of Disruption (3)
48-54 Flail +1	91-95 Mace +3 (3)
55-55 Mace, Roll Sword Plus	96-96 Flail +3 (3)
56-56 Flail, Roll Sword Plus	97-99 Mace of the Undead (4)
57-73 Mace +2 (2)	00-00 Flail of Level Blasting (4)

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

**CURSED MACE:** Besides being -2, the user will receive the effects of a random curse, as per Cursed Sword.

**CURSED FLAIL:** As above.

**MACE OF RETURN:** It acts as a magical weapon with no plus to hit probability or damage. However, it can be used to bat a Fireball or Snowball spell back at the caster. To succeed you must roll below your Dexterity on 3D6.

**MACE, ROLL SWORD PLUS:** Roll on the table for Magical Swords, in order to determine the Maces combat plus, (ignoring Magic Using Swords.) Limit the level appropriately, and never more than (3). The Mace will not have an Intelligence, Eso, or Powers.

**FLAIL, ROLL SWORD PLUS:** As above.

**MACE OF HEALING:** It acts as a +1 mace. In addition, if wielded by a Cleric, he may cure (without using Prayer Points) as many hits as times that he has caused damage with the Mace during that day.

**FLAIL OF ENTANGLEMENT:** It acts as a +1 flail. In addition if a hit is scored, the wielder may attempt to Grapple, at +30% chance.

**MACE OF DISRUPTION:** It acts as a +1 mace. In addition any Undead that is hit by this mace, must save (vs. Spiritual) as versus a C8, or be dissolved/dispelled.

**MACE OF THE UNDEAD:** It acts as a +1 mace. In addition when wielded by an Undead, upon a hit being scored the wielder drains life energy (if he normally can), and also causes the "Black Breath". Saving throw (vs. Spiritual) allowed vs. "Black Breath". Any mortal who grasps this mace must save vs. the Black Breath. Black Breath is a quickly spreading deterioration of body and spirit. The part of the body struck by the mace, becomes immobilized immediately. Then the victim loses one point of Constitution per hour, until he is down to 1. Then he has one day of life remaining, being totally immobilized. The Black Breath may be cured by a Cure Disease from a C8, or 10th level Paladin.

**FLAIL OF LEVEL BLASTING:** It acts as a +1 flail. When wielded by a Demonic being, upon a hit being scored it will drain one life level in addition to any natural ability the wielder has in this regard. (Treat with respect to saving throws, as you normally treat drains of life energy.)

## DAGGERS:

01-30 Dasser +1	75-80 Mase Dasser (3)
31-36 Dasser -1, Cursed	81-88 Winsed Dasser (4)
37-39 Dasser, Roll Sword Plus	89-94 Dasser of Increase (4)
40-54 Dasser +2 (2)	95-98 Thieves Dasser (5)
55-64 Oral Dasser (2)	99-99 Dasser of The Undead (5)
65-74 Dancins Dasser (3)	00-00 Dasser of Ronkel (6)

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

**CURSED DAGGER:** Besides being -1, this dasser will cause the user to receive the effects of a random curse, as per Cursed Sword.

**DAGGER, ROLL SWORD PLUS:** Roll on the table for Magical Swords, in order to determine the Dassers combat Plus, (ignoring Magic Using Swords.) Limit the level appropriately, and never more than (3). The Dasser will not have an Intelligence, Eso, or Powers.

**OPAL DAGGER:** It acts as a +1 dasser. In addition, if dipped in poison, the dasser will absorb it, injecting the poison into the next person hit with the dasser. It will hold one dose of poison, and must be refilled after each use.

**DANCING DAGGER:** It acts as a +1 dasser. In addition after being used in melee for 3 rounds, it will fight on its own for 3 rounds. During that time it will fight as would its user. However, it may be knocked out of the air. (Treat it as A.C. 2.)

**MAGE DAGGER:** It acts as a +1 dasser. In addition, if used by a Magic User, he may store one spell inside which he may normally throw. (At the time of storage it costs him spell points. Then he can throw the spell off the dasser once, with the use of no spell points.)

**WINGED DAGGER:** It acts as a +1 dasser. In addition if thrown towards an enemy, it will sprout wings and fight its opponent as would a Fighter of the users level. It will fight until it is either recalled or hit. If it is hit it will fall to the ground and may not be recalled. (Treat it as A.C. 2 for the purposes of being hit.)

**DAGGER OF INCREASE:** It acts as a +1 dasser. However, the second time that a particular being is hit with the dasser there is a +1 to damage. The next time it will +2 to damage, then +3, etc.

**THIEVES DAGGER:** It acts as a +1 dasser. In addition, if used by a Thief to "strike silently from behind", he will never miss, (provided he would normally have any chance to hit.)



**DAGGER OF THE UNDEAD:** It acts as a +1 dagger. In addition, if wielded by an Undead, any hit scored will cause a piece of the dagger to break off and start burrowing towards the victim's heart. It normally takes one day to reach the heart, but if a Cure Disease spell is administered it will take one week instead. The victim must receive a Cure Disease from a C8 in order to be saved, otherwise he will die and be unresurrectable (as per the Curse of Ronkel.) This Dagger has a 10% Burnout chance. If wielded by a mortal, he must save (vs. Spiritual) as vs. a C20, or the dagger will hit the mortal as if it had been wielded by an Undead.

**DAGGER OF RONKEL:** It acts as a +1 Dagger. In addition any one slain by it, must be raised within 10 melee rounds, or be unresurrectable, (as per the Curse of Ronkel.)

#### WARHAMMERS:

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

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

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

**WARHAMMER, ROLL SWORD PLUS:** Roll on the table for Magical Swords, in order to determine the Warhammers combat plus, (ignoring Magic Using Swords.) Limit the level appropriately, and never more than (3). The warhammer will not have an Intelligence, Ego, or Powers.

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

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

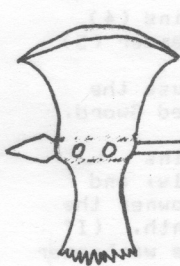
## BATTLEAXE:

01-59 41 Battleaxe	70-70 Battleaxe, Roll Sword Plus
60-64 Cleaving Battleaxe	71-95 42 Battleaxe (2)
65-69 42 Battleaxe, Cursed	96-00 43 Battleaxe

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

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

**BATTLEAXE, ROLL SWORD PLUS:** Roll on the table for Magical Swords, in order to determine the Battleaxes combat plus, (ignoring Magic Using Swords.) Limit the level appropriately, and never more than (3). The battleaxe will not have an Intelligence, Eso, or Powers.



## SPEARS:

01-50 41 Spear	70-70 Spear, Roll Sword Plus
51-60 De-Were Spear	71-95 42 Spear (2)
60-69 Spear of Revenge	96-00 43 Spear (3)

**DE-WERE SPEAR:** It acts as a 41 spear. In addition, any Lycanthrope who is hit by it, is returned to its humanoid form for 10 melee rounds, no saving throw. The spear will also return to their original form any creature which has changed shape, such as dopplegangers and polymorphed creatures.

**SPEAR OF REVENGE:** It acts as a 41 spear. In addition, for every hit caused by the spear, the wielder will receive an equal number. These hits will be delayed D4 melee rounds, making it more difficult to ascertain the nature of the spear.

**SPEAR, ROLL SWORD PLUS:** Roll on the table for Magical Swords, in order to determine the Spears combat plus, (ignoring Magic Using Swords.) Limit the level appropriately, and never more than (3). The Spear will not have an Intelligence, Eso, or Powers.

# MORNING STARS:

01-43 +1 Mornings Star	75-84 Morn. Star of Fireballs (2)
44-48 -2 Morning Star, Cursed	85-94 Morn. Star of Snowballs (2)
49-49 M. Star, Roll Sword Plus	95-99 +3 Mornings Star (3)
50-74 +2 Mornings Star (2)	00-00 M. S. of Level Blasting (5)

**CURSED MORNING STAR:** Besides being -2, this Morning Star will cause the user to receive the effects of a random Curse, as per Cursed Sword.

**MORNING STAR, ROLL SWORD PLUS:** Roll on the table for Magical Swords, in order to determine the Mornings Stars combat Plus, (ignoring Magic Using Swords.) Limit the level of appropriately, and never more than (3). The Mornings Star will not have an Intelligence, Eso, or Powers.

**MORNING STAR OF FIREBALLS:** It acts as a +1 Mornings Star. In addition the user may throw one 6D6 Fireball per day.

**MORNING STAR OF SNOWBALLS:** As above, but one Snowball rather than Fireball.

**MORNING STAR OF LEVEL BLASTING:** It acts as a +1 Mornings Star. When wielded by a Demonic Being, it will drain one life level, in addition to any natural ability of the Demon. (Treat with respect to saving throws as you normally do level drains.)

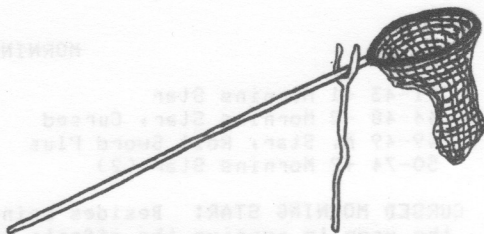
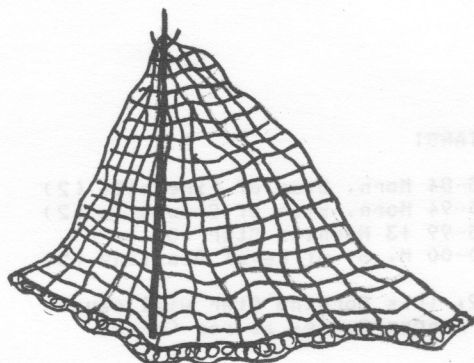
# LANCE:

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

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

**LANCE, ROLL SWORD PLUS:** Roll on the table for Magical Swords, in order to determine the Lances combat Plus, (ignoring Magic Using Swords.) Limit the level appropriately, and never more than (3). The Lance will not have an Intelligence, Eso, or Powers.

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



#### NETS:

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

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

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

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

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

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

**CURSED NET:** It acts as one of the other types of magical nets, but if it misses its target, it hits the user.

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

**NET OF ENTANGLEMENT:** It acts as a +2 net. In addition when the victim would normally be able to toss the net off in one melee round it will take D6 melee rounds.

**NET OF SPECTRE CATCHING:** It acts as a +2 net. In addition it may be used to attempt to grapple non-corporeal beings (ex. Spectres, Shadows, etc.). Non-corporeal beings inside the net may not make attacks through the net (ex. drain life energy, drain strength, etc.)

**NET OF SPELL POINT DRAINING:** It acts as a +1 Net. In addition if it hits a MU or someone able to cast MU spells, and they fail to save (vs. Mental) it will drain all of their remaining Spell Points for that day.

## JAVELINS:

01-26 Heat Seeking Javelin	79-79 Javelin, Roll Sword Plus
27-52 Cold Seeking Javelin	80-89 Javelin of Backbiting
53-78 Light Seeking Javelin	90-00 Javelin of Lightning (F) (3)

Javelins must be thrown in order to be effective. They may be reused, (after they are retrieved.)

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

**COLD SEEKING JAVELIN:** As above, except seeks cold.

**LIGHT SEEKING JAVELIN:** When thrown it will move at 9" towards the nearest source of natural daylight. (Thus it might be useful in finding your way out of an Dungeon, etc.)

**JAVELIN, ROLL SWORD PLUS:** Roll on the table for Magical Swords, in order to determine the Javelins combat plus, (ignoring Magic Using Swords.) Limit the level appropriately, and never more than (3). the Javelin will not have an Intelligence, Eso, or Powers.

**JAVELIN OF BACKBITING:** It appears to be another type of Javelin. When thrown in anger at an enemy, it will instead hit the user in the back.

**JAVELIN OF LIGHTNING:** Each time thrown it will become a 6D6 Lightning Bolt.





## WHIPS:

- |                                  |                                 |
|----------------------------------|---------------------------------|
| 01-30 Whip +1                    | 71-80 Whip +3 (2)               |
| 31-50 Whip +2                    | 81-90 Whip of the Balros (3)    |
| 51-60 Whip -2, Cursed            | 91-00 Whip of S.P. Draining (3) |
| 61-70 Whip of Animal Control (2) |                                 |

See the Grappling Rules to see the use of whips.

+1 WHIP: as the Net.

+2 WHIP: as the Net.

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

+3 WHIP: as the Net.

WHIP OF ANIMAL CONTROL: It acts as a +1 Whip. In addition any normal animal (ex. lion, bear, etc.) who is hit by the whip, must save (vs. Mental) or be unable for one hour, to attack anything unless either it attacks the animal first, or the user orders the animal to attack it. During this time the user may order the animal to attack anything, but the animal will set an additional saving throw if it is something he normally would not attack.

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

WHIP OF SPELL POINT DRAINING: as the Net.





# BOWS/CROSSBOWS:

01-30 Bow +1	67-82 Bow +2 (2)
31-36 Bow of the Lakes	83-87 Crossbow of Lightning (2)
37-42 Elven Long Bow	88-92 Bow of 5th Dimension (3)
43-48 Hobbit Short Bow	93-97 Bow +3 (3)
49-54 Light Crossbow of Distance	98-98 Bow of the Tropics (4)
55-60 Heavy Crossbow of Speed	99-99 Bow of the North (4)
61-65 Cursed Bow	00-00 Bow of Many Shots (4)
66-66 Bow, Roll Sword Plus	

Roll for type of Bow,

(except where already specified by the name):

- 01-20 Short Bow
- 21-69 Long Bow
- 70-89 Light Crossbow
- 90-99 Heavy Crossbow
- 00-00 Other (or reroll)

A +1 on a Bow gives +5% to the hit probability. However, missiles fired from it do not do any extra damage, nor are ordinary missiles fired from it able to damage those creatures which require magical weapons.

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

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

**HOBBIT SHORT BOW:** It acts as a +1 shortbow. If used by a Hobbit, it will do double damage to Wishts and Wraiths, and triple damage to Spectres and Phantoms. (If used by a Hobbit, ordinary arrows from this bow can effect these creatures.)

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

**BOW, ROLL SWORD PLUS:** Roll on the table for Magical Swords, in order to determine the bows combat plus, (ignoring Magic Using Swords.) Limit the level appropriately, and never more than (3). The bow will not have an Intelligence, Ego, or Powers.

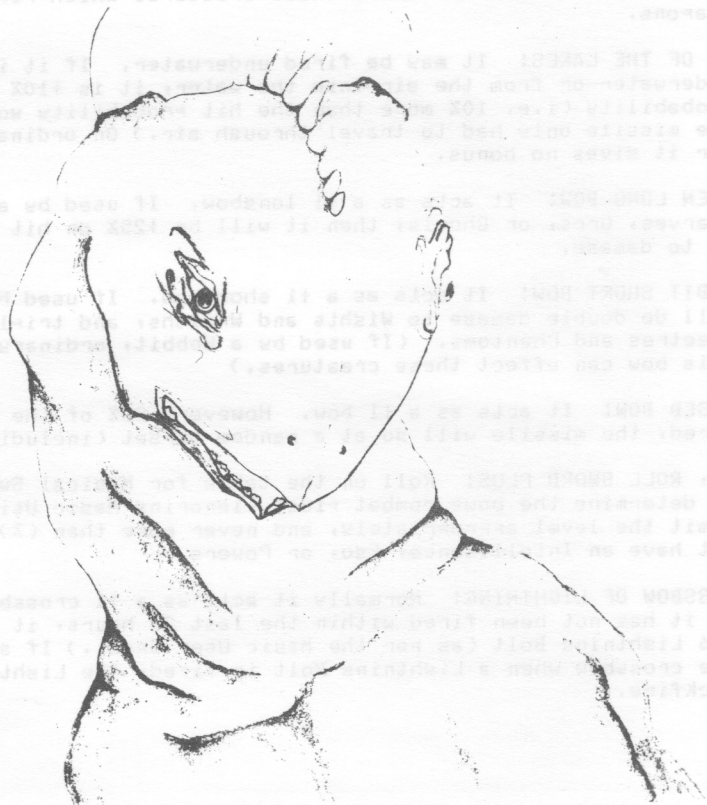
**CROSSBOW OF LIGHTNING:** Normally it acts as a +1 crossbow. However, if it has not been fired within the last 24 hours, it will shoot a 6D6 Lightning Bolt (as per the Magic User Spell.) If a quarrel is in the crossbow when a Lightning Bolt is fired, the Lightning Bolt will backfire.

**BOW OF THE FIFTH DIMENSION:** Any missile fired by this bow, will seek out the nearest target in some other Plane (ex. Astral Plane, Ethereal Plane, etc.), and always hit. (If there is no such target in range then the bolt merely disappears into one of these planes.) Thus it can damage ethereal beings, astral beings, Phase Spiders, blinkins Blink Dogs, etc.

**BOW OF THE TROPICS:** It needs no missiles. Instead it fires a fiery bolt. The bolt acts as a +3 magic arrow/quarrel, +5 vs. cold-based creatures.

**BOW OF THE NORTH:** It needs no missiles. Instead when it is fired it shoots an icy bolt. The bolt acts as a +3 magic arrow/quarrel, +5 vs. fire-based creatures. In addition, if the bolt hits a cold-blooded creature (ex. reptile, insect, etc.), then the creature must save (vs. Physical) or move at half speed for 10 melee rounds.

**BOW OF MANY SHOTS:** Any non-magical missile fired from this bow, will split into three in flight. Give each one the usual opportunity to hit. In 10 melee rounds all three copies of the missile will crumble to dust.



## ARROWS/QUARRELS:

01-80 Arrow      81-00 Quarrel

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

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

Number of Arrows/Quarrels:

01-50 1	95-97 5
51-75 2	98-99 6
76-88 3	00-00 Roll Twice, ignoring 00
89-94 4	

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

With the exceptions of: Arrow of Direction, Arrow of Many Shots, and Arrow of the Forest, Magical Arrows are good for one use. When a Magical Arrow or Quarrel hits its target (with the previous exceptions), its head explodes. Thus +1 arrows do +1 to damage as well as adding +5% to hit probability. However, then the arrow is of no further use. (However, they can usually be recovered unharmed if they miss their target.)

**CURSED ARROW:** It functions as some other type of arrow. However, when fired it will 50% of the time hit the archer, and 50% of the time hit the closest other target regardless of where aimed.

**ARROW OF THE FOREST:** It has no plus to damage. When fired by an Elf or Ranger it is +10% to hit probability, otherwise it is +5%. When fired in the forest, this arrow will fly around trees in its path, in order to hit its target.

**ARROW OF DOOM:** It has no plus to hit probability of damage. When hit by this arrow the victim receives the effect of one random Curse, no saving throw. (Limit the level of the Curse, and determine the particular curse, as for a Cursed Sword.)

**ARROW OF ILLUMINATION:** When fired it generates a Continual Light Spell (as per the Clerical Spell) centered where it hits.

**ARROW OF TRACKING:** If you spend one full melee round to aim it, it will never miss. This is so even if the victim moves, provided you keep aiming at the spot he was occupying. There is no range limit. It has no plus to damage.

**SIGNAL ARROW:** When fired it will rise 1 mile into the air. (If fired underground it will rise as high as possible.) Then it will burst into a brightly colored flare. It will hang there glowing brightly for 1 minute. (The color depends on the particular arrow, but yellow, blue, red, and green are all common.) It will be visible over immense distances, but the horizon usually cuts off viewing from more than about 80 miles.

**ARROW, ROLL SWORD PLUS:** Roll on the table for Magical Swords, in order to determine the arrows combat plus, (ignoring Magic Using Swords.) Limit the level appropriately, and never more than a level (3) sword. However, count a level (2) sword as only a level (1) Arrow, etc., due to the fact of only one use.

**ARROW OF ENTANGLEMENT:** When it hits it generates a Web (as per the MU spell.)

**ARROW OF WOODS:** When it lands in dirt, it turns into 2D6 Oak Trees, each 4D6 feet tall.

**ENCHANTED ARROW:** It is +3 to damage. Assuming there would normally be any chance to hit, it will never miss unless:

1. the victim has some magical protection (ex. Magic Armor, Magic Shield, Protection Ring, Cloak of Protection, Bracers of Defense, Shield Spell, Protection vs. Normal Missile Spell, etc.)
2. the victim is an Enchanted Monster (Elementals, Golems, Demons, Angels, Invisible Stalker, Aerial Servant, Djinn, Efreet, Salamander, Homunculus, Simulacra, etc.)
3. the victim has a natural armor class better than 2 (ex. some Dragons, Will O'Wisp, etc.)

Against these exceptions the arrow is +15% to hit probability.

**ARROW OF TRACING:** If you spend one full melee round aiming it will set a lock on a victim. It will maintain the lock provided you keep aiming at the spot he was occupying. Upon being released it will follow the victim at a rate of only 3", (rather than going in a usual arrow flight with damage upon hitting the target.) The arrow may be destroyed. (Treat it as A.C. 9, with 2 Hit Points. It is not effected by Clerical Spells.) There is no range limit.

**ARROW OF LIFE DRAINING:** It acts as a +1 arrow. In addition, it drains one life energy level if it hits. (Treat with respect to allowing a saving throw as you treat drains by Undead.)

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

**ARROW OF DEATH:** It is +5% to hit probability, but does no damage upon hitting. Instead if it hits, the victim must save (vs. Spiritual) or die (as per Finger of Death).

**ARROW OF SLAYING:** It acts as a +5 arrow. In addition it is keyed to one particular species of monster. Against that species it does 4D10 of damage if it hits.

**CUPID'S ARROW:** This arrow is +5% to hit probability, but does no damage upon hitting. Instead if it hits, the victim must save (vs. Mental) or become the tireless follower of the Archer.



## SCABBARDS/SHEATHS (2):

01-13 Scab/Sheath of Protection	78-81 Scabbard of Good (4)
14-26 Scab/Sheath of Appraisal	82-85 Scabbard of Neutrality (4)
27-36 Scabbard of Compliance	86-89 Scabbard of Evil (4)
37-38 Scabbard of Control	90-90 Scab/Sheath of Cancel. (4)
39-48 Scabbard of Transfer	91-93 Scab/Sheath of Dancings (4)
49-53 Scab/Sheath of Subdual	94-95 Scab/Sh. of Great Demise (5)
54-60 Scab/Sheath of Rust	96-98 Scab. of Extraord. Abil. (5)
61-70 Scab. Primary Abil. (3)	99-99 Scabbard of Ego Switch (5)
71-74 Scab/Sh. Lev. Drain. (3)	00-00 Scab/Sheath of Vorrpal (6)
75-77 Scab/Sh. of Paralyze. (3)	

### TYPE OF WEAPON:

- 01-07 Short Sword Scabbard
- 08-63 Sword Scabbard
- 64-70 Two-Handed Sword Scabbard
- 71-93 Dasser Sheath (reroll if scabbard)
- 94-00 Battle-Axe Sheath (reroll if scabbard)

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

**SCABBARD/SHEATH OF PROTECTION:** It protects a weapon inside it, against all external attacks. This includes Fireballs, Breath Weapons, Rust Monsters, Convert Sword Spells, etc. Even Detect Magic will not work on the weapon.

**SCABBARD/SHEATH OF APPRAISAL:** The user will know the powers of any weapon placed inside. This includes whether the weapon is magical, its bonuses, powers, abilities, intelligence, ego, mission and alignment. However, curses on weapons can not be detected; a negative combat "bonus" will be indicated as a plus instead.

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

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

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

**SCABBARD/SHEATH OF SUBDUAL:** A victim that is struck by a weapon during the round after it is drawn from the scabbard/sheath, has a 20% better chance of being subdued, than he normally would have. The victim sets a saving throw (vs. Mental) versus this extra 20%. The weapon does its normal "damage" towards subdual.

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

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

**SCABBARD/SHEATH OF LEVEL DRAINING:** A victim who is struck by a weapon, during the round after it is drawn from the scabbard/sheath, is drained one life level. Saving throw is applicable. The weapon also does its normal damage.

**SCABBARD/SHEATH OF PARALYZATION:** A victim who is struck by a weapon, during the round after it is drawn from the scabbard/sheath, is paralyzed for 1+D4 melee rounds. Saving throw is applicable. The weapon also does its normal damage.

**SCABBARD OF GOOD:** It sets one chance to (temporarily) convert to Good any weapon sheathed in it. Treat the initial attempt as the Clerical Spell Convert Sword. If the Scabbard fails on a particular weapon it sets no further chance on that weapon. If the Scabbard succeeds, then the weapon will need to be in the scabbard at least once per week or revert to its original alignment.

**SCABBARD OF NEUTRALITY:** As above, but converts to Neutral rather than Good.

**SCABBARD OF EVIL:** As above, but converts to Evil rather than Good.

**SCABBARD/SHEATH OF CANCELLATION:** Any magical weapon placed inside becomes permanently non-magical, as per the effects of a Rod of Cancellation.

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

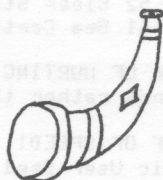
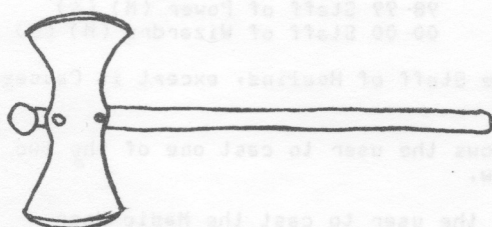
**SCABBARD/SHEATH OF GREAT DAMAGE:** A victim, who is struck by a weapon, during the round after it is drawn from the scabbard/sheath, will take one half of the hit points he has remaining (or the normal damage the weapon would have done, whichever is greater.) If the victim saves then he takes only the normal damage the weapon would have done.

**SCABBARD OF EXTRAORDINARY ABILITY:** As per that of Primary Ability, but instead an Extraordinary Ability, (as per Magic Sword.)



**SCABBARD OF ECO SWITCH:** If a sentient weapon (i.e. one with an Eco) is placed inside, then the mind of the user will be in the weapon while the Personality and eco of the weapon will be in the body of the user. The weapon is allowed a saving throw if it wants one.

**SCABBARD/SHEATH OF VORPAL:** A victim who is struck by a weapon, during the melee round after it is drawn from the scabbard/sheath, will have his neck severed, provided the weapon scores 10% over the required score to hit, or a B6 or more and hits. The victim gets a saving throw. In any case the weapon does its ordinary damage.



#### WANDS (M):

Wands generally have a 2% Burnout chance, (i.e. 100 charges when new). The following Wands do not have Burnout chances: Metal Detection, Magic Detection, and Detect Secret Doors and Traps.

01-10 Metal Detection	67-70 Negation (3)
11-20 Magic Detection	71-79 Lightning Bolt (3)
21-30 Detect Secret Doors & Traps	80-88 Fireballs (3)
31-39 Phantasmal Forces (3)	89-93 Cold (4)
40-48 Snowball (3)	94-98 Polymorph (4)
49-57 Fear (3)	99-00 Paralyzation (6)
58-66 Wandering (3)	

**WAND OF PHANTASMAL FORCES:** For one charge the Magic User can cast the spell Phantasmal Forces, as would a 6th level M.U.

**SNOWBALL WAND:** For one charge the Magic User can cast the spell Snowball, as would a 6th level M.U. (Snowball is similar to Fireball; it gives cold-based damage, rather than fire-based damage.)

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

### STAVES (3):

Staves generally have a burnout chance of 1%, (i.e. 200 charges when new.) However, the Snake staff and Staff of striking, as well as these powers when present in other staves, have an unlimited number of uses. The Staves of Healing & Hurling have the same limited number of uses as other staves, but have the additional restriction that they may not be used more than once per day on any given person.

01-08 Staff of Healing (C)	42-70 Mages Staff (M)
09-16 Staff of Hurling (C)	71-79 Clerics Staff (C)
17-25 Staff of Speed (M)	80-88 Staff of the Flame
26-34 Snake Staff (C)	89-93 Cadeus (C) (5)
35-43 Staff of Striking (C,M)	94-97 Musical Staff (C,M) (6)
44-52 Sleep Staff (C,M)	98-99 Staff of Power (M) (6)
53-61 Sea Captains Staff (C,M)	00-00 Staff of Wizardry (M) (8)

**STAFF OF HURLING:** It acts as the Staff of Healing, except it Causes Wounds rather than Curing them.

**STAFF OF SPEED:** Each charge allows the user to cast one of the two Magic User Spells, Haste or Slow.

**SLEEP STAFF:** Each charge allows the user to cast the Magic User spell, Sleep. However, it will effect twice the usual number of victims of a given level.

**SEA CAPTAINS STAFF:** Each charge allows the user to either keep a ship afloat (regardless of weather or leaks) or move a ship at twice its ordinary speed. One use of either function lasts 1/2 day. The user must remain on the ship to be effected. The ship may be at most 10 feet per level of the user, in length.

**MAGES STAFF:** Each charge allows the user to determine all Magic User spells that are being prepared, thrown, or that are currently in effect. It will tell the effect of the spells, their duration, their distance, and whether they are being prepared, thrown, or are currently in effect. Zone of effect: 3" radius around the user, but doesn't work through stone walls, etc. Duration: 10 melee rounds or until the MU stops concentrating, whichever comes first.

**CLERICS STAFF:** It is aligned either Good or Evil, and may only be used by a Cleric of the proper alignment. Individuals of opposite alignment who touch it receive 2D6 damage; neutrals who touch it receive D6 damage. The user may send out a message, each word requiring the use of a charge. The message will be telepathically received only by all creatures of the proper alignment within 100" of the user. Treat their reaction as if the cleric had an addition of his level to his natural charisma, up to a maximum of a 20 effective charisma.

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

**CADEUSUS:** It combines the functions of the Staff of Healing and the Snake Staff.

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

#### RODS (5):

01-10 Rod of Detects	81-85 Rod of Cancellation
11-20 Rod of Resistance	86-89 Rod of Absorption (M) (6)
21-30 Rod of the Sea	90-92 Rod of Lordly Might (F) (7)
31-40 Rod of the Air	93-94 Rod of Resurrection (C) (8)
41-50 Rod of the Earth	95-96 Rod of Death (C) (8)
51-60 Rod of Nature	97-99 Rod That Walks (M) (8)
61-70 Rod of Beguiling (M,T)	00-00 Rod of Rulership (9)
71-80 Lightning Rod	

Rods generally have a Burnout chance of 8%, (i.e. 25 charges when new.)

The Rod of Cancellation has only one use.

The Rods of Resurrection and Death each have a Burnout chance of 10% (i.e. 20 charges when new).

The Rod of Rulership has a Burnout chance of 20% (i.e. 10 charges when new).

The Rod of Lordly Might has no Burnout chance.

The Rod of Absorption (and this power in the Rod That Walks) doesn't have a burnout chance per se. Instead, it is limited to absorbing at most a total of 100 spell levels throughout its life.

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

**ROD OF DETECTS:** Each charge allows the user to perform one of the following six functions:

1. Detect Evil, as the Clerical spell
2. Detect Good, as the Clerical spell
3. Detect Magic, as per the Magic User spell
4. Detect Traps, as per the Magical Sword Power
5. Detect Secret Doors, as per the Magical Sword Power
6. Detect Undead, as per the Magical Sword Power.

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

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

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

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

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

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

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

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

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

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

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

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

THE ROD THAT WALKS: It combines a number of functions:

1. When held it will act as a Rod of Absorption, to level 11 as the level and 11 as the level.
2. When used in hand to hand combat it will have +5% on hit probability, and +1 to damage (thus doing 1D6).
3. It may strike on remote control. It is +10% on hit probability (compared to what the user would need to hit with a normal staff in his hand), and +2 to damage (doing 1+D6). It may be sent on remote control for a range of 12", and must remain in sight. It will move at 30", in a manner similar to a tumbleweed; it can not fly. When on remote control, the rod is far too dextrous to be hit; however it will have to save, as per a Staff of Power, versus appropriate spells within whose areas of effect it finds itself.
4. For the use of one charge it may attempt to paralyze someone; (saving throw applicable); that it has hit using either function #2 or #3.

#### MAGIC USER SCROLLS:

01-47 One Spell	91-94 Five Spells (5)
48-74 Two Spells (2)	95-96 Six Spells (6)
75-84 Three Spells (3)	97-97 Seven Spells (7)
85-90 Four Spells (4)	98-00 Cursed (?)

#### LEVEL OF M.U. SPELL ON A SCROLL:

01-20 First Level	81-90 Sixth Level (4)
21-38 Second Level	91-96 Seventh Level (5)
39-54 Third Level	97-99 Eighth Level (6)
55-68 Fourth Level (2)	00-00 Ninth Level (7)
69-80 Fifth Level (3)	

EXPLOSIVE RUNES: Give every scroll a chance that this 3rd level M.U. spell has been placed on the scroll in order to protect it. Give a 1% chance per total level of all spells on the scroll. Assume it has been placed there by a M.U. of level equal to twice the highest level spell (or curse) on the scroll, but at least an MU5.

These scrolls are usable only by Magic Users, or those able to cast Magic User Spells. They contain specially written short versions of spells, as well as the magical energy to activate the spell. (Scrolls are a complicated to produce. The G.M. should carefully work out the difficulties and expenses involved in his world, if he decides to allow players to produce these, or any other magical items. Knowing a spell, is necessary to be able to produce a scroll with that spell on it. However, further research is required as well as special materials.)

They require a Read Magic to be used, or even to determine what spells are on them. A given spell may be used just once; upon being cast off the scroll that spell vanishes. (By putting more than one spell, or even multiple copies of the same spell, on it the scroll itself can of course be used more than once.)

Some advantages of Magic User Scrolls are:

1. One only uses the spell points needed for a Read Magic
2. One need not know the given spell or even be able to cast spells of that level on your own
3. It only takes a single melee round to get the spell off

When the effect of a spell depends on the level of the caster, treat it as the level of the user of the scroll, but at least the minimum level of M.U. able to normally cast the spell.

When determining which spell of a given level appears on a scroll, the Gamesmaster could roll randomly on the spell list for that level. However, it seems logical that certain types of spells will appear more often on scrolls. Generally these will be spells which have to be activated quickly in an emergency. These would generally be offensive spells such as Fireball, defensive spells such as Protection/Normal Missiles, or escape spells such as Teleport. Thus the Gamesmaster should, at least occasionally, use his judgement. (For example let's say that the dice determine that there is a scroll of 5 spells, all third level. Then the scroll could logically have: two Fireballs (Offense), Slow (Offense/Escapes), Fly (Escape), and Protection/Normal Missiles (Defense). Compare this to a randomly determined: Explosive Runes, Water Breathing, Infravision, Clairvoyance, and Clairaudience. One could certainly come up with a particular reason why someone would have gone to the trouble to produce this less generally useful scroll. However, one would still expect to find more scrolls of the former type than the latter.)

**SCROLLS OF MORE THAN ONE SPELL:** When rolling for spells after the first one, give a 50% chance for the same spell as the preceding one. Then if not the same spell, give a 50% chance for the same level as the preceding spell. If not the same level, then roll as usual.

**CURSED SCROLL:** As per a Cursed Sword. (Remember to limit the level of the Curse appropriately.) The curse is activated when an attempt is made to read the scroll, or even to merely find out what spells are on the scroll. There is no saving throw.

#### CLERICAL SCROLLS:

01-47 One Spell	91-94 Five Spells (5)
48-74 Two Spells (2)	95-96 Six Spells (6)
75-84 Three Spells (3)	97-97 Seven Spells (7)
85-90 Four Spells (4)	98-00 Cursed (?)

#### LEVEL OF CLERICAL SPELL ON A SCROLL:

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

Scrolls which contain both an Evil form of a reversible spell and a Good form of a reversible spell are less common. (They are more difficult to produce.) One can roll (D10) on the following table for each Clerical Scroll:

- 1-4 Any Reversible Spells appear in the Good version
- 5-8 Any Reversible Spells appear in the Evil version
- 9 No Reversible Spells appear on this scroll
- 10 Roll for each Reversible Spell, 50% chance of either version.



These scrolls are usable only by Clerics, or those able to cast Clerical Spells. Only someone able to use the Scroll, may determine what spells are on it. They are similar to Magic User scrolls, but there are differences. They contain specially written short versions of Clerical spells, as well as the magical energy to activate the spell. (Scrolls are a complicated to produce. The G.M. should carefully work out the difficulties and expenses involved in his world; if he decides to allow players to produce these, or any other magical items. Knowing a spell, is necessary to be able to produce a scroll with that spell on it. However, further research is required as well as special materials.)

They require merely to be read by a Clerical Type to be used, or to determine what spells are on them. A given spell may be used just once; upon being cast off the scroll that spell vanishes. (By putting more than one spell, or even multiple copies of the same spell, on it the scroll itself can of course be used more than once.)

Some advantages of Clerical Scrolls are:

1. One uses no Prayer Points
2. One need not know the given spell, or even be able to cast spells of that level on ones own

When the effect of a spell depends on the level of the caster, treat it as the level of the user of the scroll, but at least the minimum level of Cleric able to normally cast the spell.

When determining which spell of a given level appears on a scroll, the Gamesmaster could roll randomly on the spell list for that level. However, it seems logical that certain types of spells will appear more often on scrolls. Generally these will be spells that one almost always needs a few more of in case of emergency, for example: Cure (Cause) Wounds, Protection/evil (Good), Raise Dead, Finger of Death, Earthquake, etc. (For example, let's say the dice have determined that we have a scroll with three spells, all third level. Then the scroll could logically have: two Cure Wounds III and a Prot./Evil III. Compare this to a randomly determined: Cure Deafness, Speak with Dead, and Locate Object. One could certainly come up with a particular reason why someone would have gone to the trouble to produce this less generally useful scroll. However, one would still expect to find more scrolls of the former type than the latter.

**SCROLLS OF MORE THAN ONE SPELL:** When rolling for spells after the first one, give a 50% chance for the same spell as the preceding one. Then if not the same spell, give a 50% chance for the same level as the preceding spell. If not the same level, then roll as usual.

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

### OTHER SCROLLS:

01-09 Prot./Lycanthropes	71-78 Map to Treasure & Danger
10-18 Protection/Undead	79-82 Map to Danger
19-27 Protection/Magic	83-86 Cursed (?)
28-36 Prot./Elementals	87-89 Calendar
37-45 Protection/Demons	90-94 Mirrored Scroll
46-50 Information/Message	95-98 Scroll of Mapping
51-55 Blank Scroll	99-00 Explosive Runes (reroll)
56-70 Map to Treasure	

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

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

**SCROLL OF PROTECTION FROM DEMONS:** It provides complete protection for the user and all within a 10' radius of him. It affects at most 40 Modified Hit Dice of Demons. Modified Hit Dice are the Demons Hit Dice (in equivalent DB's) multiplied by 1 + magic resistance. Thus a 30% resistance to magical spells, would mean to multiply by a factor of 1.3. (Where the Demon instead saves as if he were a certain number of levels higher, in order to calculate modified H.D., first convert these extra levels to percentages, at 4% per level.)

**INFORMATION/MESSAGE:** It has written on it either some information or a message. Originally it was someones notes, a report, or letter. The more valuable ones will usually have one or more of the difficulties associated with maps, (see below). The particular contents will vary wildly, use your imagination. Examples would include: gossip, pleas for help, theorems of magic, methods to analyze certain types of magical items, military information, historical information, and geographical information. (It would differ from the similar type of Book, largely as to length.) Some will be of value to large number of people, while others will be of value to only a few people or even just one person. (It will often take imagination to find a use for it or the right person to offer to sell it to. Examples of unusual uses would include: to add to a collection perhaps of rare signatures, or to blackmail someone.) Of course some will not be worth the paper they are written on. (Keep in mind the potential value, when assigning it to a level.)

**BLANK SCROLL:** The first person to write on it, will be the only person able to either write further on it, or to erase the writing already there. Otherwise the writing may not be altered or erased (even with a Dispel Magic) without destroying the scroll itself. The next person to touch the scroll after this initial writing on the scroll, will gain the ability to make the original border of the scroll glow blue. (Thus this scroll could be used for a letter of introduction, an important letter sent by courier, a check, etc.)

**MAP TO TREASURE:** It has written on it a drawing and/or instructions which should enable the reader to get to the location of a treasure. There is no specific great danger guarding the treasure itself. Usually it is a matter of a hidden and hard to get to location. Naturally there are often secret entrances, secret doors, secret panels, locks, and traps. This does not mean that you will not find danger on the way, particularly if you make a mistake. Treasure is here used in the broad sense of anything of great value. Examples would include: gems, jewelry, coins, magical items, a valuable piece of information, fine works of art, rare spices or substances, an important prisoner, etc. (Keep in mind the value of the treasure when assigning a level to the map.) Only rarely will the map clearly state what the treasure is. At its simplest the scroll will contain a clearly drawn map as well as clear and complete instructions in one or more well known languages. However, most maps to the more valuable treasures will have one or more of the following difficulties:

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

**MAP TO TREASURE AND DANGER:** As above, except there is a specific danger associated with the treasure. Often there will be underlings or a monster (ex. Argus Sphere, Golem, etc.) left by the owner to guard the treasure. Other times the owner (ex. Evil High Priest, Dragon, etc.) will be there himself to dispute ownership personally. Finally there may be many highly dangerous traps. Of course sometimes there will be all three.

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

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

**CALENDAR SCROLL:** There will magically always be a red circle around the current date.

**MIRRORED SCROLL:** When unrolled its inner surface acts as a special mirror, but only for the holder. To others it appears to be an ordinary piece of parchment. The holder of the scroll is transparent for the purpose of determining what he sees in the mirror. (Thus it is useful for seeing what's going on behind him, while not seeming to be doing so.)

**SCROLL OF MAPPING:** It will automatically map what the user sees. The scale used will allow the mapping of a square area of side 5 feet times D100, depending on the particular scroll. It will start mapping at the place where the user first holds it, and will start in the middle of the square sheet. (It displays different maps, depending on who is holding it.) It will only map one dungeon level for any given user, and only that portion that fits on the sheet.

**EXPLOSIVE RUNES:** Reroll to see what type of scroll has been protected by this 3rd level MU Spell. Assume that it was cast by an MU of level 4+2D4.

#### PINGS:

01-05 Protection +1	79-79 Two Spell Points (M) (2)
06-10 Water Walking	80-80 Two Prayer Points (C) (2)
11-26 Resistance (?)	81-81 Protection +2, 10' r. (3)
27-31 Color Change (T)	87-87 Four Spell Points (M) (3)
32-36 Gem Evaluation (T)	84-86 Invisibility (4)
37-41 Prot. 10'r One Monster (?)	87-87 Protection +3 (4)
42-46 Water Breathing	88-88 X-Ray Vision (4)
47-49 Freedom	89-89 Storing 2 Spells (M) (4)
50-51 Freezing Water	90-90 Storing Two Prayers (C) (4)
52-53 Igniting Fire	91-91 Djinn Summoning (5)
54-57 Weakness	92-92 Telekinesis (5)
58-61 Delusion	93-93 Spell Turning (6)
62-65 Contrariness	94-94 Storing Four Spells (M) (6)
66-68 One Hit Point	95-95 Storing Four Prayers (C) (6)
69-70 Two Hit Points	96-96 Many Things (7)
71-71 Three Hit Points	97-97 Thrice (7)
72-73 Shooting Stars	98-98 Regeneration (7)
74-74 One Spell Point (M)	99-99 Storing Six Spells (M) (8)
75-75 One Prayer Point (C)	00-00 Storing Six Prayers (C) (8)
76-79 Protection +2 (2)	

**RING OF RESISTANCE:** There are six different versions. Each one gives the wearer one type of Resistance, as per the Clerical spells.

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

**RING OF GEM EVALUATION:** It allows the wearer to determine the value of gems that he holds in the hand that is wearing the ring. Usable by Thieves only.

**RING OF PROTECTION 10' RADIUS VS. ONE MONSTER:** it will prevent one particular species from coming within 10 feet of the wearer. (If a member of that species puts on the ring, he must save vs. Mental or become insane. If he saves he will remove the ring.)

RING OF WATER BREATHING: It allows the wearer to breath under water.  
(He retains his ability to breath while in air.)

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

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

RING OF IGNITING FIRES: The wearer may ignite an object within 12'. The object must be able to be lit by an ordinary torch. (ex. an oil soaked rag.) Usable once per hour.

RING OF ONE HIT POINT: Once per day, the Ring will absorb one hit point of damage that the wearer would otherwise take.

RING OF TWO HIT POINTS: As above.

RING OF THREE HIT POINTS: As above.

RING OF ONE SPELL POINT: Once per day, it will supply one Spell Point the wearer would otherwise use in order to throw a Magic User Spell. (This may be all or any portion of the cost of the spell.)

RING OF TWO SPELL POINTS: As above.

RING OF FOUR SPELL POINTS: As above.

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

RING OF TWO PRAYER POINTS: As above.

RING OF FOUR PRAYER POINTS: As above.

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

RING OF STORING TWO PRAYERS: As above, except applies to Clerical Spells, rather than Magic User Spells.

RING OF STORING FOUR SPELLS: As per Storing Two Spells.

RING OF STORING FOUR PRAYERS: As per Storing Two Prayers.

RING OF MANY THINGS: It may preform each of its functions once per day, for 10 melee rounds each. It may preform only one at a time. Its functions are: Water Walking, Invisibility, Telekinesis, Protection +3, Healing at 1 hit point per melee round (no regeneration.)

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

**RING OF STORING SIX SPELLS:** As per Storing Two Spells.

**RING OF STORING SIX PRAYERS:** As per Storing Two Prayers.

#### MAGICAL GEMS:

Magical Gems normally have a burnout chance of 20% (10 charges when new). If implanted in a crown of mithril (it requires 100 mithril pieces) this is reduced to a burnout chance of 5% (40 charges when new.)

Unless otherwise stated each use of a gem is good for one day.

01-19	Diamond
20-38	Ruby
39-57	Opal
58-76	Emerald
77-95	Sapphire
96-00	Fighter's Gem (F) (reroll for type of gem)

#### FIGHTER'S GEMS (F):

01-40	Weapon +1	75-87	Weapon +2 (2)
41-46	Weapon -2	88-97	Defense +2 (2)
47-70	Defense +1	98-00	Weapon +3 (3)
71-74	Defense -1		

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



# DIAMONDS:

01-15 Crushing Resist. (F,C)	69-78 Seeing (2)
16-18 Diamond of Greed	79-88 Phantasms (2)
19-20 Diamond of Return	89-94 Crushing Hands (M) (3)
21-32 Polymorph to Dwarf	95-97 Crushing Death (3)
33-44 Illumination	98-99 Shimmering Shield (4)
45-56 Perpetual Light	00-00 Arena of Death
57-68 Light Fantastic (T)	

**DIAMOND OF CRUSHING RESISTANCE:** When implanted in a metal suit of armor, it will give the wearer the benefits of the Clerical Spell. It has no Burnout chance.

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

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

**DIAMOND OF POLYMORPH TO DWARF:** Allows the user to Polymorph Self (as per the MU spell) into a Dwarf.

**DIAMOND OF ILLUMINATION:** Equivalent to a Clerical Light Spell that moves with the gem.

**DIAMOND OF PERPETUAL NIGHT:** Equivalent to a Clerical Darkness spell, that moves with the gem.

**DIAMOND OF THE LIGHT FANTASTIC:** It creates a multi-colored display of lights, that dances around. All within line of sight, who fail to save (vs. Mental) as versus a 6th level caster, are minus 20% on hit probability. Duration: 6 plus level of user melee rounds. Usable only by Thieves.

**DIAMOND OF SEEING:** By looking through it, the user can see secret doors and invisible objects. It has no Burnout chance.

**DIAMOND OF PHANTASMS:** The user may identify phantasms or illusions by looking through the gem (this function does not use a charge). Also he may create Phantasmal Forces, as per the MU Spell.

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

**DIAMOND OF CRUSHING DEATH:** The holder of this gem takes, with no saving throw allowed, 3 + his level of D6's of crushing damage. Crushing Resistance will remove the first 3 damage dice.

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

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

#### RUBIES:

- |                          |                                  |
|--------------------------|----------------------------------|
| 01-15 Fire Resist. (F,C) | 69-78 Blinding Flash (2)         |
| 16-18 Ruby of Greed      | 79-88 Calling Fire Creatures (2) |
| 19-20 Ruby of Return     | 89-90 Calling Hostile Fire       |
| 57-68 Heat Object        |                                  |

**RUBY OF FIRE RESISTANCE:** When implanted in a metal suit of armor, it will give the wearer the benefits of the Clerical Spell. It has no

**RUBY OF GREED:** as per the Diamond, but applies to Rubies.

**RUBY OF RETURN:** as per the Diamond.

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

**RUBY OF MELTING METALS:** The Thief may melt non-magical metals at the rate of 10 G.P. weight per melee round. (Each charge is good for 50 consecutive melee rounds.)

**RUBY OF FLAME WEAPON:** Allows the wielder to flame any weapon he holds for a period of one hour. Bonus in combat is as per the sword of that name (plus %5 on hit probability, plus 10% on hit probability and plus 2 to damage versus Trolls, plus 15% on hit probability and plus to damage versus Undead and Ents.)

**RUBY OF HEAT OBJECT:** In 10 melee rounds, it will heat one solid object to about 200 degrees fahrenheit. The maximum weight is 500 G.P. per level of the user. Duration: 12 hours. Range: 24".

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

**RUBY OF CALLING FIRE CREATURES:** When this gem is used, all fire-based or fire-using creatures within 18", will do their best to come by ordinary means. Upon arrival they will do their best to aid the holder of the gem. When the effect ends, or the holder of the gem dies, the summoned creatures will attempt to peacefully return to from whence they came, unless molested. Duration: 12 plus level of the user melee rounds.

**RUBY OF CALLING HOSTILE FIRE CREATURES:** As above, except that the arriving creatures will do their best to harm the holder of the gem.

**RUBY OF CASTING FIREBALLS:** The MU may cast one 6D6 Fireball as per the MU spell (per charge).

**RUBY OF FIERY DEATH:** the holder of the gem, takes (no saving throw allowed), 3 plus his level of D6's of fire damage. Fire Resistance will remove the first 3 dice of damage.

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

## OPALS:

01-15 Resist. to Poison (F,C)	61-72 Opening Portals (2)
16-18 Opal of Greed	73-82 Disguise (T) (3)
19-20 Opal of Return	83-88 Producing Poison (M) (3)
21-32 of Alarm	89-91 Poisoning Death (3)
33-44 Detecting Poison	92-97 Hallucinatory Terrain (3)
45-56 Seeming Innocence	98-00 Reguiling (4)
57-60 Obvious Guilt	

**OPAL OF RESISTANCE TO POISON:** When implanted in a metal suit of armor, it will give the wearer the benefits of the Clerical Spell. It

**OPAL OF GREED:** as per the Diamond, but applies to Opals.

**OPAL OF RETURN:** as per the Diamond.

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

**OPAL OF DETECTING POISON:** It will tell the user of the presence of poison, and which type. Range: 10'. Duration: 10 melee rounds.

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

**OPAL OF OBVIOUS GUILT:** It acts as some other type of Opal. However, in addition each time it is used, the user will be suspected of any misdeed he could have committed during the 24 hours following the use of the gem. (For example, if something was missing from a safe that he had the combination to, or if he walked by the scene of a crime at about the right time, etc.)

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

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

**OPAL OF PRODUCING POISON:** Each use of a charge, allows the MU to make doses of poison, so that their levels add up to his or less. (For example, a MU6 could make 6 doses of a 1st level Poison, or 3 doses of a 2nd level poison, etc.) It takes one day per level of the poison for each dose. The poison remains potent for one week per level. (See Potions for a more detailed discussion of Poisons.)

**OPAL OF POISONING DEATH:** The holder of the gem, takes (no initial saving throw allowed), 3 plus his level of doses of poison, each dose of which does 1 hit point per melee round, with possibilities to save every ten melee rounds. Resistance to Poison will remove the first 3 doses.

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

**OPAL OF BEGUILING:** When the user activates this gem, it works for the next 24 hours. Each person who views the gem, and fails to save (vs. Mental) will believe the wearer to be his best friend or respected mentor. Despite any evidence to the contrary, he will continue to act as he would if the wearer were this particular individual (although he might be forced to conclude that the wearer is not in his right mind, traveling incognito, etc.) The effect will be broken by any attempted attack on the viewer by the wearer.

#### EMERALDS:

01-15 Cold Resist. (F,C)	69-78 Calling Cold Creatures (2)
16-18 Emerald of Greed	79-80 Calling Hostile Cold
21-32 Concealment from Infravision	91-96 Casting Snowballs (M) (3)
33-44 of the Green God	97-99 Icy Death (3)
45-56 Closing Portals	00-00 of Escape (T) (4)
57-68 Cool Object	

**EMERALD OF COLD RESISTANCE:** When implanted in a metal suit of armor, it will give the wearer the benefits of the Clerical Spell. It has no Burnout chance.

**EMERALD OF GREED:** as per the Diamond, but applies to Emeralds.

**EMERALD OF RETURN:** as per the Diamond.

**EMERALD OF CONCEALMENT FROM INFRAVISION:** The user can not be seen via infravision. Ordinary vision is not effected.

**EMERALD OF THE GREEN GOD:** Reveals any hidden, invisible, or faded writing on a scroll or book. Also it has a 5% chance, per point of Intelligence of the user, of revealing the general nature of a Magical Book.

**EMERALD OF CLOSING PORTALS:** Closes and locks the portal as the MU spell Wizard Lock, from a MU of level seven or the user's level, whichever is higher.

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

**EMERALD OF CALLING COLD CREATURES:** When this gem is used, all cold-based or creatures within 18, will do their best to come by ordinary means. Upon arrival they will do their best to aid the holder of the gem. When the effect ends, or the holder of the gem dies, the summoned creatures will attempt to peacefully return to from whence they came, unless molested. Duration: 12 plus level of the user melee rounds.

**EMERALD OF CALLING HOSTILE COLD CREATURES:** As above, except that the arriving creatures will do their best to harm the holder of the gem.

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

**EMERALD OF CASTING SNOWBALLS:** The MU may cast one 6D6 Snowball as per the MU spell (per charge).

**EMERALD OF ICY DEATH:** the holder of the gem, takes (no saving throw allowed), 3 plus his level of D6's of cold damage. Cold Resistance will remove the first 3 dice of damage.

**EMERALD OF ESCAPE:** it allows the Thief to act as a Thief four levels higher than his true level. Each charge is good for 6 consecutive hours.





## SAPPHIRES:

01-15 Lightning Resist. (F,C)	69-80 Silence (M) (2)
16-18 Sapphire of Greed	81-82 Distant Echoes (2)
19-20 Sapphire of Return	83-88 Casting Lightning Bolts (M) (3)
21-32 of Predicting Weather	89-91 Electrocution (3)
33-44 Tracing Sending	92-97 Flight (3)
45-56 Flight Disruption	98-00 Controlling Weather (4)
57-68 of Velocity Finding	

**SAPPHIRE OF LIGHTNING RESISTANCE:** When implanted in a metal suit of armor, it will give the wearer the benefits of the Clerical Spell. It

**SAPPHIRE OF GREED:** as per the Diamond, but applies to sapphires.

**SAPPHIRE OF RETURN:** as per the Diamond.

**SAPPHIRE OF PREDICTING WEATHER:** The user may predict the weather, within a radius of 5 miles per level of the user, and for a period of 6 hours per level of the user. It will not predict the weather if it is altered by magical means.

**SAPPHIRE OF TRACING SENDINGS:** This gem is useful in finding the source of an Invisible Stalker, Aerial Servant, etc. If it is activated when the creature in question is within 74, the user will know the direction to the person who summoned the creature. He will continue to get the current direction for 1/2 day per level of the user.

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

**SAPPHIRE OF VELOCITY FINDING:** The user gets the speed and direction of movement, as well as the distance from him, of the nearest object in line with his vision through the gem. It has no burnout chance.

**SAPPHIRE OF SILENCE:** The Thief may move silently. Duration is the level of user half hours.

**SAPPHIRE OF DISTANT ECHOES:** Seems to be another type of Sapphire. However, it attracts monsters by causing echoes at extremely great distances (in either the dungeon or the wilderness). Roll for Warding Monsters twice as often as usual.

**SAPPHIRE OF CASTING LIGHTNING BOLTS:** The MU may cast one 6D6 Lightning Bolt as per the MU spell (per charge).

**SAPPHIRE OF ELECTROCUTION:** the holder of the gem, takes (no saving throw allowed), 3 plus his level of D6's of lightning damage. Lightning Resistance will remove the first 3 dice of damage.

**SAPPHIRE OF FLIGHT:** It allows the user to fly at 24".

**SAPPHIRE OF CONTROLLING WEATHER:** For the use of one charge, you get one use of the MU spell, Control Weather.

## GAUNTLETS:

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

01-10 Gauntlets of Dexterity	71-78 G. of Removing Traps +15% (T)
11-14 Gauntlets of Fumbling	79-86 G. of Picking Locks +15% (T)
15-24 G. of Ogre Power (F,C,T)	87-87 Gauntlets of Adhesion (2)
25-34 of Swim. & Clim. (F,C,T)	88-88 Dwarven Gauntlets (2)
35-42 Gloves of Manipulation	89-91 G. of Rem. Traps +30% (T) (2)
43-48 Gloves of Silence	92-94 G. of Pick. Locks +30% (T) (2)
49-52 Gaunt. of Strangulation	95-96 Gloves of Power (?) (3)
53-61 Gloves of Concealment (T)	97-98 Strangler's Gloves (3)
62-70 Remote Gloves	99-00 Gloves of Crushing (3)

**GLOVES OF MANIPULATION:** When placed on the appropriate part of some creature, without hands and of approximately human size, they give the creature full dexterity as if he had human hands.

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

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

**GLOVES OF CONCEALMENT:** They add 20% to the Thief's base chance of picking a pocket, palming an item, etc.

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

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

**GAUNTLETS OF PICKING LOCKS:** As above, except they aid in picking locks rather than removing traps. (As above passing them around will do no good.)

**GAUNTLETS OF ADHESION:** They appear to be some other type of Gauntlet, until they reveal their true nature. Whenever something of stone is touched (ex. dungeon walls, floors, some doors, etc.), there is a 1/6 chance that the glove will stick to the stone. It will be stuck for 2D6 melee rounds, during which time the hand may not be removed from the glove. In any case, once their true nature has been revealed, they may only be removed, via a successful Remove Curse, as versus a 16th level.

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

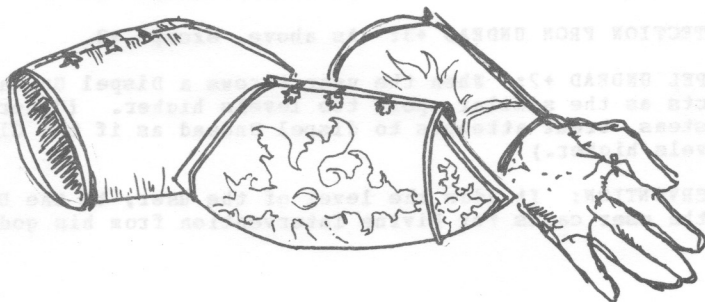
**GAUNTLETS OF REMOVING TRAPS +30%:** As above, except they add 30% rather than 15%.

**GAUNTLETS OF PICKING LOCKS +30%:** As above, except they add 30% rather than 15%.

**GLOVES OF POWER:** They will be either fire-based or cold-based. If a hit is scored by the gloves, they will give D6 of damage, (double damage to Cold-based Creatures by the Fire-based Gloves, and vice versa.) Add any damage bonus the wearer may have due to strength. Also if the wearer casts a fire-based or cold-based spell (whichever applies) add +1 to each die of damage. (The wearer must already possess the ability to cast the spell.)

**STRANGLER'S GLOVES:** When using these gloves, first a successful Grapple must be made (see the Grappling Rules). Then the victim will be strangled in his Constitution minus D10 melee rounds. (Obviously these Gloves do not work on beings which do not breathe, or do not have necks. They also will not work on Giants and similar sized creatures.) The Gloves may not be removed from the victims neck, except as per breaking a Wizard Lock (i.e. brute extraordinary strength or Knock spell.) Killing the wearer of the Gloves does no good. The wearer may not remove his hands from the gloves while strangling, and may not stop once he has started.

**GLOVES OF CRUSHING:** The user may attempt to crush one victim. It gives 10D6 of damage; a save results in half damage. (It will not work against non-corporeal beings such as Spectres, or on other beings without solid bodies such as Giant Slugs, Water Elementals, Ochre Jellies, etc.) Usable once per week. Range: 12".



## RELIGIOUS RELICS (C):

This category of magical items is usable only by Clerics of the proper alignment.

If a Good Cleric grasps an Evil Relic (or vice versa) he will take 2D6 hits of damage. A Neutral Cleric grasping a Good or Evil Relic (or vice versa) will take D6 hits of damage.

In many worlds Relics will be in the shape of a Cross. In those worlds with another mythos they might be shaped as Six-Pointed Stars, Crescents, Yin-Yang, etc. In yet other worlds, they could each be remnants of well known Religious people or objects (ex. a piece of the true cross, a tooth from a certain saint, etc.)

First roll for the alignment of the Relic. Then roll for the type. Next roll to see if it has any Powers. If so, roll to see what they are.

### ALIGNMENT AND TYPES OF RELIGIOUS RELICS (C):

01-40 Good

41-60 Neutral

61-00 Evil

#### GOOD:

01-35 Prot./Undead +1  
36-65 Prot./Und. +2 (2)  
66-80 Prot./Und. +3 (3)  
81-90 Dispel +2 (4)  
91-97 Interven. (5)  
98-00 Honor (6)

#### NEUTRAL:

01-35 Hex  
36-65 Ward (2)  
66-80 Aversion (3)  
81-90 Hiding (4)  
91-97 Interven. (5)  
98-00 Area Avers. (6)

#### EVIL:

01-35 Discord  
36-65 Punishment (2)  
66-80 curses (3)  
81-90 Control +2 (4)  
91-97 Interven. (5)  
98-00 Obedience (6)

**RELIC OF PROTECTION FROM UNDEAD +1:** When the user throws a Protection/Evil Spell, it will act as if it were the Protection spell one level higher, with respect to Undead only. (Under other Clerical systems, treat attempts to turn Undead as if the Cleric were one level higher.)

**RELIC OF PROTECTION FROM UNDEAD +2:** As above, except +2.

**RELIC OF PROTECTION FROM UNDEAD +3:** As above, except +3.

**RELIC OF DISPEL UNDEAD +2:** When the user throws a Dispel Undead spell, it acts as the similar spell two levels higher. (Under other Clerical systems, treat attempts to dispel Undead as if the Cleric were two levels higher.)

**RELIC OF INTERVENTION:** It adds the level of the user, to the D100 roll, when the user calls for Divine Intervention from his god.

**RELIC OF HONOR:** Anyone may swear on the relic that a verifiable fact is true, or swear that he will complete a well defined task in a specific period of time. If he is lying or does not complete the task, then he will receive (no saving throw) the effects of a random Grand Curse (as the Clerical Spell). The Grand Curse will be of the highest level possible, as if thrown by a cleric of 16th level or the level of owner of the Relic, whichever is higher.

**HEX RELIC:** One use per day. The user may give one creature a Luck of 3. There is no saving throw. Range: 12". Duration: 6 + level of user melee rounds.

**WARD RELIC:** The user acts as if he had a Luck of 18.

**RELIC OF AVERSION:** One use per day. If the single victim fails to save (vs. Mental), he may not harm the user. (Any action with any possibility of giving the user hit points or incapacitating the user, is prohibited to the victim.) The effect will end if the user harms the victim. Range: 12". Duration: 6 + level of user melee rounds.

**RELIC OF HIDING FROM UNDEAD:** Undead will not detect life energies that are within 10 feet of the user.

**RELIC OF AREA AVERSION:** It is as per the Relic of Aversion, except rather than be targeted against one individual, it has an area of effect: 6" x 6". Range: 12".

**RELIC OF DISCORD:** One use per day. If the single victim fails to save (vs. Mental), he will vice-versa. Every time he does harm to a true friend, he gets an additional chance to save. Range: 12". Duration: 6 + level of user melee rounds.

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

**RELIC OF CURSES:** Usable twice per day. The user may throw a Cause Curse spell, as a Cleric of his level or 4th level whichever is higher.

**RELIC OF CONTROL UNDEAD +2:** When the user throws a Control Undead spell, it acts as if it were the similar spell two levels higher. (Under other Clerical systems, treat the Cleric as if he were two levels higher when attempting to control Undead.)

**RELIC OF OBEDIENCE:** As per the Relic of Honor, except that the result of lying or failing to complete a task, is always a Grand Curse of Ronkel, as if thrown by a 26th level Cleric.

# Number of Powers of Religious Relics:

- 01-20 No Power
- 21-40 One Low Power
- 41-55 Two Low Powers (2)
- 56-70 Three Low Powers (3)
- 71-85 Three Low Powers + One Medium Power (4)
- 86-95 Three Low Powers + Two Medium Powers (5)
- 96-00 Three Low Powers + Two Medium Powers + One High Power (6)

## LOW POWERS:

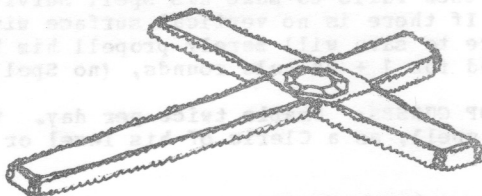
- 01-04 \*Detect Disease
- 05-12 \*Detect Evil
- 13-16 Detect Were
- 17-20 Detect Life
- 21-24 Detect Magic
- 25-28 \*Detect Poisoning
- 29-32 Detect Water
- 33-36 Detect Possession
- 37-44 \*Light
- 45-52 \*Prot./Evil II #
- 53-72 Resistance (?) #
- 73-76 Water Walk/Self
- 77-80 Bless II #
- 81-88 \*Cure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

## MEDIUM POWERS:

- 01-10 Mass Bless II #
- 06-15 \*Cure Wounds V #
- 16-25 \*Prot./Evil V #
- 26-30 Animate Object #
- 31-35 Commune
- 36-55 Resistance 10\*r
- 61-70 Dewere V
- 61-65 Speak Language
- 66-70 \*Detect Food
- 71-80 \*Dispel Evil #
- 81-85 Mass Bless II #
- 86-90 \*Mass Cure II #
- 91-95 Conjure Animals #
- 96-00 Quest #

## HIGH POWERS:

- 01-05 Bless VIII #
- 06-10 Cure Wounds VI #
- 11-20 Word of Recall
- 21-30 \*Prot./Evil VIII
- 31-40 Convert #
- 41-50 Mace Barrier #
- 51-60 Immobilize Monster #
- 61-70 Dewere VIII
- 71-80 Wind Walk
- 81-90 \*Mass Cure V #
- 91-00 Earthquake #



\* = spell reversed for Evil Relics. Neutral Relics have one of the two versions.

# = usable at most twice per day if a Good or Evil Relic, once per day if a Neutral Relic.

Each power acts as the Clerical Spell, as if thrown by a Cleric of the users level, but at least the minimum level that can throw the spell.



# BOOKS/DECKS:

01-05 Informational Book	76-77 Special Deck of Few Things
06-07 Explos. Runes/Book (Reroll)	78-82 Deck of Sev. Things (2)
08-09 Cursed Book (Reroll)	83-83 Coercive D. of Sev. Th. (2)
10-13 M. of Recog. Opportun.	84-84 Special D. of Sev. Th. (2)
14-17 Manual of Gainful Exercise	85-85 Marked & Stacked D. (T) (2)
18-21 Manual of Bodily Health	86-86 Intelligent Deck (T) (3)
22-25 M. of Quickness of Action	87-89 Deck of Amber Trumps (4)
26-29 Tome of Understanding	90-90 Manual of Golems (M) (5)
30-33 Tome of Clear Thought	91-91 B. of Inf. Spells (M,C) (6)
34-37 T. of Leadership & Infl.	92-92 B. of Exalted Deeds (C) (7)
38-41 Tome of Remedial Magic (M)	93-93 B. of Vile Darkness (C) (7)
42-42 Book of Purile Nonsense	94-94 Lib. of Silver Magic (M) (7)
42-47 Book of One Prayer (C)	95-95 L. of Gainful Conj. (M) (7)
48-57 Book of One Spell (M)	96-96 L. of Ineff. Damn. (M) (7)
58-60 Marked Deck (T)	97-97 M. of P. Skill/Arms (F) (7)
61-63 Stacked Deck (T)	99-99 Deck of Many Things (8)
64-73 Deck of Few Things	00-00 Deck of Many Many Things (9)
74-75 Coercive Deck of Few Things	

INFORMATIONAL BOOK: It has written in it either some information or a message. Originally it may have been either someones notes, report, or diary. On the other hand it may have been published, but copies are now rare or nonexistent in this part of the world. The more valuable ones will usually have one or more of the following difficulties:

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

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

**CURSED BOOK:** Reroll to see which type of book has had the curse placed on it. If a deck comes up try again. Determine the level of the curse as the Cursed Sword, limiting the Level of the Curse to that of the book. Assume the curse has been thrown by a Cleric of level = level of book + 3 + D6. The curse is activated when an attempt is made to read the Book. There is no saving throw. Unlike with most cursed magical items, a Remove Curse can get rid of the curse on the Book (in a Level vs. Level Battle.)

**EXPLOSIVE RUNES ON BOOK:** Reroll to see which type of book, if a Deck comes up try again. A Magic User of level = Level of book + 3 + D6, has placed the 3rd level spell Explosive Runes on the book.

**MANUAL OF RECOGNIZING OPPORTUNITIES:** The reader gains +1 to his Luck. Upon being read the book vanishes.

**TOME OF REMEDIAL MAGIC:** It is usable by Magic Users and those able to cast Magic User spells. It allows the reader to learn any of the standard M.U. spells, of one specific level, he was unable to learn. (When a M.U. reaches a level at which he gets a new level of spells, die rolls are normally made to see which spells he was able to learn. The Book would allow a M.U. to go back and fill in an important gap in his spell list.) It may not be used, if the M.U. is not normally able to throw spells of the given level. Determine the Level of Spells to which the Book applies, as per the level of a spell on M.U. Scrolls. After being used to learn one spell the Book vanishes.

**BOOK OF PUERILE NONSENSE:** A Magic User, or one able to throw M.U. spells, who reads this book, loses one point of Intelligence. A Cleric, or one able to Throw Clerical Spells, who reads this book, loses one point of Wisdom.

**BOOK OF ONE PRAYER:** It is Basically a multi-use Clerical Scroll of one spell. It has a 10% Burnout chance.

**BOOK OF ONE SPELL:** It is basically a multi-use M.U. Scroll of one Spell. It has a 10% Burnout chance.

**MARKED DECK:** It takes one day in the possession of a new owner, before it will function. The owner will be able to know the value of any card, by merely seeing any portion of its back. Usable only by Thieves.

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

DECK OF A FEW THINGS: Any one person may never pick more than once from this deck. This Deck has a Burnout Chance of 40%, (i.e. there are 5 picks when the deck is new.) It has 8 cards. After each pick the card returns to the deck.

1. Gain 10% of your current experience points
2. M.U. Scroll of level at most (1)
3. Clerical Scroll of level at most (1)
4. Help from 4 dwarven FIs for one hour, when you call once
5. If you're a T or F, you can turn any dagger into +2 (magical), for 1 hour, once when you want
6. Lose 5% of your current experience points.
7. One monster from Wandering Monster Table 4 attacks you with surprise, he and his equipment vanish when either of you dies
8. Paralyzed for 80 minutes, no saving throw

COERCIVE DECK OF A FEW THINGS: As above, except that your first pick forces you to pick until all available picks are exhausted. Each pick takes one melee round, and you cannot explain what is going on as you pick.

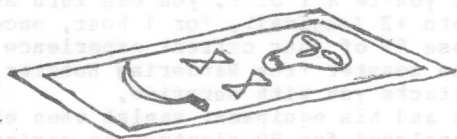
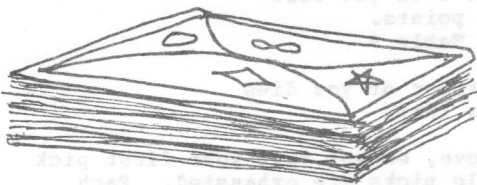
SPECIAL DECK OF A FEW THINGS: It is similar to the Deck of a Few Things, but one person may take as many of the available picks as he wants.

DECK OF SEVERAL THINGS: Any one person may never pick more than once from this deck. This deck has a 25% Burnout chance (i.e. it has 8 picks when new). It has 14 cards. After each pick the card returns to the deck.

1. Gain 20% of your current experience points.
2. M.U. Scroll, of at most level (2).
3. Clerical, of at most level (2).
4. Help from 3 elfen F3s for one hour when you call once, they each have D10 +1 magic arrows, which will vanish with them
5. Other Scroll, of at most level (2)
6. One dose of a random Potion, of at most level (2) correctly labeled
7. Add +1 to a random non-prime requisite
8. You have a Luck of 18 for 10 minutes, when you call once.
9. If you are an F, you may make any sword +2 magical, for one hour, when you call once
10. If you are a T, you can get either a Waste or Invisibility spell, (not both), thrown on yourself, when you call once.
11. Turned to stone, no saving throw
12. Lose one point from a random non-prime requisite
13. One monster attacks you first, and then if it kills you anyone else in sight. It vanishes along with its equipment, if it's killed. The monster is from Wandering Monster Table = to your level. It attacks you with complete surprise.
14. Lose 10% of your current experience points

COERCIVE DECK OF SEVERAL THINGS: It is as above, except that your first pick forces you to pick again until all picks are exhausted. Each pick takes one melee round, and you cannot explain what is going on as you pick.

SPECIAL DECK OF SEVERAL THINGS: It is similar to the Deck of Several Things, but one person may take as many picks as he wants.



**MARKED AND STACKED DECK:** Has the powers of both a Marked Deck and a Stacked Deck, see above.

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

**DECK OF AMBER TRUMPS:** The Deck will have remaining in it D6 cards. (If the deck is in someone's possession, give a 50% chance that any missing cards have been picked by the owner and his friends.) When a pick is made from the deck, the card will have on it a portrait of the picker. This person's picture will remain on the card, regardless of who touches it subsequently. If two people each have a card with the others picture on it, they may use the cards to communicate with one another, Range:10". Each must hold and concentrate on his card with the others picture. Then the picture on the card will come to life, and you will see the person as well as what is behind him. You can then talk with him telepathically. (When someone with your card wants to get in touch with you, you will sense it, provided you have his card on you.) In addition when in contact, you may draw through the other person by grasping his arm. (This is usually done with the other person's cooperation. Otherwise there is only a 5% chance of success for every level you are higher than him.) He will then be with you in the flesh. (He may not bring anyone else with him.)

DECK OF MANY, MANY THINGS: It has a total of 60 cards when new. There is no limit to the number of picks. However, when a red card (heart or diamond) is picked it does not return to the deck. (Thus the percentage of bad cards continues to increase. The G.M. must keep a careful record, and reroll when red cards that have been previously picked come up.) The first time a given person touches the deck, he is forced to take a pick (saving throw vs. Mental, but at -40%). The cards and their effects are listed below. There are 13 cards (Ace, King, Queen, Jack, Ten, 9, 8, etc.) in each of four suits (Hearts, Diamonds, Clubs, and Spades). (Thus AH stands for Ace of Hearts.) Also there are two Jokers (cards #53-54) and 6 Blank cards (cards #55-60).

- 01 AH Gain 50,000 experience points
- 02 KH Choose any 1 Magical Item, level at most (5)
- 03 QH Choose 1 Misc. Magical Item, level at most (4)
- 04 JH P8 with +3 armor, shield, & sword, will aid you for 1 hour when you call once, (his equipment will vanish with him.)
- 05 TH Choose 1 Sword of proper alignment, at most level (3), G.M. determines Intelligence, Ego, & Powers as per normal
- 06 9H Choose either 1 Magical Armor or Shield, at most level (3)
- 07 8H Choose 1 Magical Ring, at most level (3)
- 08 7H Choose 1 Wand, of at most level (3)
- 09 6H Choose a Magical Gem, of at most level (3)
- 10 5H Set of 10 random labelled potions  
1 dose each, of level at most (5)
- 11 4H Set of 3 random Scrolls, none Cursed or Explosive Runes  
(decide whether you want M.U., Clerical, or Other)  
of at most level (4)
- 12 3H Choose 1 Bow/Crossbow, Mace/Flail, Dagger,  
or Misc. Weapon, of at most level (3)
- 13 2H 50,000 gold pieces (no experience points)
- 14 AD Map to the richest treasure on the level of the dungeon  
equal to that of the picker
- 15 KD 5D6 pieces of non-magical jewelry
- 16 QD Random Scroll not cursed, at most level (4)  
(decide whether you want M.U. Clerical, or Other.)
- 17 JD Add +1 to any one requisite, your choice
- 18 TD Random Medallion of at most level (3)
- 19 9D Random Ring, of at most level (3)
- 20 8D Random Wand of at Most level (3)
- 21 7D Set of 10 Random Unlabelled Potions  
one dose each, at most level (5)
- 22 6D Random Magical Pair of Eyes, at most level (3)
- 23 5D 1 mass teleport to be used when you want  
you may take with you up to 100 individuals, within 100 feet
- 24 4D Random Misc. Magic Item, at most level (3)
- 25 3D Luck increases to 18 permanently
- 26 2D Random Book/Deck, of at most level (3)  
none Cursed or Explosive Runes

- 27 AC Alignment changes,  
(if Good goes to Neutral 2/3, Evil 1/3 chance, etc.)
- 28 KC Lose highest level Magical Item  
(including items you own, but do not have on you.)
- 29 QC Turned to stone, no saving throw
- 30 JC Lose one point from prime requisite
- 31 TC Teleported instantly to random spot on the planet
- 32 9C Recieve the results of a Random Curse, no saving throw
- 33 8C Must take D10 picks from this Deck  
immediately, ignoring all else while you do
- 34 7C Polymorphed to a random creature  
of the same alignment, no saving throw
- 35 6C Become an Elf
- 36 5C Become a Dwarf
- 37 4C Become a Hobbit
- 38 3C Become a Human
- 39 2C All Your Items with Burnout Chances, have 10% added  
(i.e. those with charges,  
have a +10% chance of Burning Out with each use)
- 40 AS Lose one experience level
- 41 KS P9 with +4 armor, shield, & sword, attacks you  
(when either of you dies, he and his equipment vanishes)
- 42 QS Death no saving throw
- 43 JS 1 monster from Wandering Monster Table 5,  
attacks with surprise
- 44 TS Receive the results of a random Curse, no saving throw
- 45 9S Lose 2 points of Constitution
- 46 8S Luck becomes 3
- 47 7S Lose D8 hit points permanently
- 48 6S All Magical Items, of level (5) or less, that you touch  
within the next 6 months, cease to function permanently
- 49 5S Sleep for 2 weeks, no saving throw;  
then fuction at 1/2 your level, for 6 weeks
- 50 4S Deaf for 3 months, no cure, no saving throw
- 51 3S Receive the results of a random Curse  
delayed for D6 weeks.  
The picker thinks he has drawn a blank card.
- 52 2S Lose all non-magical valuables,  
including what you own, but do not have on you
- 53 J gain 25,000 experience points
- 54 J gain 25,000 experience points
- 55 B You may not pick again from this deck for one week
- 56 B All coins on your person when you picked  
now have your image on them
- 57 B You are color blind for one week
- 58 B You get a set of 100 engraved calling cards
- 59 B You get a deck of playing cards with the face cards  
having images of you and those around you when you picked
- 60 B A bull's-eye centered on your heart  
will appear on whatever you are wearing for the next week,  
it will glow in the dark.



## BRACERS:

01-20 Bracers of A.C. = 6	74-85 Bracers of A.C. = 2 (3)
21-40 Bracers of A.C. = 4	86-92 Brac. of Poisonous Touch (3)
41-45 Bracers of A.C. = 12	93-96 B. of Cooperation (M) (4)
46-55 Bracers vs. Teleport (2)	97-97 Bracers of Ronkel (4)
56-70 Bracers of Protection (2)	98-99 Bracers of A.C. = 0 (5)
71-73 Bracers of Prints (2)	00-00 B. of Energy Storage (M) (8)

Unless otherwise stated, both members of the pair of Bracers must be worn in order to get the benefits.

**BRACERS VERSUS TELEPORT:** Within 100' radius of the wearer there is no teleporting either out or in. This includes teleporting by the wearer. This includes via Dimension Door, Transport Tokens, etc.

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

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

**BRACERS OF POISONOUS TOUCH:** The wearer of these Bracers gains a poisonous touch. Anything he hits with his bare hand, must save or suffer the effects of 1 dose of standard poison. (Standard poison has an initial surge of D6 hits, followed by 1 hit per melee round. After the initial chance to save, you get additional chances every 20 melee rounds.)

**BRACERS OF COOPERATION:** Unlike most pairs of bracers, this pair is only effective when each member of the pair is worn by a different person. In addition both of them must be Magic Users, or able to throw Magic User spells. They will immediately feel that they are somehow in touch with one another over a 30' range. However, it takes 24 hours before they develop a true rapport. Then they can cooperate in the throwing of certain spells. Certain M.U. spells, such as Dispell Magic, Fireball, etc., have their effect dependent on the level of the caster. On these spells the two wearers can add their levels (for spell casting purposes in the case of Rangers, etc.) in order to determine the spells effect. It is only necessary that one of the pair actually cast the spell. The caster must know and be able to throw the spell involved, but the other person need not. In order to cooperate the non-caster must be within 30' and must be concentrating on adding his level to the spell when it is thrown. This does not use up any of the non-caster's spell points. (There is no reason why they can't freely switch the roles of caster and non-caster as circumstances warrant.)

**BRACERS OF RONKEL:** When the victim puts these on, he will know that unless he gets another being of his race, (who has never worn the Bracers), to put them on within 24 hours, he will be unresurrectable as per the curse of Ronkel. The Bracers will not kill him. (Of course if he does convince another person to put on the Bracers, that person is now in the same fix.) The Curse of Ronkel, is that if you die, you may never come back by any means (including Raise Dead Fully, Reincarnation, Clone, Wish, Divine Intervention, etc.) To remove this curse one must succeed with a Remove Curse as versus a 20th level.

**BRACERS OF ARMOR CLASS ZERO:** As per the other Bracers of Defense, except these give the wearer A.C. 0.

**BRACERS OF ENERGY STORAGE:** They allow a Magic User, or one able to throw M.U. spells, to store up to his Intelligence in Spell Points for later use by him. As he stores any Spell Points, he has of course lost the normal use of them for that day.

#### EYES:

Eyes are sort of contact lenses. They will (magically) stay on the user's eyeball, generally until he wishes to remove them. Only one may be worn on each eye.

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

\*\* = the pair must be worn together for any effect.

(The seeing and protection eyes will only work for the eye on which they are worn. One eyed vision gives -10% to melee, -20% to missile fire, and 20% worse on spell targeting rolls.)

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

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

**DWARVEN GLASSES:** Allow the wearer to see via Infravision, distinguish metals and evaluate gems and jewelry, as per a Dwarf.

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

**EVIL EYE:** Usable once per day. Allows the wearer to throw a single target paralyzation spell. Range: 1. Give a saving throw (vs. Physical), as well as additional chances to save every 30 minutes.

**EYE OF THE STORM:** Allows the wearer to calm a storm. It reduces the storm's force by 50%, within 1 mile of the wearer, for as long as the storm lasts.

**SEE INVISIBLE GLASSES:** Allow the wearer to see invisible objects or beings.

**EYE CONQUERED:** The wearer may gain +20% versus attacks and on saving throws versus particular species of monsters. In order to do so, the user must take a pair of eyeballs from a creature he has personally killed. (If more than one character did damage during the round of death, determine who gets credit randomly.) Then within one hour, he must place one eyeball to each lens, and the eyeball will magically vanish into the lense. The lense will now provide the 20% advantage, but only for that character versus that species. They will not work versus human beings. (Beware, if an elf, dwarf, etc., dies while wearing the lenses, he will permanently lose his eyes, even if raised from the dead.)

**EYE OF PLANE SIGHT:** The user may see in the Normal Plane, Astral Plane, Ethereal Plane, etc., from any one of them.

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

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

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

**WIZARD EYE GLASSES:** Usable once per day. They allow the wearer to use a Wizard Eye Spell, as per the MU spell.

**EYE OF TRUE SIGHT:** They allow the user to see the true state of affairs. It is useful versus: Mirror Image, Phantasmal Forces, Doppelgangers, Projected Image, Illusions, Hallucinatory Terrain, Massmorph, etc. (It does not provide infravision, etc.) If he is wearing only one Eye of True Sight, there will be occasions where he must make a saving throw (vs. Mental) 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.)



## MEDALLIONS (2) :

01-09 Medallion of Seeing	63-69 Medallion of Revenge (3)
10-18 Anti-Sleep Medallion	70-73 Med. of ESP 9 Range (3)
19-27 Med. of Size Change (T)	74-80 Medallion vs. Poison (3)
28-37 Med. of ESP 3 Range	81-85 Medallion vs. Scrying (3)
38-40 M. of Thought Projection	86-90 Medallion vs. Stoning (3)
41-44 Medallion of Defensiveness	91-94 Medallion of Ancestors (4)
45-54 Galileo Medallion (3)	95-98 Medallion of the Arena (4)
55-56 Medallion of Cowardess (3)	99-00 of Switch. & Hold. (T) (6)
57-62 Medallion of Stone Walking (3)	

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

**ANTI-SLEEP MEDALLION:** It gives the wearer complete protection versus being put to sleep by magical means, in particular versus the M.U.

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

**MEDALLION OF DEFENSIVENESS:** The wearer will never take the first offensive action in any battle. (The Gamesmaster should interpret offensive action as broadly as possible.) Until he does take an offensive action the wearer is +10% on saving throws and defense. Once the Medallion has revealed its true nature, it may not be removed except via a successful Remove Curse vs. 12th level.

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

**MEDALLION OF COWARDNESS:** Everytime the wearer takes any hits, he has to make a morale check, or he will react as per the effects of the M.U. spell Fear. In order to make the morale check successfully, he must roll (on D100) over, the percentage of his total hits that he has on him. (For example, if he has 6 hits on him, and can take 20 hits when healthy, then he must roll over a 30.) This medallion may only be removed, via a successful Remove Curse as vs. 14th level.

**MEDALLION OF STONE WALKING:** The wearer may move through solid stone or earth (but not metal) at a rate of one inch every minute, (i.e. 5 feet per hour.) The stone will melt away in front of him, and reform behind him. The wearer will be able to breath while in the stone for up to one hour.

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

**MEDALLION VERSUS POISON:** Whenever the wearer would normally get one chance to save versus the effects of Poison, give him two chances. (The wearer must have ingested the poison, had the poison injected, etc., while wearing the Medallion, for it to be effective.)

**MEDALLION VERSUS SCRYING:** Whenever the wearer would normally get one chance to save versus magical surveillance (ex. ESP, Clairvoyance, Crystal Ball, Magical Mirror, etc.), give him two chances.

**MEDALLION VERSUS STONING:** Whenever the wearer would normally get one chance to save versus being turned to stone, give him two chances.

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

**MEDALLION OF THE ARENA:** It allows the user to throw the Clerical Spell, Arena, as would a cleric of his level and alignment. Usable once per month.

**MEDALLION OF SWITCHING AND HOLDING:** In a special manner it allows the wearer to store objects in another dimension. The wearer can switch what is inside the medallion with something outside. (Actually there is no requirement that anything beyond air, be inside the medallion or be switched inside.) The object to be switched inside, must fit inside a cube 2' on a side, and must not weigh more than 5000 g.p. The object must be within 3' of the medallion. The object may be a group of similar small objects, such as a pile of gold coins. The Medallion will only function on inorganic matter. Usable only by Thieves. Usable once per week.



## CLOAKS/ROBES (2):

01-36 Cloak of Prot. +1 (M,C,T)	85-86 Robe of Powerlessness (4)
37-44 Cloak of Horse Control	87-90 C. of Prot. +3 (M,C,T) (5)
45-51 Poisonous Cloak (?)	91-93 Elven Cloak (5)
52-68 C. of Prot. +2 (M,C,T) (3)	94-96 Wizard's Robe (M) (5)
69-76 Displacer Cloak (4)	97-99 Cloak of Mystery (5)
77-84 Robe of Blending (4)	00-00 Robe of Eyes (M) (6)

**CLOAK OF HORSE CONTROL:** It allows the wearer to control any hay-eating animal of a non-magical nature (ex. horses, cattle, sheep, deer, etc.) Only one animal may be controlled at a time and it gets a saving throw (vs. Mental). Range: 36.

**POISONOUS CLOAK:** When you put it on, you must save (vs. Physical) or receive the effects of a dose of Poison. Roll on the Potion table to determine the type of poison associated with the Cloak. Remember to limit the level of the poison appropriately.

**CLOAK OF MYSTERY:** The wearer's identity and background will be hidden from all mortals, except for those he specifically wishes to have the information. For example, his face will neither attract notice nor be remembered. Even magical means (ex. F.S.P., Commune, Contact Higher Plane, etc.) will not work.

## HELMS (2):

01-10 Helm of Empathy	66-79 Helm of the Moon
11-24 Helm of Hearing	80-87 Helm of Glory (3)
25-39 H. of Reading Magic & Lang.	88-92 Helm of Telepathy (4)
40-42 Helm of Dancing	93-95 Helm of Teleport. (M) (5)
43-56 Helm of Thinking (M)	96-97 Helm of Brilliance (6)
57-60 Helm of Pensiveness	98-99 Helm of Ice (6)
61-65 Jeweler's Helm	00-00 Helm of Ego Switch (6)

**HELM OF EMPATHY:** It gives the wearer the ability to cure the wounds of others by taking them on himself, as per the Clerical spell, Empathic Cure.

**HELM OF HEARING:** The Wearer is better able to hear faint sounds. Add +30% to rolls (+2 if roll D6) for hearing noise.

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

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

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

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

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

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

**HELM OF ICE:** It is similar to the Helm of Brilliance, but it's cold-based rather than fire-based. It gives the wearer double strength Cold Resistance. It creates a Wall of Ice around its wearer upon command. Fighters who wear it may command any sword they wield to act as +1, +3 vs. Fire-based/using Creatures. Magic Users wearing it, add +1 damage to each die of Snow Ball spells, (similar to Fire Ball, but cold based), that they cast. Clerics cast Darkness and Continual Darkness at 1/2 the usual Prayer Point cost (round up), as well as being able to put out ordinary fires within a 3 range. The wearer adds +2 to Negotiation Dice (2D6) when dealing with cold-based creatures, but all fire-based creatures are very hostile to him.

**HELM OF EGO SWITCH:** It appears to be one of the other types of helms. The person who puts this on, finds his mind inside the Helm, while the ego that was in the Helm, is now in the body. (No saving throw against this.) Roll as you normally would for the area, in order to determine the humanoid type of the trapped ego. Now the new person trapped in the Helm, can switch places with anyone new who puts on the Helm. Remember that the trapped ego may have been of any alignment. In any case, there may be good reasons why he may not want anybody new to put on the Helm.

## BOOTS

01-16 Boots of Travel. & Leap.	72-81 Boots of Speed (2)
17-32 Boots of Sure-Footedness	82-91 Boots of Levitation (2)
33-48 Boots of Water Walking	92-94 Diseased Boots (?)
49-55 Boots of Dancing	95-00 Forty-League Boots (3)
56-71 Elven Boots	

**BOOTS OF SURE-FOOTEDNESS:** The wearer stands almost no chance of being knocked off his feet. These boots are effective even on Oil of Slipperiness or Glare Ice. (If the wearer is the defender under the Grappling Rules, give him plus 20%.)

**BOOTS OF WATER WALKING:** As per the ring of the same name.

**DISEASED BOOTS:** Appear to be one of the other types, but impart a disease to the wearer. (Leprosy or Athlete's Foot is suggested.)

**FORTY-LEAGUE BOOTS:** Allow the wearer to leap up to 100 miles. They may only be used once per day, and the wearer must rest one hour after use. (Until he does rest, treat him as two levels lower than usual.)

## CHIMES:

01-26 Chime of Opening	81-94 Chime of Tolling (5)
27-52 Chime of Light	95-96 Chime of the Pharoahs (5)
53-62 Chime In	97-00 Chime of Time (5)
63-80 Chime of Peace (2)	

**CHIME OF LIGHT:** When rung, this chime gives off a Continual Light equivalent to the Magic User Spell. It remains on until the chime is rung again.

**CHIME IN:** Once rung the owner may not get rid of this item, except via a Remove Curse as versus a 10th level. From then on, every time the owner tries to give his opinion, the item will chime in with its own contradictory opinion. Give the victim -6 to his Charisma.

**CHIME OF PEACE:** Usable once per week. When rung, this chime temporarily gives the user incredible charisma, which is noticed only by those who have known him for at least one day. Thus when rung it will silence all arguments among the party, who will obey the decision of the ringer. (The G.M. must exercise discretion and limit the use of this item to decisions generally made by the party as a group.)

**CHIME OF TOLLING:** When rung acts as the Clerical Spell Toll, as if thrown by a C10.

**CHIME OF THE PHAROAHS:** When rung, D6 Mummies will appear. Give each Mummy separately a 50% chance of attacking the ringer, and 50% chance of attacking at random (including the possibility of the ringer).

**CHIME OF TIME:** When rung, 90% of the time it will act as the Magic User Spell TIME STOP. The other 10% of the time it will paralyze the ringer, and all within a 10' radius when the chime is rung, for D6 days.

# HORNS:

01-13 Horn of Plenty	73-80 Horn of Animating Dead (2)
14-17 Horn of Bubbles	81-89 Horn of Valhalla-Silver (?)
18-30 Fog Horn	90-94 H. of Valh.-Bronze (P,C) (3)
31-43 Horn of Healing	95-96 Horn of Valh.-Iron (F) (4)
44-56 Horn of Silence	97-98 Horn of Blasting (4)
57-69 Horn of Summoning	99-99 Horn of Collapsing (4)
70-72 Horn of Deafness (2)	00-00 Horn of Distance (4)

**HORN OF PLENTY:** From this horn may be poured a constant flow of fruits and vegetables, at 10 pieces per minute.

**FOG HORN:** When blown this horn spews forth a thick black fog which quickly spreads and obscures vision for all. Limit clear vision to 1" with a -10% to missiles and spell targeting for each additional 1". Area of effect: 6" x 6" x 1" high. Duration: 2D6 melee rounds.

**HORN OF HEALING:** When blown it acts as the Clerical Spell Cure Disease, on all within the cone of effect. Zone of Effect: as a Fear Wand, a cone 60 feet long, with a base of 30 feet diameter. This Horn has a 5% Burnout chance.

**HORN OF SILENCE:** When blown this horn has the same effect as the Clerical Spell of the same name.

**HORN OF SUMMONING:** When blown this horn summons one creature, randomly chosen from one of the first eight wandering monster tables. (Unlike the Monster Summoning Spells the creature will not magically vanish after a short time.) The creature will be under no compulsion to serve the user; it will act as it normally would. Usable once per week.

**HORN OF ANIMATING THE DEAD:** When blown it acts as the Magic User Spell of the same name. Usable once per day.

**HORN OF DISTANCE:** It is sensitized to the last two individuals who have had it in their possession for at least one day. Those who are sensitized to the horn will hear it when blown regardless of distance.

## HORSESHOES:

Horseshoes come in pairs, both being needed to be effective. They are usable on any horse type (horse, mule, pegasus, centaur, unicorn, hippogriff, etc.) (Hippogriffs have only two hooves.)

01-20 +1 Horseshoes	79-88 +2 Horseshoes (2)
21-28 Horsesh. of Skittishness	89-93 Horseshoes of Flight (3)
29-48 Horsesh. of Pacification	94-98 +3 Horseshoes (3)
49-68 Horseshoes of Endurance	99-00 Horsesh. of Polymorph. (3)
69-78 Horseshoes of Speed (2)	

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

**HORSESHOES OF SKITTISHNESS:** May not be removed, except with a Remove Curse vs. a 12th level. The wearer will never willingly carry any rider.

**HORSESHOES OF PACIFICATION:** The wearer becomes immune to panic; even Fear Spells have no effect.

**HORSESHOES OF ENDURANCE:** The wearer never tires, and need never rest.

**HORSESHOES OF SPEED:** Act as the Boots of the same name.

**+2 HORSESHOES:** Give +2 to damage and +10% to hit probability.

**HORSESHOES OF FLIGHT:** Allow the wearer (carrying its usual load) to fly at a speed of 20 for up to 2 hours. Afterwards the wearer must rest for 4 hours. Usable once per day.

**+3 HORSESHOES:** Add +3 to damage and +15% to hit probability.

**HORSESHOES OF POLYMORPHISM:** They appear to be one of the other types; however there is a 20% chance each time the wearer is ridden that it will become a random wandering monster (from wandering monster table 4+D8) and will attack the rider.



## NECKLACES:

- |                                  |                                |
|----------------------------------|--------------------------------|
| 01-10 Necklace of Laryngitis     | 51-70 Necklace of Protection   |
| 11-30 Necklace of Pure Breath    | 71-90 Necklace of Languages    |
| 31-50 Necklaces of Safe Landings | 91-00 Necklace of Missiles (3) |

**NECKLACE OF LARYNGITIS:** The wearer is unable to speak or make a sound with his voice. May only be removed via a Remove Curse, as versus a

**NECKLACE OF PURE BREATH:** This allows the wearer to breathe poisoned, smoke-filled, or otherwise impure air harmlessly.

**NECKLACE OF SAFE LANDINGS:** This allows the wearer to fall safely from any height.

**NECKLACE OF PROTECTION:** It completely protects the wearer's neck against specialized attacks (ex. Vorpal Blades, Strangler's Gloves, etc.

**NECKLACE OF LANGUAGES:** This necklace allows the wearer to speak any one additional human language. Understanding the language when spoken by someone else is another matter. The wearer may change his choice of language at most once per day.

## ORBS:

Orbs are metallic spheres about the size of a clenched fist. They have a slight depression at one spot, about the size of a thumb print.

Orbs are armed by pressing this depression. They will detonate in D4 melee rounds, and can not be disarmed. They are good for only one use. (The Orb is destroyed.)

Unless otherwise stated they cause 2D6 hit points of damage to all within one foot, and D6 to all within 10 feet. A save (vs. Physical) results in no damage.

They usually have a distinguishing mark engraved on them, which would allow a knowledgeable person to determine the type of orb. (All marks for the same type of orb are the same.)

Determine the NUMBER OF ORBS found as follows:

- |         |                               |
|---------|-------------------------------|
| 01-50 1 | 95-97 5                       |
| 51-75 2 | 98-99 6                       |
| 76-88 3 | 00-00 Roll twice, ignoring 00 |

Roll for the type of the first orb, then give a 5/6th chance that each orb will be of the same type as the one preceding it.

- |                              |                             |
|------------------------------|-----------------------------|
| 01-10 Orb of Silence         | 67-73 Orb of Passing (3)    |
| 11-20 Sleep Orb              | 74-77 Short Fused Orb (3)   |
| 21-30 Percussion Orb         | 78-82 Paralyzation Orb (4)  |
| 31-40 Orb of Smoke           | 83-87 Holy Orb (4)          |
| 41-50 Orb of Opening         | 88-92 Teleportation Orb (4) |
| 51-56 Dud Orb                | 93-96 Anti-Magic Orb (5)    |
| 57-66 Orb of Destruction (2) | 97-00 Time Stop Orb (5)     |



**ORB OF SILENCE:** In addition to the usual damage, upon detonation they throw the Clerical Spell SILENCE. (This will cover up the noise of the detonation itself.)

**SLEEP ORB:** It does no damage. All within 10' are effected as per the MU spell SLEEP (with the usual limitations as to levels affected, and no saving throw.)

**PERCUSSION ORB:** In addition to the usual damage, it makes a very loud noise. All within 30 feet who do not save (vs. Physical) are startled by the noise and cannot perform any actions the next melee round. If they also fail a second save (vs. Physical) they are deaf for 4+D6 hours.

**ORB OF SMOKE:** In addition to the usual damage, it gives off a choking, blinding cloud of smoke. The cloud will quickly fill a 10' radius sphere. (In confined spaces it will expand to fill 4000 cubic feet.) All within the cloud must save (vs. Physical) or be totally incapacitated for D6 melee rounds. All in the cloud will not be able to see (unless they leave the cloud). The cloud disperses in 2D6 melee rounds. (faster in a wind.)

**ORB OF OPENING:** In addition to the usual damage, it will cause any door within 1' to open as if it had the MU spell KNOCK cast upon it (as from a 7th level caster.)

**ORB OF DESTRUCTION:** Instead of the usual damage, this orb does 4D6 to anyone within 1', and 2D6 to anyone within 10'. A save (vs. Physical) results in half damage.

**DUD ORB:** It is marked as one of the other orbs (reroll to see which one), but will never detonate.

**ORB OF PASSING:** In addition to the usual damage, it will blow a hole through any wall or floor within 10', with dimensions as per the MU spell PASSWALL.

**SHORT FUSED ORB:** It is marked and acts like one of the other orbs (reroll to determine which one). It detonates the moment it is armed.

**PARALYZATION ORB:** In addition to the usual damage, all within 10' must save (vs. Physical) or be paralyzed for 4+D6 melee rounds.

**HOLY ORB:** In addition to the usual damage, any Undead within 10' must save (vs. Spiritual) or be dispelled.

**TELEPORTATION ORB:** It does no damage. All within 10' radius are teleported (with no chance for error) together to some random spot within 50" which is large enough to hold them all. Any who are unwilling to go get saving throws (vs. Mental).

**ANTI-MAGIC ORB:** It does no damage. No Magic User spells of 6th level or less may be thrown from, into, or through the area within 10' of detonation for 4+D6 melee rounds.

**TIME STOP ORB:** It does no damage. The effect of detonation is a TIME STOP (as per the MU spell) for all within 10'.

# TOKENS:

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

- |                            |                                   |
|----------------------------|-----------------------------------|
| 01-20 Door Finder Token    | 71-90 Level Indicator Token       |
| 21-40 Door Opener Token    | 91-96 Limited Transport Token (4) |
| 41-60 Trap Springer Token  | 97-00 Perman. Transport Token (4) |
| 61-70 Monster Caller Token |                                   |

**DOOR FINDER TOKEN:** It adds 30% to the roll for finding secret doors and panels. It can not raise the chance for success above 90%. It won't work for more than one person per door or panel; thus passing it around will do no good.

**DOOR OPENER TOKEN:** It adds 2 to the roll (D6) for opening ordinary doors. It adds 1 to the roll (D6) for opening WIZARD LOCKED Doors and HELD portals. It won't work for more than one person per door or panel; thus passing it around will do no good.

**TRAP SPRINGER TOKEN:** When used, it will activate all traps within a 10 foot radius.

**MONSTER CALLER TOKEN:** When used it will 50% of the time call an evil wandering monster. (Roll for Wandering Monsters, as if two levels deeper in the dungeon. Reroll if a Humanoid or non-evil entry appears. Number appearing will always be one.) The monster will come by ordinary means. If and when he arrives, he will be under no compulsion to serve the user and may attack if it seems proper.

**LEVEL INDICATOR TOKEN:** It will beep an appropriate number of times when used, in order to indicate what level of the dungeon you are on.

**LIMITED TRANSPORT TOKEN:** It will provide transportation one time between two preselected points within 10" of each other. First the token must be set at each of the points selected. (Once set at a point, this choice may not be changed.) Then it must be held at one of the two points. The user may either be transported alone, or he may take everyone within 10 foot radius along with him. The user does not require the permission or cooperation of these other people. However, he can only take along beings in his plane of existence, (ex. normal, ethereal, etc.) After being used once, the Token is burned out.

**PERMANENT TRANSPORT TOKEN:** It may be sensitized to only two locations at any one time. A new location may be substituted if an old one is dropped. It takes 24 hours of study at a location to sensitize the token. The user may instantly transport himself from either of the two locations to the other. Usable once per day.

# TRIDENTS:

01-30 +1 Trident	90-94 +3 Trident (3)
31-50 Trident of Warning (F,C,T)	95-98 Trid. of Submiss. (F) (5)
51-70 Trident of Water Breathing	99-99 Trident of Yearning (5)
71-77 Trident of Transformation	00-00 T. of Comm. Water Beings (6)
78-89 +2 Trident (2)	

+1 TRIDENT: Adds +1 to damage done as well as 5% to hit probability.

TRIDENT OF WATER BREATHING: The wielder can breath under water.

TRIDENT OF TRANSFORMATION: It appears to one of the other kinds, but after D4 hours of use the user becomes a Merman. He may be turned back via a successful Remove Curse vs. a 12th level.

+2 TRIDENT: Adds +2 to damage as well as 10% to hit probability.

+3 TRIDENT: Adds +3 to damage as well as 15% to hit probability.

# BELLS (2):

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

01-13 Bell of Awakening	62-74 Door Bell
14-25 Bell of Summer	75-87 Bell of Bats
26-37 Bell of Autumn	88-96 Bell of No Time
38-49 Bell of Spring	97-99 Bell of Freedom (5)
50-61 Bell of Winter	00-00 Bell of Fate (5)

BELL OF AWAKENING: It will immediately awaken all within range, even if they are asleep due to magical means.

BELL OF SUMMER: All within range when the bell is rung will have their body surrounded by a 1 inch thick zone which follows the movements of their bodies. Within that zone the temperature will be maintained at a minimum of 75 degrees Fahrenheit. (i.e. it does not act until the natural surrounding temperature falls below 75.) It will not counter cold spells, etc., but it is useful against extended exposure in very cold climates. Duration: 1 day. Usable once per day.

BELL OF AUTUMN: Plants (not evergreens) will drop all of their leaves, fruit, and grain. Usable once per day.

BELL OF SPRING: All plants within range, will be effected as a Growth/Plants spell, as if cast by an MU8. Usable once per day.

BELL OF WINTER: All Insects, Snakes, and other Creatures who are not active during the Winter will sleep or hibernate for 1 hour or until disturbed. Usable once per day.

**DOOR BELL:** It takes one day to sensitize the bell to a particular door. During that time it must remain in the hand of the user and within 20 feet of the door. The Bell can only have two doors to which it is sensitized at any given time, but old ones may be dropped to make room for new ones. When the bell is rung any sensitized door that is within range will swing open if closed, or swing closed if opened. The door will close and remain closed as if a WIZARD LOCK were thrown on it by an MU6. The door will open as if a KNOCK were thrown on it by an MU6; in any case the bell will not be stopped from opening the door by a previous WIZARD LOCK from the bell.

**BELL OF BATS:** When rung 2D4 Vampire Bats will immediately appear. They will follow the orders of the ringer. They will vanish in one hour. Usable once per week.

**BELL OF NO TIME:** Once rung it may only be gotten rid of via a successful REMOVE CURSE as versus a 12th level. The ringer will be unable to keep track of intervals of time shorter than one day. For example, if he were asked to meet someone at a particular time of day, or to stand a watch for two hours, or to crash through a door after 5 minutes, he would somehow get mixed up. (His errors will generally be from minus to plus 50% of the interval involved. Roll D100 and subtract 50.) He will misread or forget to look at watches or clocks. Any timing device he carries on him will cease to function properly.

**BELL OF FREEDOM:** It will free from outside control all entities within its range when rung. (This would include controlled Undead, summoned Elementals, Charmed or Held Persons, etc.) Usable once per week.

**BELL OF FATE:** Every time it is rung, at least one of those who hears it (including the user) will die within the next 24 hours. If none of this group has died at the end of the 24 hours by other means, one of them picked at random dies suddenly. Any of the group who receive a successful REMOVE CURSE as versus a 20th level will not be subject to this fate. Usable once per week.

#### BOTTLES (2):

01-17 Jug of Alchemy	71-80 Flask of Curses
18-34 Decanter of Endless Water	81-92 Ship in a Bottle (3)
35-51 Hole in a Bottle	93-00 Efreet Bottle (5)
52-70 Beaker of Plentiful Potions	

**HOLE IN A BOTTLE:** If thrown against a wall or floor it will shatter, forming a hole as per the MU spell PASSWALL. The bottle may of course only be used once.

**BEAKER OF PLENTIFUL POTIONS:** Choose potions of appropriate level.

**SHIP IN A BOTTLE:** This bottle is usable once. When the bottle is broken a ship will appear; it will cease to exist after 4 +D4 days. During that time it may be commanded to vary in size from 10 to 100 feet long. It is unsinkable. It may be commanded to either move at twice the speed an ordinary ship would move under such circumstances, or to be invisible (along with what it is carrying) to anyone further than 10 feet from the ship. (Only one of these two functions at a time.)

**FLASK OF CURSES:** When it is opened a curse is loosed. Choose a curse of appropriate level.

# BOWLS/CUPS (2):



- 01-19 Potion Cup
- 20-38 Cup of Oberon
- 39-43 Cup of Love
- 44-48 Cup of Revulsion
- 49-67 Cup of the Assassin (3)

- 68-75 Bowl of Delicious Foods (5)
- 76-84 Bowl of Controll. Water (5)
- 85-96 B. of C. Water Elem. (M) (5)
- 96-00 Bowl of Watery Death (5)

**POTION CUP:** Usable once per week. Pour in a potion (or suspected potion), and it will be analyzed.

**CUP OF OBERON:** This cup remains ever full. The liquid will stay in the cup, unless someone is actually drinking directly from the cup. The nature of the liquid that comes forth depends on the drinker. For elves it will be a healing and refreshing potion, treat as a Clerical Cure II spell. For humans and hobbits it will be a fine wine. For dwarves, orcs, hobgoblins, and goblins it will be vinegar. For other it will be water. Usable once per day per person.

**CUP OF LOVE:** This cup causes the person who drinks from it to fall hopelessly in love with the first member of his species of the opposite sex that he sees. (A drink from this cup will precisely cancel the effects of the Cup of Revulsion, and vice versa.)

**CUP OF REVULSION:** The drinker will despise, distrust, and generally dislike the first being he sees, of either sex. (Please remember that this does not mean that the drinker need take any immediate action. In fact he will probably not immediately inform anyone of this change in attitude.)

**CUP OF THE ASSASIN:** It may be used to produce one dose of standard poison. (D6 initial surge, followed by 1 hit per melee round. Chances to save before the surge and every 20 melee rounds.) This poison may of course be mixed with a drink, already in the cup, unnoticed. Usable once per day.

**BOWL OF DELICIOUS FOODS :** It will dispense delicious foods, including fruits, meats, nuts, etc. Pursuing creatures will stop to consume the food as follows: non-intelligent 95%, semi-intelligent 75%, intelligent 45%. (This of course doesn't apply to creatures that do not eat, or those controlled by outside forces.) The food will also add +3 to negotiation dice (2D6), when negotiating with those who eat of it.

**BOWL OF CONTROLLING WATER:** Usable once per week. It allows the user to form a cresting wave in a river. The wave may be 1/10 as high as the river is wide, up to a maximum of 2 feet in height per level of the user. It will sweep away all creatures of (its height/ 5 feet) or less in hit dice. (For example, a 15 foot wave would sweep away creatures of 3 H.D. or less.) It takes 1 melee round to form the wave per foot of height. All those who are not swept away must save (vs. Mental) or suffer the effects of a FEAR Spell. The user must be within eyesight of the wave, and must concentrate on maintaining the wave. He may cause the wave to have various shapes and frothings.



## BRAZIER (2):

01-25 B. of Swallowing Fireballs    66-75 B. of Comm. Fire Beings (5)  
26-50 Brazier of Control. Fire    76-95 B. of C. Fire Elem. (M) (5)  
51-55 Brazier of Sleep Smoke    96-00 B. of Attr. Cold Salam. (5)  
56-65 B. of Reforging Rings (5)

**BRAZIER OF SWALLOWING FIREBALLS:** Any Fireball thrown at the user will be swallowed harmlessly. The brazier must be out to be effective.

**BRAZIER OF CONTROLLING FIRE:** It allows the user general control over fire as follows. He may create full fire from embers. He may command a normally burning object to leap up into consuming flames. He may command a normally burning object to quickly gutter out; if desired this may be accompanied by a fireworks display or a large amount of smoke, as per the PYROTECHNICS spell.

**BRAZIER OF REFORGING RINGS:** It is used jointly by a Magic User and a Dwarf. They must be at least 6th level. They may use the brazier to melt a magic ring, of level at most that of the minimum of their levels minus 4, and reforge it into another. A ring may only be reformed into one of lower level. It takes one month per level of the original ring.

**BRAZIER OF COMMANDING FIRE BEINGS:** It allows the user to control fire-based or fire using creatures. They get a saving throw (vs. Mental). Only one creature may be controlled at a time. Continuous concentration is necessary in order to maintain control. Range: 6. It also may act as the Ring of Igniting Fires. (May ignite an object that could be lit by an ordinary torch. Range: 12".

**BRAZIER OF ATTRACTING COLD SALAMANDERS:** When lit it will summon a Cold Salamander, who will attack the user. Any Cold Salamanders who happen to be within 50 will also come, and attack at random.

## BROOMS (2):

01-25 Flaming Broom    61-80 Broom of Flying (3)  
26-50 Sweeping Broom    81-00 Broom of Cleanliness (3)  
51-60 Animated Broom

**FLAMING BROOM:** This broom may be lit by any flame, to produce either a fireworks display or a great deal of smoke, as per the PYROTECHNICS spell. The broom will put itself out, allowing it to be reused. Burnout chance is 1%.

**SWEEPING BROOM:** When the user attempts to sweep, his speed is increased, allowing him to easily sweep away centipedes, spiders, and other small objects and creatures. Magical dust is also easily swept away.

**BROOM OF CLEANLINESS:** Once per day, the user may summon the Chambermaid. She will arrive after a delay of D10 melee rounds. She will not only clean up any unwanted filth, but also has control over all monsters of the clean-up crew. Although she would not battle a dragon, she will easily clean up Green Slime, Yellow Mold, or send a Carrion Crawler on its way.



## FIGURINES (2):

01-20 Figurine of the Creature	85-87 Ebony Fly (5)
21-22 Figurine of Substitution	88-90 Marble Elephant (5)
23-41 Figurine of Truth/Untruth	91-93 2 Golden Lions (5)
42-43 Figurine of Untruth/Truth	94-96 Onyx Dog (5)
44-63 Figurine of Service	97-99 3 Ivory Dogs (5)
64-82 Figur. of the Gods (C) (5)	00-00 Figurine of Life Energy

**FIGURINE OF THE CREATURE:** It is in the form of one monster. (In order to determine which monster, roll as for Wandering Monsters for the place where the figure is located. If it is carried by a wandering party, then roll on the table that the party is from.) When placed upon the ground, the figurine will turn into a full-sized version of the monster and serve the user for one task, or battle. Usable at most once per day.

**FIGURINE OF SUBSTITUTION:** It appears to be a Figurine of the Creature. However, when it you touch it you are transformed into a tiny figurine of yourself, while the creature returns to normal. (Then if someone touches the figurine version of you, they will become a figurine and you will return to normal, etc.)

**FIGURINE OF TRUTH/UNTRUTH:** It has the use of E.S.P., Clairaudience, Clairvoyance, and X-Ray Vision. It will answer one question a day. It will tell the truth 5/6 of the time, and lie 1/6 of the time. It will answer as briefly as possible, while still answering the question completely.

**FIGURINE OF UNTRUTH/TRUTH:** As above, except it will lie 5/6 of the time, and tell the truth only 1/6 of the time.

**FIGURINE OF SERVICE:** It can turn into a Fighter, Magic User, Cleric, and Thief, each only once. Unless the user specifies, choose randomly among the possibilities remaining. It will be of level 1+D4; roll each time it serves. It will serve for one day, and then return to being a figurine. After the fourth use, it turns to dust.

**FIGURINE OF THE GODS:** There are as many different types as there are gods. When in the hands of Cleric of the proper god, it will add 10% to his rolls for Divine Intervention. If the god is Good or Evil, then the figurine will give 4D6 hit points of damage to Clerics of the opposite alignment who come within 20' and who fail to save (vs. Spiritual). Neutral Clerics who don't save, take 2D6. If the God is Neutral, the Figurine will give 2D6 to Good and Evil Clerics within 20' and fail to save. If a person of the wrong alignment touches the figurine, then treat it as if a he were a Cleric who had come within 20'.

**FIGURINE OF EGO SWITCH:** It appears to be one of the other types of Figurines. The person who picks this up finds his mind inside the figurine, while the ego that was in the figurine is now in the body. (No saving throw against this.) Roll as you normally would for the area in order to determine the humanoid type of the trapped ego. Now the new person trapped in the figurine, can switch places with anyone new who touches the figurine. Remember that the trapped ego may have been of any alignment. In any case, there may be good reasons why he may not want anybody new to touch the figurine.

**FIGURINE OF LIFE ENERGY:** Once per month it may be used to throw a **MAGIC JAR**, as per the Magic User Spell. The Figurine must be used as the Jar. Note that this figurine may already be occupied at the time it is found.

#### GIRDLES (2):

01-04 Living Girdle	74-83 Girdle of Pockets (3)
05-24 G. of Resist. to Crushing	84-84 Girdle of Mage Binding (3)
25-44 Girdle of Reduction	85-90 Stone Giant Strength (4)
45-48 False Strength (3)	91-94 G. of Frost Giant Str. (5)
49-62 G. of Hill Giant Str. (3)	95-97 G. of Fire Giant Str. (6)
63-72 Girdle of Polym. (3)	98-99 G. of Cloud Giant Str. (7)
73-73 G. of False Polym. (3)	00-00 G. of Frost Giant Str. (8)

**LIVING GIRDLE:** When put on it will turn into a Giant Snake, which will attempt to crush the life from the wearer.

**GIRDLE OF RESISTANCE TO CRUSHING:** It gives the wearer resistance as per the Clerical Spell. (Take half damage from crushing, including Hugs and Constriction.)

**GIRDLE OF REDUCTION:** Allows the wearer to shrink to up to 1/10 of his normal size, and to return to normal size again when he wants.

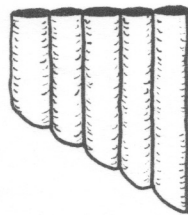
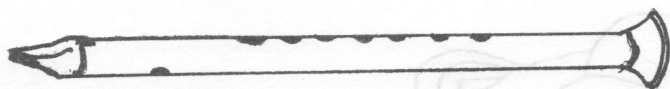
**GIRDLE OF FALSE STRENGTH:** It appears to be one of the girdles of giant strength. However, for each month in which the girdle is worn (for even a small part of the month), the wearer loses one point off of his strength. If the wearer goes down to zero strength points, he becomes a Shadow. Normally the wearer is unaware of this loss.

**GIRDLE OF POLYMORPHISM:** It allows the wearer to change form, as per the Magic User Spell **POLYMORPH SELF**. The wearer must stay in the new form for at least 24 hours. There is a 10% that the wearer will become a random creature rather than the one he desires.

**GIRDLE OF FALSE POLYMORPHISM:** This girdle acts as a Girdle of Polymorphism, except that 40% of the time the user will be permanently polymorphed into a random creature.

**GIRDLE OF POCKETS:** It has 20 pockets. Each pocket may hold an item that could be held within a hand. (For example: a ring, potion, token, etc.) Any item may be removed and used in one round. Items inside the pockets do not add to encumbrance and, being in another dimension, are not subject to damage or detection.

**GIRDLE OF MAGE BINDING:** If worn by a Magic User or someone able to cast Magic User spells, it will prevent him from throwing any spells by draining all of their spell points into itself. May only be removed via a successful Remove Curse as vs. an 18th level.



## PIPES (2):

01-14 Pipes of the Woods  
15-28 Pipes of Sanity  
29-42 Pipes of Diminution  
43-56 Pipes of Subdual

57-70 Pipes of Charming Snakes  
71-80 Pipes of Enraging Canines  
81-90 Superior Pipes (3)  
91-00 Pipes of the Sewers (3)

**PIPES OF THE WOODS:** By playing them, you can communicate with any bird or bird-like creature, as per the spell *Speak With Animals*.

**PIPES OF SANITY:** When played they cause all insane persons, as well as those controlled by some outside force, to return to normal.

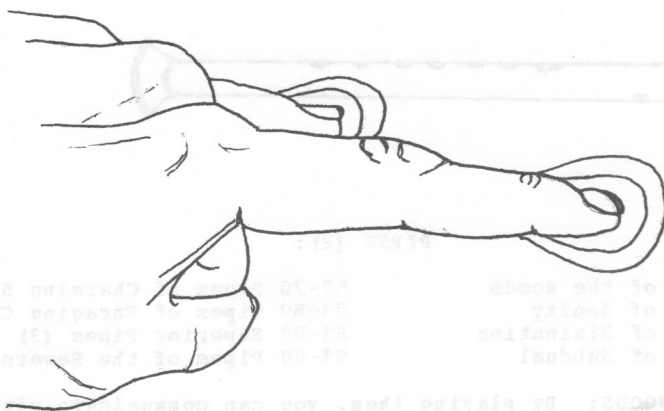
**PIPES OF DIMINUTION:** By playing them, you may shrink Giant insects and animals (only those with Giant in their name) back to normal size. They get a saving throw (vs. Physical). Duration: 10+D10 melee rounds. These pipes have no effect on Hill Giants, Stone Giants, etc.

**PIPES OF SUBDUAL:** When played while trying to subdue an opponent, the chance of success will be raised by 30%. Saving throw (vs. Mental) applicable.

**PIPES OF CHARMING SNAKES:** When played, they act as per the Clerical Spell, *Snake Charm*.

**PIPES OF ENRAGING CANINES:** They appear to be one of the other types of pipes. However, they have the additional property of sending out high pitched noises that enrage all dog-like creatures. All such within 20" will come and attack the user.

**SUPERIOR PIPES:** They drown out and render ineffective all magical items or attacks which function via sound. This is effective while the pipes are actually being played. Examples of items and attacks are Horns, Chimes, Drums, Lyres, Pipes, and Harpies Lure. The high pitch of sound emitted by these pipes gives the user a 5% chance each melee round of use, of becoming permanently deaf. (A CURE DEAFNESS spell from a Cleric will work.)



#### ROPES (2):

- |                            |                                |
|----------------------------|--------------------------------|
| 01-21 Rope of Climbing     | 70-90 Snake Rope               |
| 22-42 Tight Rope           | 91-92 Rope of Vipers           |
| 43-46 Rope of Slipperiness | 93-98 Rope of Entanglement (4) |
| 47-67 Trick Rope           | 99-00 Rope of Constriction (4) |
| 68-69 Rope of Trickiness   |                                |

**TIGHT ROPE:** When thrown across a pit or chasm, this rope stiffens and flattens out, making a solid bridge 3' wide and up to 50' long. it may be ordered, while grasping either end, to return to rope form.

**ROPE OF SLIPPERINESS:** It appears to be either a Rope of Climbing or Tight Rope. However, at the worst possible moment it will act as if coated with Oil of Slipperiness.

**TRICK ROPE:** When thrown into the air it will perform the ROPE TRICK, as per the Magic User Spell. Usable once per day.

**ROPE OF TRICKINESS:** It appears to be Trick Rope. However, the other dimension into which the climber vanishes is occupied. Each time the trick is performed, roll as you would for a Wandering Monster on the 3rd level of the Dungeon, but with the number appearing always one.

**SNAKE ROPE:** When thrown down, this rope breaks into 6 non-poisonous snakes. The snakes are under the user's command. Any snake not killed may be ordered to reform themselves into the rope, and may be used again. Any snakes killed may not be reused.

**ROPE OF VIPERS:** As per the Snake Rope, except that rather than being under the user's command, the snakes will attack the user.



## STONES (2):

01-20 Hobbit Throwing Stone	66-83 Luckstone (3)
21-40 Firestone	84-88 Stone of Petrification (5)
41-60 Stone of Building	89-00 S. of Contr. Earth Elem. (5)
61-65 Loadstone	

**HOBBIT THROWING STONE:** It is a magical weapon that does D6 damage, and is +10% on hit probability. It does double damage versus cat-like creatures. When thrown by a hobbit it has an automatic return feature (similar to the +3 warhammer when thrown by a dwarf).

**FIRESTONE:** It throws a 6-die Fireball, as off of a Wand. It's usable once per day, but there's no burnout chance.

**STONE OF BUILDING:** When placed down and grasped, it can be commanded to form a Wall of Stone. The wall is two feet thick, and up to 10 feet long and 20 feet high. The wall may be brought down by grasping the correct stone, and commanding the wall to return to being but a stone.

**LOADSTONE:** It appears to be one of the other types of Stones. The holder has a Luck of 3. He may only get rid of this Stone via a successful Remove Curse as versus a 14th level.

**LUCKSTONE:** The holder has a Luck of 18.

**STONE OF PETRIFICATION:** It has two states, stone and flesh. If it is touched while in its stone state, then it will turn the toucher to stone unless he saves (vs. Physical). The stone will then turn to a greyish block of flesh which may be used to turn any petrified creature back to flesh, upon which the brick will return to its stone state. Alternately the flesh brick may be used to turn stone of up to 10' x 10' x 10' to flesh, or to turn a Stone Golem into a Flesh Golem.

### AMULETS/TALISMANS (3):

- 01-18 Amulet of Neutrality
- 19-38 Amulet vs. Crystal Balls & E.S.P.
- 37-44 Amulet of Inescapable Location
- 45-58 Amulet of Prot./Undead (6)
- 59-72 Amulet of Prot./Disease (C) (7)
- 73-77 Talisman of Banishing Demons (C) (7)
- 78-82 Talisman of Banishing Angels (C) (7)
- 83-90 Talisman of Lawfulness (C) (7)
- 91-98 Talisman of Chaos Supreme (C) (7)
- 99-00 Talisman of the Sphere (M) (7)

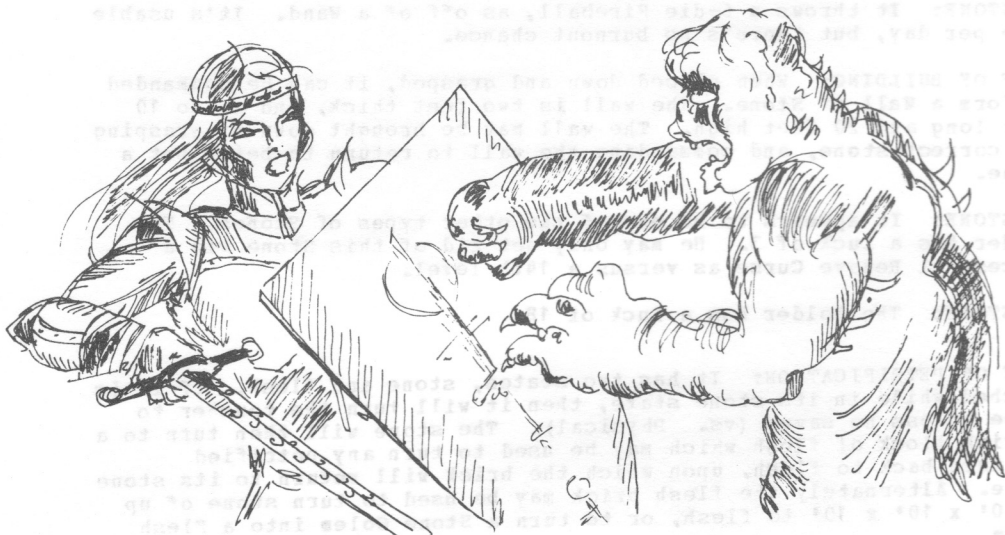
**AMULET OF NEUTRALITY:** The wearer will seem Neutral to such spells/powers/abilities as: Detect Evil (Good), Portal of Justice (Injustice), etc.

**AMULET OF PROTECTION FROM UNDEAD:** It completely protects the wearer from losing life levels due to drains by Undead.

**AMULET OF PROTECTION FROM DISEASE:** It gives the wearer complete immunity to disease. (However it will not cure diseases that the victim may have caught while not wearing the Amulet.) Use the same definition of what qualifies as a disease, as with respect to the Clerical Spell, CURE DISEASE.

**TALISMAN OF BANISHING DEMONS:** May only be used by Good Clerics. Evils who touch it take 5D10 hit points, Neutrals take 5D6 hit points. When used it acts as the Clerical Spell, Banish Demon, as if thrown by a C20 or the clerics level, whichever is greater. It has a burnout chance of 30% (i.e. 7 charges when new).

**TALISMAN OF BANISHING ANGELS:** The evil version of above.







### BAGS (3):

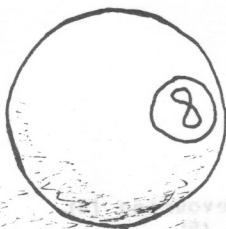
- |                             |                            |
|-----------------------------|----------------------------|
| 01-20 Bag of Protection     | 86-90 Bag of Devouring (4) |
| 21-40 Lead Lined Bag        | 91-96 Bean Bag (5)         |
| 41-45 Bag of Transformation | 97-98 Bag of Tricks (6)    |
| 46-75 Bag of Holding        | 99-00 Vacuum Bag (6)       |
| 76-85 Bag of the Winds (4)  |                            |

**BAG OF PROTECTION:** Protects items stored inside from physical or magical attacks. (ex. Fireballs, Snowballs, Lightening Bolts, etc.)

**LEAD LINED BAG:** Magic may not be detected through this bag. X-Ray Vision, Wizard's Eye, etc. do not work through it. Also since radiation does not pass through it, a Cube of Radiation may be safely carried within it.

**BAG OF THE WINDS:** When opened, this bag releases a tornado-type wind which can be directed and controlled by the user. Treat as you would a Djinn's whirlwind. It lasts for 4 melee rounds. Usable once per day.

**VACUUM BAG:** This bag contains a vacuum. When opened, the bag will draw in any mass of less than 1500 G.P. within 20 feet. (This could include the opener, especially if he is unaware of the nature of the bag.) Those drawn in will suffer the effects of lack of air; even if they do not have to breathe they will quickly die of cold. It might be possible to get victims out, by sufficiently quick and clever use of ropes, etc.) Usable once per day.



### BALLS (3):

- 01-25 Crystal Ball (M)
- 26-29 Crystal Hypnosis Ball (M)
- 30-54 Balls of Bravery
- 55-79 Bowling Ball
- 80-83 Eight Ball
- 84-88 Crystal Ball with Clairaudience (M) (4)
- 89-93 Crystal Ball with E.S.P. (M) (4)
- 94-95 Crystal Ball of Forgetfulness (M) (4)
- 96-99 Ice Ball (5)
- 00-00 Sphere of Annihilation (M) (8)

**BALLS OF BRAVERY:** They protect the user against all FEAR Spells and keep his morale at a maximum. The pair are useless when separated.

**BOWLING BALL:** It may be rolled down a corridor or other relatively smooth surface. It will knock all victims in its way off of their feet, doing D6 hit points of damage.

**FIGHT BALL:** The owner may only get rid of this item via a successful REMOVE CURSE as versus an 18th level. The ball has no effect until the owner attempts to travel faster than 12. (This would apply to moving faster than 12 on horseback, via flying, by sailing on a boat, etc. It would not apply to Teleport, Dimension Door, etc.) The ball then moves in front of the victim, striking him once per melee round for D6 hit points, for as long as he continues to move faster

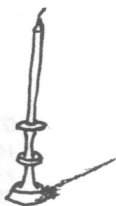
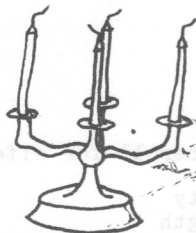
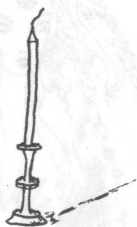
**CRYSTAL BALL OF FORGETFULNESS:** Any Magic User, or person able to cast Magic User Spells, who looks into this ball must save (vs. Mental) or lose one level of spell casting ability every ten melee rounds. Saving Throws are applicable each level. Until the victim saves, he can not look elsewhere. Each use of the Clerical Spell CURE FEEBLEMIND will restore one level of spell casting ability. Also, every time a level is gained normally the victim will have a lost level of spell casting ability restored, in addition to the one he normally gets for going up a level.

**ICE BALL:** It allows the user to control cold-based creatures. They get a saving throw (vs. Mental). Continuous concentration is necessary to maintain control. Only one creature may be controlled at once. Range: 6". The ball may also be used to freeze water, as per the ring. (Area of effect: a cone 6" long with a base 3" in diameter. A maximum of 100 cubic feet per level of the user.)

# POTION TABLE

01-15	Delusion (reroll for effect)
16-12	Cure I
23-28	Invisibility
29-33	Ogre Strength
34-38	Kobold Strength (ST=6 for 12 rounds)
39-43	Levitate
44-47	Cure II
48-51	ESP
52-55	Fly
56-59	Water Breathing
60-63	Haste
64-65	Slow
66-68	Cure III
69-71	Plant Control (2)
72-74	Hill Giant Strength (2)
75-76	Stone Giant Strength (2)
77-78	Frost Giant Strength (2)
79-80	Paralysis (2)
81-82	Cure IV (2)
83	Growth (2)
84	Diminuation (2)
85	Polymorph (2)
86	Fire Giant Strength (2)
87	Fire Resistance (2)
88	Cold Resistance (2)
89	Crushing Resistance (2)
90	Lightning Resistance (2)
91	Cure V (2)
92	Cloud Giant Strength (3)
93	Storm Giant Strength (3)
94	Gaseous Form (3)
95	X-ray vision (3)
96	Protection from Fire (3)
97	Protection from Cold (3)
98	Protection from Lightning (3)
99	Protection from Crushing (3)
00	Oil of Etherealness (3)





### CANDELABRAS (3):

- 01-20 Galileo Candelabra \*\*
- 21-40 Candelabra of Distress
- 41-60 Candelabra of Hospitality
- 61-75 Candelabra of Darkness (C)
- 76-90 Light of Right (C)
- 91-00 Light At the End of the Tunnel

\*\* = give an additional 50% chance for a Galileo Medallion

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

**GALILEO CANDELABRA:** They will only work within 30 feet of someone wearing a Galileo Medallion. Their light will dispel the following Clerical spells/effects: Darkness, Continual Darkness, Light, Continual Light, and Silence. Also they will cause Clerics who view them when lit to save or be affected as per the fourth level *WU* spell FEAR.

**CANDELABRA OF DISTRESS:** When lit they will set off a great pyrotechnical display visible for up to 100 miles. The display will last for as long as they remain lit.

**CANDELABRA OF HOSPITALITY:** No poison ingested within 20' of the lit candelabra will have any effect. Also any partaking of food within 20' of the lit candelabra may not attack each other for the next 24 hours. They may only be lit once per day, for at most one hour.

**CANDELABRA OF DARKNESS:** If lit by an Evil Cleric, they will absorb absolutely all light in a 30 foot radius. (Infravision is of no use.)

**LIGHT OF RIGHT:** If lit by a Good Cleric, it acts as the Clerical spell Protection/Evil III.

**LIGHT AT THE END OF THE TUNNEL:** The owner may not get rid of this Candelabra, unless a REMOVE CURSE succeeds as versus a 20th level. He will have an unreasoning optimism that once he starts on a task or mission, he can carry it through to a successful conclusion. He will have 6 added to his Charisma when he lights the Candelabra for purposes of convincing others to continue their joint mission or task, regardless of any evidence that quitting or turning back might be a good idea. (The Gamesmaster must use great discretion in running this item.)

### CENSORS (3):

- 01-20 Censor of Flight Disruption
- 21-40 Censor of Controlling Winds
- 41-60 Censor of Entrancement
- 61-80 Censor of Trapping the Unbodied
- 81-85 Censor of Trapping Self
- 86-97 Censor of Summoning Air Elementals (M) (5)
- 98-00 Censor of Summoning Hostile Air Elementals (5)

**CENSOR OF FLIGHT DISRUPTION:** It may be used to bring down any flying or levitating being. If the victim is attempting to remain in the air, he will fall at 30' per melee round that the censor is working on him. (This is not fast enough to do any damage.) Usable against one creature at a time. Range: Line of sight.

**CENSOR OF CONTROLLING WINDS:** It allows the user to alter the speed of wind within 1/2 mile of his location. Speed may be increased to at most light gail force, 35 m.p.h., or decreased by as much as 35

**CENSOR OF ENTRANCEMENT:** When used, it will cause everyone within 10', including the user, to sit down and go into a trance. Inverted saving throws (vs. Mental) are applicable. (By inverted it is meant that your normal chance to save is now your chance to fail, and vica-versa.) Give additional chances to make Inverted saving throws, every 20 melee rounds. Usable once per day.

**CENSOR OF TRAPPING THE UNBODIED:** It may be used to entrap up to three unbodied creatures at a time. Examples are Wights, Wraiths, Spectres, Phantoms, Shadows, Shades, Air Elementals, Djinn, gaseous Vampires, etc. Saving throws are applicable. Any and all contained creatures must be released before a new bunch may be entrapped. Range: 10".

**CENSOR OF TRAPPING SELF:** It functions as Censor of Trapping the Unbodied. However, the user will be transformed into Gaseous Form, and will be entrapped inside the censor (no saving throw) along with any other victims. Note that any Undead inside the Censor may attempt to drain any non-Undead inside the censor as per usual (treating the victim as A.C. 12), but each Undead may make only one attempt every ten melee rounds.

### CUBES (3):

- 01-22 Wondrous Enhancer of Jewels
- 23-44 Cube of Mimicking Sounds
- 45-66 Cube of Visibility
- 67-70 Wondrous Pulverizer of Jewels
- 71-80 Cube of Control Over Tiny Iron Golems (5)
- 81-90 Cube of Force (5)
- 91-00 Cube of Radiation (5)

**WONDROUS ENHANCER OF JEWELS:** It can be used to multiply a jewel's value by ten. May be used at most once per jewel. Burnout chance is 10%.

**CUBE OF MIMICKING SOUNDS:** It can be used to imitate sounds, voices, etc., provided the user heard them when carrying the Cube.

**CUBE OF VISIBILITY:** It makes all invisible objects and beings, within 10 feet of itself, visible to all. (It works at all times, the owner has no control over it.)

**WONDROUS PULVERIZER OF JEWELS:** It multiplies the value of jewels by zero.

**CUBE OF CONTROL OVER TINY IRON GOLEMS:** It will summon and control a 2' tall Iron Golem. The Golem fights as 1/4 that of a regular Iron Golem, (1/4 H.D. and 1/4 Damage Done), but is unable to breathe poison gas. The Golem will vanish after D6 10 minute intervals.

**CUBE OF RADIATION:** It causes all who approach within 10' (stone walls provide protection) to become violently ill with radiation sickness, in 6+D6 10 minute intervals. If the player rolls on 3D8, over his Constitution + Level, then death results in 100 more minutes. Otherwise he will act as if half of his usual level (round up) for the following week. A CURE DISEASE spell will end these problems. An X-Ray vision Sword or Ring will always spot this Cube.

### DRUMS (3):

- |                    |                          |
|--------------------|--------------------------|
| 01-20 Talking Drum | 61-70 Drums of Deafness  |
| 21-40 Rhumba Drum  | 71-90 Elephant Drum      |
| 41-60 Thunder Drum | 91-00 Drums of Panic (5) |

**TALKING DRUM:** It can be used to send messages up to 40 miles, provided there is someone on the other end who can understand the code used.

**RHUMBA DRUM:** When played it causes all human-types within earshot to begin dancing. Saving throws (vs. Mental) apply. The player is not affected. A dancer can not attack or flee, being entirely involved in his dancing. Additional chances to save are given every 10 melee rounds, and the dancers are freed in any case when the playing stops.

**THUNDER DRUM:** When played they cause a violent Thunder Storm to appear in 3D10 minutes. Usable outdoors only.

**ELEPHANT DRUM:** When played it will summon a huge elephant complete with war tower. (Give the elephant 6 H.D., A.C. 4, M 15, and two attacks with tusks for D12 each.) It will obey the player 85% of the time. The other 15% of the time the elephant will run amok,



### LYPES (3):

01-15 Lyre of Shattering	46-65 Lyre of Truth
16-25 Lyre of Singing	66-85 Lyre of Sealing
26-45 Lyre of Building	86-00 Lyre of Stormbringing (4)

**LYRE OF SHATTERING:** The user may shatter any one metal, non-magical weapon within 60 feet. Due to the high pitched noises that the lyre gives off when played, all within 5 feet, including the user, are deaf for one day, (unless the Clerical spell CURE DEAFNESS is thrown on them.) It is only usable by someone who can hear.

**LYRE OF SINGING:** The owner may only get rid of this item via a successful REMOVE CURSE as vs. a 16th level. If requested to play the Lyre, the owner must play for 10 melee rounds or one question, whichever comes first. He gets a saving throw (vs. Mental). If attacked he may stop playing. When played, it forces the user to tell only the truth and answer any question asked of him. Each being may make only one request per day that the owner play the lyre.

**LYRE OF TRUTH:** When played it causes all within earshot to tell only the truth, and to answer all questions asked of them. Saving throw (vs. Mental) allowed.

**LYRE OF SEALING:** When played, this lyre lays an enchantment on any door, equivalent in strength to the Magic User spell Hold Portal, that lasts for one hour. Also, it may be used to seal doors, cracks, panels, etc., air and water tight, for one hour. At least 80% of the surface area must be real material. (Thus one could for example, make a seaworthy boat out of driftwood, or seal a tent from the effects of poisonous gas.) Usable once per half hour.

**LYRE OF STORMBRINGING:** When played, it causes a tremendous gail (with thunder and lightning) to form within 5 minutes. The gail will last as long as the lyre is played. Usable outdoors only.

### MIRRORS (3):

01-14 Mirror of Mental Prowess	78-84 Mirror of Entrapment (4)
15-28 Mirror of Holding	85-98 Mirror of Opposition (4)
29-32 Mirror of Decharging	89-95 Mirror of Reversal (4)
33-46 Mirror of Doubling	96-96 Mirror of Destruction (5)
47-60 Mirror of Reflection	97-99 Mirror of Recharging (5)
61-70 Mirror of True Sight	00-00 M. of Life Trapping (M) (8)
71-77 Mirror of Movement (4)	

**MIRROR OF HOLDING:** Magical Items (with some exceptions) are not reflected by this mirror, making identification easy. If a magical item (with some exceptions) is touched to the mirror, it disappears from the holder and reappears in the mirror. If the same person who placed the item in the mirror touches it again, he regains possession of the item. No other person may regain it. The items are stored in another dimension, and are trapped there if the mirror is smashed. The mirror can neither identify nor store magical items with a sentience (ex. most swords) or those of level 7 or above.

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

**MIRROR OF DOUBLING:** The user may create a mirror image of himself, that will mimic his every move. The image has no substance, and will be dispelled by any attack on it. Duration: 1 hour. Usable once per day.

**MIRROR OF REFLECTION:** It is polished to such brilliance that Medusae, Vampires, etc. become victims of their own stares. It is also useful for signalling outdoors.

**MIRROR OF TRUE SIGHT:** The user will see reflected in this mirror the true state of things. This is useful versus: Mirror Image, Phantasmal Forces, Doppelgangers, Illusions, Projected Images, magical means of disguise, etc.

**MIRROR OF MOVEMENT:** Stepping into this mirror allows the user to step out of any mirror in which he has seen his reflection. The Mirror of Movement is left behind.

**MIRROR OF ENTRAPMENT:** A victim who looks into this mirror (run as per the Mirror of Life Trapping), will follow the commands of the user (except immediate self-destruction), as long as the mirror is trained on the victim. A saving throw (vs. Mental) is applicable. Consider the mirror to be 3 hit points and A.C. 7, with respect to attempts to break it.

**MIRROR OF REVERSAL:** When a spell is thrown at or past the person holding the mirror, one of the following takes place (roll D10):

1-4: Spell is reflected back

5-7: D100 % is reflected back, remainder continues onwards.

8-9: Spell proceeds normally

10: Spell has double effect.

**MIRROR OF DESTRUCTION:** Acts as the Mirror of Holding, except once an item is placed inside it can not be removed.

**MIRROR OF RECHARGING:** Acts as a Mirror of Holding, with the same restrictions. Also, any applicable item removed from the mirror will have been recharged one charge. This ability will only work once per month.



### WINGS (3):

01-22 Wings of Flying	68-73 Wings of the Shifter (5)
23-27 Invisible Wings	74-79 Wings of Parallel Travel (5)
28-37 Water Wings	80-82 Wings of Time Travel (6)
38-47 Bat's Wings (4)	83-85 Wings of the Wind Lords (6)
48-57 Fairy's Wings (?) (4)	86-90 Giant Wings (reroll for type)
58-67 Insect's Wings (4)	91-00 Cursed Wings (reroll for type)

All wings unless otherwise noted are normal size wings for a standard humanoid. They must be pressed against the flesh at the shoulders in order to be effective. Once so joined, they will knit into the central nervous system of the wearer. A subsequent attempt to remove them will give the wearer 3D6 hit points; if the wearer is not then dead, he will be unconscious for 6D6 minus his Constitution hours.

Frontal attacks will have a 10" base chance of hitting the wings, while rear attacks have a 90" base chance. Treat the wings as A.C. 9, and any hits given to them are treated as if they were given to the wearer.

Flying with these wings generally requires the user to expend twice the amount of effort of marching.

There are two speeds given for each wing. The first is that in the open. The second is that in confined spaces (such as 10' wide dungeon corridors, etc.) Thus 36"/18" would mean 36" in the open and 18" in confined spaces. Remember to adjust for windspeed. Thus if one had a tailwind of 10" one could fly at 46" relative to the ground rather than 36", while a headwind of 10" would reduce that to 26".

WINGS OF FLYING: They allow the user to fly at 36"/18".

INVISIBLE WINGS: They allow the user to fly at 30"/10". The wings themselves are invisible. However, they are not immaterial and will be just as much of a hindrance to wearing normal armor as regular wings.

WATER WINGS: They allow the wearer to fly equally well through air or water, at 24"/12". (They do not themselves provide a means of breathing under water.)

BAT'S WINGS: They allow the wearer to fly at 36"/18". In addition they give the wearer a bat-like sonar sense, allowing him to see in the dark. (The Clerical spell Silence will render the enclosed area invisible to this sense.) The wearer may communicate with bat-like creatures and dolphins. The wearer will take double damage from loud noises (including the shock waves that accompany explosions.) The wearer fights at -5" in direct sunlight.

FAIRY'S WINGS: Roll D8 to see which type of Fairy they refer to (Black, White, Red, Orange, Yellow, Green, Purple, or Blue.) They allow the wearer to assume the form of this Fairy and then fly at 26"/26", for a total of 6 hours per month. In addition once per day for up to 10 minutes, the wearer may assume the powers as well as the form of this fairy. (This time doesn't count against the 6 hour per month.)

**INSECT'S WINGS:** The wearer can shrink to 1/10 his original size. When in this smaller form he will have 1/10 his usual hit points. He may only use the wings to fly (at 13"/13") when in this smaller form. When smaller he can also employ the following powers:

1. Communication with normal insects
2. 3D6 Lightning Bolt, once per day
3. Haste on himself, once per day.

**WINGS OF THE SHIFTER:** They allow the wearer to fly at 18"/11". The wearer may shift among the Normal Plane, Ethereal Plane, Astral Plane, etc. Each shift requires two minutes of concentration while not touching the ground. At most one shift may be made every 10 minutes.

**WINGS OF PARALLEL TRAVEL:** They allow the wearer to fly at 36"/19". In addition the wearer may travel to a parallel universe. To make the attempt the wearer must have an object from this universe or have been there himself. (At the GM's option, he may allow travel to random different universes.) The time required for the trip is proportional to (the GM's estimate of) the differences between the universes. It will take at least 10 minutes, and not more than one year.

**WINGS OF TIME TRAVEL:** They allow the wearer to fly at 36"/18". In addition he may travel forward in time. Travelling is at the rate of 1500:1 (i.e. flying for what seems like one minute will take him forward 1500 minutes, or a little over a day.) While travelling in time, he is surrounded by the Mists of Time. While he may be subject to attacks from dwellers in the mists, he is immune to attacks from beings not travelling in time. While travelling in time, he can not also travel in space.

**WINGS OF THE WIND LORD:** They allow the wearer to fly at 48"/24". He may fly at a minimum of 24" with respect to the ground regardless of the wind speed. In addition he may at all times:

1. Command all normal flying creatures within 50 feet times his level. This would include small birds, small insects, etc.
  2. All Giant Birds of 3 times his level Hit Dice or less, within 50 feet times his level, will treat him as a very good friend.
  3. All Other Flying Creatures of his level in hit dice or less, within 50 feet times his level, will treat him as a very good friend.
- When in the open air or on the highest point in the area (ex. a mountain top) he may:

1. Change the wind speed by 1 m.p.h. for every minute of concentration, up to a maximum of 3 m.p.h. times his level. The wind will remain at that speed as long as he continues to concentrate, and then will return to its natural speed at 1 m.p.h. per minute.
2. Conjure and control a Whirlwind as a Djinn.

3. PROTECTION FROM NORMAL MISSILES (as per the MU spell), for 3 hours per day.

**GIANT WINGS:** They act as some other type of wing, but they are twice normal size (and thus meant for a being about 9 to 13 feet tall). (If this roll comes up again then make the wings three times normal size, etc.)

**CURSED WINGS:** They appear to be some other type of wing. However, when the opportunity presents itself they will crash their wearer into a cliff, drop him 1000 feet to the ground, etc.

#### CARPETS (4):

01-25 Horse Blanket	81-85 Rug of Smothering
26-50 Portable Hole	86-90 False Flying Carpet
51-65 Flying Carpet	91-99 Rug of Trapping Demons
66-80 Djinn Carpet	

**HORSE BLANKET:** It will double the speed of any steed who wears it, be it horse, pegasus, camel, etc.

**DJINN CARPET:** It is actually a Djinn. Each time he is summoned, there is a 25% that he is freed. Each time he will serve for 1 day.

**FALSE FLYING CARPET:** It acts as a Flying Carpet, but there is a 25% chance of it ceasing to operate at some random time during each hour.

**RUG OF TRAPPING DEMONS:** Any Demon who steps on this rug, may not get off, unless some mortal touches the rug and gives him permission.

#### SCARABS (4):

01-27 Scarab of Protection from Evil High Priest
28-54 Scarab of Enraging Enemies
55-64 Scarab of Insanity
65-74 Scarab of Death

**SCARAB OF ATTACK:** When placed down, it turns into a Giant Beetle, for 3D6 melee rounds. It will attack the closest being in the direction it is facing. This item may be used once per week.

#### GAMESMASTER SPECIAL:

This percentage is left free to be used in whole or part by the GM. It allows the GM to conveniently insert magical items not on the list for some reason.

These can be a whole new class of items that the Gamesmaster has invented for his world, or gotten from another publication. Sometimes they will be unique one of kind items, that are closely connected with current happenings in the particular campaign, and will give the players a chance for further adventures while moving these events along. (For example, it could be a key, that can lead to a parallel universe, where one can find a special herb, with which you can win over T'Challa the Wizard to help produce a special weapon, to be used to fight Errol the Cruel, etc.)

This is a good place to list any unique very powerful items (i.e. Artifacts).

It is also a good place to list very minor magical items, that exist in the world but may not be of much use to an adventurer. (For example, the magical beer stein, that keeps the beer cold on even the hottest day.)



# Mahler Wandering Monster Tables

Roll	Table 1 Monster	# app.
1-4	1st lev. party	A
5-7	Kobold	B
8-10	Skeleton	C
11-12	Centipede	3-18*
13-14	Spider	2-12*
15-16	Snake	1-6*
17-18	Dog	1-8*
19-20	Vampire Bat	1-8*

Roll	Table 3 Monster	# app.
1-4	3rd lev. party	A
5-7	Hobgoblin	B
8-10	Gnoll	B
11-12	Giant Toad	1-8*
13-14	Giant Ant	2-12*
15-16	Giant Boar	1-6*
17-18	Dire Wolf	1-6*
19-20	Pixie	1-8*

Roll	Table 5 Monster	# app.
1-3	5th lev. party	A
4-6	Ogre	B
7-9	Wight	C
10	Wererat	1-8*
11-12	Harpy	1-6*
13	Giant Spider	1-8*
14	Giant Snake	1-6*
15	Carnivor. Ape	1-8*
16	Centaur	1-6*
17	Roperite	1-3*
18	Jubjub Bird	1-4*
19	Arctic Wolf	1-6*
20	Carriion Crow.	1**

Roll	Table 7 Monster	# app.
1-3	7th lev. party	A
4-5	Wraith	C
6-7	Lammasu	A
8-9	Owl Bear	1-4*
10-11	Minotaur	1-2**
12-13	Rust Monster	1**
14	Hell Hd. 3-5HD	1-4*
15	Weretiger	1-6*
16	Medusa	1-4*
17	Lamia	1-3*
18	Cold Salamander	1**
19	Jaberwock	1**
20	Tpath. Dopple.	1-6*

Roll	Table 2 Monster	# app.
1-4	2nd lev. party	A
5-7	Goblin	B
8-10	Orc	B
11-13	Zombie	C
14-15	Gnome	2-12*
16-17	Stirge	1-8*
18-19	Giant Rat	2-12*
20	Homunculus	1

Roll	Table 4 Monster	# app.
1-3	4th lev. party	A
5-7	Bugbear	B
8-10	Ghoul	C
11-12	Giant Weasle	1-6*
13-14	Giant Hog	1-8*
15	Giant Tick	1-6*
16-17	Bear	1-8*
18-19	Tiger	1-6*
20	Gelatin. Cube	1**

Roll	Table 6 Monster	# app.
1-3	6th lev. party	A
4-5	Shadow	1-8*
6-7	Gargoyle	1-8*
8-9	Blink Dog	1-8*
10-11	Doppleganger	1-6*
12	Werewolf	1-6*
13	Wereboar	1-6*
14-15	Giant Beetle	1-6*
16	Giant Scorpion	1-4*
17-18	Argus Sphere	1**
19	Strong Toad	1-4*
20	Ochre Jelly	1**

Roll	Table 8 Monster	# app.
1-2	8th lev. party	A
3-4	Troll	B
5-6	Mummy	C
7-8	Displacer B.	1-6*
9-10	Manticore	1-2*
11-12	Cockatrice	1-4*
13	Werebear	1-6*
14	Werebeetle	1-6*
15	Hydra(6 heads)	1**
16	Panther	1-2**
17	Cerberus	1-2**
18	Peryton	1-6*
19	Giant Foot	1-2**
20	Tport. Dopple.	1-6*



Roll	Table 9 Monster	# app.
1-3	9th lev. party	A
4	Hill Giant	B
5-7	Spectre	C
8	Balrog(2-dice)	1**+B
9-10	Wyvern	1-4*
11-12	Basilisk	1-4*
13	Phase Spider	1-3**
14	Will O' Wisp	1
15	Umber Hulk	1**
16	Invis. Stalker	1
17	Fire B.Hy.(6hd)	1**
18	Hot Salamander	1**
19	White Dragon	1**
20	A Boa A Qu	1

Roll	Table 11 Monster	# app.
1-4	11th lev. party	A
5-8	12th lev. party	A
9	Frost Giant	B
10-11	Vampire &	1**+
	Vampire Bats	1-8
12	Balrog(3-d)	1**+B
13	Fire B.Hy.(9hd)	1**
14-15	Giant Slug	1
16	Copper Dragon	1**
17	Green Dragon	1**
18	Djinn	1
19	Demon Type II	1**
20	Black Pudding	1**

Roll	Table 13 Monster	# app.
1-3	14th lev. party	A
4-6	15th lev. party	A
7-9	16th lev. party	A
10	Cloud Giant	B
11-13	Phantom	C
14	Balrog(4-dice)	1**+B
15	Fire B.Hy.(12h)	1**
16	Silver Dragon	1**
17	Red Dragon	1**
18	Lich (MU 15-17)	1
19	Demon Type IV	1**
20	Stone Golem	1

Roll	Table 10 Monster	# app.
1-3	10th lev. party	A
4	Stone Giant	B
5-6	Vampire	1**
7-8	Gorgon	1-3*
9-10	Chimera	1-2*
11-12	Ogre Mage	1-3**
13	Mind Player	1
14	Roper	1
15	Hydra(9 heads)	1**
16	Hell Hd. 5-7HD	1-4*
17	Brass Dragon	1**
18	Black Dragon	1**
19	Demon Type I	1**
20	Aerial Servant	1

Roll	Table 12 Monster	# app.
1-4	13th lev. party	A
5-8	14th lev. party	A
9	Fire Giant	B
10-11	Shade	1-8*
12	Hydra(12 heads)	1**
13	Hell Hd.(7HD)	1-4*
14	Efreet	1
15	Hoarta	1
16	Bronze Dragon	1**
17	Blue Dragon	1**
18	Lich (MU 12-14)	1
19	Demon Type III	1**
20	Flesh Golem	1

Roll	Table 14 Monster	# app.
1-3	17th lev. party	A
4-6	18th lev. party	A
7-9	19th lev. party	A
10-11	20th lev. party	A
12-13	Beholder	1
14-15	Purple Worm	1
16	Titan	1
17	Golden Dragon	1**
18	Lich (MU 18-20)	1
19	Demon Type V	1**
20	Iron Golem	1

# Wandering Parties in the Dungeon (List A)

Use this system when a party (A) is rolled up. The leader's level is the defining level of the party. Roll for his class as well as those of any others in the party (as well as their levels). It is a good idea to pre-roll one party of each level that you are likely to use, and then replace those used at your leisure.

# in party	roll	Class	roll	Level	roll	Gold Equiv.	
1	1-3	F	1-4	same	1	per tot. lev.	roll
2	4-5	MU	5-6	-1	2-3	10	1-5
3	6	C	7-8	-2	4-7	50	6-7
4 or 5	7	T	9	-3	8-9	100	8
6 or 7	8	body	10	-4	10	200	9

Note: For Fighters roll D10, on a 0 a Paladin or a Ranger (in law or chaotic parties), on a 1 a dwarf, on a 2 an elf with 50% F/MU. For Thieves: All are hobbits except on a 0 a man, on a 1 a dwarf, and on a 2 an elf (on a D10).

Align.

of party	roll
Lawful	1-3
Neutral	4-6
Chaotic	7-10

Roll four D6 for prime requisite, with anything below a 13 becoming a 13 and 3 D6 for other reqs if needed, with no req. higher than the prime.

There is a  $\frac{1}{3}$  chance that a party will be weary in which case: add 2 to the roll for gold; each F has taken 1-4 hits/level; each C has used 10-80% of his spells; and each MU has used 10-60% of his spells.

# of Magical Items (leader rolls as one category higher)

Lev. of char.	0	1	2	3	4	5	
2-3	1-8	9-0	-	-	-	-	For higher levels of characters, add one item for every two levels higher.
4-5	1-6	7-0	-	-	-	-	Roll for magical items for bodies, but assume that they are divided among other party members. Use the following tables for each class.
6	1-5	6-9	0	-	-	-	For F/MU's for each item see whether to roll as F or MU.
7	1-4	5-8	9-0	-	-	-	
8	1-3	4-6	7-9	0	-	-	
9	1-2	3-5	6-8	9-0	-	-	
10	1	2-3	4-6	7-9	0	-	
11	-	1-2	3-5	6-8	9-0	-	
12	-	1	2-3	4-6	7-9	0	
13	-	-	1-2	3-5	6-8	9-0	

## Fighters

- 1-3 sword
- 4 misc. weapon
- 5-6 armor
- 7 ring
- 8 token
- (or special)
- 9-10 potion

Note: In the case of a Paladin (or anti-paladin) give a 10% chance a magic sword is holy (or anti-holy). In the case of a ranger give a 5% chance a magic sword is Sacred (or anti-Sacred). For dwarf fighters give a 5% chance that any sword rolled up is really a +3 war hammer. Tokens will appear as follows: Door Finder, Door opener, Lev'd Indicator, & Trap Springer each 20%, Transportation and Monster Caller 10% each.

(con.)

### Magic User

- 1 Wand
- 2-3 Misc. magic
- 4 Bracers
- 5 Robe/cloak
- 6 Potion
- 7 Ring
- 8 Book
- 9-0 MU scroll

### Cleric

- 1 Staff
- 2 +1,+2 Mace
- 3-4 Misc. magic
- 5-6 Armor
- 7 Potion
- 8 Ring
- 9-0 Cl. scroll

### Thief

- 1 Bow
- 2 1-20 arrows
- 3 Dagger
- 4 Bracers
- 5-6 Misc. magic
- 7 Potion
- 8 Ring
- 9 Invis. Ring
- 10 Token or special

Note: The parties are armed and armored as are the parties of the players.

### Wandering Giant Class(List B)

Giant--Troll--Ogre--Bugbear--Gnoll--Hobgob--Orc--Goblin--Kobold

The list above defines what is meant by levels. The entry on the Monster table is the leader of the party. Roll to find the number in the party, and if there are others roll to find their levels in respect to the leader.

# in the party	Roll	Level	Roll	Armor	Roll	Monster	Weapons
1	1-2	same	1-4	none	1-4	Gnoll	Human F
2	3-4	-1	5-6	chain	5-6	Hobgob	Elf F
3	5	-2	7-8	plate	7-10	Orc	Dwarf F
4	6	-3	9	The whole party will wear similar armor (and shield) when it improves natural AC.		Goblin	Hand axe & bow
5	7	-4	10			Kobold	" " "
6	8						In the first 3 cases include missile weapons.
7 or 8 roll twice	9	40% Neutral					
	10	60% Chaotic					

Use the same chart for monetary treasure as in list A. It is gold equivalent per hit die. Optionally one may give Magical Items in which case roll as for a wandering party made up of fighters, with Hit Dice in place of level. These parties should be weary 1/3 of the time.

### Wandering Undead (List C)

Phantom--Spectre--Wraith--Wight--Ghoul--Zombie--Skeleton

(Treat mummies as above ghouls when running parties lead by mummies).

Use the same charts as for list B in order to determine the number in the party and their level; it is assumed the entry in the Monster Table is the leader of the party. Use the chart in list A to determine monetary treasure. There is no chance for a weary party. A party of just Phantoms or Spectres have no treasure(they can't carry it).

A Eao A Qu	5	8	5 to 8	Bite(4d6)
Aerial Servant	1	72	16	8d4; Str=18; 2xSuprise
Angel				Variable
Argus Sphere	4	6	5	Cause 4-14/rnd
Artic Wolf	6	15	2	Bite(d6) or Coldcone(5'), 2d6
Baty Balroq	2	6/15	10	sword 2d6, whip, immolate 2-4d6
Banshee	8	9	2	2clws(d3), bite(sleep curse), special
Basillisk	4	6	6+1	d10 and stone
Batrachian	2	3	12	2paws(2d8), bite(d10), swallow
Bear	4	9	3	2 claws(d3), Bite(d6)
Beholder	0/2/7	3	40/10/20	Bite(d4+1), magic
Birdlu	3	6/13	4+1	1, 2, 3 D6, suffocate (EPT)
Black Pudding	6	6	10	Flesh:3d8; Wood:Dis; Metal:Corrode
Blink Dog	5	12	4	Bite(d6)
Bugbear	5	9	3+1	2d4, 50% silent
Carbuncle	3	9/20	5+1	2 claws(d4), bite(d6)+Poison, magic gen
Carnivorous Ape	7	9	4+1	2 claws(d3), Bite(d6)
Carriion Crawler	3/7	12	3+1	8 tentacles(paralyze)
Catchlepas	5	3	8	Eyes kill, 5% look, 30% in melee
Cave Troll	3*	6	8 *	Club(3d6) or 2 fists(d8)
Centaur	5	18	4	2 hooves(d6), MS   ML   Comp. Bow
Centipede	7	3	1/2	Bite(d2)
Cerberus	4	12	12 (4/h)	#bites(d8); tl bt(d6)+poison; Brth:Fire(4d6).
Chimera	4	12/18	9	2clwsd3, Gtad4, Ln2d4, Drgn3d4+Breath
Cockatrice	6	9/18	5	d6 and stone
Cyclops	4	10	8	Hill Giant (-10%, +4) no missiles
Demon				Variable
Dire Wolf	6	15	2	Bite(d8)
Disarmorer	5*	3	5	d6 squirts(rust) or bite(d4)
Displacer Beast	4	15	6	2 tentacles (2d4)
Djinn	5	9/24	7+1	2d8
Diago	2	6	3, 6, 9	Mandibles(3D6)
Dog	7	12	1	Bite(d4)
Doppleganger	5	9	4	d12, special
Doppleganger, Th	5	9	4	d12, special
Doppleganger, Tp	5	9	4	d12, special
Draconette	*	*		All vary by type
Dragon	*	*		All vary by type
Drounbird	3	9/24	8	2talons(d8), bite(2d8)



Giant, Stone	4	12	9	3d6	
Giant, Storm	4	15	15	7d6	
Gncil	5	9	2	d8 or wpn	
Gnome	5	6	1	d6 or wpn	
Gnorni	3	11/18	6 to 11	look it up in QQG#5, p.9	
Goblin	6	6	1-1	d4 or wpn	
Golem, Clay	2*	8	+50	4d8	
Golem, Flesh	9*	8	+40	2 @ 2d8	
Golem, Iron	2*	4	+80	4d10, gas	
Golem, Stone	5*	6	+60	3d8, magic	
Gorgon	2	12	8	Butt (2d6) and breath	
Gorgona	5	10	6	2 hands (d6) (See Greyhawk)	
Gorn	5	8	2	2 x wpn or 2 hands(d8)	
Gray Ooze	8	1	3	Flesh:2d8; Metal:Corrode	
Green Slime	*	0	2	Wood, Metal:Disolve; Flesh: special	
Gremlin	4	18	1+1	80% spell vs. thieves	
Griffon	3	12/30	7	2 claws (d4), bite (2d8)	
H'sing T'ien	6	9	1+1	Hand Axe (d6)	
Harpy	7	6/15	3	2 claws (d3), wpn (d6), sing	
Hell Hound	4	12	3 to 7	Bite (d6) or breath	
Hellion	4	18	1+1	80% annoy clerics, QQG#10	
Hippogriff	5	18/36	3+1	2 claws (d6), bite (d10)	
Hoarta	0*	6	11	Acid(3d8)	
Hobgoblin	5	9	1+1	d8 or wpn	
Honunculus	7	6/18	2	Bite (d3), special	
Horse, Craft	7	12	2+1		
Horse, Heavy	7	12	3	3 hooves (d8), bite (d3)	
Horse, Light	7	24	2	2 hooves (d4)	
Horse, Medium	7	18	2+1	2 hooves (d6), bite (d3)	
Hra	4	12	7	wpn, then drain all blood	
Huru'u	7	9	2+3	Howl(200';deafen 10'), drain w/ kill	
Hydra	5	12	5 to 12	d6, d8, d10 by size	
Ice Toad	4	9	5	Bite(3d4)	
Imp	4	18	1+1	80% JINX Mu	
Inv. Stalker	3	12	8	4d4	
Invisibles	7*	12	2+2	d4	
Jaberwock	5	10/20	6	Bite(d8), 2 fl. eyes d6	
Jubjub Bird	6	3/15	4	2 claws(d4), bite (d6)	
Keretoro	7	12/20	5	2hvs@d8, bite@d3, horn=ML(2-7)   msl(4-14)	



Kotold	7	1/2	d4 or wpn
Lamia	5*	4+4	5-10 bites (d4) or d4+Poison
Lamasu	6	6+2	2 claws(d6), special; levels
Leprechaun, Young	8	1/2	Magic, Magic resistant, notes.
Lich	3	10+	d10, Special
Lion			(See Bag of Tricks)
Lizard Man	5	2+1	2 claws (d3), bite (d8)
Manticora	4	6+1	Bite(d8), 2 claws(d3), spike(d6)
Medusa	8	4	1 or 2 wpns and stone
Mermaid	7	1	Bite(d8), hands(d4), wpns
Mind Devourer	4	8	2D6, INVERSE MIND BLAST, eat brain (4m.r.)
Mind Player	5	8+3	MIND BLAST, eat brain in D4 rnds
Minotaur	6	6	Butt (2d4), bite (d3), wpn
Monkey Ghoul	7	1	Bite(d4), wpn: sp   DG
Mroogg	7*	8 *	Bite(d4), 2blows(d8), swallow drown
Mule	7	2+1	
Mummy	3	5+1	d12 and disease
Naga, Guardian	5	11+4	Bite(d3)+Poison, spit3"+Poison, const'n2d4, Cl6
Naga, Spirit	5	9+4	Bite(d3)+Poison, eyesCHARM, aCl6/MU7
Naga, Water	5	7+4	bite(d4)+Poison, MU5(no fire, electro.)
Night Hag	9	8	bite(2d6)
Nixie	7	1	d4 or wpn
Not-Man, Equal	8	4	2 fists @ d6, hug steals soul (5 m.r.)
Not-Man, Master	8	6	2 fists @ d8, hug steals soul (5 m.r.)
Not-Man, Servant	8	3	2 fists @ d4, hug steals soul (5 m.r.)
Not-Man, Supreme	8	5	2 fists @ d10, hug steals soul (5 m.r.)
Ochre Jelly	8	3	2d6
Octi-Optigon	6	3	Bite(d4), stink
Ogre	5	4+1	d10
Ogre Mage	4	5+2	d12, magic
Orc	6	1	d6 or wpn
Owl Bear	5	5	Bite (d12), 2 claws (d6), Hug
Panther	5	8	2 claws(d4), bite(d10)
Pegasus	6	2+2	2 hooves (d8)
Peryton	4	6+2	2 claw(d3), bite(d8)
Phantom	0*	10	2d6 and drain 3 levels
Phase Spider	6*	5	Bite (d6) +Poison
Piercer	3	1 to 4	dice in D6 puncture
Pink Rock	0*	0	Touch 15, charm

Pixie	6*	9/18	1	d4 or wpn
Purple Worm	6	6	15	Bite (2d12), sting (d8) +Poison
Qol	2	9	1+1	(Wpn, bite@d6)+Poison if >#party
Revenant	5*	15	3	d8 + drain spell level, DAMP TP 10' r.
Roc, large	4	6/48	12	2 claws (d8), bite (4d6)
Roc, medium	4	6/48	9	2 claws (d8), bite (3d6)
Roc, small	4	6/48	6	2 claws (d8), bite (2d8)
Rock Troll	3	12	8 *	Bite(d10), 2 claws(d6)
Roperite	4	10	4+1	3 whip(d6) or 3 constr. (d8)
Ru'un	2	15	11	Shock@d6, SW+1, CB, No Surprise
Rust Monster	2	12	5	Touch (rusts metal), charge (d6)
Sagun	3	9	10	2 claws D6, 2/3 spores (+Poison 2 rnds.)
Salamander, Cold5*		12	4+4	Touch d8 cold, special
Salamander, Hot 5/3		9	7+3	Touch (d6 fire), constrict (2d8)
Sand Monster	3*	36/23	10 to 14	Air Elemental + Sand
Sandmirk	7	15	1	Bite(d4), rabies, chitter
Shade	5*	12	9	d8 and drain 2 pts Strength
Shadow	7*	9	2+2	d4 and drain 1 pt Strength
Shaggy Beast	9*	5	7	Bite(2d6) or Drgn brth, d4sntrgrs+Poison
Shambling Mound	0*	6	7 to 11	2clubs@d8, 2hits tangle, suffocate2-5'
Shrieker	7	1	3	Shriek 50% call monst. esp. Shambl., PW
Skeleton	7	6	1/2	d6
Skull Warrior	9*	6*	2 to 10	wpn
Snake	8	4	1	Bite(d3)+Poison
Snarfu	-2	12/36	-1	DET MAGIC, grab item (to 2)
Spectral Lord	0*	15/30	8 to 10	d8, drain 1 to 4 lvls, spells
Spectre	2*	15/30	5	d8 and drain 2 levels
Spider	6	6	1	Bite(d3)
Spirit	3*	15	6	d10, drain spl lvl, DAMP TP 30' r.
Stirge	7	18	1	Bite (d3), drain blood
Strong Toad	9*	12	3	Bite(d8), special
Swamp Toad	6	1/3/18	2	Bite (d10)+Poison, tongue
Sylph	5	9/24	3	wpn 1 airblast (d8) MK=30%, +1 in air
Tarn	3	5/36	8	Beak (d8), 2tallons (d10) +2 w/ steel
Thark	8	8	2	SW, wpn, wpn, tusks (2d8) guns
Tiger	5	12	3-1	2Claws (d3), Bite (d4)
Tree Cat	6	18	1+3	2-4 claws @ d3, bite @ d8, Surprise
Triton, large	4	15/24	7	3d6, special
Triton, medium	5	15/24	6	3d6, special

Triton, small	6	15/24	5	3d6, special
Troll	4	12	6+3 *	Bite (d8), 2 claws (d4)
Umber Hulk	2	6	8	2 claws (2d6), bite (2d4), Confusion
Umbr	3*	12/18	10	d10, -3 STR
Undine	4	6	5	Spray @ 2d6
Unicorn	2	24	4	2 hooves (d6), horn (d16)
Uruk Hai	3	9	2 to 8	wpn + STR bonus, 10% mu spells, wands
Vac-U-Blob	3	4	8	Acid (d10)
Vampire	2	12/18	7 to 9*	d10 and drain 2 levels
Vampire Bat	-2/7*	30	1/2	Bite (d4), 1/rnd
Variable Shade	5*	12	9+3	d10 and drain 2 pts random
Variable Shadow	7*	9	3	d6 and drain 1 pt random
Variable Umbr	3*	12/18	10	d10 and drain 3 pt random
Venus Fly-Trap	7	0	6	2 spits WEB, 1 swallow
Vrykol	9/0*	12-20/40	10 up	varies, spells, magic
Water Spider	5	6	5	Bite (d4)+Poison
Werebear	2*	9	6	Bite (2d4), 2 claws (d3) Hug
Werebeetle	2*	3	5	Bite (3d10)
Wereboar	4*	12	4+1	2 tusks (d6)
Wererat	7*	12	3	Bite (d3), wpn
Weretiger	3*	12	5	2 claws (d4), bite (d10)
Werewolf	5*	15	4	Bite (d8)
Wight	5*	9	3	Drain level
Will O'Wisp	-8	18	0	Special
Wind Walker	8*	15/30	6	Deafen (20'), wind force (10') 3d5!
Wraith	3*	12/24	4	d6 and drain level
Wretch	3	18	1+1	80% dud thieves
Wyvern	3	9/24	7	Bite (2d8), sting (d6) +Poison
Yellow Mold	*	0	10	2d6, special
Yeti	6	12	4	2 claws (d6 cold), Hug 2d8 cold
Zombie	8	5	1	d8

## The Robert West Curse System

For any curse you so desire Robert West's mind is so perverse that there is not the need to develop one's own curse system; just roll percentile dice for random curses or if you are devious pick your own.

### Roll % die    Curse

- 01-05    Monster(s) from table 1-12(roll a D12) attack(s) by surprise.
- 06-09    Monster(s) from table(s) relevant to area(as wandering monster) attack by surprise.
- 10-12    Monster(s) from victim's own table attack(s) by surprise.
- 13-14    Roll a D12 to determine possibility listed above, but curse will be delayed until the next time character(or party) is in battle.
- 15-15    A demon type 1-4 attacks by surprise.
- 16-19    One-on-one arena battle vs. monster relevant to area (roll as wandering monster).
- 20-22    As above, but random monster from victim's own table.
- 23-24    As above, but vs. a duplicate of victim per mirror of opposition.
- 25-25    Roll a D9+15 to get type of arena duel, but curse is delayed until victim(or party) is in next battle.
- 26-28    A random magical item is lost.
- 29-30    A random magical item becomes dud/cursed.
- 31-32    You will fall subject to spells you are immune to by level.
- 33-33    You will never make a saving throw, unless(of course) you don't want to!
- 34-34    Take half damage from spoken fireballs, lightning, etc.
- 35-35    Scroll of spells--but spells will back-fire. If there is no straightforward backfire, take 6 hits/spell level from explosion.
- 36-36    Same as above but applies to all scrolls used.
- 37-37    All cures on victim will become causes.
- 38-38    -3 to AC and saving throws.
- 39-39    Prime Requisite becomes 3.
- 40-40    Constitution becomes 3, with a retroactive -1 on each hit die.
- 41-41    Charisma becomes 3.
- 42-42    Luck becomes 3(-15% to saving throw). Give other appropriate duds.
- 43-43    -1 to -3 On all requisites.
- 44-44    Lose one experience level permanently.
- 45-45    Lose all benefits of race(no effect on humans); or suffer disadvantages of all non-human races.
- 46-46    Teleport 5000' above ground, take 24D6(unless fly ,levitate, etc.).

- 47 Teleport to the most dangerous place in dungeon.  
 48 Teleport to a remote region(character lost in 1 week w/o teleport.).  
 49 Teleport to Mars.(Lost in 1 turn w/o teleport).  
 50 Teleport 1 mile out in sea,if you make it to shore you are safe.  
 51 Lose the ability to employ spells or magical items.  
 52 The character becomes a magic drainer. He can neither use magic nor be affected by it.Remove Curse will not work, Any item coming in contact with him will lose all magical properties.  
 53 All opponents will save vs. all magical attacks or effects which have a saving throw.  
 54 If a fighter, his sword will change alignment. If he has no magic sword he will lose all fighter bonuses. If a MU, he will forget 1 spell of highest level known and take +4D6 damage. If a cleric, all his cures will become causes and vice verse.This will occur except when employed vs. an enemy/friend.  
 If a thief, he will lose one ability; 1)mult. damage 2)climb walls; 3)pick locks; 4)remove traps; 5)move silently and pickpocket; 6) hide in shadows.  
 55 Assume gaseous form. Retain cohesion if you make your Spell Survival roll.  
 56 Turn to water. Can not control movement, but will retain cohesion if you make Spell Survival. Will return to human form (possibly dead) after one hour. Of course if you fail the Spell Survival roll the body will be a bloody mess.  
 57 Character will have a 20% chance each time he is involved in melee of going berserk, even if he is not personally attacked or attacking.  
 58 Polymorph into a normal-sized 1) ant, 2) beetle, 3) wasp, 4) cockroach.  
 59 Polymorph as above but into the giant form of the insect, which will attack the party with surprise.  
 60 Turn to stone.  
 61 Paralyzed until curse REMOVED.  
 62 Insanity for one hour (see INSANITY TABLE.)  
 63 Contract Advanced Leprosy (see Mummies.) In addition to the CURE DISEASE a REMOVE CURSE is needed or the disease will recur in 1-4 hours.  
 64 Victim will fall asleep for 20 - Wisdom in hours (minimum of one hour.) After awakening, until a REMOVE CURSE is done victim will remember dreams of great pleasures, and will go to sleep in order to regain these dreams in any stress situation, unless a Spiritual Saving Throw is made.  
 65 Victim will contract meningitis--fall asleep in one hour and die in Constitution hours unless a CURE DISEASE is thrown. Once cured a REMOVE CURSE must be thrown or the disease will recur in 12 hours. If the disease recurs the number of hours that the victim suffered previously is counted off his constitution when determining how long until the victim dies.  
 66 A random limb (roll as for a Sword of Sharpness) will rot and fall off in one day unless a REMOVE CURSE is thrown. Each CURE DISEASE will increase the time limit by 6 hours.  
 67 Blindness as Power Word: BLIND.  
 68 Deafness as Power Word: BLIND: -10% to hit, 50% chance of spell not going off against anyone.  
 69 Dumbness per Power Word: BLIND. No power words. Player can

- not speak.
- 70 Anesthetized as Power Word: BLIND. Reduce chance to hit by 50%. Drawing a weapon takes 4 rounds. Thievish abilities reduce to nonthief levels for thieves, eliminated for non-thieves. PLAYER IS UNAWARE OF THE NUMBER OF HITS HE HAS TAKEN.
- 71 Lose sense of smell as Power-Word: BLIND.
- 72 Character acquires a malodorous disease which reduces charisma by 6 points (in dungeon negotiations this effects any negotiator if victim is nearby) and attracts monsters (two rolls per turn.)
- 73 Anyone or thing not with the victim at the time the curse takes effect will hate the victim as his worst enemy and will attack on sight unless the observer is within 10 feet of a holy or sacred sword, or makes his Spiritual Saving Throw.
- 74 Victim begins to shrink at the geometric rate of 50% per full turn. A growth potion or a GROWTH ANIMALS spell will stop this for 1 turn. After 40 turns the victim dies and the body is gone.
- 75 The victim grows to 3 times normal height with no increase in Strength or attack. After every hour Spell Survival must be rolled or he collapses under his own weight. Any blow from a heavy weapon that does 10% of the character's total hits has a 50% chance of breaking his weakened leg bones.
- 76 Ennervation. Treat character as if he had just been raised. Character has 5% of hit points, spell or prayer points, carrying capacity, and 5% of his normal chance to hit. This increases by 5% each day thereafter for one week and 10% for each day the second week until the character is fully restored after the 14th day. Not affected by a REMOVE CURSE.
- 77 Slow all movement and attack by 50%.
- 78 Acquire "Midas' Touch". Everything touched (including dragons) will become gold for the day. At the end of this time these things will turn to lead.
- 79 Victim will suffer the number of hits equal to any he deals to an opponent.
- 80 Normal Mahler poison, no initial saving throw. Remove Curse will not work.
- 81 Mahler poison, no initial saving throw. If save after 20 rounds or Neutralize Poison, new saving throw must be made after 1 hour, or continue taking damage.
- 82 Polymorph into a toad. Remove Curse will have no effect but a Dispell Magic will work as vs. a MU20.
- 83 Character suffers effects of Dust of Appearance.
- 84 Character suffers twice damage from all attacks (roll twice).
- 35 All attacks by character do half damage.
- 86 Character becomes mortally afraid of one type of monster. Unless a morale check (saving throw vs. spiritual) is made upon encountering such a monster, the character will react as per Fear spell. Types; 1) Giant class; 2) Undead; 3) Flying creatures; 4) Giant insects or animals; 5) Cat types; 6) Dog types; 7) clean-up crew.



- 87 As above, but unless rationality check(S.T. vs. spiritual) is made, character will go berserk.
- 88 Roll a wandering monster from the N<sup>th</sup> level of the dungeon where N is the level of the victim. Such a monster will hit on all attacks(unless fighting at a minus) doing maximum damage. The victim will never save vs. an offensive spell and always save vs. a defensive spell while fighting this monster.
- 89 Character will, on a roll of six, be monster summoned by a "Wandering Party" to battle a "Wandering Monster". Note that the party must be of sufficient level for the MU to summon the victim. Roll every hour until Remove Curse. Being summoned does not remove the curse.
- 90 Change class.
- 91 Change alignment per Helm of Law/Chaos.
- 92 Character will attract monsters on a roll of 5 as well as 6.
- 93 Character will be surprised thrice as often as normal.
- 94 "Curse of the Vampire"--the character may never enter a dwelling(i.e. cross a threshold)unless invited in.
- 95 Character must save or be possessed by an evil demon or MU who will try to destroy the party by attacking with surprise and at a great advantage. The demon may use spells regardless of the class he is impersonating.
- 96 Character will be Pensive per Cap of that name.
- 97 Character will be placed under a Geas or Quest.
- 98 Time Stop for 2-5 hours.
- 99-00 Roll twice.

Curse 101

D&D

Crossword

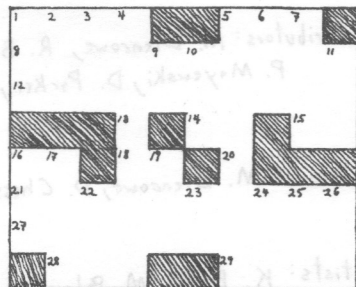
**ACROSS**

- 1 Switchblade, e.g.  
5 Vault spandrel  
8 Beginning of an arrears statement  
12 Wardrobe ladies in a theater  
13 Huxley classic, or part of 60 Minutes  
14 Near-impossible odds  
15 Half-brother of William the Conqueror

**DOWN**

- 16 Recognized  
18 Priest of Apollo spared by Odysseus  
20 No soap!  
21 \_\_\_\_ *de chose* (trifle)  
27 Noisemaking receptacle once used by beggars  
28 Swinging puzzle birds?  
29 Ill will
- 1 Rel. of bro.  
2 Hullabaloo  
3 Namesakes of a mythical Greek princess  
4 19th century German historian  
5 "\_\_\_\_ with you"  
6 Dewy  
7 Giant grass used by Mexicans for making baskets  
9 (Self-explanatory)  
10 "I am," to Descartes  
11 Fade away

- 16 Of grapes  
17 Manufactured like a weldless tube  
19 Tale of desert youth as an agent?  
22 Bermuda hrs.  
23 Biological habitat  
24 Wash one's hands of  
25 Uncover  
26 Y-shaped intersection



## CONVENTION GUIDELINES

The primary source of rules for the convention will be this book. Anything not specifically covered in this book will be dealt with as per Greyhawk/Men & Magic/Monsters & Treasure. If there is any discrepancy between books the order of preference is Conbook--Greyhawk--Others.

Items will be automatically assayed upon return from an expedition (cursed items will not be detected as such). Items will be distributed on index cards for the players' use.

## IMPORTANT POINTS

- Fighter-Magic Users may not wear plate mail.
- Clerics may not use shields.
- All characters are pre-rolled by the SGU.
- Dungeon Masters will roll all dice during the expeditions.
- Paladin, Rangers and Bards may be played if the requisites are sufficient.
- All items which travel between scenarios will be at level five or less in powers unless specified otherwise.
- The Hireling Hall will handle any problems which occur.

# Simulation Games Union

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