



Welcome to PrinceCon III. Each year at this time we attempt to offer Dungeons and Dragons players from throughout the East an opportunity to get together to exchange ideas and enjoy the game by hosting a small amateur convention. A lot of work goes into the planning and running of these conventions and this year's is the most ambitious yet.

This program book is a collection of all systems and ideas in use here at Princeton which will be used at the convention. It itself involved many long hours of toil in the depths of Whig Hall. I would like to thank out typists Dave Cardinal, Steve Tihor, Greg Arzoomanian, Matthew Cook and Tad Deffler, our two outstanding artists Joan Smith and Wanda Lee as well as everyone else involved for a job well done.

On behalf of Tom Gluick and myself, I wish you all a pleasant weekend of gaming.

David Parker
Convention Co-Director

Dear Adventurers,

When you enter this noble hall and pay your admission, you will be directed to the Hireling Hall where the desired fifth level character class of your choice will be acquired. This character, a Fighter (Paladin or Ranger if you're lucky), MU, Cleric, Thief, or Elf F/MU 4/4, is posted upon a card where all requisites, and hit points, future and past will be recorded. Experience and magic items will be listed on it. If you lose this card you are in trouble, DON'T LOSE IT!! Upon the blackboard in the lounge, a posted schedule of events, listing the gamesmaster and time of event, will be kept. It will be your duty to gather a party, and register at the desk before the event is scheduled. Ten minutes before the event is scheduled to begin, the party will meet the gamesmaster, and he will accompany you to the room where the expedition will be run. After the conclusion of the episode, all magical items and experience will be evaluated. All monetary treasure gained is, of course, property of Wizard, Bishop, Alchemist, and Bard, the organization which is providing you with standard equipment, Item evaluation, and limited R & R facilities. (i.e. experience is gained for monetary treasure, but the gold itself is of no concern to players) Expeditions take place at two-week (subjective time) intervals. This process is repeated until your character dies, or until the end of the convention. If your character dies, you will acquire a new one at one level lower than when you started the convention. Survival indicates further play of the same character. All inquiries of special notice should be directed to either myself or Dave Parker.

Best of luck and enjoyment,
Thomas Gluick, Eunuch PSGU
Convention Co -- Director

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Player Characters

The character which you will choose for the convention will be pregenerated by a PDP-11/40 using the "Cribbs system" for non-humans' requisites.

<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	3d6	3d6
Thief	2d8	3d6	3d6	3d6+d4	4d6	3d6

(Where 3d6 denotes the sum of three six-sided dice.) All requisites over 18 are reduced to 18. Requisites below 3 are treated as 3. Strengths may go as high as 22 (equivalent to 18/00 under Greyhawk); any roll of 18 or more is truncated to 18 and then a 'die' is rolled. If a 4, 5, or 6 is rolled the strength goes up one and the d6 is rerolled to see if it goes up another point, while once a 1, 2, or 3 is rolled the process stops.

As Mark Cribbs uses this system in his world a player may either choose to be human or may roll on percentile dice to see if he can become a non-human, and if so which race. For the purposes of the convention this requirement is being eliminated and the player may choose among any of the race and class combinations which we are using:

Human: Fighter, Cleric, Magic User, or Thief

Elf: Fighter/Magic User or Thief

Dwarf: Fighter or Thief

Hobbit: Fighter or Thief

The player will be assigned to the next character of the race and class on the printout. Rangers and Paladins will occasionally occur among the Human Fighters and if a character wishes to play within the strict sense of the alignment of such a class, he (or she) may. The computer will also preroll all hit dice, and the cumulative totals will be provided for you as you go up levels. This will eliminate bias in the dice and simplify running level draining undead. If this system produces characters either more or less powerful than you are accustomed to, remember that the wandering parties you meet in the various world of the convention sponsored expeditions were rolled the same way. See the experience point chart and notes under requisites. (Please note that because of his double-threat nature a Fighter/Magic-User starts one level lower than any other class. I.e. a first character F/MU is 4 not 5, a second character who is not a F/MU would be a 4th level, if an F/MU it would be 3rd, etc.

Experience Point Chart

<u>Level</u>	<u>Fighter</u>	<u>Thief</u>	<u>M.U.</u>	<u>Cleric</u>	<u>Ranger</u> (adjusted)***
1	0	0	0	0	0
2	2	1.2	2.5	1.5	2
3	4	2.4	5	3	4
4	8	4.8	10	6	9
5	16	9.6	20	12	19
6	32	20	35	25	38
7	64	40	50	50	75
8	120	60	75	<u>100</u>	135
9	<u>240</u>	90	100	200	<u>235</u>
10	480	<u>125</u>	200	300	410
11	720	250	<u>300</u>	400	685
+1	+240	+125	+300	+100	+275

<u>Level</u>	<u>Ftr (DW)</u>	<u>Ftr (Hob)</u>	<u>FMU (elf)</u>	
1	0	0	0	*pinned as fighter
2	2	2	4.5	
3	4	4	9	**pinned as M.U.
4	8	8*	18*	
5	16	24	44	___name level
6	32*	56	91	
7	96	120	170	***counting 4/3 bonus
8	208	232	307**	
9	<u>448</u>	<u>472</u>	597	
10	928	952	1277	
11	1408	1432	<u>1957</u>	
+1	+480	+480	+1080	

Experience System: We are using the Men and Magic Experience point system, with modifications for races. Instead of absolute pinning based on strength, we will be using the "delta doubling" system, which is independent of requisites. At any level after a character would normally be pinned, the increase in experience for the next level is doubled.

Elven F/MU's experience is the sum of the needed fighter and magic-user experience, taking into account the delta doubling system. (FMU's will not split experience and will rise as unified levels.)

Effect of Requisites

Dexterity: Percentile missile bonuses, and melee bonuses when using a dagger in each hand are given on the table below.

Charisma: To find the base chance of charismaing someone into doing something, use as a percentage the difference in their effective numbers (listed on the table below.) This base should be modified based on circumstances.

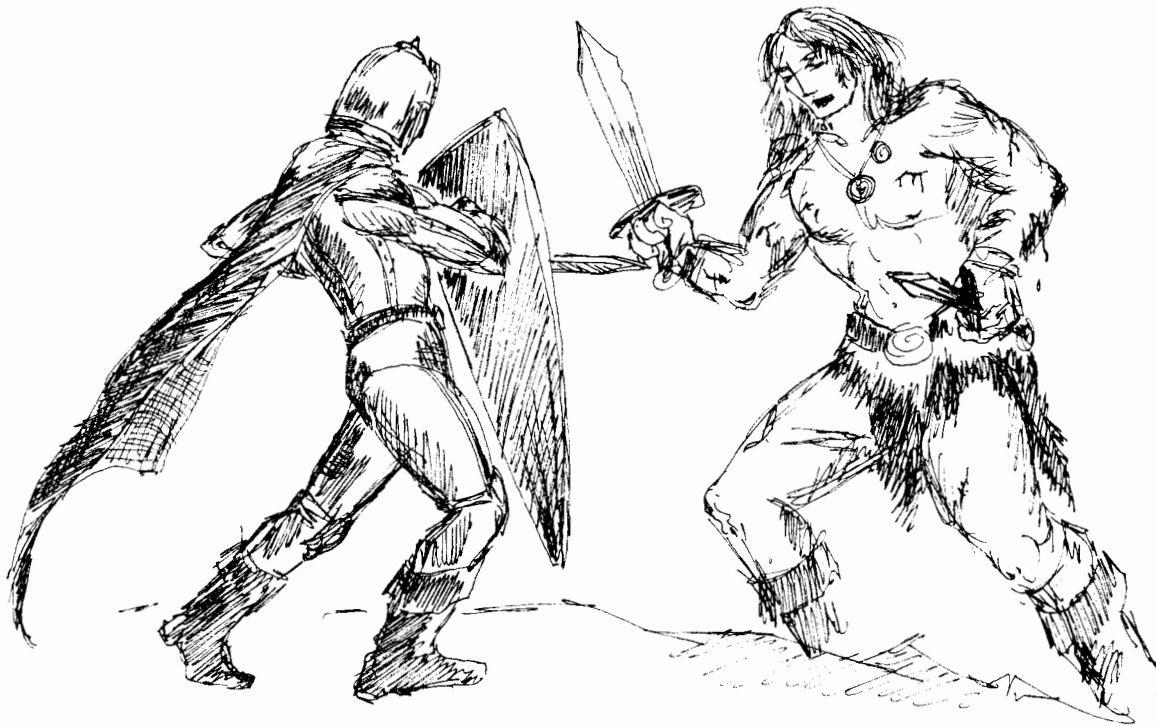
Constitution: Ressurrection percentage chance is equal to $(5 * \text{con.}) + 15\%$, with only 1% increments when 95% is reached. Spell survival is 5% higher, unless over 95%, in which case it is only 1% greater. (Hit die bonuses are given below.)

Intelligence: A magic-user may pick $(I/2)+1$ spells of each level he is able to throw (where I is intelligence, and the number is rounded down.

<u>Req.</u>	<u>%missile</u>	<u>2daggers</u>	<u>Char.Eff</u>	<u>Ressur.</u>	<u>S.Surv.</u>	<u>Spells</u>	<u>Hit dice</u>
3	-12	-	-68	30	35	2	-1
4	-10	-	-48	35	40	3	-1
5	-8	-	-27	40	45	3	-1
6	-6	-	-15	45	50	4	-1
7	-4	-	-7	50	55	4	-
8	-2	-	-2	55	60	5	-
9	0	-	-1	60	65	5	-
10	0	-	0	65	70	6	-
11	0	-	0	70	75	6	-
12	0	-	+1	75	80	7	-
13	+2	-15	+2	80	85	7	-
14	+4	-11	+7	85	90	8	-
15	+6	-8	+15	90	95	8	+1
16	+8	-5	+27	95	96	9	+1
17	+10	-2	+48	96	97	9	+2
18	+12	+1	+68	97	98	10	+3
19	+14	+4	+98	98	99	10	+4
20	+17	+6	+137	99	99	11	+5

While no requisite at the convention may exceed 18 under our roll up system, Clerics may use the "Word of Command" spell to increase their charisma up to an absolute maximum of 20.

Strengths will do 2-8 on fighters, 1-6 on Clerics and Thieves, and 1-4 on magic-users, but a character's strength may not exceed 22. (See the combat tables for strength effects.)



The following systems were developed by various members of the S.G.U.: the combat table was developed by Howard Mahler, the initiative system was developed by Mark Cribbs and the miscellaneous systems through general concensus.

The Combat System is a linear percentile system based upon Men & Magic's Alternate Combat System. The percentile system allows one to remove the incongruities of the Alternate Combat System. Here there is an increase in hit probability each time a level is gained. Fighters and monsters gain 4% per level or Hit Die, clerics and thieves gain 3% per level (which means that on the following table their odd levels should literally be read between the lines,) and magic users gain 2% per level. Written as a formula, for a character of level L to hit he must roll over:

Fighters	$100 - 5 \times AC - 4 \times L$
Monster	$100 - 5 \times AC - 4 \times (H.D. + 3)$
Cleric/Thief	$100 - 5 \times AC - 3 \times L$
Magic User	$100 - 5 \times AC - 2 \times L$

where AC is opponents Armor Class. A roll of number listed or above on percentile dice (01-00, 00=100) will be a hit.



Percentile Combat System

				ARMOR CLASS								
<u>Mon</u>	<u>F</u>	<u>C/T</u>	<u>MU</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	<u>8</u>	<u>9</u>	
		1	1	88	83	78	73	68	63	58	53	
	1	2	2	86	81	76	71	66	61	56	51	
		3	3	84	79	74	69	64	59	54	49	
	2	4	4	82	77	72	67	62	57	52	47	
		5	5	80	75	70	65	60	55	50	45	
	3	6	6	78	73	68	63	58	53	48	43	
$\frac{1}{2}$		7	7	76	71	66	61	56	51	46	41	
1	4	8	8	74	69	64	59	54	49	44	39	
		9	9	72	67	62	57	52	47	42	37	
2	5	10	10	70	65	60	55	50	45	40	35	
		11	11	68	63	58	53	48	43	38	33	
3	6	12	12	66	61	56	51	46	41	36	31	
		13	13	64	59	54	49	44	39	34	29	
4	7	14	14	62	57	52	47	42	37	32	27	
		15	15	60	55	50	45	40	35	30	25	
5	8	16	16	58	53	48	43	38	33	28	23	
		17	17	56	51	46	41	36	31	26	21	
6	9	18	18	54	49	44	39	34	29	24	19	
		19	19	52	47	42	37	32	27	22	17	
7	10	20	20	50	45	40	35	30	25	20	15	
		21	21	48	43	38	33	28	23	18	13	
8	11	22	22	46	41	36	31	26	21	16	11	
		23	23	44	39	34	29	24	19	14	09	
9	12	24	24	42	37	32	27	22	17	12	07	
		25	25	40	35	30	25	20	15	10	05	
10	13	26	26	38	33	28	23	18	13	08	03	
		27	27	36	31	26	21	16	11	06	02	
11	14	28	28	34	29	24	19	14	09	04	02	
		29	29	32	27	22	17	12	07	03	02	
12	15	30	30	30	25	20	15	10	05	03	02	
		31	31	28	23	18	13	08	04	03	02	
13	16	32	32	26	21	16	11	06	04	03	02	
		33	33	24	19	14	09	05	04	03	02	
14	17	34	34	22	17	12	07	05	04	03	02	
		35	35	20	15	10	06	05	04	03	02	
15	18	36	36	18	13	08	05	05	04	03	02	
		37	37	16	11	07	06	05	04	03	02	
16	19	38	38	14	09	07	06	05	04	03	02	
		39	39	12	08	07	06	05	04	03	02	
17	20	40	40	10	08	07	06	05	04	03	02	
		41	41	09	08	07	06	05	04	03	02	
18	21	42	42	09	08	07	06	05	04	03	02	

Mon: This column refers to attacks by bites, claws, stings, etc.
For creatures with + or - to H.D., adjust by that percentage.
Ftr: This column refers to attacks by fighters as well
as by weapons in hands of what might otherwise be monsters.
C/T: Attacks by Clerics or Thieves.
MU: Attacks by magic-users.

Wounds Lowering Combat Abilities: For the sado-masochistic gamesmaster, it will not be used in the convention. For every hit point taken, a 1/3% reduction in the chance to hit, in the case of fractions round off. I don't care what Howard says this system is a pain in the ass.

Ignoring an Attacker: If you are completely ignoring an attacker or attack it gets +10% on hitting you. For instance, while preparing or throwing a spell, while sleeping, held or stunned, or when unaware of an attacker or which direction an attack is coming from. Thieves who are striking silently from behind do not get this +10% bonus in addition to the +20% they normally get.

Monsters Attacking with Weapons: The fighters column covers attacks by weapons in the hands of what might be otherwise be termed monster. The following monsters gain the following bonuses: Kobold +0, Goblin +2%, Orc +5%, Hobgoblin +7%, Gnoll +10%, +1 damage, Gnome +2%, Harpy-Medusa 0%, Centaur +5%, Minotaur +8%, +1. Salamander +10%, +1 and the Balrog +15% without a magic sword.

Parry Bonus: The Defensive Mode of fighting developed by H. Mahler will not be used; however, the Parry Bonus shall be; for information concerning the Defensive Mode can be found in QQG#6, page 5. Fighters are the only class to utilize this system.

<u>Dexterity</u>	<u>Bonus</u>
15	+1
16	+2
17	+3
18	+4

This form of combat is effective against those monsters who use weapons, (Monster: humanoid creatures, centaurs, harpies etc.) It is not a magical bonus, your basic A.C. is not changed.

Percentile Melee Bonus: Contrary to Howard's System everybody gets melee and damage bonuses. Slashes are interpreted in our system by linear numbers above 18. Thus, an 18/00 would become a 22 strength. The system for gaining these numbers is not the slash system of rolling percentile dice, though the probabilities work out the same. If a natural eighteen is rolled, a die is then rolled. If it is high, the requisite goes up one and the process is repeated. If it is low, the requisite stays at its current level. Note that, except for potions and girdles, there can be no requisites above a 22, this includes Strength Spells. For this reason, only those strengths which refer to girdle strengths will be given above 22.

STR:	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	
MEL:	-11	-9	-7	-5	-3	-1	0	0	1	2	3	4	5	7	10	14	18	22	26	30	%
DAM:	-1	-1	-1	0	0	0	0	0	0	0	0	0	1	2	3	4	5	6	7		
DRS:	1	1	1	1	1	2	2	2	2	2	2	2	3	4	5	(1)	(2)	(3)	(4)	(5)	
ENC:	-15	-10	-5	-5	0	0	0	5	5	5	10	10	10	15	30	50	75	101	150	190	

Girdle strength and data are given below:

<u>Strength</u>	<u>Melee</u>	<u>Damage</u>	<u>Doors</u>	<u>Encumbrance</u>
Ogre =17	+10%	+2	5	300 g.p.
Hill 21	+26	+6	(4)	1500
Stone 22	+30	+7	(5)	1900
Frost 23	+34	+8	(5)	2300
Fire 26	+46	+11	(5)	3500
Cloud 29	+58	+14	()	4700
Storm 30	+70	+17	()	5900
Titan 31	+74	+18	()	6300

Melee bonuses are in percent. Opening doors is indicated by the highest number on a D6 which will indicate successfully opening the door, i.e. 2 means opens on 1 or 2 on a D6. Number needed to open a Wizard Locked door is indicated in parentheses. "Encumbrance" listed is bonus. If door opening number is in parentheses then chance to open normal doors is a maximum.

<u>Weapon Name/Abrev.</u>	<u>vs. Armor Class</u>								<u>Usage Allowed</u>			
	2	3	4	5	6	7	8	9	<u>Man</u>	<u>Dwf</u>	<u>Elf</u>	<u>Hob</u>
Dagger/DG	-3	-3	-1	0	0	0	+1	+2	FMT	FMT	FMT	FMT
Hand Axe/HA	-3	-2	-1	-1	0	0	+1	+1	F	F	F	F
Mace/MC	0	+1	0	0	0	0	0	0	FC	FC	FC	FC
War Hammer/WH	0	+1	0	+1	0	0	0	0	FC-	FC		
Sword/SW	-2	-1	0	0	0	0	0	+1	FT	FT*	FT	
Military Pick/MP	+2	+3	+2	+3	0	0	0	0	F*	F*		
Battle Axe/BA	-1	0	+1	+1	0	0	0	0	F-	F		
Morning Star/MS	0	0	+1	+2	+1	+1	+2	+2	FC	FC-	F	
Flail/FL	+2	+2	+1	+2	+1	+1	+1	+1	FC*		F*	
Spear/SP*	-2	-1	-1	-1	0	0	0	0	F	F-	F	
Pole Arms	-1	0	0	+1	+1	+2	+2	+2	F		F	
Halberd	0	+1	+1	+2	+1	0	0	0	F		F	
2-Handed Sword/2H	+1	+2	+3	+3	+2	+2	+2	+2	F*		F*	
Mtd. Lance/ML	0	0	+1	+2	+3	+3	+3	+3	F		F	
Short Bow/SB	-3	-2	0	0	+1	+2	+2	+2	FT		FT	FT
Long Bow/LB	-2	0	0	+2	+3	+3	+3	+3	FT		FT	
Light Crossbow/LC	-3	-2	0	0	+2	+3	+3	+3	FT	FT	FT	FT
Heavy Crossbow/HC	-1	0	+1	+2	+3	+4	+4	+4	FT	FT	FT	
Composite Bow/CB	-3	0	0	+2	+3	+3	+3	+3	FT	FT	FT	
Horse Bow/HW	-3	-2	0	0	+1	+2	+2	+3	FT		FT	
Sling/SL	0	+1	0	0	0	0	0	0	CT-			FT
Arquebus/AR	0	+1	+2	+2	+3	+3	+3	+3	FTC	FTC		
Pike/PK	-1	0	0	0	0	0	0	0	F		F	
Short Sword/SH	-2	-2	-1	0	0	0	0	+1	FT	FT	FT	FT
Staff/ST	0	0	0	0	0	0	0	0	#*		#*	

*Spear vs. Charge and Spear Set vs. Charge have the same pluses as Spear/SP, but do more damage.

F = Fighters
M = Magic-Users
T = Thieves
C = Clerics

= All may use
* = Usable 2-Handedly
- = Usable at -2

Weapon: Damage

<u>Name</u>	<u>Man-Sized</u>	<u>Larger</u>
Dagger	D4	D3
Hand Axe	D6	D4
Mace	D6	D4
Military Pick*	D6	D4
Warhammer	D6	D4
Sword	D3	D12
Battle Axe*	D8	D8
Morning Star**	D8	D6
Flail***	D8	D8
Spear	D6	D8
Spear, vs Charge	D8	2D6
Spear, Set vs Charge	D10	2D8
Pole Arms****	D8	D12
Halberd***	D10	2D6
Two-Handed Sword***	D10	3D6
Mtd. Lance	D8	2D12
Pike****	D8	D12
Arrow/Quarrel	D6	D6
Sling Stone	D4	D6

Legend

D4: four sided die
D6: six sided die
D8: eight sided die
D10: ten sided die
D12: Twelve sided die

* needs at least 4' space on each side of wielder
** needs at least 5' space on each side of wielder
*** needs at least 6' space on each side of wielder
**** needs at least an area that is not a dungeon

NOTE: Two-Handed swords can be used in ten foot wide corridors, if the fighter is alone on that line.

NOTE: If an character is prone add +10% to hitting, if opponent is in plate weapons with points or sharp cutting edges add +5% addi tional.

My Initiative System: Or what I did during my Summer Vacation
by Mark Cribbs

Battle attacks go in this order:

- I. Breath Attacks also Gazes
- II. Missile Attacks (Manticores too)
- III. Long Weapon Attacks (Spear, Halberd, 2H-Sword, Battle Axe, Morning Star, Pick, Flail, Bo, Staff, 3-Section Nun-Chukuo)
- IV. Medium Weapon Attacks (Sword, Mace, Manrikigusari--WHAT, damn Tihor-- Nun-Chuckuo)
- V. Short Weapon Attacks (Dagger, Hand Axe, Short Sword, War hammers Tonfa)
- VI. Bodily Attacks (Feet, Hands, Claws, Bites, Touches, Stings, Tails, Butts, Horns, Tenacles)
- VII. Clerical
- VIII. Magical

Within their phases-Breath, Missiles, Spell Attacks occur
Simultaneously.

Other Attacks occur in the order of the participants Dexterity,
all those whose dex is non rolled have a dexterity of 10.5

However there are minuses because I don't like fighters so

Plate Armor -6
Chain Armor -4
Leather Armor -2
Shield -1

Grappling: In order to grapple one must drop their weapons
first, then one hits,
unmodified, according
to this formula--This
is for you Howard...

$E(\text{Attack L})^2 + E(\text{Attack Str})$
 $- E(\text{Def L})^2 + E(\text{Def Str})$
 $= X$

If $X = +X$ then the Def
is grappled

If $X = -X$ then the Attackers
fail.

If $X = 0$ then roll a D6

1-3 grappled,

4-6 not grappled

-X is an negative number

+X is an positive number

0 is neither

E used here is summation,
not expectation

L=Level

Str= Strength

Attacker= 2 in a door or
corner, 3 against a wall
or corridor, 4 if sur-
rounder. In order to

break out of a grapple
one rolls a D12, if it
equals his parry bonus
one in any case, the
Defender(Def) is free.

There is no example.

Subdual: It requires full damage
without magic or missile attacks.



Mahler Wandering Monster Tables

<u>Roll</u>	<u>Table 1</u> <u>Monster</u>	<u># app.</u>
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*

<u>Roll</u>	<u>Table 3</u> <u>Monster</u>	<u># app.</u>
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*

<u>Roll</u>	<u>Table 5</u> <u>Monster</u>	<u># app.</u>
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	Carrion Crow.	1**

<u>Roll</u>	<u>Table 7</u> <u>Monster</u>	<u># app.</u>
1-3	7th lev. party	A
4-5	Wraith	C
6-7	Lamasu	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. Doppie.	1-6*

<u>Roll</u>	<u>Table 2</u> <u>Monster</u>	<u># app.</u>
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

<u>Roll</u>	<u>Table 4</u> <u>Monster</u>	<u># app.</u>
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**

<u>Roll</u>	<u>Table 6</u> <u>Monster</u>	<u># app.</u>
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**

<u>Roll</u>	<u>Table 8</u> <u>Monster</u>	<u># app.</u>
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. Doppie.	1-6*

Table 9		
Roll	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

Table 11		
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**

Table 13		
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

Table 10		
Roll	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 Flayer	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

Table 12		
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

Table 14		
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
8 or 9	9						
roll twice	10						
ignoring 10							

reroll, mult. by 4

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.	roll
of party	
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 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	-	-	-	-	
6	1-5	6-9	0	-	-	-	
7	1-4	5-8	9-0	-	-	-	
8	1-3	4-6	7-9	0	-	-	
9	1-2	3-5	6-8	9-0	-	-	Roll for magical items for bodies, but assume that they are divided among other party members. Use the following tables for each class.
10	1	2-3	4-6	7-9	0	-	
11	-	1-2	3-5	6-8	9-0	-	For F/MU's for each item see whether to roll as F or MU.
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, Level Indicator, & Trap Springer each 20%, Transportation and Monster Caller 10% each.
(con.)

<u>Magic User</u>	<u>Cleric</u>	<u>Thief</u>	Note: The
1 Wand	1 Staff	1 Bow	parties are
2-3 Misc. magic	2 +1,+2 Mace	2 1-20 arrows	armed and
4 Bracers	3-4 Misc. magic	3 Dagger	armored as
5 Robe/cloak	5-6 Armor	4 Bracers	are the part-
6 Potion	7 Potion	5-6 Misc. magic	ies of the
7 Ring	8 Ring	7 Potion	players.
8 Book	9-0 Cl. scroll	8 Ring	
9-0 MU scroll		9 Invis. Ring	
		10 Token or special	

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.

<u># in the party</u>	<u>Roll</u>	<u>Level</u>	<u>Roll</u>	<u>Armor</u>	<u>Roll</u>	<u>Monster</u>	<u>Weapons</u>
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		Goblin	Hand axe &
5	7	-4	10	party will		Kobold	" " s. bow
6	8			wear similar		In the first 3	
7 or 8	9	40% Neutral		armor (and		cases include mis-	
roll twice	10	60% Chaotic		shield) when		sile weapons.	
				it improves natural AC.			

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).



The following system for Magic Users was designed, for the most part, by Howard Mahler, using the original system outlined in Greyhawk.

A Magic User, when fresh, gets a number of Energy Points E.P. per day equal to his Intelligence. The basic cost of each spell depends on the level of the spell and the level of the Magic User:

Level of Spell	Level of MU																		
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
1	8	6	5	4	3	2	2	1	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	1
3	-	-	-	-	8	6	5	4	3	2	2	1	1	1	1	1	1	1	1
4	-	-	-	-	-	-	8	6	5	4	3	2	2	1	1	1	1	1	1
5	-	-	-	-	-	-	-	-	8	6	5	4	3	2	2	1	1	1	1
6	-	-	-	-	-	-	-	-	-	-	8	6	5	4	3	2	2	1	1
7	-	-	-	-	-	-	-	-	-	-	-	-	8	6	5	4	3	2	2
8	-	-	-	-	-	-	-	-	-	-	-	-	-	-	8	6	5	4	3
9	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	8	6	5

It takes a delay melee round to prepare a spell, except for those thrown off scrolls, wands, rings, etc. Once prepared the spell may be held for up to 10 melee rounds before being thrown. (The MU may only walk slowly while maintaining the concentration necessary to hold the spell prepared. He may not engage in combat, or anything else which would break his concentration on this one spell.) If a spell is prepared, but not thrown it will cost

one third of the basic E.P. cost that the spell would normally have (round-off with a minimum of 1 E.P.)

Spells take effect at the end of the melee round, and are thus dealt with after the melee and regular missile fire.

While preparing a spell or throwing a spell a Magic User may be distracted. If during either of these phases he takes 10% of the amount of hits he has left, he is distracted and the spell fails. This amount needed to distract goes up to 50% when he is reading the spell off a scroll. If distracted while preparing, there is no E.P. cost, if distracted while throwing or holding, it counts as if he dropped it and the cost is one third.

Certain spell, namely the Power Words and Read Magic take only one round to throw. Reading a scroll requires a Read Magic, and thus remember to charge the E.P. cost of a 1st level spell.

There is no necessity for him to memorize a list of spells, which once thrown are forgotten, as in Men and Magic. The only restrictions on what spell he throws are that he may not throw spells which he has been unable to learn and that the amount of spell points he has is not exceeded.

After a full nights sleep (12 hours), a MU will recover E.P. depending on how much he's used the day before. Use the following table:

	E.P. Used Day Before																					
Intell.	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22			
7	7	6	5	4	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
8	8	8	7	6	4	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
9	9	9	8	7	6	5	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
10	10	10	10	9	8	7	5	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
11	11	11	11	10	10	9	7	6	-	-	-	-	-	-	-	-	-	-	-	-	-	
12	12	12	12	12	11	11	9	8	6	-	-	-	-	-	-	-	-	-	-	-	-	
13	13	13	13	13	12	12	11	10	8	7	-	-	-	-	-	-	-	-	-	-	-	
14	14	14	14	14	14	13	13	12	11	9	8	-	-	-	-	-	-	-	-	-	-	
15	15	15	15	15	15	14	14	13	12	11	9	8	-	-	-	-	-	-	-	-	-	
16	16	16	16	16	16	16	15	15	14	13	11	10	8	-	-	-	-	-	-	-	-	
17	17	17	17	17	17	17	16	16	15	14	13	12	10	9	-	-	-	-	-	-	-	
18	18	18	18	18	18	18	18	17	17	16	14	13	12	11	9	-	-	-	-	-	-	
19	19	19	19	19	19	19	19	18	18	17	17	16	14	13	11	10	-	-	-	-	-	
20	20	20	20	20	20	20	20	20	19	19	18	17	15	14	12	11	-	-	-	-	-	
21	21	21	21	21	21	21	21	21	20	20	19	19	18	17	15	14	12	11	-	-	-	
22	22	22	22	22	22	22	22	22	22	21	21	20	20	19	17	16	14	13	11	-	-	

Magic Users may only wear robes (Armor Class 9, Movement 12) or magical Leather Armor (Armor Class 7, Movement 12).

Magic User Spells

Level 1

1. Detect Magic
2. Hold Portal
3. Read Magic
4. Read Language
5. Hide Intent
6. Light
7. Charm Person
8. Sleep Cone
9. Shield
10. Magic Missile
11. Ventriloquism
- 12.
- 13.
- 14.
- 15.
- 16.
- 17.
- 18.

Level 2

- Detect Invisible
- Levitate
- Phantasmal Force
- Locate Object
- Invisibility
- Wizard Lock
- Prot./En. Mons.
- ESP
- Continual Light
- Knock
- Darkness, 5' r.
- Boost Strength
- Web
- Mirror Image
- Magic Mouth
- Pyrotechnics

Level 3

- Fly
- Hold Person
- Dispell Magic
- Clairvoyance
- Clairaudience
- Fire Ball
- Lightning Bolt
- Snowball
- Invisibility, 10' r.
- Infravision
- Slow
- Haste
- Water Breathing
- Explosive Runes
- Suggestion
- Rope Trick
- Monster Sum. I
- Prot./Normal Miss.

Level 4

1. Polymorph Others
2. Polymorph Self
3. Prot./En. Mons. 10' r.
4. Wall of Ice
5. Wall of Fire
6. Confusion
7. Charm Monster
8. Growth Plant
9. Dimension Door
10. Wizard's Eye
11. Massmorph
12. Hallucinatory Terrain
13. Ice Storm
14. Fear
15. Monster Sum. II
16. Extension I

Level 5

- Teleport
- Hold Monster
- Conjure Elemental
- Telekinesis
- Rock to Mud
- Wall of Stone
- Wall of Iron
- Animate Dead
- Magic Jar
- Contact Higher Plane
- Passwall
- Cloudkill
- Feeblemind
- Growth/Animal
- Monster Sum. III
- Extension II

Level 6

- Stone to Flesh
- Reincarnate
- Invisible Stalker
- Lower Water
- Part Water
- Project Image
- Anti-Magic Shell
- Death Spell
- Geas
- Disintegrate
- Move Earth
- Control Weather
- Legend Lore
- Repulsion
- Monster Sum. IV
- Extension III

Level 7

1. Delayed Blast Fireball
2. Reverse Gravity
3. Power Word: STUN
4. Phase Door
5. Charm Plants
6. Mass Invisibility
7. Simulacrum
8. Monster Sum. V
- 9.

Level 8

- Mass Charm
- Clone
- Power Word: BLIND
- Symbol
- Permanent Spell
- Mind Blank
- Polymorph Any Object
- Monster Sum. VI

Level 9

- Meteor Swarm
- Shape Change
- Time Stop
- Power Word: KILL
- Gate
- Astral Spell
- Prismatic Wall
- Maze
- Monster Sum. VII

ADDITIONS TO SPELL DESCRIPTIONS

CHARM PERSON-Charm is a weak spell; i.e., the person is only immobilized, and the caster must concentrate.

SLEEP-Sleep now has a saving throw.

MAGIC MISSILE-Magic missile always hits; the victim is then given a saving throw to determine whether or not the spell is effective.

VENTRILOQUISM-The Games Master must referee how well the spell works on his own initiative.

DETECT INVISIBLE-The caster may see invisible, though this spell does not work on Dust of Disappearance.

LEVITATE-The caster is able to control his levitation. He may throw spells while levitating.

PHANTASMAL FORCE-The phantasms only cause phantasmal damage. A saving throw determines whether it is believed or not.

LOCATE OBJECT-The caster must have knowledge of the object he is seeking.

INVISIBILITY-Works on objects or persons up to 2000 Gold Pieces of weight.

ESP-This spell will allow the caster to sense thoughts and detect hostile intent.

KNOCK-Automatically opens normal things. If the door is Wizard Locked, then treat as a Dispell Magic Ratio.

STRENGTH-As the book spell save that it does not affect melee. Saving throw is applicable. There is a limit of 18/00 (22) strength possible. Duration=80 minutes.

WEB-Web spells will block doors and corridors with duration as per book. They act like a missile weapon with regard to Dexterity bonuses.

MAGIC MOUTH-Non-detectable.

PYROTECHNICS-This is non-magical and must be created from non-magical fire. The smoke will obscure vision. It is put out at the source.

FLY-Per book with speed adjustments as walking speed.

HOLD PERSON-This is a "strong" charm. No spells may be thrown and the caster must concentrate. Damage will break control unless it is off an item.

DISPELL MAGIC-As per book with cone 60 x 30.

CLAIRVOYANCE & CLAIRAUDIENCE-These spells allow one to use the senses of another being, they do not permit one to simply see from afar or hear from afar. Range=6" and duration=6 melee rounds.

FIREBALL-This must be targeted as if attacking AC 9. Full damage is done to the person against whom it was targeted, one half to those within 10 feet, one quarter to those from 11-20. This assumes they don't save. Saving equals no damage. Damage=D6 x Caster's Level. Fireballs destroy scrolls, if the person dies.

LIGHTNING BOLT-Lightning bolts will burn through people if they are in a line. Thus, if only partial damage is done to the first person, the bolt will go through him and hit the next. Those who save take no damage and the bolt bends around them. If any damage is left on a bolt and there are no more people in its path and it hits a wall, it will bounce straight back along its previous path. Those who saved on the first path through will automatically save on the second time.

SNOWBALLS-Exactly as Fireball save that they destroy potions if the person dies.

INVISIBILITY 10' radius-This spell lasts for 6 hours in the wilderness and for 1 hour in the dungeon. If anyone steps out of the 10' radius, he does not become invisible upon reentry.

INFRAVISION-This spell lasts one day.

SLOW SPELL & HASTE SPELL-This spell gets a saving throw as Strength and may be thrown on one person only in melee. Lasts 6 melee rounds.

WATER BREATHING-Duration is 2 hours.

EXPLOSIVE RUNES-They may only be thrown on paper.

SUGGESTION-You may only suggest what would normally be considered reasonable.

MONSTER SUMMONING I-You may pick your monster and have control. The monster is only present for the duration of the spell, then he leaves taking everything of his with him. He comes with no magic save himself and leaves with nothing of yours.

POLYMORPH SELF-Allows the caster to assume the form of whatever creature he names. This will give him the movement and Armor Class of the creature he becomes, but he retains his own hit points and attacks. He does not receive the magical or physical attacks of the form he copies. At the end of the duration of the spell he must make his Spell Survival roll or die. Duration: 6 + level of caster melee rounds.

POLYMORPH OTHERS-As above, but spell must be cast on someone other than caster. Gives the subject all attributes except magical attacks and abilities. As with the above spell only living beings may be specified. Duration and Spell Survival roll as above.

PROTECTION/ENCHANTED MONSTERS, 10' radius-Gives +2 vs. attacks and +10% on saving throws from Enchanted Monsters to all within 10 feet at time of casting under the same restrictions as Invisibility, 10' radius. Duration: 6 + level of caster in melee rounds.

WALL OF FIRE-Wall appears at up to the maximum range away from the caster. The wall stops wherever it touches walls or inanimate objects. If a animate object, such as a person, is within the wall when it would appear that section of the wall which would occupy the same space will not appear, leaving an appropriate sized hole in the wall. Note: the wall appears at a distance. It does not move once it has appeared, except to disappear when the caster ceases to concentrate.

WALL OF ICE-Creates a zone of cold complementray in every way to a Wall of Fire. It does two dice of damage to fire using/based creatures.

CHARM MONSTER-As with Charm Person this "weak" charm will immobilize the monster so long as the caster concentrates.

DIMENSION DOOR-Acts as a short range teleport sending either all within 10 feet of the caster or the caster alone up to 120 feet in any direction exactly as specified at the time of casting. Anyone who is not willing to go with the caster will get a Saving Throw. A charmed or held being will receive a Saving Throw against both the Dimension Door and the Charm/Hold (roll separately for each.) If you appear inside someone/thing you (both) die.

WIZARD EYE-Creates an invisible 'third' eye which can be detached and move at the speed of an unencumbered man. It can go anywhere it can physically fit and is under all the restrictions (and side effects) of a Homunculus as long as it is detached.

ICE STORM-Will only work outdoors. Will only effect the cubical target area even if this is above ground level.

FEAR-Remember there is a 50% chance of dropping any weapon in hand.

MONSTER SUMMONING II-As Monster Summoning I but tables 3 and 4.

TELEPORT-Moves caster instantaneously to a place he has seen or memorized previously. If he has spent less than one hour studying his point of arrival then is a 75% chance of death. If the target area has been studied for at least one hour or is in sight there is a 10% chance of arriving low (usually resulting in death) and a 10% chance of coming in 10 to 100 feet high (often resulting in death.) If the caster has spent one full day studying the arrival area there is only a 1% chance of low and 4% chance of appearing 10-40 feet high.

HOLD MONSTER-A "strong" charm which can effect any creature but otherwise as a Hold Person.

TRANSMUTE ROCK TO MUD-Men in plate will sink to their waists.

WALL OF STONE-See Wall of Fire for limits on creation of wall in space occupied by objects. Duration: until battered down.

WALL OF IRON-As above. Duration: 12 melee rounds.

ANIMATE DEAD-Freshly dead human bodies become Zombies. Old bodies become Skeletons.

CONTACT HIGHER PLANES-May ask only yes or no questions. Costs 2 weeks spell points. The spell will fizzle, **wasting** the two weeks spell points on the roll listed as Insanity in Book I (Plane-3)x10%. Roll chance of knowing per Book I. If the Plane contacted does not know it will not answer. If it does it will answer truthfully. Spell may not be used to gather personal data about living beings (such as a character's level).

PASS-WALL-Can only affect solid rock and iron.

CLOUDKILL-Affects creatures of fewer than five hit dice, if they fail to save (Bodily) they die. Duration: at most 6 melee rounds.

FEBBLEMIND-Remember this spell only affects MUs and is Mental Saving Throw minus 20%.

MONSTER SUMMONING III-As with two previous versions but only tables 5 and 6.

HIDE INTENT-Gives the caster two saving throws against spells such as Detect Good/Evil, ESP or other magical (or clerical) means of discovering his intent. Duration: 6 hours.

PROTECTION/ENCHANTED MONSTERS-Gives the caster +25% on Saving Throws and +5 Armor Classes vs. attacks by Enchanted Monsters. These include: Elementals, Golems, Invisible Stalkers, Aerial Servants, Djinns, Efreet, Homunculi, Salamanders (both Hot and Cold), Demons, Devils, Angels, and Simulacra. It will add to other forms of protection, but will not reduce damage when hit. Duration: 6 + level of caster in melee rounds.

TIHOR SPELL TARGETING

Certain magical spells must be targeted against a specific opponent to have maximum effect. Fireballs and lightning bolts are particularly good examples. The magic-users chance of successfully targeting the spell against a specific enemy is his chance to hit as against AC9 at that range with a missile weapon modified for dexterity and distance. Note that it is not influenced by the defenders Armor Type although armor enchanted to a plus and protection rings will aid in deflection. Bracers of defense (even cursed ones) will not affect this, nor will items/spells intended to stop/deflect ordinary missiles (e.g. Shield of Missile Repulsion, Prot./Normal missiles.)

Chance to hit is:

$$45\% + 2\% \times (\text{MU's level}) + (\text{Dex bonus}) + (\text{Range modifier})$$

Range Modifiers are:

Very Close	(Spell radius)	+20%
Close	(up to 1/3 range)	+10%
Medium	(1/3 to 2/3 ")	----
Long	(2/3 to full ")	-10%

If roll is made, targeting succeeds and the spell effects are computed from that origin.

If the roll is failed, roll to see how the spell missed its original target:

Roll D6:	1 means 10% left
	2 " 20%
	3 " 30%
	4 means 10% right
	5 " 20%
	6 " 30%

If firing over an obstruction (ex: from second rank past the party's front line) also roll for a high/low (=long/short) miss:

Roll D6:	1 means 10% short/low
	2 " 25%
	3 " 50%
	4 " 10% long/high
	5 " 25%
	6 " 50%

All distances off target are listed as a percentage of distance to aiming point. If no aiming point is specified on the targeted being/object, assume the center of the profile facing the spell-caster. If no height is implied by this rule, assume 4'6" above the ground. If roll is low, measure distance down towards ground and then back towards caster along the ground. If high, measure

up, the target body until out of deflection distance or above body. If spell overshoots top of target assume that it will hit any solid object along a straight line up to maximum range away. If no such object exists, it will describe a parabola of length twice the distance to target, height of deflection above aiming point.





The following Clerical system was developed by Howard Mahler, with the help of members of the Princeton SGU. The system's first version was printed in QQG#1. We are using a slightly modified version of Howard's May 20, '77 revision for the convention.

Prayer Point Costs for Clerical Spells

Level Spell	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	2	1	1	1	1	1	1	1	1	1
4th	-	-	-	-	-	10	6	4	3	2	2	1	1	1	1	1	1	1
5th	-	-	-	-	-	-	-	10	6	4	3	2	2	1	1	1	1	1
6th	-	-	-	-	-	-	-	-	-	10	6	4	3	2	2	1	1	1
7th	-	-	-	-	-	-	-	-	-	-	-	10	6	4	3	2	2	1
8th	-	-	-	-	-	-	-	-	-	-	-	-	-	10	6	4	3	2
9th	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	10	6	4

A Cleric gets a number of Prayer Points per day equal to his wisdom.

<u>Level 1</u>			<u>Level 2</u>			<u>Level 3</u>		
1.	*Cure Wounds I		*Cure Wounds II			*Cure Wounds III		
2.	*Prot./Evil I		*Prot./Evil II			*Prot./Evil III		
3.	Bless I		*Dispel Undeal II			*Disp. Undeal III		
4.	De-Were I		Bless II			Bless III		
5.	Detect Were		Water Walk/Self			De-Were II		
6.	*Purify Food & Water		Detect Disease			Prayer I		
7.	Detect Magic		Detect Poison			Word of Comm. I		
8.	*Detect Evil		Detect Water			Cure Deafness		
9.	*Dispel Undeal I		Det. Possession			Cure Paralysis		
10.			*Light			Remove Curse		
11.			Speak w. Animals			Locate Object		
12.			Silence 15' radius			Speak w. Dead		
13.			Snake Charm			*Continual Light		
14.						Hold Person		
<u>Level 4</u>			<u>Level 5</u>			<u>Level 6</u>		
1.	*Cure Wounds IV		*Cure Wounds V			*Cure All		
2.	*Prot./Evil IV		*Prot./Evil V			*Prot./Evil VI		
3.	*Dispel Undeal IV		*Dispel Undeal V			*Dispel Undeal VI		
4.	Bless IV		Bless V			Bless VI		
5.	Fire Resistance		De-Were III			Consecrate I		
6.	Cold Resistance		Prayer II			Suspend Anim./Others		
7.	Speak w. Plants		Word of Comm. II			Cure Feeblemind		
8.	Susp. Anim./Self		Wat. Wald/Others			Cure Insanity		
9.	Detect Food		Cure Lycanthropy			Create Air		
10.	Cure Blindness		*Dispell Evil			Quest		
11.	Create Water		*Raise Dead			Animate Object		
12.	*Cure Disease		Commune			Find the Path		
13.	Neutralize Poison		Insect Plague			Speak w. Monsters		
14.	Sticks to Snakes		Create Food			Conjure Animals		
<u>Level 7</u>			<u>Level 8</u>			<u>Level 9</u>		
1.	*Prot./Evil VII		*Prot./Evil VIII			*Prot./Evil IX		
2.	*Disp. Undeal VII		*Disp. Undeal VIII			*Disp. Undeal IX		
3.	De-Were IV		Consecrate II			De-Were V		
4.	Word of Comm. III		Convert			Word of Comm. IV		
5.	Fire Resist. 10' r.		Earthquake			Permanent		
6.	Cold Res. 10' rad.		Aerial Servant			*Conjure Angel		
7.	Convert Seord		Wind Walk			Holy Word		
8.	*Portal of Justice		Control Weather			Astral Spell		
9.	Blade Barrier		*Raise Dead Fully					
10.	Word of Recall							
11.	Part Water							
12.	*Restoration							

Starred spells are reversed for chaotics. Neutral clerics may throw either form of starred spells, but at double the cost in "Prayer Points". Neutrals may not throw: Dispel (Control) Undeal, Word of Command, Portal of Justice (Injustice), and Conjure Angel (Demon).

Spells are listed within each level in the following order. First are those new spells which have Roman Numerals after them. These are explained first. There's a basic effect common to spells of the same name; those with higher numbers are stronger, (cost more, and are gotten by the cleric at higher level). Next are listed the other new spells introduced. Last are the spells from Men and Magic and Greyhawk.

Explanations of Spells

Cure (Cause) Wounds: Allows the cleric to cure (cause) wounds, depending on the level of the spell, the following number of hit points: I 1-4, II 2-7, III 2-12, IV 3-18, V 4-24, VI all. If a full turn (10 melee rounds.) is taken to throw the spell, there is no saving throw, otherwise there is. (May be thrown into combat). Range: 6".

Protection/Evil (Good): This spell creates a protective sphere of 10 foot radius, which moves with the caster. In the case of neutral beings, give them a 50% chance of completely ignoring the spell; if they do not ignore it, then treat them as if they were affected. In the case Undead, the protection/evil is particularly effective; it will keep out those of level of spell+1 automatically, level+2 with saving throw. In the case of evil creatures, level hit die creatures with no saving throw, and level+1 with saving throw. Beings within the sphere, if affected, will leave as soon as possible. Those who save against the spell, will not be effected by the same level spell from the same cleric, that day. The spell will cease to function if the caster dies, but no concentration is needed. Duration: level of caster + 6 melee rounds.

Dispell (Control) Undead: (May not be thrown by neutrals.) The spell affects at most (level-1)*10 hit dice of undead. It effects undead in a 20' radius of caster, starting with the lowest level of undead. To determine if a particular undead is affected, treat the dispell(control) as a protection 3 levels lower (with 1/2 hit die creatures counting as 0th level.) The spell lasts for a number of hours equal to the level of caster, as long as the undead remain within 60' of the caster.(for control). No concentration is needed, and undead under control will not be affected by a Prot./Evil unless thrown by a Cleric of higher level than the controlling cleric. Dispell (Control) I affects up to 5 skeletons.

Bless: (may not be made permanent) Thrown on someone not in melee, it will add M to his melee bonus (hit probability), and D to his damage bonus. The benefits are independent of class. I M=5% D=0, II M=5% D=1, III M=10% 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: In direct contact.

De-Were: Depending upon the level of the spell, can turn up to a total of W levels of lycanthropes (were-creatures) back into their humanoid form. (Note the change in attack and defense capabilities, especially the lack of need for special weapons to now hit them). They get saving throws, but due to the specialized nature of the spell, they are worse by 4 (20%). $W = (\text{spell level} * 2) + 1$. Duration 6+level of caster melee rounds. Area of Effect: a cone 2" long with a base of 2" radius.

Prayer: This spell lowers the saving throw of all within a 3" diameter sphere. (There's no saving throw vs. Prayer.) For Prayer I they are worse by 5%, for Prayer II by 10%. Duration: the melee round following the spell. Range (for the center of the sphere) 3".

Word of Command: (May not be thrown by neutrals) Depending upon its level, the spell will temporarily raise the charisma of the Cleric by C, for the purpose of giving one command of appropriate alignment to beings of the cleric's alignment. In no case will the effective charisma exceed 19. I C=3, II C=6, III C=9, IV C=12.

Consecrate: Each cleric may consecrate one area to his god. It takes one day. All but followers of that god, will get worse saving throws. (There's no saving throw vs. Consecrate) It lasts until dispelled, at which point the cleric may consecrate the same or a new area. Consecrate I gives -10% in an area of up to 1000 square feet, and up to 30' high. Consecrate II gives -20% in an area of up to 10,000 sq. ft., up to 100' high.

Detect Were: Usable vs. one creature. No saving throw vs. Range: 10".

Water Walking/Self: May only be cast on oneself. Duration: 6+level of caster melee rounds.

Detect Disease: Will also tell which type of disease. Range: 10". Duration: 1 full turn.

Detect Poison: Similar to above.

Detect Water: May only be used above ground. Will give the direction of the nearest substantial body of fresh (as opposed to salt) water. Range: 1 mile per level of caster.

Detect Possession: Detects the presence of a second mind in a body. It will also detect if the single mind in a body is not the original, but in that case give two chances to save. Range: 10".

Cure Deafness, Paralysis, Feeblemind, Insanity: Always works. Must be in direct contact for a full turn.

Fire, Cold Resistance: As the potion (Immunity to normal fire and the wall of fire spell. +2 to saving throws vs. Fireballs and Dragons Breath involving fire; -1 to each die of fire damage and Balrog immolation.) Dur: 6+level of caster rds. Range: 1" (replace fire w. cold for cold resistance)

Suspend Animation/Self, Others: May only be cast on oneself. (/Others may be cast on anyone, subject to saving throw.) Your body will be indistinguishable from a dead body to all except a clerical type of level at least equal to that of caster. (Undead will not detect life force). Caster specifies duration at the time of casting. Maximum duration is a number of full turns equal to the caster's level.

Detect Food: Food is here taken to mean something that contains some nutritional value, be it alive or dead, plant or animal. Otherwise similar to the Detect Water spell.

Water Walking/Others: Similar to /Self:.

Create Air: Allows the cleric to create enough air for one man to breathe for 6 full turns.

Fire, Cold Resistance 10' rad.: Same effects as normal resistance, except applies to anyone within 10' of caster. (Moves with, and dies with, the caster.)

Convert Sword: It is cast on swords of (assumed) different alignment from the cleric. It will never work on a sword which functions as a Holy or Anti-Holy sword (or Sacred or Anti-Sacred). A sword may not be converted from lawful to chaotic or vice versa, in one step. (You must first convert it to neutral.) To determine success, take the greater of the ego of the sword and 7; if you beat that with 2d6 then you succeed. If you succeed, then the ego of the sword increases to the greater of 7 and the original ego +1. If you fail, it increases to the greater of 7 and the original ego+2. It takes a full day to convert a sword.

Portal of Justice (Injustice): (Neither form may be thrown by neutrals.) When thrown on a doorway, archway, etc., any chaotic (lawful) being will have a blue glow around them as they pass through. (No saving throw vs.) Duration: 1/2 hour per level of the caster. Range: 1".

Both Raise Dead and Commune expend the points they cost for one full week when used.

Convert: It may be thrown on a humanoid in an attempt to change his allignment to that of the cleric. If the change is from chaotic to lawful or vice versa, then he gets two chances to make his saving throw. Clerics, Paladins, Rangers, etc., are immune. Range: 4".

Permanent: Similar to the spell for MU's, but is applicable to clerical rather than MU spells. Also this spell may not be thrown an any creature, save that the cleric may throw one permanent on himself.

Conjure Angel: (Demon) (This may not be thrown in either form by neutrals.) One will appear, and serve the caster for a number of full turns equal to his level minus 13. Conjured Angels or Demons may not gets in others of their kind. They will return to from whence they came, when the spell ends or the caster dies. The strength of the conjured being depends on the level of the caster. At 16th level it will be Type I, at 18th Type II, at 20th Type III, etc. (See Eldritch Wizardry for the Demons)

A Cleric is assumed to know all spells that he is able to throw. (Those for which Prayer Point costs are given) Clerical spells have no preperation round, and go into effect before Magic spells thrown the same round. In order to distract a cleric from throwing a spell, it is necessary to give him 20% of his remaining hits during the round he is throwing the spell. For a Scroll this rises to 50%, and Scrolls require no Prayer Points to read.



THE TIHOR SAVING THROW SYSTEM

A character's saving throw is computed by summing the base value for his level, his class bonus, his racial bonus, and his luck bonus (luck bonuses will not be used during the convention). This value is further modified by any protection items carried, at the rate of 5x the total plus of the protection item(s). To save, a character must roll a number less than or equal to his saving throw on percentile dice. All characters take no damage on a roll of 00. There is at most a 95% chance of saving.

<u>Level</u>	<u>Base Value</u>	<u>Bonuses</u>		
		<u>Class</u>	<u>Bodily</u>	<u>Mental</u> <u>Spiritual</u>
0	20			
1	24			
2	28	Fighter	+10	-10 -
3	32	Magic User	-10	+10 -
4	36	Cleric	-	- +10
5	40	Thief	+10	- -10
6	43	Paladin	+10	+10 +10
7	46	Ranger	+10	- -
8	49	Bard	-	- -
9	52			
10	55	<u>Race</u>		
11	57	Human	-	- -
12	59	Dwarf	+10	+5 -
13	61	Elf	-	+10 +5
14	63	Hobbit	+5	- +10
15	65			
16	66			
+1	+1			

<u>Luck</u>		
<u>Luck Plus</u>	<u>Effect</u>	<u>Luck Minus</u>
20	20	1
19	17	2
18	15	3
17	10	4
16	7	5
15	5	6
14	3	7
13	1	8
12	-	9
11	-	10

Bodily includes breath weapons and all attacks not included in mental or spiritual.

Mental includes all attacks on the mind, e.g. sleep, charm, ESP clairvoyance, confusion, fear, phantasmal forces, Geas.

Spiritual includes all clerical spells, Curses, and special attacks by undead, demons, angels, gods and demi-gods.

Credits; Mahler, Rosenberg, Parker, and Mayewski.

Thieving Tables

While we are using the Greyhawk rules for thieves, three non-Greyhawk tables will be used. Note in particular that a thief must first find a trap on the table below, and then remove it using the table in Greyhawk. Treat panels as doors below.

<u>Level</u>	<u>Hear Noises</u>	<u>Secret Find</u>	<u>Doors Shown</u>	<u>Discover Find</u>	<u>Traps Shown</u>
NonThief	1	1	1+1/2	1/2	1
1-2	1-2	1-2	1-3	1	1-2
3	1-3	1-2	1-3	1	1-2
4-5	1-3	1-2	1-3	1-2	1-3
6	1-3	1-3	1-4	1-2	1-3
7-9	1-4	1-3	1-4	1-3	1-4
10	1-4	1-3	1-4	1-4	1-5
11-12	1-5	1-4	1-5	1-4	1-5
13-15	1-6	1-4	1-5	1-5	1-6
16-20	1-6	1-5	1-6	1-6	1-6
21+	1-6	1-6	1-6	1-6	1-6
Racial Bonuses	Hobbits +1	Elves +1	Dwarves +1		

Each character may make only one attempt to find or be shown a given trap or secret door or panel per day. Only someone who has previously found the door, panel, or trap may attempt to show it to someone.

Invisible Thieves: While a thief with an invisibility ring must become visible when attacking, he may open doors, panels, climb walls, etc., while invisible. After stabbing someone from behind (and receiving his multiple damage bonus,) any more attacks upon that person will not receive the damage multiple, as the "suprise" has worn off. The attacks will only be +10% (+2) from the rear, not +20% (+4) like the first one. Should the thief decide to "blink out" immediately after his stab, and if the opponent decides to swing at him, his swing will be at -10% (-2) instead of the customary -20% (-4) for swinging at an invisible opponent.

Thieves may use daggers, swords (if there is no racial prohibition,) and all missile weapons. Multiple damage is only received with daggers.

Thief's Level	1-4	5-8	9-12	13-16
Damage Mult.	x2	x3	x4	x5

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 ot 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 theinsect, which will attack the party with suprise.
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 Appearence.
- 84 Character suffers twice damage from all attacks(roll twice).
- 85 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 Nth 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.

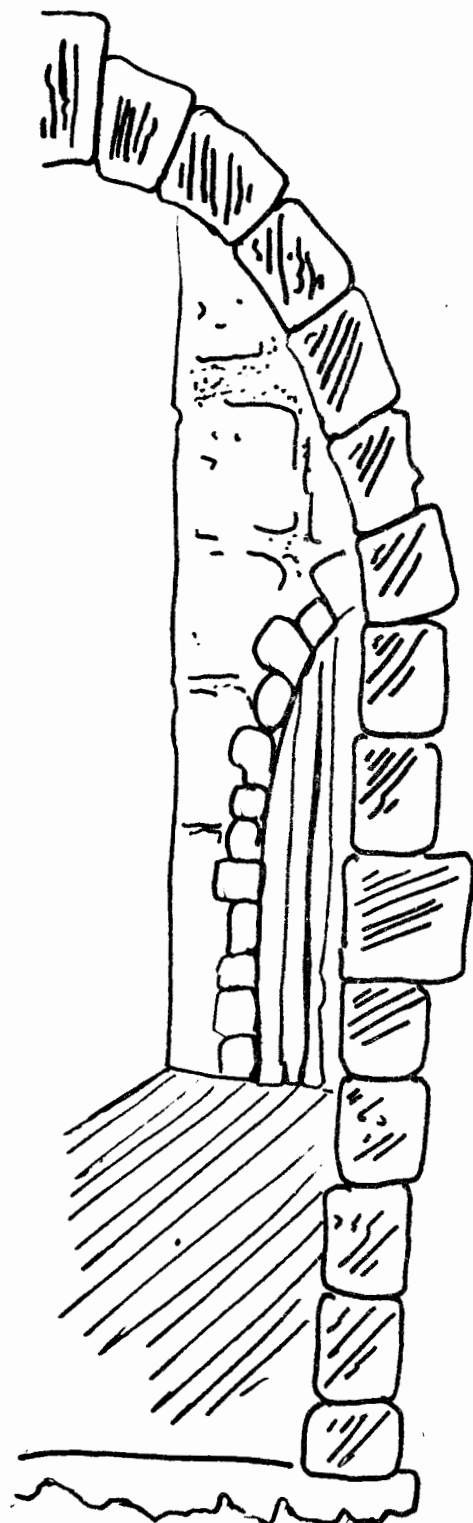


General Class of Magic Items

01-15 Swords
16-30 Armor
31-40 Misc. Weapons
41-50 Potions
51-55 Wands, Rods, and Staves
56-65 Scrolls
66-75 Rings
76-80 Magical Gems
81-90 Medallions
91-93 "Crosses" (Clerical Class Items)
94-00 Misc. Magic

Swords

01-25 +1
26-26 +1, Life Drinking*
27-27 +1, Equalizing*
28-28 +1, Cancellation*
29-30 +1, Metal Cleaving*
31-36 +1, +2 vs. Shapechangers
37-40 +1, +2 vs. MU's and Enchanted Monsters
41-45 +1, Locate Object Ability
46-48 +1, +3 vs. Trolls
49-50 +1, +3 vs. Clerics
51-53 +1, +2 vs. Trolls, +3 vs. Undead
54-55 +1, +2 vs. Flyers, +3 vs. Ents
56-57 +1, 2-8 Wishes
58-59 +1, Cursed
60-60 +1, Sharpness
61-65 +1, +3 vs. Dragons(*)
66-69 +2
70-71 +2, Charm Person
72-72 +2, Nine Step Drain
73-73 +2, Energy Level Drainer
74-77 +2, Dragon Slaying (*) (4-40)
78-85 -2, Cursed
86-86 +2, Vorpal
87-88 +3
89-90 +3, +5 vs. Cold
91-92 +3, +5 vs. Heat
93-93 +3, +5 vs. Lightning
94-94 +3, +5 vs. Earth
95-95 +3, Dancing
96-96 +4
97-97 +5
98-98 Slaying (*)
99-99 Holy/Sacred
00-00 Matrix/Mage



Holy/Sacred Swords:

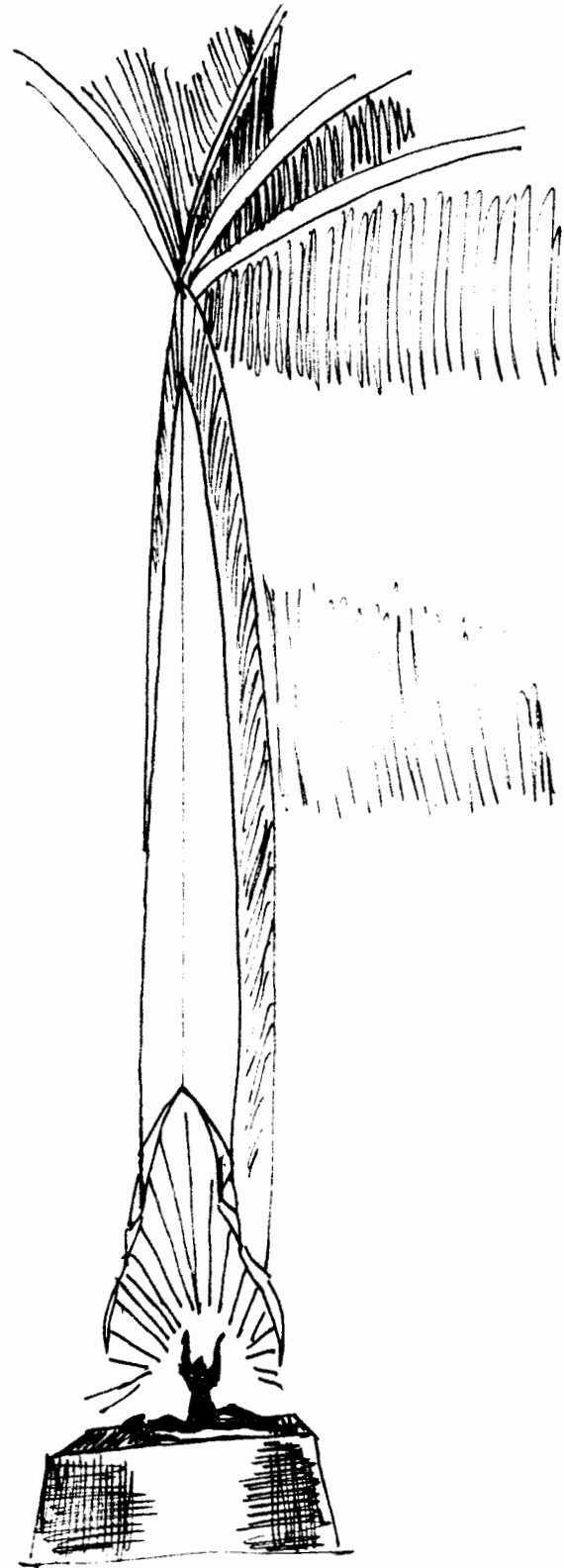
01-20 +2 Sacred
21-35 +3
36-45 +4
46-50 +5
51-70 +2 Holy
71-85 +3
86-95 +4
96-00 +5

Sword Abilities:

01-04 Locate Stair Case
05-05 Treasure Finding
06-25 See Invisible
26-35 Resistance (*)
36-38 Ventriloquism
39-41 Infravision
42-44 Read Languages
45-46 Detect Sloping Passages
47-48 Detect Height/Depth
49-50 Detect Shifting Walls/Rooms
51-54 Detect Magic
55-58 Detect Evil
59-61 Detect Good
62-63 Detect Traps
64-65 Detect Life
66-67 Detect Secret Doors
68-69 Detect Gems
70-72 Detect Metal
73-76 Detect Poisoning
77-80 Detect North
81-84 Detect Enemies
85-88 Detect Undead
89-92 Detect Gold
93-93 Detect Silver
94-94 Detect Copper
95-97 Roll Again Twice
98-98 Roll Again Thrice
99-00 Extraordinary Ability

Extraordinary Abilities

01-04 ESP
05-08 Clairaudience
09-12 Clairvoyance
13-16 Telepathy
17-20 Teleportation



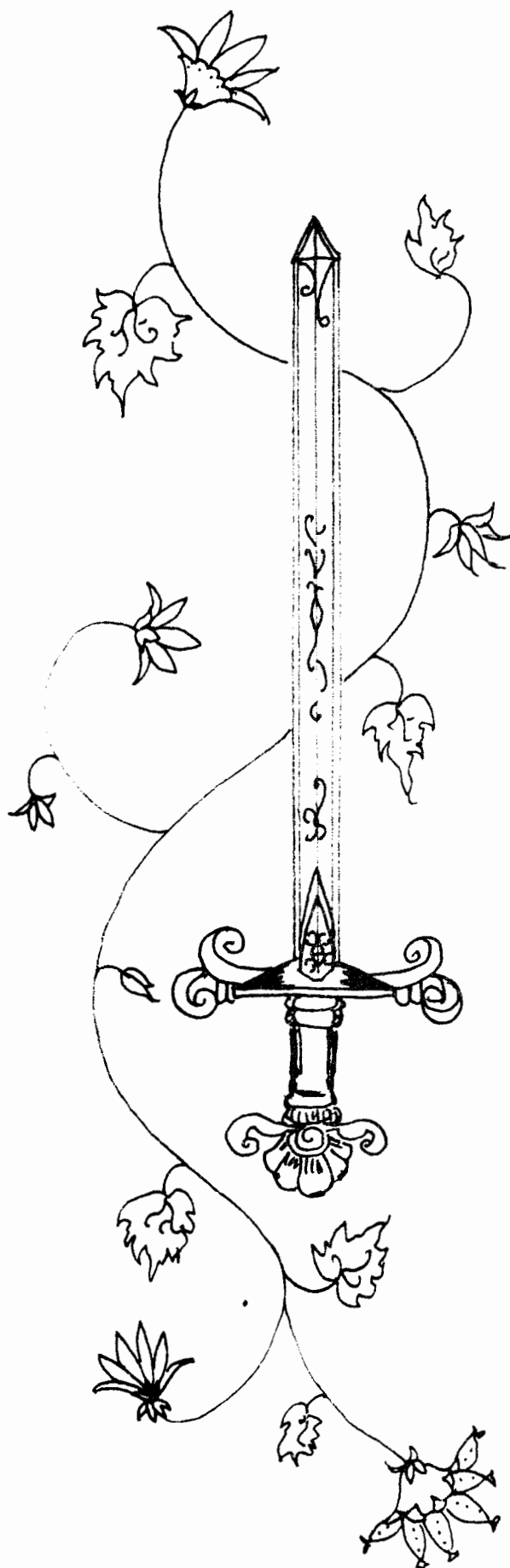
21-24 Telekinesis
 25-28 X-Ray Vision
 29-32 Illusion Generation
 33-36 Levitation
 37-40 Fly
 41-44 Healing
 45-48 Protection +2, 5' radius
 49-52 Strength +1-4, 1-10 turns
 53-56 Battle Fury (+1 level/round)
 57-60 Spell Turning
 61-64 Regeneration
 65-68 Giant Strength (*) 1/day
 69-72 Mind Blank 1/day
 73-76 Mirror Image 1/day
 77-80 Speak Languages 1/10
 81-84 Tirelessness
 85-90 Magic User Spell (2-7) 1/day
 91-94 Clerical Spell
 95-95 Illusionist Spell
 96-98 Roll Twice
 99-00 Roll Three Times

Medalions

01-09 Medallion of ESP, 3" radius
 10-11 Medallion of Cowardness
 12-15 Medallion of Size Change
 16-20 Medallion of Holding
 21-30 Medallion Thought Projection
 31-36 Amulet vs. Crystal Balls and ESP
 37-40 Amulet of Inescapable Location
 41-48 Scarab of Protection from EHP's
 49-53 Scarab of Enraging Enemies
 54-59 Scarab of Insanity
 60-63 Scarab of Death
 64-65 Talisman of Lawfulness
 66-67 Talisman of Chaos Supreme
 68-69 Talisman of The Sphere
 70-71 Talisman of Akbar
 72-78 Amulet of Protection From Undead
 79-85 Medallion of Seeing
 86-90 Anti-Sleep Medallion
 91-95 "Galileo" Medallion
 96-98 Paralization Medallion
 99-00 Medallion of ESP, 9" range

Crosses

01-40 Cross +1
 41-70 Cross +2
 71-90 Cross +3
 91-99 Dispell Cross
 00-00 Cross of the Gods



Armor/Shields

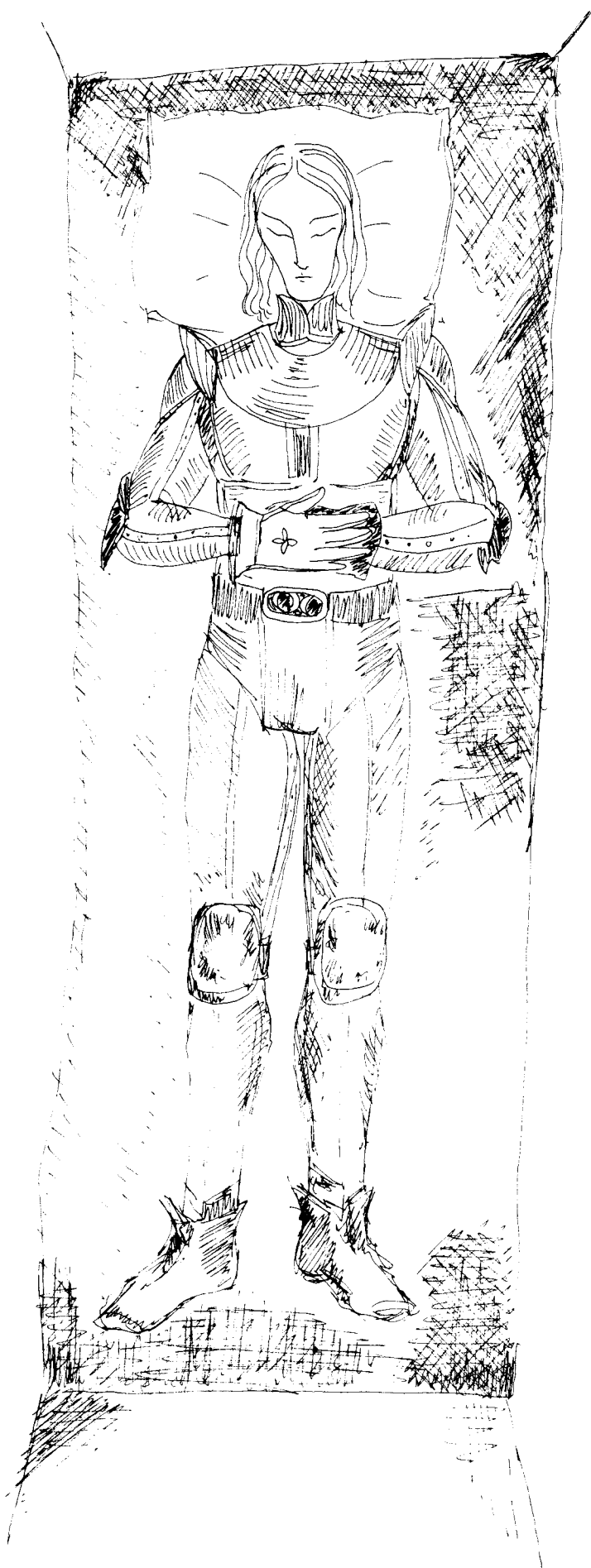
- 01-16 Shield +1
- 17-31 Armor +1
- 32-39 Armor and shield +1
- 40-45 Shield +2
- 46-50 Armor +2
- 51-54 Armor and shield +2
- 55-56 Shield +3
- 57-59 Armor +3
- 60-60 Armor and shield +3
- 61-61 Shield +4
- 62-62 Armor +4
- 63-63 Armor and shield +4
- 64-64 Shield +5
- 65-65 Armor +5
- 66-66 Armor and shield +5
- 67-69 Armor of Resistance
- 70-70 Armor of the Sea
- 71-72 Bouyant Armor
- 73-73 Armor vs. Walls
- 74-77 Armor of Vulnerability
- 78-78 Paladin/Ranger's Shield/Armor
- 79-79 Armor of Etherialness
- 80-81 Shield of Missile Deflection
- 82-85 Shield of MIssile Attraction
- 86-90 Shield of Withering
- 90-90 Shield of Throwing
- 91-91 Shield of the Prophet
- 92-00 Shield of Reflection

Armor Type

- 01-60 Plate
- 61-85 Chain
- 86-95 Leather
- 96-97 Scale
- 98-99 Jousting Plate
- 00-00 Cloth/Robes

Miscellaneous Weapons

- 01-16 Arrows
- 17-20 Quarrels
- 21-32 Daggers
- 33-42 Bows
- 43-50 Crossbows
- 51-61 Axes
- 62-76 Maces
- 77-87 War Hammers
- 88-95 Spears/Javelins
- 96-97 Flails
- 98-98 Morning Stars
- 99-99 Mili tary Pick
- 00-00 Lance, etc.



Arrows/Quarrels

- 01-38 A/Q +1 (3-30)
- 39-54 A/Q +2 (2-12)
- 55-60 A/Q +3 (1-8)
- 61-64 A/Q of Slaying (1-4)
- 65-66 A/Q of Direction
- 67-72 A/Q of Many Shots
- 73-76 Cupid's A/Q
- 77-78 Cursed A/Q
- 79-80 A/Q of Doom
- 81-82 A/Q of the Forest
- 83-84 A/Q of Entanglement
- 85-86 A/Q of Illumination
- 87-88 A/Q of Tracking
- 89-92 Black A/Q of Life Energy Draining
- 93-98 Flaming A/Q (1-10)
- 99-00 Enchanted (1-6)

Daggers

- 01-33 +1, +2 vs. Goblins, Orcs
- 34-48 +2, +3 vs. Goblins, Orcs
- 49-63 -2, Poisoned
- 64-66 Dagger of Ronkel
- 67-69 Opal Dagger
- 70-78 Dagger of the Undead
- 79-81 Dagger of the Ringwraiths
- 82-87 Winged Dagger
- 88-99 Cursed Dagger
- 00-00 Mage Dagger

Bows

- 01-20 Bow +1
- 21-40 Elven Bow
- 41-60 Hobbit Bow
- 61-80 Cursed Bow
- 81-00 Bow of Speed

Crossbows

- 01-18 Crossbow of Speed
- 19-36 Crossbow +3
- 37-54 Crossbow of Distance
- 55-63 Crossbow of the North
- 64-73 Crossbow of the Lakes
- 74-79 Crossbow of etherialness
- 80-85 Crossbow of Many Shots
- 86-00 Cursed Crossbow

Axes

- 01-40 Axe +1
- 41-60 Axe +2
- 61-70 Axe +3
- 71-80 Axe -2, Cursed
- 81-82 Vorpal Axe
- 83-94 Axe of Cleaving
- 95-00 Axe of Twirling



Flail

01-30 +1
 31-50 +2
 51-60 +3
 61-70 -1
 71-80 +4, Cursed
 81-96 Entanglement, +1
 97-99 Entanglement, +2
 00 Level Blasting

Morning Star

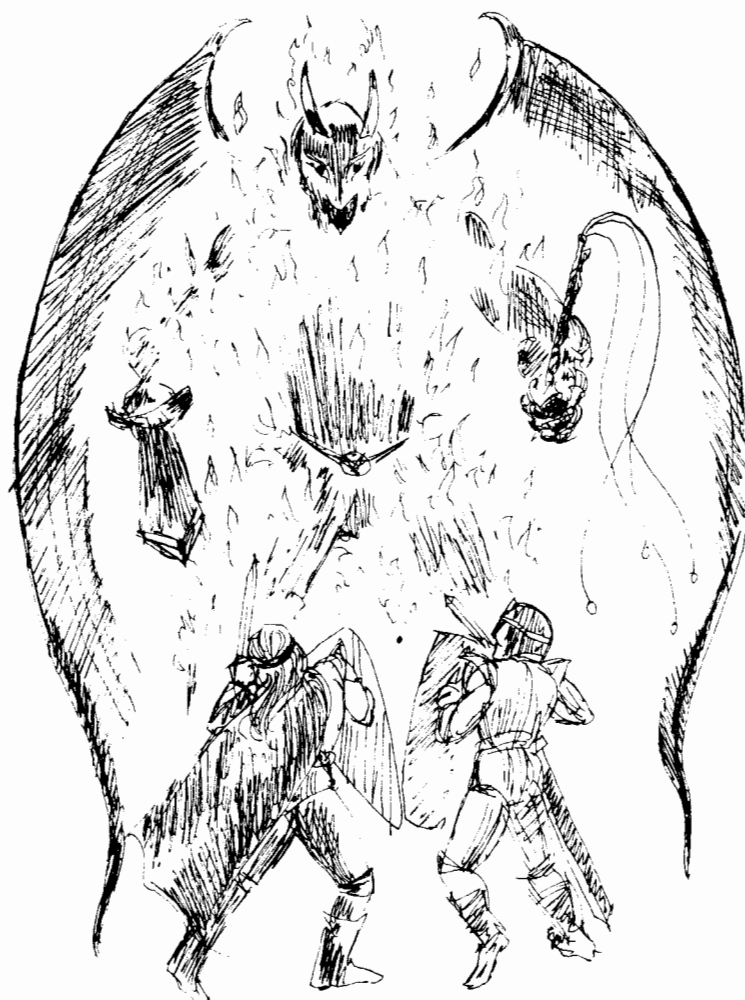
01-40 +1
 41-55 +2
 56-65 +3
 66-75 Entanglement, +1
 76-80 +1, Fire Ball 1/day
 81-85 +1, Snow Ball 1/day
 86-95 -2
 96-99 +3, Cursed
 00 Level Blasting

Military Pick

01-40 +1
 41-60 +2
 61-75 +3
 76-85 -1
 86-90 +1, +3 vs. Giant Bees
 91-00 +2, +1 vs. Chain

Lance

01-45 +1
 46-60 +2
 61-70 +3
 71-85 +1, +3 vs. Dragons (*)
 86-89 +1, +3 vs. Men
 90-90 +2, +4 vs. Dragons
 91-95 +1, -4 vs. Dragons
 96-98 +1, +2 vs. Horses
 99 Dragon Slaying (5-50), +3
 00 Holy



Maces/Flails/Morning Stars

01-30	Mace	+1
31-48	Mace	+2
49-57	Mace	+3
58-77	Mace	-2, Cursed
78-80	Mace	of Disruption
81-86	Mace	of the Undead
87-94	Mace	of Return
95-00	Mace	of Healing

92-93	Rod of Absorbtion (M)
94-98	Rod of Lordly Might (F)
99-99	Rod of Rulership (all)
00-00	Rod of Resurrection (C)

War Hammers

01-45 War Hammer +1
46-72 War Hammer +2
73-81 Returning War Hammer +3
82-83 Lightning Hammer
84-85 War Hammer of Slaying
86-00 War Hammer of Mercilessness

Spears/Javelins

01-20	Spear +1
21-24	Spear +2
25-28	Spear +3
29-32	Cursed Spear of Backbiting
33-40	Javelins of Lightning (2-5)
41-52	Heat-seeking Javelin
63-64	Cold-seeking Javelin
65-65	Light-seeking Javelin
66-80	De-were Spear
81-00	Spear of Revenge

Wands/Staves/Rods

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01-10 Metal Detection
11-15 Enemy Detection
16-20 Magic Detection
21-25 Detect Secret Doors and Traps
26-30 Snowball
31-35 Fear
36-39 Cold
40-43 Paralyzation
44-47 Fireballs
48-51 Lightningbolt
52-55 Polymorph
56-59 Negation
60-62 Staff of Healing (C)
63-64 Staff of the Priest-Kings
65-67 Staff of Commanding (C,MU)
68-71 Snake Staff
72-75 Staff of Striking (C,MU)
76-77 Staff of Withering (C)
78-78 Staff of Power (MU)
79-79 Staff of Wizardry (MU)
80-89 Rod of Cancellation
90-91 Rod of Beguiling (MU,T)

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Miscellaneous Magic

- 01-15 Books
- 15-17 Balls
- 18-20 Censors
- 23-26 Stones
- 27-29 Censors
- 30-33 Bowls/Cups
- 34-36 Bottles
- 37-38 Brooms
- 39-40 Tie Clips and Spices
- 41-44 Helms
- 45-47 Carpets
- 48-50 Drums
- 51-53 Horns
- 54-56 Gauntlets
- 57-59 Girdles
- 60-64 Cloaks
- 65-67 Mirrors
- 68-71 Tridents
- 72-75 Bracers
- 76-77 Ropes
- 78-80 Cusps
- 81-82 Cubes
- 83-84 Horseshoes
- 85-86 Chimes
- 87-88 Pipes
- 89-92 Lyres
- 93-94 Figurines
- 95-96 Necklaces
- 97-98 Boots
- 99-00 Misc. Misc. Magic

Balls

- 01-20 Crystal Ball
- 21-36 Crystal Ball w/ Clairaud.
- 37-48 Crystal Ball w/ ESP
- 49-60 Crystal Hypnosis Ball
- 61-64 Sphere of Annihilation
- 65-80 Balls of Bravery
- 81-92 Crystal Ice Ball
- 93-00 Bowling Ball

Bags

- 01-09 Bag of Holding
- 10-18 Bag of Tricks
- 19-33 Bean Bag
- 34-45 Bag of Transmuting
- 46-54 Bag of Devouring
- 55-66 Bag of the Winds
- 67-90 Lead lined Bag
- 91-98 Vacuum Bag
- 99-00 Bag of Protection



Censors

01-20 Censor Controlling Air Elemental
21-40 Censor Summoning Hostile Air Elemental
41-60 Censor Controlling Winds
61-80 Censor of Flight Disruption
81-99 Censor of Trapping the Unbodied
00-00 Censor of the Holy Herb

Stones

01-10 Stone Controlling Earth Elementals
11-20 Luckstone
21-40 Loadstone
41-60 Throwing Stone
61-75 Stone of Building
76-90 Firestone
91-00 Stone of Petrification

Braziers

01-16 Brazier of Controlling Fire Elemental
17-34 Brazier of Sleep Smoke
35-46 Brazier of Commanding Fire Beings
47-58 Brazier of Reforging Rings
59-76 Brazier of Attracting Salamanders
77-00 Brazier of Swallowing Fireballs

Bowls/Cups

01-08 Bowl Commanding Water Elementals
09-20 Bowl of Watery Death
21-24 Cup of Akbar
25-36 Cup of Oberon
37-48 Cup of Love
49-68 Cup of Revulsion
69-72 Cup of the Assassin
73-76 Bowl of Forgetfulness
77-94 Bowl of Delicious Foods
95-00 The Jade Bowl of Purdanim

Bottles

01-20 Efrete Bottle
21-40 Flask of Curses
41-50 Jug of Alchemy
51-70 Decanter of Endless Water
71-90 Beaker of Plentiful Potions
95-00 The Brazen Bottle

Brooms

01-18 Broom of Flying
19-36 Animated Broom
37-57 Flaming Broom
58-73 Sweeping Broom
74-85 Broom of Cleanliness
86-00 Witch's Broom

Helms

01-25 Helm of Reading Languages and Magic
26-40 Helm of Telepathy
41-50 Helm of Teleportation
51-55 Helm of Brilliance
56-58 Helm of Ice
59-59 Helm of Earth
60-60 Helm of Air
61-80 Helm of Law (Chaos)
81-90 Helm of Dancing
91-00 Helm of Greed

Carpets

01-10 Flying Carpet
11-40 Rug of Smothering
41-55 Djinn Carpet
56-65 Portable Hole
66-85 Horse Blanket
86-00 False Flying Carpet

Drums

01-10 Drums of Panic
11-25 Drums of Deafness
26-55 Talking Drums
56-70 Rhumba Drum
71-85 Thunder Drum
86-00 Elephant Drum

Horns

01-10 Horn of Valhalla-Silver
11-16 Horn of Valhalla-Bronze
17-20 Horn of Valhalla-Iron
21-26 Horn of Collapsing
27-36 Horn of Bubbles
37-40 Horn of Blasting
41-48 Horn of Deafness
49-62 Horn of Summoning
63-70 Horn of Silence
71-76 Horn of Healing
77-88 Horn of Plenty
89-98 Fog Horn
99-00 Horn of Animating the Dead

Gauntlets

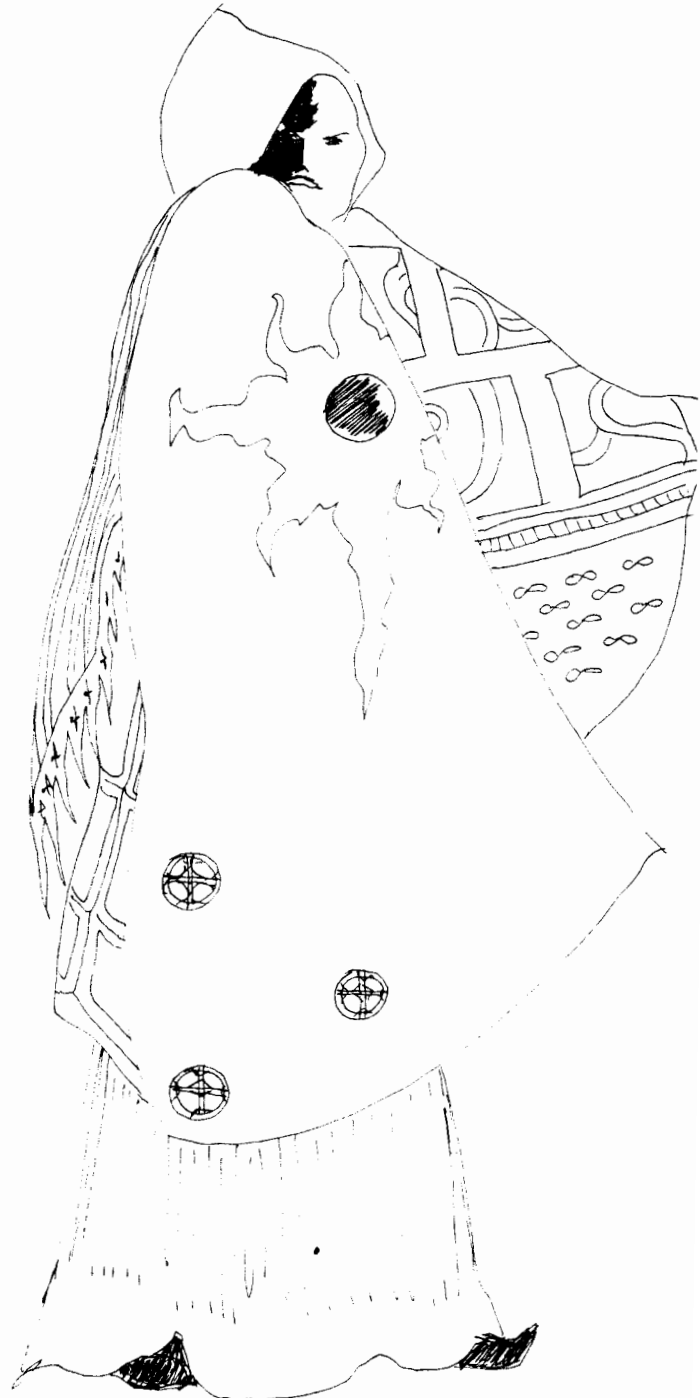
- 01-12 Gauntlets of Dexterity
- 13-24 Gauntlets of Fumbling
- 25-40 Gauntlets of Ogre Power
- 41-52 Gauntlets of Swimming and Climbing
- 53-68 Mickey Mouse Gloves
- 69-84 Gloves of Silence
- 85-87 Gloves of Concealment
- 88-89 Gloves of Power
- 90-92 Gauntlets of Removing Traps
- 93-95 Gauntlets of Picking Locks
- 95-98 Gauntlets of Strangulation
- 99-00 Gauntlets of Adhesion

Girdles

- 01-10 Girdle of Hill Giant Strength
- 11-17 Girdle of Stone Giant Strength
- 18-23 Girdle of Frost Giant Strength
- 24-26 Girdle of Fire Giant Strength
- 27-28 Girdle of Cloud Giant Strength
- 29-29 Girdle of Storm Giant Strength
- 30-37 Girdle of Gender Alteration
- 38-60 Girdle of Polymorphism
- 61-67 Living Girdle
- 68-80 Girdle of False Strength
- 81-93 Girdle of False Polymorphism
- 94-94 Girdle of Pockets
- 95-95 Girdle of Levitation
- 96-96 Girdle of Mage Binding
- 97-97 Girdle of Protection
- 98-99 Reducing Girdle
- 00-00 Girdle of Reduction

Cloaks

- 01-10 Cloak of Protection +1
- 11-18 Cloak of Protection +2
- 19-22 Cloak of Protection +3
- 23-28 Displacer Cloak
- 29-38 Poisonous Cloak
- 39-50 Elven Cloak
- 51-58 Wizard's Robe
- 59-64 Robe of Blending
- 65-72 Robe of Eyes
- 73-82 Manta Ray Cloak
- 83-86 Robe of Anti-Magic
- 87-00 Cloak of Horse Control



Tridents

01-07 Trident of Warning
08-14 Trident of Commanding Water Beings
14-21 Trident of Submission
22-35 Trideny of Yearning
36-46 Trident of Fish Control
47-60 Trident +1
61-71 Trident +2
72-78 Trident +3
79-89 Trident of Water Breathing
90-00 Trident of The Sea

Bracers

01-17 Bracers of AC=6
18-34 Bracers of AC=4
35-51 Bracers of AC=2
52-68 Bracers of Defenselessness AC=12
69-76 Bracers of Poisonous Touch
77-79 Bracers of Energy Storage
80-89 Bracers of Protection
90-98 Bracers of Pacifism
99-00 Bracers of Energy Draining

Cusps

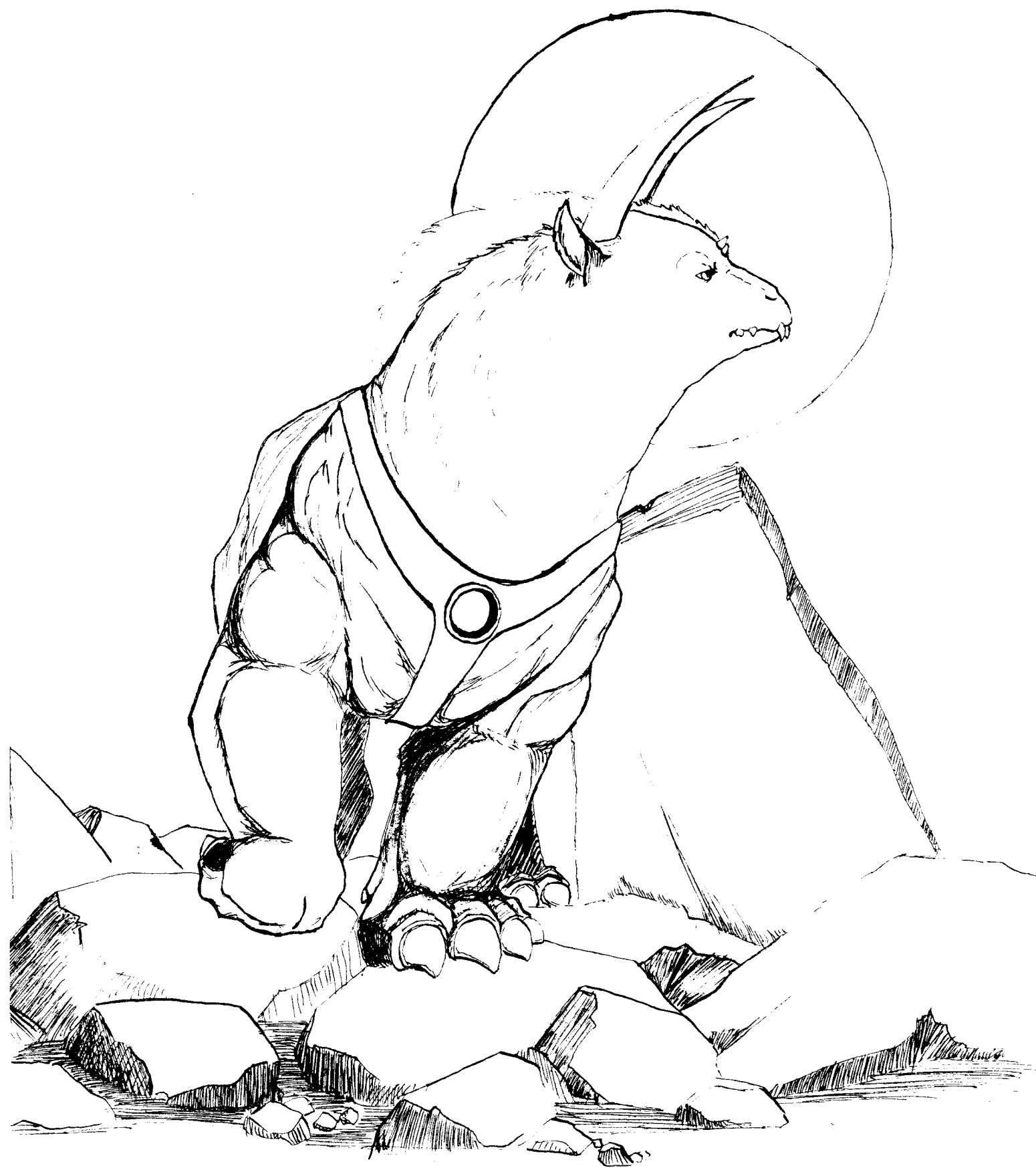
01-15 Cusps of Charming
16-30 Cusps of Petrification
31-51 Cusps of Elven Sight = See Invis.
52-60 Cusps of Wizard's Sight
61-75 Cusps of Dwarven Sight
76-98 Cusps of Protection
99-00 Cusps of Knowing Sight

Cubes

01-10 Cube of Force
11-25 Wondrous Enhancer of Jewels
26-58 Cube of Mimicing Sounds
59-60 Wondrous Pulverizer of Jewels
61-85 Cube of Radiation
86-00 Little House of Tranquil Dwelling

Horseshoes

01-15 Horseshoes of Speed
16-27 Horseshoes +1
28-36 Horseshoes +2
37-42 Horseshoes +3
43-63 Horseshoes of Flight
49-63 Horseshoes of Pacification
64-78 Horseshoes of Endurance
79-00 Horseshoes of Polymorphism



Boots

- 01-12 Elven Boots
- 13-28 Boots of Speed
- 29-40 Boots of Levitation
- 41-52 Boots of Travelling & Leaping
- 53-60 Boots of Dancing
- 61-72 Boots of Water Walking
- 73-84 Boots of Sure Footedness
- 85-88 Forty-League Boots
- 89-00 Diseased Boots

Chimes

- 01-25 Jeweled Chime
- 26-39 Chime of Opening
- 40-55 Chime of The Pharoahs
- 56-65 Chime of Time
- 65-80 Chime of Light
- 80-95 Chime of Peace
- 96-00 Chime of Enchantment

Pipes

- 01-15 Pipes of the Sewers
- 16-40 Pipes of Pan
- 41-50 Pipes of Sanity
- 51-60 Pipes of Diminution
- 61-80 Pipes of Subdual
- 81-90 Superior Pipes
- 91-00 Pipes of Insanity

Lyres

- 01-08 Lyre of Building
- 09-30 Fochlucan Harp
- 31-44 Mac-Fuirmidh Harp
- 45-54 Doss Lyre
- 55-60 Canaith Lyre
- 61-64 Cli Mandolin
- 65-65 Lyre of High Degree
- 66-66 Lyre of Higher Degree
- 67-76 Lyre of Truth
- 77-82 Lyre of Sealing
- 83-97 Lyre of Stormbringing
- 98-00 Lyre of the Highest Degree

95-96 Cursed Deck of a Few Things
97-97 Cursed Deck of Several Things
98-99 Special Deck of a Few Things
00-00 Special Deck of Several Things

Rings

01-05 Invisibility
06-10 Mammal Control
11-15 Human Control
16-20 Undead Control
21-25 Polymorph (*)
26-30 Werecurse (*)
31-33 E.P. Storing
34-35 P.P. Storing
36-45 Weakness
46-50 Protection +1
51-53 Protection +2
54-55 Protection +2, 5' radius
56-56 Protection +3
57-58 Freeze Water
59-60 Ignite Fire
61-65 Water Walking
66-74 Resistance (*)
75-76 Regeneration
77-78 Djinn Summoning
79-80 Shooting Stars
81-82 X-ray Vision
83-84 Spell Turning
85-86 Spell Storing
87-94 Delusion/Contrariness
95-99
00-00 Wishes/Power Object

Potions

01-03 Growth
04-06 Diminuation
07-10 Giant Strength (*)
11-13 Invisibility
14-16 Gaseous Form
17-19 Polymorph
20-23 Speed
24-26 Levitation
27-29 Flying
30-32 ESP
33-35 Delusion
36-39 Healing II
40-42 Longevity
43-45 Extra Healing IV
46-48 Clairvoyance
49-51 Clairaudience
52-54 Animal Control

55-61 Undead Control
62-64 Plant Control
65-67 Human Control
68-70 Giant Control (*)
71-73 Dragon Control (*)
74-76 Treasure Finding
77-80 Invulnerability
81-84 Resistance (*)
85-88 Heroism
89-91 Super-Heroism
92-93 Poison
94-97 Oil of Slipperiness
98-00 Oil of Etherialness

GEMS

01-15 Fighter's Gems
16-30 Diamond
31-45 Ruby
46-60 Opal
61-75 Emerald
76-90 Sapphire
91-96 Pearl
97-97 Ioun Stone
98-00 Deathstone

Diamonds

01-25 Brightness
26-50 Seeing
51-58 Attacks upon Owner
59-64 Greed
65-70 Egotism
71-78 Explosion
79-88 Escape
89-00 Demonic Attack

Rubies

01-15 Commanding Fire
16-30 Commanding Chaotic Demons
31-45 Casting Fireballs
46-60 Melting Metals
61-75 Summoning Fire Elementals
76-80 Cooking Fire
81-87 Infravision
88-92 Transformation into Monster
93-00 Fiery Death

Opals

01-13 Shimmering Shield
14-26 Polychromatic Illusion
27-39 Arena of Death
40-53 Illumination
54-69 Perpetual Night
70-82 Opening Portals
83-94 Sealing Portals
95-98 The Light Fantastic
99-00 Blindness

Emeralds

01-12 Commanding Water
13-17 Commanding Lawful Demons
18-24 Conversion
25-36 Creating Potions
37-48 Opening Portals
49-60 Closing Portals

Emeralds cont.

61-72 Controlling Plants
73-85 The Green God
86-90 Phantasmals
91-96 Icy Death
97-00 Transformation into Monster

Sapphires

01-16 Commanding Neutral Demons
17-36 Casting Lightning Bolts
37-52 Flaming Weapons
53-65 Seeming Innocence
66-70 Obvious Guilt
71-80 Electrocution
81-95 Invisibility to Infravision
96-98 Elven Silence
99-99 Distant Echos
00-00 Changing Class

Pearls

01-05 Black
06-10 Gold
11-15 Red
16-25 Silver
36-40 Pink
41-97 White
98-99 Death
00-00 Great Price
*** Minian Pearl

Fighters Gems and Deathstones appear to be one of the normal gem types. Roll again on the initial gem table, ignoring Fighters Gems and Deathstones. If a Fighters Gem is a Gem of Resistance (81-00), the specific resistance is determined on the below chart:

Fighter's Gem Table

01-20 Weapon +1
21-35 Weapon +2
36-40 Weapon +3
41-50 Weapon -2
51-65 Defense +1
66-70 Defense +2
71-80 Defense -1
81-00 Resistance

Gem Resistances

Diamond - Elementals
Ruby - Fire
Opal - Undead
Emerald - Cold
Sapphire - Lightning
Pearl - Sea Creatures
Ioun - Flyers

RESISTANCES

Many magical items are listed as Resistance (*). This denotes that they convey some degree of protection, similar to the rings or clerical spells. Generally they give +10% (+2) on saving throws and -1 point per die of damage where relevant.

- 01-40 Fire Resistance
- 41-70 Cold Resistance
- 71-90 Lightning Resistance
- 91-95 Crushing Resistance
- 96-97 Life Energy Drain Resistance
- 98 Resistance to Demonic Attacks
- 99 Scrying Resistance
- 00 Roll twice (or as Protection Scroll)

FIRE, COLD, and LIGHTNING Resistances as +10% and -1 pip per die for magical Fire, Cold, or Lightning, but convey complete immunity to, respectively, ordinary fire, ordinary cold, or normal electrical shocks. CRUSHING Resistance is intended only to effect being crushed by massive quantities of earth and rock, and will not provide protection against crushing weapons such as a mace.

LIFE ENERGY DRAIN Resistance gives +10% to the Spiritual Saving throw against Life Energy drains by the Undead.

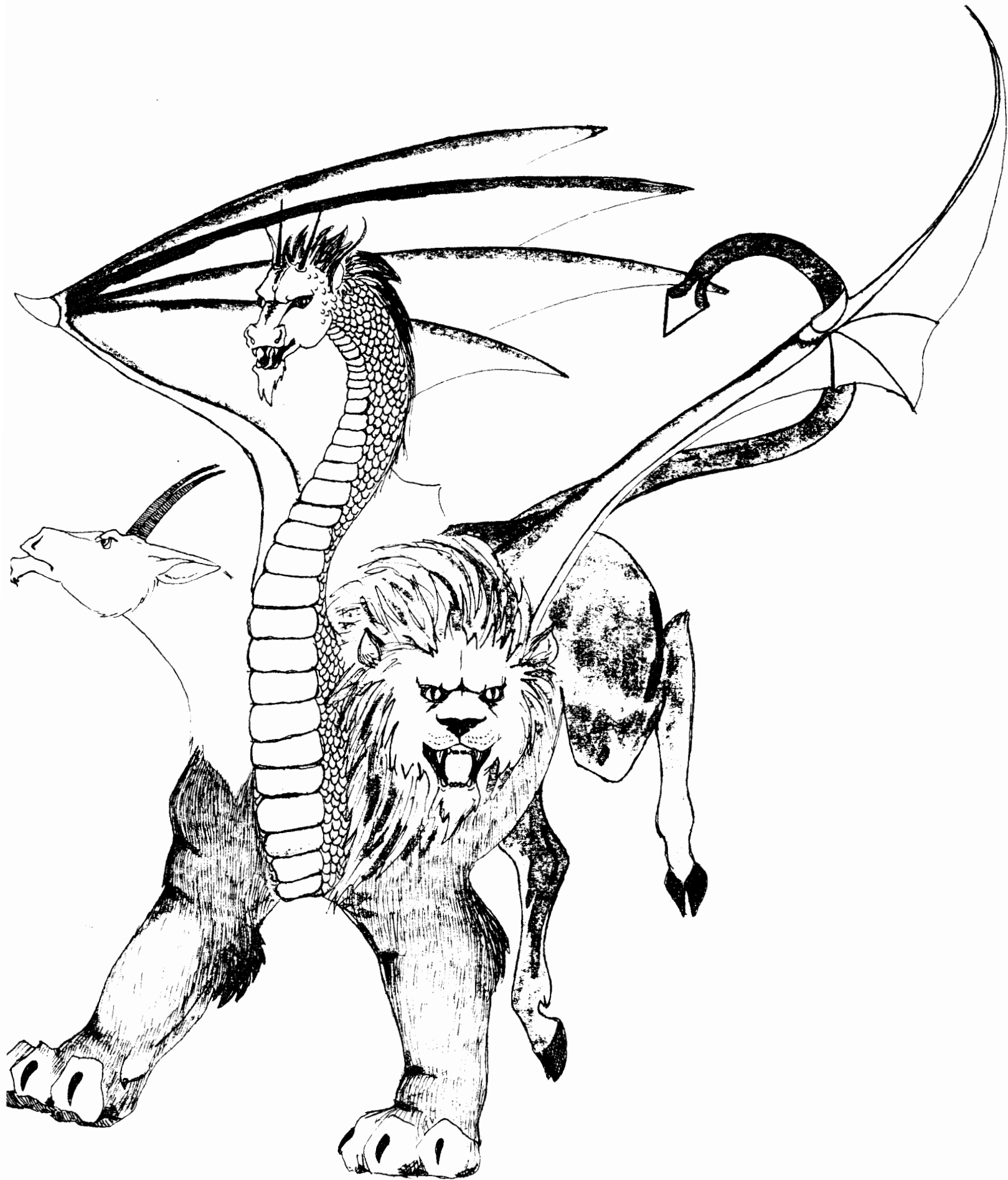
RESISTANCE TO DEMONIC ATTACKS provides +10% Spiritual Saving Throw and -1 pip/die of damage when attacked by Demons, Devils, or similar beings.

SCRYING Resistance gives a +10% Mental Saving Throw against any form of scrying (magical surveillance) such as ESP, Clairvoyance, Crystal Balls, or magical Mirrors.

On a roll of 00 either give two rerolls adding pluses or roll on the scroll table. If a Protection Scroll is rolled give the corresponding Resistance. If any other scroll is rolled the Resistance is against one specific magical or clerical spell, roll as for a scroll of one spell.

WHEREVER ELSE (*) IS USED

The symbol (*) is used to denote "Roll among possibilities." Thus a Sword +1, +3 vs. Dragons (*) will have its special +3, +3 vs. only one kind (color) of dragons which should be determined by rolling randomly among the dragons of appropriate alignment in proportion to the number existing in the area where the sword was forged to be used.



SWORDS

+1, Life Drinking - This sword is always of Chaotic nature. When a hit is scored the defender loses one energy level and one level is gained by the wielder. Each time this weapon is thus used there is a 40% chance of the user becoming chaotic. (Possible modifications include giving the victim a saving throw, having wielder gain number of experience points lost by defender, having sword be effective only against man-types.)

+1, Equalizing - This sword acts much like the sword of Life Drinking but has the following differences: It may be of any alignment. When a hit is scored the person of higher level (defender or wielder) loses a level and the person of lower level gains one. A saving throw is always given the higher level character and the sword is only effective against man-types.

Cancellation - This sword acts as a rod of cancellation, neutralizing all magical items it hits (other swords, armor, etc.). Items (especially intelligent swords and axes) get saving throws if applicable.

+1, Metal Cleaving - This sword acts as a basic +1 sword against flesh and leather armor but has the ability to split (and thus ruin) magic armor and swords, as well as any other metal. If the wearer of armor or wielder of sword is hit his items take no damage, but if he is not hit give the armor or sword a chance to be hit (and thus destroyed). The sword acts as +3 vs. metal. Treat armor as having its own armor class (plain plate is AC 3, a plain shield AC 4, chain AC 5, +2 plate is AC 1, a plain sword AC 2, a +2 sword is AC 0, etc.). The sword is also +5 vs. iron golems and rust monsters and is not affected by the latter. Other metal is affected proportionally.

+1, +2 vs. Shapechangers - Shapechangers include all Weres, and anything or anyone utilizing a polymorph or shapechange.

+1, +2 vs. Mu's & Enchanted Monsters - Enchanted monsters include Elementals, Golems, Invisible Stalkers, Aerial Servants, Djinn, Efreet, Homunculi, Salamanders (hot and cold), Demons, Angels, and Simulacra. (i.e. things that can be summoned or conjured, for the most part).

+1, Locate Object - This sword is a normal +1 sword, with the additional ability to cast the Magical spell Locate Object once per day.

+1, +3 vs. Trolls - Against Trolls, including Cave Trolls, this +1 sword becomes +3 in both melee and damage.

+1, +3 vs. Clerics - Same as above, except vs. Clerics and Warrior Priests.

+1, +2 vs. Trolls, +3 vs. Undead - +2/+2 vs. Trolls and Cave Trolls, +3/+3 vs. Undead, including Skeletons, Zombies, Ghouls, Whites, Wraiths, Spectres, Mummies, Phantoms, Vampires, and up.

+1, +2 vs. Flyers, +3 vs. Ents - Flyers include any creature with the innate ability for winged flight.

+1, 2-8 wishes - This sword functions as a normal +1 Sword, except that the holder may use 2-8 wishes, as per the Greyhawk wish ring wishes. These wishes should be limited, say, to wild card spells.

+1, Cursed - Can not be put down without a successful Remove Curse spell, and forces the holder to attack all monsters.

+1, Sharpness - This sword is a plus 1 sword, except when in the hands of a Paladin. When wielded by a Paladin, on a score 20% better than needed to hit, and always on 90% or better, it severs a random limb (including neck). (See note below.)

+1, +3 vs. Dragons - +3 vs. random type of dragon.

+2 - +2 melee bonus.

+2, Charm Person - A normal +2 sword, except that the wielder may cast from 1-3 Charm Person spells per day.

+2, Nine-step draining - The first time this sword scores a 20 on hitting (Parker system), or 96% (Mahler), it drains one level. The next time it drains 2, then 3, thru 9. After draining 9 levels the sword becomes a normal +2 sword permanently.

+2, Energy Level Drainer - On a critical hit, this sword drains one level from its opponent (subject to saving throw).

+2, Dragon Slaying - Does 4-40 points of damage against a random type of dragon. If a mission sword, its mission will always be against that type of dragon.

-2, Cursed - This -2 sword forces the wielder to attack all monsters as with the +1 Cursed Sword. A Remove Curse or Wish (see Sword +1, 2-8 Wishes above) must be applied before it can be put down. To make this item more entertaining it should probably be given several powers (high Intelligence).

+2, Vorpal - On a roll of 10% above the basic score to hit or 86% or above in any case it will sever a random limb, first the neck, then any other limb remaining if the fighter severed can continue to fight. It acts as a Holy Sword in the hands of a Paladin. (See note below.)

+3 - Adds 15% to one's chance of hitting.

+3, +5 vs. Cold Creatures - This sword adds 15% to hitting probability, except when attacking Cold Creatures (Arctic Wolves, Snowcats, etc.)

+3, +5 vs. Heat Creatures - Same as above, except vs. Heat creatures

+3, +5 vs. Earth - Same as above, except vs. Earth Creatures (Earth Elementals, Stone and Hill Giants, Dwarves, etc.)

+3, +5 vs. Air - As above, except against "flyers".

+3, Dancing - After fighting continuously in melee for three rounds, the sword will fight on just as if it was being wielded, for three rounds, at which time it must be picked up again. The cycle may be continued indefinitely.

+4, and +5 - Add 20% and 25% to hitting percentage, respectively.

Slaying - Acts as a dragon slaying sword, except against one particular random rolled creature.

Holy Sword - Provides complete anti-magic shell within 10' of wielder (if wielded by a Paladin), but only up to a certain level of spell. (see table for spell level)

Sacred Sword - As above, but used by Rangers vs. Clerical spells.

Mage Sword - A sword which may be wielded by a Magic User.

Sword Notes - At Dungeon master's discretion, Vorpal blades and Swords of Sharpness may only sever limbs on a "critical hit".

Characters may pick up any sword (suffering d6 of damage per difference in alignment, double for Holy and Sacred), but may only use abilities of a sword in their alignment. (The plus inherent in a sword may be used by anyone.)

Note that the abilities listed above are independent of abilities a sword may possess as a result of its intelligence.

SWORD ABILITIES

Locate Stair Case - This ability allows the wielder to locate any Stair Case within 120', as per detect spells.

Treasure Finding - Gives direction of nearest treasure, as well as distance. (Effective up to 360'). Treasure is defined as over 5000 worth of precious metals and gems.

Resistance - Gives resistance to one of the four elements. (+2 on saving throw, -1 on each die of damage.)

Ventriliquism - Allows the wielder to project his voice, as per the spell.

Infraevision - Allows the wielder to see as if he had infravision.

Read Languages - As per spell.

Detect Sloping Passages, Shifting Wall/Rooms, Traps, Secret Doors, Adds 2 (on a d6) to wielder's roll to find any of the above.

Detect Height/Depth - Will give elevation to any nearby point within sight.

Detect Magic - As per spell.

Detect Evil - As per spell. (Evil)

Detect Life - As per spell.

Detect Gems, Metal, Gold, Silver, Copper - On a roll of 1-4 (d6), this ability detects if any of the above are within 120', and will give type and value of any that are held up to the sword.

Detect North - Will point out North to the wielder.

Detect Enemies - Will detect Mal-intent to the wielder, subject to saving throw.

Detect Undead - Will reveal the direction of any undead within 120'.

Ability Notes - Number of, or limitations on, above abilities (i.e. 3/day, un-limited, 1/day, are left to DM discretion.)

EXTRAORDINARY ABILITIES

ESP - As per the spell, and Medallion.

Clairaudiance, Clairvoyance - As per spell and potion

Telepathy, Teleportation - As per Helms and spells.

Telekinesis - As per spell thrown by a 10th level MU.

X-Ray Vision - Allows wielder to see through non-leaded or magic resistant walls, as per ring.

Illusion Generation - Allows creation of non-harmful illusions by wielder of the sword.

Levitation - Allows wielder to Levitate as if he had Boots of Levitation.

Fly - Allows wielder to Fly at 18" when desired.

Healing - Gives 1 Cure Light per hour, upto 6 per day, usable only by wielder.

Protection +2, 5' radius - As per ring. Adds 2 to Armor Class and Saving Throw of everyone within a 5' radius of the sword.

Strength - Adds 1-4 to the strength of the wielder for 1-10 turns, once per day.

Battle Fury - Adds one level to fighting ability for each consecutive round used (up to 10), as well as 10% per round to wielder's chance of not stopping until killing everyone in front of him.

Spell Turning - Will turn percentile of any spell (Roll for either magical or clerical). Note: Does not turn fingers.

Regeneration - As per ring.

Giant Strength - Gives wielder strength of 1 type of Giant once per day for 10 rounds.

Mind Blank - As per spell, once per day.

Mirror Image - As per Spell, once per day.

Speak Languages - Sword will speak all languages.

Tirelessness - Wielder will never become tired or weary from continued physical exertion.

Spell - Allows 1 spell, (roll for Clerical or Magical), of level 2-7 (roll d6+1) to be cast 1/day.

ARMOR/SHIELDS

Armor of Resistance - This armor imparts one clerical resistance to the wearer, as per the ring version. It is +1 armor.

Armor of the Sea - This armor and helmet may be sealed so that the wearer may remain underwater or out of contact with the outer air for up to $\frac{1}{2}$ hour. This armor is bouyant due to air pockets, unless weights are used. This armor is magic, but has no plus.

Bouyant Armor - This armor has airpockets, so ~~may~~ keep itself and its wearer afloat. It cannot be sealed for underwater use. This armor is +1.

Armor vs. Walls - When wearing this armor the wearer may pass with safety through a wall of flames and safely burst through magically conjured walls of ice, stone and iron. If magic walls from "War of the Wizards" is used, the ~~wearer~~ may also destroy or pass through these walls.

Armor of Vulnerability - As per book. (Grayhawk 47.)

Paladin's Armor - This is the only aligned armor being either Lawful or chaotic, hits taken by differing alignments being the same as swords. The armor acts as simple +2 unless worn by a Paladin, in which case it gains the following powers: the armor may be made to glow with a bright light giving -3 to opponent's moral dice, dispelling shadows, turning trolls to stone, temporarily blinding opponents of less than three dice. The armor also increases morale of allies by 3, and adds 2 to the paladins effective charisma.

Paladin's Shield - This is the only aligned shield, behaving in all ways as a lawful or chaotic sword in respect to giving damage or controlling wielder. (It has intelligence and ego). It acts as a +2 shield, but when worn by a paladin it adds 1 to his effective charisma, -1 to morale dice of opponents, and will change its face to display any emblem or emblazoning (i.e. the Paladin's). It can also produce a blinding light (enveloping darkness) causing all within it to fight at -1 (-5%) if of opposed alignment or leaning and facing other than away from the paladin. The light can also be channelled into a beam (target as a spell) which will blind an evil (good) opponent (-50% saving throw) and do 4D6 damage (ST-10%). Blindness from shield lasts 2D8 Melee rounds.

Ranger's Armor - This is unaligned leather armor which when worn by a Ranger has the virtue of permitting him full tracking, movement and spell casting abilities combined with protection equal to AC 2 (w/ shield, AC3 w/o).

Ranger's Shield - This unaligned shield permits full spell casting abilities when used by a Ranger. It may carry a plus.

Armor of Etherialness - As per book. (Greyhawk p.47)

Shield of Missile Deflection - This shield, above and beyond its normal plus, has a plus 2 bonus against missiles.

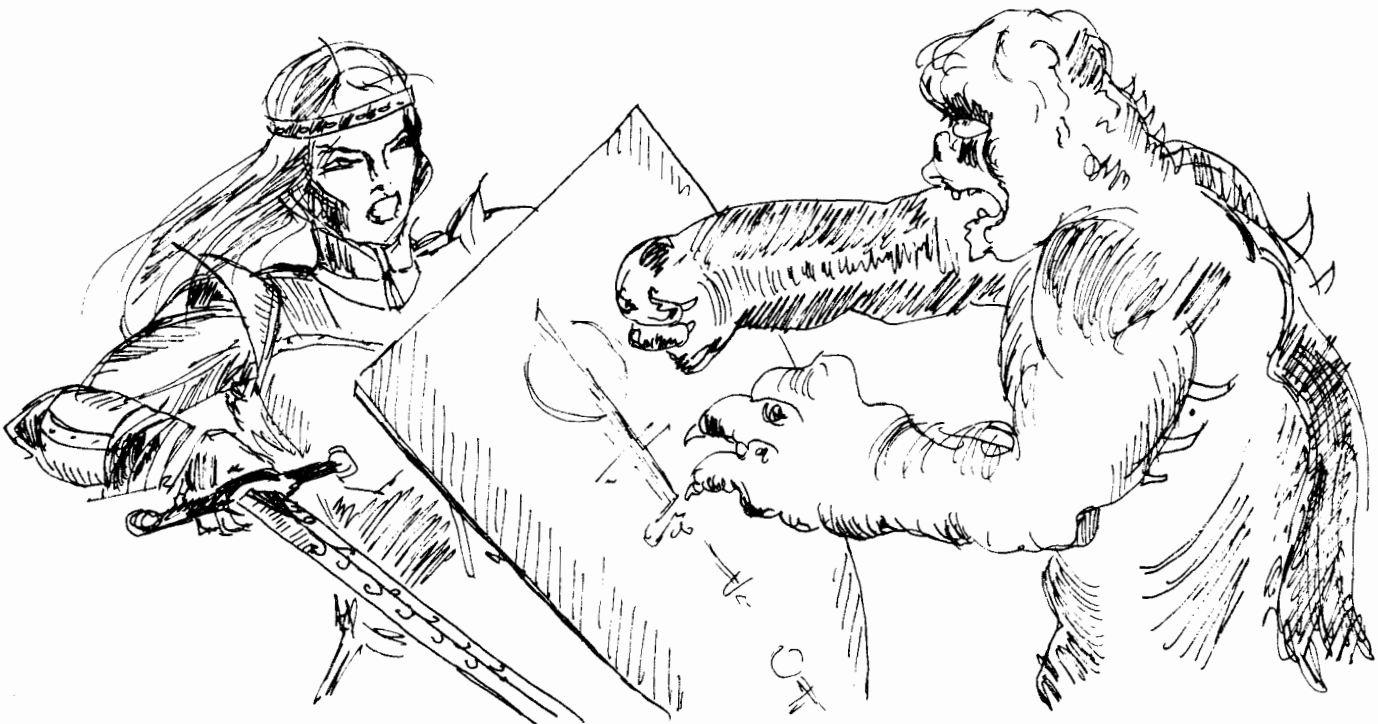
Shield of Missile Attraction - As per book. (Greyhawk p. 47)

Shield of Withering - When grasped, this shield causes the arm of the grasper to wither and fall off if saving throw is failed. If throw is made, the shield will act as any other of the magic shields and benefit the user permanently (he need never make his saving throw again because of the shield, but others who may grasp it are in danger).

Shield of Throwing - Besides acting as a standard +1 shield, this item may be thrown, and owing to its sharp edge it causes 1-10 hits if it hits. Against leather or less (AC7) the shield has a 10% chance of severing the neck of the victim (i.e. on a 91 to 00). The shield has a 90% chance of returning to the thrower, who during that melee round may use another weapon to fight (although without the protection of the shield).

Shield of Reflection - Both sides of this shield are polished to such brilliance that Medusae, vampires, Catoblepas, amphisbaenae, etc, become victims of their own stares. The shield is also excellent for use as a reflection signaller outdoors.

Shield of the Prophet - This aligned shield permits Clerics to throw spells while wielding it. When used by a Prophet of the correct religion, it has other abilities. This shield may have a plus.



MEDALLIONS

ESP - As per spell, 3" range.

Medallion of Cowardice - Wearer will run away in a combat situation.

Medallion of Size Change - Allows Wearer to vary his size from 10 times to 1/10 of his size.

Medallion of Holding - Wearer may put upto 5000 GP item (less than 2' on any side) into an inter-dimensional space in this medallion, and 1/week may switch it for another item no more than 3' away.

Medallion of Thought Projection - Functions as an ESP medallion on a roll of 6, or when tried for the first time. Otherwise projects the wearer's thoughts to a random person nearby.

Amulet vs. Crystal Balls and ESP - Complete protection versus Crystal Balls and ESP, except on a roll of 6 (on a d6).

Amulet of Inescapable Location - Appears to be Amulet vs. Crystal Balls, but allows the wearer to be located easily by these devices (i.e. no saving throw).

Scarab of Protection from EHP's - Will absorb 1-12 Fingers (including full fingers) of Death from Evil High Priests.

Scarab of Enraging Enemies - All enemies within a 6' radius are enraged when it is uncovered. Roll 2d6 to determine their actions for the next 6 melee rounds:

2-5: Attack each other
6-8: Do nothing

9-12: Attack user's party.

This item has upto 24 charges.

Scarab of Insanity - As above, except for 12 turns.

Scarab of Death - Appears to be any other Scarab, but turns into a burrowing monster when worn, which will kill wearer in one turn with no saving throw.

Talisman of Lawfulness - This Silver Medallion will allow a Lawful Cleric to sink an Evil High Priest to the center of the Earth (Subject to saving throw, no resurrection). This item has upto 7 charges, and will give 5-50 hits if touched by an Evil High Priest, and 5-30 hits if touched by other than a Lawful Cleric.

Talisman of Chaos Supreme - Has upto 6 charges and is the exact opposite of the Talisman of Lawfulness.

Talisman of Akbar - Worth 75,000 GP by itself, and only usable by Dervishes, Rangers and Paladins, in combination with the cup of Akbar (see Cup of Akbar).

Amulet of Protection from Undead - Protects wearer from undead drains and Disease caused by Mummies. (not against physical damage).

Medallion of Seeing - This medallion allows the wearer to see infravision and invisible through it. The wearer may wear this medallion on his back and see behind him or may see again through it if he is blind.

"S" Medallion - This medallion makes the wearer immune to being slept.

"Galileo" Medallion - This medallion makes the wearer immune to all Clerical spells, and as he does not believe in Gods he is unwilling to remove it. The wearer becomes contemptuous of all religions.

Paralization Medallion - When worn, this medallion paralyzes the wearer (subject to saving throw). A remove curse is necessary to re-animate the wearer.

CROSSES

+1, +2, +3 - These crosses add their plusses in level to any control (dispell) undead spell thrown by the bearer. They will also add to Protection spells thrown by the bearer.

Dispell Cross - A +2 cross that will also dispell any Undead that would normally be protected against.

Cross of the Gods - This +4 cross not only acts as a dispell cross, but also has an intelligence of 12 and increases divine intervention rolls for all gods of the appropriate alignment. The cross adds 20% plus level of cleric to call to cleric's god and decreases retribution by 10%. For other gods of members of the clerics party, the numbers are 10%/5%.

BALLS

Balls of Bravery - This matched pair of crystal balls protects the user from all fear spells and keeps his morale at a maximum. They are useless when separated.

Crystal Ice Ball - Through use of this ball the user controls all cold based creatures (subject to saving throw). This ball also allows user to freeze water instantly.

Bowling Ball - This ball may be rolled down a corridor (or other smooth surface) and it will knock all victims in its way off their feet and doing 1-6 hits besides. Especially effective against fighters in plate.

BAGS

Bag of the Winds - When opened, this bag releases a tornado-type wind which can be controlled and directed by the user. This wind may be treated as a djinn whirlwind and lasts 4 m.rounds. Useable once per day.

Lead-lined Bag - Magic may not be detected through this bag. X-ray vision, wizard's eye, etc., do not work through it.

Vacuum Bag - When opened, this bag, which contains a high vacuum, will draw in any mass of less than 1500 GP within 20' (including possible the opener, especially if he does not suspect the nature of the bag). Those drawn in are annihilated. Useable once per day.

Bag of Protection - Protects items stored inside from fireballs, snowballs, etc.

CENSORS

Censor Controlling Winds - This censor allows user to change direction and speed of wind within 1/2 mile. Speed may be increased to no greater than light gail force.

Censor of Flight Disruption - This censor may be used to bring down any flying or levitating being. The victim will fall 50' per melee round, not fast enough to cause any damage. Useable against only one being at a time.

Censor of Trapping the Unbodied - This censor may be used to entrap up to 3 wights, wraiths, spectres or gaseous vampires who fail to save vs. magic. The censor is also effective against all gaseous beings. The contained beings must be released before more may be entrapped.

Censor of the Holy Herb - When used, will cause everyone within 10', subject to inverted mental saving throw, to sit down and commune with Satavia. Useable once per day.

STONES

Throwing Stone - This stone may be used as a weapon being +3, +5 vs. cat-like creatures. It has a 60' range and return when being used by a hobbit. (Does 1-3 +3 damage.)

Stone of Building - When commanded, this brick will become a wall of dimensions equivalent to that of a wall of flames from a helm of brilliance. This wall is equivalent in strength to the wall of stone spell and may be brought down only by grasping the correct stone in the wall.

Firestone - This stone throws 1 4-die fireball per day.

Stone of Petrification - This object has two states, stone and flesh. If it is touched in its stone state it will turn toucher to stone if he fails to save. The stone will then turn to a greyish block of flesh which may be used to turn any petrified person back to flesh after which the block will return to its stone state. The flesh brick will turn any stone up to 10' x 10' x 10' to flesh and turn a stone golem to a flesh one.

BRAZIERS

Brazier of Commanding Fire Beings - Same as Crystal Ice Ball, except for fire-based creatures.

Brazier of Reforging Rings - A magic user or armorer of the 6th level or more may use this brazier to melt a magic ring and reforge it into another. There is a 45% chance for the desired ring, 20% chance for a ring of the opposite nature, 20% chance for a random ring, 15% chance for a non-magical ring. A ring may be reforged only once.

Brazier of Attracting Salamanders - When lit, this brazier will summon a cold-based salamander who will attack the user. Any other salamanders within 500' will also come and take up the attack.

Brazier of Swallowing Fireballs - Any fireball thrown at the user of this brazier has an 85% chance of being harmlessly swallowed.

BOWLS/CUPS

Cup of Oberon - This cup pours forth a liquid which is 1) a healing and refreshing potion for elves (cures 2-7 hits), 2) wine for men and hobbits, and 3) vinegar for dwarves.

Cup of Akbar - Use with Talisman of Akbar is described in Strategic Review #II,2.

Cup of Love - This cup causes the person who drinks from it to fall in love with the first person of the opposite sex that he sees.

Bowl of Delicious Foods - This bowl will dispense delicious foods, including fruits, meats, nuts, etc. which will stop or pacify a pursuing monster thus: Non-intelligent beings 95%, semi-intelligent 75%, intelligent 45%. The food also adds +3 to negotiation dice for all who eat of it.

Cup of the Assassin - Once per day the cup may be used to make a "Mahler type" poison. (d6 surge, 1 hit per round, saving throws before the surge and every 20 rounds until dead.) This poison may be mixed with a drink un-noticed.

Cup of Revulsion - The person who drinks from this cup is caused to despise, distrust and generally dislike the first person he sees.

Bowl of Forgetfulness - Any magic-user looking into this bowl shall lose 1 level of spell casting every 10 M.Rounds, with saving throw applicable every level. Until a saving throw is made, the magic-user is hypnotized and can not look elsewhere. Spell levels may only be regained by the magic-user, when going up levels to an ordinarily non-spell level level.

BOTTLES

The Brazen Bottle - Described in Strategic Review

BROOMS

Flaming Broom - This broom may be lit by any flame to produce a pyrotechnics display equivalent to the spell.

Sweeping Broom - When user attempts to sweep his speed is increased, allowing him to easily sweep away centipedes, spiders, pocket Armenians and any other small objects or creatures. Dust of appearance or disappearance is also easily swept away.

Broom of Cleanliness - Through use of this broom a chambermaid may be summoned who will not only clean up any unwanted filth but also has control over all members of the clean-up crew monsters. Although the chambermaid will not, for instance, battle a dragon she will easily clean up green slime or yellow mold, send a carrion crawler on its way, etc.

Witch's Broom - When used by a witch, this broom acts as a staff of power with the additional powers of flying and polymorphism. All others who touch it are turned to toads if they fail to save.

HELMS

Helm of Ice - As Helm of Brilliance, but adds to Snowballs, causes Wall of Ice, extinguishes fires, etc.

Helm of Earth - As Helm of Brilliance, but adds to negotiation dice with earth creatures, creates wall of stone, etc.

Helm of Dancing - This helm causes the wearer to dance continually. His boots become tap shoes resulting in a great deal of noise. The helm may not be removed but will not operate within 10' of a paladin with a holy sword. The wearer may fight or cast spells while dancing and may dance up walls or across ceilings.

Helm of Greed - The helm increases the greed of the wearer by +2. The wearer can distinguish all types of metals and and the value of gems. When worn the helm seems golden studded with gems as a helm of brilliance and wearer will never willingly part with it. There is a 10% chance that any person who sees the helm will attempt to kill the wearer if he lawful (the viewer), 40% if neutral and 85% if chaotic. Add 10% to Dwarve's roll.

CARPETS

Djinn Carpet - This carpet is actually a djinn who may be summoned 2-5 times after which he is freed.

Horse Blanket - When used as a horse blanket this carpet acts as horseshoes of speed; doubling the horse's speed. Beyond this, the blanket also doubles the speed of any steed; be it pegasus, camel, dragon or whatever.

False Flying Carpet - This carpet acts as a flying carpet but has a 25% chance each flight of ceasing to work at a random time.

DRUMS

Talking Drum - With this drum a person can send messages up to 40 miles provided there is a person who is familiar with the 'language' there.

Rhumba Drum - When played, this drum causes all human-types within earshot who do not save vs. magic except the player, to begin dancing. A dancer can not attack or flee, being entirely involved in his dancing. He does, however get another saving throw every 1-10 m.rounds and is freed when playing is ceased.

Thunder Drum - When played, this drum causes a violent thunder storm to appear within two turns. Useable outdoors only.



Chimes

Jewelled Chimes - Although magic may be detected on these chimes and they are worth 30,000 g.p. they will shatter and become worthless if rung.

CHIMES OF THE PHAROAHs - When rung, this chime causes 6 mummies to appear and attack the ringer and his party.

CHIME OF TIME - When rung, this chime has the same effect as a time stop spell. There is, however a 10% chance each time it is used that it will instead transport the ringer and all others within 10' to a different time.

CHIME OF LIGHT - When rung, this chime gives off continuous light which remains until the chimes is rung again. Equivalent to a magic user's continual light.

CHIME OF PEACE - When rung, chime silences all argument among a party (the players themselves) and allows the ringer to make the decision himself. Useable twice per expedition. The effect of this chime is to give the ringer such incredible charisma (noticed only by his party) that all members of his own party will obey.

CHIME OF ENCHANTMENT - When rung, this chime enchants any mithril armor or shield +1. Useable once per month. The armor or shield must be solid mithril forged by at least a 6th level armorer. For each 2 levels above 6th, the armorer may manufacture armor which will take an additional +1 enchantment, up to maximum +4. Ringing this chime near a mithril weapon enchants it giving it the ability to hit as a magic weapon but giving it no bonus.

PIPES

Pipes of the Woods - By playing these pipes, a person may communicate with any bird-type as a speak with animal spell.

Pipes of Sanity - When played, these pipes cause all insane, charmed, held, and otherwise mentally controlled or deranged people to be returned to normal.

Pipes of Diminuation - By playing these pipes, the user may shrink giant insects and animals (only those whose name contains the word "giant") back to normal size if they fail their saving throw. These pipes have no effect on Giants. (i.e. Hill, Stone, Frost, etc.)

Pipes of Subdual - When played while an attempt is being made to subdue an enemy, these pipes increase the chance of successful subdual by 30% per melee round, subject to saving throw.

Superior Pipes - These pipes drown out, and thus render ineffective, all magic items which function through sound such as horns, chimes, drums, lyres, and other pipes which are played during the same melee rounds. The high pitch of sound emitted from these pipes gives the user a 5% chance each melee round that it is used of becoming permanently deaf, however.

Pipes of Insanity - When played, these pipes cause instant insanity to befall all within hearing range, including the player, who fail to save vs. magic.

LYRES

Lyre of Truth - When played, this lyre causes all who listen who fail to save to tell only the truth and answer all questions asked of them.

Lyre of Sealing - When played, this lyre lays an enchantment on any door equivalent to a hold portal spell. In addition, this harp seals doors, cracks, panels, etc. air and water tight for up to one hour, after which another round of playing is needed to reinforce the spell. Through use of this lyre such feats as creating a seaworthy boat out of driftwood or sealing a tent from the effects of poisonous gas may be accomplished. Note that at least 80% of the surface area must be real material.

Lyre of Stormbringing - When played, this lyre causes a tremendous gail (with lightning) to form within 5 turns. The gail will last as long as the lyre is played. Useable outdoors only.

Angel's Harp - This harp causes the player to become instantly lawful and his soul immediately ascends to heaven. No saving throw and no resurrection.

Fochlucan Harp - (Strategic Review)

Mac-Fuirmidh Harp - (Strategic Review)

Doss Lyre - (Strategic Review)

Canaiith Lyre - (Strategic Review)

Cli Mandolin - (Strategic Review)

Lyre of High Degree - Has all the abilities of the preceeding four harps, as well as allowing the using Bard to cast spells as if he were one level higher.

Lyre of Higher Degree - As above, but adds two Bard levels to spell casting ability, and may only be used by Bards of 7th college.

Lyre of the Highest Degree - As above, but adds three Bard levels to spell casting abilities, and may only be used by Bards of the highest college.

FIGURINES

Figurine of the Creature - Figurine of a monster, which, when placed upon the ground will serve the user for one task (battle, etc.). Note that on a re-action roll of 2 (on 2d6) the monster will attack the user.

Figurines of the Gods - There are as many different types of these figurines as there are gods. Possession of one of these figurines by a God's follower increases his divine intervention call by 2-12%, and decreases retribution roll by 3-18%. Note that any character may be the follower of only one God which he picks when he reaches second level and he may not change gods unless he changes alignment. If touched by anyone other than a follower of the God, these figurines cause damage depending upon the alignment, following and nature of the person.

Figurine of Life Energy - These figurines may be used to store life energy as a magic jar by the user once per month. Note that this figurine may be already occupied.

Figurine of Service - It can turn into a fighter, magic user, cleric, and thief each once only. Each time it will be of level 2-5 (d4+1). Roll each time. It will serve for one day, and then revert to being a figurine. After the fourth use, it turns to dust.

Figurine of Truth/Untruth - It has the use of ESP, clairaud., clairvoy., and X-Rays to determine information. The catch is that it only answer one question per day. It will tell the truth 2/3 of the time and lie 1/3 of the time.

Figurine of Untruth/Truth - Same as Figurine of Truth/Untruth, but lies 2/3 of the time, and tells the truth 1/3.

Figurine of Ego Switch - 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 vs. this). Roll as you normally would on that level of the dungeon, in order to determine the human type the ego belonged to. Take particular note that the ego could be of any alignment or level. (Even a lawful who had been trapped in there for a long time, would be willing to let someone else take his turn at it). Now the person trapped in there can switch places with anyone new who touches the figurine. The one thing to remember is that the ego that had been in the figurine has no axe of his own to grind, although he may, depending on his alignment, not want anyone else to find out what happened, and thus may not want anyone else to touch the figurine.

NECKLACES

Necklace of Pearls - This necklace is made of one of each of the pearls listed in Blackmoor.

Necklace of Safe Landings - This necklace allows the wearer to fall safely from any height.

Necklace of Languages - This necklace allows the wearer to speak any human language (but not monster or animal languages). Understanding these languages is another matter entirely.

Necklace of Pure Breath - This allows the wearer to breathe poisoned, smoked, or otherwise impure air harmlessly.

Rosary of Prayer Beads - (Strategic Review)

MISC. MISC. MAGIC

Net of Powerlessness - When entrapped in this net, a magic-user will find his spell points completely drained. The points must be recovered in a normal manner. (i.e. sleep).

Wings of Death - Appear to be Wings of Flying, but at the first opportunity will kill the user.

Asperger of Baptism: Law (Fire the Arquebusiers).

Asperger of Baptism: Chaos (Fire the Arquebusiers).

HORNS

Horn of Deafness - This horn causes all victims within 50', including the player, to become deaf for one day. (subject to saving throw.)

Horn of Summoning - When blown, this horn summons one random monster from table appropriate to Level of Dungeon where placed, who will aid or attack the summoner, depending on alignment, etc.

Horn of Silence - When this horn is blown it has the same effect as a silence spell.

Horn of Plenty - From this horn a constant flow of fruits and vegetables may be poured. It makes a great centerpiece at Thanksgiving.

Fog Horn - When blown, this horn spews forth thick black fog which quickly spreads and obscures vision for all.

Horn of Healing - When blown toward a diseased victim, this horn instantly cures him. Each time it is used, there is a 3% chance that it will shatter.

Horn of Animating the Dead - Animates dead per the spell, when blown. Useable once per day.

GAUNTLETS

Mickey Mouse Gloves - When worn by an animal of approximately human size these gloves give the animal full dexterity as if he had human hands.

Gloves of Silence - When worn, the index fingers of these gloves may be used to stop up one's ears to resist the effects of a horn of deafness, harpie's song, lamias whistle, etc.

Gauntlets of Strangulation - These gauntlets act like gauntlets of ogre power, but in stress situations there is a 30% chance that they will force the wearer to attack and attempt to strangle a member of his own party. Strangulation can be stopped only by killing wearer; sleep and charm having no effect in this situation. Strangulation takes the victim's constitution in melee rounds minus ten but at least two rounds. Once these gauntlets have shown their true nature they may only be removed with a successful remove curse spell.

Gloves of Concealment - Adds 10% to a thief's base chance of palming an item.

Gloves of Power - When hit by these gloves, the opponent is affected as if walking through the appropriate elemental wall. (Roll for type, as Sword Resistances.) When worn by a Magic-User, adds 1 to each die when throwing spells of that element.

Gauntlets of Removing Traps, Picking Locks - Adds 10% to a thief's normal chance of performing that ability.

Gauntlets of Adhesion - These will appear to be some other type of gauntlet, until they reveal their true nature. When touching a stone object, there is a 1/6 chance they will adhere for 2d6 melee rounds. Require remove curse as vs. 20th level MU or Cleric.

Strangler's Gloves - Will strangle an opponent in 1 1/2 minutes, or 3 melee rounds, and may not be removed except as breaking a wizard lock. (Killing the user does not remove the gloves.) Anyone attempting to remove the gloves, except the person being strangled, the person strangling, or a Magic-User throwing a knock, will have a 50% chance of breaking the victim's neck. Note that the user may only stop strangling someone if he rolls to break a wizard lock, and may only pull his hands out of the gloves while strangling someone by risking a 50% chance of breaking his fingers (-10 dex). Any weapon used while wearing the gloves will be -1 on damage.

GIRDLES

Girdle of Polymorphism - This girdle allows the wearer to change form once per day. Once in this new form, he must stay such for the rest of the day. The girdle has the same abilities and limitations as a polymorph self spell. There is a 10% chance that the user will become a random creature instead of the one which he desires.

Girdle of False Strength - This girdle appears and acts as one of the girdles of giant strength, but each time the girdle's strength is used, the wearer loses one point of strength. When he is down to no strength points, he becomes a shadow.

Girdle of False Polymorphism - This girdle acts as a standard girdle of polymorphism, but there is a 40% chance each time it is used that the user will be permanently polymorphed into a random creature.

Living Girdle - When worn, this girdle becomes a horrible constricting snake which will crush the life from the wearer in 7-12 m. rounds if a remove curse is not thrown or oil of slipperiness applied.

Girdle of Pockets - This girdle has 20 pockets, each of which may hold anything that can be held in the hand. Any one can be removed quickly if a roll against a person's dexterity is made. Items held do not add to encumbrance, and being in another plane are treated similar to items in a portable hole.

Girdle of Levitation - As Boots of Levitation, except that the user must keep one hand free to control the girdle.

Girdle of Mage Binding - Prevents a magic-user from throwing spells and drains all his spell points into itself, where it may be used in conjunction with Mage Chain to power magical devices. Requires a Remove Curse to remove.

Girdle of Power Storage - Can be removed and still store spell points, but only as many as the magic-user has.

Note: Under a constant spell point system (i.e. Mahler as opposed to Tihor), if a higher level magic-user puts on a girdle filled by a lower level magic-user, the spell points stored are reduced by the ratio of their levels.

Girdle of Protection - As per Bracers of Protection, but in addition protects the genitals from radiation.

Reducing Girdle - Causes wearer to lose weight down to what is healthy for his size.

Girdle of Reduction - Allows wearer to shrink up to 1/10 of normal size.

CLOAKS

Robe of Anti-Magic - This robe makes the wearer immune to all magic spells but also renders all magic items touched non-magical and does not allow magical (or clerical spells) to be thrown.

Cloak of Horse Control - Woven of magical straw, this cloak allows the wearer to control any hay eating animal including cattle, sheep, unicorns, pegusi, deer, and of course horses. Only one animal may be controlled at a time and he gets a saving throw.

Manta Ray Cloak -(Blackmoor).

ROPES

Trick Rope - With this rope, the user may perform the Rope Trick once per day (same as spell).

Snake Rope - When thrown out this rope breaks into 4 snakes, each having 3 hit dice. They inflict 1-6 on a hit and thereafter 1-8 hits per melee of constriction. Any snakes killed may not be used again.

Tight Rope - When thrown across a pit or chasm, this rope stiffens and flattens out, making a solid bridge up to 50' long.

Strangler's Rope - Like Strangler's Gloves, but if used in close proximity does not have Wizard Lock ability. May be used as a thrown rope, and will strangle on a critical, but if used this way by an un-trained person, will have a 1/3 chance of returning on the user.

MIRRORS

Mirror of Holding - Magic items are not reflected by this mirror, making identification easy. If, however, the magic item is touched to the mirror, it disappears from the holder and appears 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. As with a bag of holding, the items are in another dimension and are trapped there if the mirror is smashed unless another such mirror is found.

Mirror of Recharging - This mirror acts as a mirror of holding, but when the item is removed it has been recharged one charge. This ability is useable once per month.

Mirror of Destruction - This mirror acts as the above mirrors, but the item cannot be removed from it.

Mirror of Doubling - By use of this mirror, the user may create a mirror image of himself. The mirror image mimics every move of the user.

Mirror of Truth - This mirror will answer on yes/no question per week with 95% chance of veracity.

Mirror of Deception - Allows an Illusionist to throw spells one level higher than normal. Allows a magic-user to throw Phantasmal Forces as a first level spell. (Applies to Illusion spells only for an Illusionist.)

Mirror of Entrapment - Looking into this mirror (as per Mirror of Life Trapping), the person will be held with a strong charm, as long as the mirror remains unbroken, and is held in line of sight. Consider mirror to be 3 hit points and Armor Class 7.

Mirror of Reflection - As shield of reflection, but must be held in two hands. (no protective value.)

Mirror of Reversal - When a spell is thrown past the person holding the mirror, roll a d10:

1-4: Spell is reflected back.	8-9: Spell proceeds normally
5-7: % is reflected back.	10: Spell has double effect.

Mirror of Movement - Stepping into this mirror will allow the character to step out of any other mirror of which he is consciously aware (leaving the mirror behind.)

BOOKS and DECKS

Manual of Recognizing Opportunities - Adds one point to Luck. As with all magical books of this type, the manual will only work for the first person who reads it.

Manual of Gainful Exercise - Adds one point to Strength, as above.

Manual of Bodily Health - Adds one point to Constitution, as above.

Manual of Quickness of Action - Adds one to Dexterity.

Tome of Clear Thought - Adds one to Intelligence.

Tome of Understanding - Adds one to Wisdom.

Tome of Leadership and Influence - Adds one to Charisma.

Manual of Golems - As Greyhawk, but with no penalty for anyone touching the Manual. As with all of these books this one can not be told from any other except by employing two FULL WISHes.

Book of Purile Nonsense - Anyone who can use Magic User spells loses one point of Intelligence if he reads this book. Anyone who can use Clerical spells and reads this book loses one point of Wisdom. If someone who can be affected by the book reads it it loses all potency, otherwise it remains a mystery, Fighters and Thieves thinking that it seems rather entertaining.

Book of One Prayer - Basically a multi-use clerical scroll of one spell. Determine spell as per a scroll. There is a 10% chance of "dudout" per usage, as with its big brother the Book of Infinite Spells.

Book of One Spell - As above but for one magic-user spell.

Deck of Amberian Trumpts - This will appear to be a normal deck of cards in all respects (as do all decks). It will however have either 1, 2, 4, 6 picks (roll D4.) When a card is drawn it will have a portrait of the person who drew it. This is now his card. If two characters have cards with each others pictures on them they may talk to each other through the cards while they are within 10" by holding up the card and concentrating on the picture of the person to be contacted on it. If the other person has the card on him but not out he will get a sense that someone is trying to contact him. If both persons possessing the cards are willing one can draw the other through to him. There is no chance of error with this method of teleportation. (These are a much weaker version of the cards from Zelazny's Amber series.

Deck of a Few Things - Deck of 8 cards, total of 4 picks, at most one per person. The card taken must be returned to the deck before

another pick may be made. The eight picks may be diced for (8-sided) or an equivalent random method may be devised.

1. Gain 10% of current experience points.
2. MU scroll of 1 spell appears.
3. Clerical Scroll of 1 spell appears.
4. Help from 4 dwarven Fighters (Level One) for 1 hour, once, on demand.
5. If picked by a Thief or Fighter, picker can turn any dagger into a +2 (magical) for one hour, once, on demand.
6. Picker blinded for 2D4 days, no saving throw.
7. One monster from Mahler table 4 (Greyhawk table 2) attacks picker enraged and with surprise. Will vanish with anything that came with him when either dies.
8. Paralyzed for 80 minutes, no saving throw.

Deck of Several Things - As above but, 14 cards, 6 picks, once (one pick) max per person. Card must be returned for deck to work.

1. Gain 20% of current experience points.
2. MU scroll of one spell (Add 20% when determining spell level.)
3. Clerical scroll of one spell (+20% on level as 2.)
4. Help from 3 elven Fighters (third level) for one hour when you call, once. They each have 10 Magical Arrows +1, which will vanish when they leave.
5. One random Protection Scroll appears.
6. One dose of a random potion, correctly labeled.
7. Turned to stone, no saving throw.
8. One monster attacks the picker first, then anyone else in sight. It vanishes, along with anything on it, once it is killed. To determine which Greyhawk table the monster comes from, take the level of the picker, divide by 2, and round up. (If using the Mahler tables, level of picker=table of monster). The monster has complete surprise.
9. Lose one point from a random non-prime requisite.
10. Lose 10% of your current experience points. The next picker, if there is one, gets one half of this experience including the result of his own card.
11. Add one point to a random non-prime requisite.
12. If a fighter, may add +2 to any sword (it's now magical) for one hour, when you call for it once.
13. If a thief, get one haste OR invisibility spell on yourself, when you call once.
14. You have a luck of 18 for ten minutes, when you call once. (For those who don't use luck, give +3 (15%) on saving throws for ten minutes).

Cursed Decks: These are similar to regular decks of the same name except that the first pick forces you to continue picking until all picks are gone. Each pick takes one melee round, and you cannot explain what is going on as you pick. (Others may not like you taking all the picks but they cannot talk you out of it. Sleep or death, however, will probably stop the picker).

Special Decks: These are similar to regular decks of the same name except that one person may take as many of the available picks as he wants, rather than being restricted to one pick. (Wise guys can try to pretend that this is a cursed deck).

TRIDENTS

Trident of Water Breathing - As long as the trident is grasped, the user can breath under water.

Trident of the Sea - This trident resembles the above but after a few hours' use, the user becomes a merman and must remain under water for good.

BRACERS

Bracers of Poisonous Touch - The wearer of these bracers gains a poisonous touch; anything hit by his bare hand must save vrs. poison or suffer the same effects as Mahler poison.

Bracers of Energy Storage - Will store up to a magic user's wisdom worth of spell points.

Bracers of Protection - Allow the wearer to throw up one of the following per day: protection from lycanthropes, magic, undead, or elementals, the effect being the same as the scroll.

Bracers of Pacifism - Appear to be bracers of defense until the wearer is involved in a battle. They then paralyze the wearer's arms, preventing him from participating in any aggressive action during the battle. After the battle the wearer returns to normal until the next battle. A remove curse is needed to be rid of this item.

Bracers of Energy Draining - As girdle.

CUSPS

Cusps of Elven Sight = See Invisible - Allow wearer to see invisible.

Cusps of Wizard's Sight - Allow wearer to use one Wizard's Eye per day.

distinguish metals, and evaluate gems and jewelry as a jeweller or a 6th level jeweller.

Cusps of Protection - Protect the wearer from the gazes of medusae, basilisks, vampires, etc, as well as from Power Word Blind, eyes of charming, and all other attacks to or through the eyes.

Cusps of Knowing Sight - Wearer will always make his saving throw against phantasms and illusions, including illusionist's spells where appropriate.

CUBES

Wondrous Enhancer of Jewels - Can be used to multiply jewels' value by ten.

Cube of Mimicing Sounds - Ventriloquises, as per spell. Can also record and play back sounds.

Wondrous Pulverizer of Jewels - Multiplies gem values by zero.

Cube of Radiation - Causes all who approach within 10' to become violently ill with radiation sickness in 7-12 turns. Death will result in 10 more turns unless the player rolls his constitution or under on 3D8. Survivors fight at $\frac{1}{2}$ efficiency and spells cost double for the remaining week if a Cure Disease is not thrown. They gain +1on armour class 60% of the time, and MU's and clerics gain one point in their prime requisites 75% of the time. An x-ray vision ring or sword will identify this cube.

Little House of Tranquil Dwelling - EPT

Cube of Control over Tiny Iron Golems - Will summon and control a 2' high Iron Golem. He can smash holes in walls, etc. and fights as $\frac{1}{4}$ that of a regular Iron Golem.

HORSESHOES

+n Horseshoes - Give the wearer +n on hitting probability and damage.

Horseshoes of Flight - Allow the wearer (and rider) to fly as a keretoro for up to 2 hours, after which the wearer must rest 4 hours. Usable once per day.

Horseshoes of Pacification - Wearer becomes immune to panic; even fear spells have no effect.

Horseshoes of Endurance - Wearer need never rest.

Horseshoes of Polymorphism - Seem to be one of the above types, but there is a 20% chance each time the horse (or whatever) is ridden that it will become a random monster of 4th level or higher and attack the rider.

BOOTS

Boots of Water Walking - As ring of same name.

Boots of Sure-footedness - Wearer stands almost no chance of being knocked off his feet. These boots are effective even on oil of slipperiness and glare ice.

Forty-league Boots - Allow the wearer to leap up to one hundred miles. They may be used once per day and the wearer must rest one hour after use.

Diseased Boots - Appear to be one of the above, but impart a disease --leprosy or athlete's foot are suggested-- to the wearer.

FLAIL/MORNING STAR

Level Blasting - Drains one, two, or three levels (Spiritual Saving Throw) appropriately. when wielded by a Demonic being.

Entanglement - As a sword of sharpness (on critical) will either wrap about its target's arms, preventing spell casting, or tripping man-sized opponents, and larger than mansized opponents on a Wizard Locked door.

MACES

Mace, +1, +2, +3 - Adds(+ times 5)% to hitting percentage, and its plus to damage.

Mace of Disruption - Dispells undead, on a hit, as a cleric of 8th level. (per Men and Magic).

Mace of the Undead - This +1 mace, when wielded by the undead, not only drains life energy as its wielder normally can, but also causes the "black breath" which is a quickly spreading deterioration of body and spirit, the victim losing one point of strength per ten m.r. until the victim is down to 3, whereafter he has one day of life left, being totally immobile. The part of the body struck by the mace (if a limb) becomes immobilized immediately. Cure may be effected only by a patriarch, 10th level paladin or 9th level ranger. If athelas is used, curer may be two levels lower. Those killed by black breath may not be ressurected. Any man-type who grasps the mace suffers the same as a hit.

Mace of Return - Known as "Casey's Bat" this mace not only makes a handy weapon but can be used to bat a fireball (or snowball) back toward thrower. The bat never misses and it functions even during surprise rounds (alternatively, it may be made to miss the first three times).

Mace of Healing - When wielded by a cleric this mace allows him to cure as many hits on his fellows as he has caused with his mace during that day above and beyond any he may normally cure.

WARHAMMERS

Lightning Hammer - When a hit is scored on a throw, 2 lightning bolts fly from the head of this hammer, hitting the two nearest people, other than victim and cause 4 dice damage if they fail to save. The hammer does not have return.

Warhammer of Slaying - When thrown by a dwarf, this hammer continue in a straight line until it hits person or creature and will imbed itself causing death. If the target has a dexterity bonus give him a chance to deflect equal to his normal missile bonus. If the hammer is deflected it will return and slay its thrower. Otherwise it will not return.

Warhammer of Mercilessness - This +1 warhammer can not be released and it requires of its owner the killing of a certain number of man types by it per month. The killed must be killed by it single handedly, and it gains levels by experience gained through kills. It is +1 and requires at least one kill of one

man type of one hit die or more at first level, +2 with two victims of two dice or more at second level, etc. It will take victims of wielders own party if no others can be found.

SPEARS/JAVELINS

Heat-Seeking Javelin - When thrown, this javelin acts as +5 (hit probability only) against closest warm-blooded creature in its line of flight. Note that this javelin may be attracted toward fire and, for instance, might pass by an ogre to hit a balrog. It has no bonus vs. reptiles and giant insects and is -5 vs. cold-based creatures. This missile is non-flammable. As with all javelins it must be thrown to be effective.

Cold-Seeking Javelin - The opposite of the above, this javelin is +5 vs. cold creatures and -5 vs. fire. It is not damaged by cold.

De-Were Spear - When any lycanthrope is hit by this spear, it is returned to its human form for 10 melee rounds. The spear is also effective against any creature which has changed shape such as dopplegangers and polymorphed creatures. The spear also does its standard damage.

Light-Seeking Javelin - When thrown this javelin will head toward the nearest source of natural daylight at 9".

Spear of Revenge - For every hit caused by this spear, the wielder receives a like number. These hits need not come simultaneously, making it difficult to ascertain the nature of the spear.

ARROWS/QUARRELS

Arrow (Quarrel) of many shots - When fired, this arrow splits into 2-7 pieces, each with its own chance of hitting, each doing +1 (2-7) points of damage, and all going after a single target. When the pieces are brought together the arrow reforms.

Cupid's Arrow (Quarrel) - This arrow is a +1 arrow which, when it hits, causes the victim to become the tireless follower of the archer if he fails to save vs. poison. Usable once.

Cursed Arrow - When fired, this arrow will hit a member of the archer's own party, most likely the one in front of him.

Black Arrow of Life Draining (Quarrel) - This +1 arrow drains one life energy level from victim if it hits. Useable once.

Flaming Arrow (Quarrel) - When fired, this arrow burst into flame, doing triple damage to undead, double damage to trolls. Hit probability is +1, +2 vs. trolls and +3 vs. undead.

Enchanted Arrow (Quarrel) - This arrow will always hit non-magically armored opponents or non-enchanted monsters. Against others it has +3 hit probability.

Arrow (Quarrel) of Doom - When made, these white arrows are cursed, (see West curse system), and when hit by one, the victim is treated as having read a scroll with the prescribed curse.

Arrow (Quarrel) of the Forest - When fired in the forest, this arrow (+1) will fly around trees in its path to hit its target. It is +2 when fired by elves or Rangers.

Arrow (Quarrel) of Death - Being hit by this arrow is equivalent to having a high level finger of death thrown at you. One use.

Arrow (Quarrel) of Illumination - Upon firing this arrow generates a continual light spell. One use.

Arrow (Quarrel) of Entanglement - Generates a Web, as in the spell, upon hitting.

Arrow (Quarrel) of Tracking - Once aimed at someone, the arrow will follow him as closely as possible once fired.

DAGGERS

-2, Poisoned - This dagger has -2 hit probability, but a hit with one will cause the injection of a "Mahler Type" poison. (see Cup of the Assassin)

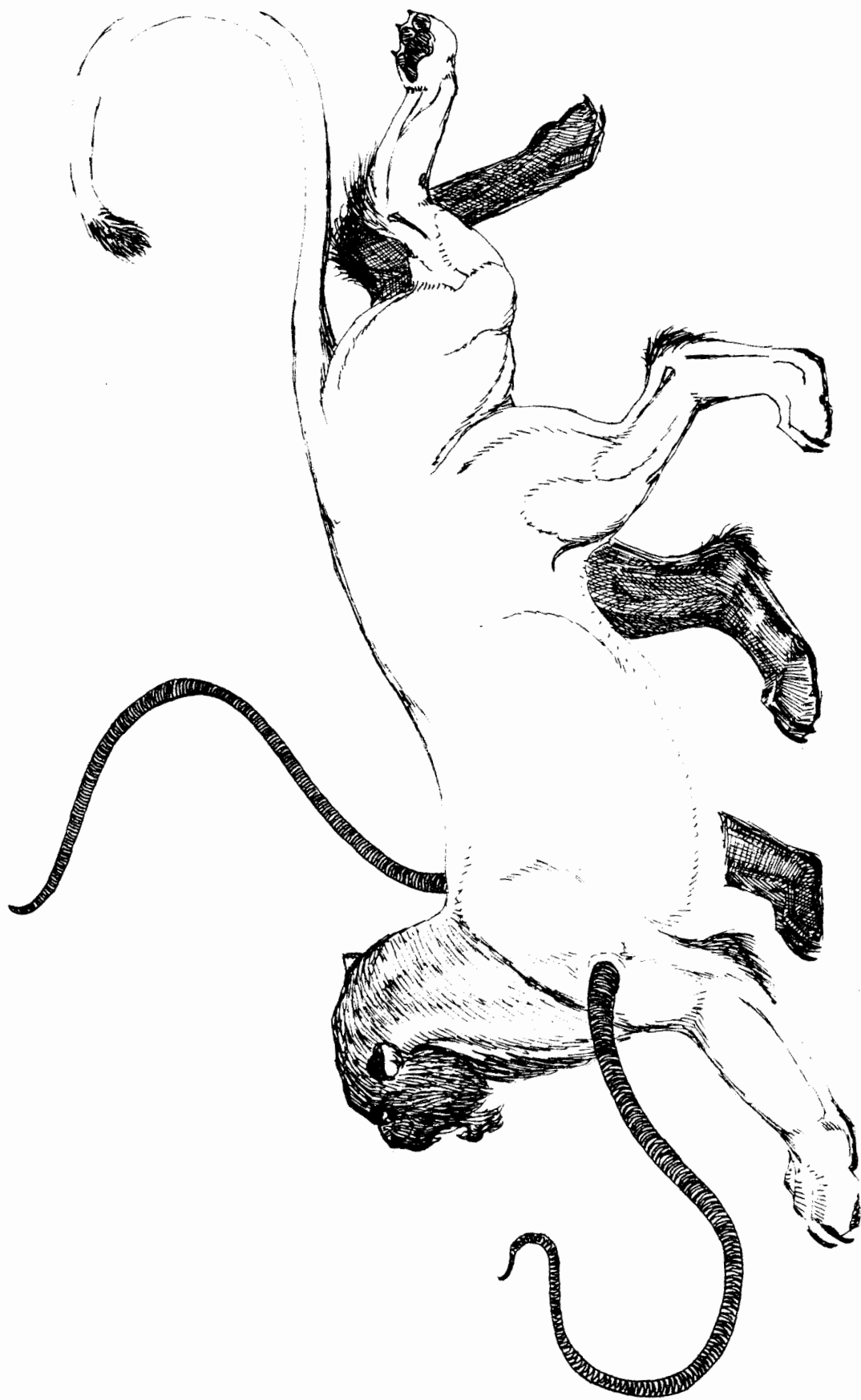
"Ronkel" Dagger - Being created by the followers of Ronkel, the Grim Reaper, and anyone killed by it shall be unressurectable.

Opal Dagger - When dipped in poison, the dagger will absorb it, and hold it un-detectable in its hilt, injecting it into its next victim. Must be refilled after each use.

Dagger of the Ringwraiths - May only be wielded by an Undead. Even if not slain by this dagger, a hit will cause a piece of the dagger to break off and start burrowing towards the victim's heart. A cure disease will keep the victim alive for one week, during which time the wound must be purified by an Elven Patriarch, or the victim will die unressurectably.

Winged Dagger - When thrown towards an enemy by a magic-user, this dagger will sprout wings and fight its opponent as the magic-user himself would, until the dagger is either recalled, or hit; at which point it will drop to the ground (or if recalled, will return). Treat the dagger as AC2 for purposes of being hit.

Cursed Dagger - Acts as a Cursed Sword (+1).



Mage Dagger - This dagger, when used by a magic-user, will store one spell which the magic-user could normally throw.

Elven Bow - Acts as a standard +1 bow when used by a man or hobbit, as -1 when used by a dwarf and a +3 bow when used by an elf. The bow is also +5 vs. dwarves and ghouls.

Cursed Bow - This bow seems to be a +1 bow but arrow will hit random person 25% of the time instead of the intended victim.

Bow of Speed - This bow allows two shots per melee round and a single shot even if surprised.

CROSSBOWS

Crossbow of the North - This crossbow needs no quarrels. When fired, it shoots an icy bolt which acts as a +3 magic arrow, +5 vs. fire based creatures. In addition, if the bolt hits a cold-blooded creature (reptile, giant insect, etc.) the creature will be slowed to half speed for 10 melee rounds if it fails to save vs. paralyzation.

Crossbow of the Lakes - This crossbow hurls missiles which are +2 through water. (that is, if the bow is fired under-water or if it is fired from the air into the water). If fired in air only it is -1.

Crossbow of the Fifth Dimension - This crossbow fires a bolt which enters the fifth dimension and seeks out the nearest being. It will thus damage ethereal and astral beings, out of phase spiders, blinking blink dogs, etc. This crossbow uses standard missiles.

Crossbow of Many Shots - This crossbow may be used to fire three bolts at the same target.

Cursed Crossbow-As cursed bow.

AXES

Vorpal Axe - This acts as a +2 axe but in the hands of a dwarf will sever the heads of goblins, orcs, hobgoblins, kobolds and gnolls if a score of two above that required to hit is scored. Against trolls and giants the axe will sever a limb if it scores four above that needed to hit, ogres three.

Cleaving Axe - With this axe the user may chop through 1' of wood, 3" of stone or 1" of iron per melee round. Treat other materials proportionally. The axe has no hit bonus and does not damage magic.

Twirling Axe - When thrown, this axe becomes a deadly spinning weapon with +3. If it fails to hit the person at whom it is aimed it will continue on and go toward another person until it hits after which it will return to thrower, the entire attack having taken but one melee round. In addition, if a 20 is scored the axe will sever a limb. It will also penetrate any material softer than wood, therefor if aimed at a person wearing only leather it will always hit.

DIAMONDS

Greed - increases Greed of owner by six during the next period of extended rest or when deciding who will get certain treasure (especially including the Diamond).

Egotism - increases the Ego of bear by 6 during the next stress situation, particularly a battle. He will become contemptuous of any adversary if his Ego rises over 15 and will in general attack, using normal weapons and abilities in preference to any special abilities . . . he will never call for Divine Intervention.

Explosion - Will cause any object indicated (within 12') to explode with the force of its hit points (all beings with hit dice being evaluated as if they had rolled the maximum possible.) It can effect only relatively small or light objects or creatures. There is 1/6 chance of the user blowing himself up each use.

Escape - (Thief's only) attunes to its owner and allows him to act as a thief four levels higher. One charge.

Demonic Attack - opens a portal for a Demon of planes 3-12 to appear. Demon will be hostile to party.

RUBIES

Commanding Fire - (3-18 charges) Allows a fighter the same general control over fire as a Pyrotechnics spell and the ability to create a full fire from embers or to command a normally burning object to leap up into consuming flames or quickly gutter out. Each such command of course uses up one charge, if the fighter is bound or gagged it uses up two charges, if both, then three charges.

Commanding Chaotic Demons - Subtract 2 from a Demon's Saving Throw against Bind Demon, 4 if it is Chaotic.

Casting Fireballs - Allows the magic user to cast Fireball if he is currently not able, or if he can cast it, it gives him double his level in damage dice.

Melting Metals - (Thieves only) Allows any thief to melt any metal other than truesteel at a rate of 10 GP equiv. per melee round. Magical metals may not be melted until dis-enchanted.

Summoning Fire Elementals - (Fighters and Thieves only) Allows bearer to summon and control elementals as a magic-user: (1/day).

Cooking Fire - (Fighters and Clerics) Allows those classes to raise a cooking fire in any pile of sticks or other combustible material. This will take five melee rounds.

Infravision - (Fighters, Clerics, and Thieves) Allows one of these classes to see in the dark as per the Infravision spell (1 charge/day.)

Transformation into a Monster - Changes the wielder into a monster at random (roll on the appropriate wandering monster table.) The monster attacks the party untill slain or subdued and then freed by a Dispell Magic and Remove Curse.

Fiery Death (All) This kills the character holding it by imolation in natural fire of three plus his level in six sided dice of damage. A ring or spell of FIRE RESISTANCE will remove the first three dice of damage.

OPALS

The Shimmering Shield (All) which allows the user to raise the shimmering shield which acts as a double strength force shield (see Greyhawk, Carnelian Cube) but can only be brought down by 100 hits from the spells listed (especially FIREBALL and LIGHTENING BOLT) or from fighters (treat as attacking a Wall with Armor Class 0 -- Note: Attacking the Shield does no damage to the people within it unless it is first brought down. The shield is shaped like a sphere with a radius of five feet around the wielder, thus he alone can move at his normal speed, while a second person would reduce the speed to half the lower of their speeds, and a third would totally immobilize them all.

The Polychromatic Illusion (All) appears to be a Shield as above but is in fact just an illusion of one and any damage done to it is transmitted directly to the wielder.

The Arena of Death (All) also appears to raise the Shield but this shield is in fact a double shield, the outer one the actual Shimmering Shield, and the inner one the Barrier of BirSauran, God of Arenas, Cohort of Yani, The Deathgod, who will match any within the shield against a being of their own class equipped with their own type of arms and, of course, of the same level. If the character has higher or equal relevant Characteristics (including hit points) the battle may be fought by the simple 1,2,3 I win, 4,5,6 You don't lose method. If the character wins he receives the experience and will be granted one request appropriate to the character's level and present equipment.

Illumination (M,F,T) casts illumination equivalent to a clerical LIGHT spell. The illumination moves with the Opal and will last up to 24 hours.

Perpetual Night (M,F,T) acts as a clerical DARKNESS spell but the dark moves with the Opal and will last up to 24 hours.

Sealing Portals (M,C) will close any portal created by a OPEN PORTAL spell, the Opal above, or a normal door. The effect of the spell is to seal the door closed and to meld the molecules along its edge so that it acts as a wizard lock plus one for fighter's to open or a tenth level wizard lock (or the wielder plus three, whichever is higher) for KNOCKS.

Transformation into a Monster (All) acts as the Ruby, see above.

EMERALDS

Commanding Water (F) allows the fighter to cause shallows and shallow ponds (up to 10' deep) to part or lower for up to his level in turns, he can also cause water to behave strangely making various shapes and frothings for up to one turn.

Commanding Lawful Demons (C) acts as the Ruby above except with regard to Angels, Lawful Demons, and those bound on a Lawful mission.

Creating Potions (Alchemists other than Magic-Users) allows such an alchemist to create any potion he knows of from a small sample and a gallon of water, or any standard potion that he knows of from with just the water.

Opening Portals (T,C) opens all portals: normal wones open at once, Held ones after 5 melee rounds and Wizard Locked ones after the caster's level in melee rounds.

Closing Portals (T,C) closes and locks the portal as a WIZARD LOCK from a magic-user of level seven, or thecaster's level, whichever is higher.

Controlling Plants (All) allows the wielder to control plants like the potion but will affect large plants (up to four times normal size) for twice as many turns.

The Green God (All) adds ten per cent to divine intervention from the Green God, and doubles Retribution, or reveals any hidden or faded writing on a scroll, parchment or in a book, this item has a 5x(IQ) per cent chance of revealing the general nature of a Magical Book, and a 3 per cent chance of revealing its exact nature (Greyhawk books here,...it will almost always reveal the nature of 'normal' books found.

Icy Death (All) kills its wielder by freezing him to death doing the same basic damage as the Ruby of Fiery Death above, and with the same effects with regard to the COLD RESISTANCE as are listed for FIRE RESISTANCE.

Transformation into a Monster (All) acts as the Ruby, see above.

SAPPHIRES

Commanding Neutral Demons (C) acts as Ruby and Emerald above, but only with regard to Neutrality instead.

Casting Lightning Bolts (M) see Ruby of Casting Fireballs.

Flaming Weapons (F,C,T) allows the wielder to flame any weapon he holds for a period of one half day (72 turns standard) per level of the wielder.

Seeming Innocence (T) allows a Thief to convince the party that he is innocent as if he had a charisma of 19.

Obvious Guilt (T,F) makes this character appear to be obviously guilty of whatever seems most relevant at the time. It acts like a Sapphire of Seeming Innocence, until the gem is used in earnest.

Electrocution (All) kills by lightning-like electrocution, See Ruby of Fiery Death, above.

Invisibility to Infravision (All) as name indicates, but does not effect normal vision. Effect lasts a number of turns equal to level of wielder.

Elven Silence (All) acts as elven boots, duration in turns is equal to level of wielder.

Distant Echos (All) seems to be the above gem of Elven Silence, but instead attracts wandering monsters by causing echos at great distances in the dungeon or woods, **doubles wandering monster rolls**, always at extreme distance.

Changing Class (All) there is only 1/6 chance of being restored to original class by an additional application. This gem normally has 1-6 charges.

Transformation into Monster (All) acts as the Ruby, see above.

FIGHTER'S GEMS

Weapon +1, +2, +3 - When implanted in the base of a metal weapon adds its bonus or penalty to the weapon's attacks. A weapon with communicative abilities will convey that it desires the gem.

Defense +1, +2 - When implaced in a non-magical suit of metal armor (plate or chain) or a metal shield will give its bonus to the wearer's defense.

Resistance - A gem of resistance will, when emplanted in a suit of armor (plate or chain, as above), give one Resistance as indicated on the table.

PEARLS

Black, Gold, Red, Silver, Pink, White - Blackmoor.

Death - As a Deathstone.

Great Price - An extremely valuable pearl. Worth at least 75,000.

IOUN STONE

See Strategic Review.

DEATHSTONE

These extremely dangerous magical gems, which appear as some other gem, were usually foully stolen, often from an Idol. Thus they carry terrible curses against anyone who attempts to hold them or use their powers. Touching such a stone causes one D6 of damage per level (No Saving Throw.) It is never exhausted but whenever in use (when first used and every twenty melee rounds thereafter) the curse will attempt to take effect:

- 01-40 No immediate effect
- 41-60 Instant death (normal saving throw, unmodified by items.)
- 61-80 Teleport into sticky situation in history of idol, god, or worshipers. (Or one West curse.)
- 81-00 Lose two levels (one w/ saving throw.)

General Gem Notes: Gems normally have 3-18 charges, or under the Mahler "dudout" system just under a 10% chance that any attempt to use a gem after the first will reveal that it has "just run out" of charges. Implanted in a mithril crown (1000 g.p. weight of mithril required to make, encumbers 100) will reduce the "dudout" to 1% per usage. Fighter's Gems do not have any chance of "dudout". Note also that

Emerald of Phantasms - Allows the user to create phantasms as the spell (which uses a charge), and to identify other phantasms or illusions as such (which does not.)

