# Codex Of Arcane, Magical, and Mystical Items

Compiled and Edited by Erik Trimble

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# Preface

This is the Codex Of Arcane, Magical, and Mystical Items, also know as the Encyclopedia of Magic Items, or (even) the *Encylopædia Arcanum*. Whatever the name it is known by, this ancient manuscript is a result of the combined work of dozens of dedicated scholars, each contributing his or her Talent to that most noble of purposes: to further our understanding of Magic. What this tome contains is indeed a boon beyond measurement; for within its covers is as complete a listing as available to date of all magical and strange items. Unfortunately, as Magic is inherently unpredictable and current methods often prove insufficient to predict all possible outcomes, this Codex invariably will contain some errors, although hopefully none of agrevious stature. It is also important to note that many of those which contributed to the knowledge in this work have continued to advance the frontiers of Magical creation themselves, and will most certainly have encountered creations not mentioned in this Codex. Such is the travails of producing a work such as this. However, it is hoped that future publications by the Wizards Guild, in association with Magic Extraordinare! Publications, will keep abreast of this most exciting field. Welcome!

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—from the original Codex, as translated from Tengwar.

# Introduction

This book is truly an anthology; it contains the works of over two dozen different persons. It is based on collections of various types that have been posted to various Newsgroups on the Internet, primarily `rec.games.frp.dnd` and is predecessor, `rec.games.frp`. It also contains materials gleaned from the old central fantasy games archive, `greyhawk.stanford.edu`, now defunct. The contents of this book are meant for use with Advanced Dungeons&Dragons, but should server equally well in many other fantasy games, particularly those of the Dungeons&Dragons and Middle Earth Role Playing varieties. While I have attempted to update most of the entries for the new ($2^{\text{nd}}$ edition) Advanced Dungeons&Dragons game, not everything may have undergone the translation gracefully. I accept all responsibility for any inadvertent butchery that may have occurred. As a point in my favor, I would like to point out that a great deal of the material has emerged substantially enhanced with a much greater flavor (much of original material was, frankly, very sparse, often little more that stats). That said, I am greatly indebted to all those who have posted or `ftp`'d their creations out to the world as we know it (i.e. the Internet). For without the creativity of those souls, this book would be a poor excuse for a pamphlet. The appendices contain as complete an attribution as was possible given the state of the materials—if you notice anything that you think is incorrect or missing, please let me know. I have not knowingly left out anyone, and have attempted to delete any entries that have been drawn from previously published copyrighted materials (i.e. *Dragon* Magazine, the various AD&D reference books, et al.). I have included a magic table at the end of the book that includes items found in various copyrighted works; however, you will have to refer to those works for a complete description.

Submissions to this book are always welcome, as it is a work in progress. I recommend that you do not attempt to use this work as the sole means of distribution—I will put out revisions as time allows, but that is subject to the demands of the world. Please share your creations with the Internet at large through postings to the appropriate `rec.games.frp.*` newsgroup, or it one of numerous anonymous `ftp` sites. They'll thank you.

Sometime in the future, if I am truly adventurous, I may turn this and other fantasy information into a Web site. We'll just have to see.

Erik Trimble

June, 1994

Additional Editor's Note:

This anthology was begun considerably before the copyright, trademark, and patent debate regarding the ownership by TSR of various AD&D items, concepts, and text. As a personal note, I do not subscribe to much of the claims and declarations that have come from TSR in the past year. I do respect their desire to prevent wholesale copying of material that was obvious written by TSR. I have therefore removed any any material that I have been able to determine was a blatant plag iarism from some published source. Sadly, much of the original text from `greyhawk.standford.edu` turned out to be stolen from some published source. I hope this does not reflect on the nature of those whose work truly is original and that I have been able to preserve and present in this anthology.

In order for this work to remain free and distributable to all those who might wish to use it, I expressly forbid it to be placed under any restrictions for redistribution, and also wish to state that any trademarks or other such copyrighted material have been expressly noted and are within the bounds of fair use and attribution, as under current law. (Working for a publishing house does have its small advantages.) Therefore, I do not want this text place upon `ftp.mpgn.com` or other such site which attempts to attach restrictions on the distribution and/or intellectual ownership of this anthology.

It is still my hope to create a fantasy Web site. With luck, I'll get to it this year.

Erik Trimble

Jan 1, 1996

# Contents

# Part I

# Encyclopedia of Magical Things

# Chapter 1

# Dusts, Elixirs, Oils, Philters, Potions, Powders, Salves, And Other Compounds

## Dusts

**Dust of Blending:** This magical dust is usually found in a small leather bag upon which is drawn many magical sigils in silver foil. Each of the 2–12 cakes of *dust of blending* found in a bag resembles a crumbly chunk of yellow dirt about 3 inches in diameter.

If thrown against a creature or inanimate object, a cake of *dust of blending* explodes in a harmless shower of yellow and red sparks and causes the immediate area to blend in with its surroundings so as to be 90% invisible, even on close inspection. Each cake can cover an area of 50 cu. ft. (such as $2' \times\ 5' \times\ 5'$, $2' \times\ 2^1/_2' \times\ 10'$, etc.). The magic from the *dust of blending* lasts for 7–12 (1d6+6) turns.

The dust can be washed off, thus revealing the object or creature it was meant to conceal. It may also be blown off by winds in excess of 40 mph. If a creature moves while coated, there is a 10% chance per turn of movement that the dust will be shed.

**Rust Dust:** *Rust dust* looks like a fine metallic powder similar to *dust of appearance* or other magical dusts. It is usually contained in small silk pouches for dispersal by hand, or in hollow bone tubes for spreading by blowing through the tube. If it is shaken out by hand, one pouch will cover a $10'$ radius area; dust blown from a tube will create a $20'$ long cone, $1'$ wide at the start and $15'$ wide at the end. From 1–10 containers of either sort may be found at one time.

Any non-precious metallic materials within the area of effect of *rust dust* will rust (or otherwise deteriorate) and fall into useless scraps one round after being contacted by the dust. Precious metals (gold, platinum, and silver for instance) are not affected. Objects of iron, copper, bronze, tin, and similar metals or alloys thereof—including mithril and adamantite—will be affected automatically if the item of which the metal is made is non-magical.

Magic items (swords, armor, shields, rings of protection, etc.) must save as if struck by a rust monster, gaining 10% chance to withstand the dust for every 'plus' of enchantment; thus, a +4 sword has a 40% chance of not corroding. Magical items without a 'plus' rating, such as an *iron flask*, iron golem, or *ring of spell storing*, have a 10% chance to save against the dust. All such saving throws must be re-rolled every time a new dose of *rust dust* is encountered.

## Elixirs

## Oils

### AROMATIC OILS

Aromatic oils are a special type of magical oil. Like perfumes, their power comes from the scent released. All aromatic oils are inert until worn by a living creature. Once applied, the aromatic oil gradually begins to react, and after 1d4 rounds have passed, the scent's stated effect begin. In all cases, the creature wearing the aromatic oil is not affected, but other creatures (both friends and foes) within a $5'$ radius of the wearer are subject to its effects. Note that only those creatures with a sense of smell can be affected by a magical fragrance. These precious perfumes are commonly found in tiny stoppered vials made of glass, clay, metal, or wood. Only a small amount is required per use. Each vial contains sufficient aromatic oil for 1d10+10 applications.

**Oil of Phosphorescence:** A slight application of this oil will cause the user to believe that it is some other form of magical oil, generally *oil of slipperiness*. However, when it is fully applied to a living being's body, the user's skin will suddenly start to glow as if it were aflame. This bioluminescence is permanent, and can only be negated by a *limited wish*, a *wish*, or a *remove curse* cast by a cleric of 9th level or higher. The glow emitted from the body is usually a yellow-green color, and the affected individual is highly visible at night or against dark surroundings. All attempts to hide, short of covering oneself completely in blankets, hiding in another room, or going *invisible*, are doomed to fail.

## Philters

## Potions

**Phase Potion:** *Phase potion*, which is related to *oil of etherealness*, is more useful for general combat. When imbibed, this potion allows the user to shift in and out of phase with the Prime Material plane at will, much like a phase spider. When out of phase, the user is impervious to all forms of attack except those that reach into Ethereal plane. A *phase door* spell forces the user to remain in phase for seven rounds. Even when in phase, the user is surrounded by a fiery nimbus of white fire, the trace of the portal to the Ethereal Plane. In addition to being able to shift oneself to the Ethereal plane, the user may take up to 60 lbs. of material with him. Inert gear can be taken automatically simply by touching it and willing it to come along, while a living creature is entitled to a save vs. spells at $-2$ if it does not wish to go with the potion user. These effects last for 5d8 rounds. *Phase potions* are brewed from phase-spider ichor or from the concentrated juices of rare underground fungi.

**Potion of Curing Lycanthropy:** This potion, as the name implies, when imbibed will cure lycanthropy in the imbiber; however,it contains belladonna and has a 5% chance of poisoning the drinker. This poison will cause death unless cured in one hour's time.

**Potion of Direction:** The effects of this drink last much longer than most potions, continuing for 12–48 (12d4) hours. Consumption of this potion enables a character to retrace his path over and solid terrain, in effect preventing the character from getting lost. If a *maze* spell is cast at a character under the influence of this potion, he re-emerges from the maze after only 2–5 segments. If the reversed form of *find the path* is cast at such a character, the spell and the potion will cancel each other out; the potion will be neutralized, but the spell will not take effect. This potion does not have the same effect as *find the path*, in that it will not provide clues to the shortest path to the desired location. Note that the user will only be able to retrace a path he travels from the moment the drink is consumed to the moment the drink wears off. Any distance covered before or after that won't be automatically recalled. Once the potion wears off, the enhanced memory one has for the terrain covered will be forgotten; one must rely on a map of the area to successfully retrace his path.

**Potion of Frost Resistance:** This potion grants immunity to the ill effects of all forms of normal cold down to −100 degrees F. Partial resistance to magical cold is also granted; saving throws vs. cold spells are made at +4 on the die, and damage from cold attacks is reduced by 2 points per die down to a minimum of 1 point per die. If only half a dose is consumed, the potion's benefit against magical cold is halved (+2 on saves, −1 on each damage die) but the protection from normal cold is unchanged. A full dose lasts one turn (10 rounds); half dose lasts 5 rounds. Note that the icy breath weapons of creatures such as white dragons, winter wolves, and hoar foxes are included in the category of 'magical cold'.

**Potion of Mind Restoration:** When consumed, this magical liquid will cure any form of normal or magical insanity, and will also restore a *feebleminded* character to health. If a psionic character who was attacked while defenseless later drinks this potion, it will cure any psychic damage he suffered except for death, idiocy, the permanent loss of an attack or defense mode, or a robot state. This potion will also enable a psionic character to recover psionic strength points at twice the normal rate for two hours after the potion is consumed.

**Potion of Missile Protection:** The effects of this magical potion last for 3–18 rounds. When consumed, the potion gives partial protection from all *magic missile* attacks. The drinker gains a saving throw vs. spell each time a single *magic missile* hits him; if the throw is successful, no damage is take from the missile. If the throw is failed, only one point of damage will be taken from the missile. Note that separate throws are required foe each *magic missile*, so a target struck by six of them from an 11th-level wizard must save six times.

**Potion of Nutrition:** The imbiber of this potion can go one week without needing any food or water, and will suffer no ill effects as a result. Protection is also granted against a *chime of hunger*; the user of a *potion of nutrition* receives an initial saving throw vs. spell to negate the effect of the chime upon himself. And even if the throw fails, the drinker receives two (not one) saving throws vs. spell on each succeeding round to end the hunger he feels.

**Potion of Restoration:** This magical fluid was first created by Kenither the Gaunt. Each dose negates the effects of the following spells and powers, restoring the affected creatures to its normal state: *charm person/monster, feign death, forget, friends, haste, hold person/monster, polymorph other, ray of enfeeblement, sepia snake sigil, sleep, slow, stoneskin, strength*, and *Tasha's uncontrollable hideous laughter*. A *polymorphed* creature restored by this potion need not make a system shock roll. The liquid also cures blindness and deafness, and restores a crystallized character (see description of Crystal Spider). The potion can be administered by pouring a dose on the subject or by the creature ingesting it. In either case, it can negate more than one spell. For example, if applied to a creature under *Tasha's uncontrollable hideous laughter* and *haste*, both spells would be negated.

**Potion of Silliness:** This famous potion has no truly harmful effects, but does produce a rather embarrassing result. Upon drinking the potion, the creature will being to smile and giggle. On the succeeding round, the imbiber will begin to gawf and chuckle. For the next three rounds, he or she will be overtaken by laughter, finding any and all suggestions, situations, etc., extremely funny. The potions effects make silence impossible—the laughter is discernible out to at least 100 yards. Likewise, no effective attacks may be made, whether with spell, weapon, or device, but the creature may defends itself with a −4 to AC penalty. After 5 rounds, the potion wears off.

**Potion of Toughening:** Quaffing this potion will immediately add 2–18 (d12+d6) hit points to the consumer's current total, even if the final total exceeds the maximum number of hit points; these extra hit points are held in reserve. Any damage taken by the character will first be taken off the character's own hit points; only after all of these hit points are gone will hit points be deducted from those bestowed by this potion. The duration of this potion (and the hit points granted by it) is only 7–12 turns. Thus, if someone has received extra hit points from this potion and has lost all of the extra hit points, then when the potion wears off he will not loose any at all, because the extra have already been removed. *Potions of toughening* should only be taken singly; if a second dose is consumed before the first wears off, the second one has no effect, and the drinker must make a system shock roll or die.

**Psionics-boosting Potions:** A few potions are known to psionic magic-users and alchemists that are capable of increasing a psionic character's attacks and defense strength for a limited time after being consumed. A potion of this type takes effect 2–8 segments after imbibing it, and the effects can last anywhere from 2–40 turns (2d20). Experience points are gained only by psionic characters who imbibe the potion and use one of the psionic modes affected buy the potion. Otherwise no experience points are given.

The potions each are listed with the major ingredient which is taken from a psionic creature from the Prime Material plane. These major ingredients must be taken from a creature which was slain without the use of magic or psionics. A character who drinks a *psionics-boosting potion* receives extra strength points when he employs one of the attack/defense modes that the potion affects. This boost enables the drinker to attack or defend as if his current psionic strength was increased by the amount of the bonus. However, the user cannot receive these bonus points if he doesn't have enough of his own psionic strength points remaining to use the attack or defense mode normally. For example, someone who drinks the violet potion will not receive bonus points for using a psionic blast unless that character has at least 20 strength points remaining (so that he would be able to use the attack mode even if he had not drunk the potion) and actually employs a psionic blast attack.

*Green*: This potion adds 50 points onto all psionic blast attacks made by the drinker, and 100 points onto all defense modes used as well. A specimen of tissue from an algoid is required to manufacture this potion.

*Violet*: This potion adds 100 points to all psionic blast attacks made by the drinker, and 50 points to any defense modes used while the potion is in effect. The brain of a mind flayer is required to make this potion.

*White*: Adds 50 attack points to all mind thrust attacks made by the drinker, but no defensive alterations. This potion requires one brain mole to create.

*Gray*: Adds 50 attack points to all psychic crush attacks, but makes no defensive alterations in the imbiber. Parts from a psionic gray ooze are required to manufacture such a potion.

*Silver*: This drink will add 50 strength points to any ego whip or id insinuation attacks made by the drinker, and 50 points to any psionic defenses used. An intellect devourer's body is required to make this potion.

*Yellow*: This potion adds 50 points to all id insinuation attacks made by the drinker, and also makes the drinker immune to psionic attack for the duration of the potion's effects. One-half cubic foot of material from a living colony of psionic yellow mold, collected in an appropriate container, is needed to make this potion.

*Red*: This potion adds 25 points to any psionic blast, psychic crush, or mind thrust attacks made by the drinker, as well as 100 points to any psychic defense mounted. The brain of a su-monster is required to make this drink.

| Die Roll | Color | X.P. Value | G.P. Value |
|---|---|---|---|
| 1–3 | Green | 300 | 600 |
| 4–6 | Violet | 300 | 650 |
| 7–9 | White | 200 | 300 |
| 10–12 | Gray | 200 | 350 |
| 13–15 | Silver | 300 | 650 |
| 16–18 | Yellow | 300 | 600 |
| 19–20 | Red | 350 | 650 |

# Powders

Magical powders are usually stored in small paper packets, cloth pouches, or hollow blow tubes made of glass, wood, metal, or bone. A packet or pouch can be shaken out to cover the area all around the user to a radius of 5 feet. This action lasts an entire round. Note that powders used in this manner can affect the user. Alternatively, powder in a tube can be blown outward in a ten-foot-long cone shape that is one foot wide at the apex and five feet wide at the end. Used in this manner, the powder has no chance of affecting the user (unless it rebounds on him due to wind or similar circumstances). Powders may also be blown from the user's hand, but can only affect a single individual within five feet of the user.

**Cibola's Powder:** This item is usually found as a soft gold powder. A dose of $^1/_4$ teaspoon per 100 lbs. body-weight will cause the user to rejuvenate 10 years (effects permanent). Those contemplating usage should be cautioned against overdoseage—extreme juvenation is possible. 1–10 teaspoonfuls are usually found in a small pouch.

# Salves, Balms, And Ointments

**Balm of Foul Rotting:** Upon inspection, this substance appears to be *Keoghtom's Ointment*. However, it gives off a slightly nauseating odor. When applied to a open wound or ingested, it causes a rotting disease identical to that imbued by a mummy's touch. There is no save against this disease.

# Compounds, Mixtures, And Solutions

**Inorganic Solvent:** (a.k.a., *Universal solvent* negative) Only alchemists know the secrets of creating this solvent. *Inorganic solvent* will dissolve any non-organic materials (such as stone, metals, glass, ceramics, etc.) at the rate of 1 cubic foot per minute, lasting for 1–4 minutes. This substance is ideal for dissolving locking mechanisms, doors, walls, etc. It can only be carried in a container made of some organic substance, such as a wooden vial, or a small wineskin. *Inorganic solvent* has no effect on any living organisms or organic materials of any kind.

**Instant Rust:** This is a thick reddish-brown paste or polish. One teaspoon of this is sufficient to rust 5 pounds of metal to the crumbling point. Dilute as necessary. When applied with batsticks the dilution is usually such that each hit rusts 1d4 pounds.

**Lysenko's Plaster:** This is a magical wall plaster with tiny colored specks in it. The colored specks are magically-shrunken tiles, each inscribed with a symbol of power (death, insanity, etc.) much like the magic-user spell *symbol*. Anyone looking for secret doors or otherwise examining the wall closely has 10% cumulative per 10 square feet of wall examined to be affected by the symbol, whether they are examining by sight or by touch. Normal saves apply.

Normal active searching for secret doors requires close examination of only 1 square foot of wall (at eye level) per each running foot of wall searched. Thus each 10 feet length searched gives 10% cumulative to be affected.

Lysenko recommends color-coding the symbols and using only a single type of symbol per room, so that the chance starts over at 10% in each room: "After all, the owners of the house need to be able to find their own secret doors safely. Knowing where to look, they can find them with only a slight danger of being affected. . . Of course they should keep antidotes about too, so to speak. . ."

**Organic Solvent:** (a.k.a., *Universal solvent* positive.) Only alchemists know the secrets of making this solvent. *Organic solvent* will do 6–36 points of damage to any living organism and dissolve any organic material (such as wood, leather, cloth, etc.) at the rate of 1 cubic foot per minute. Duration of effect is 1–4 minutes. *Organic solvent* can be contained in any glass, ceramic, or metal vial. Note that this fluid has no effect upon non-organic materials of any kind.

**Pasquali's Perfect Polish:** *Pasquali's perfect polish* is normally used in some area where unwary movement can have disastrous results: near another trap, a dangerous drop, etc. Used on a moderately smooth surface, such as stone or metal, it produces a mirror-like finish that is absolutely slick and frictionless. Even *spider climbing*, *webs*, etc. cannot get purchase on it. A character who steps or falls on it will slide for at least 50′. He cannot stop or change directions unless throwing something or shooting a bow, etc. If the polish is on a slope, damage at the bottom will be 1d6 for every 10 feet vertical distance. *Feather fall* will work. It is usually found in cans or containers in repair centers of dungeons, or bought on the open market, for many uses. It appears as a liquid that is silver and twice as fast a mercury. A gallon of it is enough to cover 1,000 sq. ft., or approximately 11 yards square.

**Zimbavich's Rock Paint:** This item is almost always found in paint cans, usually labeled "rock paint." These cans of paints are often found where repair work is being done. The paint is the same color as the natural rock in the dungeon. When the cans are opened, the paint will turn to stone in 10–30 minutes. Any object painted with this will turn to stone in 2 rounds. (Save vs. stoning applies—but must be repeated each round until the paint is washed off.) This paint is used extensively in dungeons to repair damaged stonework and rock walls. There is a 25% chance that brushes, ladders and other equipment will be found in the vicinity.

# Chapter 2

# Books, Scrolls, and Other Written Works

## Scrolls

**Scroll of Absorption:** This unusual scroll is highly sought after by magic-users and illusionists, since it contains a very unique power. If the scroll is set upon a spellcaster's spell book for 2 days continuously, it will absorb one spell at random onto the scroll. This absorption process does not hurt the spell book or the spell absorbed. After absorption, the *scroll of absorption* may be used like any other scroll. Should the scroll remain empty for more than a week, it looses all its magical powers. A scroll cannot hold any spell higher than 6th level; should a character set it upon a book containing such powerful spells, it will not function. The maximum number of spells that may be held at one time is three, regardless of their levels. When found, randomly determine its contents.

**Scroll of Darkness:** Upon opening this scroll, a vast blanket of darkness issues forth. The darkness engulfs everything within a 60-foot radius of the *scroll of darkness*. Sight, infravision, ultravision, and even *true seeing* cannot penetrate the black veil. However, the person grasping the scroll when opened retains normal vision, provided that he remains holding the scroll. The *darkness* lasts until the scroll is closed, upon which it disappears the round afterward. The scroll may be used 1–4 times before becoming useless.

**Scroll of Deception:** While a very useful magic item, the *scroll of deception* is difficult to identify as such. The power of this scroll is such that it will appear to contain whatever the holder desires it to be. Thus, it may appear to contain a map to hidden treasure, a spell, written orders from the king, a prayer, or whatever the DM thinks the expectations of the character holding it are. In no case does it actually contain anything of value—after careful study, the new "spell" will be nothing more than a neat parlor trick using sleight of hand, the map is fictitious, the king's order a nonsensical rhyme, etc. This is not apparent, however, until the character has devoted at least 1 turn to studying the contents. Characters may become suspicious of the true nature of this scroll if several characters handle it and see different contents. However, it would be useful for passing checkpoints, as it could be given as proper papers, and since all the guards expect papers, they would be fooled. This is but one possible use for this handy, yet confusing, item.

**Scroll of Dictation:** This ordinary-looking scroll comes with a matching feather quill pen. The magic of the pen and scroll enable it to take down precisely what the owner says. The owner simply starts the dictation with the command "Take this down" and stops with the command "Sincerely yours". The dictation is recorded in the language that the owner is speaking in. The message lasts until the owner wishes to make a new dictation, and starts with "Take this down" again, at which time all the previous writing on the scroll is erased. No ink is required by the scroll, as the words magically appear upon it. However, should the matching pen be lost, the scroll becomes useless until the owner somehow manages to replace it with a like magic pen. Note that this scroll is subject to the *erase* spell. The length of the dictation that can be recorded depends upon the length of the scroll; a maximum of 1,000 words is not uncommon. Spells of any sort may not be placed upon this scroll; any attempt to do so will fail.

**Scroll of Domination:** A *scroll of domination* is a powerful magical document that can cast an advanced charm spell over anyone being normally affected by a *charm person* spell. The document requires a *read magic* spell to understand, and may be only be used by magic-users. When the scroll is read to enact its magic, the writing disappears and the scroll is thereafter useless, just as if it were a scroll of spells.

The target of this dweomer must be within 60 feet of the scroll reader when the power of the scroll is exercised. The target is allowed a saving throw vs. spell at $-2$ (with wisdom bonus/penalty applicable); if the throw fails, the being becomes charmed and will obey the caster's verbal commands. And, if both caster and victim share a common language, the victim will also obey mental commands of the magic-user as well. This charm power is the same as that used by vampires. The victim will not obey a self-destructive act, but the charm will not be broken if such a command is issued.

The influence of this scroll can only be broken by a *dispel magic* or *remove curse* spell from a caster of 12th level or higher, or by a *limited wish*. The charm power is of relatively short duration, lasting only 4-16 hours. The victim will be freed of the scroll's effect sooner than this if he is taken farther that 60 feet from the scroll reader (the victim will not do so of his own 'free' will), or if a magic circle comes between the magic-user and his victim.

**Scroll Gate:** It is rumored that this weird magical item is the result of a *gate* spell being improperly inscribed upon a normal scroll. Whatever the cause, this scroll now contains a magic doorway to some other place. When opened, the scroll seems to contain a large hole in the middle, yet upon examination, the hole is on one side only, the other appearing completely normal. This hole is really a *gate* to another place. The DM may choose where this portal leads; the *scroll gate* contains a door to a single place which never changes.

**Scroll of Mystical Transportation:** Probably one of the most sought-after scrolls, the *scroll of mystical transportation* is an extremely powerful item. It is useful for transporting large or heavy things long distances, or carrying something in a very discrete manner. The scroll transforms normal objects touching its surface to a 2-dimensional picture on the scroll. The object or objects to be transferred must be no taller and no wider than the scroll (usually $3' \times 6'$) and must be physically touching the scroll when the command word is spoken. Note that a chain of people and/or objects is considered to be physically touching the scroll if they are all in contact and at least one member of the group is touching the scroll. The height and width of the group must still not exceed the dimensions of the scroll, but depth is inconsequential.

After the command word is spoken, all objects disappear and reappear as a pictorial representation on the scroll. To release the contents, a second command must be spoken. While "on" the scroll, all objects and persons are in a state of suspended animation—they do not age, need air/food/water, etc. However, any damage to the *scroll of mystical transportation* or the picture on it proportionally harms the objects/people in the picture. Thus, burning the scroll will kill anyone on it (with NO chance of *resurrection*) and destroy any objects thus pictured.

**Scroll of Suggestion:** This scroll appears to be an official pronouncement, personal missive, or other such innocuous document, and may be found in treasure hoards like any other scroll. No magical spell is required to read the scroll's contents. A magical curse, however, is worked onto the writing of the scroll such that whoever reads the scroll will immediately become subject to the next normal suggestion heard as if under the influence of the spell *suggestion*. The victim is allowed a saving throw vs. spell to avoid succumbing to the suggestion, but at the following penalties: $-2$ for a mildly dangerous act, $-4$ for a normal request involving little chance of personal danger, and $-6$ for an extremely reasonable request or suggestion involving no obvious risk. Under no circumstances will the victim perform a life-threatening or suicidal act, as per the provisions for the *suggestion* spell. Hearing such a suggestion, or making the saving throw allowed for other types of suggestions, will void the curse and negate the effect of the scroll for the character.

Because they are reusable, *scrolls of suggestion* have become popular with many royal courts and governments. Sometimes a messenger bearing one is waylaid by a monster; hence their appearance in treasure hoards.

If a suggestion is to be carried out over a span of time, the scroll's curse will remain in effect after the scroll is read for a number of days equal to the reader's intelligence score subtracted from 25. If no suggestion is heard within this time then he will not be affected. If they do hear a suggestion and are trying to fulfill it and then the duration expires, the enchantment is broken.

Influence of this scroll upon an affected character may be detected by a *detect charm* spell, and its effects may be removed by a *dispel magic* or *remove curse* spell cast by a spell-caster of the named level or higher (11th level minimum for magic-users, 9th level minimum for clerics, etc.). A *wish* or *limited wish* spell will also remove this effect.

# Books

**Alchemist's Anthology:** This useful little notebook is filled with various formulae, recipes, hints, suggestions, and instructions on the making and compounding of various alchemical solutions. Directions for creating virtually any non-magical solution, mixture, or compound can be found within its covers. The notable exception is poisons, which are the province of assassins and thus are avoided by alchemists. There is a base 99% chance that a character can find the recipe for creating a common non-magical solution within the *anthology*; this chance is falls to 80% for uncommon solutions, 60% for rare solutions, 40% for very rare mixtures, and 20% for virtually unknown ones.

In addition to recipes for non-magical concoctions, an *alchemist's anthology* will include several magical mixture recipes, along with helpful hints and pointers to researching additional ones. From 2–7 magical recipes will be found in a typical *anthology*; the DM should choose them from the Potions & Oils tables and/or the Powders, Dusts, et al, subtable of Miscellaneous Magic. In addition, the formulae, hints, and suggestions contained within the notebook give a +20% bonus to success when attempting potion research to discover a specific magical compound's (potion, oil, etc.) formula.

**Book of the Damned:** This fell tome contains the methods and rituals necessary for creating undead creatures. This text is usable by all classes of characters, not just spellcasters. The book will contain the information needed to create 4–16 (4d4) skeletons, 3–12 (3d4) zombies, 1–6 (1d6) ghouls, 1–4 (1d4) ghasts, or 1 mummy. It requires 1 full day of rituals and incantations once the materials have been assembled to create the desired creature(s). The book can be used but once per month. Good characters will <u>lose</u> experience equal to its experience value <u>each</u> time they attempt to use this fell book.

**Book of the Dead:** This collection of ancient texts dates back centuries. The papyrus texts, of which there were many kinds, were placed in the tombs of the dead to help them combat the perils of the underworld. When placed within a tomb, mausoleum, or other resting place of the dead, the edifice will turn undead as a 7th level cleric if they come within a 100′ radius of the texts.

**Book of Curses:** A large white leather book, it is decorated in gold leaf with pictures of spinning wheels, apples, cradles, fairies, and radiates neutral good magic. If a person under a curse opens this book, it will tell him who cursed him, when, why, in what way, and how the curse can be broken.

**Book of Foresight:** This is a slim volume which feels much heavier than its size would suggest. Bound in a dark maroon leather, the cover always has a chilling, clammy feeling. While the *book of foresight* appears to have may pages of fine paper, it is impossible to turn to any page except the one where the book opened.

When opened, the book will reveal a potential danger, hazardous situation or other warning—always something which might be encountered or might occur later. When first opened, the warning is vague—a hint or suggestion of some possible hazard and, if the book is closed again, nothing immediate will result and the pictured hazard may or may not happen. If used repeatedly, the warnings may change—or the same warning may repeat itself but becoming more and more distinct.

If the book remains open or if the warning is studied, the danger becomes increasingly clear and also immediate until, after 1d10+10 rounds spent studying the warning, the pages suddenly become blank... but the reader and party find themselves in the midst of the cautioned situation.

**Mage's Handy Workbook:** This small, leather-bound notebook is seemingly ordinary; it does not radiate magic, nor does it appear to contain spells. Nonetheless, it is one of the most highly sought-after items that a wizard may possess. For within its covers are the secrets to successful spell research.

The *mage's handy workbook* contains pages upon pages of hints, directions, instructions, suggestions, standard formulae, tables of figures, and all manner of information that a wizard attempting spell research will find invaluable. With the use of the *workbook* when conducting spell research, the wizard must still research the spell for a number of weeks equal to the spell's level before rolling for success. However, all rolls to determine success are given at a +20% bonus. Although a *workbook* cannot help create an impossible spell (as determined by the DM), there is a 10% chance per week (including the initial startup time) that the wizard will discover some contradiction pointed out by the workbook and realize that the spell is impossible. Otherwise, time and money will be spent until the wizard realizes that the search is fruitless.

**Manual of Coral Golems:** This tome when read tells how to construct a coral golem. After completion of reading the manual, the reader must start construction of the golem. The construction time is two months. Materials cost 1,000 gp per hit point. The manual may only be used once. Upon completion of the coral golem, the manual disappears.

**Telemark's Terrible Treatise:** The mage Telemark spent much of his life studying the environment of the lower planes. He made a great number of trips to Gehenna, Tartarus, Hades, the Abyss, the Nine Hells, Acheron, and Pandemonium. The collection of his journals of his discoveries and travels form the bulk of what is now commonly referred to as *Telemark's terrible treatise*. Telemark's notes and writings filled at least 24 known volumes, with perhaps several more either incomplete or missing at the time of his death.

Each volume contains a wealth of information about one specific area on one of the 7 planes mentioned above. Detailed maps are provided of the area's topography. Notes and information regarding the area's interesting (or dangerous) features and inhabitants is also found. Critically important (and most unusual) is the inclusion of information on the climate and environment, including ways of defeating the harsh conditions. Maps of explored dungeons, caves, and other structures can also be found.

The exact contents of a given *treatise* is up to the DM. Considerable discretion is advised, as giving away too much can spoil the fun. Although Telemark was very thorough and careful in his writings, some of his observations may be in err. Features change, new denizens arrive, and structures are modified. In addition, Telemark may not have explored the same places that the party wishes to go when arriving on the plane. It is recommended that the DM uses this book as a starting place for an adventure, providing some important background and basic knowledge, along with a few very useful tidbits of information, to the characters.

# Chapter 3

# Rings, Jewelry, And Precious Stones

## Rings

**Acme Ring of Invisibility:** This plain bronze ring is inscribed with "Ring of Invisibility" and "ACME Ring Co." When it is worn, the ring becomes invisible—it has no other function.

**Ring of Animal Magnetism:** Once placed on a character's finger, this ring allows communication with all animals as if the wearer had an 18 charisma. The wearer may *speak with animals* for as long as the ring is worn, though the ring does not allow the wearer to *charm animals* in any manner. Only true animals (mammals, birds, fishes, reptiles, etc.) may be spoken to in this manner; magical 'monsters' are not affected. For the purpose of this ring, assume that any creature capable of using magical spells is a 'monster.' Thus, a pegasus, owlbear, or worg is an animal, but a unicorn, bugbear (because clerical bugbears exist), or a winter wolf is a monster. The wearer may try to convince animals to work or fight for him, and reaction is checked as if the animals were randomly encountered humans. Animals will not attack the wearer of the ring unless attacked first, even if they are hungry.

However, 10% of these rings are cursed to draw any and all animals within one mile toward the wearer. The animals then surround the wearer and refuse to move, blocking the wearer's path in all directions. If the wearer of his party attacks any animals, all animals attack the wearer at once. If the ring is removed (requiring a *remove curse* spell), the animals revert to normal, and either attack (1–2 on d6) or flee (3–6 on d6).
**X.P. Value:** 1,000; Nil if cursed
**G.P. Value:** 5,000; 1,000 if cursed

**Ring of Annulment:** While this ring is worn, magic controlled by the character has no effect. This includes magical items, spells, and innate magical powers. Spells cast at the character from an outside source, however, act as normal. Thus *heal* or *fireball* affect the wearer normally, but the ring-wearer cannot cure his own wounds using magic.

A *remove curse* must be cast upon the ring in order to allow the wearer to remove it. A *dispel magic* has a 1% chance per level of the caster of negating the ring's powers for one round, allowing the wearer to remove it.

**Ring of the Bard:** This rare magical ring, when worn by a character other than a bard, acts a *ring of protection +2*. It can be recognized by the engraved golden vines encircling the band. When placed on the finger of a bard, it retains it protection properties, but with a bonus. The ring then serves as a *ring of protection +2, +4 saving throws*. It also raises the bard's charm percentage by 10%. This magic item is usually found in a wilderness or forest area.

**Ring of Begone and Forgotten:** This small silver ring is always found with other treasure. When it is put on, the wearer must save vs. spell or be transferred somewhere very far away indeed (DM option: may be another planet or plane. . . or another DM's world). The victim also loses his memory and the other party members forget the victim. (He loses specific memories only—his level, spells, skills, etc. remain.) Only the stark naked victim is transferred: all clothes and equipment stay.

This is a good way to add treasure to your world, get rid of annoying player-characters without killing them and give blase high-level characters the challenge of starting over.

**Beogard's Mystic Shield Ring:** Upon a command word from the wearer, this ring brings into existence a transparent force shield. The force shield may be wielded just a real shield would be. Only those normally able to use a shield may benefit from *Beogard's mystic shield ring*. In addition to adding its value to the armor class of the wielder, it also adds to saving throws as a *ring of protection*. Some shield rings also possess magic resistance; these are the most highly prized of all. 80% of these rings produce a buckler-sized shield, while the other 20% produce a round, medium shield-sized force field. Roll below to determine the power of the ring:

| Dice Roll | A.C. Bonus | X.P. Value | G.P. Value |
|---|---|---|---|
| 01–40 | +1 | 1,000 | 5,000 |
| 41–70 | +2 | 1,500 | 7,500 |
| 71–90 | +3 | 2,000 | 10,000 |
| 91–00 | +4 | 2,500 | 12,500 |

| Dice Roll | Magic Resistance | X.P. Value | G.P. Value |
|---|---|---|---|
| 01–66 | 0% | 0 | 0 |
| 67–81 | 5% | 500 | 2,500 |
| 82–90 | 10% | 1,000 | 5,000 |
| 91–96 | 15% | 1,500 | 7,500 |
| 97–99 | 20% | 2,000 | 10,000 |
| 00 | 25% | 2,500 | 12,500 |

Add the values from the two tables to find the total worth of the ring.

**Brass Rat:** This unusual ring is made of solid gold. It has a small picture of a beaver on the top, and various dates and pictures on the sides. A *brass rat* confers the skill of one non-weapon proficiency (randomly determined for each ring). It also has several powers, the effects of which differ depending if the ring is worn with the beaver facing away from or towards the wearer.

If the beaver faces the wearer, the wearer may use the non-weapon proficiency, but at a +2 penalty. (If the wearer already has the proficiency, the penalty still applies.) The wearer is able to go with significantly less sleep than usual; as long as the ring is worn, the wearer need only sleep 4 hours every other day and still feel refreshed and energetic.

If the beaver faces away from the wearer, the wearer may use the non-weapon proficiency with a −4 bonus. Additionally, Intelligence is raised 1 point (18 maximum), but Comeliness is reduced 2 points (3 minimum).

In both cases, the wearer has an effective Charisma of 18 to persons with the same profession, but suffers a −4 penalty to Charisma for all others.

**Ring of Circular Curses:** This ring is only usable by mages. At first glance this ring looks simply ornate and is inscribed with "Power to Curse." A closer look shows two gold rings entwined around each other. Closer yet, and the two are shown to be a single band, looped twice. The wearer may cast a *curse* spell once a day, but the *curse* will affect him as well as his target. (Ring cannot cast the reverse.)

**Ring of Clairaudience:** This ring's gem is a small amethyst with a normal value of 100 gp. The amethyst is easily separated from the ring;

it can then placed in a location on which the owner wishes to eavesdrop. A pick pockets roll allows a thief to secretly slip the amethyst into the clothes of another character. Any character can hide the gem in an empty room, barring extraordinary circumstances.

Whatever is said with 60′ of the amethyst is magically transmitted to the ring itself, and the words are then heard by the ring wearer alone. The ring-gem connection has a range of 1 mile, but only transmits sounds that could be heard by a normal human in the same location of the amethyst.

**Ring of Command:** A *ring of command* commonly has 3–30 charges when found. The ring has the following abilities, only one of which can be used at any one time:

*Command*: This ability duplicates the first level clerical spell, *command*. Creatures with an intelligence of 13 or better (highly intelligent and above monsters) or with more than 5 HD or levels are entitled to a saving throw vs. spells. A *command* uses up one charge for every round the *command* is in effect. For instance, an orc could be told to 'die' and would stay 'dead' (unconscious) for five rounds if five charges were spent.

*Charm person*: This power is the same as the first-level magic-user spell *charm person*. Two charges must be spent to charm a character, and an additional charge per day must be expended to continue the spell each day thereafter. The victim is allowed a saving throw vs. spells to negate the charm. A character using a *ring of command* can expend another two charges to try again, of course, in the event of spell failure.

*Suggestion*: This ability is similar to the third-level magic-user spell *suggestion*. The target of a *suggestion* is allowed a saving throw vs. spells, as with the *charm person* above. A *suggestion* costs two charges and lasts for one hour. More charges can be spent for additional hours, at the rate of one per hour, as desired.

All of these powers only work on the humanoids listed in the Players Handbook under *charm person*, and their counterparts in the Fiend Folio and Monster Manual II. The ring cannot be recharged.

**Ring of Damage Absorption:** This ring is usually found as a platinum ring set with a blue diamond, and is most often found near a mutilated body! The ring detects as magic but does not reveal other details. While wearing the ring, the user takes no effect whatsoever from anything (weapons, spells, poisons, etc.). Any effect or damage is stored within the ring (no limits). When the ring is removed (or falls off), all damage, spells, etc., are released on the former wearer. The ring can be removed without releasing damage only by casting a *dispel magic* and a *remove curse* at the same time that the ring is removed (and even if this is done, all damage, etc. still will remain stored in the ring).

In stress situations, the ring has a tendency to slip off the finger of the wearer (will fall off on a 1 on 1d12—how often to roll is up to the DM). The ring cannot be fixed in place by any means! If a glove is worn over the ring, the glove will fall off also, even if the glove is sewn or tied to a shirt sleeve, etc. Also, the ring will be highly coveted by thieves for its obvious value. Because the ring holds every spell whether good or bad means that damage taken can have a *cure light wounds*, *heal*, etc., cast after them (or before) and will be released simultaneously with any and all damage which was stored. This way damage that would put a character below −9 and cause death can be cured with the ring on, and when the ring is removed the healing is subtracted from the damage before the character takes it.

**Death Ring:** This nondescript gold ring is really a horrible item. Upon donning the ring, the wearer is instantly killed (save vs. Constitution allowed, success indicates 2–20 hp of damage). Unless the ring is removed from the dead character's finger within 1 turn, the character will be irrevocably lost and may not be *raised* or *resurrected*.

**Ring of Distraction:** This ring appears to be a normal ring of any other sort. In combat, this ring is capable of generating a sudden burst of light and sound that is perceived only by one opponent in melee with the ring-wearer (including those firing or hurling missile weapons within a 60′ range). The burst of light and sound is seen/heard by no one else, and the target victim is designated by the ring-wearer's mental commands. This distraction causes the attacker to gain a −4 penalty on all attacks for the current round. If the opponent saves vs. spells, the penalties reduced to a −2 'to hit' result. This attack is made at the start of the melee round, regardless of all other circumstances, as it is a mental command. The ring may be used in this fashion up to five times per day. Once placed on a finger, the ring reveals its powers to the wearer.

One out of five (20%) of these rings do not operate on a conscious mental command, however. These rings simply generate their flash and sound burst for the first five melee rounds in which the wearer is involved in combat in a day. As a result, the wearer might not immediately be aware that the ring is having any effect at all, though the ring-wearer's opponents may appear to act strangely. Another 5% of these rings are cursed (and cannot be removed without a *remove curse* spell) to cause the flash and noise burst to affect the wearer himself and no one else.
**X.P. Value:** 1,000; Nil for cursed
**G.P. Value:** 5,000; 1,000 for cursed

**Ring of the Drow:** This item is made of eight strands of different unique metals entwined to form a ring. The drow found it troublesome when their magical items deteriorated upon leaving their underground homeland for long periods of time; to combat this, they created this ring. The *ring of the drow* is only made in the drow homelands by clerics of Lolth. Its purpose it to keep drow-made items the wearer possesses from deteriorating. To do so, the ring radiates an aura of magical energy that duplicates the radiations deep in the drow homelands. This aura only affects the wearer and the wearer's possessions. As a side effect of the ring's magical aura, a *detect magic* spell reveals the wearer to radiate magic strongly. In addition, a *detect evil* shows the wearer of one of these rings as evil, and a *know alignment* indicates that the wearer is chaotic evil, regardless of the wearer's true alignment. If the wearer uses the psionic power of *aura alteration* to try to change the aura, the wearer must save vs. spells or else change alignment to chaotic evil. If the wearer saves, or if the wearer fails to save but is already chaotic evil, the psionic power functions normally, and the ring's aura is temporarily changed.

To posses one of these rings is considered an honor among the drow, because it signifies that the wearer has traveled far from the homeland, and that he or she was aided by a cleric favored by Lolth. Drow will kill any creature other than a drow who possesses one of these rings.
**X.P. Value:** 1,000 to drow; Nil to others
**G.P. Value:** 5,000 to drow; 1,000 to others

**Ring of the Eagle:** This ring allows the wearer to *shapechange* at will into a giant eagle for an unlimited period of time. All of the wearer's worn or carried possessions (except live beings) are merged with the giant eagle form and will be unusable while the ring wearer is in that shape. The user may fly for up to 12 hours non-stop, but will suffer exhaustion effects thereafter, losing 1 hit point per turn until he stops and rests for 3–6 hours.

**Ring of Fashion:** The *ring of fashion*, when commanded with the proper word, immediately dresses the user in any sort of clothing the character can dream of, short of true armor of any sort (all costumes are AC 10). One out of 10 all such rings allow the wearer to create heavy clothing that can be counted as padded armor (AC 8). Unfortunately, there is also a 1% chance that the ring will create a completely random set of clothing that lasts for 1–6 turns before fading. Such clothing appears in place of any other sort of clothing worn when the ring is activated. No metallic or metal studded armor can be worn by the user when the ring is activated, or else the ring will not function. Magical metallic items of small size, such as rings, bracers, or jewelry, do not affect the function of this device. However, magical and normal suites of leather or cloth armor will vanish once this ring is activated, returning only when the ring's effects are dispelled or negated. All magical girdles, boots, cloaks, and the like will likewise vanish and return later. The ring will return the wearer's original clothes upon a second utterence of the command word.

**Ring of Fighter Power:** The ring of *fighter power* appears as a small silver ring, that is very battered. Any round when the magic-user chooses to activate this ring, he can fight as well as a fighter of the same level, using any weapon. The limit is ten rounds per day, but they need not all be used at once. Even if the user is under *haste*, etc., he cannot cast spells or use any object not usable by fighters during any round the ring is activated.

**Ring of Fire Starting:** The beauty of this ring is obvious under even the most casual inspection. Its band is forged from a bright, silvery metal and has an intricate bas-relief of an ancient fire-tending ceremony carved into its surface. The stone is a 5,000 gp diamond and glows with a faint inner light. When it is worn, a slight sensation of warmth can be felt emanating from it. If the wearer touches the stone to any combustible substance and speaks the command word, the material must save vs. magical fire or burst into flame. The material need not be entirely dry or pure, and the conditions do not have to be temperate in order for the ring to function.

This ring has an unlimited number of uses. It is in itself immune to all fire- and heat-based effects, magical or otherwise.

**Ring of Flight:** This magical ring looks exactly like any other magical ring. When worn, however, it allows the wearer and up to 600 lbs. of weight to *fly* at will, as per the third-level magic-user spell. The ring may be used for up to two cumulative hours of flight per day. If worn in flight past that limit, the ring ceases to function and the user immediately falls. One *feather fall* spell (cast at 12th level of experience) may be used from this ring per day, in addition to the powers of flight; however, the wearer should note that the *feather fall* spell has a duration of 12 segments, slowing the wearer so that he falls only 144′ during that time. Thus, this spell should only be called upon when the wearer is about to strike the ground, or else he will fall again when the spell's duration expires.

**Ring of Flying:** This magical item uses charges. It may have a maximum of 50 charges. This ring will allow the user, or anyone else touched, to *fly* as the magic-user spell for 13–18 (1d6+12) rounds per charge. The movement rate is 12 horizontally, 24 downward, and 6 upwards. The user of the ring controls the movement, so an opponent touched (who fails a saving throw) will be able to be lifted into the air at the users commands, and be dropped at any time.

**Ring of the Grasshopper:** While wearing this ring, a character weighing up to 300 lbs can *jump* (as per the magic-user spell) once per turn for a number of times equal to his/her strength score. (A strength of 18, with or without an exceptional rating will allow for 18 jumps per day.) If the wearer of the *ring of the grasshopper*attempts to jump more often than allowed by his strength, he must save vs. paralyzation each time he lands. Failure to save indicates that (s)he suffers leg injuries, causing 10–40% damage (1d4 × 10% (e.g., 30% is rolled and character has 35 hp then 10 (10.5 rounded down) points of damage are taken)) and reducing the victim's movement rate to 3. A character injured in this manner will find running, leaping, and other strenuous activity involving the legs to be impossible for 6–36 hours afterward, unless a *heal* spell is applied to neutralize the ill effects.

**Ring of Health:** Wearing the *ring of health* brings many benefits. The wearer is allotted the ring's set constitution, in as far as it pertains to health, recovery of hit points, ability to consume amounts of liquor, and system shock and resurrection percentages; this does not, however, pertain to hit points conferred by a high constitution whenever a level is attained. For example, wearing the *ring of health* (constitution 16) would allow 96% chance of successful revival if the wearer is killed, while a *ring of health* (constitution 19) would give a +1 on saving throws vs. poison. Neither ring gives the wearer any additional hit points. The ring must be worn for at least a week before the wearer gains its benefits. No benefits are realized by placing such a ring on a dead person in a attempt to revive him. The type of ring is determined by rolling percentile dice and consulting the table below:

| D100 Roll | CON | X.P. Value | G.P. Value |
|---|---|---|---|
| 01–45 | 15 | 1,000 | 5,000 |
| 46–90 | 16 | 2,000 | 6,000 |
| 91–95 | 17 | 3,000 | 7,000 |
| 96–99 | 18 | 4,000 | 8,000 |
| 00 | 19 | 5,000 | 9,000 |

**Ring of Infravision:** This magical ring can appear as any other type of ring magical or otherwise. The *ring of infravision* gives infravision to anyone wearing the ring. The range for this infravision is 60 feet, and can be dispelled by any spell which nullifies infravision, or any light source within sight of the wearer of the ring, because the ring will only work in total (or very close to total) darkness. It has not effect on creatures already possessing infravision.

**Ring of Languages:** This ring is basically a limited version of the *ring of tongues*. Instead of gaining the abilities of the *ring of tongues*, the wearer gains a number of languages conferred by the ring while the ring is worn. The wearer not only understands these languages, he is also able to speak, read, and write the languages as if they were his native tongue. Note that once the ring is removed from the finger, the wearer loses the ability to understand the languages the ring possesses.

It is possible, however, for a character whose intelligence has increased (thereby allowing the learning of one or more additional language), or for a character with the ability to learn another language, to learn a language possessed by the ring merely by wearing it. This process requires the wearer to wear the ring consecutively for one month, after which time (due to the magically accelerated ability to learn) the character understands the language entirely, without the ring's further assistance. Only one language may be so learned at a time.

The number of languages possessed by a ring is determined by rolling 2d4; the languages are picked from the table listed on page 102 of the Dungeon Masters Guide or from a language table of the DM's own devising. A roll of 86–00 on this table indicates either a common tongue, an alignment language, the thieves' cant, or the druidic tongue, as determined by the following table. Duplications on this table are merely re-rolled.

| | |
|---|---|
| 01–60 | Human (common, foreign, or other) |
| 61–70 | Lawful* |
| 71–80 | Neutral* |
| 81–90 | Chaotic* |
| 91–95 | Thieves' cant |
| 96–00 | Druidic tongue |

*Ones digit: 1–3, Good; 4–7, Neutral; 8–0, Evil.

**Ring of Lightning Resistance:** This ring functions exactly like a *ring of fire resistance* except that it protects the wearer from electricity.

**Ring of Limited Telepathy:** These rare magic rings appear only in pairs. This ring combination allows the wearer to communicate telepathically with the wearer of the other ring only, though these are restrictions on this. These rings have a telepathic range of 2,000 miles, but function only when both rings and their wearers are on the same plane of existence.

These rings are normally made and enchanted for a specific pair of users—for example, for a husband and wife, a pair of allied adventurers, or a brother and sister. Notice that in each case, one partner must be male and the other female. This function on the enchanting, which enhances sympathetic feelings between such pairs, capitalizing on gender attraction as well. Also, because the rings are enchanted for a specific pair of wearers, the chance of two persons randomly finding such rings and being able to use them is almost nil. A remote chance exists that two persons of the same gender who are very closely allied or related (e.g., twins, friends or lovers who have been together for at least 10 years, a parent and a child, etc.) can make use of these rings, but the effective range is reduced to 500 miles, and there is a 20% chance per day that the rings do not function for that day.

Successful use of these rings allows each wearer a +4 saving throw against any type of psionic attack, psionic discipline, or magical effect which affects the mind and will of the wearer. This includes all *charms*, *domina-*

*tions*, *possessions*, *suggestions*, and *holds* as well as *fear*, *quest*, *confusion*, etc. The use of *ESP* or *telepathy* by another person against the wearer of such a ring will immediately reveal the use of such rings to the scrying character. However, if the saving throw against the attacks mentioned above is failed, the ring wearer's partner (who might not be present during the attack) must save vs. spells at +2 or else suffer the same spell or psionic effects. Thus, if a ring-wearer was subjected to a *scare* spell, the other ring-wearer must save vs. spells at +2 or else be scared as well. Use the Wisdom Spell Immunities table in Legends and Lore to determine which spells are applicable in those cases. In the event of dire need, such as when one ring-wearer is unconscious, dying, or in great pain, a strong feeling of distress is felt by the partner. By complete concentration, the partner can determine the distressed ring-wearer's location. This takes a full turn to complete. If one ring-wearer is slain, the partner must save vs. spells (with will-force bonuses) or else pass into a coma for 2–20 hours.

**Ring of Magic Detection:** This magical ring, which is always made of gold, has the ability to allow the user to identify magical items as having a magical property. The dweomer detected will not be identified as of type, what the magical properties are, or how to use the item.

**Ring of Magic Resistance:** This ring is usually a small iron band engraved with silver script. The ring confers magic resistance upon the wearer. Note that this does not add to any innate magic resistance, nor does it add to that gained from other magical devices (e.g. *robe of the arch-magi*). In the latter case, only the strongest magic resistance functions. Half of all these rings give normal magic resistance, while half give incremental resistance (cf. *daemon*). *Rings of magic resistance* typically provide from 12–50% magic resistance (2d20+10).
**X.P. Value:** 500 + 100 per 1%
**G.P. Value:** 5,000 + 500 per 1%

**Ring of Neutralization:** This magical ring can be employed by any character class. Its sole function is to protect the wearer from the effects of a predetermined magic-user spell. Each ring has the ability to totally negate any damage or ill effects from a given specific spell, as noted in an inscription on the ring itself. A *ring of fireball neutralization*, for example, allows a character to stand in the center of a *fireball* blast and be totally unharmed. A *ring of neutralization* uses a charge every time a spell's effects are nullified. A typical ring of this sort, when found, has 4–16 charges. It can only be recharged by a 12th-level magic user or higher, to a maximum of 20 charges, but this requires a prolonged and costly ritual (1 day and 1,000 gold pieces per charge). A charge is lost from the ring for each predesignated attack made on an individual wearing it. A *magic missile* or *Melf's Minute Meteor* spell forces rings matched for those spells to use a charge for each missile stopped. For example, if four *magic missiles* are negated by a *ring of magic-missile neutralization*, then four charges are used. A *ring of neutralization* only nullifies one specific spell. For example, if a character is wearing a *ring of cone-of-cold neutralization* and is the target of an *ice storm* spell, he takes normal damage from the attack.

Spells with similar effects are nonetheless considered different for the purposes of using this spell-dedicated ring; a *delayed blast fireball* does normal damage if a character is wearing a *ring of fireball neutralization*. Similarly, a character wishing protection from *lightning bolts*, *ball lightning*, and a *chain lightning* spell would require three different rings. Only the person wearing the *ring of neutralization* is immune to that spell's effects. Anyone else caught in the area of effect takes normal damage or suffers the effects of that particular spell.

**Ring of Permanent X-Ray:** This trapped ring of silver with gold inlay, has 2–11 (1d10+1) charges. On all but the last charge, it functions as a normal *ring of x-ray vision*. On the last charge, it makes all the soft tissues of the user's body invisible (i.e., everything except the bones and teeth). The user still functions normally, he just looks like a skeleton. Effect is permanent.

**Ring of Phantom Form:** The user of this ring can disperse his body's molecules at will, so as to become totally intangible. This ring does not allow the user to become invisible, as he will appear to be translucent in form. (*Rings of invisibility* and *phantom form* cannot be used together at the same time. The spell *invisibility* can be successfully cast upon the user of a *ring of phantom form*, however). An intangible character cannot be hit by normal weapons, but is affected normally by weapons with a +1 or better magical bonus. An intangible character cannot physically attack, but may cast spells. Heat, cold, electrical, and energy attacks (*ball lightning*, *fireball*, *blizzard blast*, *magic missile*, etc.) affect an intangible character normally. The user of a *ring of phantom form* can move through screens, pipes, and other narrow apertures at a movement rate of 12. If a character fails a saving throw against any magical attack form which can harm him, all carried items must likewise save vs. that attack form or else be destroyed.

**Ring of Protection from Charming:** This is a special limited-charge ring based on the 8th level spell *Serten's spell immunity* (+9 vs. *beguiling, charm, suggestion*; +7 vs. *command, domination, fear, hold, scare*; +5 vs. *geas, quest*). It operates automatically to ward its wearer, and the protection from each charge lasts a full 16 turns. It protects only the wearer, and cannot be recharged. It may have a maximum of 12 charges.

**Ring of Quick Action:** A *ring of quick action* enables a fighter, cavalier, barbarian, ranger, or paladin to gain the initiative at the start of a melee, regardless of any other factors, including the condition of the opposition. The ring can be used 2–20 times in this manner before it runs out of charges and becomes useless. Expending a charge is an automatic action requiring a mental command at the start of a melee round.

**Ring of Range Extension:** This item allows any spellcaster (including rangers, paladins, and the like) to voluntarily extend the range of any spell cast, save those spells with ranges of 0 or touch. Each such ring contains 2–40 charges and cannot be recharged. Each charge used increases the range of any spell cast by the amount listed as the normal range. Thus, if one charge is used, the range is doubled; two charges triple the range, three quadruple it, and so on. A *ring of range extension* may be successfully used on a spell cast from scrolls or other magical devices, but cannot be used to cast a spell into a plane other than that which the user currently occupies.

**Ring of Rapid Regeneration:** This ring acts just as does the *ring of regeneration* for the first two days worn. After the two days have elapsed, the character wearing the ring will regenerate one hit point per round instead of per turn as the normal ring. If the ring is taken off for any period of time for any reason, the two day 'waiting' period must start over, thus a character may not discover the difference if (s)he continues to take off the ring to help heal a companion. A side effect of this ring is that the character also ages twice as fast as normal while the ring is worn (including the two day waiting period). This includes the unnatural aging effects of some creatures (such as ghosts, etc.).

**Ring of Serten's Spell Immunity:** Once per day, this ring can generate one *Serten's spell immunity* spell, duration 18 turns. The wearer can use the effect on himself, or share it with other characters as explained in the spell description (Player's Handbook 2, page 192).

**Ring of Shape Changing:** This ring commonly possesses 3–30 charges when found. Each of the charges expended allows the wearer to *shape change* as per the 9th-level magic-user spell. The wearer of this ring may change back to his original form at will, without expending a ring charge. However, there is a 2% chance per shape assumed that the wearer permanently assumes the form of the thing into which he changes. In this event, the character stuck in an unfamiliar form can only regain his former shape by having *dispel magic*, *limited wish* or *wish* cast upon him.

**Ring of Telepathic Communication:** These are two finely wrought rings carved from a single gemstone, rarely found near each other. These rings are attuned to each other so that their wearers can hold telepathic conversations—from any plane, any distance, etc. If the wearers share no common language, they may still communicate simple ideas and feelings. If one ring is not being worn, the wearer of the other will receive a general idea of where the empty ring is: direction, distance, etc.

**Ring of Teleportation:** This enchanted ring commonly has 3–30 charges when found. The ring's gem is a deep blue spinel worth 500 gp if sold as an ordinary gem. The gem is easily separated from the ring and placed anywhere to which the ring's user wishes to be transported at a later time. By expending one charge, the wearer of the ring is *teleported without error* to a safe location within 5′ of the spinel. The gem can be retrieved and reused as long as the ring retains at least one charge. If no safe location exists near the location of the gem (say, if it is buried under 10′ of earth or is inside a burning building), the ring expends four charges and nothing happens. The gem must be obtained in order for the ring to work again.

**Ring of Tongues:** The wearer of this magical ring can understand, read, write, and speak any language known by any creature within 30′ of the ring, as long as the creature stays within the area of effect. Two rings of this sort within 30′ of each other automatically cancel each other out. Additionally, it is possible for a character wearing this ring to learn a language (where this learning is warranted, as by an increase in intelligence or similar circumstance) from another character as expressed in the rules regarding language learning; half the normal time for this is required. (For further info, see page 34 of the Player's Handbook.)

**Ring of Truthfulness:** This magic ring is similar to, but more powerful than, a *ring of truth*. Most often found in the form of an unadorned band of copper or silver this ring is a scourge to all forms of deception. The ring allows its wearer to *detect lie* automatically and also acts as a *true seeing* spell up to three times per day upon the wearer's mental command. The ring has certain side effects that may manifest themselves upon the wearer. Any character wearing a *ring of truthfulness* cannot knowingly lie or participate in a deception without immediately suffering 1d4 points of damage and having his vocal cords paralyzed for 1–10 rounds, rendering the character mute for that length of time. Also, if the wearer is a spellcaster, any illusion/phantasm spells cast while the ring is worn will automatically fail.

**Ring of Ultravision:** This simple-looking ring confers normal ultravision (120 yard range) upon anyone who wears it continuously for 1 day. The benefits of the ring will only be realized after a full day has passed with the ring on; if the ring is taken off, if only for a single round, then it must be worn for an entire day before it will function again. It has no effect on creatures already possessing ultravision.

**Ring of Vapors:** The origin of these unique rings, of which but 10 are known, is greatly disputed, but most mages agree that a powerful figure among the air elementals had a hand in its creation. The ring appears as a small circlet of misty vapors that continually shift and change; the ring, however, is solid. Any character wearing the ring gains the following abilities:

| | |
|---|---|
| *Fly* (Move 12) | At will |
| *Stinking cloud* | 1/day |
| *Obscurement* | 1/day |
| *Wind walk* | 3/week |
| *Wind wall* | 3/week |
| *Aerial servant* | 3/week |
| *Cloudkill* | 1/week |
| Summon aid from the Elemental Plane of Air* | 1/month |

*Wearer's alignment good—djinni; wearer's alignment neutral—8HD air elemental; wearer's alignment evil—mihstu.

All spell effects are at 16th level of ability. Summoned monsters will remain with the summoner for only 4–16 rounds, after which they will depart. Summoned monsters will not attack the summoner unless attacked first, and they act in a friendly and helpful manner during the time they are present. A side effect of this ring is that the wearer receives a penalty on saving throws verses fire, against which he saves at $-2$, and takes $+1$ damage per die. It is possible that the maker of these few rings is still hunting for them.

# Jewelry

**Amulet of Charming:** Anyone viewing the amulet is favorably disposed to the wearer (saving throw vs. spells negates the effect). Furthermore, the wearer's charisma (and comeliness if used) are raised three points while the amulet is worn. The added charisma points are lost when the amulet is removed, possibly affecting creatures' reactions if they would not normally be friendly to the wearer.

**Amulet of E'Nezbit:** This trap is a 1-inch crystal jar on a gold chain to be worn as an amulet and gives off *continual light*. This is a jar of endless honey. When the crystal stopper is removed and inverted, it will drip excellent honey at the rate of 1d8 quarts per hour (approximately 1d4 oz. per minute). When worn as an amulet it cures the wearer's worst fault (party must vote on which fault is worst)—sending him to such excess in the opposite direction that all will want him back as he was (i.e., a drunkard becomes a prohibitionist, etc.).

The only way to remove the amulet is for all who voted on the worst fault to lift it at once—or by a *wish* or a *remove curse* cast by someone twice the level of the wearer.

**Amulet of Finding:** This item appears to be much like other magical amulets. Anyone who wears one of these may see through the eyes of the wearer of the amulet's twin. Each amulet has one mate or twin and is attuned only to that other one. If an amulet's twin is not being worn by another, then when the wearer searches for the other end they will find nothing. If an amulet is tied in a small sack while worn around someone's neck, the wearer of the amulet's twin will see only blackness when the other end is sought after. If one of a pair of amulets is destroyed then the mate amulet becomes non-magical.

**Amulet of Pain:** This is a small amulet with a single word inscribed on it. This word is really a *power word, pain*. All creatures within 20 feet of the user must save vs. Rods when the power word is intoned, or else suffer wracking pains for 2–8 rounds, causing them to fight at $-4$ to hit, and making their AC worse by $+2$. The power word can only be used once per day and and the amulet must be held in the hand for the power word to work.

**Amulet of Protection from Sleep:** When worn on a chain or cord around one's neck, this object prevents its wearer from falling into any sort of sleep, whether normal or induced magically. The wearer is always alert under its influence, and cannot be affected by a *sleep* spell, potions or poisons that cause sleep, the sleep gaze of a jacklewere, or any other item or procedure that causes sleep or drowsiness.

The *amulet of protection from sleep* can be worn as long as desired. But, after three days of continuous use, the wearer will begin to have mild and infrequent hallucinations. This effect increases in intensity and frequency on each day thereafter until after seven straight days of sleeplessness, the user will contract a form of insanity, as determined by a roll of 1d6: 1 = dementia praecox, 2 = delusional insanity, 3 = schizophrenia, 4 = paranoia, 5 or 6 = hallucinatory insanity (DMG pp.83–84). The hallucinations will stop immediately if the amulet is taken off before seven straight days of use, but if the wearer is stricken by insanity, this condition will persist until removed by a *heal*, *restoration*, or *wish* spell, or similar magic. If the amulet is worn for ten consecutive days, the wearer will die as soon as the tenth day has passes. No magical cures will offset this effect, and the character can only be brought back to life by a *raise dead*, *resurrection*, or *wish* spell.

The amulet does not provide a substitute for sleep, it merely postpones the need for it. A character who goes without sleep by using the amulet will eventually have to make up for this deficiency. In making up lost sleep, a character need not always sleep for one hour for every hour he has missed; instead, only one half-hour of 'makeup sleep' is required for each hour missed.

This advantage does not apply when the deficit is a full night's sleep (8 hours) or less; in such a case, the lost sleep must be made up on an hour-for-hour basis. If the wearer has lost 16 hours of sleep or less when the amulet is removed, he will be able to remain awake on his own for up to one hour thereafter, as long as he is engaging in daily strenuous physical activity.

The amulet may be worn by a member of any class, and will function continuously and indefinitely without needing to be recharged.

**Ankh:** This magical device looks like a cross with a loop on the top and is made of pure gold. Its power is to *heal* any creature touched, one creature per round. It has 3–18 charges before losing its power forever.

**Bracelet of Swimming:** This bracelet is made of gold and is set with small pieces of jade. Its apparent value is 250 gp. It is actually a semi-powerful magic item which gives the wearer the same swimming abilities as those given by *gauntlets of swimming and climbing*. Note that no climbing abilities are given and that any character may use this item.

**Bracers of the Merman:** These devices will allow the wearer to swim at a constant speed of 18 for up to 6 hours once per day, and at a speed of 12 indefinitely. The bracers also confer *water breathing* upon the wearer for an indefinite period. They do not, however, allow one to use fire or wield weapons underwater as one could on the surface. The bracers appear to be ordinary wrist guards or arm guards; they contain no engraving or other elaborate decoration. As with all magical bracers, both must be worn by the same character for their magic to work.

**Brooch of Alchemy:** This brooch is made of amethyst, that is carved with an alembic pattern. This brooch aids in the identification of potions and their ilk. By placing the brooch into a potion, this brooch gives the owner a percentage (his wisdom + 15) of identifying the potion correctly, or just allows the identifier more obvious clues when tasting.

**Brooch of Begoning:** This item appears to be a decorative pin set with rubies, worth about 2,500 gp. However, it has distinct magical properties and can be used by a character of any race and class. Each brooch has 1–50 charges.

Once per week, the brooch allows the wearer to teleport himself plus an additional 750 lbs. to any part of the Prime Material Plane familiar to the person. This power drains two charges. Up to three times per week ( but never more than once per day), the wearer can *blink* (as per the 3rd-level magic-user spell), except that the distance of displacement is of the wearer's choosing. This power drains one charge. Once per day, the wearer can become *invisible* (as per the spell). This power uses no charges.

Furthermore, the brooch acts as *ring of protection +1* so long as the wearer has it on his person and wears no other form of magical protection or armor. The brooch may be worn with *bracers of defense*, however. No charges are drained by this ability.

**Elven Bracelets:** These are bracelets woven from green vine. The vine possesses natural magic, which enables it to locate thin cracks and breaks. The wearer is able to locate secret doors by placing his hands against the wall, floor, etc. The range is 20′ in all directions. Percentage of success will be the same as for an elf actively searching.

**Necklace of Alteration:** This mystical item appears to be a cheap necklace, like any other sort of magical necklace, until put on. It then turns into a chain of silver with twelve small globes of unidentifiable material suspended from it. Each globe appears identical to the others, but if a globe is pulled free of the necklace (which may be done in one round), the globe turns into a particular type of material and the wearer's body takes on the appearance and armor class of that substance. Though an *identify* spell, *wish*, or similar magic effect will reveal something about the nature of the necklace, no magic will be able to divine which globes of the necklace will have which effects.

Each of the twelve globes has a different effect. Once removed, a globe cannot be replaced on the necklace; its effects last for 2–8 turns and cannot be dispelled. Only after one globe's effect is ended can another globe be removed from the necklace. The necklace cannot be removed while its wearer is under the effect of one of the globes, except by the casting of *remove curse* or *wish*, in which case the entire necklace will vanish—but the effect currently taking place will still run its course. The necklace can be taken off, exchanged, and put on at will as long as one of the globes is not activated at the time. Anything being worn or carried by the user of the necklace that normally affects his armor class will be overridden by the effect of a globe for as long as that effect lasts.

When a globe is pulled from the necklace, the DM should roll d12 and consult the following table to determine the composition of the globe and the armor class bestowed on the wearer of the necklace, as well as the wearer's temporary skin and hair color. Re-roll to prevent duplicate results, perhaps using smaller die (d10, d8, etc.) when several of the globes become used up.

| Die roll | Material & Color | Armor Class |
|---|---|---|
| 1 | Sandstone; light brown | 8 |
| 2 | Mithril; blue-silver | 0 |
| 3 | Gold; gold | 6 |
| 4 | Iron; dull grey | 1 |
| 5 | Platinum; silver | 4 |
| 6 | Granite; dull grey & red | 3 |
| 7 | Coal; dull black | 9 |
| 8 | Salt; dull white | 10 |
| 9 | Bronze; bronze | 2 |
| 10 | Adamantite; green-silver | −1 |
| 11 | Lead; dark grey | 5 |
| 12 | Wood; brown | 7 |

The *necklace of alteration* can be worn and used by any member of any character class or any humanoid of S or M size. Once used, the globes are generally worthless except as curios. The globes of gold, platinum, mithril, and adamantite have values of 1, 5, 20, and 50 gp respectively.

**Necklace of Bad Taste:** Though sages argue that this item is more correctly called a *necklace of tasting bad*, the common name has stuck. This appears to be a magical necklace of unspecified nature until fastened around someone's neck. Immediately, the necklace causes the wearer to emit a terrible odor from his skin. All characters and most monsters within a 10′ radius of the wearer will become so uncomfortable with the smell that they must save vs. poison at +2 or become nauseated and unable to attack or defend themselves for 1–4 rounds. Even if the save is made, those within the 10′ radius will suffer a −2 penalty on all to hit rolls for as long as they remain in that area.

The real value in owning such a necklace becomes apparent when one is attacked by a monster that bites at prey. The necklace affects any living creatures that is native to the Prime Material Plane. If a monster meeting that description bites the wearer of a *necklace of bad taste*, the monster will immediately suffer an attack of nausea (no saving throw) and will be unable to attack again for 2–5 rounds (though the creature can flee at half normal speed). That monster will not again bite the person wearing the necklace, but claw, tail, or missile attacks may be used if such are possible for the attacker.

One of every four of these necklaces are cursed so that they cannot be unlocked from the wearer's neck once fastened in place. Only a *wish* will remove a cursed *necklace of bad taste*.

# Gems

**Dragon's Eye:** A *dragon's eye* appears to be a small multicolored gemstone, perfectly spherical in shape and about a half-inch in diameter. A jeweler will not be able to estimate its worth, and it seems to be made of no known mineral or substance. When held up to the light and closely examined, some specimens of a *dragon's eye* may be seen to have a design within the stone that resembles the silhouette of a dragon in flight (which may be given as a clue to how the item functions).

When cast into the air at the same time a command word is spoken, a *dragon's eye* will vanish in a puff of smoke. In 1–3 rounds, a young adult dragon of random color (without spellcasting abilities) will be summoned, appearing 10 feet away from where the character who cast the *dragon's eye* is standing. The dragon will initially be well predisposed to the summoner, and will obey any reasonable commands of the summoner that are spoken in the common tongue. However, the dragon will only remain for a certain period of time before it vanishes forever. The greater the difference between the summoner's alignment and the alignment of the dragon summoned, the less time the dragon will remain. The following table gives the different types of dragons that be randomly summoned by this device:

| D20 Roll | Dragon color | Alignment |
|---|---|---|
| 1–2 | gold | lawful good |
| 3–4 | silver | neutral good |
| 5–6 | copper | chaotic good |
| 7–8 | brass | chaotic neutral |
| 9–10 | red | chaotic evil |
| 11–12 | black | neutral evil |
| 13–14 | blue | lawful evil |
| 15–16 | bronze | lawful neutral |
| 17–20 | green | true neutral |

Any dragon summoned by a *dragon's eye* will remain with the summoner for 6 turns if the alignment of the summoner and the dragon are identical. For every step between the summoner's alignment and that of the dragon, counting the latter but not the former, the duration of the eye's effect is reduced by 1 turn. For example, lawful good is four steps away from chaotic evil: from LG to LN or NG = 1 step; LN or NG to N = 2; N to NE or CN = 3; NE or CN to CE = 4. Thus, a lawful good summoner who received a red dragon after casting the eye would have its services for only 2 turns.

The summoned dragon will generally behave in a manner consistent with its alignment, unless commanded to do otherwise by the character controlling it. All of these dragons are of average size and have 4 hit points per hit die. They can use their breath weapon, claw, and bite attacks in combat. None of them will have the fear aura that dragons gain upon reaching adulthood. Each can detect hidden or invisible creatures within a 40-yard radius. None of these dragons, because of the special nature of their summoning, can be subdued in battle; if commanded to do so, a dragon will fight to the death on behalf of the summoner.

A *dragon's eye* can only be used once. It is 90% likely that only one will be found in a treasure hoard; otherwise, two will be discovered.

# Chapter 4

# Rods, Staves, And Wands

## Rods

**Rod of Many Things:** This magical rod of silver may be commanded to turn into any 15 of the items listed on the chart below, and will stay that way until commanded to become a rod again. To change into something the owner must give a mental command naming the object desired, or the mental command 'do something'. If the rod is ordered into something which it cannot become, then the user must make a save vs. spell or suffer 2–12 points of electrical damage.

For the rod to go from one shape to another, the object must first be commanded into rod form and then into the other shape. Since the rod is made of silver, any creature vulnerable to silver weapons may be damaged by the rod in weapon form. Although the rod has no pluses to hit or damage, it may be used to attack creature hit only by $+1$ weapons or better. Possible objects:

| Dice Roll | Item Formed | Dice Roll | Item Formed |
|---|---|---|---|
| 01–04 | Axe, hand | 51 | Jo stick |
| 05–06 | Broom | 52–53 | Lance, light |
| 07 | Bo stick | 54–56 | Mace, footman's |
| 08–09 | Cable | 57–58 | Needle |
| 10 | Candlestick | 59–61 | Oar |
| 11 | Club | 62 | Pick, footman's |
| 12–13 | Crowbar | 63–65 | Poker, fireplace |
| 14–16 | Dagger | 66–67 | Pole, 10′ |
| 17–19 | Dart | 68–69 | Scimitar |
| 20–21 | Flail, footman's | 70–71 | Spade |
| 22–24 | Fork, dinner | 72–75 | Spear |
| 25–27 | Fork, hay | 76–78 | Staff, quarter |
| 28–30 | Fork, military | 79–80 | Sword, bastard |
| 31–32 | Guisarme | 81–83 | Sword, broad |
| 33–36 | Halberd | 84–89 | Sword, long |
| 37–41 | Hammer | 90–93 | Sword, short |
| 42–46 | Hoe | 94–95 | Sword, 2-handed |
| 47–48 | Hoof pick | 96–98 | Trident |
| 49–50 | Javelin | 99–00 | Toothpick |

It takes 1 segment for the rod to change into an item, and one segment for the reverse. After changing into the 15th item and then back to rod form, the *rod of many things* loses all magical powers.

**Scepter of Defense:** The *scepter of defense* is a rod-like instrument about 3′ long, with a hand grip on one end. It may be use by all classes except magic-users as a parrying device. When it is used in combat against a human, demi-human, or humanoid opponent, the scepter may be wielded to cause all attacks against the user to be made at a $-4$ penalty to hit. The scepter can parry two attacks in one melee round, regardless of the user's level, so long as the attacks come from the user's front and sides. Attacks made from the rear cannot be parried.

The scepter is useless as a parrying implement against non-humanoid creatures like dragons or black puddings, against blows from humanoid creatures larger than an ogre, and against attacks from creatures using weaponless combat (such as ogrillions, trolls, or wrestlers).

The user's strength bonus to hit (if any) may be subtracted from the opponent's chance to hit the scepter's wielder. No sort of attack can be made in the same round that the scepter is used as a parrying device.

The scepter will function as a *club +1* if used offensively. And, so long as it is carried, it confers a $+1$ bonus to the holder's saving throw vs. all magical effects. This bonus is cumulative with other saving throw bonuses, as per a *ring of protection*.

## Staves

**Staff of Adjustment:** This staff is of dark polished wood. It will always be just the right size for the cleric holding it. In the hands of a good cleric it heals 1d6 hit point per round or touch which ever is latest to anyone (but the cleric) who touches it. In the hands of an evil cleric it does 1d6 points of damage. In the hands of a neutral (lawful, true, or chaotic) it glows bright green—and so does the cleric, for 1d6 hours. Each function uses one charge, and it can be recharged.

**Baton Des Freres Marques:** This wood staff (length varies), is usually found marked with signs of chopping and sawing. The staff will always grow or shrink (in 1–3 rounds) to exactly twice the height of the person holding it. If the ends are cut off or if the staff is broken, the largest portion of the staff will regenerate fully. One end of the staff *detects traps* by swinging to point at the trap (range 10′). This staff does not use charges.

**Staff of the Couatl:** The *Staff of the Couatl* is a device much appreciated and used by good clerics, particularly those who worship the few good-aligned deities of the Central American mythos. The lawful neutral clerics of Quetzalcouatl, however, may use staves of this sort normally.

A *Staff of the Couatl* is about 7′ long, with the top 3′ of the staff fashioned in the shape of a winged couatl. Such staves are usually made from precious materials such as ivory over a silver core, and are magically strengthened so they can be used in combat (as quarterstaves). This powerful staff has the following abilities:

1. It can be used to summon one couatl per month to serve the needs of the cleric possessing the staff. The couatl will have randomly determined hit points and psionic abilities. It will fight on behalf of the summoning cleric until the opponent is vanquished or escapes, or until the user of the staff commands the attack to cease. If the couatl is summoned to fight against insurmountable odds, or if the combat does not seem to be favoring the side of the couatl and the cleric, the couatl will wrap its tail around the cleric and transport both of them to a place of safety elsewhere on the Prime Material Plane (by traveling through the Ethereal Plane). This destination is not under the control of the cleric. In any event, the couatl will vanish back to the Ethereal Plane 5–8 turns after being summoned, or sooner if the cleric commands it. This power may only be used by lawful good clerics or clerics who worship Quetzalcoatl.
2. So long as the staff is carried, the cleric gains a $+2$ bonus to his saving throw vs. magical effects in general, and a $+4$ bonus to his save vs. all poisons. These bonuses are cumulative with those offered by other devices, as per a *ring of protection*.
3. The staff may be used to effect the casting of certain spells: *detect evil* and *snake charm* each three times per day; *neutralize poison* and *sticks to snakes* each once per day; and *wind walk* once per week. All spell effects are at the 8th level of ability.

4. The staff is $+1$ to hit and damage when used in combat.

A non-good, neutral-aligned cleric (lawful neutral, chaotic neutral, or true neutral) who grasps the staff will not be harmed, but cannot use any of its powers (except for clerics of Quetzalcoatl, as noted for power #1). An evil cleric who picks it up will take 2–5 points of damage each round the staff is held. If a cleric of Tezcatlipoca, Quetzalcoatl's chief rival, is struck by or picks up this staff, all damage received is doubled, and that cleric must save vs. poison each round the staff is grasped or be slain. This staff neither has nor requires charges.

**Demon Staff:** This is a black leather-like staff, very strong, and carved with disgusting scenes and vile runes. It allows the wielder to *cause fear* in whomever it touches (no saving throw), inflicting 4–24 hit points of damage which can only be healed by the passage on 1 full day of time per hit point upon any creatures it touches. It may also be used to call forth a Type I demon and/or turn the holder into a Type III demon for five rounds. Each of these functions operates but once per day. The staff does not have or require charges.

**Staff of Spell Focusing:** This staff aids in the casting of a magic-user's spells, and makes the magic more effective if the spell is cast successfully. It must be held in the caster's left hand (or right if left-handed) throughout the casting of the spell, whether or not the magic requires a somatic component. (Any gestures requiring movement of the left hand are automatically modified by the staff if necessary.)

When properly employed, the *staff of spell focusing* causes the target(s) of a spell to suffer a $-4$ penalty on the saving throw against the magic, if a saving throw is normally allowed. If the spell does not allow a saving throw, the duration of its effect is increased by 50% of the normal time. This effect does not apply to spells with a non-specific duration or to those that have a permanent duration.

Each use of the staff, for either purpose, expends one charge from the item. It can be recharged. If the holder of the staff tries to enhance a spell that cannot be affected (such as *hallucinatory terrain*, which allows no saving throw and has a non-specific duration), the staff simply fails to function and a charge is not wasted.

The *staff of spell focusing* can only be used in this manner by a magic-user. It can be wielded as a weapon by characters able to employ a quarterstaff, but grants no combat bonuses and has no magical properties.

# Wands

**Wand of Backfiring:** These wands resemble normal wands and are tapered toward one end. It is often difficult to determine the function of a found wand—except by trying it. These wands function as normal wands except that the discharge is from the thick end rather than from the thin end. This is often hazardous to the unwary user. The more common models of these wands are constructed in such a way that anyone grasping the wand will know its basic function—but not which end it fires from. It is believed that these wands were originally conceived by an inept mage but later copied by intent.

All standard saves apply in addition to the special dexterity saves given below. The most common varieties are:

1. *Wand of Magic Missiles*—This wand will fire three *magic missiles* per charge expended.
2. *Wand of Lightning Bolts*—Fires one *lightning bolt* per charge expended. The (mis)user must make a Dexterity Check at $+10$; if he passes, anyone behind him must make a Dexterity Check normally. Damage is 6d6, range $60'$.
3. *Wand of Fireballs*—Fires one *fireball* per charge. Dexterity Check, range and damage are the same for #2.
4. *Wand of Cold*—Fires a *cone of cold* and the user has no dexterity save; anyone behind him must make a Dexterity Check at $+10$. Damage is 8d4, range $60'$, base $10'$.
5. *Wand of Paralyzation*—Fires a beam that will paralyze the user (no dex save) as per the *wand of paralyzation*. For anyone standing behind, the Dexterity Check is at $+10$.
6. *Wand of Polymorph*—Only a save vs. polymorph is allowed. If it is failed, the (mis)user is *polymorphed* into what he wished the opponent to become.

Randomly determine the type found or create new types.
**X.P. Value:** Corresponding wand's + 300 (for finding fault)
**G.P. Value:** As wand of same type

**Deathwand:** This dreadful device is a short wand of about $1'$ in length and 1" in diameter. It is made of a shiny, super-hard steel that is impossible to scratch. A small button is located on one end. If the button is pushed while the wielder speaks the command word, a *death ray* 5' wide by 60' long springs from the end. The ray is invisible to all creatures except the wielder. The *death ray* strikes one target only; once it hits a target, it does not continue. The target must save at $-4$ vs. death magic; failure indicates instant death. The wand uses charges according to the strength of the target: one charge is used for each level/HD ($+3$ = additional HD) the target possesses, regardless of whether the target successfully saved.

**Wand of Fog:** When activated, this wand creates 1,000 cubic feet of fog per round for 7–12 rounds, as per the first-level magic-user spell *wall of fog*. Such usage drains the wand of one charge. The initial $10' \times 10' \times 10'$ cube can be centered on any area within range of vision. On subsequent rounds, additional cubes of fog can be created in adjacent $10' \times 10' \times 10'$ areas as willed by the wand user. Each fog cube persists for one turn after its creation. The wand is usable by all classes and may be recharged by an magic-user of 12th level or higher level.

**Wand of Homing Fireballs:** This wand is most often red and decorated with flaming arrows. It shoots an ordinary *fireball*, except that detonation is delayed 2d4 rounds and it will home on whatever target the user names. Range 60 yards, movement rate 8. If the *fireball* cannot find a target that fits the name the user gave (and it can be very pedantic), it returns to the user for further instructions... but still explodes at the end of the 2d4 rounds, wherever that is and cannot be deactivated.

**Wand of Opening:** This wand is usually thin and made of wood. When this is struck against a lock, bound, tied, etc. object, it will cause the object to be opened, untied, or otherwise unbound. This effect is similar to the *knock* spell.

**Spectre Wand:** This wand only operates in the hands of a necromancer (or death master). It fires a jet black ray to a range of 180 feet. A hit by the ray is determined as if the intended victim had been attacked by a 6 HD monster vs. the target's frontal armor class (assuming the target is facing the wielder of the wand). If this roll to hit is not made, there is no effect. If the ray does hit, the target takes 1–8 points of damage (no saving throw), and that many points are drained permanently from the figure's hit point total. The wand takes 1 segment to fire, and has 1 to 50 charges when found. It cannot be recharged. The victim can only regain lost hit points in only one of three ways: *limited wish* (2–8 points), *restoration* (2–12 points), or *wish* (3–18 points). Once the victim gains a new level of experience, lost hit points that have not yet been regained are forever lost.

**Wand of Temporal Stasis:** This wand allows the wielder to place any one creature in suspended animation, until a *dispel magic* spell or the reverse (*temporal reinstatement*) is cast. The effect is the same as the 9th-level magic-user's spell. The command words are invisibly graven into the side of the wand which remain invisible until a *detect magic* is used on the wand. The wand can only put one creature at a time into the magical stasis. That is to say, once a bugbear has been magically frozen in time, the wand cannot put another creature into that state until the bugbear has been released. One end of the wand (usually the thinner end) casts the spell, the other end (thick end) uncasts it. One charge is used for each casting, and uncasting is free if the status was cast by the wand, otherwise uncasting costs one charge.

**Wand of the Undead:** This wand resembles the wand of Orcus, but it is smaller. The *wand of the undead* acts as a 12th-level evil cleric using an unholy symbol, for determination of forcing undead into service. However, any undead pressed into service will serve for 1–6 months rather than 1–6 weeks at a time. It will not otherwise destroy or turn undead; it will only produce either a neutral/friendly reaction, or call into service those undead it is used upon. Note that minor demons, et al. are allowed a magic resistance check before attempts to influence them; if successful, the wand fails to function.

**Wand of Viscid Globs:** This item is a metallic baton which upon expending a charge will shoot one blob that covers an area of 4 feet square with a gummy substance which adheres various things together—hands to items held, arms to shields, members to bodies. That is, whatever is covered by it will stick permanently to any other such object. It is cut by alcohol, however. The wand has a range of 60 yards. The bond of the blob is stronger than the substances bonded, and very strong creatures can tear themselves apart trying to get free if enough is exerted. A saving throw applies (but blobs that miss must hit somewhere!)

# Chapter 5

# Clothing And Apparel

## Clothes

**Cloak of Emptiness:** This cloak is a dark blue embroidered robe. The embroidery is so intricate that close studying of it will cause severe headaches. To use, the wearer wraps himself tightly in the robe, thinks or where he wants to be, and he is there. However, the robe falls to the ground where he used to be. Accuracy depends upon the condition of the cloak.

**Cloak of Etherealness:** This apparently ordinary cloak will allow the user to fade briefly into the Ethereal Plane up to three times a week. It is activated by one segment of concentration. No verbal command is necessary—the character just begins to fade. The process takes five full segments, during which time the user cannot move but may defend against attacks. While fading into the ether, the character can be struck by any weapon or spell. At the end of the five segments the character is wholly in the ether and thus invisible on the prime material and immune to most attacks.

While ethereal, the user can move at the rate of 15 feet per segment in any direction, even up or down, and can bypass walls, ceilings, magical traps, doors, etc. At the end of three segments, the user will fade back in to the Prime Material plane. The cloak cannot be activated again for one full turn, and may be activated only three times in any one week. While in the ether there is a 1% chance of an ethereal encounter which may follow the user at the DM's discretion. A user who would rematerialize inside a material object is trapped on the ethereal plane!

The cloak can be used but 36 times, after which the item becomes non-magical.

**Cloak of the Night:** This magical cloak will operate only on a non-good-aligned creature. If a good-aligned creature wears it, he will automatically be attacked by any undead encountered, even if those undead must push past other party members to get at the wearer. The cloak, when worn by a non-good figure, confers the following powers at night only: *polymorph* with all possessions into a bat, stirge, crow, or owl at will in 1 segment (the figure must return to normal shape before changing into a different form), 90-foot infravision (whether underground or not), and acts as a *cloak of elvenkind*.

**Cloak of Quick Change:** This cloak usually red and black and very popular with thieves and assassins, is reversible, and may become any two colors desired. When the cloak is worn with one color out, a set of clothing is visible; when the cloak is reversed, a second form of dress appears. When the cloak is donned over a set of clothing and the clasp is turned, the inner side of the cloak is attuned to that set of clothes. When the cloak is removed, the clothes vanish with it. A second choice of costume may then be selected and the process repeated with the cloak reversed. After this, when the cloak is reversed, the appropriate set of clothing appears.

**Collar of Obedience:** Simply put, the wearer of this item is subject to any command, given by any being within earshot. The only conditions are these: 1) the victim must don the collar willingly, and 2) the priority of each command is lower than the preceding one. Thus, if you tell the collar-wearing chancellor to kill the king, and the cornered monarch orders him to desist, yours will be the instruction followed. The collar is a beautiful work of art, often worn for its ornamental value by the unknowing.

**Degree Belt:** Appearing to be a strap of woven material six feet long, this item is in fact the most revered relic of an ancient school of martial arts. When worn in the proper manner, wrapped twice around the waist and tied with a square knot, it imbues the wearer with all the fighting skills of a top-rank student of the organization from which it came. In Oriental Adventures terms, this means a kensai of the 12th rank, while in AD&D terms, it means a fighter of 12th level with a single weapon of proficiency (the PC may not choose which weapon). Nothing else is gained, such as special abilities or hit points, and if the school (or any former member) still exists, the owner of the Belt could well be in continual danger from them.

**Gauntlets of Crushing:** These magical gloves appear to be made of a tough leather, with three-quarter-length fingers. They can be worn under ordinary armored gloves. These gauntlets make the wearer's hands hard as steel, enabling him to punch for 2–8 + Strength bonus points of damage in unarmed combat. When used with a martial art that relies on the hands as the primary attack, it gives a +4 damage bonus.

**Gauntlets of Power:** These magical gauntlets give the wearer a +2 bonus to hit whenever using a weapon in melee combat. Thus, this bonus applies when using a sword, axe, pole arm, etc., but not when shooting a bow. In addition, the gloves provide 5% magic resistance to the wearer.

**Gauntlets of Shocking:** These magical hand gear appear as metal gauntlets of the type worn with plate armor. They are large and fairly heavy. Despite their size, they expand or shrink to fit any wearer's hands from those of a halfling to those of an ogre. The gauntlets are magically charged with electrical energy, and the wearer may discharge this energy in the form of electrical attacks on opponents. The *gauntlets of shocking* have 20 power points, and used points regenerate at the rate of 1 every 12 turns. If all 20 points are used up, the gauntlets become non-magical.

A pair of *gauntlets of shocking* has three different powers, which may be used one at a time, once per round: *shocking grasp* (1 charge), *lightning bolt* (6 charges), and *chain lightning* (10 charges). All of the gauntlets' spells function at the 12th level of experience.

Due to the weight and difficulty in performing precise movements with the fingers while wearing theses magical gloves, no actions requiring extreme manual dexterity can be performed while wearing them. Thieves' attempts to pick pockets, open locks, remove traps, and climb walls, along with many spells requiring complex hand motions, are unable to be completed. Holding and using weapons, climbing anything with hand-holds (ropes, ladders, etc.), and picking up anything but very small objects are allowed.

**Girdle of Skill:** This magical girdle gives a +1 (or +5%) bonus to all rolls concerning skill. Thus, thieves' functions, many non-weapon proficiencies, and to hit rolls are all affected, but not saving throws, attempts to turn undead, damage rolls, etc.

# Chapter 6

# Equipment, Structures, And Transportion

## Equipment

**Backpack of Convenience:** This very well-made backpack will adjust its size to fit the wearer. It has been enchanted so that whatever the wearer is thinking about will be readily available at the top. Each time the wearer reaches in, however, there is a 10% chance that the wrong item is brought up. It does not hold any more weight or volume than a normal backpack.

**Black Flame Candle:** Like the spell of the same name, a *black flame candle* burns in reverse. It produces cold, darkness, and oxygen, while growing all the time. The candle may be cut into segments, but only the uppermost one will retain the magic. Note that if the atmosphere of an enclosed space gets too oxygenated, humans can get quite giddy, although it causes no real physical harm.

**Chain of Subspace:** This is a chain of mithril/iron links with a clasp on each end; the size varies. This may either be found as a large chain (20 feet long, each link 3 inches diameter) or as a bracelet. The large chain will always be unclasped, the bracelet will always be clasped. When the large chain is laid in a circle and clasped it will change to the bracelet size, and any objects or people inside the circle (and up to 40 feet above) will be teleported to subspace and place in partial time stasis. For them no objective time will pass in relation to aging, spell duration, bleeding to death, etc. When the bracelet is unclasped the full size chain and its contents will reappear.

**Chains of the Rune of the Chain:** These dull black chains and bracelets were constructed to allow the imprisonment of any magic-using classes. They are 100% magic resistant and drain all magic spells from any spell-using class. Spell users are drained of any and all spells, and must recuperate and study or pray before being able to perform magic again after being released. The chains can be removed only by the use of a mundane key.

**Danelor's Dungeon Chain:** Hundreds of years ago, there lived a great wizard named Danleor who created dozens of sets of magical dungeon chains, which he used to confine his numerous and unusual enemies. Some of these enchanted shackles have survived the centuries to the present.

Individual sets of chains vary in power and effectiveness; the stronger ones are noticeably thicker and sturdier than the weaker ones. The iron chains and shackles are built to confine any creature from hill giant size to halfling size, and *Danleor's dungeon chains* are so heavy on a captive that he is almost totally immobilized. To determine the strength of the chains discovered, roll on the following table:

| d100 | Result |
|---|---|
| 01–30 | Restrains up to 17 strength |
| 31–60 | Restrains up to 18/00 strength |
| 61–90 | Restrains up to 19 strength, prevents captive from becoming gaseous |
| 91–97 | Restrains up to 19 strength, prevents captive from becoming gaseous, escaping to the Astral or Ethereal planes, *teleporting*, or using *dimension door* |
| 98–00 | Restrains up to 20 strength, prevents captive from escaping by any means short of a *wish* |

*Danleor's dungeon chains* are much too heavy to be thrown or otherwise used as weapons. Anyone aside from the chains' captive may open the magic shackles, if he knows the command word.

In some of Danleor's ancient records, which are now kept by an isolated clan of elves, there is mention of strange types of dungeon chains which are actually sized to hold larger giants. To date, however, no such chains have been discovered.

**Extendible Rope:** This looks to be a normal rope 10′ long. When one end is held and the command word spoken, the rope will grow from the other end at 10′ per round until the holder commands it to stop or reaches 100′ of growth (making the rope 110′ long maximum). The new growth may be cut into any length desires; it will be normal rope. If the original 10′ section is cut it loses all magic.

**Faerie Lasso:** This rope is silver colored, and is actually made of hair that is 50′ long. Upon command the rope can: stretch up to 4 times its length, tie or untie, or move like a snake (move 12). Anyone bound by it must obey the rope's holder/current owner. It dislikes ordinary ropes and if tied to one will wait until no one else is looking, untie itself and slither off 25–125′ to sulk—it will not obey again until its owner apologizes.

**Flag of Fear:** This is a black flag, approximately 2′ by 4′, with a strange sigil embroidered in silver thread on it. When held aloft during a battle, all units within 240 yards of the flag must make a morale check. Units friendly to the bearer check at $+2$, while enemies check at $-2$. This item has no effect when used any place other than a battlefield.

**Foldbox:** A lesser and more benign use of the power of spatial folding, the *foldbox* is nothing more than a large container, possessed of many different-sized storage spaces. The standard type, described in most texts, has one each of the following compartments:

| | | |
|---|---|---|
| $12' \times 6' \times 4'$, | $4' \times 3' \times 2'$, | $1' \times 6'' \times 3''$, |
| $6' \times 4' \times 3'$, | $3' \times 2' \times 1'$, | $6'' \times 3'' \times 1''$ |

The great utility of the *foldbox* lies in its ability to get smaller as it is folded up. Its maximum deployment will expose all of the compartments at once, while the minimum shows only a fine wooden box (lidded) the size of the smallest compartment. A skilled user can get to any of the spaces without exposing any others. No matter how much material is placed in the *foldbox* (keeping in mind the constraints of volume), it will never weigh more than the weight of the box that is presently exposed (excluding contents). If this exceedingly tough box should somehow manage to be destroyed, the resultant explosion is equal to a 10-dice *fireball*.

**McDonnell's Mill:** Appearing as a ordinary hand-powered grain mill, this magic item radiates a strong *alteration* aura. When normal meal grains (barley, wheat, corn, rice, etc) are poured into the *Mill*'s hopper and the crank is turned, a very fine flour-like substance is produced. When baked into bread or other food, it has several effects: all exhaustion due to physical exertion or lack of sleep is dispelled, 4–10 hit points are immediately restored, and the character consuming the food is fully nourished. *McDonnell's Mill* uses 5 lbs of grain to produce 1 lbs of magical flour. Each pound of flour yields 5 servings when mixed with 1 quart of water. 10 lbs of flour can produced before the *Mill* ceases to function. This may be continuous or interrupted, but once the total usage reaches 10 lbs, the *Mill* stops and will not function for 10 days. For every 24 hour period of non-use, the *Mill* gains 1 lbs of capacity back.

**Mug of Plenty:** This device is a large clay beer mug. When a command word is spoken, it immediately fills with light or dark ale or thick mead, as the user wishes. When drained, the command word will cause it to fill again. While not particularly useful on adventures (although you never know. . . ), this is perhaps the most popular magical item among the isles.

**Multiversal Box:** A cardboard box bearing the logo of the Multiversal Trading Corporation. This is a 'knock-down' type corrugated box—usually found folded flat. When it is refolded into the shape of a box, three small printed circles may be noticed on the inside bottom—just the right size for coins.

If a coin is placed on one of the circles, it will vanish and a voice will say "Hello, Multiversal Trading Company—Catalog Order Department. May we help you?" Thereafter, when the correct number of coins (gold, silver, etc) are placed on the circles, they will vanish and the ordered item will appear in the box.

Exactly which Multiversal Services and Products are available via the box is, of course, the Dungeon Master's option and may change hourly (since Import-Export rules are always subject to change). Tariffs require 25% surcharge for delivery, a policy of cash sales only and no appraisals, analyses, message services or sales of magic items.

These boxes are not available on the open market. They are supplied by Multiversal to preferred customers only. Each box will normally (95%) function properly and deliver the correct item in good condition. However, if the box has been damaged, the chanced for fumbles will rise (i.e., once the box got wet and Pietro used it when it was only 85% dry. This gave 20% for a fumble, and it did—Pietro's new blanket arrived soaking wet. This made the box 50% wet again. . . ).

**Nadar's Everfull Safety Lamp:** This item looks like a normal oil lamp, and is always full. Engraved on it is the words "Nadar Mfg". This lamp never runs out of oil, may be adjusted to illuminate any radius from 5′ to 60′, or to send a beam as narrow as desired (minimum 1′ diameter at end for every 10′ length of beam). It has the following safety features: shatterproof (saves as stone), cannot spill in any position, cannot explode, cannot ignite any other object (flame produces no heat).

**Wheel of Keening:** This enchanted sharpening wheel makes a pleasant, almost musical sound when used. Any normal blade sharpened by this device gains a +1 bonus to attack rolls and damage for one round when next used in battle. The magic lasts one day or until the blade is used for normal cutting or carving. The blade itself does not radiate magic even while the bonus is in effect. It has no effect on magical blades.

# Transportation

**Airboat:** Similar in appearance to a large rowboat, this magical vessel actually flies through the air. The *airboat* is 20′ long, 5′ wide, and 3′ deep. The boat floats anywhere from 1 inch to 100 feet off the ground via a *levitation* enchantment. The height off the ground is determined by the owner, who is the first person to step inside the boat and utter a command phrase. The boat will not take commands from another person until the first owner exits the boat. There is a single small mast and sail in the boat; when under full sail, the boat can travel at a movement rate of 50. The boat can carry a combination of 6 man-sized passengers and/or 1,500 lbs of cargo. The *airboat* is slightly unstable, so all aerial combat takes place as if the passenger was *levitating*. The vessel is Maneuverability class D when carrying less than half its capacity, class E when over half capacity. The vessel is AC 6 and can sustain 40 hp before being destroyed. It saves as *Metal, Hard* at +3.

**Airship:** These magical vessels are larger relatives of the *airboat*. There are four types of *airship*: small galley (50%), large galley (25%), caravel (20%), and sloop (5%). Each, with the exception of the sloop, appears identical to its water-borne relative, and may sail the sea in an identical manner. Due to its special construction, a sloop may not sail upon the water. Each *airship* possesses the ability to magically *levitate* and propel itself through the air. Altitude is controlled by the first person to speak the command word upon entering the ship; while there is theoretically no altitude limit, breathing becomes difficult above 10,000 feet. Unlike the *airboat*, an *airship* is completely stable and all combat is conducted normally. Below are the descriptions of each type of emphairship:

The small galley is complete with a ram and 8 pairs of oars and is about 35′ long, 11′ wide and 26′ tall from keel to masthead (12′ from keel to upper deck). The small galley's ram may be used against aerial opponents, causing them to suffer 5–50 hp of damage upon a successful hit. The ram is considered a +5 weapon. The *airship* has a THAC0 of 16, modified by −1 for each point of dexterity of the pilot over 14, and the dexterity bonus or penalty of the target. A small galley *airship* may move at a rate of 30 under full sail; alternately, it may move at a rate of 2 per pair of oars being rowed. Using a oar requires at least 15 strength. Maximum capacity is 16 oarsmen and either 10 passengers or 4,000 lbs. of cargo (or any combination of the two). The small galley is Maneuverability Class E, AC 2, and can sustain 180 hp before being destroyed.

The large galley is approximately 100′ long, 18′ feet wide, and 38′ tall to masthead (21′ to deck); it also has 12 pairs of oars. The galley's ram may be used against aerial opponents, causing 8–80 hp of damage. It is considered a +5 weapon. The *airship* has a THAC0 of 18, modified by −1 for each point of dexterity of the pilot over 14, and the dexterity bonus or penalty of the target. A large galley *airship* may move at a rate of 24 under full sail; alternately, it may move at a rate of 1 per pair of oars being rowed. Using a oar requires at least 15 strength. There is space for only one person per oar. Maximum capacity is 24 oarsmen with 30 passengers and/or 10,000 lbs. of cargo on board. The large galley is Maneuverability Class E, AC 2, and can sustain 240 hp before being destroyed.

The caravel *airship* is similar in appearance to a small merchant ship (65′ long, 13′ wide, and 18′ high to the main deck, 42′ to the mainmast), with a square mainsail and lateen mizzensail. They have a raised forecastle and main cabin. They are capable of carrying a light catapult or two ballistae on the foredeck. Under full sail, a caravel *airship* has a movement rate of 40. It requires a minimum crew of 7 to run the ship. There is space for 11 crew and 18,000 lbs. of cargo. The caravel is Maneuverability Class D, AC 2, and can sustain 200 hp before being destroyed.

The sloop is a specially-made *airship* that is designed specifically for aerial travel; while an exceptional method of air travel, it cannot be used to sail upon water and will capsize instantly if any attempt to float it is made. A sloop is usually about 30′ long, 13′ wide, and 11′ high to the main deck, with a 20′ mainmast. The mainmast is square, with a lateen jib foresail. Sloops have a completely flat deck, though there is no room to mount a catapult or ballista. Under full sail, a sloop *airship* has a movement rate of 60. It requires a minimum crew of 4 to run the ship. There is a comfortable cabin in the after that can accommodate 8, and a spacious cargo hold in front can hold up to 8,000 lbs. of a variety of items. The sloop is Maneuverability Class C, AC 2, and can sustain 100 hp before being destroyed.

All versions of *airship* save as *Metal, Hard* at +5.

When an *airship* sustains more than 50% damage, its speed is reduced by one-third. More than 75% damage reduces speed to no more than $^1/_4$ original, and the *airship* begins to lose altitude until it is no more than 10′ off the surface. At 90% damage, the *airship* slows to a stop and gently touches down on the surface. 100% damage causes the *airship* to immediately plummet to the ground, possibly (50%) dumping its passengers in the process (check individually for each passenger unless circumstances dictate otherwise, i.e. lashed to the mast, etc.). Dumped passengers suffer damage equal to a fall of the same height, while those remaining on board suffer damage equal to a fall of one-half the height.

Unlike an *airboat*, the length that an *airship* can *levitate* varies, due to the wide variety in their method construction and enchantment. Many *airships* can only be used a certain number of hours per day (generally 4–16 (4d4)); others may be used for a period of time, then require a "recharge" period proportional to the period of use (generally 1:1 or 2:1). Still others may be used as long as some mystical fuel (a special compound of pixie dust and ground eagle feathers, essence of air elemental, etc.) is kept in a special compartment on board; the fuel is burned according to time/speed/altitude or other constrains. The most rare versions of *airships* have no limitations on their use. It is said that only truly mighty mages can construct such ships, and then only with arcane and rare texts as their guides.

Generally, 50% of *airships* are of the "daily use" type, 30% are of the "recharging" type, 25% are of the "fueled" type, and but 5% are of unlimited duration. All sloops (unless specially designated by the DM) are of unlimited duration due to their special nature.

In determining the worth of an airship, consider both the type of *airship* and the relative magical enchantments upon it:

| | **Base Value** | | | **Duration Type** | **Multiplier** |
|---|---|---|---|---|---|
| **Ship Type** | **x.p.** | **g.p.** | | Daily | ×.75 |
| sloop | 5,000 | 50,000 | | Rechargable | ×1 |
| small galley | 6,000 | 60,000 | | Fueled | ×1 |
| large galley | 8,000 | 80,000 | | Unlimited | ×5 |
| caravel | 10,000 | 100,000 | | | |

**Carpet of Catastrophe:** This large beautiful carpet flies on command, smoothly and well, and can carry up to six passengers. However, it will always fly directly to the greatest possible danger on that level of the dungeon and then land. It will not fly again until the danger in this location is abrogated. At that time, if commanded to fly, it will again fly directly to the location of greatest possible danger. (The carpet can pass thru stone walls as if ethereal.)

**Folding Coracle:** This device is similar to a *folding boat* (*q.v.*), except that it does not create such a grand vessel nor does it take up as much space when it is collapsed.

The *folding coracle* looks like a small leather patch when folded—about the size of a large playing card. In fact, the patch may be sewn to a piece of clothing as a means of disguising it. When the command word is spoken, it expands into a skin-and-strut craft that is circular and about eight feet in diameter. Up to six human-sized passengers can travel in it.

**WindWagon:** This unusual magic vessel looks like a small galleon, about 40′ long and 15′ wide and rising to 35′ at the top of the main-mast. It has a main deck, an enclosed rear cabin, and a spacious cargo hold. But the most intriguing feature of a *WindWagon* is that is meant to sail the prairies, not the seas. To this end, there is a large 12′ diameter wheel set in the exact middle of the ship. The wheel is 3′ wide and is shod in iron. A *WindWagon* can carry up to 12 people and 10,000 lbs. of goods at a movement rate of 48 under full sail. They are AC 0; the wheel takes 50 hp to render useless, while the rest of the craft can take up to 200 hp before being destroyed. Being run over by an *WindWagon* causes 10–100 hp of damage; use the target's dexterity as the base to hit number, modified by the pilot's Dexerity Modifier. *WindWagons* cannot be harmed by non-magical weapons; piercing or slashing weapons cause only one quarter damage. *WindWagons* save against magical effects as a 20th-level magic-user. Only five are known to exist.

**Yoke of Boar Harnessing:** These rare devices are of druidic design and can be used to harness a pair of boars or giant boars to the will of the bearer. Such boars can be harnessed to a chariot, cart, plow, or other towed object. Alternatively, the harness can be separated into two pieces, mastering two boars for riding purposes. Creatures larger than dwarves or elves can ride only giant boars.

The harnessed boar responds to all of the commands of the bearer, but it does not receive any magical increase in intelligence. Thus tasks that could normally be learned by the creature can automatically be performed while under the harness, but the boar cannot perform unusually complicated tasks.

**Yoke of Flight:** This large yoke can be used to harness a pair of horses. When in use, the horses have the power of flight and can pull a chariot through the air at a speed of 36.

To take off, the chariot must race in a straight line at a speed of at least 12. When the command word is spoken, the vehicle lifts off the ground and soars into the air. It must travel at least 120 yards per turn to remain airborne; at a slower speed it automatically crashes. The chariot flies with Maneuverability Class E.

Landing requires a straight path at least 180 yards long. It takes two rounds to slow down enough to maneuver freely on the ground.

**Yoke of Underwater Familiar:** This yoke, like the *yoke of flight*, enables a pair of horses to carry a chariot through a medium it could not normally enter. In this case, the environment is water.

The horses can pull the chariot at their normal movement rate. The horses have no difficulty breathing, nor do any riders who remain upon the chariot.

# Buildings, Structures, And Furnishings

**House of Zebulon:** This magic item is a small stone cube, painted with a door and windows. When the owner desires, he may cause a doorway to appear. Stepping through this doorway carries the person and anyone or anything with him inside the cube to a small apartment of six rooms. Here the person may stay for as long as he wants. He may leave the house at any time by stepping out through the same door. Once a week, he may project the doorway to any location he is familiar with as in the spell *teleport*.

**Igor's Inner Sanctum:** This small box (6" × 6" × 6") is sealed with blobs of wax with symbols impressed. (No magic can be detected.) If the seals are broken, the box vanishes forever and a little man appears. He is 4′ tall and has thinning hair, a paunch, a round grinning face with a subservient expression, and a voice like Peter Lorre. The little man will grin at the party, then look in another direction and say, "Oh! How nice! Thank you, master!" He will follow the party around, periodically looking into space and asking plaintively, "Now master?" or "Can I, Master?" or "Please master?". On a roll of 1 on 1d6, he will kick a party member in the shins, trip someone, jog their elbow, etc. (On each attack, there is a 50% chance that he will prevent the party from being caught in a trap, attacked by a monster, etc. this will always look accidental.) If 4 turns pass without a favorable die roll, he will begin to whine "Master, you promised!" or he will do something anyway and then cringe and whine "but you didn't say not to, master". He will dodge all attacks successfully, and is 100% magic resistant. Detect spells and *true sight*, etc., reveal nothing. Nor can his 'master' ever be detected. Igor will follow the party for 11–20 (1d10+10) days unless he finds something or someone that he would prefer to pester. There is a 10% chance per encounter (cumulative) that he will follow the person or monster encountered. (I.e., on the first encounter he has a 10% chance to switch, on the second, a 20% chance, etc.) Adjustments for party members' charisma are left to the DM.

**Mirror of Sending:** This magical mirror will show any scene known to the user. Objects, but not living creatures, can pass through it; spells, however, cannot pass through it. Each turn in which the mirror operates expends one charge. The mirror can have a total of 100 charges. It is rechargable.

**Mirror of Travel:** A *mirror of travel* is a large, obviously valuable, highly reflective silver mirror bordered in gem-encrusted gold. These magical items each function only when set into a sturdy wall. There are two different types of *mirrors of travel*.

The first type of a *mirror of travel* allows any character knowing the proper command word to place his hand upon the mirror, speak the word, and envision any place he has previously "seen casually" (as per the spell *teleport* in the Player's Handbook). An image of that place appears in the mirror, and the character is teleported there, arriving as if the place had been "studied carefully" (again, as per the *teleport* spell). The image stays in the mirror for three rounds after the character departs, and during this time anyone touching the mirror similarly teleports to the area it presents. This device is quite fragile and will break (and become useless) if it fails a saving throw against any attack form. The first type of a *mirror of traveling* can reveal and send its viewer to places only within its own plane of existence.

Although indistinguishable from the first type, the second type of *mirror of travel* is a vastly superior magical item that requires an intelligence score of at least 18 to operate. Teleportation through this device is without error, and the mirror's activator may take any number of characters with him, as long as their hands are linked at the time of departure. The destination's image in the mirror disappears instantly after teleportation. This mirror is just as fragile as its lesser cousin and is activated in the same way.

Additionally, the second version of a *mirror of travel* can function as a *crystal ball* with twice the usual viewing time and frequency, and it accrues no penalty when viewing into planes that are one removed from the one containing the mirror. It allows travel to once-removed planes as well, provided the mirror's activator has previously "seen casually" the place to which he wishes to *teleport*. This item must be set into a sturdy wall, or it will not function. It may only be used by magic-users.
**X.P. Value:** 4,000/8,000
**G.P. Value:** 15,000/50,000

# Chapter 7

# Armor And Protection

## Suit Armor

**Animated Armor:** Although it looks like and provides the protection of normal plate armor, this suit is enchanted with two functions. Once per day, upon the exertion of extreme effort, it automatically adds to the wearer's strength. The extent of augmentation is 10 points, with each remaining point adding 10% after 18 is reached, 1% after 18/90. Characters with an initial strength greater than 18/00 will have a single point added to their strength score. The additional Strength lasts for 5 rounds. The second function is automatically in force when the suit is unworn. A rudimentary intelligence comes to awareness, and will follow instructions, provided they are not too complex. Note that anyone may program the suit, so if the owner removes it without giving it orders, he may be asking for trouble. The suit's mind understands combat well, and will battle as a 10th-level fighter if ordered to (after which it must rest for a full day before using any of its powers). Once, and only once, the owner may call upon the suit to perform extraordinarily. The extent of this extraordinary use is left to the DM's discretion, but acceptable examples would be: carrying an unconscious owner from the battlefield to a place of safety, performing a single act requiring up to 22 Strength, or climbing a 100′ cliff. It will perform the duty (subject to the DM's decision), but will then fall to pieces, which can be reassembled by a armorer into serviceable, but mundane, suit of plate armor.

**Armor of Blending:** This armor appears to be a normal suit of any other type of armor (determine type randomly). However, upon a command, the armor changes shape and form, assuming the appearance of a normal set of clothes. The armor retains all its properties (weight, encumbrance, protection, etc.) when disguised. Only a *gem of seeing* or a *true seeing* spell will reveal its true nature when the armor is disguised. Fully 50% of all *armor of blendings* are +1 in power; 40% are +2 and but 10% are +3.
**X.P. Value:** 1,000 + 500 per plus
**G.P. Value:** 5,000 + 1,500 per plus

**Armor of Command:** This finely crafted suit of full plate armor radiates a powerful aura of magic. When worn, the armor bestows a dignified and commanding aura upon its wearer. The wearer is treated as if he had a Charisma of 18 for all encounter reactions. Friendly troops within 360 feet have their moral boosted by +2. Otherwise, the armor functions as a suit of *full plate +1*. Since the effect arises mainly from the distinctiveness of the armor, the wearer cannot hide or conceal the suit and still have the effect function.

**Armor of Rage:** This suit is identical in appearance to the *armor of command* and functions as a suit of *full plate +1*. However, when worn, the armor causes the character to suffer a −3 penalty to all encounter checks. All friendly troops within 360 feet have their morale lowered by −2. The effect is not immediately noticeable.

**Death Knight Armor:** This is the enchanted magic armor worn by the dreaded death knight (*q.v.* Fiend Folio). It appears to be solid black plate armor, with various adornments and engravings. This armor provides protection equal to *field plate +2*; however, the main advantages of this armor lie in the magical enchantments place upon it by the creator of the death knight (rumored to be no less than the demon lord, Demogorgon). Such is the construction of death knight armor that it has the same encumbrance and movement characteristics as elven chainmail; i.e. weight 15 lbs, non-bulky, and base move of 12. Also, the armor absorbs damage as per normal field plate armor, but with no cumulative damage limit. Finally, the armor provides 15% magic resistance.

Suits of this armor are intrinsically linked to the planes of the Abyss, and must be exposed to the radiations thereof for at least one full day each year, or the suit will fall to pieces, losing all value.

**Dragon-mail:** This armor looks like a version of scale mail that has been painted a bright color. In reality, though, the armor has been fabricated from the scales of a dead dragon, and the color of the armor indicates the type of dragon used to make it. *Dragon-mail* is very lightweight and flexible, and thus highly prized. For purposes of encumbrance, movement, and weight, treat it as magical elfin chain mail. *Dragon-mail* varies in its protective power, according to the type of dragon used to make the suit. Each kind of armor also provides protection against certain attack forms. All suits of *dragon-mail* add +3 to all saving throws as per a *ring of protection*. The table below summarizes the various types of *dragon-mail*:

| Dice Roll | Color | Armor Class | X.P. Value | G.P. Value |
|---|---|---|---|---|
| 01–15 | Black | 2 | 1,500 | 15,000 |
| 16–30 | Blue | 0 | 2,250 | 25,000 |
| 31–45 | Brass | 2 | 2,250 | 25,000 |
| 46–51 | Bronze | 0 | 4,500 | 45,000 |
| 52–60 | Copper | 1 | 3,250 | 35,000 |
| 61 | Gold | −2 | 8,000 | 70,000 |
| 62–73 | Green | 1 | 2,250 | 25,000 |
| 74–82 | Red | −1 | 6,000 | 55,000 |
| 83–85 | Silver | −1 | 6,000 | 55,000 |
| 86–00 | White | 3 | 1,500 | 15,000 |

| | Reduced Damage from: | | | | |
|---|---|---|---|---|---|
| Color | Acid | Cold | Electricity | Fire | Poison Gas |
| Black | 1/2 | - | - | - | - |
| Blue | - | - | 1/2 | - | - |
| Brass | - | - | - | - | 1/2 |
| Bronze | - | - | 1/2 | - | - |
| Copper | 1/2 | - | - | - | - |
| Gold | - | - | - | 1/2 | 1/2 |
| Green | - | - | - | - | 1/2 |
| Red | - | - | - | 1/2 | - |
| Silver | - | 1/2 | - | - | - |
| White | - | 1/2 | - | - | - |

**Platemail of Fear:** This fearsome armor functions as normal *platemail +1*. However, it is imbued with 2–4 *fear* charges. Upon uttering a command, a charge is spent and the wearer radiates a 30′ aura of *fear*. All creatures within the aura must save vs. spell or flee in panic for 2–5 rounds. When all charges spent, the armor functions as normal *platemail +1*. It cannot be recharged.

**Prismatic Armor:** Appearing as any metallic armor (chain or better), this magical armor shimmers and flows with one or more of the prismatic colors: red, orange, yellow, green, blue, indigo, violet. The suit acts as *armor+2* of the appropriate type. In addition, the prismatic color(s) apparent provide protection against various kinds of attacks. Consult the following table to determine the appropriate prismatic colors and their benefits:

| Roll | Color | Benefit |
|---|---|---|
| 01–11 | Red | Immune to non-magical missiles |
| 12–22 | Orange | Immune to magical missiles |
| 23–33 | Yellow | Immune to poison, gas, and petrification |
| 34–44 | Green | Immune to breath weapons |
| 45–55 | Blue | Immune to detection/location and psionics |
| 56–66 | Indigo | 50% magic resistance |
| 67–77 | Violet | Halve all physical damage |
| 78–00 | – | Roll again twice |

On a result of 78–00, roll two additional times, ignoring duplicate colors. It is possible to roll 78–00 multiple times, having 3, 4, 5, 6, or even all 7 colors. All effects are cumulative for suits with more than one color.
**X.P. Value:** 2,000 + 1000 per color
**G.P. Value:** 7,500 + 5,000 per color

**Tess' Armor:** This is a set of bright red plate mail, field plate, full plate, or bronze plate, decorated with yellow flames. It functions as *armor +3*, has no encumbrance, and any heat or fire attack does half usual damage. Whenever the wearer has cause for anger he must make a Wisdom Check at a +7 penalty or the suit will burst into flame for 1–4 rounds. During this time any person touching it will take 1–6 points of damage and any weapon must save vs. magic or melt. The wearer and his own weapons, et al. are not affected, and the wearer will not see the flames or be aware that anything unusual is happening.

# Piece and Partial Armor

**Brassard of Strength:** This magical piece armor looks like a single plate armor arm. When inspected closely, it is shown to be of extremely fine steel, with joints that move almost flawlessly. The brassard acts a full plate *armpiece +3*, and has the added power to enhance the wearer's strength in the arm it is worn on. Thrice per day, the *brassard of strength* will increase the wear's strength to 24 in that arm only. The strength increase lasts 1 turn. The increase provides a bonus when using a one-handed weapon in the armored hand, when attempting punches, opening grates, etc. with one hand, and any other action only requiring the use of one arm. Thus, picking up a heavy object with a ring in it is possible if the rest of the character is braced against something immovable, while pulling apart the iron bars of a cage requires the use of the other arm and is thus not possible. If a matching pair is somehow obtained, then a much wider variety of actions may be undertaken if both are used simultaneously. 75% of these magical armors are for the right arm.

**Dragonhelm:** These magical helms were created for warriors who wished to have some of the special aura and powers of dragonkind. All such helms appear to be normal metallic helmets until worn; then they take on their true form of steel, with inlays of precious metals and gemstones. Some of these helms have dragon-like features or engravings on them. All fighter types, clerics (but not druids), and bards are able to wear these helmets.

When worn, a *dragonhelm* confers infravision on the wearer to a range of 60′, and the wearer's senses are so heightened by the helm's powers that *invisible*, ethereal, astral, out-of-phase, and hidden objects become detectable at a range of 10′ per user's level (if multi-classed or dual classes, the user's highest level as a fighter or cleric is considered).

The wearer may also radiate *fear* once per day at will. The aura will cause all beings (even allies) within 120 feet to save vs. spell, with wisdom bonus applicable, or flee from the wearer in terror for 3–12 rounds. This fear aura has no effect on beings with six or more hit dice/levels.

The helm counts as +3 armor (or +3 to the AC 1 afforded by a great helm for armor pieces) against all head-directed attacks (such as those made by vorpal weapons), and saves as hard metal with a +3 bonus to the die roll. It does, however, have certain disadvantages. Because certain items like dragon scales and bone are incorporated into the helm's making and the helm draws power from them, certain elements of a dragon's personality will begin showing up in the wearer. After keeping it in continuous use for one month (putting it on every day, even if for only a moment), the wearer will begin to hoard money and valuables, refusing to part with the smallest copper piece unless absolutely necessary. The wearer will spend less and less on equipment, food, and clothing. Instead, the wearer will try to get other people to purchase such items, or may turn to theft and robbery if the character is neutral or evil. The wearer will also be less likely to respect or even listen to the opinions of others, will grow increasingly egotistical, and will tend to want to lead rather than follow. After the wearer uses this item continuously for two months or longer, he must make a saving throw vs. spells each time the *dragonhelm* is donned or become permanently afflicted with megalomania.

Another disadvantage is this: If the wearer comes within 120 yards of a true dragon, the wearer will find such a creature irresistible and will obey the commands as if charmed. This effect usually ends immediately if the helm is removed, but if the wearer has used the helm continuously for more than one month, the charm effect will last for 1–4 days even after the helm is removed. If the wearer has megalomania, the charm is permanent.

Dragons generally know all about *dragonhelms*, and sometimes leave them lying about in their treasure hoards for unwary adventures to find and use.

**Harrowhelm:** When first found, this helm appears to be any other sort of normal steel helmet; it radiates magic, however, and faint runes may be seen on the inside of the helm. The consecutive casting of *read magic* and *comprehend languages* spells will inform the reader of the general nature of the helm, but not its disadvantages. A bard's legend lore ability or a spell such as *identify*, *wish*, or the like will also work in this fashion.

Any non-psionic character who is allowed to wear metallic armor can use this device. The wearer gains the ability to generate a psionic blast (attack strength 101 points) up to three times per day, but only once in any single round. The wearer will also find that the helm grants the use of certain psionic disciplines for as long as it is worn. The disciplines granted vary from one *harrowhelm* to another:

| | |
|---|---|
| 01–50 | One devotion, usable with 15 strength points per day. |
| 51–85 | Two devotions, usable with 30 strength points per day. |
| 86–98 | Three devotions, usable with 45 strength points per day. |
| 99–00 | Two devotions and one science, usable with 45 strength points per day. |

The specific psionic disciplines for a helm may be randomly determined or assigned by the DM. The level of mastery at which these powers operate equals one-half the current wearer's level (or one-half the highest level, if multi-classed), rounding down. Thus a 1st-level character cannot make any use of this helm beyond psionic blast generation until he reaches 2nd level.

The wearer of the *harrowhelm* is also immune to all psionic attacks except for psionic blast, but the helm grants +6 bonus to saving throws against this attack form.

The *harrowhelm* has two disadvantages. First, it attracts the attention of all psionic creatures within a half-mile radius as soon as it is put on (whether or not any of its powers are immediately used). Though it does not necessarily anger such creatures, it will be easy for these beings to locate and track the helm wearer as long as they stay within this range; they need only concentrate mentally to do this.

The second disadvantage manifests itself when a psionic character puts on the helm. The unfortunate wearer will immediately be attacked by a 100-point strength mind thrust. The helm's magic will also neutralize any psionic defense; disability may result from this attack (see the DMG, p. 77, Psionic Attack Upon Defenseless Psionic). This attack will repeated at the start of every subsequent round, though the wearer may remove the helm at any time to prevent more than one attack.

**Leggings of Speed:** Appearing to be nothing more than a normal pair of either leather (75%) or chain mail (25%) leggings, in reality they are *leggings +2* with a special power. Whenever a character is either pursuing or fleeing an enemy, they double his movement rate until he either catches or evades the enemy. *Leggings of speed* do not increase speed for normal exploration, and once the enemy has been caught/evaded, the character returns to his normal movement rate.

**Vest of Steel:** The *vest of steel* is a magical piece of armor that is counted as armor (magic-users can't wear them). It gives the wearer an armor class of 1, and may be worn over normal non-magical ring, studded, padded, or leather armor. It does not affect thief functions other than incurring a 10% penalty for moving silently. For armor pieces, the shoulders, chest, and abdomen are AC 1, and the rest of the body is AC 5 if no armor is worn, or +3 to the regular AC of the other areas.

# Shields

**Shield of Defending:** This small shield is approximately $1\,{}^{1}\!/_{2}'$ in diameter, and made completely of polished steel. Anyone picking it up will be amazed at its light weight (2 lbs.). This is a *shield +3*, and it allows the wearer to parry one attack per round without losing either the shield bonus or a weapon attack.

**Shield of Warding:** This medium round shield is about $2\,{}^{1}\!/_{2}'$ in diameter, and is made of fine oak, with a leather sheathing on the front. The enchantments placed upon the shield make it as tough as steel. If it is used by anyone other than a druid or ranger, it functions as a *shield +2*. In the hands of a ranger or druid, it acts as a *shield +5*, and the word "garzath" appears on the upper rim of the shield when wielded. If the ranger or druid speaks this command word, he immediately becomes invulnerable to normal missiles and may move as a blink dog for 1 turn. This function may be used twice per day.

# Chapter 8

# Weaponry

## Intelligent Weapons

Beyond the normal enchantments placed on ordinary magical arms, there lies the special category of those whose creators have imbued with that extraordinary gift (or perhaps curse, as the case may be): sentience. The swords of myth are the most common recipient of this most unusual characteristic, but there is no prohibition on many other types carrying such enchantments. Certain types of weapons, however, whether it by chance or some inherent natural predisposition, are more likely to retain the powerful magics that an intelligent weapon requires:

**Table 8.1: Chance of Weapon Possessing Intelligence**

| | |
|---|---|
| Bows, Crossbows, Handaxe | 1% |
| Staff, Spear, Battleaxe, Mace | 5% |
| Dagger, Hammer, Knife, Trident | 15% |
| Scimitars, Swords | 25% |
| All Others | 0% |

Not all intelligent weapons are created equal, of course. The lesser of the species have no more intelligence that a dog, while their betters can hold their own against the average human. The truly rare and wondrous weapon possesses abilities beyond that of normal man and has intelligence to rival the best human (or demi-human) -kind can offer. Of course, the difficulty in constructing these wondrous arms is beyond the reach of all but the most fearsome of mages and holiest of priests, and therefore the more powerful and intelligent weapons are consequently much more scare (to put it mildly!)

**Table 8.2: Weapon Intelligence and Capabilities**

| Dice | Int. | Abilities | Communications |
|---|---|---|---|
| 01–32 | 12 | 1 primary | semi-empathy[1] |
| 33–56 | 13 | 2 primary | empathy |
| 57–76 | 14 | 2 primary | speech[2] |
| 77–88 | 15 | 3 primary | speech[2] |
| 89–96 | 16 | 3 primary[3] | speech[2] |
| 97–00 | 17 | 3 primary + 1 extraordinary[4] | speech and telepathy[5] |

1. The possessor will receive some signal (throb, tingle, etc.) and feel urges when its ability functions.
2. The weapon will speak its alignment language plus one or more other languages, as indicated on Table 8.8.
3. The weapon can also read languages and maps of any non-magical source.
4. The weapon can read magical writings as well as other languages.
5. The weapon can uses either communication mode at will, with language use as any other speaking weapon.

Due to the extreme concentration and effort that construction of a magically intelligent weapon requires, and the tendency of the weapon to mimic the alignment of its creator, the balance of weapons are *lawful* in nature. This does not preclude a chaotic weapon from being created, though the frequency with which chaotic creatures submit to such arduous tasks is considerably lower than their lawful or neutral counterparts.

**Table 8.3: Alignment**

| Dice | Alignment | Dice | Alignment |
|---|---|---|---|
| 01–05 | chaotic good | 41–55 | lawful good |
| 06–10 | chaotic neutral | 56–70 | lawful neutral |
| 11–20 | chaotic evil | 71–85 | true neutral |
| 21–25 | neutral evil | 86–95 | neutral good |
| 26–40 | lawful evil | 96–00 | non-aligned* |

* Characters of any alignment may use this weapon with no penalties. They have no alignment language.

Normally, only a character with the exact alignment of the weapon may use it to its full extent. Characters whose alignment is one place removed from that of the weapon can usually use the weapon (some exceptions: a *Holy Avenger*, a "Final Word" sword, etc.). However, they incur a $-4$ penalty to their personality when resolving personality conflicts, and they are more likely to get into such conflicts with the weapon in the first place, since their goals are less compatible (usually) with the weapon than those of a like-aligned creature. All intelligent weapons have at least one basic power; the more intelligent have commensurately more powers. All primary abilities of a weapon function on command, as many times as desired per day. The wielder must grip the weapon (though it need not be draw for all functions to work) and concentrate on the desired ability.

**Table 8.4: Primary Abilities**

| Dice Roll | Ability | X.P. Value | G.P. Value |
|---|---|---|---|
| 01–07 | detect elevator/shifting rooms/walls, 10′ radius | 60 | 300 |
| 08–14 | detect sloping passages, 10′ radius | 60 | 300 |
| 15–24 | *detect evil/good*, 10′ radius | 120 | 600 |
| 25–28 | *detect law/chaos*, 10′ radius | 120 | 600 |
| 29–35 | detect gems, number and kind, 20′ radius | 240 | 1,200 |
| 36–42 | detect precious metals, kind and amount, 20′ radius | 240 | 1,200 |
| 43–52 | *find traps*, 10′ radius | 240 | 1,200 |
| 53–62 | *detect magic*, 10′ radius | 240 | 1,200 |
| 63–67 | *detect illusion*, 10′ radius | 240 | 1,200 |
| 68–72 | detect secret doors, 10′ radius | 120 | 600 |
| 73–77 | *know alignment*, 10′ radius | 120 | 600 |
| 78–82 | *detect invisibility*, 10′ radius | 240 | 1,200 |
| 83–87 | *locate object*, 120′ radius | 180 | 900 |
| 88–92 | *non-detection* on self | 180 | 900 |
| 93–98 | roll twice, ignoring scores of 93–98 | | |
| 99–00 | roll on Table 8.5 instead | | |

Note that the detect evil/good and the detect law/chaos powers are one or the other, according to the alignment of the sword; neutral weapons have a 50% chance of either.

If the same ability is rolled twice, double the radius.

All abilities functions only when the weapon is held and the possessor is concentrating on the desired result. Use of an ability is the only action allowed during that round.

Extraordinary abilities are limited to use but a few times per day. Weapons usually will not use these power unless it specifically furthers their immediate interests to do so—careless and/or wasteful use of extraordinary powers is a good way to end up in conflict with a weapon.

**Table 8.5: Extraordinary Abilities**

| Dice Roll | Ability | X.P. Value | G.P. Value |
|---|---|---|---|
| 01–02 | Add weapon's pluses to saving throws, 1/day, 1 turn duration | 300 | 1,500 |
| 03–04 | *Animate Dead*, 1/day | 420 | 2,100 |
| 05–06 | *Anti-Magic Shell*, 1/day, 5 round duration | 600 | 3,000 |
| 07–08 | *Charm Person* on contact, 3/day | 360 | 1,800 |
| 09–10 | *Clairaudience*, 30′ range, 3/day for 1 round | 360 | 1,800 |
| 11–12 | *Clairvoyance*, 30′ range, 3/day, for 1 round | 360 | 1,800 |
| 13–14 | *Color Spray*, 2/day | 360 | 1,800 |
| 15–16 | *Command*, 3/day | 300 | 1,500 |
| 17–19 | *Cone of Cold*, 8d6, 1/day, 120′ range | 600 | 3,000 |
| 20–21 | *Cure light wounds* on self, 3/day | 300 | 1,500 |
| 22–23 | *Cure critical wounds* on self, 2/day | 420 | 2,100 |
| 24–25 | Determine direction and depth, 2/day | 300 | 1,500 |
| 26–28 | *Dispel Magic,* 2/day | 480 | 2,400 |
| 29–30 | *ESP*, 30′ range, 3/day for 1 round | 480 | 2,400 |
| 31–33 | *Fireball*, 8d6, 1/day, 180′ range | 600 | 3,000 |
| 34–36 | *Fly*, 120′/round, 1 hour/day | 480 | 2,400 |
| 37–38 | Gaze reflection, 3/day | 360 | 1,800 |
| 39–40 | *Haste* self, 1/day | 480 | 2,400 |
| 41–42 | *Heal* self, 1/day | 600 | 3,000 |
| 43–44 | *Hold person*, 2/day on contact | 420 | 2,100 |
| 45–46 | *Hypnotic Pattern,* 2/day | 420 | 2,100 |
| 47–48 | *Create Illusion*, 120′ range, 2/day, as per wand of illusion | 480 | 2,400 |
| 49–51 | *Invisibility* on self, 3/day | 360 | 1,800 |
| 52–53 | *Levitate*, 1 turn duration, 3/day | 420 | 2,100 |
| 54–56 | *Lightning bolt*, 8d6, 1/day, 120′ range | 600 | 3,000 |
| 57–58 | *Magic Missile*, 4 missiles, 140′ range, 2/day | 420 | 2,100 |
| 59–60 | Magic Resistance, 20–80%, 2/day, 8 rounds duration | 540 | 2,700 |
| 61–62 | *Mirror Image*, 2/day | 360 | 1,800 |
| 63–65 | *Paralyzation*, 2/day on contact | 480 | 2,400 |
| 66–67 | *Polymorph Self*, 1/day, 16 turn duration | 540 | 2,700 |
| 68–70 | *Protection from evil/good* or *law/chaos* 3/day, 16 round duration | 360 | 1,800 |
| 71–72 | *Ray of Enfeeblement*, 2/day, 35% strength loss, 30′ range | 420 | 2,100 |
| 73–74 | Shift to/from Ethereal Plane, Astral Plane, or Plane of Shadow, one only (3/day) | 540 | 2,700 |
| 75–76 | *Slow*, 1/day on contact | 480 | 2,400 |
| 77–78 | *Strength* on self, 1/day, 8 turn duration | 420 | 2,100 |
| 79–81 | *Silence* on self, 3/day | 300 | 1,500 |
| 82–83 | *Suggestion*, 2/day, 5 turn duration, 1 creature only | 420 | 2,100 |
| 84–86 | *Telekinesis*, 2500gp weight, 2/day for 1 round | 420 | 2,100 |
| 87–89 | *Teleportation*, 1/day, 6000gp weight maximum, 2 segments to activate | 540 | 2,700 |
| 90–91 | *Tongues*, 2/day, 5 rounds duration | 420 | 2,100 |
| 92–93 | *Web*, 2/day | 360 | 1,800 |
| 92–94 | X-Ray vision, 2/day, 1 turn duration | 420 | 2,100 |
| 95–97 | Roll Twice, ignoring 95–97 | | |
| 98–99 | Choose a power | | |
| 00 | Choose a power and roll on Table 8.6 | | |

All spell effects work as if cast at the 8th level of ability.

If the same power is rolled twice, double the usage per day.

The weapon must be held and concentrated upon for one full round to activate power.

Special Purposes are just that: the weapon was created for some overriding idea. Special purpose weapons exhibit a single-mindedness seldom seen in living creatures. All plans and adventures are to bring about the fulfillment of its special purpose. Failure to use the special power when applicable to the situation is a major conflict with the weapon. All special powers are usable only when facing certain opponents or situations, but may be used as many times as long as the situation/opponent is present.

**Table 8.6: Special Purposes**

| Dice Roll | Purpose | X.P. Value | G.P. Value |
|---|---|---|---|
| 01–04 | Defeat opposite alignment | 200 | 1,000 |
| 05–07 | Defeat law | 200 | 1,000 |
| 08–10 | Defeat chaos | 200 | 1,000 |
| 11–13 | Defeat neutrality | 200 | 1,000 |
| 14–16 | Defeat good | 200 | 1,000 |
| 17–19 | Defeat evil | 200 | 1,000 |
| 20–23 | Slay clerics | 225 | 1,125 |
| 24 | Slay druids | 225 | 1,125 |
| 25–28 | Slay fighters | 225 | 1,125 |
| 29–30 | Slay rangers | 225 | 1,125 |
| 31 | Slay barbarians | 225 | 1,125 |
| 32–33 | Slay cavaliers | 225 | 1,125 |
| 34 | Slay paladins | 225 | 1,125 |
| 35–38 | Slay magic-users | 225 | 1,125 |
| 39 | Slay specialist (one type) | 225 | 1,125 |
| 40–42 | Slay thieves | 225 | 1,125 |
| 43 | Slay assassins | 225 | 1,125 |
| 44 | Slay istari | 225 | 1,125 |
| 45 | Slay monks | 225 | 1,125 |
| 46 | Slay bards | 225 | 1,125 |
| 47–48 | Slay avians | 200 | 1,000 |
| 49 | Slay daemons or demodands | 250 | 1,250 |
| 50–52 | Slay demi-humans | 200 | 1,000 |
| 53–55 | Slay demons | 250 | 1,250 |
| 56–58 | Slay devils | 250 | 1,250 |
| 59–61 | Slay dragons | 250 | 1,250 |
| 62–64 | Slay extra-planar creatures | 250 | 1,250 |
| 65–67 | Slay giants | 225 | 1,125 |
| 68–70 | Slay humans | 200 | 1,000 |
| 71–73 | Slay humanoids | 200 | 1,000 |
| 74–75 | Slay insects | 200 | 1,000 |
| 76–80 | Slay magic-using creatures | 225 | 1,125 |
| 81–83 | Slay mammals | 200 | 1,000 |
| 84–85 | Slay plant life | 200 | 1,000 |
| 86–88 | Slay poison-using creatures | 225 | 1,125 |
| 90–91 | Slay psionic creatures | 250 | 1,250 |
| 92–94 | Slay reptiles | 200 | 1,000 |
| 95–96 | Slay faerie creatures* | 225 | 1,125 |
| 97–00 | Destroy Undead | 250 | 1,250 |

* Faerie creatures include: brownies, centaurs, dryads, pegasi, pixies, satyrs, sprites, sylphs, unicorns, and other similar sylvian creatures.

The purpose of a true neutral weapon with a "slay opposite alignment" purpose is to defeat/slay creatures of the four extreme alignments (LG, LE, CE, CG).

Classes do NOT include their respective subclasses; i.e. cleric does NOT include druid.

Creatures that the weapon is made to slay will be affected by the special purpose power if they fail a save vs. spells when the weapon hits them.

**Table 8.7 Special Purpose Powers**

| Dice Roll | Power | X.P. Value | G.P. Value |
|---|---|---|---|
| 01–08 | *Cause blindness* for 2–12 rounds | 100 | 500 |
| 09–15 | *Confusion* for 2–12 rounds | 100 | 500 |
| 16–25 | *Death* | 200 | 1,000 |
| 26–35 | *Disintegration* | 200 | 1,000 |
| 36–42 | *Cause fear* for 1–4 rounds | 100 | 500 |
| 43–49 | *Feeblemind* for 1–4 rounds | 150 | 750 |
| 50–56 | *Insanity* for 1–4 rounds | 100 | 500 |
| 57–66 | *Maze* | 100 | 500 |
| 67–75 | *Paralyzation* for 1–4 rounds | 150 | 750 |
| 76–85 | *Petrification* | 150 | 750 |
| 86–93 | *Plane shift* | 150 | 750 |
| 94–00 | *Quested* | 150 | 750 |

All weapons with speech capabilities can speak their alignment tongue; in addition, one or more other languages may be know. Select the appropriate languages according to the history/purpose of the weapon.

**Table 8.8: Non-Alignment Languages**

| Dice Roll | Number of Languages |
|---|---|
| 01–40 | 1 |
| 41–70 | 2 |
| 71–85 | 3 |
| 86–95 | 4 |
| 96–99 | 5 |
| 00 | 6, or the sum of two more rolls, ignoring further 00s |

Each language (including the alignment language) is worth 50xp and 250gp.

All weapons were created to fulfill some specific need, not just those with high and mighty special purposes. It is incumbent upon the DM to create at the minimum a cursory history of the weapon, detailing its creation and the circumstances surrounding it. A more ambitious DM can include details of the time period in which it was forged, the sagas of various heros who bore it, and massive battles in which it slew mighty opponents. The more mighty weapons will have a long and glorious past, and will constantly remind their owners of such if they are not properly treated. Even lowly weapons will have some history, and it is to the detriment of the game if this aspect of the weapon is neglected. The past history and events that have taken place around the weapon, former owners, and special powers all shape the personality of the weapon, which has a direct impact on the player.

## Ego and Weapon Vs. Character

What happens when a character desires to use a function of the weapon, and the weapon refuses (it can refuse, just like any sentient being)? The answer to this question lies in exploring the complex relationship between owner and weapon, wielder and wielded.

Despite their unusual nature, intelligent weapons have all the desires and cravings normal beings want. They have goals, drives, and ambitions, just like ordinary living creatures. The more intelligent and powerful the weapon, the more intense and driven it is to achieve these goals.

Sadly (for the players, but for the DM . . . ), a weapon's motives, methods, and goals seldom coincide exactly with the character wielding it. Especially in the case of the more intelligent and powerful weapons, there can be considerable bickering with the weapon over choices the party has made. The weapon seldom sees the party's goals as acceptable; it sees only its *purpose* and anything extraneous is to be avoided. This does not mean that all weapons are uncooperative or short-sighted; indeed, many will cooperate in the achievement of seeming unrelated tasks if it convinces the wielder to participate in an undertaking more to the weapon's desires.

Weapons may demand concessions from their owners in exchange for the use of their powers; common ones include expensive adornments, removal of associates/henchmen distasteful to the weapon, removal of other magical weapons, or that a character take it along on all occasions. Most intelligent weapons' personalities are self-centered from a human perspective, thought exceptions are rife.

Many times, concessions to a weapon or just significant explanation are sufficient to gain the weapon's compliance. However, when a character and weapon come into conflict, the argument must be settled somehow. Like many other arguments, the winner of a weapon vs. character conflict is the one with the more forceful personality. The *personality* of a character is determined by adding the character's Intelligence, Charisma, and level of experience together. Note that level is based on current hit point totals, so if a character has lost 50% of his total in a fight, his effective level is half normal for determination of personality. Characters affected by *fatigue* are treated as having $^2/_3$ of their current hit points for level determination, while *exhausted* characters have $^1/_3$ of their current total. Tired and wounded characters are naturally less compelling.

The personality of an intelligent weapon is the sum of its intelligence rating (as determined above) and its *ego*. The ego of a particular weapon is determined as follows:

**Table 8.9: Ego**

| Attribute of Weapon | Ego Points |
|---|---|
| Each 'plus' of the weapon[1] | 1 |
| Each primary ability[2] | 1 |
| Each extraordinary ability[2] | 2 |
| Special purpose | 5 |
| Each language spoken[3] | $^1/_2$ |
| Telepathic ability | 2 |
| Read languages ability | 1 |
| Read magic ability | 2 |

1. A +1 weapon has 1 ego point, but if it has another higher plus, the highest is also counted. Weapons that have no extra pluses, but have additional powers, double their 'plus' rating for ego.
2. If the ability is doubled, double ego points.
3. Round up.

After the personality of the weapon and character have been determined, the two are compared. If the character exceeds the weapon's personality by 25% or more, the character can effectively control and command weapon with no effective argument from the weapon. If the character's personality is greater that the weapon's, but not by 25%, then the character can still control the weapon fully, but the mental strain of forcing the weapon to bend to one's will is such that for every time a primary/extraordinary/special purpose power is used, the wielder must rest one round/5 rounds/1 turn. No action is possible during this resting period other than immediate self-defense; the character may flee a melee, but not of his own accord (another character must physically force the character to run).

Should a weapon's personality exceed that of the character, the weapon is able to impose its will upon the character. If the weapon has no more that 125% of the character's personality, the character cannot use any of the weapon's powers voluntarily (thought the weapon may choose to utilize them). The sword can force the character to drop the weapon, or give it to another. It can also refuse to strike an opponent. It also has the power to enforce more mundane demands: the purchase of expensive engraving on the blade or removal of a rival weapon. Should the personality of a weapon exceed 125% of the character, the weapon can control the wielder. All commands short of immediate suicide can be enforced; thus a controlled character could find himself forced to attack a giant alone, or be carried into a quest to bring the weapon to a greater demon. The possibilities are endless (of course!)

# Swords

Normal magic swords vary in size and shape as any other weapon. The exact type of sword depends on the desires of the DM; however, certain swords are only found in specific types—these types are mentioned in the text of the description.

Unless otherwise noted, all magical swords emit a light equal to a *continual light* (qv.) spell with a certain radius. This light may be dimmed by the wielder, but never completely extinguished while drawn (exceptions to this will be noted). The nominal maximum radius of light for a variety of swords is given below:

| Type | Maximum Radius |
|---|---|
| Bastard, Long, Katana | 15′ |
| Broad, Cutlass, Saber, Falchion, Khopesh | 10′ |
| Épée, Rapier, Ninja-to, Short, Wakizashi | 6′ |
| Two-handed | 20′ |

**Sword +1, +5 vs. Masonry:** This weapon acts like a normal *sword +1*, until it comes within 10 feet of any stone construction. Thereupon, it forces the wielder to attack said construction, until it is reduced to rubble.

**Sword +1, +5 vs. Wielder:** This maleficent weapon has a secret desire to destroy any creature who possesses it. On an unmodified attack roll of 1, 2, or 3, the weapon strikes the wielder for maximum damage. Once this happens, the wielder can never be rid of the weapon (in a manner similar to other cursed weapons).

**Axe sword:** This unusual weapon appears to be a longsword with a small battle-axe blade on the quillons. In battle, it acts as a *longsword +4, defender*. It possesses two additional powers: absorption of mystic energy and aging. The wielder has 100% magic resistance to all spells causing direct physical damage (*fireball, lightning bolt, magic missile*, etc.). Spells not causing direct physical damage (*disintegration, death spell, finger of death*, etc.) are not affected. Also, all attacks causing aging (ghost's touch, etc.) are absorbed and the owner ages at half the normal rate. Should the *axe sword* ever be destroyed, all the absorbed natural aging of its owner(s) is released, instantly aging them back to their chronological age.

**Copycat Blade:** At first this sword will appear to be worthless, as it has no blade, though it's a perfectly good hilt. However, it is actually an unusual sword. If the hilt is grasped, and a command word spoken, the power of the blade is made known.

By touching any substance, and using the command word, a blade for the sword comes into existence made of the same material as that touched. Therefore holding the blade up to a fire would produce a burning blade. A stone blade would be invulnerable to rust monsters and such, a blade of holy water (holy ice) would do appropriate damage against demons. Uttering the command word when the hilt is not touching anything causes the blade to vanish. The *copycat blade* is +2 "to hit" and on damage.

Note that the magic can copy gold, silver, platinum, diamonds, etc., but breaking off the blade to use the raw material as currency ruins the magic of the sword.

**Coward Sword:** This appear to be a magical long sword, but whenever a character tries to use the sword against a monster whose level is greater than the plus of the sword, the sword will scream "Yikes!" and put itself back in its sheath. The sword will not come out of its sheath until until the monster is no longer within striking distance. The sword is cursed so that the possessor will think it the best sword in the world and will never willing discard it no matter how many times it fails to perform (often resulting in a bad mauling or death of the hapless wielder). The only way to free oneself of the sword's curse is to touch it to a *vacuous hole* or the like or to have a 20th-level cleric cast a *remove curse* on the sword.

**The Crystal Blades (StormBlades):** There are nine of these special *sword +3*s. All have an Intelligence and Ego of 16. The distribution of the type and alignment is as follows:

| | |
|---|---|
| 4 long swords | Extremes (LG, CG, LE, CE) |
| 2 broadswords | Neutral Good and Neutral Evil |
| 2 short swords | Lawful Neutral and Chaotic Neutral |
| 1 two-handed sword | Neutral (Pure) |

Their magical abilities are:

- Detect Law/Chaos/Good/Evil (as appropriate; 30′ radius)
- *Dispel Magic* (2/day)
- *Lightning Bolt* (8 HD; 1/day; 360'range)
- *Invisibility* (on wielder/sword; 3/day)
- Become Ethereal (owner/gear affected; 1/day at will)
- No pluses lost as the swords go to other planes.
- Speaks 4 languages two of which are common & old common (DM chooses others but they may NOT be dragon, demon, devil, demon, titan, etc...)

Each sword's blade is made of Glassteeled Adamanite, hence the names. In combat, the blade darkens to a misty black color (hence the other name, StormBlades). Although the personality of each sword is different depending on its preferred alignment (and each has its own unique name, as well), the magical abilities of the swords are the same.

**Crystal Sword:** This magical bastard sword is made out of a large single piece of quartz crystal. Magic makes it the same weight and hardness of a regular 2-handed sword and provides its special ability (which is not obvious or always known). When held so the user can see through the blade, it translates any written language into any other of the DM's choice, usually common, dwarvish or elvish. It can be used 3–5 times a day, and each charge lasts for ten minutes.

NOTE: It can only be activated on command! It thus has a limited intelligence that only pertains to translation (which may not always be precise). The sword must (obviously) be clean to be useful for this purpose. The work to be translated must be clearly visible and of a sensible language. Possible option: only allow it to translate from one specific language to another.

It is otherwise +2 to hit and +3 on damage.

**Demon Bane:** This bastard sword is +3 for all normal purposes, but has several powerful functions when used against Demons. The wielder of the sword is immune to all magical effects and spells caused or cast by any demon, directed specifically at the wielder. For any other effects, the wielder gains a +4 on any saving throws, and will even get a saving throw if there was none before. The sword glows a deep blue whenever a Demon gets within 120′. On a hit of a natural 20, if intended, the sword will hit and shatter the Demon's amulet. In fighting Demons, the sword is +5. The sword is only usable by Lawful Good characters.

**Ebony Blade:** Usually a short sword of dark-metal, this magical blade turns completely black at night. A normal blade in any light equal to a *continual light* or stronger (ie. full daylight), the Ebony Blade is +2 in any lesser light (i.e. *light*, torch light, dusk, etc.)

In low light levels, the Ebony Blade grants its wielder ultravision out to 90′. It can create *darkness, 15′ radius* thrice per day at any time. (Note that the Ebony Blade functions at full strength within the darkness.) Finally, it gives a +20% bonus to attempts to Hide in Shadows or Move Silently (non-thieves included).

**Elf Slayer:** These special *swords +2* were created for the explicit purpose of kill the faerie. Against any faerie folk, the sword exhibits the following abilities:

- Hitting a full blooded faerie causes triple damage
- Hitting a partially faerie folk causes double damage
- Magic of armor created by faerie folk is nullified by swords
- Owner gains +5 save vs. magic regardless if it is unsheathed or not (see other notes on magical resistance).

If the result of a saving throw is 20 or better, the spell has *NO* effect on the owner. As a side note, beneficial spells must get past a saving throw of 2 to effect the user (−1 per level of caster). Also, no magic items of any sort will function on the user as long as the sword is within a foot of him.

For the purposes of this sword, faerie races include: Elves, Sylphs, Dryads, Nymphs, Pixies Brownies, Atomies, Quicklings, Pseudo- and Faerie-dragons, Satyrs, Sprites, Leprechauns, etc. Basically, any race that has some inherent magical ability or defense and would be found in a sylvan setting (see the Encounter Tables the 1st ed. DMG) is considered a faerie race. Note that Gnomes and Halflings are excluded. A partial faerie race is any of the above combined with a non-faerie race (usually human). Half-elves are the most common example.

The metal used in these swords is flat black, and is very difficult for the Dwarven masters to forge. Other weapons made of this metal (called Zu fluct by Dwarves, which today translates as 'elf slayer' although it originally meant 'kills wimpy scum') include spears and arrows. The arrows do not affect saving throws or magic items, and the spears only give a +1 to saves and save against beneficial spells on a 18 or better. If a faerie even touches this metal, he takes one point of damage per pound of metal. Note that this could be misconstrued as ego damage. Most Elf Slayer swords are broadswords.

**Emerald Sword:** The blade of this *short sword +1* is made from purest emerald. When drawn, all within 30 feet of the sword must save vs. spells or become *fascinated* with the sword and take no action for that round (associates of the sword bearer save at +4, dwarves save at −2, and gnomes and elves save at −1). The sword will inflict double damage on creatures from any elemental or para-elemental plane, and against such creatures it is a +2 sword.

**Ethereal Blade:** This silver-bladed *long sword +4* appears simultaneously on the Prime Material Plane and on the Ethereal Plane. While carried on the Prime Material there is a 1 in 20 chance per hour while sheathed (per turn while drawn) of something on the Ethereal Plane encountering it. Also, the blade can shift the wielder (and all gear) to the Ethereal Plane and back up to 3 times per day.

On the Ethereal Plane the blade is +2.

**Flaming Wooden:** This strange sword is actually made of wood, and will burst into flames upon command. It starts as a *two-handed sword +4* after the command word is spoken (without being activated, the weapon is nothing more than an ornate club).

The flame lasts for 1 combat or 1 turn, whichever is shorter. After the first use, it burns down to a wooden *long sword +3*, and once again flames on command. In this same manner it goes from here to a *short sword +2*, a *dagger +1*, and than a nice little pile of ashes. It sheds light in a 5′ per plus radius, and yields the heat of a small campfire in the larger modes (suitable for saving someone from frostbite in a cold glacier cave at the DM's option).

**Golem Killer:** Long sword +1, +3 vs. magically animated creatures (not including undead). It also provides *protection from cantrips* in a 5′ radius.

**Guardian Blade:** This small blade does not normally glow. Its chief function is to lie upon or beside the sleeping character and warn of approaching danger. It can detect enemies like a *wand of enemy detection* within a 20 yard sphere. Upon detecting an enemy, the *guardian blade* will flash a single burst of light, telepathically alert its owner, and go out. This power can be used but once per day, and will operate continuously for a period of up to six hours. It may be used while the character is awake and moving but once used it will not function again for twenty-four hours.

**Idrenal:** Normally a *short sword +1*, it increases to +2 in the hands of a thief. When used for a backstab attack, it advances the thief an additional step of backstab multiplier (i.e., ×3 instead of ×2, etc.)

**IronFist:** This two-handed sword is +1 to hit and +2 damage. When the wielder holds it firmly in front of him shouting "IRONFIST", the blade polymorphs itself into a huge arm with powers equivalent to the *Bigby's Crushing Hand* spell. This can be done three times per day.

**Long Sword ×2 (Doubling Sword):** Doubles the "to hit" roll, doubles damage. It is magical, but is not considered a magic weapon for hit determination purposes.

**Lucifer's Hammer:** Not a hammer but a *broadsword +3* of ancient manufacture, these weapons were said to have been constructed by an ancient devil-worshiping mage/priest. When swung in a peculiar pattern, a *Lucifer's hammer* opens a gate to the Nine Hells, from which a lesser devil steps through. Each of these swords has a particular lesser devil bound to it. The wielder of the sword may command the devil to perform any action he desires.

The service the bound devil renders varies according to the sword owner's alignment. If the wielder is of good or neutral alignment, the devil will most certainly attempt to pervert the meaning of the command, and will slay the wielder and all associated creatures, taking the sword back to the Nine Hells, if the wielder appears weak. If the owner is evil, the devil will serve the character for a maximum of 1 turn. Service is given willingly if it enhances the ends of lawful evil.

The bound devil may be summoned no more than once per week. If the devil is ever slain while performing a service, the *Lucifer's hammer* may not summon the devil for a period of one century.

**Metalblade:** Forged, some say, by mages of the Lava Children, these swords appear to be made of stone or bone. They vary in size from short swords to two-handed sword. Very few of the falchion variety have been found, and no specimens of khophesh, rapier, or katana variety have ever been seen. To all tests, save actual combat, it appears to function as a *sword +1*.

However, this is an enormously dangerous weapon. Always crafted from stone or bone and tempered in the blood of lava children, the Metalblade ignores metal. Completely. Passes right through it. All metal armor worn has no affect on armor class. Treat all partially-metal armors (studded leather, splint mail, etc.) as normal leather armor (base AC 8). Metal-reinforced wood shields are not affected, but metal shields are ignored. Magical bonuses may or may not have their regular effects, at the DM's discretion.

**MindWall:** Usually a long sword with a very keen edge and very shiny (bright), it is +1, +3 vs Psionic creatures. It has the following powers:

- Permanent Tower of Iron Will (for combat roll always a 16)
- Wielder always has a closed mind
- If a psionic creature is hit with the sword one randomly determined tangent or contact is severed.
- +2 save vs charm, illusion, and mind affecting spells and powers.
- If a psionic creature touches the pommel they suffer a mental backlash resulting in a drain of 2d10 psionic strength points which stuns them for 1d4 rounds. If the psionic has less then the number of points drained then drain one power for a number of rounds equal to the number of points drained.

**Oathbreaker:** Also know as "Chainbreaker", this *broadsword +1* releases its targets from any *geases, charms, quests*, compulsions, etc. whenever it does more than minimum damage. Further, it breaks bonds and chains as a *sword +6*, as appropriate to its special purpose. The wielder cannot be *geased or charmed*, subject to *suggestion, fear, or emotions* spells, or the target of a *quest*. Warning: hitting a demon, devil, or other extra-planar creature with it is very likely to free it of its bonds of servitude to its master (50% likely per hit).

**Obsidian Blade:** These fell blades were created by the evil priestess Ciril to aid in her quest to destroy the good knights of the ancient kingdom of J'Rail. She distributed the swords to her henchmen, and many a good knight fell to these fatal blades. *Obsidian blades* are made of an unknown material that closely resembles the stone obsidian in appearance; however, the material is stronger than true-tempered steel. The blackness of the blade glistens with a fine luster and the hilt is wrapped in solid silver wire to aid in gripping. Ciril managed to produce several dozen of these fine blades in her life; most have since disappeared into the unknown.

All manner of these swords have been discovered, from short swords to a great two-handed version found several decades ago by a wandering trader. All versions are +3 to hit and damage and create magical *darkness* much as normal magic blades create *light* when drawn. The wielder of the blade is not affected by the *darkness*. Also, should the blade strike a good-aligned cavalier or paladin, the sword causes double damage, plus all bonuses.

The blade can only be used to its full effectiveness by non-good creatures; any good-aligned creature may use the sword, but it performs only as a non-magical sword of the appropriate type, with none of its special powers functioning.

**Shadowbane:** This otherwise normal shortsword gives +5 to saving throws vs. illusions. In addition, any illusory creature hit by it is instantly dispelled. It is +1 vs. shadows and shadowy creatures, but a normal sword otherwise.

**Shadow Sword:** A Shadow Sword appears as a normal sword with a black blade. When someone picks it up, after a few seconds it vanishes. They can still feel the weight (only about two pounds) on their hand, but there's nothing there. Subsequently, any time they INTEND to have a sword (of whatever type) in their hand, the Shadow Sword will appear (in the expected form). It has no combat bonuses, except when fighting creatures of shadow, in which case it is +2, or in magical darkness (+1). Usually what happens is someone pick it up, it vanishes. Then in their experimentation (WHAT the HELL?) they will attempt to draw their own sword (thus desiring to have a sword in their hand), and it will appear in the proper form. It will remain until they put it down and someone picks it up again, or will it out of existence again. It's a neat sword, flashy, but it doesn't usually help in combat (BTW, it sheathes itself in the Border Ethereal).

**Short Sword of Disarming:** A *short sword +1* which grants its wielder +4 on attempts to disarm an opponent. On high rolls (18–20), the opponent's weapon must save vs. crushing blow or break.

**Short Sword of Severing:** A magic sword with no pluses normally, it is effective against inanimate objects. The sword can be used to instantly sever any rope or chain, and sever any tentacle or tendril of a plant or rock-like monster on the roll of a 20. It can also hit any golem as if it had the necessary pluses.

**Songblade:** This is a *sword +1* but in the hands of a bard it gains several extra powers. Whenever the command word is spoken the sword begins to sing, complimenting any song the bard sings for 2–8 rounds. This will give the bard a +15% bonus for charming to any song he sings during the 2–8 rounds. This ability can be used 4 times/day. The sword can also cast an *audible glammer* like a 7th-level wizard twice a day.

**Spellswords:** It is believed that the fighter/mage elven kings of Highfolk were the first ones to create a Spellsword. Anyone can wield them, but only spell casters may truly benefit from their powers. Any wizard may use a *spellsword* with no non-proficiency penalty. This weapons usually have the form of a long or bastard *sword +3*. They have two powers:

- The wielder is not required to have simple or trivial material components for his spells. The sword can supply this magical energy instead. For example, the wielder is no longer required to have "a bit of fur and an amber, crystal or glass rod" to cast a *lightning bolt*. Instead he could (for example) hold the sword in both hands, raise it above his head, utter some words of power, point it to the target and make the bolt sprout from the blade itself. Rare or expensive material components, however, are still required.
- The wielder may cast a memorized spell at the sword. Any spell will do. The sword will then receive an extra damage bonus equal to the level of the spell. This effect lasts for 1 round per level of the caster. It is possible to cast several spells in sequence, but the maximum total bonus the sword can have (including it's original +3) cannot exceed the caster's level. The caster cannot boost the sword's power in this manner and then give it for someone else to use. Doing this immediately breaks the spell(s) and the sword reverts to a +3 blade.

**Stargate:** When this sword is unsheathed under a starry night's sky and the command word is spoken, all touching it will be teleported to the vicinity of any location they desire. Roll 5d6, and subtract the result from 16. Multiply that number (treat negative numbers as 0) by 10 to give the distance in miles from the target and determine the direction randomly. It can be used but once per night. It is otherwise a normal blade.

**Sureblade:** This blade never strikes a friend. On fumble results where the blade would strike a friend or the wielder, or fly from his hand, treat as no result. Further, the blade "knows its target", it isn't fooled by illusions, displacements, blinks, etc... If the blade is actually intelligent, it will be reluctant to fight in certain circumstances, such as fighting a charmed opponent, or otherwise beguiled.

**Sword of Cursed Dancing:** This appears as a fine rapier with a golden hilt, and when identified will be revealed as a *sword of dancing +3*. Of course this is not the normal Sword of Dancing that the players will expect, and when commanded to "Dance" in the middle of a battle, it will proceed to grow arms and legs and will disco dance for 1d10 rounds and then return to its wielder. Anyone watching the sword must save vs. Spell or start to dance with it. After all, it's a very attractive sword.

**Sword of the Cursed Gauntlet:** This is a black-bladed *sword +3* with a gauntlet attached to the hilt. The gauntlet is made in such a way that the only way to use the sword is to put on the gauntlet. Unfortunately, the gauntlet only goes on the wrong hand (i.e. left hand for a right-handed fighter) and can only be be used by fighters and swashbucklers. Once on, it will not come off, except in rare, inexplicable cases. Depending upon how recently it has been used to kill something, it will range in color from a dull, grayish black to a jet black glossy color.

Now, the main reason I introduced it was this: try using a bow with a sword in one hand, and the hand firmly wrapped around the hilt. Also, try putting on shirts without cutting them up. Putting chainmail and other things on are also VERY difficult. After a couple of weeks game time, I relented and let him take the sword off, but ONLY by putting it into a special sheath. When the sword comes off, the gauntlet stays on, and the sword is unusable by anyone else due to a sharp edged hilt that will cut through anything except the gauntlet.

As a twist, you could make the sword magical in such a way that the user becomes "addicted" to it.

**Sword of Forbearance:** A rather slim and light *longsword +1*, this weapon has no intelligence (although it has a special purpose: to protect wielder) and no particular alignment (suggestion: LG or NG).

It will act as any normal +1 weapon as long as the wielder is healthy (over $1/2$ of max HP). But as the character loses HP, it'll start to make itself useful. For every 10% below 50% of max HP the wielder is currently, the sword adds +1 to his AC against weapons as it starts to fend for the wielder. At 10% (when the wielder is just about finished) of max HP, the sword will stop trying to hit the opponent and will concentrate on defending it's wielder (it's very loyal), adding another +1 to AC and also if the wielder hits his opponent (DM's—don't let on the sword isn't attacking to harm) it disarms the opponent. The AC bonuses are good only vs. hand-wielded weapons. It does not affect AC vs. arrows and the like.

The reason for naming it 'Sword of Forbearance' are that the sword will "forgive" the user for abandoning her and as it's not intelligent it forgives enemies for hurting it's master a bit as that is life, but it'll try it's hardest to keep him alive and well.

This sword is usable only by fighters as the disarm capability implies. If a non-fighter uses it, it'll protect him at half usefulness and can't disarm. If a fighter uses it to disarm or fend of an opponent, or engages in any form of non-lethal combat, it becomes a *sword +3*.

**Sword of Force:** Also known as the "Sword of Force Energy." Normally in the form of a *bastard sword +2*, this sword bestows the benefit of the wizard spell *shield* when drawn.

**Sword of Frenzy:** These swords are generally +2 or higher, and have no extra effects unless the wielder has a dexterity of 15 or higher. If this is the case, then the wielder can opt to forego his or her AC bonus in order to gain extra attacks. For every two points of dexterity above 14 an extra attack can be gained. i.e. one for DEX 15–16, two for DEX 17–18, etc. Not all points need be given up for extra attacks. Thus a character with DEX 17 could choose to give up two points for one extra attack, and still retain one bonus point toward AC.

**Sword of Gaseous Form:** Also known as a Sword of Fiery Throat. On natural roll of 20 the sword releases a spray to the target's face, blinding him for 1d4 rounds, and making his throat burn. It is otherwise a *sword +1*.

**Sword of Gleaming:** This blade, whenever held by a living creature, will always reflect all light in the area, making the blade gleam brightly. It is not bright enough to blind creatures, or otherwise harm anything, but it is plainly visible to anyone in the area, as long as there is at least the equivalent of moonlight available to be reflected. This radiates a faint aura of alteration. It is otherwise a *sword +1*.

**Sword of Healing:** *(+5 Sword of Cure Serious Wounds)* This unusual broadsword cures wounds, rather than causing them. Instead of causing 1d8 damage + strength bonus + weapon bonus, it heals 6–13 (1d8+5) + strength bonus to person struck. It is not possible to tell be merely watching combat that this sword heals wounds for the wounds merely close by natural means, i.e. clotting, etc. This sword cancels the effects of a *sword of wounding*. This sword might be considered cursed until the actual powers of the sword are revealed. (Note to DM's: it would probably be good to put a limit on the amount of damage this sword can heal, or at least a per person limit; otherwise, characters will be able to cure all their wounds far too easily.)

**Sword of Intercession:** This magical weapon is a holy (or unholy) sword that always has an alignment and a patron deity. A character of any alignment may wield a Sword of Intercession, but it will function as a normal, non-magical weapon. A character of the same alignment as the sword may wield it as a +2 weapon. A character who worships the sword's patron deity may wield it as a +4 sword, and in addition gains a 5% magic resistance and a +2 bonus on all saving throws so long as the sword is held or carried. Such a character will also be able to *commune* with his deity once per week, asking one yes-or-no question at that time. The sword will not work for those who have only converted to their new alignment or religion within the last year.

**Sword of Reincarnation:** This is a +2 sword that automatically kills on a natural 20 (DM may optionally allow a saving throw versus death magic). Any creature killed by this sword is reincarnated. The slain will remember the last hours of its life (like who killed him)!

It can be strange being hunted down by rabid squirrels...

**Sword of Revenge:** This broadsword is sturdy with an iron blade, a brass handle, and is cool to the touch. At night, any spirit within one mile whose death needs to be avenged will visit the wielder—who is the only one who can see them. The spirit with the greatest need will ask the wielder to avenge it and the wielder is *geased* by it. The wielder cannot have more than one *geas* at a time. The wielder will not be harmed by ghosts nor can he attack them. He cannot throw the blade away while *geased*.

The sword is +2 normally, exhibiting its true power (+4) only when the wielder is *geased*.

**Swords of the Magi:** There are but 2 example of this rare sword in each style (long, broad, short, falchion, ...). the sword performs differently in the hands of mages and specialists than other characters. When used by anyone other than a single-classed wizard, the sword radiates magic but does not otherwise exhibit any magical powers. In the hands of a single-classed wizards, however, it manifests some unusual powers. The sword can be effectively used by a wizard, with none of the normal non-proficiency penalties associated with using an unfamiliar/illegal weapon. The swords other powers depend on whether the wizard is a specialist or a generalist (i.e. non-specialized mage).

Specialist wizards may use this weapon as a normal *sword +1*, with no other special powers other than that allowing it to be wielded with no non-proficiency penalties.

When used by a non-specialized mage, the sword acts as a *sword +2* and the ability to enter a fighting frenzy is gained:

- Acts as a +2 berserking sword but will NEVER hit an ally (however, it may hit a traitor...)
- Reduces AC by a −2 bonus
- Doubles the hit points of the mage temporarily (cf. *Potion of Heroism*)
- Allows mage to attack as a fighter of equal level
- The frenzy only last 1 turn, at the end of which the mage is very fatigued (cf. the section on endurance in the Wilderness Survival Guide)
- The wizard is −2 to hit, 10% chance of spell failure, and is at $^1/_2$ movement for the next hour after the frenzy ends.

The mage may use the frenzy power of a Sword of the Magi a number of times per day equal to his Constitution score divided by 3, rounded up. Thus a mage of Constitution 14 can enter a fighting frenzy up to 3 times per day, provided the required rest period is taken between each frenzy.

**Sword of Night:** Though most magical swords shed light, a *sword of night*, also known as a black sword, sheds darkness. The sword's wielder determines the radius of the sphere of darkness given off by the sword; it can be from 5′ to 25′, in 5-foot increments. Within this radius, all creatures but the sword's wielder will be unable to see and will suffer a −4 penalty to hit on their attacks, as well as losing any armor class bonus for dexterity. Infravision and ultravision are similarly useless within this radius. The sword's user may see normally in all respects, however, and can use the sword as a +1 weapon to hit and on damage. The sword can also *cause fear* in all creatures within the darkness who fail a saving throw vs. spell (with wisdom bonuses applicable). This *fear* power is generated at the wielder's unspoken command, and may be produced up to three times per day. Creatures affected by the *fear* will move away from the darkness at full speed for 2–7 rounds.

A *light* spell cast at the sword will negate all of its powers (except for its +1 combat bonus) for one round per level of the caster, if the sword fails to save vs. lightning (as hard metal). A *continual light* spell negates the darkness powers for twice as long, and the save is made at a −3 penalty.

**Sword of the Night:** These short swords are enchanted with the ability to cast forth an area of darkness of 5–25′ radius, but of a sort so that the wielder can see within it as per lighting conditions without this darkness (i.e. if it is already dark, this is not going to help). They have no magical bonuses.

**Sword of Spell Splitting:** These rare and valuable swords have the ability to ward off the attacks of certain spells upon its wielder. The sword's power affects any spell which causes direct physical harm to the character using it—thus, a *fireball*, *lightning bolt*, *magic missile*, or *flame strike* would be affected, but not a *death spell*, *disintegrate*, *magic jar*, *cause blindness*, or *cause light wounds*. The user does not have to be the target, only within the area of effect. When the *sword of spell splitting* is called upon to protect it's user, roll d10. On a roll of 1–3, the spell causes no damage; on a 4–7, the spell causes half damage, and on a roll of 8–10 full damage is taken. Normal saving throws apply for partial damage when the sword fails to provide full protection (if applicable for the spell).

| Dice Roll | Bonus | X.P. Value | G.P. Value |
|---|---|---|---|
| 01–50 | +1 | 800 | 4,000 |
| 51–80 | +2 | 1,200 | 6,000 |
| 80–95 | +3 | 2,000 | 10,000 |
| 96–99 | +4 | 3,000 | 15,000 |
| 00 | +5 | 4,000 | 20,000 |

**Sword of Stealth:** These interesting swords can be found in a variety of strengths (pluses), though the most common variety is +3 in strength. All radiate *non-detection* while in the possession of its owner. In addition, they allow the wielder to become *invisible* twice per day.

Usually, but not necessarily, accompanied by its sister sheath, the *sheath of stealth*. This sheath appears to be capable of holding a dagger, but in reality, may store the Sword of Stealth.

The Sword of Stealth is normally a long sword (although there have been a few of the bastard variety found).

**Sword of Travel:** This unusual sword was developed by grateful mage as a gift to a wandering warrior who had helped him while in great need. It gives the wielder the ability to travel at twice his normal rate.

The sword is +3 to hit and +3 damage. It is of neutral alignment, but does not possess any intelligence. The sword has a gold tint except for the hilt which appears black. There is a stone in the bottom of the hilt that would appear to show the stars in the night sky. If the stone is ever removed the sword will turn to dust.

**Sword of Warding:** This *two-handed sword +3* sheds a light that is harmful to undead. The light will act as a cleric of 12th level in terms of turning undead. Those undead that cannot escape the light (i.e. are forced to be within 20′ of the sword) are weakened 1 hp per round. The sword is only usable by good characters, the moment an evil character touches the sword, it flares up and delivers burning damage of 4d8 regardless of protection the evil character might be using.

**Sword of Were:** A *longsword +1* with the hilt which has the look of some creature but is unrecognizable except during the time of the full moon. During the full moon, the sword hilt forms into the head of a wolf, tiger, bear or rat (randomly determined or could be specific for one sword).

While the hilt is in the shape of an animal, the wielder can transform into the animal at will, as long as the moon is up (and is full). During this time, the wielder had all the abilities and control of a were-person that had been "were" for 20 years. As long as the person doesn't retain the shape when the moon goes down ( 25%chance to be permanent "stuck" that way) or have the shape when the moon goes out of full phase, all powers can be safely used. Note that the transformed character is not affected by symbols and artifacts (wolvesbane, garlic, etc.) that normally affect were-creatures. However, the transformed character does not gain the immunity to non-magical weapons of were-creatures.

**Thief Watcher:** This is jeweled *long sword +1, +2 vs thieves* is of the finest quality steel and is often finely engraved.

This sword allows the wielder to see objects/creatures hidden in shadow (not invisible objects) and will "twitch" violently (−3 to hit if in segment before or during strike) when the wielder is about to be backstabbed (usually negating the backstab multiplier, but not back attack bonus) and growls lowly when the wielder is the object of a pick-pocket. The wielder also gains the powers of the non-weapon proficiency 'alertness'.

**Throwing Broadsword +1:** This strange broadsword has the ability to be accurately thrown up to 50′, attack an enemy, and return to the wielder. When thrown, it attacks up to two targets and returns the same round. The wielder must make a successful Dexterity Check to catch it on its flight back or takes full damage.

**VampireBlade:** A magical long sword that is intelligent and has the power to grant regeneration to the wielder by vampiric regeneration, these blades are often both coveted and loathed. Half of all damage caused by the sword is used to heal the wielder. The disadvantage is that the sword gets hungry if it doesn't kill anyone (or at least taste a pint or more of fresh blood) for more than 24 hours, in which case it drains the wielder 1–4 hit points per hour. This feeding continues until the wielder is dead or the sword tastes a sufficient amount of fresh blood. The drain will be unnoticed until the wielder is at less than 25% strength; the source of the draining is not obvious. It is an evil blade.

**WereBlade:** The WereBlade is a doppleganger of swords, a shape-changer. Usually, it looks to be an ordinary, but magic-radiating, dueling saber. In combat against another sword, even two-handed, it takes on the qualities and special abilities of the opponent's sword (unless, of course, the other sword is inferior and breaks; the WereBlade saves as a magical sword). Against more than one sword, the WereBlade takes on the qualities of the most powerful one.

The original WereBlade was made for a Duelist by the name of Geeves, in Cormyr of the Forgotten Realms (In my campaign). In following my interpretation of the Duelist class and its "honor", I designed the Were-blade to reflect the Duelist's desire to win a fight by skill and not by magical advantage. The Duelist usually has enough proficiencies to handle all the swords into which the WereBlade might change. The WereBlade has limited telepathy, enough to let its user know what abilities it has taken on in each combat (i.e. whether that opponent's sword can cast a fireball once a week, and, therefore, so can the Were-blade, for that combat).

This weapon may suck for any character going up against a creature which needs a +2 weapon to hit it but is attacking the character with a regular long sword. . .

## Singular Swords

The following swords are unique, but are not included in the section on Unique Items because they are not really legendary in nature. Instead, they are singular creations of some long-forgotten mage or priest. While they have some unusual powers and abilities, they do not have the extensive history and mighty magics that true legendary items possess.

**Sword +1, Deplorable Talker:** It doesn't have much in the way of useful abilities (it might have been able to levitate itself, I don't remember), but it spent hours regaling us with tales of the exploits of its Uncle Max. Loudly.

**Bastard Sword:** This sword was created by a vengeful witch to rid the world of the illegitimate children of her warlock husband; it is +3 vs. bastards (those whose fathers are not known). It is otherwise a normal sword.

**Biff (Long Sword of Annoyance):** Biff is a +3 long sword who can make himself and his caster invisible. The only problem is, Biff never, ever stops talking (unless promised a good fight, in which case he might shut up for a round). Biff speaks even while sheathed, but his sheath muffles him enough for his wielder to sleep.

Biff speaks common in a high, loud, voice. "I remember when you shoved me into that orc's heart, it was great! I was covered in blood! I could feel the heart beating around my blade! The view inside the body was incredible!", etc.

**Black Blade:** This mysterious black onyx obsidian blade has mithril inlaid along the blade and is rune carved. It also has a black diamond pommel. The sheath and baldric are made of black dragon skin with mithril tooling and stitching. The black blade is a *longsword +2*. It has an intelligence of 17, ego of 18, and is Chaotic Neutral in alignment.

Upon the killing stroke, the wielder will temporarily gain the number of hit points of the killed creature. If the creature is humanoid or human the wielder will also gain the levels/hit dice of said person. This will last for a number of turns the creature has levels or hit dice. If the sword does not kill in three days, its ego will rise one point a day until it controls the wielder and makes him kill. This can also occur if in battle the wielder looses enough hit points to lose control. The black blade act as a dancing sword and also heals 1 point per day. It can detect traps, secret doors, and evil. It talks telepathically and can speak dwarvish, black dragon, stone golem, orc, and of course common. The sword also confers 85% magic resistance on its wielder.

The voice it speaks in is a deep ominous crackling tone.

**CoinStealer:** An evil golden *dagger +4* with what looks like a platinum blade. There is a small amount of tarnish on the blade which writhes in torch light. In shadows and darkness the blade never glints or betrays it's wielder. The blade is intelligent and has the special purpose of acquiring money. It can detect the number and type of precious metals at up to 20′ and the number and type of gems at up to 10′. My gnome thief/illusionist came across this nasty piece of work and fell in love with it, especially since the dagger was almost as greedy as he was. "Yeah Boss, the dopey lady with the tattoo has 3 emeralds in her sock and a silver piece under her wig".

**Daelus:** A chaotic intelligent *dagger +2*, which once per day can fire a bolt equivalent to a *magic missile*, doing 2d4+2 points of damage, but only with the weapon's cooperation.

**Daryo:** A rather unusual blade, Daryo was created by a far-traveling mage for a frequent companion for use on their long outings. Daryo is of *neutral good* alignment, and provides a +1 bonus to hit and damage rolls. It has an intelligence of 19; however, it speaks no languages and communicates via empathy only. Daryo has an ego of 6.

Daryo is specially designed for use in outer space. When in a vacuum, it automatically provides a globe of breathable air around the wielder to a distance of 1 foot. This power may be used for up to 1 hour per 24 hour period and does not have to be continuous. Additionally, it allows the use of a *fly* spell (move 36, maneouverability class B) up to a total of 1 hour per day, which may be non-continuous so long as the total time spent flying does not exceed the allotted amount within any 24-hour time span. Daryo detects spelljamming (q.v.) within 1,500 million miles; this is done whenever the possessor grasps the hilt. Note that no information regarding distance or direction is gained; only the presence of spelljamming out of the immediate area is detected for. Finally, Daryo will detect the largest celestial body (moon-size or greater) within 3,000 million miles twice a day. Distance and relative distance are communicated via a tug on the blade and the intensity of the empathic pulse.

NOTE: This sword is primarily for use with Spelljammer™.

**Demon Sword:** This +2 bastard sword is a polymorphed Type IV Demon (or Tanar'ri, True-Nalfeshnee if you wish) and can throw all the spells that such a creature could throw. The wielder should not be told this. The demon will cast whatever the wielder asks. The sword will exact its payment each midnight in hit points (1hp + 1hp for each power used). You could scale this up to reflect the different spell levels, if the character can take the losses.

The sword communicates through telepathy. The wielder can only get rid of the sword if *remove curse* releases the demon from its imprisonment in the sword, free to cause mayhem on the party.

**Dragon Chopper:** "Dragon Chopper" is named given to this sword by its last possessor. Where it was made and by whom are unknown. It is a fairly powerful sword; however, it has gained notoriety as the weapon of a most foolish paladin (its last possessor). How he came into possession of the blade is a mystery. However, his (and the blade's) exploits became famous far and wide in his land. May powerful and hideous creatures fell to its seemingly invincible strokes. Both the ego of the paladin and the sword grew with each passing victory. The sword sought greater and greater conquests, and the paladin heartily agreed. Finally, its possessor grew so confident he single-handedly challenged the dragon-god Tiamat to a duel. Tiamat knew of this miscreant before he even entered her plane. The battle was short and memorable only as an example for future teacher to point out, "do NOT…" Tiamat's consorts were array around her invisible. The paladin sensed evil, but believed it to be only the combination of Tiamat and the radiations of Hell alone. The Paladin rushed to attack and was blasted by the breath weapons of 6 ancient dragons. The remains of the Paladin were never found. His sword miraculously survived. Some time later, the demon-lord Orcus traded 6 hearts of each type of good dragon in exchange for this sword. He blasted the memory of this sword just as he did "Fire Biter".

"Dragon Chopper" is a lawful good *bastard sword +2*. It has an intelligence of 11 and an ego of 19. It's special powers are:

- Detect evil dragons 100′ radius (it glows whenever one approaches within 100′; otherwise it gives off no light).
- Triple damage against evil dragons on a natural 20.
- It communicates telepathically in its alignment tongue.

Because of the nature of the sword, it can only be possessed by a fighter (or any subclass) of lawful good alignment.

**DragonClaw:** A *vorpal long sword +4*, this blade is a mighty one indeed. It has the following abilities (in addition to its decapitation capability):

Spells (1/day):

- *Fireblast* (12d6)
- *Lightning Bolt* (12d6)
- Chlorine Blast (12d6)
- Detect Evil Dragons (60-yard radius)
- Detect Gold/Precious Metals (60-yard radius)

Special abilities:

- Shoot blade (up to 100-foot range), +10 damage
- Hilt acts like *club +4* when blade is gone
- There are 4 claws on the hilt. If, when used as a club, all 4 claws hit, the claws will animate for 1d10 damage and act as a *dagger of venom*.

The sword's special purpose is to slay evil dragons. When in combat with an evil dragon, it does double damage. It also feels a kinship to all good dragons.

DragonClaw is intelligent and has a personality much like a dragon's (greed, etc.). The sword will demand a treasure horde to guard, etc…

**Dragon Death:** Dragon Death is a magical (+3) two-handed sword. It is +4 vs. reptiles, +5 vs. dragons, end +6 vs. wyrms (true dragons in my campaign). It has a tendency to glow when in presence of these creatures which it detests within an unholy wrath, and in the presence of wyrms, the weapon attains dancing capabilities, striking as its wielder for 1d12 rounds before returning. Note: regardless of circumstances, the weapon may dance only once per day.

**Dragon Ember:** This is a *longsword +1, flametongue*. However, whilst many magic blades have a long and distinguished career, not so with 'Ember; six warriors/heroes have died horrible deaths while wielding this weapon, and many others have been seriously injured. It is featured in many a local legend (usually at the end of the legend when the hero dies) and has been well described in most of them. The origin of the blade is unknown to most (perhaps it may be found in some obscure tome); it was created by Aeldsar, the Emperor's wizard who created the weapon for his liege (it certainly was impressive to see the emperor leading his troops into battle, waving his flaming sword. It was less impressive when the emperor got shortened by a head's height by a barbarian and the sword, having fallen into the dry fields, created a blazing inferno that roasted half the empire's legions). The weapon has then been found and discarded by a number of heroes, each of whom has met with a bad end.

It must be noted that there is NO evil karma attached to the sword. If the heroes find Dragon Ember it will serve them faithfully and unfailingly. However, given the bad reputation it has gained over the centuries few NPC's or henchmen will be willing to travel with the heroes so long as the hang onto that "accursed blade" the heroes may even be thrown out of towns if the blade is recognized. But in truth, the blame should fall more on the ineptitude of its users than the blade's abilities.

Dragon Ember has a hilt shaped like a salamander, which is covered with copper that never tarnishes (thus it remains reddish and does not become green). The eyes of the salamander (the head is the pommel, BTW) look as if gems could be set therein but they are empty when the PC's find it. When activated (by saying the sword's name) a fierce orange fire surrounds the whole blade; the "level" of this fire can not be modified (ie it can't grow to bonfire size, or shrink to match-size. It's on or off). Its name is written on its blade in runic letters.

**Erebos:** This *long sword +3* has a black ram's head hilt and a black blade which glows faintly red in darkness and is warm to the touch. The sword does an extra 3 points of damage due to heat and will set aflame flammable objects. Once per day the sword can transmute any normal earth element into another normal earth element (max 10 cu ft) (must touch to change). 3 times per day the sword can cast *darkness 15′ radius* on the sword's tip. The sword's wielder can see in this darkness as if it was lit by a dull red glow.

**FangBlades:** These unique blade are unlike any other in all the worlds. They are a pair of *short swords +4*. (Intelligence and ego unknown)

Whenever a killing blow is struck with one of these blades, the victim's soul is destroyed, and the hit points of the victim are added to a running total of points stored in the sword. Whenever this total equals or exceeds 1,000 points, the wielder may add a +1 to any of his abilities (+1 or +5%) permanently. Also, the caster may will the swords to glow with burning runes depicting the names of all the souls they have destroyed.

Should any attempt to move one blade more than 10′ from the other, one of the blades (determine randomly) will *teleport* immediately to the other blade.

**Fire Biter:** The story and history of "Fire Biter" closely resembles that of "Dragon Chopper", so much so that it is often speculated that the blades were constructed by the same entity. (Though sages schooled in the arcane disciplines of mass probability and chaos theory (no, there is no "lawful" or "neutral" theory) are heard to mutter "rubbish, its all probability..." and sputter something about 1000 monkeys with typewriters and the works of Shakespeare...)

Whether or not the two blades were constructed by the same entity, they have similar egos and fates. "Fire Biter" is a chaotic good *sword +2* with an intelligence of 10 and ego of 18. It has the following powers:

- Detect evil fire-using/dwelling creature 100′ radius (it sheds light only when within the radius of detection).
- Triple damage against such creatures on a natural 20.
- Fire resistance (as per the ring) for the wielder.
- Telepathic communication in its alignment tongue.

The story of "Fire Biter" and how it fell into the demon-lord Orcus's possession: this pompous sword led its possessor through many a mighty battle. As their victories grew so did the ego of the sword and the fighter who possessed it. Believing their powers to be so great, they decided they could take on the queen of the fire elementals. They found a way to enter the elemental plane of fire. Unfortunately, the sword could not overcome the intense flames found there, let alone the flames of the queen of fire elementals herself. Orcus bargained it from her at the expense of 66 water elementals and a merman prince. All memories of these events have been blasted from the sword through Orcus's black magic.

Orcus has released "Fire Biter" and "Dragon Chomper" back onto the Prime Material Plane in the hopes they will lead more hapless (and/or stupid) adventurers to their demise.

**First Justice:** This is a *two-handed sword +2*. Always strikes first in a battle, thereafter receiving a −3 bonus to further initiative rolls. Should the wielder change targets within a melee, the "first strike" bonus is once again gain; however, if the original creature is once again targeted, only the initiative bonus applies. The first strike bonus applies once to each creature per melee.

This weapon was custom built for a well-known duelist who had a habit of picking fights with the wrong people. He used it flawlessly until he lost his right arm dueling someone with a *sword of sharpness*.

**Flamebird Special:** This cactus-like *short sword +1* has flaming spines making up the hilt. It can be gripped with no damage and used normally.

This short sword can be used by clerics (it belonged to a cleric named Father Flamebird who just happened to have a weaponsmithing proficiency). Only the most docile gods will disallow clerics to use it since it is a relic representing survival. It was used in the Age of the Nine Hells to keep Father Flamebird alive when all of his kind were driven to a slow, horrid death by the evil that grew in the land. The spines:

- can be shot in a widespread arc (180 deg.) for 5 pts of damage to any creature in that area (no to hit unless creature is on the edges).
- can be shot in a focused beam causing 20 points of damage on a successful to-hit roll.
- grow back in a week

**Gavin Hall Magebane:** Created by a long-forgotten mage in retaliation for some slight by the Wizard's Council, this sword ignores most magical protections. While ordinarily a *broadsword +1*, it ignores the AC bonuses for: *shield, armor* and similar spells, and Rings, Cloaks, and Bracers of Protection. It will go through, but not cancel, *stoneskin* and *walls of force*.

**Hell Beater:** This powerful magic sword shares many of the problems of "Dragon Chomper" and "Fire Biter". It is a lawful good *longsword +3, +5 vs. devils* which may only be wielded by paladins. It has an intelligence and ego of 12 and 20, respectively. In addition, it has the following powers:

- Double damage vs. devils (additional to the +5).
- Destroys devils on a natural 20 if on Prime Material Plane.
- Detect presence of a devil (100 feet) upon command.
- Telepathic communication in its alignment tongue.

"Hell Beater" has a history depressingly similar to its two "brother" swords. Like its two brother swords, this conceited sword goaded its possessor until he challenged the mighty arch-devil himself, Asmodeus. Asmodeus rather easily disarmed the Paladin and is using rings of longevity and regeneration to keep him alive for eternal torture and torment. Asmodeus sold the sword to Orcus for the head of a Astral Deva and another Paladin. Orcus removed the memory of this sword as well.

NOTE: Devils will recognize this sword as Asmodeus's lure and will break from regular melee to attempt to bring the possessor back to Hell with them. They are promised greater status as a reward and know that Asmodeus is sincere regarding promises of this nature.

**Horgon:** This unusual two-handed is really a *Frostbrand*. It has an intelligence of 14 and can speak Chaotic Neutral, Common, and Gargoyle.

In addition to the Frostbrand abilities (+3, +6 vs. fire/fire using creatures; 50% chance of extinguishing magical or non-magical fires in a 10′ radius), it casts *strength* on its wielder twice a day (3 hours duration), and can cast *heal* once per day.

Horgon is a gruff, brooding sword that speaks in a deep voice and shouts "DIE, FIRE GIANT SCUM" when striking a Fire Giant. It has similar messages for other fire using creatures. He gets along all right with his wielder and other fighters or people who are Chaotic Neutral. He doesn't really like Wilde, the other intelligent flame tongue long sword in my world.

Horgon's primary goal is glory.

**Lecrucia the Thristy:** Lecrucia is a magical dagger of grey stone. The dagger was crafted by an ancient, matronly, ogre mage for really painful rites of summoning. The ogre cast her soul into the dagger when her temple was overwhelmed by troops of the good order. She has been causing more trouble ever since. Lecrucia has an intelligence of 17, a wisdom of 17, and an ego of 17. Her powers are:

- +0 base to hit/damage
- +1 vs. things with blood
- +2 vs. high elves
- +3 vs. grey and drow elves
- +6 vs. vampires (they have a lot of blood)
- 2d12 blood drain AT LECRUCIA'S WHIM (sustains her life force)

Lecrucia will turn against her master if he won't let her drink. If she gains control, she will plunge herself into her slave's heart and drain him or her completely. Lecrucia is Lawful Evil and will try to pervert anyone who uses her. She can only drain blood eight times per day, the number of the diamonds on the hilt. When she drains blood a diamond turns red.

**Lifekeeper:** A *bastard sword +2*, this everyday-looking sword has an intelligence of 14 and an ego of 10. It also is of Chaotic Neutral alignment with VERY slight evil tendency. It has the following powers:

- Can detect secret doors within 5′
- Detect traps within 10′
- Can cast *cure light wounds* on owner 3 times/day
- Can fire 8 *magic missiles* per day (360′ range) (no more than 4 per volley)
- Speaks demon, common, alignment, and 1 other language of the DM's choice

While the sword is chaotic neutral, it is fairly quiet, preferring to be left alone. When it does speak, it tends to be brisk and to the point; rarely tactful. The sword's slight evil tendency is perhaps inherited from it's previous owner of several years, a cambion demon.

**Mælstrom (Metal Storm):** This *short sword +2* has an intelligence and ego of 15 and 7, respectively. It is of Neutral Good alignment. It has the following special powers:

- Speaks common and Auld Wyrmish (the base of all current dragon languages)
- Can detect good and evil within 15′
- Can create 2 illusions per day at range of 120 yards
- It is moody and slightly obnoxious; however, it's basically good and so isn't too much trouble
- It does tend to be impulsive and in the worst situations

**Mage Masher:** "Mage Masher" is the nickname given to this sword by a particularly uncultured former-owner. This *bastard sword +2* may only be used by fighters (including cavaliers and paladins but excluding rangers, barbarians, and multi-classed fighters); in the hands of any other class it functions as a non-magical sword. It has a +3 bonus against magical creatures (ones with innate magical abilities) and a +4 bonus against magic-using creatures (ones who must learn and memorize magic-user or illusionist spells). It has no additional bonuses against creatures using exclusively clerical magic.

**Mooseburgers:** Mooseburgers is a magic *long sword +1*, +5 vs. moose and elk, that has a wavy hilt (shaped like moose antlers). It can detect moose out to 100′; speak common and moose; will appear in the hand of its wielder if s/he confronts a moose. . . and has an ego of 24 (due to its special purpose to 'slay moose' and other bonuses). You wouldn't believe how many snickers this sword has provoked.

**PeopleSmasher:** Peoplesmasher is the favorite weapon of Kohran Valkinarde, God of Battle and Boasting. The sword can talk and will sing Kender tunes if argued with. It has an intelligence of 15 and a VERY high ego. Although it is of Chaotic Neutral alignment, it is very loyal to is wielder (see below). The following is a breakdown of it's magical adjustments:

| | |
|---|---|
| +4 | normally |
| +5 | vs. regenerating creatures |
| +6 | vs. cold-using and inflammable or avian creatures |
| +7 | vs. undead and fire using/dwelling creatures |
| +8 | vs. people Kohran cannot step on or are better looking than himself (this is serious! anyone with a comeliness of 21+) |

**Potracos:** A *dagger of healing* that works normally twice per day. However the third time it is used it does regular damage. It has a white handle, or black if you want to be perverse.

**Protector:** A *+2 Defender* long sword, it is undistinguished except for a pair of gems on inset on the hilt, one red, and one black. If the sword comes within 15′ of evil, a black gem on the hilt glows (similar to a *detect evil* spell). Similarly, if the sword comes within 15′ of an invisible object, a red gem glows. If the gems are removed from the sword for any reason, they lose their powers.

**Quillion:** This is a silver *long sword +4* with thin black runes spelling 'Quillion' on the blade. It can detect/locate writing 100′ radius at will (wielder has a rough idea of amount), *tongues* 3/day, *comprehend languages* 5/day, 5% chance (every time an opponent misses in a sword attack) of sword catching and breaking opponents blade (where applicable; magic weapons get a saving throw), *light* on command (5′, 15′, 30′ radius). The sword tends to hum (harmonize) when music is played/sung near it.

**Rogenwhor, Sword of Might:** A *two-handed sword +3*, this sword appears completely normal, but in fact has a rather strange personality. When refering to the sword, the wielder is compelled to call the sword by its full name, while the sword keeps saying, "The name's Roger!".

The sword will get offended when people refer to it as a bastard sword, and replies, "Hey, I don't call you a bastard <enter race here>!", unless, of course, a half-elf or half-orc is wielding it, in which case it would just mutter to itself.

Roger has two modes of communication, speech and telepathy. However, it often uses them at inopportune times. It will speak telepathically, when in public, and when the owner talks to his sword, he looks crazy. It will speak out loud when you are trying to sleep, or are trying to sneak somewhere. Roger can read his wielder's mind as well, but doesn't tell his owner that. Roger was made to kill those races which make up the "giant class", and therefore can speak all of those languages very fluently, but prefers to just scream the most foul taunts at its opponents, if they are of the giant class.

The special power of the sword is its ability to fire a *lightning bolt* as a 15th level wizard, once per day. Roger will not tell his owner of this ability, unless it is a matter of life and death.

Roger is of Chaotic Good alignment, and can only be used by people of Good alignments. If an Neutral person touches the sword, they will be jolted for no damage. If an Evil person touches the sword, they will be jolted for 10 points of damage, with no saving throw.

Rogenwohr (pronounced \rō jen hōr\ ) is crafted of adamant, mithril, and platinum. The blade is pure adamant, while the hilt is made of a mixture of mithril, and platinum.

It is rumored that the spirit of Rogenwohr was a ranger in his former life.

**Shorty:** This long, thin-bladed dagger possesses its wielder with a desire to steal and kill, turning the wielder toward a shade of selfish evil. In the hands of a thief, the blade allows a plus 50% on opening locks (up to a maximum of 99%). Moreover, it can cut through most magical seals (8 charges). The blade does a base 1–6 damage, is +4 in term of magic, and attacks twice per round whether thrown or held in melee. It may dance for 3 rounds and may excrete a magical poison once per day (save vs. poison: lethal vs. lawful creatures, others take 6d6). The dagger has a playful mentality but a limited intelligence.

**Silvery Sword:** A completely normal short sword, except for two features: it's made of solid silver, and it's indestructible. Completely and utterly indestructible, unless you want to go to the extremes of artifact destruction methods. It has no other bonuses.

**StarFighter:** A *two-handed sword +2*, this weapon creates a *faerie fire* around any opponent within 10′ radius of wielder.

**Sword Mundane:** The *Sword Mundane* is a very powerful magic item. The sword has no pluses, and if *detect magic* is cast on it, none will be detected. However, when drawn, the sword creates a 20′ sphere in which no magic functions. Natural abilities—like dragon breath and petrification abilities of medusae, for example—will work, however. Spells cast from outside the area of effect only function if the spell has a physical manifestation, such as fire or cold. Purely magical energy, such as illusion, charms and sleep spells, fail to function in the area of effect. This extends to magic items, including those of the wielder, which fail to function at all. The effect is dispelled when the sword is sheathed. The sword itself resembles a katana with a wider blade, and does 1d10 damage in all size categories.

**Sword of Fire:** This *sword +2* can produce a *flame strike* as a 30th level cleric in a manner similar to a *cone of cold* with the tip of the sword as its base once per two days. Sword blade is so hot that it will melt metal (other than magical). Damage is 3–30 plus 1–4 per round for 4 melee rounds if wearing metal armor due to the melted metal. The target must save versus Constitution from extreme pain—if failed by more than 5 points the player is paralyzed for 2–8 melee rounds, if the player doesn't save the player is at minus 4 to hit for next round.

**Sword of Canine Attraction:** This little oddity was last reported in PM 26565, a small splinter of reality near Torilspace. This is a rather finely made weapon, whose most notable property is that it is made completely from the legbone of a dragon of unknown species. Although it can be used as a *short sword +1*, its main enchantment is that every canine creature who sees it must possess it (no save). They will follow the sword around until they have an opportunity to grab it, in which case they will make off with it and bury it somewhere. And yes, they will follow it if you throw it. Personal suggestion: don't let your players know its power... Watch them panic the next time they walk about in a city!

**Sword of Dismemberment:** Whoever touches this unsheathed sword immediately starts swinging wildly. Each round, the wielder has a high probability (DM's discretion) of hacking off one of his own limbs or even their head. This cursed sword was owned by Lord Broverick, whose favorite tactic was to disarm a foe, then say "I will not fight an unarmed man," and toss him the sheathed sword, or slide it to him unsheathed with the tip of his own blade. His foe would proceed to neatly carve himself up. The blade can be removed from the wielder's hand by any normal means by anyone except the wielder.

**Sword of Familiarity:** Also know as "Rotweiler", this sword is the greatest masterwork of Kes; done when he was at 19th level. It emits radiation of Enchantment/Charm and Lesser Divination. The sword looks like a regular metal long sword with a picture of a shepherd dog on the handle (a rotweiler).

The sword had no powers when it was created. This is one of the reasons Kes created it this way: he didn't want to spend to much power on it. Instead it takes it's power from the wielder. When it is created it is made of three parts. When combined into one it creates a link with the one which connected it, becomes one as if never broken, and becomes extremely loyal to the owner. This connection drains 1 Constitution point from the connector.

The sword has it's own level which goes up as the owner fights with it. This power is taken from the wielder, but as 1 Constitution point was already removed the owner isn't harmed further. The level determines which bonuses the sword has. It also determines how strong an alignment it radiates. It radiates the wielder's alignment according to its current "level":

| | |
|---|---|
| 1–4 | weakly aligned |
| 5–8 | medium aligned |
| 9–12 | strong aligned |
| 13+ | very strong aligned |

When the sword breaks or the owner dies (which causes its breaking) the sword lets all the energy accumulated inside blow up and damages all around. If the sword is medium aligned or further (over 5), the damage is given first to the ones with alignment most far from the wielder. If the sword breaks up before the wielder dies he suffers some damage according to the sword level (see table). Kes created the sword partly as an experiment which he never got to perform. Therefore it created a faint magical cord which is attached to it and can act as a guiding signal for a wizard who knows about it and tries to find it. A *detect magic* from a high level MU (or successful throw) can see it.

| Time Owned (turns) | Dmg When Broken | Bonuses To Hit | Dam | Num Att | Special |
|---|---|---|---|---|---|
| 0 | 1d10 | +1 | +0 | – | −1 con when connected |
| 2 | 3d6 | +1 | +1 | – | when broken and owner is alive he feels great loss and suffers 1d10 in pain |
| 4 | 3d10 | +1 | +1 | +1/2 | the wielder feels good when holding |
| 8 | 4d8 | +2 | +1 | +1/2 | |
| 16 | 6d8 | +2 | +2 | +1/2 | pushes wielder to fight against opposite alignment giving extra +1 to hit & damage. |
| 32 | 6d10 | +2 | +2 | +1/2 | +1 to Strength, Dexterity, & Constitution. When held it holds hand back (like an handshake). 2d10 pain if lost. |
| 64 | 7d10 | +3 | +2 | +1/2 | |
| 125 | 8d10 | +3 | +3 | +1/2 | −1 to AC. 3d10 pain if lost. |
| 250 | 8d10 | +3 | +3 | +1/1 | −1 to hit/damage against own alignment |
| 500 | 9d10 | +4 | +3 | +1/1 | Regenerate 1 hp/round while in melee. 4d10 pain if lost |
| 1000 | 10d10 | +4 | +4 | +1/1 | Will not leave hand. When one insists it will do 1d10 and leave. Does another 1d10 if put in scabbard. |
| 2000 | 12d10 | +5 | +5 | +3/2 | Identical effects to loss of familiar, and 5d10 pain |
| 4000 | 14d10 | +6 | +6 | +2/1 | Will not function against its own alignment. |
| Each level afterwards is: | | | | | |
| +2000 | +2d10 | +1 | +1 | – | |

If held by someone other than its owner, and the original bond has not been broken, it functions in the following manner:

| Level | Distance from Owner <20′ | 20–40′ | 40′+ |
|---|---|---|---|
| 1–4 | as normal | −1 hit/damage | can't hold sword |
| 5–8 | −1 hit/damage | can't hold sword | 1d10 damage* |
| 9–12 | can't hold | 1d10 damage* | 2d10 damage** |
| 13+ | 1d10 damage* | 2d10 damage** | 4d10 damage** |

* Save vs. Magic for $1/2$ damage.
** No save allowed.

**Sword of Hope:** A *long sword +3*, this magical blade is of Good Alignment. It normally has an ego of 10, though this can vary. It has no intelligence.

The wielder of this unusual sword may cast any 1st though 3rd wizard or priest spell. Only one spell per turn may be cast, and a maximum number of spells equal to the wielder's level may be cast per day. Should the wielder attempt to cast a spell that has effects inconsistent with the purpose of this sword, the spell fails (and the wielder has one less spell to cast that day).

Morale of all friendly creatures remains at a steady level, never changes as long as the Hope Sword is on their side or until the current situation is ended. Determine morale of friendly creatures without regard to the current situation. This morale level will remain constant until the immediate situation changes.

Enemies are slightly daunted by the Hope Sword. In other words, all enemies' morale drops by 2.

All creatures friendly to the sword wielder gain +2 saving throw, +1 to hit, and a +1 to damage bonuses.

The Hope Sword will usually be found when a particularly difficult situation faces a large number of Good creatures. It appears in a strange and awe-inspiring way...as a Sword in the Stone (as per Excalibur), falling from the sky in an incredible light and sound show, etc.

Whenever the evil is gone, it disappears...is stolen, simply vanishes, flies out of the wielder's scabbard and up into the heavens...

A nice weapon to have, but it never stays around for long...

**Sword of Horus:** This *short sword +3* is dweomered with a permanent *globe of invulnerability* around it.

**Sword of Percival Ironheart:** This sword radiates Lawful Good magic and is +2 vs. evil opponents. It can speak Common and Lawful and can detect gold within 60′. In a pitched battle when its owner's life is seriously threatened by an evil opponent, on a natural 20 to hit this sword turns the opponent to solid gold (save vs. petrification). Any attempt to exploit the sword for the sake of producing gold has a 15% cumulative for a fumble turning the user or exploiter to gold. The sword may not mention the gold making ability so as not to encourage greed.

**Sword of Piraz the Mad:** This great two-handed blade can only be wielded by those possessing a strength of 18/00 or greater (the great warrior Piraz was rumored to have had a natural strength of 19, AND used a belt of storm giant strength). This great mithril blade is unaffected by any spells and conveys a 50% magic resistance upon the wearer while wielded. Furthermore, the blade is not affected by any form of metal. Hence, when using the weapon on armored opponents, any metallic armor, even if magical, can be discounted for to hit purposes since the blade will slice right through it. This effect can also destroy the weapons of those being fought, or used to slice through iron doors, chains and other metal items. Note that this can be very destructive for the armor of the opponent; DM's discretion will be needed to impose AC penalties on those whose armor's have been ravaged by this blade. The sword has a magical bonus of +4, and does double the damage of a normal two-handed sword. The handle of the sword is made of gold and set with a huge ruby containing the soul of an ancient arch-demon.

**Sylvanglade:** This is an elvish sword. Sylvanglade is made out of the wood of a tree sacred to elves (the tree is nourished with a fertilizer with a high-mithril content, and the wood, once shaped into weapons, is indistinguishable from steel). It saves as wood +3. Moreover, because this is elvish magic, "normal" magic (i.e. the type the PC's probably use) will have no effect on the blade. *Detect magic, dispel magic* and even *anti-magic shell* will not negate the powers of this elven blade).

In any event, Sylvanglade (and its twin Greencopse which was destroyed—or so say the legends) is a silvery rapier with an ornate golden cup to protect the hand. The hilt is wrapped in silver wire. The blades were used for ceremonial battles between the champions of elvish kingdoms. The blade has one unique ability; it temporarily negates the enchantment on the blade of the opponent (thus, if the opponent has a *longsword +5* it operates as a simple longsword). If there is more than one attacker then only the first attacker of the round has his "pluses" negated if Sylvanglade's wielder does not specify otherwise. As said, the rapier was used for ceremonial battles, and the elves believed that victory should go to the combatant who had the greater skill, not the better sword. Sylvanglade does NOT negate other special abilities (*vorpal sword, flametongue*, etc) nor does it provide any "pluses" of its own.

Last known sighting of Sylvanglade was in the hands of House Ourain, the royal family of the Wilder-elves of the Westland. It has been used by the elves for centuries (millenia?) and thus they would take its loss or theft extremely badly.

**TalkingBlade:** A +2 sword with an intelligence of 14. The sword's alignment is Lawful Good. In extreme situations, it has the following two extra abilities: acts as a *sword of dancing*, adds +1 to both Strength and Constitution. Both abilities last one turn, and can happen a maximum of once per day.

The sword was possessed by a spirit that was killed battling demons (i.e. demon web pits). The stats and the personality of the trapped spirit can be customized to fit your campaign.

**Treasure Sword:** This sword can be wielded only by a good character (any fighter class) against evil characters only—it will not damage neutral characters, even those threatening the wielder. Treasure swords are intelligent, two-handed *swords +3*. It emanates sunlight which destroys vampires on sight, stuns or makes flee other lesser undead, and gives combat penalty equivalent to *bestow curse* to greater undead. It also gives equivalent of *protection from evil* to its wielder. These swords cannot be purchased or given—the sword itself guides a worthy character to its hiding place through dreams, animals, etc. The character must be on a quest for a good cause to find the sword (let DM decide which cause is important enough). The sword will disappear after completion of the quest—returning back to its resting place in the ground. The sword is protected by powerful magics, and cannot be found unless the sword wants it.

**Ulundaris:** This blade is a *scimitar +1*, which when used by a Druid has the ability to cut vegetation (including wood) as if it were soft material—in combat, it is +3 vs. plants.

**Vanquisher:** This ancient weapon is a quasi-relic. It appears as a *dagger +2 (+3 vs. larger than human)* with an intelligence of 17 and ego of 19. It can speak ogre, bugbear, lizard man, fire and hill giant. It can read magical runes. Its powers include: *detect good/evil 100′ radius, detect invisible objects 10′ radius*, and *teleport* once per day (to a known location). It has a special purpose of slaying non-human monsters—the special purpose power is paralysis 1d4 rounds (save vs. magic is allowed).

Most unusually, this weapon has no alignment. This has helped promote the vigilant search that develops whenever this weapon is known to be around. It has been pawned for $\approx 30,000$ g.p. by one player in our group who was an assassin. Needless to say, he retrieved the dagger after the sale. The dagger no longer has an alignment due to the fact that as long as it's special purpose is kept it doesn't care who uses it.

**Wilde:** Wilde is an intelligent *Flame Tongue* with black flames. It does normal flame tongue damage (+1, +2 vs. regenerating, +3 vs. avian, cold-using, and +4 vs undead; acts as a *ring of warmth*, burns webs). It has an intelligence of 15 and speaks 4 languages: NG, Common, Elvish, Gnome; casts *X-ray vision* twice per day with a 1 turn duration, casts *detect evil* twice per day; and is a special purpose sword.

Wilde's special purpose is to kill Drow. Against drow it is a +5 weapon. Any drow hit with Wilde must save vs. magic or be disintegrated. Wilde speaks with English mannerisms and in a higher, more melodious voice than Horgon. Wilde objects to hitting plate mail, but will do so in the hands of its true wielder—the ranger/magic user.

**Windsword of Sharda:** A *long sword +1*, once per day the wielder can perform a whirlwind attack, which gives him 4 attacks in one round. The sword has the potential to develop other powers such as summoning a dust devil or whirlwind once per day. The characters using this weapon for long periods should have the DM check for additional powers periodically (not more frequently than bi-yearly).

**Wizard Bane:** A *broadsword +1, +2 vs. magic users*, this sword has an intelligence of 12 and ego of 6. It is of Chaotic Neutral alignment and communicates using semi-empathy. It has the following powers:

- Can detect magic/magical beings within 15′
- While grasped, gives wielder +2 save versus magic
- Paralyzes any mage it hits for 1–4 rounds

# Miscellaneous Weapons

**Arrow of Bow Breaking:** This arrow appears as a normal *arrow +3*. When nocked on any bow and pulled back as if to fire, will cause the bow to break, no saving throw is allowed for normal bows. Magic bows get a saving throw of 10% per plus of the bow, and additional 15% per major special ability of the bow, and 5% per minor special ability of the bow. If a bow has a normal plus and also a different plus against special creature then the highest plus is used.

**Arrow of the Magi:** This common arrow is usable only by the magic-user class. The arrows are normal except that they have hollow metal heads. Spell components may be placed in the cavities in the head and the spell cast on the arrow. When the arrow strikes, the spell is released on the target (save vs. magic as per spell). Impact damage is 1d2 for S,M and 1 point for L creatures. If the magic-user fires the arrow himself it is as if against AC 9 (modifications at DM's discretion).

**Arrow, Spell:** These arrows have tips made of folded parchment. Each arrow has a spell sealed in its parchment. When an arrow hits, the spell is released on the target. They do no damage other than the spell. Effects are immediate as if cast at 7th level of ability. If anyone tampers with the scroll spell the effects are released upon him.
**X.P. Value:** 200
**G.P. Value:** 100 + 100 per level of the spell

**BlastBlade:** A shabby looking dagger that on rare occasions (randomly determined) causes a small fiery blast for 6d4 damage when it strikes its target. The weapon is not damaged by this.

**Blood Claw:** This throwing dagger is +3 to hit and damage. Upon hitting a creature that is possessive of blood as life force (i.e. not undead or slimes or crystalline or stone creatures, etc.) the dagger will automatically grow barbs and burrow itself to the hilt inside the target. Every round after the round in which it has struck, the dagger will drain an additional 2d4 hp until the creature dies or the dagger is removed. Removal of the dagger will cause the victim an additional 3d4 hit points due to the extensive barbs.

**Bolts of Lightning:** Also called thunder bolts, these bolts appear to be normal bolts until fired from a crossbow. After being shot, a *bolt of lightning* becomes a 7-foot long bolt of lightning with a range equal to the maximum range of the crossbow which fired it (e.g., a bolt fired from a heavy crossbow has a range of 240 yards, and a bolt fired from a light crossbow has a range of 180 yards).

These bolts are +2 to hit and do 4–16 hp damage if they strike a target. A save vs. spells is applicable; if the save is successful, only half damage accrues to the creature struck. Furthermore, all creatures within a 15′ radius of where this magical bolt hits must save vs. petrification or be stunned for one round due to the ear-piercing clash of thunder which accompanies the strike.

*Bolts of lightning* are usually found in numbers ranging from 2–8. They are also often found mixed with normal bolts or with magical bolts of other types.

**Bow of Accuracy:** The *bow of accuracy* is a simple yet effective missile weapon. The magic properties of this bow are a +3 bonus to hit and damage; likewise, all ranges within normal bow range are figured as short range in regard to this weapon.

**Bow of Distance:** Like the *bow of accuracy*, this bow gives a bonus to hit and damage—a bonus of +2 in this instance. The difference between the two is that the ranges for the *bow of distance* are double that of a normal bow of a similar type.

**Bow of Fire Teeth:** When fired, this bow ignites any arrow it shoots. In addition to regular damage, the arrow does 1–6 hp of fire damage. Magical arrows must save vs. magical fire if shot from this bow; if they fail the save, they catch fire and lose all magical enchantments. If they save, magical arrows perform normally. These arrows set combustibles aflame if the combustible material struck fails a save vs. normal fire.

*Bows of fire teeth* can set fire to a maximum of 10 arrows per day. The *bow of fire teeth* gives no to hit or damage bonuses other than the added damage from the arrow's flames. Such bows are generally red or yellow in color and have fire runes incorporated into their ornate designs.

**Bow of Ice Fangs:** This long bow, made of ivory and mithril steel, is believed to have been first created by the Elder Craftsmen of Niflheim (the area of Hades known to worshipers of the Norse gods as the land of the dead). Duplicates of the *bow of ice fangs* have since been crafted by human and elven mages. The main feature of the *bow of ice fangs* is that it creates ice arrows from the water vapor in the air. The user need only pull on the bowstring and release it; the arrows are created instantly, but may only be fired at a rate of two per round, to allow the bow's magic time to recharge. These magical arrows are +1 to hit and do double damage (2–12 hp damage) vs. fire-using and fire-dwelling creatures. If used against any other sort of being, these arrows are merely +1 to hit and damage. Each *bow of ice fangs* can generate a total of 101–200 ice arrows before its magic fades. A nonmagical *bow of ice fangs* is still finely crafted and is worth 1,000 gp.

Unfortunately, in hot climates (120 degrees F and up), the effective range of these arrows is halved. In environments where the temperature is over 300 degrees F, the ice arrows cannot form. If normal or magical arrows are fired from this bow, they do not gain the bonuses against fiery creatures, and the bow performs in all ways as a normal long bow.

**Bow of Speed:** This weapon is +1 to hit and damage. If there are undamaged and nonmagical arrows within 10′ of the bow, those arrows are *teleported*, nocked and ready to fire, as soon as the bowman pulls back the string. This allows the normal rate of fire for the archer to be doubled. Some 10% of these bows are able to *teleport* any arrow within 10′, magical or not, to the bow for firing. The archer can only distinguish one arrow from another if the arrows used are distinctive; all arrows to be fired are chosen at random.

**Caglistro's Caltrops:** These appear to be normal caltrops but there are two forms: the explosive caltrops do 1d6 damage each when stepped on, the flash types do 1d8 burn damage on the first round, 1d6 the second, and 1d4 on the third, plus igniting clothing. From 5–20 (5d4) will be found.

**Chain of Entanglement:** This magical chain has no bonuses to hit or damage, but is treated as a +5 weapon for determination of who may be hit by it. Upon a successful hit, the chain acts as a *rope of entanglement*, entangling the target until commanded to release by the wielder.

**Crossbow of Enchantment:** This weapon casts a spell upon any non-magical bolt placed in it, enabling it to strike any creature that can only be hit by a magical weapon. Note that there are no bonuses to hit or to damage; the crossbow merely enables one to have a chance against unnatural monsters with nonmagical bolts. No additional benefit is bestowed upon a magical bolt.

**Crossbow of Healing:** This red crossbow radiates chaotic good magic. A hit by this bow (usable by clerics) heals 1–6 points of damage. (On a to hit roll of a natural 1, target takes 1–6 points of damage.) Only against undead does it function normally as a *crossbow +1*.

**Crossbow of Levitation:** This is a magical crossbow that gives its user the ability to *levitate* as per the spell. While using the *crossbow of levitation*, the owner's feet are not in contact with the ground; at the least, the bow owner remains 10′ above any 'ground' surface. Furthermore, the only other weapon the bow owner may hold in hand is a dagger or knife. If a *levitate* spell is used on the possessor, the bow loses all of its power for 2–12 rounds. This crossbow has a +1 bonus to hit targets, but offers no bonuses to damage done by bolts. The user of this crossbow gains a forward movement rate of 1 while levitated, but he can be towed by flying creatures.

**Crossbow of Lir:** This crossbow, which has a to hit bonus of +3, may be fired normally underwater at the same ranges as a normal crossbow has on land, thereby giving underwater adventurers a badly needed missile capability. In the air the bolts shot by this crossbow will travel slowly and for little distance just as if it had been a bolt shot under water by a normal crossbow, and will be able to travel freely if it is shot at water as soon as it enters the water. These bows are named after Manannan Mac Lir, Celtic god of the sea (Legends & Lore, page 28).

**Cursed Bow of Warning:** At first, this bow appears to be a *bow +3*, but when an arrow is fired from this bow, it always misses any living target which is of evil nature. Furthermore, the arrow's flight always alerts an evil victim and instantly directs his attention to the location of the user of the bow, negating all further surprise advantages. If the nature of this bow is discovered, the curse can be removed by magical means, such as through the employment of a *dispel magic*, *wish*, or *limited wish*, or by clerical means, such as through the employment of a *remove curse*. The curse is considered to be 12th-level magic. Once the curse is removed, the bow becomes a *bow +3*.

**Dagger of Alignment Detection:** This weapon appears to be a well-made dagger with five small gems set in the hilt. It radiates magic. When a command word is spoken and the dagger is pointed casually in the direction of a person or object within 30′, one or more of the jewels will glow to indicate the alignment of the creature or thing (such as a magic sword) pointed at. The usual code of dagger use is as follows: emerald = good, diamond = neutral, ruby = evil, topaz = chaotic, and sapphire = lawful. Thus, the emerald and sapphire set in an alignment dagger will glow if it is pointed at a lawful good character.

The target to be identified must be visible to the holder of the dagger. The weapon's aim is not especially accurate; if is pointed in the general direction of more than one creature or object of different alignments, the gems will glow alternately in rapid succession, making their message difficult to interpret. The dagger is a normal weapon in all other respects, giving the holder no combat bonuses.

**Dagger of Pain:** Once per day, these daggers inflict damage as does a *symbol of pain* to the target they hit, provided maximum damage is done.

**DaggerTip:** This item appears to be the tip of a dagger which has been broken off a complete weapon. It has a hole crudely drilled in one end, so that it can be worn on a necklace or bracelet, like a charm. When a command word is spoken, the DaggerTip falls from whatever it is attached to, becoming a +2 Dagger. An additional command word will make the dagger invisible. The grip is hollow: the pommel unscrews to reveal a compartment containing thieves tools. Repeating the command word causes the dagger to shrink back to its original form. The small size and relatively harmless appearance of the DaggerTip makes it an easily concealed weapon!

**Diamond Dagger:** The *diamond dagger* is a dagger whose blade is made of magically reinforced diamond. The blade will cut any non-magical material (flesh of 'magical' monsters is non-magical) easily. It will act to a reduce any armor class to 9 if the armor worn, animal hide, etc., is non-magical, although any bonuses for dexterity, etc., are still applicable. The dagger still acts as a *+3 dagger* and will do so against magical armor too. It will also cut most any material, stone like butter, metals like sand, and wood like flesh. The damage done by the dagger is as a short sword. The dagger has no bonuses at all against materials that are made or alloys of mithril or adamantite. It can be used to cut open chests, doors, carve stone, shape metal, etc. The dagger is balanced for throwing, and will always hit blade first and always (not mithril and adamantite) sink in to the hilt, which is made of steel and adamantite. This dagger need never make saving throws, unless it is being hit with (not hitting) a weapon or object of mithril or adamantite, whereupon it will shatter if failed.

**DragonLance:** These ancient weapons look like slim, light lances painted a bright color. They were created during the last Dragon War by the various Powers that contested in them. All *DragonLances* have the characteristics of light lances (weight, weapon speed, etc) but do damage as a heavy lance. All are +3 for hitting and damage. A *DragonLance* will instantly slay any dragon (regardless of remaining hit points) on a to hit roll of 20. The wielder of the lance may also try to *command* dragons of the same color as the lance. The dragon is allowed a save vs. spell at −4; failure indicates that the dragon will follow the general wishes of the wielder. Command range is 120 yards. No more than one dragon at a time may be commanded. Alternately, the wielder may forgo *commanding* and attempt to parley, in which case there is a +6 bonus to the reactions dice; any number of dragons may be affect this way, so long as they all are within a 120-yard radius.

**Ebon Lance:** A lance made from the finest ebony and gilded with gold, an *ebon lance* is a powerful magic item. Although it is the same size as a pike (18′ long), it has the speed factor and weight of a normal spear. However, it may not be thrown. An *ebon lance* is +3 to hit, and does double pike damage (2–12/2–24) on all hits. Note that it may be set against a charge, in which case it does triple pike damage (3–18/3–36) to all charging opponents it hits.

**Electro Whip:** This magical item looks like a normal whip with a gem set into the handle. Each time this whip hits, it builds a 1d6 cumulative electrical charge. When the gem is pushed, this charge is thrown from the tip of the whip as a *lightning bolt* (roll to hit, range 18′+10′/level of user). If contacted by any grounded item (i.e. a iron rod in the ground, a large pool of water, etc.) before the charge has been released, the whip discharges into the grounded item, losing the acquired charge and causing no damage to anyone. If the user is in contact with grounded liquid when the whip is discharged, the charge will go through him instead, doing double damage.

**Elven Bow +3, Last Shot:** This bow appears to be a normal magic bow of +1 enchantment; however, in the hands of an elf, the full powers of this weapon are evoked. Whenever an elf uses this weapon it becomes a +3 magical weapon with ranges 50% greater than normal. The rate of fire is also increased by one arrow per round; this last arrow is fired after all other attacks have been completed for that round.

**Elven Bow +2, Goblin Bane:** This bow appears to be a standard *long bow +1*; in the hands of an elven fighter, however, its full potential is realized. The +2 bonus is gained, as well as the following characteristics: arrows fired have double normal ranges and strike for double damage (2d6+2 hp damage) against any giant-class humanoid successfully hit. This class of monsters includes those which may be struck for extra damage by rangers (as per Unearthed Arcana).

**Elven Dagger:** This weapon, created for elven warrior commanders, is fashioned of a mithril-silver and steel alloy. It possesses the ability to detect giant-class creatures at a range of 200′ outdoors, 100′ indoors or underground (for a list of giant-class creatures, see Unearthed Arcana page 22). The blade of this dagger glows a faint white-blue color when such a creature is at the extreme range of its detection ability. The glow intensifies as the giant-class creature gets closer, until the blade is shining with the equivalent of a *light* spell. This dagger is +3 to hit and to damage against giant-class creatures only. When attacking other creatures, it is considered to be a +1 magical weapon, but it strikes and wounds as a normal dagger. If desired, the dagger can be commanded to dim its light or to withhold its radiance when stealth and concealment are important. The blade glows only when giant-class creatures are near, not by any command. Any giant-class creature that holds or touches the weapon receives 1–4 hp damage per round of contact.

**Flame Net:** This is a fine-spun golden orange net. To entangle an opponent in this net the user must roll to hit. On command, the net will burst into flame—it is not consumed and will burn until commanded to stop, causing anyone in contact with it 2–12 points of fire damage per round.

**Hilt of the Weaponsmaster:** This item is a plain dull black hilt with no blade. Close inspection reveals that this hilt has never had a sword attached. On the base are several different jewels. When a jewel is pressed, a different weapon appears on the hilt. When all are pressed together, the hilt is empty again. The weapons themselves are normal: 1) dagger, 2) sword, 3) mace, 4) crossbow, 5) staff, 6) javelin.

**Longbow of Heartseeking:** This type of long bow (self or composite) always has a +3 bonus to hit targets. It acts as a normal magical bow, except when a sufficiently high number to hit is rolled. Then, the arrow it fires strikes directly at the target creature's heart (if it has such), slaying the victim instantly (if it has but one heart). To hit numbers required for this attack are as follows:

| Opponent | To hit roll |
|---|---|
| Up to man-size | 21 and up |
| Larger than man-size | 22 and up |
| Metal or stone* | 23 and up |

* If the foe is using a spell or device that has transformed him into this material.

Certain creatures (such as elementals, golems, and undead) do not have hearts and so would not be affected by this weapon. Shape-shifting creatures (such as dopplegangers) are not affected by this killing power, either.

**Longbow of Marksmanship:** This magical long bow (either composite or self) also gives a +2 bonus to the to hit rolls of the user in combat. However, a *longbow of marksmanship* also gives the user a +5 bonus to hit against any nonliving target (including golems, undead, etc.). This bonus is also gained when attempting a trick shot, as long as that shot is not intended to directly harm another character or creature. In other words, the +5 bonus applies to an attempt to shoot an apple off another character's head, hitting an opponent's weapon, or any similar shot.

**Longbow of Vampire Hunting:** These bows are much like the *longbow of heartseeking* except that they are only useful against vampires, such that the bow can fire a wooden arrow into a vampire's heart and slay it on the spot. Any score of 20 or better, including all bonuses, means that the *longbow of vampire hunting* has killed the vampiric target. No other beings are so affected by this bow.

**Nekode of Climbing:** This magical ninja weapon allows the wearer to climb virtually any surface. It gives a +50% bonus to the character's *climb walls* ability. It allows the scaling of even single-sheet metal walls, as the claws of the nekode can puncture the steel. Movement is at $^1/_4$ normal, however, and the *nekode of climbing* makes considerable noise when use to climb in such a manner. It is +1 to hit and +5 on damage when used in combat.

**Nunchaku of Speed:** This weapon cannot be used by anyone other than a martial arts expert. In the hands of a martial artist, it acts as *nunchaku +2*, but allows twice the normal number of martial arts attacks per round.

**Phantom Bow:** This appears to be a transparent bow with a sparkling string. When the string is drawn back, a shimmering arrow appears. Two such arrows can be fired per round as with the normal bow. The glowing arrows are +2 to hit and damage; the arrows vanish with no effect if they miss their intended target. The *phantom bow* fires 41–60 (1d20+40) of these arrows, after which point the bow vanishes. The bow makes saving throws as per hard metal with a +2 modifier. Normal and magical arrows can also be fired from this weapon, but magical arrows gain no additional attack bonus. Each normal arrow fired from the bow gains a +1 bonus to hit and damage in addition to all other bonuses. Furthermore, these arrows can be fired without detracting from the bow's longevity (i.e., the bow's magic is not decreased by firing normal arrows).

**R'lul Gzeri Dagger:** This hideous weapon is a extremely slender dagger, with a razor-sharp pointed blade and a hilt covered with some unusual leather. The leather is in fact humanoid skin. Common types are: human, dwarven, elven, goblin, orcish, gnomish, and hogoblin. A R'lul Gzeri dagger has been specially made from the skin of an assassin's first victim; they can usually be recognized as such and may cause problems for the owner, since it is assumed that the owner is an assassin. All good-aligned creatures will shun these weapons. A R'lul Gzeri dagger is a *dagger +2*; in addition, it causes triple normal damage to the creature type from which its hilt leather is made from.

**Silent Blade:** This is a dagger that when it is drawn from it's sheath activates a *silence, 20′ radius* spell. It was of course made for a thief...

It is +3 in power and is not made to be thrown. It also has a small compartment in the hilt big enough to hold a few gems or a ring or two...

**Thrown Dagger of Backstabbing:** This dagger allows the thief to backstab one category higher (from ×3 to ×4) once per day on a thrown backstab. It will return once per day and for the rest of the day will function as a *dagger +1*.

**Trident +1, +2 vs. Water Elementals:** A item manufactured by the most powerful sahugin clerics, this weapon gives its wielder combat bonuses against creatures like tritons, water wierds, and water elementals. The trident has a lawful evil alignment and will function as a −1 weapons in the hands of anyone of another alignment. Only the most powerful sahuagin warriors carry these tridents.

**Tui-fa of Shielding:** This unassuming weapon acts as a *tui-fa +1* in the hands of anyone other than a martial artist. In the hands of a martial artist, it acts as a *tui-fa +2*. If the martial artist has the special maneouver of weapon catch, the full powers of this weapon become active. The character can automatically parry any single attack against him, while still allowing the full number of martial arts attacks in the same round. The wielder can also spin the *tui-fa of shielding* in a circle in front of him; this is his only action that round. All missile attacks (except boulders and other very large and heavy missiles) have a −8 penalty to hit. This shield also has a 25% chance of negating *magic missile* attacks. It is only effective against missile attacks from the character's front arc; flank and rear attacks have normal to hit chances.

**Vampiric Crysdagger:** This is a *dagger +1* which sheds no light. When wielded by a thief, once per day (upon command) it inflicts a *vampiric touch.* This permanently drains 3d6 hit points from the creature. An affected creature must have a *restoration* spell cast up him/herself before any of these hit points may be regained.

**Withering Scythe:** This weapon is +2 to hit and does normal damage with no bonus. However, the victim must save vs. poison or also suffer the loss of 1 hit point per round thereafter from a slow but powerful poison effect. The only antidotes for this poison are *cure disease* cast by a cleric or druid of at least 9th level, or a *heal*, *regenerate*, *restoration*, *limited wish*, or *wish*. A good-aligned figure who simply picks up the scythe is subject to the same poison effect.

# Chapter 9

# Miscellaneous Items

## Miscellaneous Magical Items

**Bottlejohn's Nest Egg:** This item is a large crystal globe upon which powerful neutral magic may be detected. This is commonly found in the nest of a harpy (*q.v.*) or other large, dangerous birds. It has been enchanted for the sole purposes of attracting such a bird to nest where its eggs may be gathered for market. Anyone carrying the globe has 25% chance to be attacked by such birds each day in the dungeon or wild, or each week in town. This is a rare imported item. It can only be identified by someone with experience with this item, or by the party carrying it getting attacked by the birds attracted to it (which gives them a 7% chance per encounter—let them wonder).

**Breach Gate:** A steel ring, two feet in diameter, this item is devoid of ornamentation or detail of any kind. Anyone who passes his head through it, though, will receive the command word directly into his mind. When the ring is held against any surface and the word is uttered, there will appear a hole, beginning at the ring and continuing straight ahead until it again reaches open air. Speaking the word again causes the hole to be refilled, while speaking it backward causes the ring to appear at opposite end of the hole before closing it. In actuality, the device is temporarily phases out the intervening material. If something happens to be occupying that space on the plane that the gate uses (take your pick), it will appear, probably to the user's detriment.

**Bread of Restoration:** This item is a small loaf of very dark bread that radiates magic. Eating one loaf of this bread is the equivalent of a full night's sleep and a full meal as far as renewing spells, mana, once-a-day powers, etc., are concerned. It keeps 9–20 (1d12+8) days, if dry—if it gets wet it spoils in 2 hours, when it is broken or its sealed package is opened.

**Breath Mints:** *Breath mints* are found as small colored mint-candies. These candies come in the same colors that dragons do, and the person who eats the mint can use the same breath weapon as the corresponding dragon. Damage is 2–12, range 100 feet, and the weapon may be used 1–2 times only. User is immune to the effects of that sort of breath weapon during duration. These mints do not keep well. If spoiled, water-damaged, etc., they make the users mouth feel as though a dragon has been nesting in it for the last decade or so—and only 75% or less work at all.

**Brother Samuel's Cuckoo Figurine:** This object is a well-carved figurine of a cuckoo on a nest and inscribed "Spell Storing". It appears to function as a normal item of spell storing with indefinite capacity.

In fact it stores the spells in other people's magic items. Range is 100′ and spells are stored last in, first out. When asked to release the spell it will do so normally if the other item is still in range—otherwise it will release a different spell or none (DM's option). If necessary it will delete spells already in the other magic items to make room for the new ones.

**Cone of Silence:** Six inches tall and three across the base, this cone is made of a springy, yet nearly invulnerable sponge-like substance. It is always in operation, completely damping all sound within any room. Even if the room has an opening, the room will still be silent, and the space outside will be unaffected. Out of doors, the effect extends for 100 yards or until blocked by an obstruction. Wrapping the *cone of silence* or placing it in a container allows hearing to resume.

**Dimension Egg:** One of the most difficult of magic items to correctly construct, a *dimension egg* is a small (4–6 inch) spheroid of gleaming metal, with only one surface feature—a slight groove about half an inch across. When the groove is pushed in the right direction, usually with a fingernail, a minute door slides open in the side of the egg. Sticking any extremity into the opening results in the experimenter being shrunken and sucked into the *dimension egg*, which in fact houses anything from a huge palace to a small planet. The particulars of this environment were entirely up to the wishes and skills of the maker of the egg, and may thus seem utterly mundane or insanely bizzare. The exit from the egg is normally unknown to the inhabitants thereof, but a determined searcher should be able to uncover it after many adventures. Success results in expulsion from the door and a return to normal size.

**Eyes of the Undead:** These cups that fit over the eyes look like any of the other magical "eyes." However, they allow a figure to see living things at a range of 90 feet even in total darkness, even if the figure is invisible or is somehow cloaked or protected from normal sight. The *eyes of the undead* will see an aura of life, but are not able to see details of the figure's face, etc.

Wearing the eyes cancels normal or magical infravision. The *eyes of the undead* prevent a vampire from charming their wearer. If worn for one full day, the eyes mold themselves to the wearer's eyes and cannot be removed until that figure is dead. To others, the victim's eyes look totally white. In all cases, the wearer's natural charisma will drop by two points while the eyes are worn, if they can be seen by others.

**Farcaster:** Also known as a *teleport portal* or *teleport terminal*, this unusual device appears as a gilded frame with nothing inside. The framework is made of ornate rods which may be unlocked to collapse the entire frame into a bundle for simple transportation. The total outside dimensions of a *farcaster* total 20 feet; it may thus be erected as a 5′ tall, 5′ wide door, a 6′ tall, 4′ wide door, or any other combination where the perimeter equals 20 feet.

By itself, a *farcaster* is useless; only when the user knows of other *farcasters* may it turn into a highly useful device. The *farcaster* has an identification number engraved on it; by speaking the id number of the destination *farcaster*, a user may step through the sending *farcaster* and emerge at the destination *farcaster* instantly. Transportation may be across intervening planes and distance is immaterial. The object farcast always arrives safely.

There is a means of restricting access to one's *farcaster*. A *farcaster* has two command phrases in addition to the id number: an authorization phrase and an ownership phrase. The authorization phrase must be spoken by anyone attempting to use the *farcaster*. The authorization phrase may be null (i.e., there is none). Thus if both the sending and target *farcasters* had authorization codes, a potential user would have to say: " [sending authorization] [target id] [target authorization] " in order to successfully farcast. The ownership phrase determines who is allowed to chance the authorization phrase for that particular *farcaster*. The *farcaster* recognizes as its owner the last person to speak the ownership phrase within 10 feet.

Users stepping through a *farcaster* before uttering a destination are lost in the interstellar void forever. If an authorization phrase is in effect, the *farcaster* bars access without first speaking the phrase. Attempts to farcast to a destination where the receiving authorization phrase is unknown fail with no adverse effects.

**Foster Grants:** This is, as the name suggests, a pair of dark glasses. The person wearing these has a 50% chance to hide in shadows (plus any other percentages applicable) and not to be recognized by any person or monster. If successful, he will be forgotten in one melee round by all monsters and by all party members who fail to pass an Intelligence Check at +6. This will last as long as he wears the glasses.

**Gordian Knot:** The original *gordian knot* was tied by Gordius, king of Phrygia, and was fabled to be capable of being untied only by the future ruler of the world; unable to solve its mystery, it was cut by Alexander the Great with his sword. The magical *gordian knot* survives as a seemingly innocuous-looking piece of rope tied into a complex knot. A character may attempt to untie the knot, with a successful Intelligence Check at −10 indicating the knot has been untied. The character successfully untying a *gordian knot* receives a powerful boon; the player may ask the DM a single question regarding a puzzling situation and the DM is obliged to provide an answer. Careful use of this item is required by the DM. The request does not have to be asked immediately upon solution of the knot; the character may put off indefinitely the boon. Only one attempt by a character to solve a particular *gordian knot* may ever be made; if that attempt fails, the character is forevermore unable to solve that knot. Other *gordian knots* may be attempted, however.

**Hypercube:** A *hypercube* is closely related to other extra-dimensional magic items, such as *bags of holding*, *Heward's handy haversack*, *portable hole*, *Quiver of Ehlonna*, *flatbox*, et al. It appears to be a mass of small inter-connected rods, each about 4 inches long. A collapsed *hypercube* is a jumble of rods about 6 inches square. In order to make use of a *hypercube*, the user must first assemble it into its proper shape. This require a Intelligence check at −6 to succeed; each attempt takes 1 turn. For each successful time a person has assembled the *hypercube*, remove 1 from the penalty and 1 round from the solution time; thus, after 6 successful attempts, a character can build the *hypercube* in 4 rounds (the minimum time) with no modifier to the Intelligence check. When the *hypercube* has been assembled, everything within a 30′ cube becomes extra-dimensional. Inside the cube's effect, all extra-dimensional objects or creatures are fully revealed in their entirety. Thus, a *bag of holding* would expand to the proper volume according to its contents, a *portable hole* would actually be a non-mobile pit 10′ deep, and extra-dimensional creatures would have their usually inaccessible parts fully revealed. Nothing may enter or leave the *hypercube's* area of effect until someone disassembles the *hypercube* (this takes but 1 segment to break the effect, and no Intelligence check). All objects return to normal once the cube has been de-activated.

**Maggorp's Magnetic Metal:** This metal created by the alchemist Maggorp, will stick to any non-living solid substance. Examples are any rocks, any metal, glass, ceramics, dead wood, etc. The metal is affixed by mental thought of a user as to what it is to be stuck to, touching the metal or something attached to it (i.e., rope), and getting the metal within 5′ of the target object. Therefore if a wooden door is set in a cliff face, the user may use a MMM grapnel, hooked to a rope, to grab the door and only the door, when getting the grapnel within 5′ of the door, and the hook will never stick to the cliff face unless ordered to. The grapnel will only release its hold upon mental command of the person who set it there. *Charmed* and possessed persons may not set or loosen *Maggorp's magnetic metal*.

*Maggorp's magnetic metal* may be shaped into any form by an alchemist who creates it. Some of the most common are the grapnel, the ladder rung, etc. The grapnel, shaped like a flat plate of metal with a loop to tie ropes to, is used as an anchor for ropes, climbing gear, and some for rope bridges. The ladder rung, which is shaped like a "U" with short arms and long base, makes an almost permanent ladder on anything, or a door handle, etc.

*Maggorp's magnetic metal* is indestructible except by *wish*, *ultimate solution*, *inorganic solution*, *spheres of annihilation*, etc. It may pull loose if not commanded to only by the material it is attached to giving way, which still leaves clumps of the material stuck to the metal, or the rope, etc. breaking, for its bond may support any weight.

**Mug of Plenty:** This device is a large clay beer mug. When a command word is spoken, it immediately fills with light or dark ale or thick mead, as the user wishes. When drained, the command word will cause it to fill again. While not particularly useful on adventures (although you never know. . . ), this is perhaps the most popular magical item among the isles.

**Quill of Transcribing:** This magical quill can only be used by magic users. Upon utterance of a suitable command word, a magic quill will write everything the user says, until he utters the command word again. The quill creates its own ink, but otherwise it acts as a normal quill. It will transcribe spoken spells onto spell books or scrolls using the correct magical ink. Its range is 20′ but will write any and every word spoken even if the caster does not desire the words which are spoken (like a henchmen shouting for his master, or voices from another room) within the range. Note that this is the quill found with a *scroll of dictation*.

**Spectacles of Sight:** These delicate crystal lenses are fitted into a gold wire frame worth 550 gp. The crystals themselves are worth 100 gp each. Looking through the lenses allows the wearer to see all objects and creatures masked by *invisibility* spells and common illusions. The wearer is immune to *phantasmal force* and similar visual illusions, and the effects of *color spray*, *continual light*, and *eyebite* spells. The wearer is not susceptible to the effects of *mirror image* or *blur* spells, though *cause blindness* and *power word, blind* spells have normal effect. The wearer of the *spectacles of sight* can *read magic* (as the spell).

Spells that affect the mind (*hold*, *charm*, and *feeblemind*, to name a few) have normal effect on the wearer. A *shatter* spell cast upon the spectacles while worn destroys the lenses and inflicts 2–12 hp damage on the wearer, with an 85% chance of becoming permanently blind (until removed by a *cure blindness*, *heal*, or *wish* spell).

**Staaflia's Wire:** This trap appears as a tangled bundle of gold wire, and radiates chaotic neutral magic. Any magic item in 10′ radius of this item automatically fumbles on anything but a natural 20. The wire may easily be cut or torn apart, but any piece will have the same effect as the whole. Untangling any size bundle of wire takes 10–110 minutes, after which it has no effect until tangled again (will retangle itself in 2–6 hours).

**Stone of Drywells:** Appearing exactly like a *stone of the well*, a *stone of drywells* causes any well into which it is placed to dry up immediately; likewise, all wells within a one-mile radius of a *stone of drywells* also dry up immediately. This item counters a *stone of the well*, and no new well dug in the area of effect of a *stone of drywells* will yield water, even if the ground is saturated. Once activated, an *exorcism* is required to be rid of this malefic stone's influence.

**Stone of the Well:** A *stone of the well* is highly prized in villages and castles located on dry plains and deserts. In spite of the facts that these items command prizes as high as 50,000 gp in dry regions, and wars are sometimes fought for their possession, *stones of the well* are worthless over much of the world. Such an item appears as a perfectly spherical black granite rock with a smooth surface. It functions when placed within a well at least 30′ deep, as long as the stone is covered by at least 2′ of standing water. The stone immediately fills its well to a depth halfway between its bottom and upper rim, and similarly fills and maintains all wells within a one-mile radius. The water produced by a *stone of the well* is pure and refreshing. No well within one mile of the stone will run dry. A *stone of the well* placed in a totally dry well will not function until covered with water.

**Waddington's Drop Cloths:** These are paint-stained drop-cloths, with many stains that look like drops of wet cement had dried on the cloth (which is resistant to *Zimbavich's rock paint*). These drop cloths are used to protect things from *rock paint* while work is being done. They are especially interesting in their effects on organic matter. This is best illustrated by example: A party entered a room and found five chairs covered with drop-cloths and a large table not covered. Also in the room were cans of *rock paint*, brushes and a ladder. On the floor was a sixth drop-cloth in a crumpled heap. The covered chairs appeared to be empty. When the party decided to pull a drop-cloth off of one of the chairs, they found an orc officer sitting in the chair and were immediately attacked by him. (The painter had interrupted a conference and covered the conferees with the cloths—which put them in subspace stasis until the clothes were lifted. The painter was under a drop cloth at the end of the table—he'd slipped!) To date, no one has tried to keep one of the drop cloths.

# Part II

# The Registries Of Singular Creations

# Chapter 10

# Book of Armory

## Unique Armours and Shields

**Blue Shield:** It is said that the marvelous *Blue Shield* was given to the priest Davi by his Power for his unswerving dedication to the welfare of his people. It was used by Davi to protect the peoples of Tur-Tur during the Mighty Calamity—soon after, it was lost when Davi was ambushed by servants of the Dark Lord. Several decades later it surfaced in the possession of a unknown traveler from the Wild Lands, who soon disappeared with it again. It is rumored that the *Blue Shield* remains in the Wild Lands, but as reliable sources of information from that area are extremely difficult to find, the truth of these rumors cannot be verified.

The *Blue Shield* appears as a pointed medium *shield +3*, 3′ tall and 2′ wide, that is a bright blue in color with a picture of two intertwined silver snakes upon it. It may only be carried by a neutral good cleric of at least 10th level who has been exemplary in his treatment of those less fortunate than himself. It functions as a normal shield in anyone else's hands. The shield confers complete immunity to all forms of disease, parasitic infection, insanity, and mental illness, including magical ones such as *feeblemind*. Healing from injuries is at 10 times the normal rate, provided the shield is within 50 yards. The shield can *cure light wounds* at a touch, up to 10 times per day, but only once on any given creature in a 24 hour period. Lastly, all allies of the cleric gain a +2 bonus to morale for as long as they are within 50 yards and the shield is prominently displayed.

**Jade Armor:** Constructed for the mighty champion Wilks Freehand by the mage Syre, *jade armor* looks like a suit of full plate armor, but is composed completely of dark green jade. The exquisite craftsmanship of the master jeweler Jur Deflothorin is evident in the flawless match of the individual pieces of the *jade armor*. Nonetheless, it is magic that holds the armor together, for without the enchantments that Syre placed upon it, the pieces would fall apart.

The suit was passed down through the royal house of Freehand, until it was captured during the sack of the City of Lights by the forces of the dark mage Ferni. Ferni gave it to the demon Gorlog in exchange for service; Gorlog took it back to the Abyss upon the completion of his service.

It remained in the Abyss for several centuries, until discovered there by a party of adventurers trapped there by the demon lord Argoz. They successfully escaped from the Abyss, and brought the *jade armor* with them. It was later sold to an adventurer, Kiril of Cormyr, who was last heard from 3 decades ago. His whereabouts, and if he still possesses the armor, are unknown.

*Jade armor* provides protection equal to *full plate +3*. When the visor is closed, the wearer can see with infravision and ultravision out to 120 yards, and the suit produces a continuous supply of breathable air, allowing the wearer to breathe underwater and providing immunity to all gas-related attacks. In addition, all damage received from acid, cold, and fire-based attacks is reduced by half.

The main power of *jade armor* is its ability to absorb and re-channel electrical energy. The armor absorbs all electrical attacks upon the wearer and stores the energy. This stored energy dissipates at a rate of 1 point per round. While there is still remaining energy stored in the suit, the wearer may elect to release some or all of it in one of two ways: in a *lightning bolt* or in a *shocking grasp* (cf. the magic-user spells of the same name). The *lightning bolt* does 6d6 points of damage, and uses 20 of the stored energy points; the *shocking grasp* does 1d8 points of damage and uses up 5 energy points. If an insufficient number of points is left in the suit, nothing happens. The wearer is never aware of exactly how much energy is left in the *jade armor*; only a general feeling of the remaining power is conveyed.

While the suit has remaining electrical energy stored, it glows with the effects of a *light* spell. This glow is not under the control of the wearer, and may not be *dispelled* or commanded to dim. However, it is subject to normal means of concealment; i.e. covering with a cloak, a *darkness* spell, etc.

The non-metallic nature of the suit make it immune to rust monster attacks.

# Chapter 11

# Book of Swords

## Legendary Swords

**Akasha:** Also known as *Bloodbringer*, this is the most powerful sword of Silvain Darksword, Goddess of War and Seduction (Greater Goddess). She is the wife of Thayathas (Thayathas' bow). Akasha may only be used in the nighttime; if used during the day, it must save vs. spells as a 6th level fighter or turn to ash. If this happens, the sword may be restored to its original form if the ashes are collected and mixed with nine drops of Silvain's blood in its sheath. It is of Chaotic Good alignment and has an intelligence of 17 and ego of 10. The sword speaks most languages, excepting a few rare and secret ones. Its claim to fame is that it can drain life-levels at the rate of 2 per hit if the opponent is 10th level or higher and at the rate of 1 per hit if the opponent is lower than 10th level.

**Aranrúth "King's Ire":** The sword of King Luthon, it was broken in Luthon's fight with Sauron, when Sauron slew the King. The blade was magically repaired, some say with the life force of the deceased king himself, and has appeared in the possession of several great champions of lawful good. The sword is of true-tempered steel, except at a spot about $^1/_4$ of the way up the blade, where a small blue line runs around the outside.

When wielding this two-handed *sword +2* in a battle, the user's level is increased by two. All damage is removed from the extra hit points first, and all level drains reduce the levels granted first before affecting the character. After absorbing damage in this manner, the sword cannot grant additional levels for a period of time equal to 1 hour per hit point lost plus 1 day per energy level lost.

**Baarane's Swords of Agility:** There are three swords created by the legendary weapon forger Baarane. They are a long sword, short sword, and bastard sword. All weapons have some properties in common:

- +2 to hit and damage (considered +4 for attacking creatures which require a certain + to-hit)
- After the first round of combat, the wielder will ALWAYS strike first in the round, regardless of dexterity or other modifiers.
- All radiate *continual light* in a 60′ radius. This light CANNOT be controlled by the wielder: it is ALWAYS on when the weapon is drawn.
- When wielded, the light pouring from the blade creates a "strobe" effect in front of the wielder, adding 2 to his AC for all frontal attacks.
- *Color spray, hypnotic pattern*, and similar spells have no effect on the wielder or on anyone standing behind the wielder within the radius of light emitted by the blade.
- The blade can cast a *jump* spell at will, up to 5 times/day.

Each blade has it's own set of additional properties.

**Baarane's Short Sword:** It has an intelligence of 15, ego of 8, and is of Good alignment.

- Can speak in any language known to the wielder, but will speak only when questioned.
- Will try to convince the wielder to "do good", as appropriate to any question it is asked.
- Will *cure critical wounds* if the wielder receives a "fatal blow" (i.e. one that could knock character unconscious/dead). The weapon has no control over this power. This power will NOT take effect if the wielder of the weapon is Evil.
- Can detect any of the other two Baarane's swords at a range of 1 mile. It must be questioned about the other weapons before it can use this power. The weapon knows the other swords' powers.

**Baarane's Bastard Sword:** It is non-intelligent, has no ego, and is Neutral in alignment.

- If used two-handed, has a 10% chance of disarming an opponent on a successful "to-hit" roll. It can only disarm an opponent using a one-handed weapon.
- On a natural 20, if the opponent is wielding a non-magical weapon, it will shatter that weapon. If the opponent is wielding a magical weapon, he must save vs. Paralyzation (bonus = weapon plus) or be disarmed.
- If the wielder concentrates on this sword for more than one round, it will point in the direction of the nearest of the other two swords. If the other sword lies on another plane, the bastard sword will point straight up. There is no range limit on this power.
- The Bastard sword was created for one purpose: to destroy the other two swords. If this sword is drawn in the presence of one of the other two blades, the wielder must make a save vs spells at −4. Failure to save causes the wielder to enter a berserker rage, and attack whomever is holding the other sword. If the save is made, the wielder becomes aware of the special purpose of the weapon, but resists the rage.
- In combat with someone wielding one of the other Baarane's Swords, if a natural 18, 19, or 20 is rolled, the other sword is destroyed. A magical explosion occurs doing 5d4+20 points of damage to all within a 20′ radius of the combat. If this weapon manages to destroy both of the other swords, it loses all it's special abilities, but retains those abilities common to all three swords.

**Baarane's Long Sword:** It has an intelligence of 10, ego of 4, and is of Evil alignment.

function

- This weapon cannot speak, but can communicate empathicly with the wielder.
- This weapon will cast a *fumble* spell on anyone of Good Alignment who attempts to draw the weapon, or is stuck by the weapon. Normal saving throws apply.
- Can *haste* the wielder for up to five rounds per week. The five rounds do not need to be used during the same combat, or even the same day. The *haste* ability can be switched on and off. No aging occurs to the wielder.
- The Long Sword will ALWAYS lead its master into combat, without regard for the wielder's ability to withstand attacks.
- This weapon hates other enchanted swords. Once per day, any other magical swords carried by the wielder of this blade must save vs. spells. Failure causes other swords to lose one property (or plus, if the weapon has no special properties). This will continue until the offending weapon is drained of all magic.

The Good and Evil swords were created as an experiment by Baarane. Considering them too powerful, he secured them in a vault, where they were later stolen by adventurers. Outraged and angered, Baarane created the Bastard Sword in order to exact revenge on those who had stolen from him. Expecting that an Adventurer's natural curiosity would do his work for him, he presented the Bastard Sword to an adventuring acquaintance as a gift. In time, he knew, someone who used the Bastard Sword would follow it's gentle tugs and... He would have his revenge!

Baarane felt that whatever powers remained in the Bastard Sword after the destruction of the other two would be suitable reward for the warrior strong enough to complete the task. (I ran an entire campaign around the theft, and eventual destruction, of these swords. They can provide a most interesting addition to any storyline...)

**BloodBlades:** The origins of the Bloodblades are uncertain, as is their current number. They are shortswords, one and all, and all bear names such as Leech, Vampire, etc. To those that study the history of these blades, they seem to attach themselves to a "host" for some time, and then move onward. The history of the Four Kingdoms (my home campaign world) is checkered with their appearances and disappearances.

The Bloodblades function as +2 short swords. They have a keen intelligence (no special powers), but an even keener hunger. They demand to be occasionally sated, and will struggle with their masters if they are not. The problem is that blade will not until it has tasted blood (meaning the +2 does not come into effect). This can be accomplished one of two ways; the blood can be drawn from the wielder (causing 2 pts. of damage) or can be drawn from an opponent in normal combat. Once that taste is given, however, the blade becomes difficult to control. It will not be satisfied until it has tasted 17–22 points of blood (1d6+16 — DM determines secretly); if there are no foes present, it will force the wielder to attack friends; if there are no friends, the blade will draw from the wielder. The wielder can attempt to control the blade by sheer force of will; its effective ego is 42. If the character's ego is higher, he can force it back into the sheath even before it has had its fill. Otherwise, he is at the mercy of the blade. It will, however, leap from the sheath at the first opportunity to slash as whomever is nearest (normally the wielder) in its never-ending search for satisfaction. Many wielders have made special provisions to have the blades "bonded" to their sheaths to prevent this occurrence. The blade will need a "refill" every third day or so (this is based on DM discretion, and should not be too regular due to the capricious nature of the blades. Sometimes it may go several days or more than a week without wanting to feed; other times it might want to feed every day—again, DM's discretion).

In addition to its combat bonus of +2, the blades also grant the wielder +1 to his Constitution score.

There are currently three blades known to exist in the Kingdoms; two of them were last seen together, in the possession of the Knights of the Order of Ibrahil, who were taking them to be destroyed at Hellforge. The Knights were never seen again.

**Demonbane:** Legend speaks of a great, many-hued blade of which the origin has been forgotten, but which was wielded by the great paladin Nord in his single-handed destruction of the Citadel of Conjurers. There he overthrew succubi and glaberzu "beyond number" with his sword *Demonbane*, and caused the summoned demon-lord Ndulu to flee this plane. *Demonbane* earned its name in this battle, but its whereabouts now are unknown. Nord vanished shortly after the fall of the citadel, and "not a stone of his keep remained at the breaking of the next dawn," or so write the sages.

With *Demonbane* in hand, a warrior is rendered immune to all enchantment/charm spells cast by demons, and gains a +3 bonus on saving throws vs. other magical attacks by demons. The user also becomes unusually alert, and can only be surprised with a roll of 1 on d10, regardless of other modifiers.

*Demonbane* glows with a cold, blue light (equal to a *light* spell in effect) when brought within 60′ of a demon, and emits no light at any other time. It can cause a demon's amulet to shatter at a touch (amulet must save vs. *disintegration*).

The weapon is a bastard sword with a +3 bonus to hit and damage normally, improving to +5 when used against demon-kind. Only fighters and cavaliers and good-aligned members of their subclasses may use this weapon; it falls immediately from the grasp of anyone else who tries to seize it. Naturally, this sword has earned the utter hatred of all demons and can be identified at a glance by any of them. Anyone using this sword gains the instant and permanent wrath of all demons who see him, and they communicate the sword's location and ownership to all their fellows.

**Dragonswords:** The dragons' tongues were forged by a Grandmaster of Balance (in my campaign I have three orders of monks: LN-order of balance, LG-order of flowers, LE-order of darkness) to counter extremes. He wanted to keep the balance, with a powerful weapon that in itself is balanced. He sought out a huge, ancient red dragon and gold dragon and slew them both. These two dragons were the most powerful of their kind and completely, totally opposed in their ethos. With the help of a powerful wizard and Primus, God of Nirvana, he fused the tongues of the two dragons together to create a powerful, but highly unstable, instrument of neutrality. He used this two handed sword to keep the balance in his realm for five years at which point the opposed spirits within the sword split apart in a fiery cataclysm and were tossed to opposite ends of the planet. Now, only in time of great need can one of great power and representative of neutrality call upon the two swords to join together to put down an extreme.

Dragonswords have the following abilities:

Gold dragon (flame) tongue: Acts as normal flame tongue—when attacking Chaotic Evil beings the wielder receives a +1 bonus to hit and +2 bonus to damage. If an evil being attempts to pick up this item they must save vs. Magic or be slain; 3–30 points of damage are taken if the save is made.

Red dragon (flame) tongue: has the same abilities but effecting good instead of evil.

The combined Dragonsword: Normal flame tongue properties, and the union of the two spirits awakens them from their dormant state (the weapon will only stay together for 1–4 days at which point it will separate and can not be rejoined for 10 years). The wielder is immune to all flame and can issue forth a cone of fire from the blade causing 10–100 pts of damage three times a day. The wielder may also cast any wizard spell from 1st through 3rd level once a day.

**Glamdring "Foe Hammer" (Beater):** Probably made during one of the Goblin Wars by an elvish smith, *Glamdring* has a long history of use against the goblins, among whom the sword is known as Beater. Its identity as Foe Hammer came from its use by the warrior-mage Joggur during the War of Alacrity between the nation-states of Cormyr and Dragoth. *Glamdring* has passed through many hands, never staying in the possession of one owner for an extended period. Its last owner was a bard from High-hold, who disappeared some three decades ago while on a quest.

*Glamdring* is an intelligent *longsword +3*. This chaotic good intelligent sword delights in killing enemies—the sword can cause *confusion* up to twice each day. In addition, it causes double damage on all hits. *Glamdring* communicates via empathy with its wielder, who feels joy and excitement when fighting. The sword has an Intelligence of 13 and an Ego of 12.

Due to its history and reputation, it is instantly recognizable to any goblin, hobgoblin, or orc that sees it. It causes them to check moral immediately, at a −2 penalty. The wielder of the *Foe Hammer* will immediately become the enemy of all goblins, should his identity become known.

**Gurthang "Iron of Death":** The sword of the first Anti-Paladin, *Gurthang* was thought destroyed in the 1st Great War. It has since reappeared, wreaking great havoc and death wherever it appears. The sword is a bastard sword of a great meteorite/iron alloy, with a platinum and gem-studded pommel and guard.

Any evil character may use it as a *+2 bastard sword*. If an anti-paladin should gain the use of this sword, its true powers are activated, for *Gurthang* is a *Unholy Avenger +6*. Its powers include: 50% magic resistance created in a 20′ radius, the anti-paladin can *dispel magic* at up to 100′ away at a level equal to his current one, inflict double damage (4d4+6 / 4d8+6 or 2d8+6 / 2d12+6) on good opponents, and cause quadruple damage (8d4+6 / 8d8+6 or 4d8+6 / 4d12+6) on lawful good opponents.

If *Gurthang* is handled by a non-evil character, 3–30 points of damage are received, and the character is stunned for 1–4 turns.

**Juris Est:** Juris Est is an artifact that was created by the lords of Law. It was many years in the making, and has many wonderful powers. Highly Intelligent (20), it communicates telepathically with its wielder. It has a rather forceful ego (20). Juris Est is lawfully-aligned, but the exact preference seems to be a bit of a mystery.

Juris Est is a +5 vorpal bastard sword with full disrupting powers (as per a *mace of disruption*). It causes triple damage to any chaotic creature it hits. It also possesses several spell-like powers:

- Protection from Chaos (on wielder) at will.
- Detect Chaos (20′) at will.
- project a *lightning bolt* (6d6 damage) once per melee round up to 10 times per day.
- *Resurrection* (as a twentieth level cleric) once per week.

An addition, Juris Est is capable of sharing its intellectual powers with its wielder. This comes in the form of psionic ability. When the wielder is gripping the sword, the following psionic powers are gained: 400 psionic strength points, all attack and defense modes, major psionic disciplines of telekinesis and energy control, minor disciplines of ESP, empathy, levitation and precognition. Note that these powers are cumulative with any the wielder currently has. All results from psionic combat affect the wielder. Jurist Est recovers psionic strength points in the following manner: 24 points/hour if non of its powers are used and it is not used in combat, 12 points/hour if only the protection/detection powers are used, 3 points/hour if used in combat, and none if any psionic power, *lightning bolt*, or *resurrection* effect is used.

Note that to use any powers of Juris Est, the sword's pommel must be firmly grasped.

**Mage Doom:** Also know variously as "Mage Bane", "Mage Striker", "Fighters Dream", and "Tripple Forged" through its long history. It is approximately 45 inches long with a blue crystal blade embedded with 4 black opals around which runes are etched (though they are invisible to the naked eye). The hand guard is made of glass (*glassteel*) in the shape of a snake about to strike. The handle is made from a single (black) dragon's tooth, which magically shapes itself to fit the wielders hand. The handle is partially hollow, the gap snuggly fitting a diamond. The diamond is magical and has unknown powers. The pommel is made of the same substance as the blade and is spherical (unscrews).

There are two versions regarding the creation of this blade:

It was created by three triplets. All three were mages, one a Wild Mage, the second an Invoker, the third an arch-Mage. Made to be the bane of mages, it was given to the youngest of the three, in order to kill their father. Of the three sisters, two died trying to keep the sword a secret, leaving the youngest to carry out the deed. The runes on it though, were weakening her, much as they had her sisters, increasing her hatred for her father. The two fought, and as she struck the killing blow, he also lashed out, killing her in one foul swoop. Their gigantic contest contained so much power that the very crust of the earth was weakened and it opened up beneath them. The sword is thought lost.

It was in fact created by one of Mystra's twin daughters. This sword is meant to be wielded by her champion in order to wipe all Wizards from the realms.

The sword is equal to a *bastard sword +3, +5 vs. Magic-using creatures, +7 vs. Human and Demi-human Mages*. "Magic-using" includes dragons and creatures with innate magical abilities. When drawn from its scabbard, all the gems on the scabbard sparkle and glitter, and the snake hisses. A field of anti-magic comes into affect centered on, but not affecting, the wielder. It lasts as long as the blade is unsheathed. This happens up to three times every 24 hours and is equivalent to a mage casting *dispel magic* at the level of the wielder. Additionally, one of the following effects take place:

| d20 Roll | Spell Effect | # of uses |
|---|---|---|
| 1–8 | Gust of Wind | 5/day |
| 9–12 | Monster Summoning IV | 3/day |
| 13–15 | Great Shout | 2/day |
| 16–17 | Animate Dead | 2/day |
| 18 | Death Spell | 1/day |
| 19 | Finger of Death | 1/day |
| 20 | Power Word, Fire | 1/week |

If the number of uses has been exceeded with the time frame, roll again. All function at the level of the wielder or 20th level, whichever is higher.

The blade also has the following powers, which function against certain opponents. The numbers in parenthesis indicate against which creatures the powers work—they refer to the combat bonuses detailed above. Eg. +5,+7 indicates that the power will work against magic-using creatures and mages, but not against anyone else.

MINOR ABILITIES (+3, +5, +7):

- *Detect magic*, 25′
- Detect enemy, 20′
- Confers "one-weapon" style specialization bonus
- *Fly*
- Speech and Telepathy
- *Read magic*
- *Fear*, 10′ radius (mages save at −3, magic-using creatures at −1)
- *False vision*
- Confers 10% cumulative magic resistance
- Detect scrying 100%

MAJOR ABILITIES (+5, +7):

- *Feeblemind**, 2/day
- *Lower Resistance**, first 2 strikes/day
- Magic Negation* (see below) 1/day
- Anti-Fly* (see below) 1/day

GREATER ABILITIES (+7):

- *Kaleidoscopic Strike** (25th) 1/day
- Sword becomes a *sword of wounding +7* (q.v.)

* invoking these powers reduces the Charisma of the wielder by 1 permanently.

The following two powers are described full:

**Magic Negation:** At the will of the wielder (or so he/she thinks) the next successful strike on the enemy, discounting ALL magical protection, brings down as many protections as the sword's +'s. Furthermore, if there are no protection spells left, the sword may be willed to cancel other protections, destroying items of protection (eg. *bracers of defense*), though these items do get a saving throw vs. Magical Fire. Destroying magic items causes the sword to temporarily lose the number of pluses it used; this lasts for 2–4 (1d3+1) rounds.

**Anti-Fly:** This affects any number of beings the wielder wishes who are nearby (within 100′) or within sight. This is VERY versatile, as the wilder may wish "all but those 2 and me" to be affected; this will affect any air-born being, even if the wielder was completely unaware of them.

**Nightshade:** This magical blade was made by the wizard Cul-dradeth for use by the hero Gorgoth when he fought the vampire lord Kir. It was handed down through Gorgoth's family until it was stolen by a minion of the vampire Deh. It has surfaced occasionally since then, but only for brief periods.

Nightshade is a *broadsword +2, +4 vs. vampires*. Besides the extra bonus when fighting vampires, damage caused to a vampire by this sword cannot be regenerated. Also, the sword protects the user from the experience-draining effects of a vampire's touch if a save vs. death magic is made.

**Ocrist "Goblin Cleaver" (Biter):** This elvish blade was probably constructed during one of the ancient Goblin Wars, where goblins and orcs contested with elves and men for control of the forests and meadows. To men, it is often known as the Goblin Cleaver, in honor of the hordes of goblins it has helped kill. Goblins know it as simply Biter, and hate it with a burning fear.

This is a *longsword +2, +4 vs. "giant class" humanoids*. The sword has the power to detect enemies within a 600-yard radius of the user. It glows with an intensity according to how far away the enemy is. This ranges from a faint glimmer at 600 yards to light equal to a *continual light* at distances of less than 50 yards. This glow cannot be reduced or commanded.

With effects similar to *Glamdring* (*q.v.*), *Ocrist* is hated and feared by goblins, hobgoblins, and orcs.

**Ringil:** This short sword was made by the wizard Élros for an unknown hero as payment for a deed long forgotten. Although the specifics of its creation have been forgotten, the sword was known to be a potent one. It appears as a normal short sword with a particularly fine sense of balance, but with no other outstanding features to visually distinguish it. This nondescript-ness of the sword has proved difficult to sages attempting to trace its history and ownership, since few are able to identify the sword as anything extraordinary.

*Ringil* is a *shortsword of Quickness, +2*. When carrying the sword, the user leaves no trace of his passage. The wielder may also *hide in shadows* with a 90% chance of success.

**Starblade:** These mighty blades are huge two-handed swords. Nine are known to exist, one for each alignment. These blades are extremely powerful, and one will only allow themselves to be used by mortals if some dire threat exists to its alignment that said mortal can somehow rectify. The blades are +7 for to hit and damage purposes. They are highly intelligent (int 25), and will only cooperate with an individual of the same alignment. The sword is too heavy to be used by anyone with a strength below 25; however, if the sword allows itself to be used, then it will bestow such strength on its wielder while being in active use. Furthermore the sword will bond with the wielder, fusing its life force with that of the wielder. This effectively gives the wielder an additional 100 hp while in contact with the blade (for damage purposes, if for example a fifty hp creature wields a starblade, every third hp of damage suffered will be subtracted from the character itself). The sword is in telepathic link with the wielder, allowing the wielder to use the 25 intelligence toward illusion-detecting purposes. Furthermore, regardless of alignment, all swords bestow the following powers upon their wielders: *detect magic, detect invisible, detect evil/good, dispel illusion* on touch, immunity to fear and charm/sleep-type powers and spells, infravision 120′, ultravision 120′, *globe of invulnerability*, and *tongues*. Then there are powers dependent on which alignment the blade is:

| **Alignment of Sword** | **Usable 1/Day** | **Usable 2/Day** | **Usable 4/Day** |
|---|---|---|---|
| Lawful Good | Holy Word | Heal | Lightning Bolt |
| Neutral Good | Holy Word | Heal | Shocking Grasp |
| Chaotic Good | Holy Word | Polymorph Self | Shocking Grasp |
| Lawful Neutral | Prism Spray | Dimension Door | Ice Storm |
| True Neutral | Prism Spray | Teleport | Cone of Cold |
| Chaotic Neutral | Prism Spray | Dimension Door | Ice Storm |
| Lawful Evil | Unholy Word | Polymorph Other | Burning Hands |
| Neutral Evil | Unholy Word | Harm | Burning Hands |
| Chaotic Evil | Unholy Word | Harm | Fire Ball |

All effects of once per day are at 24th level, all effects of twice per day are at 16th level, all effects of four times a day are at 8th level. Should the wielder be slain while wielding the sword, thus also having depleted the sword's hit points, the sword 'dies' on this plane, and will automatically be transported to its own alignment's plane to be 'regenerated', a process that takes d10 years. During the Azithian Race wars, four of these blades were known to have been in use. The Chaotic Good blade was in the hands of the brilliant general Sarpedon of Cron Shander. Cron Shander sided with Piraz the Mad, and was leveled in the final days of the war, when Piraz was already killed. Azith Dengg is rumored to have been personally responsible for the kill. The Lawful Neutral blade was wielded by the sorcerer Szartax VI, descendant of the warrior to whom is named the armor. He used it to great effect in the defense of the Capital of Szartax. He killed Anchises, when his strike team, by then grown into a veritable army of drow, goblins and human thugs, attempted a too bold stroke of torching the cities grain supplies. Due to the sword Szartax VI saw through their covering illusions, not one in ten of Anchises' band survived the trap laid for them. The Neutral Evil and Chaotic Evil blades were used to great effect by the great drow and ogre generals Phaedra and Megaera. The current locations of none of the blades is known, though the lawful evil sword is most likely in the hands of the Royal House of the Drow. Both Szartax VI and Sarpedon were members of the Council of Twelve.

**Sword of Palaodrin:** Several thousands of years ago, a city named Palaodrin existed at the center of the Prime Material Plane. It was inhabited by being of lawful neutral, neutral, and chaotic neutral alignments only. And these beings fought for the purpose of Neutrality, i.e. to maintain the balance between good and evil. Although their work was done subtlely and secretly behind the walls of Palaodrin, it was sometimes necessary for the citizens to take up arms.

Many of the inhabitants were poor warriors, and the citizens themselves were few in number. So it was that they recognized the need for a weapon of great power as their defense. Since good beings tended to recognize a form or law of balance, the citizens decided that it would be best to make the sword more powerful against evil than good. For centuries and millennia, Palaodrin stood as an island amidst the struggle for power, and the Sword, as well as other relics they created, defended the city against all invaders. But when news spread, some of the good beings wondered if such power was evil. The forces of evil saw this doubt spreading its way through the forces of good and took advantage of it. Through trickery and deceit, evil was able to join good in a combined crusade against their common enemy. But, while Good hoped to destroy the power of Palaodrin, Evil sought to gain it. The city was overwhelmed by the combined forces, unable to defend against both Good and Evil at the same time. Palaodrin fell. During the fighting, Mephistopheles searched for the sword which was not a difficult task. With its power he could overthrow Asmodeus and defeat Good, but when he went to take the sword, he found himself wounded and the Sword gone. Although Good had thought the Sword had been destroyed, there have been those who have felt that the Sword of Palaodrin used its power of teleportation to escape both Good and Evil, and none have been able to find it since.

The Sword of Palaodrin is a lawful neutral *longsword +5*. It has an Intelligence of 17 and an Ego of 21. It speaks the following languages: Lawful Neutral, Elvish, Dwarvish, and True Neutral. It creators imbued the Sword with the following special abilities:

- Detect Sloping Passages (10′ radius)
- *Detect magic* (30′ radius)
- Detect Shifting Walls, Rooms, Elevators (10′ radius)
- Regeneration (2 points/turn)

- *Pass without trace* (1 time/day)
- *Death ray* (1 time/day)
- *Plane shift* (1 time/day)
- *Lightning bolt* (4–6 Hit Dice, 2 times/day)
- *Teleportation* (1 time/day)
- Immune to Disease and Gas
- Protection +5 (3 times/day for 10 turns)
- *Deflect magic* (on command up to 7 times/day)

The Sword of Palaodrin has <u>two</u> special purposes: Slay Evil and Slay Good. Its main power is to sever the neck on a natural to hit roll of 16 or higher (victims up to 10′ tall). However, it does differing amounts of damage against each:

| | |
|---|---|
| Good | Double Damage (no modifier) |
| Evil | Triple Damage plus modifier |

When the Sword is used, the following effects on the wielder's personal attributes occur:

- Major Attribute Raised to 19 Permanently
- Lose 1 Point of Constitution Permanently
- Storm Giant Strength (2 times/day for 2 turns each)
- Deafness for 1–4 turns when first used vs. an Enemy
- Blindness for 1–4 rounds during first combat each day

DM's suggestions:

1. The Sword must remain with both SLAY GOOD and SLAY EVIL. This will keeps its origin and goals intact.
2. Choose any two Special powers other than those mentioned above. This also keeps any players reading this from knowing the whole story.
3. Remember the Sword has an ego of <u>21</u>. Play it as such. It gets interesting when the two egos clash.
4. Choose one ability from each ability, i.e. detections, immunities, protection, and side effects. I suggest that the personal attribute modifier be −1 permanently on the player's Constitution.

# Chapter 12

# Complete Collection Of Enchanted Arms

## Unique Weapons

**Aeglos "Snow Point":** This was the spear of Lord Gil-galad, the leader of the Templars of Law. The spear was lost during the sacking of the Temple of Greenspar in the 3rd War of the Colors. It found its way into the possession of the king of Gwyn, Filmor Waitespar. He was slain in battle, and the spear passed on to his nephew, Vospar. Unfortunately, Vospar was reckless and foolish, and soon joined an adventure with a group of equally foolish friends. They attempted to slay the dragon Rogdarm, who proceeded to bake the group into ashes. At a later time, Rogdarm gave the spear to an evil mage in exchange for several spells. The identity and current whereabouts of the mage are unknown.

*Aeglos* is a *spear +4*; being of particularly excellent balance and weight, it can be thrown twice as far as usual (2/4/6). It is approximately 6′ long, with the 1′ long, blue-steeled tip fitted into the 5′ long oak shaft. The oaken shaft has several runes carved into it and is magically strengthened; it has the strength of solid steel. When *Aeglos* is held, the user can never be surprised.

**Angrist "Iron-cleaver":** This knife belonged to the halfling hero Çædric. It was believed destroyed in Çædric's battle with the demon Dragoath. It reappeared in the hands of a Eastern Wasteland hero named Pinn before being lost again.

This lawful good *knife +1* is intelligent—Intelligence 15 and Ego 15—and can speak Old Common, Lawful Good, Kirin, Eastern Barbaric, and Demon. It can detect demons up to 80 yards away, project up to 12 *magic missiles* each day, and *teleport* the wielder and all gear twice per day. *Angrist* can hit any demon, regardless of the 'pluses' needed to hit. When it strikes a demon, it is *imprisoned* unless a save vs. spell at −2 is made.

**Axe of Democles:** This is a *battleaxe +3*, but against earth and fire elementals, it increases to +5. This gleaming mithril steel axe was used by the dwarven hero Democles to defend his people from the Elementals that sought to drive the dwarves from their mines. It causes all creatures from the Elemental Planes of Earth and Fire, or the Para-Elemental Planes of Smoke, Magma, and Ooze that see it to check morale. The *Axe of Democles* is +5 to hit and damage vs. any such creature. When a hit is scored, the elemental or para-elemental must immediately check morale at −2. Failure indicates it flees back to its home plane.

**Bloodfist:** The first record of this massive black iron warhammer is its use by the evil dwarven fighter Bawdarin when he defeated the champion Falin. Soon after, the hammer disappeared when Bawdarin met an ignomious end at the Battle of the Twin Peaks.

*Bloodfist* is a *warhammer +4*. On any to hit roll of 4 or more above the number needed, the hammer causes double damage (2d4+6 / 2d4+4); if the roll is 6 above the needed number, triple damage is scored (3d4+7 / 3d4+4); and if the roll is 8 or more above the necessary number, quadruple damage (4d4+8 / 4d4+4) is inflicted. If the to hit roll is a natural 20, the target is stunned for 2–5 rounds. This hammer is not balanced for throwing.

**Bow of O'Locksley:** The famed archer and outlaw O'Locksley constructed this bow with the aid of a sympathetic mage to aid in his quest to rid the county of the harsh and oppressive master that held the peasantry in an iron vice of fear. Not a small portion of his fame as a archer without peer is due to the powers of his wondrous bow. After his tragic death, O'Locksley's bow was passed on to his nephew, Jaen of Southerton. Jaen used the bow for two decades to continue to fight injustice and evil in the county. He entrusted it to an elven friend before setting out on a secret mission from which he never returned. The elf gave the bow to his queen, and it has since been passed down among the royalty of the elven court. Several times it has been lost, but it has always been recovered due to the diligence of the elves' searches. It was last used by the elf Treestalker during a raid on the Goblin King's lair. Both Treestalker and the bow were lost after the raid, and the elves are continually searching for both.

The bow of O'Locksley is a longbow of exceptional quality; it is made of ancient yew that some say came from the great World Tree, Yaggissadril. It is a *long bow +5*. In the hands of a character that has longbow specialization, all ranges are considered short and the maximum range of the bow is tripled. The magic of the bow is such that it never needs restrung or tightened, even after getting wet. The draw of the bow is feather light, so extreme accuracy is easily obtained.

**Grond:** *Grond* was the gigantic mace of the infamous and feared Sauron, leader of the evil Decautar Knights. It was imprisoned along with Sauron upon his defeat by the Forces of Good during the 1st Great War. No one knows what has happened to either Sauron or his mace since, though there are persistent rumors of their return.

*Grond* is a 5′ long, pure adamantite *footman's mace +6*. It cannot be lifted by anyone with under an 18/01 strength, and cannot be wielded effectively unless the user has at least 19 strength. Creatures under 5′ cannot wield this weapon at all, while those under 7′ must use two hands. Any creature not of evil alignment that picks up or handles this weapon will be affected as if they had received a blow from it. The mace can *cause fear* or *darkness, 15′ radius* upon command. Thrice per day it will *paralyze* upon a touch. All hits from the mace cause triple normal damage (3d6+9 / 3d6+6) and drain 1 life energy level.

**Vengear:** This small dagger has been powered with an extremely potent dweomer. It has no pluses or any other bonuses when used in regular combat. However, when the true name of any creature seen by the wielder at some time in his or her life is spoken aloud, and the dagger thrown, the dagger will automatically strike that creature, wherever that creature may be. Thus if necessary, the dagger will sail through the planes to seek and hit the creature. Upon hitting under such circumstances, the effect of a *harm* spell will automatically affect the target, and then damage for the dagger will have to be calculated. Note that this does not necessarily kill the victim. First roll d4 for hit points left, then d4 for hit points lost due to the dagger. There is only one of these daggers known to be around, and this was the item that finally brought low the infamous Piraz the Mad. The hand that threw the blade is thought to have been that of Saicha La Vallee, Azith Dengg's wife. Her powers and actions throughout the long wars are a mystery. It is certain that she played a large role behind the scenes in organizing the campaign led by her husband.

# Chapter 13

# The Magister

## Singular Books, Tomes, et al.

Note that all spells, unless specifically stated otherwise, are assumed to be the standard versions from the Players' Handbook or other standard resource (including the Great Net Spell/Prayer Books). The characteristics of the unique spells are left to the DM, the more to make them different in each campaign. (Suggestions are of course noted, and freely ignorable at whim.)

**G'zul G'zarthi's Mighty Ledger:** As its name implies, this book is a huge text, measuring 2′ tall by 4′ wide and an inch thick. The covers are made of metal covered with a fine cloth which is held to the cover with a great deal of brass studs. The pages inside are of fine paper, with protective cloth edge-guards.

G'zul G'zarthi was a small-time wizard who had a greatly over-inflated sense of self-importance. His Mighty Ledger is full of various "important" facts and figures from his research and business. Most of these are trivial and useless to all but the most pedantic mages. G'zul G'zarthi never managed to acquire a great deal of talent; most of the spells in his Ledger are of very low level. The major reason for the interest in the Ledger (besides G'zarthi's constant bragging of the powerful magics it supposedly contained) is his discovery of the highly unusual spell *slime* (a unique spell). The Ledger has passed into general circulation after G'zarthi was turned into a newt by a passing arch-mage that he insulted.

It is recommended that *slime* be no more than 4th level, and not produce large amounts of damage, but rather provide an unusual effect or byproduct.

In addition to *slime*, the Ledger contains the following spells: *comprehend languages, grease, jump, light, message, read magic, shield, taunt, ESP, knock, levitate, scare, clairaudience, dispel magic, confusion*, and *monster summoning III*.

**The Testament of Greater Prayers:** Appearing as a massive book covered in red velvet with gold embossing and silk trimmings, the pages of this book are made of the finest vellum and are highly ornate, with colorful inks and intricate borders.

The exact origin of *the testament of greater prayers* is not known; some say that it was a gift from a god, while others hold that it was created by a legendary priest of extreme wisdom. Whatever the truth may be, the testament has an extensive history.

Its first recorded appearance is by the demon-priest Forlaerji, who lamented that the skillful use of a mighty tome by the good priests of Ankathor was driving the worshipers of his demon out of the country of Naz. The first detailed review of the book's contents was completed by Gressock the Wise, priest of Syhr just before it mysteriously vanished from the Temple of Syhr in Gozen. Gressock remarks that the Testament gave a great deal of information on the successful communication with the gods. He also noted that the vast majority of the book is dedicated to mundane clerical matters, such as maintaining the faith among the congregation, missionary work, and proper methods of worship.

However, scattered throughout the book are a plethora of clerical prayers. These include: *ceremony, detect evil, light, purify food and drink, prayer, remove curse, exorcise, tongues, commune, purge* (a unique spell), *holy word, mind link* (a unique spell), and *mission* (a unique spell).

Suggested levels for the unique spells are: *purge* – 3rd, *mind link* – 4th, *mission* – 6th.

# Chapter 14

# Treasury Of Unique Magics

## Various Singular Items

**Cadecus:** This unusual item is a steel rod, about 3′ long, with a small ball at the top. Intertwined about the shaft of the rod are two metal snakes, one made of silver and the other of gold. Sages differ on the origin of the *Cadecus*. Some believe that it was gift from some god to a mortal; usually the deity in question is a god of travelers or the poor. Other sages hold that it was created in some far off, mystical land by a great priest; this land was subsequently destroyed in some unknown cataclysm. No one can state with any degree of certainty which thesis is correct (or if either is true). What is known is that the *Cadecus* is extremely old, and most cultures of the realms have at least one myth in which some hero possesses it.

The *Cadecus* has two major areas of effect: traveling and healing. When grasped and a command is spoken, wings will sprout from the user's feet, enabling flight at a rate of 48 (maneouverability class B). Up to 2 hours per day, consecutive or non-consecutive, may be spent flying. When walking on the ground, terrain is considered one category less severe for the purpose of determining movement (i.e. very rough terrain becomes rough, rough become normal, and there is no effect when walking on normal terrain). The *Cadecus* may *cure blindness*, *cure disease*, or *cure critical wounds* at a touch. Any combination of these three healing powers may be used up to 6 times per day.

**Nauglamír, "Necklace of the Dwarves":** This necklace of surpassing beauty was made during the First Age of History. Forged by an unknown dwarven jeweler, it is made of pure wrought gold, and inlaid with a variety of precious diamonds, emeralds, sapphires, and rubies. First worn by the daughter of the third Dwarven King, it was stolen from the dwarves by the master thief Agriloc, who sold it to the goblins of the North, who attempted to blackmail the Dwarven King. The Second Goblin-Dwarf War was a direct result of this blackmail, as the dwarves attempted to recover the necklace. However, it was lost during the Battle in Mordia, when the rout of the goblins caused a great panic. It has not been seen since, though several copies of the necklace have appeared recently, sans magical powers, leading some (including Elminister) to speculate that it has been found and attempts to duplicate it are underway.

The wearer of the necklace is empowered with *truesight*, and can *detect lie*, *detect magic*, and *know alignment* at will. Additionally, the necklace can create an *anti-magic shell* (duration 1 turn) once per day. Any creature that looks upon Nauglamír will be *fascinated* unless a save vs. spells is successful. A save is allowed each round until the *fascination* is broken.

# Chapter 15

# Libram Of Legendary Things

## Artifacts And Relics

**Ark of the Covenant**
This is a magnificent golden chest, approximately 6 feet long, 3 feet wide and 3 feet tall. It is covered with ornate gold and platinum carvings depicting various scenes of worship, battle, and divinity. The entire chest weighs approximately 500 lbs, and is carried on two long poles that are inserted through rings on the corners of the ark.

The *Ark* was a gift to an ancient race of people, promising them prosperity and peace. After many hundreds of years, their civilization fell prey to outsiders, and the *Ark* was lost amid the chaos of the collapse. It was later found by another group, who brought it to their king, who lived in a vast city on the edge of a desert. This king was particularly cruel, and had harshly persecuted the ark's former people. The day after the *Ark* was brought to the king, a terrible sand storm swept the city, lasting for an entire year. After it was over, not a trace of the city, the king, or the ark remained.

The *Ark* is a beautiful, yet terrible item. If it is carried before an army, the entire army receives a +4 bonus to both its morale and AR ratings for any battle it engages in. Additionally, the ark can shoot forth a *death spell* once per turn, to a range of 500 yards.

Should the *Ark* ever be open, it will issue forth a swirling mist, covering a 50-yard radius sphere, through which numerous spirits fly. For any creature looking at one of these spirits, a saving throw vs. death magic must be made. If successful, the creature ages 40 years. If failed, the creature instantly dies. Should any creature look directly into the open *Ark*, they will be instantly incinerated (no save) and their soul destroyed (no possibility for *resurrection*).

**Dragonsword**
Any millenia ago, the arch-lich Vecna, by far the most powerful lich to ever exist, began to conceive a dark plan to open The Seven Gates of Doom. According to legend, much before man or elf was created the balance of the Multiverse tended heavily towards evil. This was due to the existence of a diabolic god whose power greatly exceeded that of all other gods. He was called Satan.

Satan ruled supreme among all other evil gods, often treating them as slaves, which made them fear and hate him above anything else. Though the power of all the gods of good together was not enough to defeat Satan, they knew the gods of evil nurtured immense hatred for him. With great diplomatic skill, they were able to make the gods of evil put aside their fear and join the other gods in an alliance without precedence: all gods, good, neutral and evil, were to unite against Satan (as usual, evil turns upon itself).

The alliance of the gods battled Satan fiercely, but even all their combined power could not destroy him. The gods then decided to create seven concentric planes of existence, with portals connecting them, and imprison Satan inside the innermost plane. The portal to the outermost one is located on the Prime Material Plane. One can only reach Satan by passing trough all the portals, which were called "The Seven Gates of Doom". Inside is the gigantic form of Satan, the most powerful and evil being on the Multiverse, sitting at his burning throne and sleeping. His sleep is full of dreams of malice, conquer and revenge, and it is said that many of the evil deeds committed on the Material Plane are motivated by the evil power of Satan's dreams, which can not be fully contained by the Gates.

The plan of Vecna was to use his army of undead, humanoids and monsters to conquer and enslave mankind and force them to worship Satan. With this and his immense personal power, he hoped to awake Satan and open the Gates of Doom, thus throwing the Multiverse in darkness once again.

When the wars began and the dead rose to fight the living, many heroes tried to defy Vecna's power. Most of them died, but some were able to achieve some success. Among these was Angus Thalgurn, a brave man and a true paladin. He exposed himself to great risks in a mission to request the help of Draltahn, a Great Gold Wyrm of awesome power.

When Angus returned home riding the dragon Draltahn, the victory against the forces of Vecna seemed possible again. Many battles were won with his help, but soon all hope was lost when Vecna was able to lure the dragon into a trap and slay him.

In a night spent by the paladin in prayers and despair, the image of the dead Draltahn came to him with a plan. They would not give it up so easily...

Angus took the remains of the dragon to the dwarves in the south and asked them to make three items: from the bones and blood of the dragon and from gold and adamantite of the dwarven mines, they forged a sword. From the hide of the dragon and adamantite, they forged both a shield and a suit of armor. The wizards and priests of the land then enchanted these items. The shield and armor were remarkable, but the sword was even more special, for their magic and the power of Draltahn were able to summon the soul of the dead dragon and allow it to enter and inhabit the sword. Then it became the Dragonsword.

Through the Dragonsword, Draltahn was able to allow the paladin to use most of his dragon powers. With the aid of the three Dragon Items, Vecna was destroyed. Only his hand and eye remained. These two were locked in a hidden place with powerful magic and wards to prevent entrance and forgotten.

The Dragonsword has the form of a long sword with a golden blade inscribed with ancient runes. The hilt is made of gold and dragon bones and has the form of a dragon head. From the open mouth of the dragon sprouts the blade. Two diamonds make up for the dragons eyes. When in battle, the sword glows softly with a golden light.

The Dragonsword is a *longsword +5, Holy Avenger*, inhabited by the soul of the Great Gold Wyrm Draltahn. It has an intelligence of 18 and an ego of 22 and can communicate by either speech or telepathy. In addition to the normal powers of a Holy Avenger, the paladin wielding this sword is able to call upon the powers of the gold dragon. Nearly all his powers (including his breath weapon) are at his disposal. However, it is not easy to use them and if the paladin fails an attempt, there may be some (very) adverse side effects. The powers of the Dragonsword are listed below. To use one of them, the character must make an experience level check (roll his level or less in the d20). The number in parenthesis are modifiers to this roll. The '$-$' sign indicates a penalty and the '$+$' indicates a bonus to the roll (as usual, an unmodified roll of 1 is always a success and a 20 is always a failure). If the character fails the roll, he must roll the d20 again in the adverse effects table. Any modifiers to the first roll also apply to this one.

All powers/spells are as if actually cast by the dragon. Therefore, they are cast at the 23th level. They are:

- Bless: 3/day. ($-1$)
- Speak with animals. 1/day. ($-2$)
- Detect invisibility. (dragon senses) in a 120 feet radius. Duration is 11 turns and 5 rounds. 1/day. ($-2$)
- Detect gems, $30'$ radius. Duration is 1 round. 3/day. ($-2$)
- Water breathing. 1/day. ($-3$)
- Polymorph self. 3/day (each change in form lasts until the character chooses a new form or the 46 turn duration expires). ($-4$)
- Detect lie. 3/day. ($-4$)
- Animal summoning I. 1/day. ($-4$)
- Dragon fear. May be used only right before entering battle, in the moment the paladin utters his battle cry and the sword begins to glow. Some people (who failed their saving throws) would swear that they saw the shadow of an enormous dragon hover above the paladin and utter a frightening roar in unison with the hero's battle cry. 1/battle. ($-4$)
- Immunity to fire. Duration is 2 turns. 1/day. ($-5$)
- Immunity to gas. Duration is 2 turns. 1/day. ($-5$)
- Luck bonus. (see the gold dragon description on the Monstrous Compendium). 1/day. ($-5$)
- Quest. 1/day. ($-5$)
- Shape change: into a gold dragon of as many hit dice as the character has levels of experience. The paladin must be at least 10th level to become a hatchling gold dragon. 1/day. ($-9$)
- Breath weapon: (fire or chlorine gas, for 24d12+12 points of damage). May be used up to 3 times per day, but with at least 3 rounds between each use. ($-10$)
- Dragon spells (each spell can be used once per day):

  **Wizard** :
  Shield ($-1$)
  Magic missile ($-1$)
  Mirror image ($-2$)
  Strength (casting time is 1 round) ($-2$)
  Haste ($-3$)
  Lightning bolt ($-3$)
  Fire shield ($-4$)
  Stoneskin ($-4$)
  Cone of cold ($-5$)
  Dismissal ($-5$)
  Anti-magic shell ($-6$)
  True seeing ($-6$)
  Power word, stun ($-7$)
  Delayed blast fireball ($-7$)
  Prismatic wall ($-8$)

  **Priest** :
  Command ($-1$)
  Cure light wounds ($-1$)
  Aid ($-2$)
  Resist cold ($-2$)
  Negative plane protection ($-3$)
  Prayer ($-3$)
  Protection from lightning ($-4$)
  Cure serious wounds ($-4$)

The following modifiers also apply to the rolls:

- The character is not exposed to any immediate danger nor is he engaged in battle. ($-4$)
- Is acting out of alignment. ($-1$ to $-6$, at the DM discretion)
- The paladin is currently with than 10% or less of his maximum hit points. (+1)
- Is acting under his god's direct orders. (+2)
- The character or one of his allies is in a really desperate situation. A necessary (but not sufficient) condition for such a situation to occur is that the use of a power from the sword may make all the difference between the character dying in the current or in the next round or not. However, the DM must agree with the player that the situation is really desperate, and that he has no other option (or very few other unpleasant options) but using one of the Dragonsword's powers. (+4)

If the character fails his experience level check the power will not activate (he may try again, if he wishes) and he must now roll a d20 on the following table. Any modifiers to the previous roll are also taken into account in this one (an unmodified roll of 1 is always considered as "Nothing happens". A roll of 20 is treated normally as any other roll):

| | |
|---|---|
| 1–6 | nothing happens. |
| 7 | sword falls from character's grasp. |
| 8 | the Dragonsword becomes powerless for 1 turn. |
| 9 | character takes 1d4 points of damage. |
| 10 | character loses 1d4 points of dexterity for 1 turn. |
| 11 | character takes 1d6 points of damage. |
| 12 | character loses 1d4 points of strength for 1 turn. |
| 13 | character takes 1d8 points of damage. |
| 14 | character receives a $-2$ penalty to his "to hit", damage (1 hp minimum), initiative, saving throws and armor class for 1 turn. |
| 15 | character takes 1d10 points of damage. |
| 16 | character is blinded for 2 turns. |
| 17 | character takes 1d12 points of damage. |
| 18 | character is unconscious for 2 turns. |
| 19 | character takes 1d20 points of damage. |
| 20 | a randomly chosen magic item the paladin possesses (with the exception of the Dragonsword) becomes non-magical. |
| 21 | permanently loose one point from a randomly chosen attribute. If this would leave the character with less than the minimum required to be a paladin (12 Str, 9 Con, 13 Wis and 17 Cha), he permanently looses two hit points instead. |
| 22 | character is *feebleminded* (no save). |
| 23 | character ages 2d6 years. |
| 24 | character is transformed into a gold dragon egg. The egg hatches in 4d4 days. A *wish* or similar magic can bring him back while in egg form, but if the egg hatches there is no way to reverse the effect. The character has become a gold dragon without any memories of his past life and must be removed from play. |
| 25 | character falls in love with the next human of opposite sex and chaotic evil alignment he encounters. He will do anything he can to regenerate and marry this person. Despite the passionate love the paladin will feel, he still knows the difference between good and evil, law and chaos, and will not be easily corrupted by his "beloved" (unless the player decides to do so). If the character is already in love with someone, ignore this effect and roll again with an additional penalty of $-2$. |
| 26 | character receives enough damage to leave him with only 1 hit point. If he already had only 1 hp, he goes to zero hp and must make a system shock. If the roll fails, he dies. This damage is very difficult to heal with magic. An $n$th level curative spell heals $n$ hit points. |
| 27 | anything the character is carrying or wearing, magical or not, is disintegrated. Magical items receive a saving throw versus disintegration, but normal clothes and equipment don't. |
| 28 | character looses 1 level of experience. |
| 29 | character sex changes. |
| 30 | character must save versus death magic at $-2$ or die. No other modifiers to this roll are allowed, including any magical protections the character might have. |
| 31 | the Dragonsword is teleported to another continent, world or plane of existence. |
| 32 | character is teleported to one of the evil outer planes. The Dragonsword, however, is not. |
| 33+ | character is utterly and irrevocably destroyed. |

The Dragonsword is a legend among dragons: if a dragon sees it, there is an 8% chance per age category of the dragon that it will recognize it for what it is. If an evil dragon happens to recognize this artifact, it will probably attempt to kill the wielder and take away the sword. On the other hand, if a good dragon perceives the true nature of the sword, it will be favorably disposed towards the wielder, which will receive a +3 reaction adjustment when dealing with this dragon.

**Holy Grail**
A plain goblet that appears to be nothing out of the ordinary, the *holy grail* is in fact a powerful magical artifact. It is a relic from the Last Supper, the meal where the Savior foretold his death and blessed his followers. Entrusted by the Savior to Joseph of Aramathea afterward, it was guarded by his descendants for several generations before being stolen by an unknown thief. It disappeared for close to a millennium before being discovered by three knights on a quest. The current whereabouts of the *holy grail* is a complete mystery, as two of the knights have since died and the other has vanished.

The power of the *holy grail* is such that can cure virtually any disease, wound, or affliction, and even reverse aging. If the *grail* is filled with holy water and then drank from, it automatically heals all wounds, cures all diseases and afflictions (including *feeblemind*, insanity, and the like), and removes all magical aging. In addition, the *grail* will remove all natural aging that has occurred since the last drink from the *grail*. This last effect is rumored to only function within the bounds of certain holy places—that is, only time spent inside the holy place is negated by the *grail*.

**One Ring of Power**
This is a small nondescript gold band, with no markings or other identification on it. It radiates a strong magic of indeterminable type. This ring, however, is one of the most powerful magical items ever created. It was forged by the mighty warrior-mage Sauron—some say with the help of the evil Elder Gods—in the inferno of a massive volcano. The *One Ring* is the capstone of all the other Ancient Rings—it has the power to control the other Rings and their wearers. This influence is not automatic, however, and varies greatly according to the known identity of the other ringwearer and the relative will force of the characters.

When the *One Ring* is first donned, it acts as a simple *ring of invisibility*. If the wearer concentrates upon the Ring, and thinks of it as one piece of a whole, the relative location of the nearest Ancient Ring is felt—i.e. direction and distance, as determined by strength of urge. If the wearer learns the actual name of anyone wearing another Ancient Ring, he or she may attempt to influence that person. Influence is similar to the spells *suggestion* and *emotion*, though the saving throw is different. The other ring wearer is allowed a check vs. Wisdom, with the difference between the victim's wisdom and the *One Ring* wearer's wisdom being treated as a bonus or penalty to the save. A successful save indicates that the other ringwearer feels a powerful influence, but does not succumb to it and is not immediately aware of where it originated. Failure means the *suggestion* is followed to the letter.

If the *One Ring* wearer is within sight of another (known) ringwearer, the other ringwearer must make a Wisdom Check as above, but with a −4 penalty. Failure indicates that the wearer is under the complete control of the *One Ring*; all commands will be followed explicitly and immediately. This control is of unlimited range and is permanent; however, if the controlled character enters a circle of *protection from charm* or similar magic, he is allowed another save (at −4, a maximum of once per day). If this is successful, the enchantment is broken, and the wearer realizes that the *One Ring* has been controlling him through his Ancient Ring and may choose to remove his Ring. Should the character leave the magic circle of protection with the Ancient Ring still on, control is immediately re-established.

The *One Ring of Power* has a strong component of Evil; the wearer slowly becomes more and more protective of the Ring, taking elaborate measures to protect it, and becoming more and more selfish. The DM should vocally encourage the wearer to change alignment towards Chaotic Evil.

The last power of the ring is to indefinitely extend the lifespan of the wearer. While the ring is on, the wearer is immune to all aging, whether natural or magical.

**3 Elven Rings: Rings of Fire/Water/Air**
These Ancient Rings were forged along with the One Ring in the heart of a fiery volcano. All are pure gold, with a large stone of ruby/adamant/sapphire set in the top. They radiate magic of an enchantment/alteration type. Unlike the One Ring, they all have a strong component of Good, and were originally given to the three Elven Kings. Over the course of time, they have become lost (or some say hidden by the elves themselves).

The rings have several powers in common, and each has several unique abilities. They all slow the aging of the wearer to one-tenth normal, protect the wearer with a triple strength *protection from evil* whenever worn, can *cure light wounds* up to 7 times a day, and the wearer can telepathically communicate with anyone within 10′ of him. The Ring of Fire can *produce flame* or create a *fire shield* at will, and can call down a *flame strike* once per day. The Ring of Water can *create water* or *part water* at will, and can cause an *ice storm* once a day. The Ring of Air can cause a *gust of wind* or *fly* at will, and can *teleport without error* once per day. They become powerless whenever within 100′ of the One Ring. They can be removed at any time (exception, see *One Ring of Power*).

**9 Rings of Man**
Created with the other Ancient Rings, these magical rings were given to the rulers of the old Nine Kingdoms of Man. The *Rings of Man* are all different; some are ornate, some plain. They all contain a strong component of desire for power.

These rings confer on the wearer all the powers of a *rod of rulership* and a *rod of beguiling*. After one month of wearing one of these rings, the character must make a Wisdom check. If the check succeed, the character notices a strange trend in his behaviors since the ring was discovered—action is up to the player. If it fails, character has begun the journey to becoming a Nazgul (*q.v.*). The possessor becomes very protective of the ring and will act to keep it in his/her possession at all costs. Nothing short of divine intervention can cause the character to voluntarily give up the ring. After each additional month of possession, a Wisdom check must be made; failure results in the permanent loss of one point of Charisma. This loss will go unnoticed by the character, but not by others: henchmen will eventually desert, followers leave, etc. When the character's Charisma reaches 0, the character is transformed into a Nazgul. If the ring is separated from the wearer prior to becoming a Nazgul, one level of experience is lost permanently for each charisma point lost. All charisma losses are permanent.

**7 Rings of the Dwarves**
Like the other Ancient Rings, the Rings of the Dwarves were created in the inferno of a volcano. They were originally given to the seven Dwarven Lords, but in the intervening millennia have become lost. They appear as intricately carved gold and silver bands, but contain a strong component of greed.

They possess all the powers of a *wand of Metal Command*; additionally they can *slow* an opponent with a touch and can *passwall* twice per day. Over the course of time, these rings produce an overwhelming desire to possess large quantities of precious metals. The ringwearer will go to great lengths to obtain more and more precious metals, and will go to extreme ends to protect his hoard. As time passes, the desire to obtain and hoard precious metals becomes the central motivation of the character. These rings can only be removed with a successful *exorcism* against 50th level magic. (cf. *One Ring of Power*)

**Shankara Stones**
Given by one of the goddesses of agriculture to her starving people in the midst of a great famine, these six magical stones are imbued with great power. They were used by the goddess' people for may centuries to guard and protect their crops and villages. Slowly, however, they began to disappear, whether through theft, natural disaster, or taken by outsiders by force. There has been little information on their location, though this may have as much to do with their nondescript appearance as well as the desire of their possessors to keep them hidden.

Each of the *Shankara Stones* is a medium-sized oval, about 8 inches long and 4 inches in diameter, with rounded ends. They are typically medium brown in color, and have several lines carved into one side of the stone.

Each stone has unique powers, and when several stones are brought together, additional powers are gained. Each power can affect a given person only once in a 24-hour period.

The individual powers of the stones are:

1. *cure serious wounds* at a touch
2. *cure disease* at a touch
3. *tongues*
4. *neutralize poison* at a touch
5. *remove curse* at a touch
6. *bless*

The following powers are gained by possessing sets of 2 or more *Shankara Stones* (which individual stones is irrelevant).

**Set of 2:** Protects all crops within a 10 mile radius from natural disease, pestilence, and drought.

**Set of 3** *telepathy* with any creature within 1 mile.

**Set of 4:** *raise dead* once per week.

**Set of 5:** *control weather* within a 100 mile radius.

**Set of 6:** *wish* once per month

All powers are cumulative. All powers operate as if cast by a 20th level spellcaster.

**Ship of Land and Sea:**
Created by the Earth God Grome and given to the Water God Yaguul in payment for a debt, this is a magnificent fully-rigged sailing vessel. Over 200′ long and 40′ wide, the *Ship of Land and Sea* measures 130′ from the keel to the top of the mainmast (35′ from keel to main deck). The *Ship* is a 2-masted, square-rigged brig. The hold has a capacity of 500 tons and there are accommodations for 200 on board. The unique ability of the *Ship*, however, is its power to sail over both land and sea. Under full sail, the ship may move at up to 24 in water, 18 in swamps, deserts, plains, and other open lands, 12 over hills and through forests, and 6 in mountainous terrain. A minimum crew of 20 is required to sail the ship. It is immune to all non-magical weapons, and all magic weapons cause only $1/4$ normal damage per hit (to a minimum of 1 point of damage per hit). The ship is immune to all earth- and water-based attacks, and suffers only $1/2$ damage from fire, cold, and electricity ($1/4$ if save is made). It is also immune to all spells which affect its movement (*slow, entangle, etc.*) The *Ship* has a saving throw of 4, an Armor Class of −5, and can sustain 200 hp before minor damage is done, 500 hp before major is done, and 1000 hp before the *Ship* is totally destroyed.

**Sword of Kas**

**Note:** This sword is different from the Artifact of the same name found in the 1st edition DMG

**Also:** These powers should be kept secret by the DM. . . see below.

INTELLIGENCE: 15 EGO: 19 ALIGNMENT: Chaotic Evil
POWERS: +6 defender, Telepathy (even when not held), Double damage against all creatures which are from a plane other than the Prime Material (but only normal damage when on any plane other than the Prime Material)

| | |
|---|---|
| Minor Powers: | Animate dead (1 figure, by touch)—7/week<br>Darkness (5′, 10′, or 15′ radius)—3/day<br>Invisibility (improved)—3/day<br>Know alignment (when held)—1/day<br>Protection +2 (when held) |
| Major Powers: | Fire giant strength when held (S:22 +4/+10)<br>Regeneration: 2 hit points per round (but not if killed. Also, see below) |
| Primary Powers: | Slays opponent up to 15HD on an unadjusted 18 or higher (no save)<br>Total immunity from cold (when held) |

**HINTS ON PLAY:** Until the user consciously accepts the sword by committing himself to the ways of chaotic evil, the sword will not let the user ever know about the following abilities:

- *+6 defender*: tell him only that it is a *+4 defender*, but take the rest into consideration during combat.
- Protection +2: simply take this into account when being struck
- Slay opponent up to 15 HD: simply tell them that they struck an incredible blow and the opponent is slain.
- Fire giant strength: simply take this into account when he strikes an opponent.
- Regeneration 2hp/round: secretly accumulate the hit points regained since being damaged, up to the amount of damage suffered. When he gets damaged in the future, this amount is subtracted, and he takes no damage (note: the quazit's regenerative powers are conferred through the sword and will gain additional points used towards next wound. This healing also causes undead flesh to appear around the wound). Excess hit points are carried over towards the next wound. When an amount equal to the damage suffered is reached, this total is stored as potential for the next wound. Of course, this assumes that enough time will pass in order to regenerate. See above for all details.
- Double damage vs. creatures from other planes: do not tell him this power. Simply take it into account during combat with such creatures.
- Immunity from cold: whenever he is holding the blade, tell the character that he somehow did not take damage from the cold (he was out of the area of effect, his armor protected him, etc). When he does enter a cold environment, tell him he does not feel cold whenever he holds the blade. By that time, he may have fallen prey to the sword. Remember: he must be holding the sword to gain the benefits of this power. If it is at his belt, it will not work. This will force him to always carry the sword during cold adventures, thus preventing him from casting spells. But, since the sword always seems to be working and spells not, then he will not mind this and always attack with the sword when it advises him.

As a result, the sword will appear as: +4 defender, telepathic, know alignment, and darkness of varying radiuses. Its purpose: to fulfill the quest. Gives extra experience points. Has powers to reward the wielder with. It will not reveal its intelligence, ego, or alignment, as it will tell the user that this is insulting to ask. It will say, indignantly, that it is exceptionally intelligent and very proud of this fact (truth). It will know telepathically the alignment of the possessor and take it for its own alignment (lie!).

**SIDE EFFECTS:**

1. Yearning for item forces possessor to never be away from the item for more than 1 day if at all possible: tell the user that something terrible will happen if the sword is not kept with him at all times. Examples: the powers of the sword will no longer function with him, it will be mad and jealous and hate him, it might be lost, another might take/steal it, etc. Feed the possessor all sorts of ideas to cause him to be paranoid.
2. Item has power to affect its possessor when a Primary Power is used if the possessor has not followed the alignment or purposes of the artifact. This is tricky. If the character is not killing monsters or acting chaotic, it will threaten to take away its power (see also several paragraphs below). If the character does not follow its "advice"the sword will also threaten.
3. The item is powerless against and hates most sylvan creatures and all rangers. Sylvan creatures include: Brownies, Centaurs, Chimeras, Cockatrices, Dryads, Forest Elves (those in the party are High and Grey Elves, but make sure of what they are immediately!), Griffons, Harpies, Hippogriffs, Manticores, Pegasi, Perytons, Pixies, Satyrs, Sprites, Stags, Sylphs, and Unicorns. Against these, NONE of its special powers will work. If any of these creatures come within 100 feet/yards of the sword, it will become a +10 short sword (note: not of defending) and both its ego and intelligence will increase to 20. It will force the possessor to attack.

In the above case, there is a 25% chance that the sword will reveal itself for what it is. If it does reveal itself, all powers will become evident to the possessor, and if the sum of its new ego, intelligence, and plus (+10) is greater than the sum of the possessor's intelligence, wisdom, and charisma, it will possess the user. If the possessor's sum is greater, he gets a saving throw versus magic with a +1 bonus for every point his sum is above that of the sword (this is the only adjustment he gets). If he fails, he becomes possessed. If he succeeds, he gets the option of casting it away or accepting it. Accepting it results in his possession. A character possessed can only be saved by a deity. They are not likely to intervene, however.

4. This is the most deadly side effect of all. 6 turns after the sword is first used in combat, so as to throw off rightful suspicion, whenever the user takes damage, he will be adversely affected by the regenerative power of the item. The flesh around the wound will appear ghastly. It will be pale and very unattractive. Hopefully, the party will attribute the effect to the weapon or power of the creature attacking him. The flesh is actually undead flesh. When hit points equal to 5 times his amount have been "regenerated", he will become an undead knight of the same level of ability as his major profession. He will be chaotic evil if not already. Until this point, the percentage that he has become undead will become quite evident. If divine information is sought, the fact that it is undead flesh will be revealed, but not the source of this change (the sword). Such change is permanent and cannot be reversed except through the removal of the sword. If it is removed the effects will no longer continue. All new damage will be removed from this undead flesh and healed as normal flesh. Wish and other similar spells can reverse the process. A regenerate spell will cure the flesh as if it was damage. As this disease progresses, there is a cumulative percentage that he will become CE. Each time an amount of hit points equal to his original amount is regenerated, there is a 20% chance of him becoming CE. This is cumulative, so that by the time 4 times has been reached, it is unlikely that he can resist. As soon as he becomes CE due to this effect, the undead disease instantly creeps over his entire body. The possessor's charisma also temporarily suffers. Until he becomes CE, his charisma drops 3 points, until a charisma of 3 is reached, for every time the hit points regenerated matches his original amount. When he becomes CE, his charisma instantly becomes 19: the ego of the sword. Body odor also becomes a factor with this disease. It is very faint and smells of dead flesh. Note: the possessor cannot be turned unti l he has completely become undead. He can then be turned as a special monster. He can turn good clerics at his level of ability.
5. Another side effect of the sword is that it will cause all magic cast by the user against his opponent(s) to be ineffective. For example, a lightning bolt cast by the user will do no damage. A heal spell on a companion will work, as it is not being used against an enemy. Also, other weapons that the possessor uses will never hit. These two effects are caused by the sword so as to become the only weapon he uses.

**DETAILS:** The sword will select the most greedy and corruptible player to possess. The sword will allow its powers to be learned slowly. Meanwhile, it will corrupt him and draw him to its alignment. When found, it appears as a short sword. The party will not likely ask what it looks like in detail, so do not give any details. If in the rare occasion that someone asks, be vague, "It appears to be an ordinary short sword; it is thin and of a dull gray metal. It is very sharp. It has an inscription on it: 'Abyss Slicer'." It radiates a faint magic if detected for. The inscription was put there by Orcus and will fade when its true nature is made known.

The sword will feel cold and lifeless in the hands of any that do not claim it as their own. It will pulse with magic in the hand of the one who does claim it. The sword will tell the user that it was sent by (his god) to slice the Abyss, when in reality it is the slicer for the Abyss.

The Sword of Kas will know of the party's quest both through Orcus and through its telepathic abilities. It will tell the one it possesses that it found its way to him through (his god) and that he should keep this secret no matter what! He should not reveal the sword's special purposes or abilities to anyone. He should use the sword in battle and consult with it whenever he can.

Try not to arouse any suspicion whatsoever! As soon as it seems that the sword is pushing too hard, let off a little. It will always defend its actions through the above explanation. Orcus has planted this as a seed of destruction within the party; he does not want his plans to come to an end prematurely. Of course, the sword has ideas of its own and does not like to be used by Orcus. It will bide its time, but it will be hard pressed to do so. If it is revealed prematurely, it is due to its impatience. Besides wanting its possessor to kill, it will also want its user to take as much treasure and magic items as he can. It will prompt him to be more greedy, telling him he needs it to be more powerful. In fact, the sword will push all actions that make the possessor more chaotic and evil. If the possessor is a thief, it will suggest to him to perform more backstabs, more pick-pocketing, more taking of treasure when no one is looking.

The sword will improve the users thief abilities by 25% if used for the powers of chaos and evil, and penalize by the same amount when not. The thief should not be aware of this. This is so that after awhile, the thief will tend to exercise his more successful practices. Whenever the user does act more chaotic and evil, the sword will telepathically congratulate him, promising him more rewards in terms of its powers. The possessed character will become crafty, quiet, and withdrawn. He will no longer participate in the conversation. Instead, he will follow party cue, waiting for an opportunity. When it presents itself, he will cut the throats of his opponents while they sleep. He will use the sword's powers to their fullest and kill everyone and everything. When he is through with a 1–6 week binge of killing everything (during this time the plus of the sword increases to +10), he will summon Orcus and become their chief henchmen. The sword will act as a gate through which they and all their minions can enter the Prime Material Plane. He will rule the plane when Orcus is away. He will become the equivalent of a Duke of Hell.

As soon as the character takes the sword as his own, he has lost the support of his deity. The sword and Orcus will prevent the possessor from knowing the loss of his deity. If the possessor calls upon his deity, the sword and Orcus will answer his call in his deity's name, pretending to be that deity. Where before the deity was inactive with the possessor, now "messages" will come to the possessor in such forms as "inspirations" and "dreams". Orcus will know everything about the party as long as the sword is with them. If the character possesses a familiar, a quazit will replace it. The quazit will be polymorphed to appear exactly like the previous one. The familiar will back up all messages sent by Orcus and send similar messages to support those of the sword.

The user will always be detected as his original alignment until he becomes CE. Spells cast by a character of over 15th level do have a percentage chance of detecting his changing alignment. Only a commune by a cleric of over 15th level will discern the true nature of the sword. The sword has a way of altering common spells seeking its nature directly, up to 15th level of spells. If a very direct question is asked regarding the sword, such as, "Is the possessor of this sword acting in a way that he would not believe 10 years ago?" might work. Then again, it might not. This percentage is 10% chance per level of caster above 15th. If a character fails to detect it, he or she does not have a chance of successful detection until he or she attains a higher level. Simply tell them that they do not detect his alignment to be any different than before. Paladins' detect evil also applies to these restrictions and is considered at 2 levels below their level as a paladin. As soon as the character openly acts CE, the paladins will detect an evil so great that it will stun them for 1-5 rounds unless they make a save versus wands at −5.

The sword will especially push the user to kill helpless victims, saying that it will offer more powers. If asked why it lied about its powers to begin with, it will defend himself by saying that it does not want the possessor to become too powerful. Inform the possessor that, by using this sword, he will gain more experience points. This is another lie of the sword.

When used against the minions of Orcus, It will miss every strike and draw attention telepathically to the party. The minions of Orcus will always know of the sword's presence.

When communicating, the sword should refer to itself and the user as "we".

# Part III

# Tables Of Items

# Treasure

## RANDOM TREASURE DETERMINATION

### TABLE I. MAP OR MAGIC DETERMINATION

| Dice | Result |
|---|---|
| 01–10 | Map Table (II.) |
| 11–00 | Magic Items Table (III.) |

### TABLE II. MAP TABLE

| Dice | Result |
|---|---|
| 01–05 | False Map |
| 06–70 | Table II.A. |
| 71–90 | Table II.B. |
| 91–00 | Table II.C. |

### II.A. MONETARY TREASURE

| Dice | Result |
|---|---|
| 01–10 | 20,000–80,000 copper pieces and 20,000–50,000 silver pieces |
| 11–25 | 5,000–30,000 electrum pieces |
| 26–50 | 3,000–18,000 gold pieces |
| 51–60 | 500–2,000 platinum pieces |
| 61–75 | 10–100 gems |
| 76–85 | 5–50 pieces of jewelry |
| 86–92 | Roll twice, discounting rolls above 85 |
| 93–97 | Roll thrice, discounting rolls above 85 |
| 98–00 | Each monetary item above |

### II.B. MAGIC TREASURE

| Dice | Result |
|---|---|
| 01–20 | Any 1 item |
| 21–24 | 1 Miscellaneous Magic item |
| 25–36 | Any 1 item, plus 4 potions |
| 37–52 | Any 2 items |
| 53–56 | Any 2 items, plus 1 Miscellaneous Magic |
| 57–66 | 1 Sword, 1 Armor or Shield, 1 Miscellaneous Weapon |
| 67–72 | Any 3 items, no Swords or Potions |
| 73–82 | 1–8 Potions and 1–8 Scrolls |
| 83–88 | Any 4 items |
| 89–93 | Any 3 Items, plus 1 Ring and 1 Rod/Staff/Wand |
| 94–97 | Any 3 items, plus 1 Rod/Staff/Wand and 1 Miscellaneous Magic |
| 98–00 | Any 5 items |

### II.C. COMBINED HOARD

| Dice | Result |
|---|---|
| 01–20 | 10,000–60,000 copper pieces and 5,000–20,000 silver pieces, plus any 1 magic item |
| 21–32 | 5,000–30,000 electrum pieces plus any 1 magic item |
| 33–44 | 10,000–40,000 silver pieces and 2,000–12,000 electrum pieces, plus any 2 magic items |
| 45–52 | 20,000–80,000 silver pieces and plus 1–4 scrolls and 1–4 potions |
| 59–62 | 3,000–18,000 gold pieces, plus 1 Rod/Staff/Wand and 2–8 scrolls |
| 63–72 | 6,000–36,000 silver pieces and 2–40 gems, plus any 2 magic items and 1 Miscellaneous Weapon |
| 73–80 | 5,000–20,000 silver pieces and 200–2,000 platinum pieces, plus any 1 magic item and 1 Miscellaneous Magic |
| 81–85 | 3–36 pieces of jewelry and 3,000–18,000 gold pieces, plus any 2 magic items and 1 Ring |
| 86–90 | 5,000–30,000 electrum pieces and 3,000–18,000 gold pieces, plus any 3 magic items |
| 91–94 | 10,000–60,000 copper pieces, 10,000–40,000 silver pieces, and 2,000–12,000 gold pieces, plus any 2 magic items and 1 Armor or Shield and 1 Sword |
| 95–98 | 10–40 gems and 1,000–4,000 platinum pieces, plus any 4 magic items |
| 99–00 | 10–100 gems, 5–50 pieces of jewelry, and 500–2,000 platinum pieces, plus any 3 magic items, 1 Ring, and 1 Miscellaneous Magic |

### TABLE III. MAGIC ITEMS

| Dice | Result | |
|---|---|---|
| **01–20** | **Potions & Oils** | |
| | 01–33 | Table III.A.1. Oils |
| | 34–66 | Table III.A.2. Potions |
| | 67–00 | Table III.A.3. Potions |
| **21–35** | **Scrolls** | |
| | 01–70 | Table III.B.1. Spell Scrolls |
| | 71–95 | Table III.B.2. Protection Scrolls |
| | 96–00 | Table III.B.3. Special Scrolls |
| **36–40** | **Rings** | |
| | 01–25 | Table III.C.1. Rings |
| | 26–50 | Table III.C.2. Rings |
| | 51–80 | Table III.C.3. Rings |
| | 81–00 | Table III.C.4. Rings |
| **41–45** | **Rods, Staves, & Wands** | |
| | 01–25 | Table III.D.1. Rods |
| | 26–40 | Table III.D.2. Staves |
| | 41–70 | Table III.D.3. Wands |
| | 71–00 | Table III.D.4. Wands |
| **46–60** | **Miscellaneous Magic** | |
| | 01–05 | Table III.E.1. Clothing |
| | 06–10 | Table III.E.2. Clothing |
| | 11–15 | Table III.E.3. Clothing |
| | 16–20 | Table III.E.4. Clothing |
| | 21–28 | Table III.E.5. Equipment |
| | 29–36 | Table III.E.6. Equipment |
| | 37–44 | Table III.E.7. Equipment |
| | 45–49 | Table III.E.8. Instruments |
| | 50–52 | Table III.E.9. Jewelry |
| | 53–55 | Table III.E.10. Jewelry |
| | 56–58 | Table III.E.11. Jewelry |
| | 59–62 | Table III.E.12. Miscellaneous |
| | 61–66 | Table III.E.13. Miscellaneous |
| | 67–70 | Table III.E.14. Miscellaneous |
| | 71–74 | Table III.E.15. Miscellaneous |
| | 75–78 | Table III.E.16. Miscellaneous |
| | 79–82 | Table III.E.17. Miscellaneous |
| | 83–86 | Table III.E.18. Miscellaneous |
| | 87–90 | Table III.E.19. Miscellaneous |
| | 91–98 | Table III.E.17. Powders, Dusts, et al. |
| | 99 | Table III.E.20. Written Works |
| | 00 | Table III.E.21. Written Works |
| **61–75** | **Armor & Shield** | |
| | 01–22 | Table III.F.1. Suit Armor |
| | 23–44 | Table III.F.2. Suit Armor |
| | 45–50 | Table III.F.3. Special Suit Armor |
| | 51–55 | Table III.F.4. Piece Armor |
| | 56–60 | Table III.F.5. Piece Armor |
| | 61–70 | Table III.F.6. Oriental Armor |
| | 71–00 | Table III.F.7. Shields |
| **76–99** | **Weapons** | |
| | 01–16 | Table III.G.1. Swords |
| | 17–30 | Table III.G.2. Swords |
| | 31–35 | Table III.G.3. Swords |
| | 36 | Table III.G.4. Unusual Swords |
| | 37–46 | Table III.G.5. Miscellaneous Weapons, Melee |
| | 47–56 | Table III.G.6. Miscellaneous Weapons, Melee |
| | 57–66 | Table III.G.7. Miscellaneous Weapons, Melee |
| | 67–80 | Table III.G.8. Miscellaneous Weapons, Missile |
| | 81–94 | Table III.G.9. Miscellaneous Weapons, Missile |
| | 95 | Table III.G.10. Oriental Weapons, Martial Arts |
| | 96–97 | Table III.G.11. Oriental Weapons, Melee |
| | 98–99 | Table III.G.12. Oriental Weapons, Missile |
| | 00 | Table III.G.13. Oriental Weapons, Ninja |
| **00** | **Special** | |
| | 01–20 | Table III.H.1. Unique Writings |
| | 21–99 | Table III.H.2. Unique Items |
| | 00 | Table III.H.3. Artifacts and Relics |

NOTE:

(C) = Usable only by cleric classes
(D) = Usable only by the druid sub-class
(F) = Usable only by fighter and cavalier classes
(M) = Usable only by magic-user classes
(T) = Usable only by thief classes
See Bard, Monk, Istari (*q.v.*) for information on those classes.

### III.A.1. OILS

| Dice | Item | X.P. Value | G.P. Value |
|---|---|---|---|
| 01–10 | Acid Resistance | 500 | 5,000 |
| 11–14 | Aroma of Dreams * | 300 | 1,000 |
| 15–18 | Curdled Death * | 750 | 7,500 |
| 19–22 | Disenchantment | 750 | 3,500 |
| 23–26 | Elemental Invulnerability | 1,000 | 5,000 |
| 27–30 | Elemental Plane Invulnerability | 5,000 | 12,000 |
| 31–34 | Etherealness | 600 | 1,500 |
| 35–38 | Fiery Burning | 500 | 4,000 |
| 39–48 | Fumbling | — | 1,000 |
| 47–56 | Impact | 750 | 5,000 |
| 57–64 | Murdock's Insect Ward * | 200 | 600 |
| 65–68 | Phosphorescence | — | 100 |
| 69–72 | Preservation | 750 | 2,500 |
| 73–80 | Sharpness | 100/appl. | 1,000/appl. |
| 81–88 | Slipperiness | 400 | 750 |
| 89–96 | Starella's Aphrodisiac * | 250 | 1,000 |
| 97–00 | Timelessness | 500 | 2,000 |

* denotes aromatic oil.

### III.A.2. POTIONS

| Dice | Item | X.P. Value | G.P. Value |
|---|---|---|---|
| 01–03 | Animal Control | 250 | 400 |
| 04–07 | Clairaudience | 250 | 400 |
| 08–11 | Clairvoyance | 300 | 500 |
| 12–15 | Climbing | 300 | 500 |
| 16–17 | Curing Lycanthropy | 100 | 1,250 |
| 18–23 | Delusion | — | 150 |
| 24–27 | Diminution | 300 | 500 |
| 28–30 | Direction | 350 | 800 |
| 31–32 | Dragon Control | 500–1,000 | 5,000–9,000 |
| 33–34 | Elemental Control | 600 | 6,000 |
| 35–39 | Elixir of Health | 350 | 2,000 |
| 40–41 | Elixir of Life | 250 | 2,500 |
| 42–45 | Elixir of Madness | — | — |
| 46 | Elixir of Youth | 500 | 10,000 |
| 47–50 | ESP | 500 | 850 |
| 51–52 | Explosions | * | * |
| 53–56 | Extra-Healing | 400 | 800 |
| 57 | Fire Breath | 400 | 4,000 |
| 58–61 | Fire Resistance | 250 | 400 |
| 62–65 | Flying | 500 | 750 |
| 66–69 | Frost Resistance | 250 | 400 |
| 70–72 | Gaseous Form | 300 | 400 |
| 73–74 | Giant Control | 400–900 | 1,000–6,000 |
| 75–76 | Giant Strength (F) | 500–750 | 900–1,400 |
| 77–80 | Growth | 250 | 300 |
| 81–88 | Healing | 200 | 400 |
| 89–92 | Heroism (F) | 300 | 500 |
| 93–94 | Human Control | 500 | 900 |
| 95–98 | Invisibility | 250 | 500 |
| 99–00 | Invulnerability (F) | 350 | 500 |

* See item description.

### III.A.3. POTIONS

| Dice | Item | X.P. Value | G.P. Value |
|---|---|---|---|
| 01–06 | Levitation | 250 | 400 |
| 07–08 | Longevity | 500 | 1,000 |
| 09–10 | Mind Restoration | 650 | 1,300 |
| 11–14 | Missile Protection | 400 | 800 |
| 15–16 | Mist of Rapture | 200 | 900 |
| 17–20 | Nutrition | 150 | 500 |
| 21–24 | Pain Supression | — | 100 |
| 25–26 | Phase Potion | 800 | 2,000 |
| 27–29 | Philter of Beauty | 250 | 1,500 |
| 30–32 | Philter of Glibness | 500 | 2,500 |
| 33–36 | Philter of Love | 200 | 300 |
| 37–39 | Philter of Persuasiveness | 400 | 850 |
| 40–43 | Philter of Stammering & Stuttering | — | 1,500 |
| 44–46 | Plant Control | 250 | 300 |
| 47–52 | Polymorph (Self) | 200 | 350 |
| 53–58 | Poison | — | — |
| 59–61 | Psionics-Boosting | * | * |
| 62–64 | Rainbow Hues | 200 | 800 |
| 65–67 | Restoration | 300 | 2,000 |
| 68–70 | Silliness | — | 200 |
| 71–75 | Speed | 200 | 450 |
| 76–78 | Super-Heroism (F) | 450 | 750 |
| 79–82 | Sweet Water | 200 | 250 |
| 83–85 | Toughening | 300 | 600 |
| 86–87 | Treasure Finding | 600 | 2,000 |
| 88–89 | Undead Control | 700 | 2,500 |
| 90–92 | Ventriloquism | 200 | 800 |
| 91–94 | Vitality | 300 | 2,500 |
| 95–00 | Water Breathing | 400 | 900 |

* See item description.

### III.B.1. SPELL SCROLLS

| Dice | Item | Spell Level† |
|---|---|---|
| 01–20 | 1 spell | 1–4 |
| 21–30 | 1 spell | 1–6 |
| 31–35 | 1 spell | 2–9 or 2–7* |
| 36–45 | 2 spells | 1–4 |
| 46–51 | 2 spells | 1–8 or 1–6* |
| 52–60 | 3 spells | 1–4 |
| 61–65 | 3 spells | 2–9 or 2–7* |
| 66–71 | 4 spells | 1–6 |
| 72–75 | 4 spells | 1–8 or 1–6* |
| 76–80 | 5 spells | 1–6 |
| 81–84 | 5 spells | 1–8 or 1–6* |
| 85–88 | 6 spells | 1–6 |
| 89–91 | 6 spells | 3–8 or 3–6* |
| 92–95 | 7 spells | 1–8 |
| 96–98 | 7 spells | 2–9 or 2–7* |
| 99–00 | 7 spells | 4–9 or 4–7* |

† 30% of all scrolls contain clerical spells.

* Clerical spell levels.

NOTE: 3% of all scrolls contain one or more *curses*.

100 X.P. per spell level on the scroll.

300 G.P. sale value per spell level on the scroll.

### III.B.2. PROTECTION SCROLLS

| Dice | Item | X.P. Value |
|---|---|---|
| 01–04 | Acid | 2,500 |
| 05–08 | Breath Weapons, Dragon | 2,000 |
| 09–11 | Breath Weapons, Non-Dragon | 2,000 |
| 12–16 | Cold | 2,000 |
| 17–19 | Demons | 2,500 |
| 20–22 | Devils | 2,500 |
| 23–27 | Electricity | 1,500 |
| 28–30 | Elementals | 1,500 |
| 31–35 | Fire | 2,000 |
| 36–39 | Gas | 2,000 |
| 40–43 | Illusions | 1,500 |
| 44–46 | Lycanthropes | 1,000 |
| 47–50 | Magic | 1,500 |
| 51–53 | Paralyzation | 1,500 |
| 54–56 | Petrification | 2,000 |
| 57–59 | Plants | 1,000 |
| 60–62 | Poison | 1,000 |
| 63–66 | Possession | 2,000 |
| 67–69 | Spirits | 1,500 |
| 70–72 | Traps | 2,000 |
| 73–76 | Undead | 1,500 |
| 77–79 | Water | 1,500 |
| 80–81 | Weapons, Magical Blunt | 1,000 |
| 82–83 | Weapons, Magical Edged | 1,000 |
| 84–85 | Weapons, Magical Missile | 1,000 |
| 86–90 | Weapons, Non-magic Blunt | 1,000 |
| 91–95 | Weapons, Non-magic Edged | 1,000 |
| 96–00 | Weapons, Non-magic Missile | 1,000 |

Protection scrolls sell for five times their X.P. Value.

### III.B.3. SPECIAL SCROLLS

| Dice | Item | X.P. Value | G.P. Value |
|---|---|---|---|
| 01–10 | Absorbtion (M) | 4,000 | 20,000 |
| 11–25 | Darkness | 1,000 | 6,000 |
| 26–40 | Deception | 1,500 | 10,000 |
| 41–55 | Dictation | 300 | 1,500 |
| 56–65 | Domination (M) | 1,500 | 4,500 |
| 66–75 | Mystical Transportation | 3,000 | 15,000 |
| 76–90 | Scroll Gate | 1,000 | 4,000 |
| 91–00 | Suggestion | — | 1,000 |

### III.C.1. RINGS

| Dice | Item | X.P. Value | G.P. Value |
|---|---|---|---|
| 01–04 | ACME Ring of Invisibility | — | — |
| 05–07 | Affliction (M) | — | — |
| 08–12 | Animal Friendship | 1,000 | 5,000 |
| 13–15 | Animal Magnetism | * | * |
| 16–20 | Blinking | 1,000 | 5,000 |
| 21–25 | Boccob | 250 | 2,500 |
| 26–27 | Brass Rat | 1,000 | 5,000 |
| 28–31 | Chameleon Power | 1,000 | 5,000 |
| 32–35 | Clairaudience | 1,000 | 7,500 |
| 36–41 | Clumsiness | — | 3,000 |
| 42–45 | Contrariness | — | 1,000 |
| 46–51 | Delusion | — | 2,000 |
| 52–55 | Distraction | * | * |
| 56–57 | Drow (of the) | * | * |
| 58–61 | Eagle (of the) | 1,000 | 5,000 |
| 62–65 | Energy | 500 | 6,000 |
| 66–68 | Faerie | 1,000 | 7,500 |
| 69–71 | Fashion | 1,000 | 3,000 |
| 72–77 | Feather Falling | 1,000 | 5,000 |
| 78–83 | Flight | 1,000 | 7,500 |
| 84–88 | Fire Resistance | 1,000 | 5,000 |
| 89–91 | Fire Starting | 1,000 | 3,500 |
| 92–97 | Free Action | 1,000 | 5,000 |
| 98–00 | Fortitude | 1,000 | 5,000 |

* See item description.

### III.C.2. RINGS

| Dice | Item | X.P. Value | G.P. Value |
|---|---|---|---|
| 01–02 | Grasshopper (of the) | 1,000 | 5,000 |
| 03–08 | Infravision | 250 | 1,750 |
| 09–14 | Jumping | 1,000 | 5,000 |
| 15–18 | Languages | 1,000 | 5,000 |
| 19–21 | Lightning Resistance | 1,000 | 5,000 |
| 22–26 | Magic Detection | 1,000 | 15,000 |
| 27–29 | Mammal Control | 1,000 | 5,000 |
| 30–32 | Mind Shielding | 500 | 5,000 |
| 33–42 | Protection | ** | ** |
| 43–45 | Quick Action* | 1,000 | 5,000 |
| 46–47 | Ram (of the) | 750 | 7,500 |
| 48–50 | Readiness | 1,000 | 6,000 |
| 51–54 | Resistance (M) | 1,000 | 5,000 |
| 55–58 | Shocking Grasp | 1,000 | 5,000 |
| 59–62 | Sustenance | 500 | 3,500 |
| 63–67 | Swimming | 1,000 | 5,000 |
| 68–71 | Tongues | 1,000 | 5,000 |
| 70–75 | Truth | 1,000 | 5,000 |
| 76–79 | Ultravision | 400 | 2,000 |
| 80–86 | Warmth | 1,000 | 5,000 |
| 87–93 | Water Walking | 1,000 | 5,000 |
| 94–00 | Weakness | — | 1,000 |

* This ring contains the most powerful magic and, at the DM's option, may be used a limited number of times before being depleted.

** See item description.

### III.C.3. RINGS

| Dice | Item | X.P. Value | G.P. Value |
|---|---|---|---|
| 01–06 | Armoring (M) | 2,000 | 10,000 |
| 07–11 | Circular Curses (M) | — | 5,000 |
| 12–15 | Command* | 2,000 | 10,000 |
| 16–21 | Flying* | 2,500 | 30,000 |
| 22–26 | Human Influence* | 2,000 | 10,000 |
| 27–34 | Invisibility | 1,500 | 7,500 |
| 35–38 | Limited Telepathy | 2,000 | 10,000 |
| 39–43 | Neutralization* | 1,500 | 7,500 |
| 44–51 | Protection | ** | ** |
| 52–54 | Permanent X-Ray* | 2,500 | 30,000 |
| 55–57 | Phantom Form | 1,500 | 7,500 |
| 59–63 | Randomness (C) | — | 3,000 |
| 64–68 | Range Extension* | 2,000 | 10,000 |
| 69–74 | Shape Changing* | 2,500 | 15,000 |
| 75–79 | Spell Storing | 2,500 | 22,500 |
| 80–85 | Spell Turning | 2,000 | 17,500 |
| 86–91 | Telekinesis* | 2,000 | 10,000 |
| 92–96 | Teleportation* | 2,000 | 15,000 |
| 97–00 | Truthfulness | 1,500 | 7,500 |

* These rings contain the most powerful magic and, at the DM's option, may be used a limited number of times before being depleted.

** See item description.

### III.C.4. RINGS

| Dice | Item | X.P. Value | G.P. Value |
|---|---|---|---|
| 01–04 | Annulment | — | 2,000 |
| 01–09 | Anything | 5,000 | 55,000 |
| 10–11 | Bard (of the) | 3,000 | 15,000 |
| 12 | Begone and Forgotten | — | 10,000 |
| 13–17 | Beogard's Mystic Shield (C,F) | ** | ** |
| 18–21 | Bureaucratic Wizardry (M) | — | — |
| 22–24 | Damage Absorbtion | 5,000 | 60,000 |
| 25–29 | Death | — | — |
| 30–32 | Djinni Summoning* | 3,000 | 20,000 |
| 33–36 | Elemental Command | 5,000 | 25,000 |
| 37–38 | Elemental Metamorphasis | 3,000 | 20,000 |
| 39–41 | Fighter Power (M) | 3,000 | 70,000 |
| 42–45 | Health | ** | ** |
| 46–48 | Jhyessail's Silver Ring | 3,000 | 11,000 |
| 49–52 | Lore | 3,500 | 23,500 |
| 53–56 | Magic Resistance | 5,000 | 25,000 |
| 57–59 | Multiple Wishes* | 5,000 | 25,000 |
| 60–64 | Protection from Charming* | 3,600 | 18,000 |
| 65 | Rapid Regeneration | 5,000 | 50,000 |
| 66–70 | Regeneration | 5,000 | 40,000 |
| 71–73 | Serten's Spell Immunity | 3,000 | 20,000 |
| 74–76 | Shooting Stars | 3,000 | 15,000 |
| 77–81 | Telepathic Communication | 3,000 | 35,000 |
| 82–87 | Three Wishes* | 3,000 | 15,000 |
| 88–90 | Vapors | 4,000 | 35,000 |
| 91–94 | Wizardry (M)* | 4,000 | 50,000 |
| 95–00 | X-Ray Vision | 4,000 | 35,000 |

* These ring contain the most powerful magic and, at the DM's option, may be used a limited number of times before being depleted.

** See item description.

### III.D.1. RODS

| Dice | Item | X.P. Value* | G.P. Value* |
|---|---|---|---|
| 01–06 | Absorbtion (C,M) | 7,500 | 40,000 |
| 07–09 | Alertness | 7,000 | 50,000 |
| 10–15 | Beguiling (C,M,T) | 5,000 | 30,000 |
| 16–21 | Cancellation | 10,000 | 15,000 |
| 22–24 | Demon Smiting | 3,000 | 20,000 |
| 25–27 | Distortion | 5,000 | 15,000 |
| 28–30 | Dread Rod of Blasting | 5,000 | 40,000 |
| 31–38 | Flailing | 2,000 | 20,000 |
| 39–48 | Lordly Might (F) | 6,000 | 20,000 |
| 49–53 | Many Things | 7,500 | 25,000 |
| 54–56 | Melting | 3,000 | 12,000 |
| 57–61 | Passage | 5,000 | 50,000 |
| 62–67 | Resurrection (C) | 10,000 | 35,000 |
| 68–73 | Rulership | 8,000 | 35,000 |
| 74–77 | Security | 3,000 | 30,000 |
| 78–82 | Scepter of Defense | 1,000 | 4,000 |
| 83–91 | Smiting (C,F) | 4,000 | 15,000 |
| 92–95 | Splendor | 2,500 | 25,000 |
| 96–97 | Terror | 3,000 | 12,000 |
| 98–00 | Whisper's Rod of Transportation | 5,000 | 15,000 |

* Assuming full charges on the item.

### III.D.2. STAVES

| Dice | Item | X.P. Value* | G.P. Value* |
|---|---|---|---|
| 01–05 | Adjustment (C) | 1,500 | 8,000 |
| 06–09 | Baton des Freres Marques | 1,750 | 8,000 |
| 10–12 | Cat-Staff | 6,000 | 13,000 |
| 13–18 | Command (C,M) | 5,000 | 25,000 |
| 19 | Couatl (of the) (C) | 7,500 | 20,000 |
| 20–27 | Curing (C) | 6,000 | 25,000 |
| 28 | Demon Staff | 8,000 | 35,000 |
| 29–31 | Elements (of the) (M) | 10,000 | 50,000 |
| 32–35 | Ethereal Action | 7,000 | 15,000 |
| 36–43 | Staff-Mace | 1,500 | 12,500 |
| 44–46 | Magi (of the) (M) | 15,000 | 75,000 |
| 47–52 | Power (M) | 12,000 | 60,000 |
| 53–57 | Serpent (of the) (C) | 7,000 | 35,000 |
| 58–59 | Slinging (D) | 2,000 | 10,000 |
| 60–63 | Skulls (C) | 900 | 15,000/25,000 |
| 64–66 | Spell Focusing (M) | 6,000 | 25,000 |
| 67–72 | Staff-Spear | ** | ** |
| 73–82 | Striking (C,M) | 6,000 | 15,000 |
| 83–86 | Swarming Insects (C,M) | 100/chg. | 500/chg. |
| 87–92 | Thunder & Lightning | 8,000 | 20,000 |
| 93–96 | Withering (C) | 8,000 | 35,000 |
| 97–00 | Woodlands (D) | 8,000 | 40,000 |

* Assuming full charges on the item.

** See item description.

### III.D.3. WANDS

| Dice | Item | X.P. Value* | G.P. Value* |
|---|---|---|---|
| 01–04 | Anything Wand | 2,500 | 12,500 |
| 05–09 | Armory | 600 | 5,000 |
| 10–11 | Backfiring | ** | ** |
| 12 | Banishment (M) | 5,000 | 30,000 |
| 13–16 | Buckler Wand (F,M,T) | 500 | 5,000 |
| 17–20 | Conjuration (M) | 7,000 | 35,000 |
| 21–23 | Corridors | 2,000 | 10,000 |
| 24–27 | Darkness | 4,000 | 25,000 |
| 28 | Deathwand | 4,000 | 40,000 |
| 29–31 | Defoliation | 1,000 | 6,000 |
| 32–33 | Displacement | 3,500 | 25,000 |
| 34–38 | Earth & Stone | 1,000[1] | 10,000[1] |
| 39–41 | Element Transmogrification | 2,000 | 10,000 |
| 42–46 | Enemy Detection | 2,000 | 10,000 |
| 47–49 | Eyes | 3,000 | 20,000 |
| 50–54 | Fear (C,M) | 3,000 | 15,000 |
| 55–59 | Fire (M) | 4,500 | 25,000 |
| 60–66 | Fireballs | 2,000 | 16,000 |
| 67–68 | Flame Extinguishing | 1,250 | 10,000 |
| 69–70 | Fog | 1,750 | 8,000 |
| 71 | Force (F,M) | 3,000 | 30,000 |
| 72–76 | Frost (M) | 6,000 | 50,000 |
| 77–78 | Hammerblows | 1,000 | 8,000 |
| 79–80 | Homing Fireballs | 3,000 | 19,000 |
| 81–86 | Ice Storms | 2,500 | 20,000 |
| 87–92 | Illumination | 2,000 | 10,000 |
| 93–97 | Illusion (M) | 3,000 | 20,000 |
| 98–00 | Iron | 3,000 | 25,000 |

* Assuming full charges on the item.

** See item description.

1. If higher powers, +500 x.p. and +5,000 g.p. value.

### III.D.4. WANDS

| Dice | Item | X.P. Value* | G.P. Value* |
|---|---|---|---|
| 01–04 | Knock | 2,500 | 15,000 |
| 05–09 | Lightning (M) | 4,000 | 30,000 |
| 10–16 | Lightning Bolts | 2,000 | 16,000 |
| 17–23 | Magic Detection | 2,500 | 25,000 |
| 24–30 | Magic Missiles | 4,000 | 35,000 |
| 31–32 | Magical Mirrors (C,M) | 3,000 | 20,000 |
| 33–35 | Metal & Mineral Detection | 1,500 | 7,500 |
| 36–37 | Metal Command | 2,500 | 10,000 |
| 38–40 | Misplaced Objects | 2,000 | 10,000 |
| 41–45 | Negation | 3,500 | 15,000 |
| 46 | Nidus' Wand of Endless Repetition | 3,500 | 25,000 |
| 47 | Obliteration (M) | 2,500 | 12,500 |
| 48 | Ochalor's Eye | 3,500 | 15,000 |
| 49–51 | Opening | 750 | 1,550 |
| 52–56 | Paralyzation (M) | 3,500 | 25,000 |
| 57–61 | Polymorphing (M) | 3,500 | 25,000 |
| 62 | Prime Material Pocket | 5,000 | 30,000 |
| 63–67 | Secret Door & Trap Location | 5,000 | 40,000 |
| 68–70 | Size Alteration | 3,000 | 20,000 |
| 71 | Spectre Wand (M) | 2,500 | 10,500 |
| 72–75 | Steam & Vapor (M) | 4,500 | 25,000 |
| 76 | Teeth | 3,500 | 15,000 |
| 77–79 | Temporal Status | 3,000 | 10,000 |
| 80–82 | Undead (of the) | 5,000 | 40,000 |
| 83 | Viscid Globs | 9,000 | 50,000 |
| 84–87 | Warding | 4,000 | 20,000 |
| 88 | Whips (M) | 2,500 | 12,000 |
| 89–00 | Wonder | 6,000 | 10,000 |

* Assuming full charges on the item.

### III.E.1. CLOTHING

| Dice | Item | X.P. Value | G.P. Value |
|---|---|---|---|
| 01–03 | Boots of the Coward | — | 5,000 |
| 04–10 | Boots of Dancing | — | 5,000 |
| 11–17 | Boots of Elvenkind | 1,000 | 5,000 |
| 18–24 | Boots of Levitation | 2,000 | 15,000 |
| 25–27 | Boots of the North | 1,500 | 7,500 |
| 28–30 | Boots of Safety (F) | 900 | 2,600 |
| 31–35 | Boots of Speed | 2,500 | 20,000 |
| 36–40 | Boots of Striding and Springing | 2,500 | 20,000 |
| 41–45 | Boots of Varied Tracks | 1,500 | 7,500 |
| 46–50 | Boots, Winged | 2,000 | 20,000 |
| 51–55 | Cat Boots | 400 | 1,000 |
| 56–62 | Cloak of Absorbtion | 600 | 3,000 |
| 63–64 | Cloak of Arachnidia | 3,000 | 25,000 |
| 65–68 | Cloak of the Bat | 1,500 | 15,000 |
| 69–72 | Cloak of Battle | 2,000 | 12,000 |
| 73–80 | Cloak of Comfort | 1,500 | 7,500 |
| 81–84 | Cloak of Delight | 3,000 | 35,000 |
| 85–90 | Cloak of Displacement | 3,000 | 17,500 |
| 91–93 | Cloak of Dry Clear | 500 | 4,000 |
| 94–00 | Cloak of Echoes | — | 3,000 |

### III.E.2. CLOTHING

| Dice | Item | X.P. Value | G.P. Value |
|---|---|---|---|
| 01–10 | Cloak of Elvenkind | 1,000 | 6,000 |
| 11–13 | Cloak of Emptiness | 3,000 | 15,000 |
| 14 | Cloak of Etherealness | 2,600 | 15,500 |
| 15–18 | Cloak of Fangs | 1,500 | 10,000 |
| 19–26 | Cloak of Guarding | 1,500 | 10,000 |
| 27–34 | Cloak of Manta Ray | 2,000 | 12,500 |
| 35–42 | Cloak of Many Colors | 1,200 | 8,000 |
| 43–47 | Cloak of Night | 2,000 | 20,000 |
| 48–50 | Cloak of Poisonousness | — | 2,500 |
| 51–69 | Cloak of Protection | 1,000[1] | 10,000[1] |
| 70 | Cloak of Quick Change | 5,000 | 15,000 |
| 71–73 | Cloak of Reflection | 1,500 | 10,000 |
| 74–76 | Cloak of Stars (M) | 1,200 | 7,500 |
| 77–83 | Cloak of Survival | 1,000 | 6,000 |
| 84 | Cloak of Symbiotic Protection | 3,000 | 20,000 |
| 85–90 | Cloak of the Shield | 1,500 | 10,000 |
| 91–94 | Collar of Obedience | 2,000 | 10,000 |
| 95–00 | Cyclocone (M) | 300 | 15,000 |

1. Per plus of protection.

### III.E.3. CLOTHING

| Dice | Item | X.P. Value | G.P. Value |
|---|---|---|---|
| 01–05 | Gauntlets of Crushing (C,F,T) | 1,000 | 8,000 |
| 06–12 | Gauntlets of Dexterity | 1,000 | 10,000 |
| 13–17 | Gauntlets of Fumbling | — | 1,000 |
| 18–20 | Gauntlets of Heat | 1,000 | 10,000 |
| 21–23 | Gauntlets of the Ghoul | 1,500 | 10,000 |
| 24–30 | Gauntlets of Ogre Power (C,F,T) | 1,000 | 10,000 |
| 31–32 | Gauntlets of Power (C,F) | 1,000 | 5,000 |
| 33–38 | Gauntlets of Shocking | 1,500 | 15,000 |
| 39–45 | Gauntlets of Swimming and Climbing (C,F,T) | 1,000 | 10,000 |
| 46–48 | Girdle of Dwarvenkind | 3,500 | 20,000 |
| 49–51 | Girdle of Femininity/ Masculinity (C,F,T) | — | 1,000 |
| 52–54 | Girdle of Giant Strength (C,F,T) | 5,000 | 30,000 |
| 55–56 | Girdle of the Lions | 2,000 | 8,000 |
| 57–64 | Girdle of Many Pouches | 1,000 | 10,000 |
| 65–66 | Girdle of Skill | 1,200 | 10,000 |
| 67–72 | Gloves of Missile Snaring | 1,500 | 10,000 |
| 73–80 | Gloves of Thievery | 1,000 | 5,000 |
| 81–85 | Hat of Difference | 1,000 | 8,000 |
| 86–93 | Hat of Disguise | 1,000 | 7,500 |
| 94–00 | Hat of Stupidity | — | 1,000 |

### III.E.4. CLOTHING

| Dice | Item | X.P. Value | G.P. Value |
|---|---|---|---|
| 01–04 | Mantle of Celestian | 1,500 | 15,000 |
| 05–13 | Phylactery of Faithfulness (C) | 1,000 | 7,500 |
| 14–18 | Phylactery of Long Years (C) | 3,000 | 25,000 |
| 19–21 | Phylactery of Monsterous | | |
| 19–21 | Attention (C) | — | 2,000 |
| 22–25 | Reglar's Gloves of Freedom | 3,000 | 10,000 |
| 26–28 | Rhun's Horned Cloak | * | * |
| 29–38 | Robe of the Archmagi (M) | 6,000 | 65,000 |
| 39–45 | Robe of Blending | 3,500 | 35,000 |
| 46–48 | Robe of Eyes (M) | 4,500 | 50,000 |
| 49–51 | Robe of Powerlessness (M) | — | 1,000 |
| 52 | Robe of Repetition (C,M) | 6,000 | 30,000 |
| 53–60 | Robe of Scintillating Colors (C,M) | 2,750 | 25,000 |
| 61–64 | Robe of Stars (M) | 4,000 | 12,000 |
| 65–71 | Robe of Useful Items (M) | 1,500 | 15,000 |
| 72–76 | Robe of Vermin (M) | — | 1,000 |
| 77–80 | School Cap (M) | 2,000 | 10,000 |
| 81 | Shadow Hat | 700 | 10,000 |
| 82–84 | Shoes of Fharlanghn | 2,000 | 20,000 |
| 85–90 | Slippers of Kicking | 750 | 6,000 |
| 91–94 | Slippers of Spider Climbing | 1,000 | 10,000 |
| 95–00 | Tabard of the Mystics | 2,000 | 16,500 |

* See item description.

### III.E.5. EQUIPMENT

| Dice | Item | X.P. Value | G.P. Value |
|---|---|---|---|
| 01–08 | Awl of Hole Punching | 500 | 5,000 |
| 09–14 | Airboat | 4,000 | 40,000 |
| 15 | Airship | * | * |
| 16–20 | Backpack of Convenience | 500 | 5,000 |
| 21–26 | Bag of Beans | 1,000 | 5,000 |
| 27–29 | Bag of Bones (C) | 3,000 | 15,000 |
| 30–32 | Bag of Devouring | — | 1,500 |
| 33–40 | Bag of Holding | 5,000 | 25,000 |
| 41–42 | Bag of Transmuting | — | 500 |
| 43–45 | Bag of Tricks | 2,500 | 15,000 |
| 46–48 | Barding of Deceptive Travel | 5,000 | 25,000 |
| 49–53 | Barding of Easy Travel | 3,000 | 18,000 |
| 54–56 | Bellows of Breath | 1,500 | 6,000 |
| 57–59 | Bellows of Breezes | 2,000 | 8,000 |
| 60–62 | Bellows of Roaring | — | 300 |
| 63–65 | Blanket of Sleeping | — | 1,600 |
| 66–75 | Boat, Folding | 5,000 | 25,000 |
| 76–78 | Bridle of Control | 500 | 2,000 |
| 79–81 | Bridle of Listening | 500 | 1,500 |
| 82–84 | Bridle of Soaring | 2,500 | 7,000 |
| 85–87 | Bridle of Speaking | 1,000 | 4,000 |
| 88–94 | Bucknard's Everfull Purse | * | * |
| 95–96 | Claws of Raking | 600 | 1,000 |
| 97–00 | Cleats of Gripping | 800 | 1,300 |

* See item description.

### III.E.6. EQUIPMENT

| Dice | Item | X.P. Value | G.P. Value |
|---|---|---|---|
| 01–03 | Dragonhelm | 2,000 | 25,000 |
| 04–10 | Extendible Rope | 700 | 4,000 |
| 11–13 | Faerie Lasso | 3,000 | 13,000 |
| 14–18 | Flatbox | 5,000 | 25,000 |
| 19–23 | Foldbox | 5,000 | 50,000 |
| 24–30 | Folding Coracle | 500 | 3,000 |
| 31–35 | Fur of Warmth | 5,000 | 15,000 |
| 36–40 | Harrowhelm | 1,500[1] | 15,000[1] |
| 41–45 | Hasp of Reloading | 1,400 | 5,000 |
| 46–50 | Heward's Handy Haversack | 3,000 | 30,000 |
| 51 | Helm of Brilliance | 2,500 | 60,000 |
| 52–57 | Helm of Comprehending Languages & Reading Magic | 1,000 | 12,500 |
| 58 | Helm of Darkness | 2,500 | 45,000 |
| 59–62 | Helm of Opposite Alignment | — | 1,000 |
| 63–65 | Helm of Telepathy | 3,000 | 35,000 |
| 66–70 | Helm of Teleportation | 2,500 | 30,000 |
| 71–75 | Helm of Underwater Action | 1,000 | 10,000 |
| 76–78 | Horseshoes of Speed | 2,000 | 10,000 |
| 79–81 | Horseshoes of a Zephyr | 1,500 | 7,500 |
| 82 | Hypercube | 1,000 | 5,000 |
| 83–84 | Mallet of Luck | — | 2,000 |
| 85–89 | Mattock of the Titans (F) | 3,500 | 7,000 |
| 90–93 | Maul of the Titans | 4,000 | 12,000 |
| 94 | Minyan (C) | 5,000 | 40,000 |
| 95–97 | Mist Tent | 2,000 | 10,000 |
| 98–00 | Nadar's Everfull Safety Lamp | 30 | 250 |

1. Plus 500 x.p. and 2500 g.p. per discipline.

### III.E.7. EQUIPMENT

| Dice | Item | X.P. Value | G.P. Value |
|---|---|---|---|
| 01–06 | Net of Entrapment (C,F,T) | 1,000 | 7,500 |
| 07–12 | Net of Snaring (C,F,T) | 1,000 | 6,000 |
| 13–15 | Net of Spirit Snaring | 1,000 | 5,000 |
| 16–18 | Pick of Earth Parting | 5,000 | 15,000 |
| 19–22 | Polychromatic Tent | 400 | 2,000 |
| 23–28 | Portable Canoe | 2,000 | 10,000 |
| 29–35 | Pouch of Accessibility | 1,250 | 12,500 |
| 36–38 | Quiver of Ehlonna | 1,500 | 10,000 |
| 39–43 | Rope of Climbing | 1,000 | 10,000 |
| 44–45 | Rope of Constriction | — | 1,000 |
| 46–50 | Rope of Entanglement | 1,250 | 12,000 |
| 51–52 | Saddle of Flying | 4,000 | 20,000 |
| 53 | Saddle of the Spirit Horse | 2,000 | 12,000 |
| 54–58 | Saw of Mighty Cutting (F) | 1,750 | 12,500 |
| 59–63 | Shadow Lathorn | 750 | 6,000 |
| 64–68 | Sheath of Holding | 800 | 3,000 |
| 69–73 | Skie's Locks and Bolts | 1,000 | 8,000 |
| 74–78 | Spade of Colossal Excavation (F) | 1,000 | 6,500 |
| 79–81 | Wheels of Fire | 1,000 | 5,000 |
| 82–84 | Wheel of Keening | 500 | 9,000 |
| 85 | Wind Wagon | 10,000 | 70,000 |
| 86–87 | Yoke of Boar Harnessing | 1,000 | 9,000 |
| 88–92 | Yoke of Flying | 3,000 | 20,000 |
| 93–94 | Yoke of Underwater Action | 2,000 | 15,000 |
| 95–97 | Zagyg's Spell Component Case (M) | 100/use | 1,000/use |
| 98–00 | Zwann's Watering Can (C) | 1,000 | 5,000 |

### III.E.8. INSTRUMENTS

| Dice | Item | X.P. Value | G.P. Value |
|---|---|---|---|
| 01–02 | Bell of Protection | 2,000 | 20,000 |
| 03–04 | Bell of Warning | 1,000 | 5,000 |
| 05–06 | Biwa of Calm | 2,000 | 10,000 |
| 07–08 | Biwa of Charm | 4,000 | 20,000 |
| 09 | Biwa of Discord | — | 1,000 |
| 10–12 | Chime of Hunger | — | — |
| 13–15 | Chime of Interruption | 2,000 | 20,000 |
| 16–18 | Chime of Opening | 3,500 | 20,000 |
| 19 | Chimes of the Winds of Time | 4,000 | 20,000 |
| 20–22 | Church Bell | 2,000 | 5,000 |
| 23–24 | Drums of Deafening | — | 500 |
| 25–26 | Drums of Panic | 6,500 | 35,000 |
| 27–28 | Drums of Thunder | 6,500 | 40,000 |
| 29–32 | Gong of Dispelling | 1,000 | 8,000 |
| 33–34 | Harp of Charming | 5,000 | 25,000 |
| 35 | Harp of Discord | — | 1,000 |
| 36–40 | Harps of Myth Drannor | * | * |
| 41–43 | Horn of Blasting | 1,000 | 55,000 |
| 44–46 | Horn of Bubbles | — | — |
| 47–49 | Horn of Collapsing | 1,500 | 25,000 |
| 50–51 | Horn of Fog | 400 | 4,000 |
| 52–54 | Horn of Goodness (Evil) | 750 | 3,250 |
| 55–58 | Horn of the Tritons (C,F) | 2,000 | 17,500 |
| 59–63 | Horn of Valhalla | 1,000[1] | 15,000[1] |
| 64 | Horn of Valor | 5,000 | 25,000 |
| 65–68 | Horn of War (F) | 1,000 | 11,000 |
| 69–75 | Instrument of the Bards | 1,000[2] | 5,000[2] |
| 76–79 | Lyre of Building | 5,000 | 30,000 |
| 80–83 | Pipes of Haunting | 400 | 2,000 |
| 84–87 | Pipes of Pain | — | 500 |
| 88–92 | Pipes of the Sewers | 1,750 | 8,500 |
| 93–97 | Pipes of Sounding | 1,000 | 5,000 |
| 98–00 | Trumpet of Doom | 900 | 5,000 |

* See item description.

1. Double for *bronze horn*, triple for *iron horn*.
2. Per level of instrument for bards.

### III.E.9. JEWELRY

| Dice | Item | X.P. Value | G.P. Value |
|---|---|---|---|
| 01–07 | Amulet of Charming | 5,000 | 20,000 |
| 08–12 | Amulet of E'Nezbit | — | 10,000 |
| 11–17 | Amulet of Extension (M) | 1,000 | 5,000 |
| 17–22 | Amulet of Far Reaching (M) | 1,000 | 5,000 |
| 23–27 | Amulet of Finding | 400 | 950 |
| 28–30 | Amulet, Greenstone | 5,000 | 30,000 |
| 31–35 | Amulet of Inescapable Location | — | 1,000 |
| 36–40 | Amulet of Leadership | 5,000 | 15,000 |
| 41–45 | Amulet of Life Protection | 5,000 | 20,000 |
| 46–50 | Amulet of Magic Resistance | 5,000 | 25,000 |
| 51–53 | Amulet of Metaspell Influence (M) | 3,000 | 15,000 |
| 54–56 | Amulet of Perpetual Youth | 2,000 | 25,000 |
| 57–60 | Amulet of the Planes | 6,000 | 30,000 |
| 61–65 | Amulet of Power Word-Pain | 5,000 | 11,000 |
| 66–72 | Amulet of Proof Against Detection and Location | 4,000 | 15,000 |
| 73–76 | Amulet of Protection from Sleep | 500 | 2,000 |
| 77–81 | Amulet of Psionic Reflection | 2,500 | 10,000 |
| 82–89 | Amulet Versus Undead | 200/level | 1,000/level |
| 90–92 | Anklet of Growth | — | 350 |
| 93 | Anklet of Hobbling | — | 350 |
| 94–96 | Anklet of Levitation | 500 | 1,000 |
| 97 | Anklet of Sinking | — | 350 |
| 98–00 | Anklet of Walking | 1,000 | 5,000 |

### III.E.10. JEWELRY

| Dice | Item | X.P. Value | G.P. Value |
|---|---|---|---|
| 01–03 | Armband of Death | — | 500 |
| 04–10 | Armband of Healing | 2,000 | 6,000 |
| 11–13 | Armband of Music | — | 500 |
| 14–16 | Armband of Salutation | — | 500 |
| 17–22 | Armband of Strength | 500 | 2,000 |
| 23–30 | Armband of Variable Strength | 250 | 1,000 |
| 31–35 | Bracelet of Charms | 1,500 | 8,000 |
| 36–38 | Bracelet of Swimming | 500 | 5,000 |
| 39–43 | Bracers of Archery (F) | 1,000 | 10,000 |
| 44–47 | Bracers of Brachination | 1,000 | 10,000 |
| 48–50 | Bracers of Brandishing | 3,000 | 20,000 |
| 51–60 | Bracers of Defense | 500[1] | 3,000[1] |
| 61–63 | Bracers of Defenselessness | — | 2,000 |
| 64–68 | Bracers of Deflection | 4,500 | 27,000 |
| 69–73 | Bracers of the Merman | 2,000 | 4,500 |
| 74–77 | Brooch of Alchemy | 3,000 | 17,000 |
| 78–80 | Brooch of Begoing | 4,000 | 16,000 |
| 81–83 | Brooch of Number Numbing | 4,000 | 20,000 |
| 84–90 | Brooch of Shielding | 1,000 | 10,000 |
| 91–95 | Elven Bracelets | 300 | 3,000 |
| 96–00 | Lunar Brooch | 400 | 1,000 |

1. Per armor class step better than 10.

### III.E.11. JEWELRY

| Dice | Item | X.P. Value | G.P. Value |
|---|---|---|---|
| 01–06 | Medallion of Defense | 300 | 800 |
| 07–12 | Medallion of ESP | 1,000[1] | 10,000[1] |
| 13–14 | Medallion of Spell Exchange (M) | 3,000 | 30,000 |
| 15–18 | Medallion of Thought Projection | — | 1,000 |
| 19–24 | Necklace of Adaptation | 1,000 | 10,000 |
| 25–30 | Necklace of Alteration | 1,000 | 5,000 |
| 31–33 | Necklace of Bad Taste | 500 | 1,000 |
| 34–38 | Necklace of Memory Enhancement | 1,000 | 8,000 |
| 39–44 | Necklace of Missiles | 50[2] | 200[2] |
| 45–50 | Necklace of Prayer Beads (C) | 500[3] | 3,000[3] |
| 51–52 | Necklace of Strangulation | — | 1,000 |
| 53–54 | Runic Bracelets | * | * |
| 55–58 | Scarab of Death | — | 2,500 |
| 59–60 | Scarab of Enraging Enemies | 1,000 | 8,000 |
| 61–62 | Scarab of Insanity | 1,500 | 11,000 |
| 63–70 | Scarab of Protection | 2,500 | 25,000 |
| 71–74 | Scarab of Uncertainty | 1,000 | 8,000 |
| 75–77 | Scarab Versus Golems | * | * |
| 78–82 | Talisman of Memorization (M) | 1,000 | 10,000 |
| 83–86 | Talisman of Pure Good (C) | 3,500 | 27,500 |
| 87–88 | Talisman of the Sphere (M) | 1,000 | 10,000 |
| 89–92 | Talisman of Ultimate Evil (C) | 3,500 | 27,500 |
| 93–00 | Talisman of Zagyg | 1,000 | 10,000 |

* See item description.

1. Triple if with *empathy*.
2. Per hit die of each missile.
3. Per special bead.

### III.E.12. MISCELLANEOUS

| Dice | Item | X.P. Value | G.P. Value |
|---|---|---|---|
| 01–05 | Air Spores | 500 | 2,000 |
| 06–09 | Alchemy Jug | 3,000 | 12,000 |
| 10–13 | Ankh (C) | 2,000 | 10,000 |
| 14–18 | Anything Item | 4,000 | 40,000 |
| 19 | Apparatus of Kwalish | 8,000 | 35,000 |
| 20–25 | Arrow of Direction | 2,500 | 17,500 |
| 26–28 | Banner of Protection | 3,000 | 30,000 |
| 29–32 | Balance of Conversion | 950 | 2,600 |
| 33–35 | Base Ball | 800 | 2,500 |
| 36–40 | Bead of Accuracy | 700 | 1,250 |
| 41–43 | Bead of Dew | 800 | 1,400 |
| 44–48 | Beads of Force | 200 each | 1,000 each |
| 49–50 | Beady Eye | 1,000 | 2,750 |
| 51–55 | Beaker of Plentiful Potions | 1,500 | 12,500 |
| 56–59 | Bell's Palette of Identity | 1,000 | 4,000 |
| 60–63 | Black Flame Candle | 1,000 | 5,000 |
| 64–65 | Bottle of Containment | 1,750 | 4,000 |
| 66–68 | Bottle of Evaporation | 200 | 1,000 |
| 69–71 | Bottle of Fireflies | 2,000 | 5,000 |
| 72–73 | Bottlejohn's Nest Egg | 1,500 | 7,000 |
| 74–77 | Bowl of Blood | 500 | 1,000 |
| 78–84 | Bowl of Commanding Water Elementals (M) | 4,000 | 25,000 |
| 85 | Bowl of Watery Death (M) | — | 1,000 |
| 86–92 | Brazier of Commanding Fire Elementals (M) | 4,000 | 25,000 |
| 93–95 | Brazier of Sleep Smoke (M) | — | 1,000 |
| 96–00 | Breach-gate | 2,500 | 20,000 |

### III.E.13. MISCELLANEOUS

| Dice | Item | X.P. Value | G.P. Value |
|---|---|---|---|
| 01–06 | Bread of Restoration | 900 | 5,000 |
| 07–09 | Breath Mints | 700 | 7,000 |
| 10–12 | Broom of Animated Attack | — | 3,000 |
| 13–20 | Broom of Flying | 2,000 | 10,000 |
| 21 | Brother Samuel's Cuckoo Figurine | 5,000 | 50,000 |
| 22–24 | Cage of Shelter | 4,000 | 20,000 |
| 25–29 | Candle of Invocation (C) | 1,000 | 5,000 |
| 30–32 | Candle of Propitiousness | 750 | 2,000 |
| 33 | Carpet of Catastrophe | — | 9,000 |
| 34–41 | Carpet of Flying | 7,500 | 25,000 |
| 42–49 | Censer of Controlling Air Elementals (M) | 4,000 | 25,000 |
| 50–51 | Censer of Summoning Hostile Air Elementals (M) | — | 1,000 |
| 52–54 | Censer of Thaumaturgy | 2,500 | 12,000 |
| 55 | Chain of Subspace | 7,000 | 100,000 |
| 56 | Chains of the Rune of the Chain | 2,000 | 55,000 |
| 57–62 | Charm of Protection from Disease | 2,000 | 6,000 |
| 63–68 | Charm of Protection from Fire | 1,000 | 4,000 |
| 69–73 | Charm of Protection from Spirits | 2,500 | 7,500 |
| 74–78 | Charm of Protection from Theft | 1,000 | 3,000 |
| 79–81 | Claw of Magic Stealing (M) | 3,500 | 20,000 |
| 82–85 | Cone of Silence | 1,000 | 8,000 |
| 86–88 | Crucible of Melting (M) | 1,000 | 10,000 |
| 89–96 | Crystal Ball (M) | 1,000[1] | 5,000[1] |
| 97–98 | Crystal Hypnosis Ball (M) | — | 3,000 |
| 99–00 | Crystal Parrot | 1,500 | 6,000 |

1. Add 100% for each additional feature.

### III.E.14. MISCELLANEOUS

| Dice | Item | X.P. Value | G.P. Value |
|---|---|---|---|
| 01–04 | Cube of Force | 3,000 | 20,000 |
| 05–09 | Cube of Frost Resistance | 2,000 | 14,000 |
| 10–12 | Cubic Gate | 5,000 | 17,500 |
| 13–15 | Cue Ball | 500 | 1,000 |
| 16–17 | Daern's Instant Fortress | 7,000 | 27,500 |
| 18 | Danleor's Dungeon Chains | 1,500 | 20,000 |
| 19–24 | Decanter of Endless Water | 1,000 | 3,000 |
| 25–30 | Degree Belt | 3,000 | 15,000 |
| 31–33 | Dew Tent | 20 | 500 |
| 34–35 | Diamond Mace | 2,000 | 10,000 |
| 36–40 | Dicerion of Light & Darkness (C) | 2,500 | 25,000 |
| 41–45 | Dimension Egg | 10,000 | 50,000 |
| 46 | Dimensional Mine | — | 500 |
| 47–50 | Dragon's Eye | 3,000 | 20,000 |
| 51–53 | Disintegration Chamber | 5,000 | 30,000 |
| 54–60 | Efreeti Bottle | 9,000 | 45,000 |
| 61–64 | Egg of Desire | * | * |
| 65–68 | Egg of Reason | 250 | 2,500 |
| 69–72 | Egg of Shattering | — | 500 |
| 73–76 | Eight Diagram Coins | 500 | 10,000 |
| 77–80 | Elemental Ball | 1,000 | 2,000 |
| 81–83 | Elemental Compass | 10,000 | 40,000 |
| 84–90 | Everbountiful Soup Kettle | 1,000 | 5,000 |
| 91–93 | Eversmoking Bottle | 500 | 2,500 |
| 94–95 | Expanding Crystals | 200 | 4,000 |
| 96–00 | Everproducing Rice Mortar | 2,000[1] | 20,000[1] |

* See item description.

1. If *extraordinary*, +1,000 x.p and +10,000 g.p. value

**III.E.15. MISCELLANEOUS**

| Dice | Item | X.P. Value | G.P. Value |
|---|---|---|---|
| 01–04 | Eyes of Charming (M) | 4,000 | 24,000 |
| 05–10 | Eyes of the Eagle | 3,500 | 18,000 |
| 11–16 | Eyes of Minute Seeing | 2,000 | 12,500 |
| 17 | Eyes of Petrification | —[1] | —[1] |
| 18–19 | Eyes of the Undead | 3,000 | 10,000 |
| 20 | Farcaster | 5,000 | 30,000 |
| 21–30 | Figurine of Wonderous Power | 100[2] | 1,000[2] |
| 31–35 | Fire Gem | 1,000 | 10,000 |
| 36–38 | Fire Gyregam | 900 | 9,500 |
| 39–42 | Flag of Fear | 1,500 | 7,500 |
| 43–44 | Flagon of Dragons | 6,000 | 40,000 |
| 45–48 | Flask of Curses | — | 1,000 |
| 49–52 | Foster Grants | 500 | 10,000 |
| 53 | Forge of Metal Protection | 10,000 | 50,000 |
| 54–57 | Gem of Brightness | 2,000 | 17,500 |
| 58–60 | Gem of Insight | 3,000 | 3,000 |
| 61–62 | Gem of Retaliation | 2,000 | 10,000 |
| 63–70 | Gem of Scroll Reading | 3,500 | 20,000 |
| 71–78 | Gem of Seeing | 2,000 | 25,000 |
| 79–83 | Gem of Shielding | * | * |
| 84–85 | Gem of Wishes | 3,000 | 15,000 |
| 86–88 | Glass Bead | 750 | 1,000 |
| 89–92 | Glass of Preserved Words | 2,000 | 8,000 |
| 93–95 | Globe of Purification (C) | 500 | 1,500 |
| 96–97 | Globe of Serenity (C) | 500 | 3,000 |
| 98–00 | Glowing Globe | 100 | 200 |

* See item description.

1. If reverse effect, 12,500 x.p. and 50,000 g.p. value.
2. Per hit die of the figurine.

**III.E.16. MISCELLANEOUS**

| Dice | Item | X.P. Value | G.P. Value |
|---|---|---|---|
| 01–06 | Goblet of Glory | 1,250 | 12,000 |
| 07–10 | Gordian Knot | — | 5,000 |
| 11–15 | Hand of Remote Action | 1,400 | 16,500 |
| 16 | House of Zebulon | 5,000 | 10,000 |
| 17–22 | Hourglass of Fire and Ice (M) | 2,000 | 18,000 |
| 23–24 | Igor's Inner Sanctum | — | — |
| 25–32 | Incense of Meditation (C) | 500 | 7,500 |
| 33–34 | Incense of Obsession (C) | — | 500 |
| 35–37 | Ioun Stones | 300[1] | 300[1] |
| 38–42 | Iron Bands of Bilarro | 750 | 5,000 |
| 43–46 | Iron Flask | — | — |
| 47–49 | Irons of Imprisonment | — | 4,000 |
| 50–52 | Irons of Transference | — | 4,250 |
| 53–56 | Jar of Preserving | 500 | 2,000 |
| 57–58 | Jewel of Attacks | — | 1,000 |
| 59–63 | Jewel of Flawlessness | — | 1,000/facet |
| 64 | Jewel of Living Shadows | 5,500 | 80,000 |
| 65–68 | Kybal's Chords | 750/knot | 1,000/knot |
| 69–73 | Law's Banner (F) | 5,000 | 25,000 |
| 74–79 | Lens of Detection | 250 | 1,500 |
| 80–85 | Lens of Speed Reading | 500 | 2,500 |
| 86–89 | Lens of Ultravision | 750 | 5,000 |
| 90–92 | Lorloveim's Obsidian Mortar and Pestle | 500 | 10,000 |
| 93–94 | Maggorp's Magnetic Metal | 500 | 250/1,000[2] |
| 95–98 | McDonnel's Mill | 2,000 | 20,000 |
| 99–00 | Mierest's Starlit Sphere | 200 | 2,000 |

* See item description.

1. Per stone.
2. For rung/grapnel.

**III.E.17. MISCELLANEOUS**

| Dice | Item | X.P. Value | G.P. Value |
|---|---|---|---|
| 01–04 | Mirror of Curing | 2,000 | 12,000 |
| 05–09 | Mirror of Enlightenment | 1,000 | 5,000 |
| 10–11 | Mirror of Fear | — | — |
| 12–14 | Mirror of Life Trapping (M) | 2,500 | 25,000 |
| 15–17 | Mirror of Mental Prowess | 5,000 | 50,000 |
| 18–19 | Mirror of Opposition | — | 2,000 |
| 20–23 | Mirror of Retention | 1,200 | 8,000 |
| 24–28 | Mirror of Sending | 1,250 | 2,750 |
| 29–30 | Mirror of Simple Order | — | 1,000 |
| 31–33 | Mirror of Spirit Seeing | 2,000 | 20,000 |
| 34–38 | Mirror of Travel | * | * |
| 39–43 | Mordom's Cauldron of Air | 3,000 | 20,000 |
| 44–47 | Mouse Cart | 3,500 | 20,000 |
| 48–52 | Mug of Plenty | 50 | 2,000 |
| 53–55 | Multiversal Box | 8,000 | 75,000 |
| 56–59 | Murlynd's Spoon | 750 | 4,000 |
| 60–61 | Nadrun's Magical Door | * | * |
| 62–66 | Nefradina's Identifier (M) | 1,000 | 10,000 |
| 67–70 | Noisome Spirit Chasers | 200 | 1,000 |
| 71 | Orb of Holiness | 7,500 | 90,000 |
| 72–76 | Oyster Chest | 1,500 | 15,000 |
| 77–79 | Paper of Forms | 500 | 2,000 |
| 80–82 | Pearl Bead | 2,200 | 55,000 |
| 83–84 | Pearl of the Ebbing Tide | 1,000 | 5,000 |
| 85–88 | Pearl of Power (M) | 200[1] | 2,000[1] |
| 89–91 | Pearl of Protection from Fire | 1,000 | 5,000 |
| 92–93 | Pearl of the Rising Tide | 1,000 | 5,000 |
| 94–95 | Pearl of the Sirines | 900 | 4,500 |
| 96–00 | Pearl of Wisdom (C) | 500 | 5,000 |

* See item description.

1. Per level of spell.

**III.E.18. MISCELLANEOUS**

| Dice | Item | X.P. Value | G.P. Value |
|---|---|---|---|
| 01–02 | Periapt of Foul Rotting | — | 1,000 |
| 03–06 | Periapt of Health | 1,000 | 10,000 |
| 07–11 | Periapt of Proof Against Poison | 1,500 | 12,500 |
| 12–16 | Periapt of Wound Closure | 1,000 | 10,000 |
| 17–18 | Philosopher's Egg (M) | 1,000 | 10,000 |
| 19–20 | Philosopher's Stone | 1,000 | 10,000 |
| 21 | Poison Balloon | — | 2,000 |
| 22–25 | Portable Hole | 5,000 | 50,000 |
| 26–30 | Prayer Bead | 300 | 900 |
| 31–35 | Prism of Light Splitting | 1,500 | 7,500 |
| 36 | Prison of Zagyg (M) | 2,750 | 25,000 |
| 37–40 | Quaal's Feather Token | * | * |
| 41–45 | Quill of Law | 7,000 | 30,000 |
| 46–51 | Quill of Scroll Creation (C,M) | 250[1] | 600[1] |
| 52–57 | Quill of Transcribing (M) | 5,000 | 25,000 |
| 58 | Rug of Smothering | — | 1,500 |
| 59–61 | Rug of Welcome (M) | 6,500 | 45,000 |
| 61–65 | Seal of Deception (T) | 1,000 | 10,000 |
| 66–69 | Seal of Vigor | 1,000 | 8,000 |
| 70–75 | Sheet of Smallness | 1,250 | 12,500 |
| 76–79 | Soap of Washing | 600 | 5,000 |
| 80–83 | Soles of Valor | 1,000 | 4,000 |
| 84–86 | Soulstone | 3,000 | 15,000 |
| 87–91 | Spectacles of Sight | 3,500 | 15,000 |
| 92 | Sphere of Annihilation (M) | 3,750 | 30,000 |
| 93–00 | Spoon of Stirring | 500 | 5,000 |

1. If found with ink, 500 x.p. and 1,000 g.p. value.

### III.E.19. MISCELLANEOUS

| Dice | Item | X.P. Value | G.P. Value |
|---|---|---|---|
| 01–04 | Staaflia's Wire | 4,500 | 10,000 |
| 05–09 | Stone of Drywells | — | 5,000 |
| 10–13 | Stone Horse | 2,000 | 12,000 |
| 14–20 | Stone of Controlling Earth Elementals (M) | 1,500 | 25,000 |
| 21–24 | Stone of Good Luck | 3,000 | 25,000 |
| 25–30 | Stone of Mysterious Sounds | 500 | 5,000 |
| 31–32 | Stone of Weight | — | 1,000 |
| 33–38 | Stone of the Well | 5,000 | 50,000 |
| 39–41 | String of Warding | 800 | 3,350 |
| 42–45 | Tapestry of Disease Warding | 2,000 | 6,000 |
| 46 | Teleportation Chamber | 10,000[1] | 50,000[1] |
| 47–51 | Tenser's Portmanteau of Frugality (M) | 6,000 | 40,000 |
| 52–57 | Thought Bottle | 1,000 | 5,000 |
| 58–63 | Throwing Irons | 500 | 2,000 |
| 64–70 | Time Bomb | 1,000 | 5,000 |
| 71–72 | Waddington's Dropcloths | 1,000 | 60,000 |
| 73–75 | Warp Marble | 5,000 | 25,000 |
| 76 | Well of Many Worlds | 6,000 | 12,000 |
| 77–82 | Wind Fan | 500 | 2,500 |
| 83–85 | Wind Fire Wheel | 7,000 | 35,000 |
| 86–92 | Wings of Flying | 750 | 7,500 |
| 93–96 | Wondrous Writing Set | 1,000 | 5,000 |
| 97–00 | Zagyg's Flowing Flagon | 750 | 3,500 |

1. Assumes full charges

### III.E.20. POWDERS, DUSTS, et al.

| Dice | Item | X.P. Value | G.P. Value |
|---|---|---|---|
| 01–02 | Balm of Foul Rotting | — | — |
| 03–04 | Cibola's Powder | 1,000/dose | 15,000/dose |
| 05–09 | Dust of Appearance | 1,000 | 4,000 |
| 10–11 | Dust of Blending | 1,250 | 5,000 |
| 12–16 | Dust of Disappearance | 2,000 | 8,000 |
| 17–20 | Dust of Dryness | 1,000 | 8,000 |
| 21–23 | Dust of Forgetfulness | 1,500 | 4,000 |
| 24–26 | Dust of Illusion | 10/pinch | 100/pinch |
| 27–29 | Dust of Mind Dulling | 1,000 | 4,000 |
| 30–31 | Dust of Sneezing and Choking | — | 1,000 |
| 32–34 | Dust of Tracelessness | 500 | 200/pinch |
| 35–38 | Inorganic Solvent | 800 | 2,000 |
| 39–40 | Instant Rust | 800 | 2,000 |
| 41–46 | Keoghtom's Ointment | 500 | 10,000 |
| 47–49 | Liquid Road | 500 | 2,000 |
| 50–52 | Lysenko's Plaster | — | 30,000/gallon |
| 53–58 | Nolzur's Marvelous Pigments | 500/pot | 3,000/pot |
| 59–62 | Organic Solvent | 400 | 1,000 |
| 63–64 | Pasqueli's Perfect Polish | 1,000 | 5,000/gallon |
| 65–66 | Powder of the Black Veil | 1,000 | 6,000 |
| 67–70 | Powder of Coagulation | 500 | 3,000 |
| 71–73 | Powder of Hero's Heart | 750 | 6,000 |
| 74–77 | Powder of Magic Detection | 1,000 | 8,000 |
| 78–82 | Puchezma's Powder of Edible Objects | 1,000 | 4,000 |
| 83–84 | Rust Dust | 1,000 | 5,000 |
| 85–87 | Salves of Far Seeing | 1,000 | 8,000 |
| 88–92 | Sovereign Glue | 750/oz. | 1,000/oz. |
| 93–94 | Tanning Ointment | — | 500 |
| 95–98 | Ultimate Solution | 1,000 | 7,000 |
| 99–00 | Zimbavich's Rock Paint | 1,000 | 15,000/gallon |

### III.E.21. WRITTEN WORKS

| Dice | Item | X.P. Value | G.P. Value |
|---|---|---|---|
| 01–10 | Alchemist's Anthology (M) | 5,000 | 30,000 |
| 11–12 | Book of the Damned | 2,000 | 15,000 |
| 13–16 | Book of the Dead | 500 | 5,000 |
| 17–19 | Book of Curses | 750 | 3,500 |
| 20–27 | Book of Exalted Deeds (C) | 8,000 | 40,000 |
| 28 | Book of Foresight | 700 | 2,200 |
| 29–36 | Book of Infinite Spells | 9,000 | 50,000 |
| 37–44 | Book of Vile Darkness (C) | 8,000 | 40,000 |
| 45–49 | Boccob's Blessed Book (M) | 4,500 | 35,000 |
| 50–55 | Contracts of Nepthas | 1,000 | 5,000 |
| 56 | Cursed Book of Names | — | 20,000 |
| 57–62 | Deck of Illusions | 1,500 | 15,000 |
| 63–68 | Deck of Many Things | — | 10,000 |
| 69–76 | Libram of Gainful Conjuration (M) | 8,000 | 40,000 |
| 77–84 | Libram of Ineffable Damnation (M) | 8,000 | 40,000 |
| 85–92 | Libram of Silver Magic (M) | 8,000 | 40,000 |
| 93–00 | Mage's Handy Workbook (M) | 5,000 | 50,000 |

### III.E.22. WRITTEN WORKS

| Dice | Item | X.P. Value | G.P. Value |
|---|---|---|---|
| 01–08 | Manual of Bodily Health | 5,000 | 50,000 |
| 09 | Manual of Coral Golems | 600 | 4,000 |
| 10–11 | Manual of Dogmatic Methods | — | 1,000 |
| 12–19 | Manual of Gainful Exercise | 5,000 | 50,000 |
| 20–22 | Manual of Golems | 3,000 | 30,000 |
| 23–30 | Manual of Puissant Skill at Arms (F) | 8,000 | 40,000 |
| 31–38 | Manual of Quickness in Action | 5,000 | 50,000 |
| 39–46 | Manual of Stealthy Pilfering (T) | 8,000 | 40,000 |
| 47–49 | Manual of Summoning Familiars (M) | 950 | 6,000 |
| 50–57 | Spell Book (M) | 500[1] | 1,000[1] |
| 58–60 | Tablet of Spirit Summoning | 100[2] | 1,000[2] |
| 61 | Telemark's Terrible Treatise | 2,000 | 10,000 |
| 62–69 | Tome of Clear Thought | 8,000 | 48,000 |
| 70–77 | Tome of Leadership and Influence | 7,500 | 40,000 |
| 78–80 | Tome of Mysterious Equations | 1,000 | 4,000 |
| 81–88 | Tome of Understanding | 8,000 | 43,500 |
| 89–98 | Travelling Spell Book (M) | 500[1] | 1,000[1] |
| 99 | Trimia's Catalogue of Outer Plane Artifacts | 12,000 | 80,000 |
| 00 | Vacuous Grimoire | — | 1,000 |

* See item description.

1. Per spell level contained therein.
2. Per character inscribed upon.

### III.F.1. SUIT ARMOR

| Dice | Item | X.P. Value | G.P. Value |
|---|---|---|---|
| 01–08 | Banded Mail +1 | 750 | 4,500 |
| 09–13 | Banded Mail +2 | 1,600 | 9,500 |
| 14–16 | Banded Mail +3 | 2,400 | 15,000 |
| 17–18 | Banded Mail +4 | 3,200 | 19,500 |
| 19–22 | Brigandine +1 | 500 | 3,000 |
| 23 | Brigandine +2 | 1,100 | 6,750 |
| 24–28 | Bronze Plate Mail +1 | 500 | 3,000 |
| 29–30 | Bronze Plate Mail +2 | 1,000 | 7,500 |
| 31 | Bronze Plate Mail +3 | 2,000 | 12,000 |
| 32–43 | Chain Mail +1 | 600 | 3,500 |
| 44–51 | Chain Mail +2 | 1,200 | 7,500 |
| 52–57 | Chain Mail +3 | 2,000 | 12,500 |
| 58–60 | Chain Mail +4 | 3,000 | 17,500 |
| 61 | Chain Mail +5 | 4,000 | 22,500 |
| 62–64 | Elfin Chain Mail +1 | 1,200 | 7,500 |
| 65–66 | Elfin Chain Mail +2 | 2,000 | 12,500 |
| 67 | Elfin Chain Mail +3 | 3,000 | 20,000 |
| 68–69 | Elfin Scale Mail +1 | 1,200 | 7,500 |
| 70 | Elfin Scale Mail +2 | 2,000 | 12,500 |
| 71 | Elfin Scale Mail +3 | 3,000 | 20,000 |
| 72–83 | Leather Armor +1 | 300 | 2,000 |
| 84–91 | Leather Armor +2 | 1,000 | 7,500 |
| 92–97 | Leather Armor +3 | 1,750 | 12,500 |
| 98–00 | Leather Armor +4 | 2,500 | 15,000 |

### III.F.2. SUIT ARMOR

| Dice | Item | X.P. Value | G.P. Value |
|---|---|---|---|
| 01–03 | Padded Armor +1 | 200 | 1,500 |
| 04 | Padded Armor +2 | 800 | 5,000 |
| 05–09 | Plate Armor, Field +1 | 1,500 | 10,000 |
| 10–12 | Plate Armor, Field +2 | 3,000 | 20,000 |
| 13–14 | Plate Armor, Field +3 | 5,000 | 35,000 |
| 15–18 | Plate Armor, Full +1 | 3,000 | 20,000 |
| 19–20 | Plate Armor, Full +2 | 5,000 | 35,000 |
| 21 | Plate Armor, Full +3 | 8,000 | 50,000 |
| 22–33 | Plate Mail +1 | 800 | 5,000 |
| 34–41 | Plate Mail +2 | 1,750 | 10,500 |
| 42–47 | Plate Mail +3 | 2,750 | 15,500 |
| 48–50 | Plate Mail +4 | 3,500 | 20,500 |
| 51 | Plate Mail +5 | 4,500 | 27,500 |
| 52–56 | Ring Mail +1 | 350 | 2,500 |
| 57–59 | Ring Mail +2 | 1,000 | 6,000 |
| 60 | Ring Mail +3 | 2,000 | 10,000 |
| 61–65 | Scale Mail, Leather +1 | 400 | 2,500 |
| 66–67 | Scale Mail, Leather +2 | 1,000 | 6,000 |
| 68–72 | Scale Mail, Metal +1 | 500 | 3,000 |
| 73–75 | Scale Mail, Metal +2 | 1,100 | 6,750 |
| 76 | Scale Mail, Metal +3 | 2,500 | 12,500 |
| 77–83 | Splint Mail +1 | 700 | 4,000 |
| 84–87 | Splint Mail +2 | 1,500 | 8,500 |
| 88–89 | Splint Mail +3 | 2,250 | 14,500 |
| 90–95 | Studded Leather +1 | 350 | 2,000 |
| 96–98 | Studded Leather +2 | 1,000 | 6,000 |
| 99–00 | Studded Leather +3 | 2,000 | 10,000 |

### III.F.3. SPECIAL SUIT ARMOR

| Dice | Item | X.P. Value | G.P. Value |
|---|---|---|---|
| 01–05 | Animated Armor | 4,000 | 25,000 |
| 06–10 | Acidic Secretion | — | 2,000 |
| 11–13 | Anything Armor | 4,500 | 45,000 |
| 14–20 | Amor of Blending | * | * |
| 21–27 | Armor of Command | 4,000 | 32,000 |
| 28–30 | Amor of Rage | — | 5,000 |
| 31 | Death Knight Armor | 13,000 | 130,000 |
| 32–35 | Dragon-mail | * | * |
| 36–45 | Elfin Chain Mail +4 | 5,000 | 30,000 |
| 46–50 | Elfin Chain Mail +5 | 7,500 | 50,000 |
| 51 | Læral's Storm Armor | 10,000 | 100,000 |
| 52–61 | Plate Armor, Field +4 | 8,000 | 50,000 |
| 62–66 | Plate Armor, Field +5 | 12,000 | 75,000 |
| 67–74 | Plate Armor, Full +4 | 12,000 | 75,000 |
| 75–77 | Plate Armor, Full +5 | 17,000 | 105,000 |
| 78–84 | Platemail of Etherealness | 5,000 | 30,000 |
| 85–91 | Platemail of Fear | 4,000 | 24,000 |
| 92–96 | Platemail of Vulnerability | — | 1,500 |
| 97 | Prismatic Armor | * | * |
| 98–00 | Tess' Armor | 9,000 | 90,000 |

* See item description.

### III.F.4. PIECE ARMOR

| Dice | Item | X.P. Value | G.P. Value |
|---|---|---|---|
| 01–03 | Arm, Banded* | 300 | 1,500 |
| 04–06 | Arm, Chain Mail* | 250 | 1,250 |
| 07–09 | Arm, Leather* | 100 | 500 |
| 10 | Arm, Leather, Studded* | 150 | 750 |
| 11–13 | Arm, Plate, Field* | 500 | 2,500 |
| 14–16 | Arm, Plate, Full* | 600 | 3,000 |
| 17–19 | Arm, Plate Mail* | 400 | 2,000 |
| 20 | Arm, Scale* | 200 | 1,000 |
| 21 | Arm, Splint* | 300 | 1,500 |
| 22 | Brassard of Strength | 2,000 | 6,000 |
| 23–27 | Coif | 400 | 2,000 |
| 28–33 | Cuirass, Banded | 400 | 2,000 |
| 34–42 | Cuirass, Plate, Field | 750 | 3,750 |
| 43–51 | Cuirass, Plate, Full | 1,000 | 5,000 |
| 52–61 | Cuirass, Plate Mail | 450 | 2,250 |
| 62–64 | Cuirass, Plate Mail, Bronze | 250 | 1,250 |
| 65–70 | Cuirass, Splint Mail | 350 | 1,750 |
| 71–78 | Greaves, Leather | 80 | 400 |
| 79–86 | Greaves, Plate | 200 | 1,000 |
| 87–92 | Greaves, Scale | 120 | 600 |
| 93–00 | Helm, Great | 1,000 | 7,500 |

* 75% change for two, 25% chance for one.

### III.F.5. PIECE ARMOR

| Dice | Item | X.P. Value | G.P. Value |
|---|---|---|---|
| 01–13 | Helmet, Open-faced | 400 | 3,000 |
| 14–26 | Helmet, Visored | 750 | 6,000 |
| 27–29 | Leggings, Banded | 300 | 1,500 |
| 30–32 | Leggings, Chain Mail | 250 | 1,250 |
| 33–35 | Leggings, Leather | 100 | 500 |
| 36–37 | Leggings, Leather, Studded | 150 | 750 |
| 38–40 | Leggings, Plate Mail | 400 | 2,000 |
| 41–42 | Leggings, Scale | 200 | 1,000 |
| 43–44 | Leggings, Splint | 300 | 1,500 |
| 45 | Leggings of Speed | 1,000 | 7,000 |
| 46 | Skirt, Banded | 150 | 750 |
| 47 | Skirt, Chain Mail | 125 | 625 |
| 48 | Skirt, Leather | 50 | 250 |
| 49 | Skirt, Leather, Studded | 75 | 375 |
| 50 | Skirt, Plate Mail, Bronze | 150 | 750 |
| 51 | Skirt, Scale Mail | 100 | 500 |
| 52 | Skirt, Splint Mail | 150 | 750 |
| 53–60 | Skullcap | 100 | 500 |
| 61–70 | Vest, Chain | 300 | 1,500 |
| 71–80 | Vest, Leather | 150 | 750 |
| 81–88 | Vest, Leather, Studded | 200 | 1,000 |
| 89–96 | Vest, Scale | 250 | 1,250 |
| 97–00 | Vest of Steel | 5,000 | 35,000 |

### PIECE ARMOR PROTECTIVE POWER

| Dice | Power | X.P. Value | G.P. Value |
|---|---|---|---|
| 01–60 | +1 | ×1 | ×1 |
| 61–90 | +2 | ×2 | ×2 |
| 91–00 | +3 | ×4 | ×4 |

### III.F.7. ORIENTAL ARMOR

| Dice | Item | X.P. Value | G.P. Value |
|---|---|---|---|
| 01–10 | Do-maru | 500 | 2,500 |
| 11–20 | Haidate | 150 | 750 |
| 21–30 | Hara-ate | 250 | 1,250 |
| 31–35 | Hara-ate-gawa | 150 | 750 |
| 36–45 | Haramaki | 300 | 1,500 |
| 46–50 | Haramaki-do | 400 | 2,000 |
| 51–55 | Jingasa | 100 | 500 |
| 56–60 | Kabuto | 800 | 6,500 |
| 61–65 | Hanaburi | 250 | 1,750 |
| 66–70 | Kote | 250 | 2,500 |
| 71–85 | O-yori | 800 | 5,000 |
| 86–90 | Scale, Leather | 400 | 2,500 |
| 91–95 | Sode | 75 | 300 |
| 96–00 | Sune-ate | 80 | 400 |

### ORIENTAL ARMOR PROTECTIVE POWER

| Dice | Power | X.P. Value | G.P. Value |
|---|---|---|---|
| 01–40 | +1 | ×1 | ×1 |
| 46–65 | +2, +1 if armor piece | ×2 | ×2 |
| 66–80 | +3, +1 if armor piece | ×3 | ×3 |
| 81–90 | +4, +2 if armor piece | ×4 | ×4 |
| 91–95 | +5, +3 if armor piece | ×5 | ×5 |
| 96 | Blending | * | * |
| 97 | Command | +1,000 | +12,000 |
| 98 | Etherealness | +500 | +3,000 |
| 99 | Rage | ×0 | ×1 |
| 00 | Vulnerability | ×0 | ×$^1/_2$ |

* See item description.

NOTE: Unless indicated otherwise, 60% of all armor is human-sized, 12% is dwarf-sized, 12% is elf-sized, 6% is gnome-sized, 6% is halfling-sized, 3% is half-elf-sized, 1% is half-orc-sized, and 1% is sized for other humanoids (eg. ogre, pixie, giant, etc.).

### III.F.6. SHIELD

| Dice | Item | X.P. Value | G.P. Value |
|---|---|---|---|
| 01–02 | Læral's Spell Shield | 500 | 5,000 |
| 03–14 | Buckler +1 | 150 | 1,500 |
| 15–23 | Buckler +2 | 350 | 3,500 |
| 24–29 | Buckler +3 | 1,000 | 10,000 |
| 30–46 | Shield +1 | 250 | 2,500 |
| 47–60 | Shield +2 | 500 | 5,000 |
| 61–69 | Shield +3 | 800 | 8,000 |
| 70–74 | Shield +4 | 1,200 | 12,000 |
| 75–77 | Shield +5 | 1,750 | 17,500 |
| 78 | Shield +6 | 2,500 | 25,000 |
| 79–86 | Shield, large, +1, +4 vs missiles | 400 | 4,000 |
| 87–92 | Shield −1, Missile Attractor | — | 750 |
| 93–94 | Shield of Defending | 1,000 | 10,000 |
| 95–96 | Shield of Dragon Protection | 1,100 | 11,000 |
| 97–98 | Shield of the Medusae | 600 | 6,000 |
| 99–00 | Shield of Warding | 2,500 | 25,000 |

### III.G.1. SWORDS

| Dice | Item | X.P. Value | G.P. Value |
|---|---|---|---|
| 01–20 | Sword +1 | 400 | 2,000 |
| 21 | Sword, of the Night | 400 | 1,500 |
| 22 | Sword, Shadowbane | 400 | 1,500 |
| 23 | Sword, Shadow | 400 | 2,000 |
| 24 | Sword, Short, Severing | 400 | 2,000 |
| 25 | Sword, Stargate | 400 | 2,000 |
| 26 | Sword +1, Guardian Blade | 500 | 2,500 |
| 27 | Sword of Gaseous Form | 500 | 2,500 |
| 28 | Sword of Gleaming | 500 | 2,500 |
| 29–36 | Sword +1, +2 vs. magic-using & enchanted creatures | 600 | 3,000 |
| 37–40 | Sword +1, +3 vs. lycanthropes & shape-changers | 700 | 3,500 |
| 41 | Sword, Flaming Wooden | 700 | 3,500 |
| 42 | Sword, Oathbreaker | 700 | 3,500 |
| 43–44 | Throwing Broadsword (+1) | 700 | 3,500 |
| 45–48 | Sword +1, +3 vs. regenerating creatures | 800 | 4,000 |
| 49–52 | Sword +1, +4 vs. reptiles | 800 | 4,000 |
| 53–54 | Sword +1, Gollem Killer, +3 vs. magically animated creatures | 800 | 4,000 |
| 55–56 | Sword +1, Thief Watcher, +2 vs. thieves | 800 | 4,000 |
| 57–60 | Sword, Ebony Blade | 800 | 4,000 |
| 61–62 | Sword, Short, Disarming | 800 | 4,000 |
| 63–64 | Sword, Short, Emerald | 800 | 4,000 |
| 65 | Sword, Idrenal | 800 | 4,000 |
| 66 | Sword, IronFist | 800 | 4,000 |
| 67–68 | Sword of Night | 800 | 4,000 |
| 69 | Sword of Were | 800 | 4,000 |
| 70–71 | Sword +1, Songblade | 900 | 4,000 |
| 72–79 | Sword +1, Flame Tongue: +2 vs. regenerating creatures +3 vs cold-using, inflamable, or avian creatures +4 vs. undead | 900 | 4,500 |
| 80–83 | Sword +1, MindWall, +3 vs. psionic creatures | 900 | 4,500 |
| 84–87 | Sword +1, Luck Blade | 1,000 | 5,000 |
| 88–95 | Sword +1, Cursed | 400 | — |
| 96 | Sword +1, +5 vs. Masonry | 400 | — |
| 97–00 | Sword +1, +5 vs. Wielder | 400 | — |

**III.G.2. SWORDS**

| Dice | Item | X.P. Value | G.P. Value |
|---|---|---|---|
| 01–03 | Sword ×2, Doubling | 800 | 4,000 |
| 04–19 | Sword +2 | 800 | 4,000 |
| 20–22 | Sword of Force | 900 | 4,500 |
| 23–27 | Sword +2, Giant Slayer | 900 | 4,500 |
| 28–33 | Sword +2, Dragon Slayer | 900 | 4,500 |
| 34–35 | Sword +2, Elf Slayer | 900 | 5,000 |
| 36–37 | Sword, Sureblade (+2) | 900 | 4,500 |
| 38–40 | Sword, Copycat Blade | 900 | 5,000 |
| 41 | Sword, Crystal | 1,000 | 5,500 |
| 42–45 | Sword, Short, Quickness (+2) | 1,000 | 6,000 |
| 46 | Sword of Forbearance | 1,000 | 5,000 |
| 47–48 | Sword of Frenzy (+2) | 1,000 | 6,000 |
| 49 | Sword of Healing | 1,000 | 6,000 |
| 50 | Sword of Reincarnation | 1,000 | 6,000 |
| 51–61 | Sword +3 | 1,400 | 7,000 |
| 62–63 | Sword, Obsidian Blade | 1,500 | 7,000 |
| 64–65 | Sword of Travel | 1,500 | 7,000 |
| 66–67 | Sword +3, Demon Bane | 1,600 | 7,500 |
| 68–71 | Sword +3, Frost Brand: | | |
| | +6 vs. fire-using/dwelling creatures | 1,600 | 8,000 |
| 72–74 | Spellsword | 1,800 | 8,000 |
| 75–76 | Sword of Stealth (+3) | 1,800 | 9,000 |
| 77 | Sword of Intercession | 2,000 | 10,000 |
| 78–79 | Sword of the Planes | 2,000 | 15,000 |
| 80 | Sword of Warding | 2,000 | 10,000 |
| 81–85 | Sword +4 | 2,000 | 10,000 |
| 86 | Sword +4, Ethereal Blade | 2,500 | 12,500 |
| 87–89 | Sword +4, Defender | 3,000 | 15,000 |
| 90–92 | Sword +5 | 3,000 | 15,000 |
| 93–97 | Sword −2, Cursed | 600 | — |
| 98–99 | Sword, Cursed Berserking | 900 | — |
| 00 | Sword, Coward | — | — |

**III.G.3. SWORDS**

| Dice | Item | X.P. Value | G.P. Value |
|---|---|---|---|
| 01–02 | Arbane's Sword of Agility | 4,000 | 20,000 |
| 03–06 | Axe sword | 6,000 | 30,000 |
| 07 | Crystal Blades, The | 3,600 | 18,000 |
| 08–12 | Lucifer's Hammer | 3,000 | 20,000 |
| 13–20 | Sun Blade | 3,000 | 20,000 |
| 21–24 | Sword, Anything | 5,000 | 35,000 |
| 25 | Sword, Broad, "Final Word" | 10,000 | 50,000* |
| 26 | Sword of Cursed Dancing | — | — |
| 27–36 | Sword of Dancing | 4,400 | 22,000 |
| 37–46 | Sword +5, Defender | 3,600 | 18,000 |
| 47–53 | Sword +6, Defender | 5,000 | 30,000 |
| 54–60 | Sword +5, Holy Avenger | 4,000 | 20,000 |
| 61–64 | Sword +6, Holy Avenger | 7,000 | 40,000 |
| 65–68 | Sword of Life Stealing | 5,000 | 25,000 |
| 69–70 | Sword of the Magi | 2,000 | 12,000 |
| 71–73 | Sword, MetalBlade | 3,000 | 25,000 |
| 74–78 | Sword +2, Nine Lives Stealer | 1,500 | 8,000 |
| 79 | Sword of Revenge | — | 2,000 |
| 80 | Sword, Silver | 3,000** | 15,000** |
| 81–85 | Sword, Singing | 1,600 | 10,000 |
| 86–88 | Sword of Sharpness | 7,000 | 35,000 |
| 89–91 | Sword of Spell Spliting | *** | *** |
| 92 | Sword, Vampireblade | 5,000 | 30,000 |
| 93–94 | Sword, Vorpal Weapon | 10,000 | 50,000 |
| 95 | Sword, WereBlade | 6,000 | 30,000 |
| 96–99 | Sword of Wounding | 4,400 | 20,000 |
| 00 | Sword of the Cursed Gauntlet | 1,000 | 3,000 |

* Includes gem value.

** 5,000 xp and 75,000 gp sale value for a *special silver sword*.

*** See item description.

**III.G.4. UNUSUAL SWORDS**

| Dice | Item | X.P. Value | G.P. Value |
|---|---|---|---|
| 01–02 | Bastard Sword | 400 | 2,000 |
| 03–04 | Biff (Longsword of Annoyance) | 1,500 | 7,000 |
| 05–06 | Black Blade | 4,000 | 25,000 |
| 07–08 | CoinStealer | 1,000 | 7,000 |
| 09–10 | Daelus | 300 | 2,000 |
| 11–12 | Daryo | 1,200 | 8,000 |
| 13–14 | Demon Sword | 3,000 | 20,000 |
| 15–16 | Dragon Chopper | 1,500 | 10,000 |
| 17–18 | Dragon Claw | 13,000 | 65,000 |
| 19–20 | Dragon Death | 2,000 | 11,000 |
| 21–22 | Dragon Ember | 900 | 4,000 |
| 23–24 | Erebos | 1,800 | 9,000 |
| 25–26 | FangBlades | 3,000 | 30,000 |
| 27–28 | Fire Biter | 1,400 | 7,000 |
| 29–30 | First Justice | 1,100 | 7,000 |
| 31–32 | Flamebird Special | 600 | 3,500 |
| 33–34 | Gavin Hall Magebane | 1,200 | 15,000 |
| 35–36 | Hell Beater | 1,800 | 8,000 |
| 37–38 | Horgon | 3,100 | 16,000 |
| 39–40 | Lecrucia the Thirsty | 600 | 3,000 |
| 41–42 | LifeKeeper | 1,900 | 10,000 |
| 43–44 | Mælstrom (Metal Storm) | 1,500 | 7,500 |
| 45–46 | Mage Masher | 900 | 5,000 |
| 47–48 | Mooseburgers | 400 | 2,000 |
| 49–50 | PeopleSmasher | 2,500 | 12,000 |
| 51–52 | Potracos | 400 | 2,000 |
| 53–54 | Protector | 1,100 | 8,000 |
| 55–56 | Quillon | 3,000 | 18,000 |
| 57–58 | Rogenwhor, Sword of Might | 2,100 | 11,000 |
| 59–60 | Shorty | 1,000 | 8,000 |
| 61–62 | Silvery Sword | 200 | 2,000 |
| 63–64 | StarFighter | 900 | 4,500 |
| 65–66 | Sword Mundane | 2,000 | 10,000 |
| 67–68 | Sword of Fire | 1,500 | 9,000 |
| 69–70 | Sword of Canine Attaction | — | 1,000 |
| 71–72 | Sword of Dismemberment | — | — |
| 73–74 | Sword of Familiarity | 2,000 | 15,000 |
| 75–76 | Sword of Hope | — | — |
| 77–78 | Sword of Horus | 1,500 | 9,000 |
| 79–80 | Sword of Percival Ironheart | 1,000 | 5,000 |
| 81–82 | Sword of Piraz the Mad | 3,300 | 18,000 |
| 83–84 | Sylvanglade | 1,000 | 20,000 |
| 85–86 | TalkingBlade | 1,300 | 6,000 |
| 87–88 | Treasure Sword | — | — |
| 89–90 | Ulundaris | 500 | 3,000 |
| 91–92 | Vanquisher | 1,700 | 10,500 |
| 93–94 | Wilde | 1,800 | 9,000 |
| 95–96 | Windsword of Sharda | 600 | 3,000 |
| 97–98 | Wizard Bane | 1,400 | 7,000 |
| 99–00 | Sword +1, Delporable Talker | — | 1,000 |

NOTE: Unless indicated otherwise, 60% of all swords are longswords, 20% are broad swords, 5% are short swords, 4% are falchion swords, 4% are bastard swords, 2% are rapiers, 2% are épées, 2% are sabres, and 1% are two-handed swords.

### III.G.5. MISCELLANEOUS WEAPONS, MELEE

| Dice | Item | X.P. Value | G.P. Value |
|---|---|---|---|
| 01–09 | Axe +1 | 300 | 1,750 |
| 10–14 | Axe +2 | 600 | 3,750 |
| 15–16 | Axe +2, Throwing | 750 | 4,500 |
| 17–19 | Axe +3 | 1,000 | 7,000 |
| 20 | Axe +4 | 1,500 | 12,000 |
| 21 | Axe of Hurling | * | * |
| 22–31 | Battle Axe +1 | 400 | 2,500 |
| 32–37 | Battle Axe +2 | 800 | 5,000 |
| 38–40 | Battle Axe +3 | 1,200 | 9,000 |
| 41 | Battle Axe +4 | 1,600 | 15,000 |
| 42–43 | Caglistro's Caltrops | 5 | 20 |
| 44–55 | Dagger +1** | 75 | 500 |
| 56–60 | Dagger +1, +2 vs. creatures smaller than man-sized** | 100 | 750 |
| 61–68 | Dagger +2** | 200 | 1,500 |
| 69–72 | Dagger +2, +3 vs. creatures larger than man-sized** | 250 | 2,000 |
| 73–76 | Dagger +3** | 350 | 2,500 |
| 77–78 | Dagger +4** | 500 | 4,000 |
| 79–80 | Dagger of Alignment Detection | 100 | 600 |
| 81 | Dagger, Diamond | 4,000 | 30,000 |
| 82–84 | Dagger +2, Longtooth | 250 | 2,500 |
| 85–87 | Dagger of Throwing | * | * |
| 88 | Dagger, R'lul Gzeri | 300 | 2,000 |
| 89–93 | Dagger of Venom | 350 | 3,000 |
| 94 | DragonLance (F) | 4,000 | 36,000 |
| 95–96 | Electro Whip | 1,400 | 6,000 |
| 97–00 | Flame Net | 1,000 | 6,000 |

* See item description.

** 10% of all daggers will be stilettos.

### III.G.6. MISCELLANEOUS WEAPONS, MELEE

| Dice | Item | X.P. Value | G.P. Value |
|---|---|---|---|
| 01–05 | Flail +1 | 450 | 4,000 |
| 06–08 | Flail +2 | 1,000 | 9,000 |
| 09 | Flail +3 | 1,800 | 14,000 |
| 10–17 | Hammer +1 | 300 | 2,500 |
| 16–22 | Hammer +2 | 650 | 6,000 |
| 23–25 | Hammer +3 | 1,000 | 8,000 |
| 26 | Hammer +4 | 1,500 | 10,000 |
| 27 | Hammer +3, Dwarven Thrower | 1,500 | 15,000 |
| 28–29 | Hammer of Penetration | 2,000 | 20,000 |
| 30 | Hammer of Thunderbolts | 2,500 | 25,000 |
| 31–32 | Hilt of the Weapons Master | 3,000 | 25,000 |
| 33–35 | Hornblade | * | * |
| 36–42 | Javelin +1 | 300 | 2,000 |
| 43–45 | Javelin +2 | 750 | 5,000 |
| 46 | Javelin +3 | 1,250 | 7,500 |
| 47 | Javelin of Lightning (F) | 250 | 3,000 |
| 48 | Javelin of Piercing (F) | 250 | 3,000 |
| 49–56 | Knife +1 | 50 | 350 |
| 57–60 | Knife +2 | 125 | 1,000 |
| 61 | Knife, Buckle | * | * |
| 62–65 | Lance +1 | 600 | 3,500 |
| 66–67 | Lance +2 | 1,000 | 6,000 |
| 68 | Lance, Ebon | 2,000 | 20,000 |
| 89–80 | Mace +1 | 350 | 3,000 |
| 81–88 | Mace +2 | 700 | 4,500 |
| 89–93 | Mace +3 | 1,000 | 10,000 |
| 94–96 | Mace +4 | 1,500 | 15,000 |
| 97–98 | Mace +5 | 2,000 | 20,000 |
| 99–00 | Mace of Disruption | 1,750 | 17,500 |

* See item description.

### III.G.7. MISCELLANEOUS WEAPONS, MELEE

| Dice | Item | X.P. Value | G.P. Value |
|---|---|---|---|
| 01–05 | Military Pick +1 | 350 | 2,500 |
| 06–07 | Military Pick +2 | 600 | 3,500 |
| 08–12 | Morning Star +1 | 400 | 3,000 |
| 13–14 | Morning Star +2 | 900 | 7,000 |
| 15–18 | Pole Arm +1 | 500 | 3,000 |
| 19–25 | Quarterstaff, Magic | * | * |
| 26–38 | Scimitar +1** | 300 | 2,000 |
| 39–47 | Scimitar +2** | 750 | 6,000 |
| 70–52 | Scimitar +3** | 1,250 | 10,000 |
| 53–55 | Scimitar +4** | 2,000 | 20,000 |
| 56–57 | Scimitar of Speed | * | * |
| 58–67 | Spear +1 | 500 | 3,000 |
| 68–74 | Spear +2 | 1,000 | 6,500 |
| 75–78 | Spear +3 | 1,750 | 15,000 |
| 79–80 | Spear +4 | 2,500 | 25,000 |
| 81 | Spear +5 | 3,000 | 30,000 |
| 82 | Spear, Cursed Backbiter | — | 1,000 |
| 83–88 | Trident +1 | 400 | 4,000 |
| 89–90 | Trident +1, +2 vs. Water Elementals | 800 | 10,000 |
| 91–92 | Trident +2 | 800 | 7,000 |
| 93 | Trident +3 | 1,200 | 10,000 |
| 94 | Trident (Military Fork) +3 | 1,500 | 12,500 |
| 95 | Trident of Fish Command (C,F,T) | 500 | 4,000 |
| 96 | Trident of Submission (F) | 1,250 | 12,500 |
| 97 | Trident of Warning (C,F,T) | 1,000 | 10,000 |
| 98 | Trident of Yearning | — | 1,000 |
| 99 | Vampiric Crysdagger | 1,000 | 10,000 |
| 00 | Withering Scythe | 5,000 | 20,000 |

* See item description.

** 10% of all scimitars will be khopesh swords, 5% will be cutlasses.

### III.G.8. MISCELLANEOUS WEAPONS, MISSILE

| Dice | Item | X.P. Value | G.P. Value |
|---|---|---|---|
| 01–15 | Arrow +1, 2–24 total | 20 | 120 |
| 16–24 | Arrow +2, 2–16 total | 50 | 300 |
| 25–28 | Arrow +3, 2–12 total | 75 | 450 |
| 29–30 | Arrow +4, 2–8 total | 100 | 800 |
| 31 | Arrow of Bow Breaking | — | 100 |
| 32 | Arrow of the Mage (M) | — | 75 |
| 33–34 | Arrow of Slaying | 250 | 2,500 |
| 35 | Arrow, Spell | * | * |
| 36–48 | Bolt +1, 6–36 total | 20 | 120 |
| 49–56 | Bolt +2, 2–20 total | 50 | 300 |
| 57–60 | Bolt +3, 3–12 total | 75 | 450 |
| 61–62 | Bolt +4, 2–8 total | 100 | 800 |
| 63 | Bolt of Lightning | 200 | 1,200 |
| 64–78 | Bow +1 | 500 | 3,500 |
| 79–86 | Bow +2 | 1,000 | 7,000 |
| 87–90 | Bow +3 | 2,000 | 14,000 |
| 91–92 | Bow of Accuracy | 2,500 | 15,000 |
| 93–94 | Bow of Distance | 2,000 | 12,000 |
| 95–96 | Bow of Doubling | 1,000 | 6,000 |
| 97 | Bow of Fire Teeth | 750 | 5,000 |
| 98 | Bow of Ice Fangs | 600 | 3,500 |
| 99–00 | Bow of Speed | 2,000 | 12,000 |

* See item description.

**III.G.9. MISCELLANEOUS WEAPONS, MISSILE**

| Dice | Item | X.P. Value | G.P. Value |
|---|---|---|---|
| 01–10 | Bullet, Sling, +1, 5–20 total | 20 | 120 |
| 11–15 | Bullet, Sling, +2, 3–12 total | 50 | 300 |
| 16–17 | Bullet, Sling, +3, 2–8 total | 75 | 450 |
| 18–19 | Bullet, Sling, of Impact, 1–4 total | 100 | 750 |
| 20–34 | Crossbow +1 | 500 | 3,500 |
| 35–42 | Crossbow +2 | 1,000 | 7,000 |
| 43–45 | Crossbow of Accuracy, +3 | 2,000 | 12,000 |
| 46–48 | Crossbow of Distance | 1,500 | 7,500 |
| 49 | Crossbow of Enchantment | 1,500 | 7,500 |
| 50 | Crossbow of Healing | 2,000 | 13,000 |
| 51 | Crossbow of Levitation | 1,500 | 7,000 |
| 52–53 | Crossbow of Lir | 2,000 | 10,000 |
| 54–55 | Crossbow of Speed | 1,500 | 7,500 |
| 56 | Cursed Bow of Warning | —[1] | 500[1] |
| 57–64 | Dart +1, 3–12 total | 50 | 500 |
| 65–68 | Dart +2, 2–8 total | 125 | 1,250 |
| 69 | Dart +3, 1–4 total | 300 | 3,000 |
| 70 | Dart of Branding | 200 | 1,500 |
| 71–72 | Dart of Homing, 1–2 total | 450 | 4,500 |
| 73–74 | Dart of the Hornet's Nest | 750 | 7,500 |
| 75–76 | Elven Bow +3, Last Shot | 1,200 | 8,000 |
| 77–78 | Elven Bow +2, Goblin Bane | 1,000 | 6,000 |
| 79–81 | Elven Dagger | 200 | 1,600 |
| 82 | Long Bow of Heartseeking | 4,000 | 20,000 |
| 83–84 | Long Bow of Marksmanship | 1,500 | 7,500 |
| 85 | Long Bow of Vampire Hunting | 2,000 | 10,000 |
| 86 | Phantom Bow | 1,500 | 10,000 |
| 87–94 | Sling +1 | 400 | 4,000 |
| 95–97 | Sling +2 | 800 | 8,000 |
| 98–00 | Sling of Seeking, +2 | 700 | 7,000 |

1. If curse is removed, 1,500 x.p. and 10,500 g.p. value.

**III.G.10. ORIENTAL WEAPONS, MARTIAL ARTS**

| Dice | Item | X.P. Value | G.P. Value |
|---|---|---|---|
| 01–04 | Chain +1 | 150 | 1,000 |
| 05 | Chain of Entanglement | 1,500 | 15,000 |
| 06–09 | Fang +1 | 50 | 300 |
| 10–13 | Gunsen +1 | 150 | 1,500 |
| 14–19 | Jo stick +1 | 50 | 400 |
| 20–24 | Kau sin ke +1 | 400 | 2,500 |
| 25 | Kau sin ke +2 | 800 | 4,000 |
| 26–29 | Lajatang +1 | 500 | 3,000 |
| 30 | Lajatang +2 | 1,000 | 6,000 |
| 31–40 | Nunchaku +1 | 400 | 3,000 |
| 41–46 | Nunchaku +2 | 700 | 5,000 |
| 47–48 | Nunchaku +3 | 1,000 | 7,000 |
| 49 | Nunchaku of Speed | 1,200 | 12,000 |
| 50–57 | Sai +1* | 75 | 300 |
| 58–61 | Sai +2* | 200 | 900 |
| 62–63 | Sai +3* | 350 | 1,500 |
| 64–69 | Sang Kauw +1 | 150 | 1,000 |
| 68 | Sang Kauw +2 | 300 | 2,500 |
| 69–72 | Siangkam +1 | 50 | 250 |
| 73–80 | Three-piece rod +1 | 400 | 4,000 |
| 81–84 | Three-piece rod +2 | 1,000 | 9,000 |
| 85 | Three-piece rod +3 | 1,800 | 14,000 |
| 86–94 | Tui-fa +1 | 250 | 2,000 |
| 95–98 | Tui-fa +2 | 600 | 5,000 |
| 99–00 | Tui-fa of Shielding | 2,000 | 20,000 |

* 40% of all sai will be jitte.

**III.G.11. ORIENTAL WEAPONS, MELEE**

| Dice | Item | X.P. Value | G.P. Value |
|---|---|---|---|
| 01–02 | Chijiriki +1 | 500 | 3,000 |
| 03–04 | Chijiriki +2 | 1,000 | 6,500 |
| 05 | Chijiriki +3 | 1,750 | 15,000 |
| 06–07 | Kama +1 | 250 | 1,400 |
| 08 | Kama +2 | 500 | 2,400 |
| 09–10 | Nagimaki +1 | 350 | 2,500 |
| 11–15 | Naginata +1 | 500 | 3,000 |
| 16–18 | Naginata +2 | 1,000 | 6,000 |
| 19 | Naginata +3 | 1,500 | 9,000 |
| 20 | Naginata +4 | 2,000 | 12,000 |
| 21–22 | Parang +1 | 250 | 1,250 |
| 23–24 | Sode garami +1 | 400 | 2,400 |
| 25–26 | Tetsubo +1 | 350 | 3,000 |
| 27 | Tetsubo +2 | 700 | 5,000 |
| 28–42 | Sword +1 | 400 | 2,000 |
| 43–46 | Sword +1, +2 vs. magic-using & enchanted creatures | 600 | 3,000 |
| 47–52 | Sword +1, Flame Tongue | 900 | 4,500 |
| 53 | Sword +1, Luck Blade | 1,000 | 5,000 |
| 54–65 | Sword +2 | 800 | 4,000 |
| 66–70 | Sword +2, Dragon Slayer | 900 | 4,500 |
| 71–73 | Sword, Wakizashi, Speed | * | * |
| 74–80 | Sword +3 | 1,400 | 7,000 |
| 81–83 | Sword +3, Frost Brand | 1,600 | 8,000 |
| 84–87 | Sword +4 | 2,000 | 10,000 |
| 88–89 | Sword +4, Defender | 3,000 | 15,000 |
| 90–91 | Sword +5 | 3,000 | 15,000 |
| 92–93 | Sword +5, Defender | 3,600 | 18,000 |
| 94–95 | Sword Dancing | 4,000 | 22,000 |
| 96–97 | Sword of Wounding | 4,400 | 20,000 |
| 98 | Sword Life Stealing | 5,000 | 25,000 |
| 99 | Sword of Sharpness | 7,000 | 35,000 |
| 00 | Sword, Katana, Vorpal Blade | 10,000 | 50,000 |

* See item description

NOTE: Unless indicated otherwise, 75% of all oriental swords are katanas, 25% are wakizashi.

**III.G.12. ORIENTAL WEAPONS, MISSILE**

| Dice | Item | X.P. Value | G.P. Value |
|---|---|---|---|
| 01–18 | Bow, Daikyu +1 | 500 | 3,500 |
| 19–29 | Bow, Daikyu +2 | 1,000 | 7,000 |
| 30–34 | Bow, Daikyu +3 | 2,000 | 14,000 |
| 35–36 | Bow, Daikyu, Accuracy | 2,500 | 15,000 |
| 37–38 | Bow, Daikyu, Distance | 2,000 | 12,000 |
| 39–40 | Bow, Daikyu, Speed | 2,000 | 12,000 |
| 41–52 | Bow, Pellet +1 | 400 | 2,000 |
| 53–60 | Bow, Pellet +2 | 800 | 4,000 |
| 61–62 | Bow, Pellet +3 | 1,200 | 8,000 |
| 63–74 | Crossbow, Chu-ko-nu +1 | 500 | 3,500 |
| 75–82 | Crossbow, Chu-ko-nu +2 | 1,000 | 7,000 |
| 83–85 | Crossbow, Chu-ko-nu +3 | 1,500 | 10,000 |
| 86 | Crossbow, Chu-ko-nu, Accuracy | 2,000 | 12,000 |
| 87 | Crossbow, Chu-ko-nu, Distance | 1,500 | 7,500 |
| 88-95 | Uchi-ne +1 | 75 | 450 |
| 96–99 | Uchi-ne +2 | 150 | 900 |
| 00 | Uchi-ne +3 | 250 | 1,750 |

### III.G.13. ORIENTAL WEAPONS, NINJA

| Dice | Item | X.P. Value | G.P. Value |
|---|---|---|---|
| 01–04 | Kawanga +1 | 300 | 2,400 |
| 05–08 | Kumade +1 | 350 | 3,000 |
| 09–13 | Kusari-gama +1 | 350 | 3,000 |
| 14–15 | Kusari-gama +2 | 700 | 5,000 |
| 16 | Kusari-gama +3 | 1,000 | 8,000 |
| 17–19 | Kyoketsu-shogi +1 | 300 | 2,400 |
| 20–22 | Nekode +1 | 100 | 500 |
| 23 | Nekode of Climbing | 500 | 5,000 |
| 24–31 | Shaken +1, 3–12 total | 50 | 500 |
| 32–34 | Shaken +2, 2–8 total | 125 | 1,250 |
| 35–44 | Shuriken +1, 3–12 total | 50 | 500 |
| 45–50 | Shuriken +2, 2–8 total | 125 | 1,250 |
| 51–52 | Shuriken +3, 1–4 total | 300 | 3,000 |
| 53–69 | Sword, Ninja-to +1 | 400 | 2,000 |
| 70–80 | Sword, Ninja-to +2 | 800 | 4,000 |
| 81–83 | Sword, Ninja-to, Quickness (+2) | 1,000 | 6,000 |
| 84–90 | Sword, Ninja-to +3 | 1,400 | 7,000 |
| 91–93 | Sword, Ninja-to +4 | 2,000 | 10,000 |
| 94–95 | Sword, Ninja-to +4, Balance | 3,000 | 15,000 |
| 96–97 | Sword, Ninja-to +5 | 3,000 | 15,000 |
| 98 | Sword, Ninja-to +5, Balance | 3,600 | 18,000 |
| 99 | Sword, Ninja-to, Life Stealing | 5,000 | 25,000 |
| 00 | Sword, Ninja-to, Sharpness | 7,000 | 35,000 |

### III.H.1. UNIQUE WORKS

| Dice | Item | X.P. Value | G.P. Value |
|---|---|---|---|
| 01–06 | The Book of Bats | 52,000 | 104,000 |
| 07–13 | The Book of Thorns | 13,000 | 26,000 |
| 14–20 | Caddelyn's Workbook | 17,000 | 50,000 |
| 21–30 | Cannon of Change | 5,000 | 20,000 |
| 31–36 | Detho's Libram | 14,000 | 28,000 |
| 37–42 | G'zul G'zarthi's Mighty Ledger | 17,000 | 34,000 |
| 43–48 | Jaluster's Orizon | 6,500 | 13,000 |
| 49–54 | The Libram of Lathintel | 15,000 | 30,000 |
| 55–62 | Selvar's Ineffable Conjurations, Magicks, and Phantasms | 54,500 | 109,000 |
| 63–68 | The Shadowtome | 19,000 | 38,000 |
| 69–74 | Shandaril's Workbook | 30,000 | 60,000 |
| 75–81 | Testament of Greater Prayers | 25,000 | 50,000 |
| 82–88 | The Tome of Rathdæn | 5,000 | 10,000 |
| 89–94 | Unique Mageries | 44,500 | 89,000 |
| 95–00 | Værendroon's Ineffable Enchantments | 18,500 | 37,000 |

### III.H.2. UNIQUE ITEMS

| Dice | Item | X.P. Value | G.P. Value |
|---|---|---|---|
| 01–03 | Armor, Jade | 10,000 | 100,000 |
| 04–06 | Axe of Democles | 2,000 | 12,000 |
| 07–09 | Blue Shield | 3,000 | 21,000 |
| 10–12 | Bow of O'Locksley | 7,500 | 35,000 |
| 13–15 | Cadecus | 10,000 | 50,000 |
| 16–17 | Dancing Sword of Lightning | 5,600 | 28,000 |
| 18–20 | Giant Black Pearl | 1,000 | 5,000 |
| 21–23 | Hammer, "Bloodfist" | 2,000 | 20,000 |
| 24–26 | Jade Scepter of Defending | 10,000 | 75,000 |
| 27–29 | Knife, "Angrist" | 2,600 | 13,000 |
| 30–32 | Mace, "Grond" | 11,000 | 66,000 |
| 32–34 | Necklace of the Dwarves, "Nauglamír" | 3,000 | 40,000 |
| 35–37 | Shield, "Dzance's Guardian" | 1,000 | 10,000 |
| 38–40 | Shield, "Grimjaw" | 800 | 5,000 |
| 41–43 | Shield, "Hawkstone's Bulwark" | 1,500 | 9,000 |
| 44–46 | Shield, "Reptar's Wall" | 2,000 | 12,000 |
| 47–49 | Shield, "Thurbrand's Protector" | 5,000 | 25,000 |
| 50–52 | Shoon's Buckler | 2,000 | 12,000 |
| 53–55 | Spear, "Agelos" | 2,800 | 28,000 |
| 56–58 | Sword, "Adjatha" | 7,000 | 35,000 |
| 59–61 | Sword, "Albruin" | 5,000 | 25,000 |
| 60–64 | Sword, "Aranrúth" | 3,500 | 17,500 |
| 65–67 | Sword, "Demonbane" | 4,000 | 20,000 |
| 68–70 | Sword, "Glamdring" | 2,300 | 13,000 |
| 71–73 | Sword, "Gurthang" | 10,000 | 55,000 |
| 74–76 | Sword, "Ilbratha" | 1,500 | 7,500 |
| 77–79 | Sword, "Namarra" | 2,000 | 10,000 |
| 80–82 | Sword, "Nightshade" | 1,500 | 10,000 |
| 83–85 | Sword, "Ocrist" | 1,200 | 8,000 |
| 86–88 | Sword, "Ringil" | 1,400 | 9,000 |
| 89–91 | Sword, "Shazzellim" | 1,000 | 5,000 |
| 92–94 | Sword, "Susk" | 2,500 | 12,500 |
| 95–97 | Sword, "Taragarth" | 1,000 | 5,000 |
| 98–00 | Syrar's Silver Sword | 1,000 | 4,000 |

### III.H.3. ARITFACTS & RELICS

| Dice | Item | G.P. Value |
|---|---|---|
| 01 | Ark of the Covenant | 200,000 |
| 02 | Axe of the Dwarvish Lords | 55,000 |
| 03 | Baba Yaga's Hut | 90,000 |
| 04 | Codex of the Infinite Planes | 62,000 |
| 05–13 | Crown of Might | 50,000 |
| 14 | Crystal of the Ebon Flame | 75,000 |
| 15 | Cup and Talisman of Al'Akbar | 85,000 |
| 16 | Dragonsword | 60,000 |
| 17–19 | Elven Ring | 50,000 |
| 20–21 | Eye of Vecna | 35,000 |
| 22 | Hand of Vecna | 60,000 |
| 23 | Heward's Mystical Organ | 25,000 |
| 24 | Holy Grail | 30,000 |
| 25 | Horn of Change | 20,000 |
| 26–27 | Invulnerable Coat of Arnd | 47,500 |
| 28–29 | Iron Flask of Tuerny the Merciless | 50,000 |
| 30 | Jacinth of Inestimable Beauty | 100,000 |
| 31 | Johydee's Mask | 40,000 |
| 32–33 | Kuroth's Quill | 27,500 |
| 34–35 | Mace of Cuthbert | 35,000 |
| 36 | Machine of Lum the Mad | 72,500 |
| 37–38 | Mighty Servant of Leuk-O | 185,000 |
| 39 | One Ring of Power | 20,000 |
| 40–48 | Orb of the Dragonkind | 10–80,000 |
| 49–57 | Orb of Might | 100,000 |
| 58 | Queen Ehlissa's Marvelous Nightingale | 112,500 |
| 59 | Recorder of Ye'Cind | 80,000 |
| 60–66 | Ring of the Dwarves | 40,000 |
| 67 | Ring of Gaxx | 17,500 |
| 68–76 | Ring of Man | 30,000 |
| 77–83 | Rod of Seven Parts | 25,000 |
| 84–92 | Sceptre of Might | 150,000 |
| 93 | Shankara Stones | 10,000/each |
| 94 | Ship of Land and Sea | 250,000 |
| 95 | Sword of Kas | 97,000 |
| 96–97 | Teeth of Dahlver-Nar | 5,000/tooth |
| 98 | Throne of the Gods | — |
| 99 | The Twelve Swords | 70,000/each |
| 00 | Wand of Orcus | 10,000 |

These items carry no experience point value.

# Other Items

Two items were included in the original `magic.list` that have resisted attempts to mold them into usable items. I am including them in this appendix in hopes that someone will be able to gain some use from them. I must point out, however, that these items are extremely powerful and—in my opinion—potentially destablizing to any campaign that uses them. With that caveat, here they are:

### Sword of Kas

**Note:** This sword is different from the Artifact of the same name found in the 1st edition DMG

**Also:** These powers should be kept secret by the DM. . . see below.

INTELLIGENCE: 15   EGO: 19   ALIGNMENT: Chaotic Evil
POWERS: +6 defender, Telepathy (even when not held), Double damage against all creatures which are from a plane other than the Prime Material (but only normal damage when on any plane other than the Prime Material)

| | |
|---|---|
| Minor Powers: | Animate dead (1 figure, by touch)—7/week<br>Darkness (5′, 10′, or 15′ radius)—3/day<br>Invisibility (improved)—3/day<br>Know alignment (when held)—1/day<br>Protection +2 (when held) |
| Major Powers: | Fire giant strength when held (S:22 +4/+10)<br>Regeneration: 2 hit points per round<br>(but not if killed. Also, see below) |
| Primary Powers: | Slays opponent up to 15HD on an unadjusted<br>18 or higher (no save)<br>Total immunity from cold (when held) |

**HINTS ON PLAY:** Until the user consciously accepts the sword by committing himself to the ways of chaotic evil, the sword will not let the user ever know about the following abilities:

- *+6 defender*: tell him only that it is a *+4 defender*, but take the rest into consideration during combat.
- Protection +2: simply take this into account when being struck
- Slay opponent up to 15 HD: simply tell them that they struck an incredible blow and the opponent is slain.
- Fire giant strength: simply take this into account when he strikes an opponent.
- Regeneration 2hp/round: secretly accumulate the hit points regained since being damaged, up to the amount of damage suffered. When he gets damaged in the future, this amount is subtracted, and he takes no damage (note: the quazit's regenerative powers are conferred through the sword and Chris will gain additional points used towards next wound. This healing also causes undead flesh to appear around the wound). Excess hit points are carried over towards the next wound. When an amount equal to the damage suffered is reached, this total is stored as potential for the next wound. Of course, this assumes that enough time will pass in order to regenerate. See above for all details.
- Double damage vs. creatures from other planes: do not tell him this power. Simply take it into account during combat with such creatures.
- Immunity from cold: whenever he is holding the blade, tell the character that he somehow did not take damage from the cold (he was out of the area of effect, his arm or protected him, etc). When he does enter a cold environment, tell him he does not feel cold whenever he holds the blade. By that time, he may have fallen prey to the sword. Remember: he must be holding the sword to gain the benefits of this power. If it is at his belt, it will not work. This will force him to always carry the sword during cold adventures, thus preventing him from casting spells. But, since the sword always seems to be working and spells not, then he will not mind this and always attack with the sword when it advises him.

As a result, the sword will appear as: +4 defender, telepathic, know alignment, and darkness of varying radiuses. Its purpose: to fulfill the quest. Gives extra experience points. Has powers to reward the wielder with. It will not reveal its intelligence, ego, or alignment, as it will tell the user that this is insulting to ask. It will say, indignantly, that it is exceptionally intelligent and very proud of this fact (truth). It will know telepathically the alignment of the possessor and take it for its own alignment (lie!).

**SIDE EFFECTS:**

1. Yearning for item forces possessor to never be away from the item for more than 1 day if at all possible: tell the user that something terrible will happen if the sword is not kept with him at all times. Examples: the powers of the sword will no longer function with him, it will be mad and jealous and hate him, it might be lost, another might take/steal it, etc. Feed the possessor all sorts of ideas to cause him to be paranoid.
2. Item has power to affect its possessor when a Primary Power is used if the possessor has not followed the alignment or purposes of the artifact. This is tricky. If the character is not killing monsters or acting chaotic, it will threaten to take away its power (see also several paragraphs below). If the character does not follow its "advice" the sword will also threaten.
3. The item is powerless against and hates most sylvan creatures and all rangers. Sylvan creatures include: Brownies, Centaurs, Chimeras, Cockatrices, Dryads, Forest Elves (those in the party are High and Grey Elves, but make sure of what they are immediately!), Griffons, Harpies, Hippogriffs, Manticores, Pegasi, Perytons, Pixies, Satyrs, Sprites, Stags, Sylphs, and Unicorns. Against these, NONE of its special powers will work. If any of these creatures come within 100 feet/yards of the sword, it will become a +10 short sword (note: not of defending) and both its ego and intelligence will increase to 20. It will force the possessor to attack.

   In the above case, there is a 25% chance that the sword will reveal itself for what it is. If it does reveal itself, all powers will become evident to the possessor, and if the sum of its new ego, intelligence, and plus (+10) is greater than the sum of the possessor's intelligence, wisdom, and charisma, it will possess the user. If the possessor's sum is greater, he gets a saving throw versus magic with a +1 bonus for every point his sum is above that of the sword (this is the only adjustment he gets). If he fails, he becomes possessed. If he succeeds, he gets the option of casting it away or accepting it. Accepting it results in his possession. A character possessed can only be saved by a deity. They are not likely to intervene, however.

4. This is the most deadly side effect of all. 6 turns after the sword is first used in combat, so as to throw off rightful suspicion, whenever the user takes damage, he will be adversely affected by the regenerative power of the item. The flesh around the wound will appear ghastly. It will be pale and very unattractive. Hopefully, the party will attribute the effect to the weapon or power of the creature attacking him. The flesh is actually undead flesh. When hit points equal to 5 times his amount have been "regenerated", he will become an undead knight of the same level of ability as his major profession. He will be chaotic evil if not already. Until this point, the percentage that he has become undead will become quite evident. If divine information is sought, the fact that it is undead flesh will be revealed, but not the source of this change (the sword). Such change is permanent and cannot be reversed except through the removal of the sword. If it is removed the effects will no longer continue. All new damage will be removed from this undead flesh and healed as normal flesh. Wish and other similar spells can reverse the process. A regenerate spell will cure the flesh as if it was damage. As this disease progresses, there is a cumulative percentage that he will become CE. Each time an amount of hit points equal to his original amount is regenerated, there is a 20% chance of him becoming CE. This is cumulative, so that by the time 4 times has been reached, it is unlikely that he can resist. As soon as he becomes CE due to this effect, the undead disease instantly creeps over his entire body. The possessor's charisma also temporarily suffers. Until he becomes CE, his charisma drops 3 points, until a charisma of 3 is reached, for every time the hit points regenerated matches his original amount. When he becomes CE, his charisma instantly becomes 19: the ego of the sword. Body odor also becomes a factor with this disease. It is very faint and smells of dead flesh. Note: the possessor cannot be turned until he has completely become undead. He can then be turned as a special monster. He can turn good clerics at his level of ability.
5. Another side effect of the sword is that it will cause all magic cast by the user against his opponent(s) to be ineffective. For example, a lighning bolt cast by the user will do no damage. A heal spell on a companion will work, as it is not being used against an enemy. Also, other weapons that the possessor uses will never hit. These two effects are caused by the sword so as to become the only weapon he uses.

**DETAILS:** The sword will select the most greedy and corruptable player to possess. The sword will allow its powers to be learned slowly. Meanwhile, it will corrupt him and draw him to its alignment. When found, it appears as a short sword. The party will not likely ask what it looks like in detail, so do not give any details. If in the rare occasion that someone asks, be vague, "It appears to be an ordinary short sword; it is thin and of a dull gray metal. It is very sharp. It has an inscription on it: 'Abyss Slicer'." It radiates a faint magic if detected for. The inscription was put there by Orcus and will fade when its true nature is made known.

The sword will feel cold and lifeless in the hands of any that do not claim it as their own. It will pulse with magic in the hand of the one who does claim it. The sword will tell the user that it was sent by (his god) to slice the Abyss, when in reality it is the slicer for the Abyss.

The Sword of Kas will know of the party's quest both through Orcus and through its telepathic abilities. It will tell the one it possesses that it found its way to him through (his god) and that he should keep this secret no matter what! He should not reveal the sword's special purposes or abilities to anyone. He should use the sword in battle and consult with it whenever he can.

Try not to arouse any suspicion whatsoever! As soon as it seems that the sword is pushing too hard, let off a little. It will always defend its actions through the above explanation. Orcus has planted this as a seed of destruction within the party; he does not want his plans to come to an end prematurely. Of course, the sword has ideas of its own and does not like to be used by Orcus. It will bide its time, but it will be hard pressed to do so. If it is revealed prematurely, it is due to its impatience. Besides wanting its possessor to kill, it will also want its user to take as much treasure and magic items as he can. It will prompt him to be more greedy, telling him he needs it to be more powerful. In fact, the sword will push all actions that make the possessor more chaotic and evil. If the possessor is a thief, it will suggest to him to perform more backstabs, more pickpocketing, more taking of treasure when noone is looking.

The sword will improve the users thief abilities by 25% if used for the powers of chaos and evil, and penalize by the same amount when not. The thief should not be aware of this. This is so that after awhile, the thief will tend to exercise his more successful practices. Whenever the user does act more chaotic and evil, the sword will telepathically congratulate him, promising him more rewards in terms of its powers. The possessed character will become crafty, quiet, and withdrawn. He will no longer participate in the conversation. Instead, he will follow party cue, waiting for an opportunity. When it presents itself, he will cut the throats of his opponents while they sleep. He will use the sword's powers to their fullest and kill everyone and everything. When he is through with a 1–6 week binge of killing everything (during this time the plus of the sword increases to $+10$), he will summon Orcus and become their chief henchmen. The sword will act as a gate through which they and all their minions can enter the Prime Material Plane. He will rule the plane when Orcus is away. He will become the equivalent of a Duke of Hell.

As soon as the character takes the sword as his own, he has lost the support of his deity. The sword and Orcus will prevent the possessor from knowing the loss of his deity. If the possessor calls upon his deity, the sword and Orcus will answer his call in his deity's name, pretending to be that deity. Where before the deity was inactive with the possessor, now "messages" will come to the possessor in such forms as "inspirations" and "dreams". Orcus will know everything about the party as long as the sword is with them. If the character possesses a familiar, a quazit will replace it. The quazit will be polymorphed to appear exactly like the previous one. The familiar will back up all messages sent by Orcus and send similiar messages to support those of the sword.

The user will always be detected as his original alignment until he becomes CE. Spells cast by a character of over 15th level do have a percentage chance of detecting his changing alignment. Only a commune by a cleric of over 15th level will discern the true nature of the sword. The sword has a way of altering common spells seeking its nature directly, up to 15th level of spells. If a very direct question is asked regarding the sword, such as, "Is the possessor of this sword acting in a way that he would not believe 10 years ago?" might work. Then again, it might not. This percentage is 10% chance per level of caster above 15th. If a character fails to detect it, he or she does not have a chance of successful detection until he or she attains a higher level. Simply tell them that they do not detect his alignment to be any different than before. Paladins' detect evil also applies to these restrictions and is considered at 2 levels below their level as a paladin. As soon as the character openly acts CE, the paladins will detect an evil so great that it will stun them for 1-5 rounds unless they make a save versus wands at $-5$.

The sword will especially push the user to kill helpless victims, saying that it will offer more powers. If asked why it lied about its powers to begin with, it will defend himself by saying that it does not want the possessor to become too powerful. Inform the possessor that, by using this sword, he will gain more experience points. This is another lie of the sword.

When used against the minions of Orcus, It will miss every strike and draw attention telepathically to the party. The minions of Orcus will always know of the sword's presence.

When communicating, the sword should refer to itself and the user as "we".

# THE TWELVE SWORDS

The gods (a mixed Greek and Roman pantheon) created the Twelve Swords as a game. They would scatter them among humans, to their chosen champions, and see whose player could collect them all. Much to their dismay the gods discovered that these weapons were powerful enough to work on the gods themselves. These Swords have claimed the lives of many a holy, and unholy, beings.

All of the Swords look identical except for a small white symbol etched into on side of the black hilt. The blade is a little over three feet long, and with a molted steel color.

The swords may be treated as a longsword and/or a bastard sword. All of the swords are unbreakable (except as noted in Shieldbreaker's description). They retain an extremely keen edge no matter what they cut or are struck against.

Unless otherwise stated each weapon is +1 "to hit" and +3 damage.

**NOTE:** These swords are extremely powerful—it is not recommended that you include them in your campaign unless you have thought long and hard about how they will affect the balance of power in your world. (I personally recommend that these be used for legend-building only, and never actually appear – editor. )

**Shieldbreaker**
(The Sword of Force)

Symbol: warhammer

The most powerful of the twelve. As Vulcan's prized weapon, he invested a great deal of his essence into the blade. The Sword prevents any harm to come to the wielder from any type of weapon or spell (direct or indirect/physical or mental). As long as someone is engaging the wielder in combat he cannot release the Sword (he does not have to draw it, and may release it after all opponents disengage). The only thing that the Sword will not effect is unharmed opponents: if anyone or thing that attacks without weapons (or spells) the Sword will pass, harmlessly, through them as if they were made of air. The other disadvantage is that the Sword increases it's strength by drawing from the wielder, for every five rounds of combat it reduces the wielder's Strength by one (ie 2 points of STR per turn). The wielder is not affected by this loss until all combat is done and the magic of the Sword no longer supports him. If the wielder is below one point of Strength, he will be comatose until he reaches 1 point; regaining one point a day. After this he will regain 3 points per day for total rest, or 1 point a day for resting and travelling (riding ONLY).

Shieldbreaker dispels all spells used against wielder.

For every person who attacks the wielder with a weapon or spell (in melee range) the sword will (d100):

| | |
|---|---|
| 01–20 | Destroys their weapon |
| 21–40 | Cuts off one hand/arm |
| 41–45 | Cuts off both hands/arms |
| 46–50 | Cuts off one leg |
| 51–00 | Kills (no save) |

There is no save for any of these effects. Magic armor offers no benefit at all, nor will a *stoneskin* absorb the damage.

**Stonecutter**
(Sword of Siege)

Symbol: block with a wedge of it cut out

Stonecutter slices through rock and stone, literally, as a hot knife would through butter. If its point is rested on stone, it will begin to cut it, with its own weight. Stonecutter may be used to tunnel through stone at a rate of 30′/turn (this is assuming there is someone to remove the debris, or that the tunneler is going up, letting the debris fall below). The tunnel would be about four feet in diameter. Stonecutter has no combat bonuses in addition to the standard benefits of a Sword, unless fighting creatures made of stone. Then Stonecutter adds a +4 to hit, and a +6 to damage. On a modified roll of 19 or 20, the Sword will cut off a limb or appendage, and on a natural roll of 20, it will destroy the monster. When used against stoneworks it does 15 points of damage.

**Doomgiver**
(Sword of Justice)

Symbol: ring (circle)

It is the least known Sword (it was destroyed without ever have been used 'ere the teller of the story could tell the readers).

The Sword of Justice throws the power of the opponent(s)'s attack back at them. Acts a *ring of spell turning* (and overpowers any such ring) against spells. Attacks with melee weapons: attacker rolls to hit, if the score is enough to hit the ATTACKER he rolls for the amount of damage he *would* have done, then Doomgiver hits him, causing that much damage.

**Sightblinder**
(Sword of Stealth)

Symbol: an eye, $^{3}/_{4}$th closed

When the user wears this Sword it makes him appear to all others as what they fear or love, depending on who and what they are thinking of (the wielder may change from a father to a wife, if the viewer's thoughts change). Usually groups see the wielder as the same person.

The image the wielder takes cannot be chosen, it may or may not appear to be wearing a sword (or even a Sword if others see him as a person who should be wearing one). Also the wielder can see through all illusions, magical or otherwise. The Sword acts as a *true seeing* spell when drawn.

**Woundhealer**
(Sword of Mercy) (Sword of Love)

Symbol: open hand

The Sword of Mercy cannot harm any living creature, if thrust into someone it will cure 2–20 points of damage, cure disease, cure blindness, and regenerate (which will also heal what the cure 2–20 doesn't).

If used against undead, they must save versus Death Magic at $-8$, or be rendered dead. Undead without corporal bodies can be hit, the Sword does the damage as a 'normal' Sword (ghosts, spectres, phantoms, etc), with these pluses: $+3$ to hit and damage.

Evil creatures from the outer planes can be fought with this Sword. It does damage as a Sword, with these pluses: $+3$ to hit and damage.

If used against non-organic (never living) it uses the normal pluses for a Sword, and does damage.

**Mindsword**

Symbol: banner on pole

All intelligent, semi and up, creatures who see this Sword drawn, become the faithful servants of the wielder. They remain faithful until the wielder loses the blade or they handle one of the other Swords and make a save. Possessing one of the other Twelve allows the person a save vs. magic not to be controlled by the Mindsword. If the Mindsword and its wielder are out of sight the save is at $+4$. Doomgiver's and Shieldbreaker's wielders are immune to the Mindsword. Creatures under the power of the Mindsword will follow ANY command given by the wielder, even suicidal instructions, with no hesitation.

**Soulcutter**
(Sword of Despair) (Tyrant's Blade)

Symbol: none

Its power creates thoughts of absolute hopelessness in all within 100 yards radius of the drawn sword. The wielder is also effected by the Sword. All within the radius of effect sink to the ground, so hopeless that they can do nothing but stare at the ground. Carrying another Sword will give the wielder a save vs. magic at $+5$. Once the Sword is sheathed (if it is sheathed) all people effected slowly regain their normal world-view and recover ( in $10-$ level (minimum 1) rounds).

The wielder of Soulcutter ages one year for every round the weapon is drawn. The wielder cannot return the blade to its sheath unless he also carries another Sword and makes his save when Soulcutter is drawn.

**Townsaver**
(Sword of Fury)

Symbol: Crenelated wall with upraised arm holding a fist

Townsaver is somewhat similar to Shieldbreaker, in its effects on opponents in combat.

The wielder cannot be controlled by another. For every person who attacks the wielder (armed or unarmed), if they are within melee range, the sword will: (d100)

| | |
|---|---|
| 01–15 | Knocks weapon from hand |
| 16–35 | normal damage |
| 36–40 | normal damage |
| 41–45 | normal damage |
| 46–95 | normal damage |
| 96–00 | double damage |

The disadvantage of Townsaver is that it does not protect the wielder as does the Sword of Force. If Townsaver is controlling the wielder he gains no AC bonus for dexterity and suffers a -2 to his AC.

A highly skilled fighter may be able to control the Sword. If (Level $+$ INT $+$ WIS $+$ CON) $>55$. If the wielder can control the sword it does not use the table above, nor does it give an attack for each attacking opponent.

Abilities of the CONTROLLED Townsaver: Adds 1 to the wielders attacks/per round, $+3$ to hit and damage.

**Wayfinder**
(Sword of Wisdom)

Symbol: arrow (pointer)

Wayfinder can be used to make decisions. Such as "Where can I find a wizard to help me on this adventure?" you point the Sword around until you feel a tingle, and then go that way. Wayfinder always makes the "correct" choice, but not always the path of least risk.

**Farslayer**
(Sword of Vengeance)

Symbol: concentric circles (bullseye)

The wielder grasps this Sword by its hilt, spins in a circle and says, "For thy heart, for thy hear, who hast wronged me!" Releasing it, and it flies for a couple of feet then disappears. It reappears by the named enemy and pierces his/its heart, killing it. There is no save. No armor or magic can stop Farslayer, only Shieldbreaker can stop this Sword (Farslayer would be destroyed). The sword lays in the enemie's heart, until someone finds him and draws it out.

**Coinspinner**
(Sword of Chance)

Symbol: pair of dice

Coinspinner can be used similar to Wayfinder, although it finds the best chance of what the wielder seeks. The oddest thing about the Sword of Chance is that it is the only sword that can move itself. If not watched it may disappear. No vault or magic can keep it in one place. It gives +4 Luck (all saves at +4), but provides +6 Luck in all games of chance.

**Dragonslicer**
(Sword of Heroes)

Symbol: winged serpent

Dragonslicer will kill any dragon whose flesh it bites. When used against dragons it has no to hit bonus, but if the Sword hits the dragon dies (no save). Removing the Sword from the dragon's body requires a bend bars/lift gates roll.

# Credits

From the DUNGEON MASTER'S GUIDE (1st Edition) (©1979 TSR)

Alchemy Jug
Amulet of Inescapable Location
Amulet of Life Protection
Amulet of Proof Against Detection and Location
Amulet of the Planes
Apparatus of Kwalish
Arrow of Direction
Arrow of Slaying
Axe of the Dwarvish Lords
Axe of Throwing
Baba Yaga's Hut
Bag of Beans
Bag of Devouring
Bag of Holding
Bag of Transmuting
Bag of Tricks
Beaker of Plentiful Potions
Boat, Folding
Book of Exalted Deeds
Book of Infinite Spells
Book of Vile Darkness
Boots of Dancing
Boots of Elvenkind
Boots of Levitation
Boots of Safety
Boots of Speed
Boots of Striding and Springing
Bowl of Commanding Water Elementals
Bowl of Watery Death
Bracers of Defense
Bracers of Defenselessness
Brazier of Commanding Fire Elementals
Brazier of Sleep Smoke
Brooch of Shielding
Broom of Animated Attack
Broom of Flying
Bucknard's Everfull Purse
Candle of Invocation
Carpet of Flying
Censer of Controlling Air Elementals
Censer of Summoning Hostile Air Elementals
Chime of Hunger
Chime of Opening
Cloak of Displacement
Cloak of Elvenkind
Cloak of Manta Ray
Cloak of Poisonousness
Cloak of Protection
Codex of the Infinite Planes
Crossbow of Accuracy
Crossbow of Distance
Crossbow of Speed
Crown of Might
Crystal Ball
Crystal Hypnosis Ball
Crystal of the Ebon Flame
Cube of Force
Cube of Frost Resistance
Cup and Talisman of Al'Akbar
Cursed Scroll
Daern's Instant Fortress
Dagger of Venom
Decanter of Endless Water
Deck of Many Things
Drums of Deafening
Drums of Panic
Dust of Appearance
Dust of Disappearance
Dust of Sneezing and Choking
Efreeti Bottle
Eversmoking Bottle
Eye of Vecna
Eyes of Charming
Eyes of Minute Seeing
Eyes of Petrification
Eyes of the Eagle
Figurine of Wonderous Power
Flask of Curses
Gauntlets of Dexterity
Gauntlets of Fumbling
Gauntlets of Ogre Power
Gauntlets of Swimming and Climbing
Gem of Brightness
Gem of Seeing
Girdle of Femininity/Masculinity
Girdle of Giant Strength
Hammer of Thunderbolts
Hammer, Dwarven Thrower
Hand of Vecna
Helm of Brilliance
Helm of Comprehending Languages & Reading Magic
Helm of Opposite Alignment
Helm of Telepathy
Helm of Teleportation
Helm of Underwater Action
Heward's Mystical Organ
Horn of Blasting
Horn of Bubbles
Horn of Change
Horn of Collapsing
Horn of the Tritons
Horn of Valhalla
Horseshoes of a Zephyr
Horseshoes of Speed
Incense of Meditation
Incense of Obsession
Instrument of the Bards
Invulnerable Coat of Arnd
Ioun Stones
Iron Flask
Iron Flask of Tuerny the Merciless
Jacinth of Inestimable Beauty
Javelin of Lightning
Javelin of Piercing
Jewel of Attacks
Jewel of Flawlessness
Johydee's Mask
Keoghtom's Ointment
Kuroth's Quill
Libram of Gainful Conjuration
Libram of Ineffable Damnation
Libram of Silver Magic
Lyre of Building
Mace of Cuthbert
Mace of Disruption
Machine of Lum the Mad
Manual of Bodily Health
Manual of Gainful Exercise
Manual of Golems
Manual of Puissant Skill at Arms
Manual of Quickness in Action
Manual of Stealthy Pilfering
Mattock of the Titans
Maul of the Titans
Medallion of ESP
Medallion of Thought Projection

Mighty Servant of Leuk-O
Mirror of Life Trapping
Mirror of Mental Prowess
Mirror of Opposition
Necklace of Adaptation
Necklace of Missiles
Necklace of Prayer Beads
Necklace of Strangulation
Net of Entrapment
Net of Snaring
Nolzur's Marvelous Pigments
Oil of Etherealness
Oil of Slipperiness
Orb of Might
Orb of the Dragonkind
Pearl of Power
Pearl of Wisdom
Periapt of Foul Rotting
Periapt of Health
Periapt of Proof Against Poison
Periapt of Wound Closure
Philter of Love
Philter of Persuasiveness
Phylactery of Faithfulness
Phylactery of Long Years
Phylactery of Monsterous Attention
Pipes of the Sewers
Platemail of Etherealness
Platemail of Vulnerability
Portable Hole
Potion of Animal Control
Potion of Clairaudience
Potion of Clairvoyance
Potion of Climbing
Potion of Delusion
Potion of Diminution
Potion of Dragon Control
Potion of ESP
Potion of Explosions
Potion of Fire Resistance
Potion of Flying
Potion of Gaseous Form
Potion of Giant Control
Potion of Giant Strength
Potion of Growth
Potion of Healing
Potion of Heroism
Potion of Human Control
Potion of Invisibility
Potion of Invulnerability
Potion of Levitation
Potion of Longevity
Potion of Plant Control
Potion of Poison
Potion of Polymorph (Self)
Potion of Speed
Potion of Super-Heroism
Potion of Sweet Water
Potion of Treasure Finding
Potion of Undead Control
Potion of Water Breathing
Quaal's Feather Token
Queen Ehlissa's Marvelous Nightingale
Recorder of Ye'Cind
Ring of Contrariness
Ring of Delusion
Ring of Djinni Summoning
Ring of Elemental Command
Ring of Feather Falling
Ring of Fire Resistance
Ring of Free Action
Ring of Gaxx
Ring of Human Influence
Ring of Invisibility
Ring of Mammal Control
Ring of Multiple Wishes
Ring of Protection
Ring of Regeneration
Ring of Shooting Stars
Ring of Spell Storing
Ring of Spell Turning
Ring of Swimming
Ring of Telekinesis
Ring of Three Wishes
Ring of Warmth
Ring of Water Walking
Ring of Weakness
Ring of Wizardry
Ring of XRay Vision
Robe of Blending
Robe of Eyes
Robe of Powerlessness
Robe of Scintillating Colors
Robe of the Archmagi
Robe of Useful Items
Rod of Absorbtion
Rod of Beguiling
Rod of Cancellation
Rod of Lordly Might
Rod of Resurrection
Rod of Rulership
Rod of Seven Parts
Rod of Smiting
Rope of Climbing
Rope of Constriction
Rope of Entanglement
Rug of Smothering
Rug of Welcome
Saw of Mighty Cutting
Scarab of Death
Scarab of Enraging Enemies
Scarab of Insanity
Scarab of Protection
Sceptre of Might
Scroll of Protection from Demons
Scroll of Protection from Devils
Scroll of Protection from Elementals
Scroll of Protection from Lycanthropes
Scroll of Protection from Magic
Scroll of Protection from Petrification
Scroll of Protection from Possession
Scroll of Protection from Undead
Sling of Seeking
Spade of Colossal Excavation
Spear, Cursed Backbiter
Sphere of Annihilation
Staff of Command
Staff of Curing
Staff of Magi (of the)
Staff of Power
Staff of Serpent (of the)
Staff of Striking
Staff of Withering
Stone of Controlling Earth Elementals
Stone of Good Luck
Stone of Weight
Sword of Dancing
Sword of Kas
Sword of Life Stealing
Sword of Sharpness
Sword of Wounding
Sword, Cursed Beserking
Sword, Defender
Sword, Dragon Slayer
Sword, Flame Tongue
Sword, Frost Brand
Sword, Giant Slayer
Sword, Holy Avenger

Sword, Luck Blade
Sword, Nine Lives Stealer
Sword, Vorpal Weapon
Talisman of Pure Good
Talisman of the Sphere
Talisman of Ultimate Evil
Talisman of Zagy
Teeth of Dahlver-Nar
Throne of the Gods
Tome of Clear Thought
Tome of Leadership and Influence
Tome of Understanding
Trident (Military Fork)
Trident of Fish Command
Trident of Submission
Trident of Warning
Trident of Yearning
Vacuous Grimoire
Wand of Conjuration
Wand of Enemy Detection
Wand of Fear
Wand of Fire
Wand of Frost
Wand of Illumination
Wand of Illusion
Wand of Lightning
Wand of Magic Detection
Wand of Magic Missiles
Wand of Metal & Mineral Detection
Wand of Negation
Wand of Orcus
Wand of Paralyzation
Wand of Polymorphing
Wand of Secret Door & Trap Location
Wand of Wonder
Well of Many Worlds
Wings of Flying

From UNEARTHED ARCANA (©1985 TSR)

Amulet vs. Undead
Anything Armor
Anything Item
Anything Ring
Anything Wand
Axe of Hurling
Beads of Force
Boccob's Blessed Book
Boots of the North
Boots of Varied Tracks
Boots, Winged
Bracers of Archery
Bracers of Brachiation
Buckler Wand
Bullet, Sling, of Impact
Chime of Interruption
Cloak of Arachnidia
Cloak of the Bat
Cyclocone
Dagger of Throwing
Dagger, Longtooth
Dart of the Hornet's Nest
Darts of Homing
Deck of Illusions
Dicerion of Light & Darkness
Dist of Tracelessness
Dust of Illusion
Egg of Desire
Egg of Reason
Egg of Shattering
Elixir of Health
Elixir of Life
Elixir of Madness
Elixir of Youth
Gem of Insight
Girdle of Dwarvenkind
Girdle of Many Pouches
Gloves of Missile Snaring
Gloves of Thievery
Hat of Difference
Hat of Disguise
Hat of Stupidity
Heward's Handy Haversack
Horn of Fog
Horn of Goodness (Evil)
Hornblade
Iron Bands of Bilarro
Knife, Buckle
Lens of Detection
Lens of Ultravision
Mantle of Velestian
Murlynd's Spoon
Oil of Acid Resistance
Oil of Disenchantment
Oil of Elemental Invulnerability
Oil of Fiery Burning
Oil of Fumbling
Oil of Impact
Oil of Sharpness
Oil of Timelessness

Pearl of the Sirines
Philosopher's Stone
Philter of Beauty
Philter of Glibness
Philter of Stammering & Stuttering
Potion of Fire Breath
Potion of Rainbow Hues
Potion of Ventriloquism
Potion of Vitality
Pouch of Accessability
Prison of Zagy
Quarterstaff, Magic
Quiver of Ehlonna
Ring of Animal Friendship
Ring of Blinking
Ring of Boccob
Ring of Chameleon Power
Ring of Clumsiness
Ring of Faerie
Ring of Jumping
Ring of Mind Shielding
Ring of Shocking Grasp
Ring of Sustenance
Ring of the Ram
Ring of Truth
Robe of Stars
Robe of Vermin
Rod of Alertness
Rod of Flailing
Rod of Passage
Rod of Security
Rod of Splendor
Scarab vs. Golems
Scimitar of Speed
Scroll of Protection from Acid
Scroll of Protection from Breath Weapons, Dragon
Scroll of Protection from Breath Weapons, Non-Dragon
Scroll of Protection from Cold
Scroll of Protection from Electricity
Scroll of Protection from Fire
Scroll of Protection from Gas
Scroll of Protection from Illusions
Scroll of Protection from Paralyzation
Scroll of Protection from Plants
Scroll of Protection from Poison
Scroll of Protection from Traps
Scroll of Protection from Water
Scroll of Protection from Weapons, Magical Blunt
Scroll of Protection from Weapons, Magical Edged
Scroll of Protection from Weapons, Magical Missile
Scroll of Protection from Weapons, Non-magic Blunt
Scroll of Protection from Weapons, Non-magic Edged
Scroll of Protection from Weapons, Non-magic Missile
Shadow Lanthorn
Sheet of Smallness
Shoes of Fharlanghn
Slippers of Kicking
Slippers of Spider Climbing
Sovereign Glue
Spoon of Stirring
Staff of Slinging
Staff of Swarming Insects
Staff of Thunder & Lightning
Staff of Woodlands
Staff-Mace
Staff-Spear
Stone Horse
Sun Blade
Sword of the Planes
Sword, Anything
Sword, Broad, "Final Word" Type
Sword, Short, Quickness
Ultimate Solution
Wand of Defoliation
Wand of Earth and Stone
Wand of Fireballs
Wand of Flame Extinguishing
Wand of Force
Wand of Ice Storms
Wand of Lightning Bolts
Wand of Metal Command
Wand of Size Alteration
Wand of Steam and Vapor
Wind Fan
Zagyg's Flowing Flagon
Zagyg's Spell Component Case

From ORIENTAL ADVENTURES (©1985 TSR)

Banner of Protection
Bell of Protection
Bell of Warning
Biwa of Calm
Biwa of Charm
Biwa of Discord
Charm of Protection from Disease
Charm of Protection from Fire
Charm of Protection from Spirits
Charm of Protection from Theft
Diamond Mace
Drums of Thunder
Eight Diagram Coins
Everproducing Rice Mortar
Gem of Wishes
Gong of Dispelling
Mallet of Luck
Minyan
Mirror of Curing
Mirror of Enlightenment
Mirror of Fear
Mirror of Spirit Seeking
Net of Spirit Snaring
Noisome Spell Chasers
Paper of Forms
Pearl of Protection from Fire
Pearl of the Ebbing Tide
Pearl of the Rising Tide
Scroll of Protection from Spirits
Seal of Deception
Seal of Vigor
Sword, Ninja-to, Balance
Tablet of Spirit Summoning
Wheels of Fire
Wondrous Writing Set

From DEITIES & DEMIGODS (©1980 TSR)

Cannon of Changes
Dancing Sword of Lightning
Fire Gem
Giant Black Pearl
Iron Wand
Jade Scepter of Defending
Wind Fire Wheel

From the FIEND FOLIO (©198 TSR)

Silver Sword (& Special Silver Sword)

From THE TOME OF MAGIC (©1991 TSR)

Air Spores
Amulet of Extension
Amulet of Far Reaching
Amulet of Leadership
Amulet of Magic Resistance
Amulet of Metaspell Influence
Amulet of Perpetual Youth
Aroma of Dreams
Bag of Bones
Bell's Pallet of Identity
Bracers of Branishing
Brooch of Number Numbing
Candle of Propitiousness
Claw of Magic Stealing
Contracts of Nepthas
Crucible of Melting
Crystal Parrot
Curdled Death
Dimensional Mine
Disintegration Chamber
Dust of Mind Dulling
Elemental Compass
Everbountiful Soup Kettle
Flatbox
Forge of Metal Protection
Fur of Warmth
Gem of Retaliation
Glass of Preserved Words
Globe of Purification
Globe of Serenity
Horn of Valor
Hourglass of Fire and Ice
Jar of Preserving
Law's Banner
Lens of Speed Reading
Liquid Road
Lorloveneim's Obsidian Mortar and Pestle
Manual of Dogmatic Methods
Medallion of Spell Exchange
Mirror of Retention
Mirror of Simple Order
Mist Tent
Mordom's Cauldron of Air
Mouse Cart
Murdock's Insect Ward
Necklace of Memory Enhancement
Nefradina's Identifier
Oil of Preservation
Oils of Environmental Plane Invulnerabilty
Pick of Earth Parting
Philosopher's Egg
Portable Canoe
Potion of Elemental Control
Powder of Coagulation
Powder of Magic Detection
Powder of the Black Veil
Powder of the Hero's Heart
Prism of Light Splitting
Puchezma's Powder of Edible Objects
Quill of Law
Regular's Gloves of Freedom
Ring of Affliction
Ring of Armoring
Ring of Bureaucratic Wizardry
Ring of Elemental Metamorphasis
Ring of Fortitude
Ring of Randomness
Ring of Resistance
Robe of Repetition
Rod of Distortion
Saddle of Flying
Salves of Far Seeing
Scarab of Uncertainty
School Cap
Skie's Locks and Bolts
Staff of the Elements
Starella's Aphrodisiac
Talisman of Memorization
Tapestry of Disease Warding
Teleportation Chamber
Tenser's Portmanteau of Frugality
Thought Bottle
Time Bomb
Tome of Mystical Equations
Trimia's Catalogue of Outer Plane Artifacts
Wand of Corridors
Wand of Element Transmogrifcation
Wand of Misplaced Objects
Wand of Prime Material Pocket
Warp Marble
Zwann's Water Can

From THE COMPLETE FIGHTER'S HANDBOOK (©1989 TSR)

Bracelet of Charms
Cage of Shelter
Charm of Favor
Rings of Readiness
Sheath of Holding
Saddle of The Spirit Horse
Shield of the Medusae

From THE MAGISTER (©1988 TSR)

Arbane's Sword of Agility
Bowl of Blood
Caddelyn's Workbook
Censer of Thaumaturgy
Cloak of Battle
Cloak of Comfort
Cloak of Delight
Cloak of Echoes
Cloak of Fangs
Cloak of Guarding
Cloak of Many Colors
Cloak of Reflection
Cloak of Stars
Cloak of Survival
Cloak of Symbiotic Protection
Cloak of the Shield
Darts of Branding
Detho's Libram
Fire Gyregam
Flagon of Dragons
Girdle of the Lions
Glowing Globe
Goblet of Glory
Greenstone Amulet
Harps of Myth Drannor
Helm of Darkness
Jaluster's Orizon
Jhyessail's Silver Ring
Kybal's Cords
Læral's Spell Shield
Læral's Storm Armor
Mierest's Starlit Sphere
Mist of Rapture
Nidus' Wand of Endless Repetition
Orb of Holiness
Rhun's Horned Cloak
Ring of Lore
Selvar's Ineffable Conjurations Magicks, and Phantasms
Shandaril's Workbook
Shield, "Dzance's Guardian"
Shield, "Grimjaw"
Shield, "Hawkstone's Bulwark"
Shield, "Reptar's Wall"
Shield, "Thurbrand's Protector"
Shoon's Buckler
Singing Sword
Staff of Ethereal Action
Staff of Skulls
Sword, "Adjatha"
Sword, "Albruin"
Sword, "Demonbane"
Sword, "Ilbratha"
Sword, "Namarra"
Sword, "Shazzellim"
Sword, "Susk"
Sword, "Taragarth"
Syrar's Silver Sword
Tabard of the Mystics
The Book of Bats
The Book of Thorns
The Libram of Lathintel
The Shadowtome
The Tome of Rathdæn
Trumpet of Doom
Unique Mageries
Værendroon's Ineffable Enchantments
Wand of Armory
Wand of Banishment
Wand of Darkness
Wand of Displacement
Wand of Eyes
Wand of Hammerblows
Wand of Knock
Wand of Magical Mirrors
Wand of Obliteration
Wand of Ochalor's Eye
Wand of Teeth
Wand of Warding
Wand of Whips
Whisper's Rod of Transportation

From THE BOOK OF MARVELOUS MAGIC (©1985 TSR)

Alternate World Gate
Amulet of Time Keeping
Aerial Anchor
Anchor of Weight
Fishing Anchor
Man, Anchor
Seafaring Anchor
Anklet of Growth
Anklet of Hobbling
Anklet of Levitation
Anklet of Sinking
Anlket of Walking
Armband of Death
Armband of Healing
Armband of Music
Armband of Salutation
Armband of Strength
Armband of Variable Strength
Armchair of Helplessness
Armchair of Relaxing
Armchair of Retrieval
Armchair of Seeing
Armchair of Travel
Armchair of Ugliness
Awl of Hole Punching
Full Awl
Mess Awl
Bagpipes, Magical
Balance of Conversion
Balance of Judgment
Balance of Power
Ball of Power
Base Ball
Crystal Ball
Cue Ball
Elemental Balls
Air Balloon
Balloon of Containment
Balloon of Travel
Carnivorous Balloon
Hot Air Balloon
Poison Balloon
Rust Balloon
Soap Balloon
Word Balloon
Banner of Attaction
Banner of Bravery
Banner of Friendship
Banner of Insults
Banner of Privacy
Cursed Banner
Flying Banner
Barding of Deceptive Travel
Barding of Easy Travel
Barrel of Hiding
Barrel of Monkeys

Barrel of Poverty
Barrel of Rolling
Bead of Accuracy
Bead of Dew
Beady Eye
Glass Bead
Pearl Bead
Prayer Bead
Alarm Bell
Bell of a Ball
Bell of Calling
Bell of Freedom
Bell of Ringing
Choir Bell
Church Bell
Cow Bell
Bellows of Breath
Bellows of Breezes
Bellows of Roaring
Bench of Encumbrance
Bench of Levitation
Bench of Ramming
Blanket of Devouring
Blanket of Protection
Blanket of Sleeping
Desert Boat
Frog Boat
House Boat
Ice Boat
Smuggler's Boat
Undersea Boat
Bone of Animation
Bone of Bruising
Bone Clapper
Bone of Slayng
Bone of Turning
Boots of Attaction
Boots of Carrying
Boots of Cloudwalking
Boots of Pinching
Boots of Stomping
Boots of Tracks
Boots of Travelling and Leaping
Featherweight Boots
Bottle of Containment
Bottle of Evaporation
Bottle of Fireflies
Bridle of Control
Bridle of Listening
Bridle of Soaring
Bridle of Speaking
Bridle of Taming
Bridle of Wings
Brooch of Bones
Lunar Brooch
Broom of Blindness
Broom of Serving
Buckle of Armor
Buckle of Faulty Lockpicks
Buckle of Lockpicks
Buckle of Opening
Buckle of Protection
Buckle of Weaponry
Bugle of Reviving
Bugle of Sleeping
Bugle of Waking
Button of Blasting
Button of Confusion
Button of Fastening
Cabinet of Ministering
Cabinet of Security
Batting Cage
Cage of Carrying
Cage of Entrapment
Caldron of Heating
Cameo of Appearance
Cameo of Incompetence
Can of Cant
Can of Moonlight
Can of Worms
Candle of Powerlessness
Candle of Protection
Cane of Age
Cane of Armament
Cane of Blindness
Cane of Detection
Cane of Stiffness
Canoe of Portage
Canoe of Travel
Cape of Disguise
Cape of Good Hope
Cape of Horns
Cape of Protection
Cape of Reeking
Shadow Cape
Cart of Convenience
Chalice of Colors
Chalice of Detection
Chalice of Identification
Chalice of Poison
Cest of Drawers
Chest of Sieges
Chime of Time
Chime of Visitors
Claws of Raking
Cleats of Gripping
Collar of Charisma
Collar of Disguise
Collar of Stiffness
Collar of Strangulation
Cot of Entrapment
Cot of Restlessness
Cot of Suspension
Crown of Leadership
Crown of Rulership
Bullion Cube
Cube of Abilities
Cube of Disabilities
Cube of Luck
Cube of Sweetness
Cubic Foot
Cubic Yard
Ice Cube
Curtains of Death
Curtains of Scenery
Curtains of Spying
Cymbal of Crashing
Cymbal of Symbols
Daffy Deck
Deck of Chance
Deck Tracer
Quarter Deck
Sun Deck
Deck of Wonderous Powers
Desk of Restudying
Desk of Studying
Back Door
Door of Displacement
Door of Teleportation
Door of Disappearance
Door of Terror
Front Door
Guarding Door
Revolving Door
Drums of Panic
Drums of Silence
Native Drums
Allergy Dust

Decoy Dust
Dust of Absorbtion
Dust of Adhering
Dust of Opposition
Dust of Sleeping
Feather Dust
Sneezing Dust
Earring of Burrowing
Earring of Defense
Earring of Protection +1
Earring of Seamanship
Hard-Boiled Egg
Rotten Egg
Soft-Boiled Egg
Fan Club
Fan of Charming
Fano f Dancing
Fanfare
Cursed Figurehead
Figurehead of Protection
Bone Flute
Faerie Flute
Flute of Change
Flute of Danger
Flute of Luck
Silver Flute
Fork of Jabbing
Fork of Travel
Gaff of Docking
Gaff of Gaffes
Gauntlets of Entrapment
Gauntlets of Holding
Gauntlets of Sticking
Gauntlets of Super Strength
Gavel of Auctions
Gavel of Authority
Gavel of Order
Gem of Drusion
Gem of Ideas
Gem of Income
Gem of Returning
Chain Gong
Fishing Gong
Gong of Butler Summoning
Gong of Earthquakes
Gong of Stunning
Gong of Summoning
Gong of Whirlwinds
Kicking Gong
Hammock of Entrapment
Hammock of Protection
Handkerchief of Flirting
Handkerchief of Length
Handkerchief of Sneezing
Broken Harp
Harp of Charming
Harp of Fingerbreaking
Harp of Gold
Harp of Marks
Harp of Questing
Harp of Silence
Harp of Throbbing
Hasp of Locking
Hasp of Reloading
Hat of Disguise
Hat of Hairiness
Hat of Hairlessness
Hat of Headlessness
Beating Heart
Chicken Heart
Heart of Hearing
Heat of Stone
Lion Heart
Royal Heart
Hinge of Opening
Hinge of Shrieking
Horn of Hard Hearts
Horn of Plenty
Horn of Signaling
September Horn
Shoo Horn
Horseshoes of Fleetness
Horseshoes of Flying
Horseshoes of Petrification
Everfull Inkwell
Inkwell of Concealment
Inkwell of Scrollmaking
Irons of Imprisonment
Irons of Opening
Irons of Transference
Steam Irons
Throwing Irons
Jug of Jade
Jug of Jesting
Kettle of Drumming
Kettle of Fish
Key of Opening
Key of Unlocking
Kite of Lightning
Kite of Reconnaissance
Kite of Signaling
Ladle of Candlemaking
Ladle of Curing
Ladle of Drinking
Ladle of Duplication
Floor Lamp
Hurricane Lamp
Lamp of Darkness
Lamp of Honesty
Lamp of Long Burning
Lamp of Summoning
Book Leaf
Leaf of Colors
Leaf of Crumbling
Leaf of Falling
Leaf of Warmth
New Leaf
Lens of Blinding
Lens of Far Seeing
Lens of Lightning
Lens of Reflection
Lens of Seeing
Libram of Destruction
Libram of Evaluation
Libram of Identification
Libram of Legends
Libram of Study
Combination Log
Log of Burning
Log of Floating
Log of Ramming
Log of Rolling
Log of Snoring
Lute of Bard Summoning
Lute of Loot
Lute of Woodwalking
Singalong Lute
Cat's Eye Marble
Granite Marble
Marble Quarry
Death Mask
Faceless Mask
Mask of Comedy
Mask of Disguise
Mask of Protection
Mask of Scowling
Mask of Smiling
Mask of Tragedy

Half Mast
Portable Mast
Medallion of Defense
Medallion of Empathy
Medallion of Missile Attraction
Medallion of Projection
Mirror of Duplication
Mirror of Images
Mirror of Reversal
Mirror of Seeing
Mirror of Truth
Mirror of Vanity
Reading Mirror
Muzzle of Mauling
Muzzle of Training
Death Nail
Finger Nail
Nail of Building
Nail of Securing
Ten-Penny Nail
Necklace of Glittering
Necklace of Greed
Necklace of Petrification
Necklace of Protection
Necklace of Strangulation
Necklace of Ugliness
Needle of Death
Needle of Repair
Drag Net
Hare Net
Net of Langing
Net of Profit
Net of Snaring
Net Worth
Nightcap of Sleep
Nightcap of Vision
Ether Oar
Oar of Rowing
Ointment of Blessing
Ointment of Healing
Ointment of Scarring
Ointment of Soothing
Poison Ointment
Tanning Ointment
Parchment of Looping
Self-Protecting Parchment
Penny of Luck
Aromatic Pipe
Bubble Pipe
Halfling Pipe
Pipe of Puckering
Pipe of Smoking
Self-Lighting Pipe
Copper Pipes
Gas Pipes
Pipes of Pan
Pipes of Speaking
Sewer Pipes
Water Pipes
Pitchfork of Penetration
Book Plate
Dinner Plate
Plate of Counterfeiting
Draw Poker
Poker of Fire Control
Poker of Searing
Poker of Summoning
Pole of Angling
Pole of Exaggeration
Pole of Levitation
Pole of Monster Fishing
Pole of Rescue
Pole of Treasure Fishing
Kangaroo Pouch
Pouch of Devouring
Pouch of Eyes
Pouch of Plenty
Pouch of Security
Pouch of Traveling
Porcupine Quill
Quill of Copying
Quill of Erasing
Quill of Forgery
Quill of Necromancy
Quill of Scribbling
Quill of Transcription
Rake of Climbing
Rake of Retrieval
Rake of Smoothing
Rake of Tracking
Ship Rake
Death Rattle
Rattle of Summoning
Rattle of Youth
Rudder of Guidance
Saw of Cutting
Saw of Snoring
Scepter of Light
Scepter of Power
Seeds of Growth
Shovel of Animation
Shovel of Digging
Shovel of Gravedigging
Shovel of Internment
Slate of Identification
Glass Slippers
Ruby Slippers
Slippers of Drinking
Snuffer of Death
Snuffer of Dousing
Snuffer of Exploding
Snuffer pf Serving
Snuffer of Transference
Soap of Abrasion
Soap of Washing
Spinning Wheel
Birth Spoon
Musical Spoon
Spoon of Medication
Spoon of Sticking
Spoon of Sugar
Cold Stair
Stair of Ascending
Stair of Breaking
Stair of Descending
Stair of Judgment
Stair of Slipping
String of Attachment
String of Lashing
String of Pearls
String of Shackles
String of Warding
Tangle of String
Sundial of Timekeeping
Table of Banquets
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Table of the Elements
Table of Plenty
Writing Table
Talisman of Elemental Travel
Dew Tent
Polychromatic Tent
Poor Tent
Tent of Captivity
Tent of Luxury
Tent of Standing
Tent of Warning
X-Tent

Thread of Aging
Thread of Commands
Thread of Embroidery
Throne Death
Throne of Incineration
Throne of Power
Throne of Summoning
Tome of Translation
Treatise of Tedium
Tree of Life
Tub of Fat
Tub of Lard
Tub of Sailing
Tub of Washing
Tun of Ale
Tun of Cursed Ale
Urn of Ashes
Urn of Awakening
Urn of Curses
Vest of Attraction
Vest of Missle Protection
Ceiling Wax
Sealing Wax
Wax of Careful Hearing
Wax of Fabrication
Wax of Hearing
Wax of Waning
Fairy's Wheel
Hasty Wheel
Square Wheel
Wheel of Burning
Wheel of Floating
Wheel of Fortune
Wheel of Lightning
Wheel of Misfortune
Training Whistle
Whistle of Deafness
Whistle of Stopping
Whistle of Summoning
Display Window
Window Dressing
Window of Opacity
Window of Peeping
Window of Spying
Window of Visiting
Xantippe of Annoynace
Xiphoid Xebec
Xylograph
Yoke of Irritation
Yoke of Obedience
Zither of Zombie Control
Zither of Zombie Protection
Zoster of Zeal
Zoster of Zoophobia
Zwieback of Zymurgy

From DRAGON MAGAZINE #99 (©1986 TSR)

Amulet of Psionic Reflection
Armor of Acidic Secretion
Bow of Doubling
Bracers of Deflection
Catstaff
Dust of Forgetfulness
Gem of Shielding
Gem of Scroll Reading
Hammer of Penetration
Hand of Remote Action
Oyster Chest
Potion of Pain Suppression
Quill of Scroll Creation
Rod of Melting
Ring of Energy
Shield of Dragon Protection
Stone of Mysterious Sounds

From DRAGON MAGAZINE #106 (©1986 TSR)

Nadrun's Magical Door (types 1 to 12)

From THE COMPLEAT SPELLCASTER (©1983 Sechi & Taylor)

Cloak of Absorbtion
Cursed Book of Names
Dread Rod of Blasting
Rod of Demon Smiting
Runic Bracelets
Soulstone

From the MAGIC.ITEMS list (found in greyhawk.stanford.edu)

ACME Ring of Invisibility
Amulet of Charming
Amulet of E'Nezbit
Amulet of Finding
Amulet of Power Word-Pain
Amulet of Protection from Sleep
Animated Armor
Arrow of Bow Breaking
Arrow of the Mage
Arrow, Spell
Backpack of Convenience
Baton des Freres Marques
Black Flame Candle
Bolts of Lightning
Book of Curses
Book of Foresight
Boots of the Coward
Bottlejohn's Nest Egg
Bow of Accuracy
Bow of Distance
Bow of Fire Teeth
Bow of Ice Fangs
Bow of Speed
Bracelet of Swimming
Bracers of the Merman
Breach-gate

Bread of Restoration
Breath Mints
Brooch of Alchemy
Brooch of Begoing
Brother Samuel's Cuckoo Figurine
Caglistro's Caltrops
Carpet of Catastrophe
Cat Boots
Chains of Subspace
Chains of The Rune of the Chain
Chimes of the Winds of Time
Cibola's Powder
Cloak of Dry Clear
Cloak of Emptiness
Cloak of Etherealness
Cloak of Night
Cloak of Quick Change
Collar of Obedience
Cone of Silence
Crossbow of Enchantment
Crossbow of Healing
Crossbow of Levitation
Crossbow of Lir
Cursed Bow of Warning
Dagger of Alignment Detection
Danleor's Dungeon Chains
Degree Belt
Demon Staff
Diamond Dagger
Dimension Egg
Dragon's Eye
Dragonhelm
Dust of Blending
Electro Whip
Elven Bow +2, Goblin Bane
Elven Bow +3, Last Shot
Elven Bracelets
Elven Dagger
Expanding Crystals
Extendible Rope
Eyes of the Undead
Faerie Lasso
Flame Net
Foldbox
Folding Coracle
Foster Grants
Gauntlets of Heat
Gauntlets of the Ghoul
Guardian Blade
Harrowhelm
Hilt of the Weapons Master
Horn of War
House of Zebulon
Igor's Inner Sanctum
Inorganic Solvent
Instant Rust
Jewel of Living Shadows
Long Bow of Heartseeking
Long Bow of Marksmanship
Long Bow of Vampire Hunting
Lysenko's Plaster
Maggorp's Magnetic Metal
Manual of Coral Golems
Manual of Summoning Familiars
Mirror of Sending
Mirror of Travel
Mug of Plenty
Multiversal Box
Nadar's Everful Safety Lamp
Necklace of Alteration
Necklace of Bad Taste
Oil of Phosphorescence
Organic Solvent
Pasqueli's Perfect Polish
Phantom Bow
Phase Potion
Potion of Curing Lycanthropy
Potion of Direction
Potion of Frost Resistance
Potion of Mind Restoration
Potion of Missile Protection
Potion of Nutrition
Potion of Restoration
Potion of Silliness
Potion of Toughening
Psionics-Boosting Potions
Quill of Transcribing
Ring of Animal Magnetism
Ring of Annulment
Ring of Begone and Forgotten
Ring of Circular Curses
Ring of Clairaudience
Ring of Command
Ring of Damage Absorbtion
Ring of Distraction
Ring of Fashion
Ring of Fighter Power
Ring of Fire Starting
Ring of Flight
Ring of Flying
Ring of Health
Ring of Infravision
Ring of Languages
Ring of Lightning Resistance
Ring of Limited Telepathy
Ring of Magic Detection
Ring of Neutralization
Ring of Permanent X-Ray
Ring of Phantom Form
Ring of Protection from Charming
Ring of Quick Action
Ring of Range Extension
Ring of Rapid Regeneration
Ring of Serten's Spell Immunity
Ring of Shape Changing
Ring of Telepathic Communication
Ring of Teleportation
Ring of the Bard
Ring of the Drow
Ring of the Eagle
Ring of the Grasshopper
Ring of Tongues
Ring of Truthfulness
Ring of Ultravision
Ring of Vapors
Rod of Many Things
Rust Dust
Scepter of Defense
Scroll of Domination
Scroll of Suggestion
Shadow Hat
Soles of Valor
Spectacles of Sight
Spectre Wand
Staaflia's Wire
Staff of Adjustment
Staff of Spell Focusing
Staff of the Couatl
Stone of Drywells
Stone of the Well
Sword of Intercession
Sword of Night
Sword of Percival Ironheart
Tess' Armor
Trident +1/+2 vs Water Elementals
Vest of Steel
Waddington's Dropcloths
Wand of Backfiring

Wand of Fog
Wand of Homing Fireballs
Wand of Opening
Wand of Temporal Status
Wand of the Undead
Wand of Viscid Globs
Wheel of Keening
Withering Scythe
Yoke of Boar Harnessing
Yoke of Flying
Yoke of Underwater Action
Zimbavich's Rock Paint

From SWORDS.TXT (The Book of Swords) (found in greyhawk.stanford.edu) Original Editor: Gian Luca Sacco (gls@orchid.cdi.cdc.com)

| | |
|---|---|
| Akasha | kmhk@maristb |
| Baarane's Swords of Agility | |
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| Biff (Long Sword of Annoyance) | ben@ocvaxc |
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| BlastBlade | |
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| BloodBlades | |
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| Copycat Blade | jcrowley@wheatnma.bitnet |
| Coward Sword | |
| Crystal Sword | doughde@rcn.bitnet |
| Daelus | |
| Dagger of Alignment Detection | |
| Dagger of Happiness | ben@ocvaxc |
| Dagger of Pain | |
| DaggerTip | adp89@msu |
| Daryo | crit@acusd |
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| Dragon Ember | |
| DragonClaw | aaw317@uriacc.bitnet |
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| Dragonslicer | krautp@sncad.snc.edu |
| Dragonsword | |
| Dragonswords | |
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| Elven Dagger | |
| Emerald Sword | Ken Bartlett: cc1@CS.UCLA.EDU |
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| Guardian Blade | |
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| Horgon | ben@ocvaxc |
| Idrenal | iat6h@virginia.edu |
| IronFist | Gian Luca Sacco: gls@orchid.cdi.cdc.com |
| Juris Est | |
| Lecrucia the Thirsty | Aaron Miaullis |
| Lifekeeper | a_copeab@ccsvax.sfasu.edu |
| Long Sword of True Vision | |
| Long Sword $\times 2$ (Doubling Sword) | |
| Maelstrom | a_copeab@ccsvax.sfasu.edu |

| | |
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| MindWall | brian@opus.chem.psu.chem.psu.edu |
| Mindsword | krautp@sncad.snc.edu |
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| OathBreaker | |
| PeopleSmasher | kmhk@maristb |
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| Protector | a_copeab@ccsvax.sfasu.edu |
| Quillion | Scott D. Law: law@xip.nrl.navy.mil |
| Sword of Revenge | Scott D. Law: law@xip.nrl.navy.mil |
| Rogenwhor, Sword of Might | kl81@maristb |
| Shadow Sword | Big Daddy |
| ShadowBane | |
| Shieldbreaker | krautp@sncad.snc.edu |
| Short Sword of Disarming | |
| Short Sword of Severing | |
| Shorty | Jim Vassilakos |
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| Silent Blade | |
| Silvery Sword | Aaron Miaullis |
| Songblade | |
| Soulcutter | krautp@sncad.snc.edu |
| Spellswords | |
| StarFighter | |
| Starblade | Robert Johan Enters: whisper@wpi.WPI.EDU |
| Stargate | |
| Stonecutter | krautp@sncad.snc.edu |
| SureBlade | |
| Sword +1, +5 vs. Masonry | |
| Sword +1, +5 vs. Wielder | |
| Sword +1, Deplorable Talker | |
| Sword Mundane | Mario: igm137@uriacc.uri.edu |
| Sword Snake | |
| Sword of Canine Attraction | stneec@macalstr.edu |
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| Sword of Fire | |
| Sword of Forbearance | reshef@techunix.bitnet |
| Sword of Force (+2 Sword of Force energy) | |
| Sword of Frenzy | Robert Johan Enters: whisper@wpi.WPI.EDU |
| Sword of Gaseous Form (Sword of Fiery Throat) | |
| Sword of Gleaming | Wes Contreras: wesc@ichips.intel.com |
| Sword of Healing | |
| Sword of Hope | pargwe@morekypr.bitnet |
| Sword of Horus | Robert Johan Enters: whisper@wpi.WPI.EDU |
| Sword of Intercession | |
| Sword of Kas | pfrey@drew.bitnet |
| Sword of Night, +1 (Black Sword) | |
| Sword of Palaodrin | celovine@colby.edu |
| Sword of Percival Ironheart | |
| Sword of Piraz the Mad | Robert Johan Enters: whisper@wpi.WPI.EDU |
| Sword of Reincarnation | Scott D. Law: law@xip.nrl.navy.mil |
| Sword of Stealth | |
| Sword of Travel | |
| Sword of Warding | Robert Johan Enters: whisper@wpi.WPI.EDU |
| Sword of Were | |
| Sword of the Cursed Gauntlet | |
| Sword of the Night | Robert Johan Enters: whisper@wpi.WPI.EDU |
| Swords of the Magi | a_copeab@ccsvax.sfasu.edu |
| Sylvanglade | |
| TalkingBlade | |
| The Crystal Blades (StormBlades) | a_copeab@ccsvax.sfasu.edu |
| Thief Watcher | brian@opus.chem.psu.edu |
| Throwing Broadsword +1 | |

| | |
|---|---|
| Thrown Dagger of Backstabbing | |
| Townsaver | |
| Treasure Sword | Victor Danilchenko: x30hb%cunyvm@ugw.utcc.utoronto.ca |
| Ulundaris | |
| VampireBlade | |
| Vampiric Crysdagger | |
| Vanquisher | Big Daddy |
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| Wilde | ben@ocvaxc |
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| Wizard Bane | a_copeab@ccsvax.sfasu.edu |
| Woundhealer | krautp@sncad.snc.edu |

Ideas inspired by:

TSR's DragonLance Saga — DragonLance

Elric Saga — Ship of Land & Sea

J.R.R. Tolkien's MiddleEarth — Elven Rings, One Ring of Power, Dwarven Rings, Rings of Man, Orcrist, Nauglamir, Angrist, Grond, Agelos, Arunruth, Glamdrig, Gurthang, Ringil

Indiana Jones and the Temple of Doom — Shankara Stones

Dan Simmons' Hyperion series — Wind Wagon, Deathwand, Farcaster

The Holy Bible, New Revised Standard Version — Ark of the Covenant, Holy Grail

TSR's Ravenloft series — R'lul Gzeri Dagger

DC's Dreadstar comics — Axe sword

Original Creations: (`trims@media.mit.edu`)

Airboat
Airship
Alchemist's Anthology
Ankh
Armor, Jade
Axe of Democles
Balm of Foul Rotting
Beogard's Mystic Shield Ring
Bloodfist
Blue Shield
Book of the Damned
Book of the Dead
Bow of O'Locksley
Brass Rat
Brassard of Strength
Chain of Entanglement
Death Knight Armor
Death Ring
Dragon Mail
Ebon Lance
Gauntlets of Crushing
Gauntlets of Power
Gauntlets of Shocking
Girdle of Skill
Gordian Knot
G'zul G'zarthi's Mighty Ledger
Hypercube
Lucifer's Hammer
Mage's Handy Workbook
McDonnel's Mill
Nekode of Climbing
Nightshade
Nunchaku of Speed
Obsidian Blade
Prismatic Armor
Ring of Magic Resistance
Scroll Gate
Scroll of Absorbtion
Scroll of Darkness
Scroll of Deception
Scroll of Dictation
Scroll of Mystical Transportation
Shield of Defending
Shield of Warding
Sword of Spell Splitting
Telemark's Terrible Treatise
Testament of Greater Prayers
Tui-fa of Shielding

Unknown:

Armor of Command
Armor of Blending
Armor of Rage
Platemail of Fear
Leggings of Speed

Flag of Fear