

**Dr. Skull's  
RAMPAGE AMID THE RUINS  
2<sup>nd</sup> Edition**

**BOOK 6: MAGIC ITEMS**

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# BOOK 6: MAGIC ITEMS

## CHAPTER ONE: CREATION OF MAGIC ITEMS

**1.1 Creation of Scrolls:** magic-users (including all specialist mages, but only those natural sorcerers and witches who choose Read Magic) can create a scroll by using the Read Magic Spell. It takes for each spell level it takes 1 week and 100gp, and the creator must have the spell in his spell book. So, if Amazing Steve knows the Invisibility Spell, he could create a single-use scroll of invisibility spell in 2 weeks for 200gp. Clerics can also create scrolls of any spell they can cast by using the Scripture spell, but it takes 200gp and 1 week per spell level. For both Magic-Users and Clerics, the costs include the ink, paper and special ingredients needed.

**1.2 Creation of Potions:** magic-users of level 3+ (including all specialist mages, but only those natural sorcerers and witches who choose Brew Potions Spell) can create a potion by using the Brew Potions spell. For each spell level it takes 1 week and 200gp, and the creator must have the spell in his spell book for a spell marked "P", or must have a formula for a Special Potion (special potions are marked with a level number for creation time and cost purposes) or can create a duplicate of a Special Potion for which he has a sample. An NPC alchemist can duplicate a potion from a sample at the same rate as a magic-user. They can also break a sample down (destroying it in the process) to make a written formula. Special Potion formulae can also be created by magical research (see relevant section of this book). Magic-users and Alchemists must have Potion Making Gear and place to work in order to create potions.

Clerics can also create potions from certain, marked with a P clerical spells, using the Sanctify Potions spell, but it only costs 100gp and 1week per spell level. Clerics do not need potion gear, apart from some wine or water a vial to put it in (included in the price) and their temple to do the prayers needed.

**1.3 Creation of Wands/Talisman:** Spending 1 month and 1000gp per level of the spell (maximum of 5<sup>th</sup> level spells), the cleric with Sanctify Talisman Spell can sanctify a talisman or a magic-user with Create Wand Spell can enchant a wand that contains multiple charges of that spell. When the initial preparation is complete, there is, however a chance the creation will fail. A cleric must roll his WIS ability score or a magic-user his INT, minus the level of the spell, or less on a 20 to succeed, or his time and money are wasted. Once the initial preparation has succeeded, he has a window to add charges to the talisman or wand. He can add charges for a number of days equal to his WIS or INT score. Each day he can add a number of charges equal to the number of times he can prepare the level of spell contained in the talisman or wand. At the end of the charging window, the talisman or wand is complete and no more charges can be added. When all the charges in a talisman or wand are used up, a wand will crumble to dust, but the talisman becomes an ordinary divine symbol (but can be remade by the same process, at a 10% discount in time and money).

**1.4 Preparation of a Spell Book:** when a magic-user casts Prepare Spell Book onto a sturdy book of at least 100 pages (costing 50gp) over the course of 2 weeks of meditation and incantation, the book becomes a functional spell-book. The magic-user then scribes Read Magic and Circle of Protection into the book as well and it is ready for an apprentice to use, or

an experienced magic-user to use as a replacement book. Magical Guilds and wizards-for-hire typically charge 2000gp for a fully ready book since it takes them a minimum of 4 weeks (2 for the book 1 each for Read Magic and Circle of Protection scrolls needed to scribe into the book) and 250gp to create. A magic-user who is a good friend or owes you a favor might go as low as 1000gp. The well-prepared magician would prepare a spare book for himself with a few spells in it, just in case.

**1.5 Creation of Permanent Items:** all other magic items, not listed above are created using either the magic-user spell Create Permanent Magic Items (5<sup>th</sup> level) or the cleric spell Sanctify Permanent Magic Items (6<sup>th</sup> level). The caster must give himself over entirely to the task of enchanting the object for the entire time period necessary. Each magic item in the magic item section is assigned a Tier for creation purposes. The tier rating tells you the cost in materials to enchant the item, the time it takes to complete the enchantment, and the minimum experience level necessary to do the enchantment. It is within the Judge's discretion to limit magic-users or clerics to certain items or to forbid any particular item from being made by mortal hands at all. The gods and certain secret guilds of mortals might have completely different means of making magic items, but they are not available for player use.

TIER	COST	TIME	MINIMUM LEVEL
A	500gp	1 month	9
B	1000gp	2 months	9
C	1500gp	2 months	9
D	2000gp	3 months	9
E	3000gp	3 months	10
F	4000gp	4 months	11
G	5000gp	4 months	12
H	7500gp	5 months	12
I	10,000gp	5 months	13
J	15,000gp	6 months	13
K	20,000gp	6 months	14
L	25,000gp	7 months	14
M	30,000gp	7 months	15
N	50,000gp	12 months	18

The tier price can be used as a guide for the market price of the item. If a player wants to sell an item, he can get the preparation cost for the sale. If he wants to buy such an item, it will cost at least twice the preparation cost, if it is available at all.

# CHAPTER TWO: MAGIC ITEMS LISTS

## 2.1: MASTER LIST

Roll d100 when it is moot to hand out a “Magic Item” . Scrolls and Potions may seem underrepresented, but they often appear as separate result in containers or carried by NPCs.

01-18	Magic Swords and Daggers
19-24	Magic Weapons
25-34	Magic Missile Weapons
35-50	Magic Armor and Shields
51-52	Accessories 1--Clothing
53-55	Accessories 2—Species Related Clothing
56-57	Accessories 3—Mystic Devices
58-59	Accessories 4—Tools of Battle
60	Great Books
61-67	Common Books
68	Rings
69	Rods and Staffs
70-75	Talisman
76-84	Wands
85-89	Standard Potions
90-92	Special Potions
93-97	Magic-User Scroll
98-00	Cleric Scroll

## 2.2—ACCESSORIES

**Table 1 Clothing**

1	Bandoleer of Many Flasks
2	Belt of Resistance
3	Belt of Strength
4	Boots of Leaping
5	Boots of Mighty Kicking
6	Britches of Endless Junk
7	Britches of the Rider
8	Cloak of Defense
9	Cloak of Shadows
10	Cloak of Wings
11	Mantle of Disguise
12	Mantle of Terror
13	Robe of Refraction
14	Robe of Foolery
15	Shirt of Hardiness
16	Shirt of Survival
17	Shoes of Levitation
18	Shoes of Speed
19	Vest of the Nimble
20	Cursed Cloak of the Strangler

**Table 3 Mystical Devices**

1	Amulet of the Mind
2	Animated Rope
3-5	Bag of Holding
6	Book Box of Security
7	Cauldron of Potions
8	Chests of Transfer
9	Circlet of Serenity
10-11	Crystal Ball
12	Door Bell
13	Flying Broom
14	Flying Carpet
15	Gong of the Four Elements
16	Lyre of Enchantment
17	Medallion of Mind Reading
18	Pipes of the Rats
19	Tiara of the Summoner
20	Cursed: All Consuming Container

**Table 2 Species Related Clothing**

1	Boots of the Elves
2	Boots of the Orcs
3	Britches of the Ratters
4	Cloak of the Elves
5	Coat of the Trollsons
6	Collar of the Doggers
7	Gown of the Changelings
8	Hat of the Cat
9	Hat of the Gnomes
10	Pouch of Lizardo
11	Sandals of the Kobolds
12	Sash of the Goblin Jerks
13	Shirt of Ogre Kind
14	Sweater of the Halflings
15	Tabard of the Lords of Men
16	Trousers of the Badger
17	Trousers of the Dwarves
18	Umbrella of the Sprites
19	Vest of the Ape
20	Cursed Boots of Lead Foot

**Table 4 Tools of Battle**

1	Banner of Glory
2-3	Drums of Doom
4-5	Drums of Victory
6	Flag of Terror
7-8	Horn of Blasting
9-10	Horn of the War Gods
11	Medallion of Leadership
12	Portable Ram
13	Scabbard of Wound Closing
14	Scepter of the Battle Master
15-16	Surcoat of Glory
17	Tent of Healing
18-19	Trumpet of the Mighty Charge
20	Cursed: Flag or Horn of Cowardice

## ACCESSORIES LIST 1: CLOTHING

Magic Clothing can be worn and used by any character regardless of class or level. Any one character can only wear 1 belt, bandoleer or sash; 1 pair of boots, sandals or shoes; 1 cloak or mantle; 1 coat, tabard or surcoat; 1 hat; 1 robe, gown or shirt; and 1 pair of britches or trousers at a time. From this list, large-sized characters can only use the Bandoleer, Belts, Cloaks and Mantles.

Bandoleer of Many Flasks: the bandoleer holds up to 20 flasks of any sort: potions, holy water, oil, alchemist fire, devil grease, etc. and whichever flask the caster desires rotates to a convenient location. All 20 flasks in the bandoleer count as a single item for encumbrance. Tier C.

Belt of Resistance: while wearing this belt, the user takes half damage from any Earth, Air, Fire or Water realm spell, or attack by an elemental. Tier K.

Belt of Strength: while wearing the belt, the user's STR score is increased by 2 points. Tier J.

Boots of Leaping: the wearer can, as a move action, leap up to 30' in distance, to a height of 10'. Tier D.

Boots of Mighty Kicking: if the wearer is standing behind an enemy, he, as his attack, use these boots to give a sound kick to the posterior of the target. If he hits, the boots do 1d6 damage plus any STR or class bonus and propel the target 4d6' forward to land prone on the ground. Tier E.

Britches of Endless Junk: this pair of pants has 2 huge side pockets. If in combat, the wearer can stick his hands in the pockets and pull out a random item as follows (1d10):

1=handful of sand 2=pot of cling fire 3=some metal bits 4=pot of devil grease 5=a ham sandwich 6=a tangler  
7=giant wad of lint 8=flaming torch 9=dog treats 10=silver dagger.

The item only works in combat or other dangerous situations, but can be used a limitless number of times per day. Tier D.

Britches of the Rider: while wearing these britches while on horseback, the wearer and his horse get a +1 AC, the horse gets an additional +10' movement, and any Ability Score check or Saving Throw made by horse or rider involving fancy maneuvers, jumps, or weapon effects are made at +2. Tier G.

Cloak of Defense: wearing this cloak gives a base AC of 12, which does not stack with armor. But, it also negates the +2 attack bonus for rear attack and the +4 back-stab attack bonus for thieves attacking the wearer. Tier F.

Cloak of Shadows: the wearer can automatically hide in shadows, without a skill check, no matter what class the wearer is or what other gear he wears. Tier H.

Cloak of Wings: the wearer stretches out his arms, speaks the command word and the cloak becomes a great set of wings (he can choose bird-like or bat-like). He can fly with the wings at twice his normal movement allowance. He does need both hands to keep flying however. Tier K.

Mantle of Disguise: the wearer wraps himself in the mantle and his outward appearance becomes transformed by illusion into any visage he desires, his size must remain roughly the same, however. The disguise lasts as long as he desires, and the mantle can be used at will. Tier F.

Mantle of Terror: the wearer grabs the edges of the mantle and lifts them up menacingly. This causes any living being in front of him to make a saving throw or flee in fear for 10 rounds. He can use this at will, but it requires both hands to execute. Tier E.

Robe of Refraction: light is refracted around the wearer of this robe, making him appear several feet away from his actual location. In melee combat, this improves his AC by 3 points, and it causes all missile weapons targeted against him to miss, unless a natural 20 is rolled. Tier H.

Robe of Foolery: any ridiculous lie that the wearer tells while wearing this robe is automatically believed. If the lie will likely cause direct harm to the listener, he gets a saving throw to avoid the effect, if it won't likely cause harm, he doesn't get a saving throw. So, if Frank the Gnome is trying to get into the closed town gates after they are locked for the night, and he says that he's the king's cousin on important business, the guards will just let him pass. If he tells a Frost Giant that a pool of lava is an ice bath, the giant gets a saving throw. Obviously, once serious fighting has started, it is unlikely enemies will stop and listen. Tier I.

Shirt of Hardiness: while wearing this shirt, the user's CON score is increased by 2. Tier J.

Shirt of Survival: the wearer will not die of starvation, thirst, drowning or disease while wearing this shirt. He may suffer, be weakened, lose hit points or ability scores, but will never actually die from those causes directly. Tier F.

Shoes of Levitation: while wearing these shoes the user can move vertically 10' per round as his move action (up or down) and can hover in place as long as he is conscious. Tier K.

Shoes of Speed: while wearing these shoes, the user's movement allowance is increased by 15'. Tier G.

Vest of the Nimble: while wearing this vest, the user's DEX score is increased by 2. Tier J.

Cursed Cloak of the Strangler: the cloak appears to be one of the other cloaks or mantles, but once it is put on, it wraps around the wearer's throat doing 1d6 damage per round. Any attempts to attack the cloak do damage to the victim instead. When the victim dies (the cloak will hang on until he is dead, not just critically injured) the cloak will teleport away. A remove curse, limited wish or wish spell will immediately remove the cloak. A dispel magic will give

the victim a chance to make a saving throw. Other solutions like polymorphing the victim into something that can't be strangled might work at Judge's option.

## ACCESSORIES LIST 2: SPECIES RELATED CLOTHING

Magic Clothing can be worn and used by any character regardless of class or level. However, some species get additional benefits from wearing items on this list related to their species. Any one character can only wear 1 belt, bandoleer or sash, 1 pair of boots, sandals or shoes, 1 cloak or mantle, 1 coat, tabard or surcoat, 1 hat, 1 robe, gown or shirt, and 1 pair of britches or trousers at a time. From this list, large-sized characters can only use the Coat of the Trollsons, the Hats, the Pouch, the Sash, and the Shirt of Ogre Kind.

Boots of the Elves: any character wearing these boots gain the Move Silently skill. But, Elves and Half-elves will Move Silently as if 20<sup>th</sup> level (roll d20, only failing on 1-2). Tier E.

Boots of the Orcs: the wearer can use his attack to stomp a prone enemy with these boots at an additional +4 to hit, doing 1d6 damage plus any melee damage bonuses. Orcs and Half-orcs do 2d4 damage instead, with any "4" rolled on either die inflicting an extra 1d4 damage. Tier F.

Britches of the Ratters: wearers add 20' to their total distance moved if they RUN or CHARGE while underground. Ratters, additionally, gain +2 AC while running or charging underground. Tier E.

Cloak of the Elves: any character wearing these boots gain the Hide in Forest skill. But, Elves and Half-elves will Hide in Forest as if 20<sup>th</sup> level (roll d20, only failing on 1-2). Tier E.

Coat of the Trollsons: this heavy, walrus-skin coat causes any attack by a non-magic missile or melee weapon, or attack by a natural beasts to be reduced by 1 damage point for each hit. The coat can even be worn over armor. Trollsons see the damage reduced by 2 points instead. Small characters cannot wear this coat. Tier E.

Collar of the Doggers: the wearer is able to describe the number and species of creatures on the far side of a door, by taking a turn sniffing at it. Doggers in such a collar can pinpoint all creatures within 240' in all directions. Tier E.

Gown of the Changelings: the wearer is able to make a bitchy comment to anyone not currently fighting who can understand them. The victim makes a Saving Throw, or flees from the room in tears. The effect lasts 2d6 rounds. If a changeling wears the gown, there is no saving throw. Tier D.

Hat of the Cat: the user can put 5 objects of up to 100 pounds each into the hat and then at a later time reach into the hat and pull out one object (saying "ta-da"). Catters can hide up to 10 objects in the hat. Anyone other than the owner who examines the hat will see nothing but an empty hat. Tier G.

Hat of the Gnomes: if the wearer takes off the hat (having worn it for at least an hour) he can then step into the hat, grab the brim and disappear. He becomes invisible and remains invisible as long as the hat stays on the ground, no one touches it, and he remains within 40' of the hat. Gnomes can use it every half hour and can move up to 80' away. Tier H.

Pouch of Lizardo: while this looks like a simple pouch that a hunter might keep his lunch, it's actually a magic bag that produces weaponry on demand. Anyone knowing the command word can pull out a javelin from the pouch as a move action. The javelin counts as a normal weapon and disappears after an hour. Lizardo have the option of pulling either a javelin, 2 darts or a spear from the pouch. Tier F.

Sandals of the Kobolds: wearers of these sandals can walk along a wall as if it were a floor, seemingly defying gravity. Kobolds in these sandals can also walk along the ceiling. Tier D.

Sash of the Goblin Jerks: whenever the wearer is hit with a maximal hit (natural 20) in melee combat, he rolls a saving throw, and if he passes, the attack damages the attacker instead of the wearer. A hobgoblin, goblin or bugbear wearing the sash is additionally protected against missile weapon maximals. Tier E.

Shirt of Ogre Kind: these greasy, poorly woven, sleeveless shirts are made by hags for their ogre pals. Anyone who wears one and hits an opponent, who has 2 or fewer HD than he, with his fist causes that person to make a saving throw or cower in terror for 1d6 rounds. Cowering enemies can only make a standard move action each round. Ogres and Half-ogres can cower an enemy up to equal level/HD and it lasts 2d4 rounds. Small characters cannot wear this shirt. Tier G.

Sweater of the Halflings: this comfortable sweater makes the wearer (who must be small size) completely immune to Air and Water Realm spells and elementals, and any damage from cold or water. Halflings wearing it are completely immune to hunger or starvation, since there is always a fresh, nicely-wrapped, magic ham sammich in the pocket for halfling consumption. It keeps hunger away and once per day heals 1d4 hit points of damage. Tier H.

Tabard of the Lords of Men: this heraldic overcoat is impressive to look at, changing its appearance to match the coat of arms (real or imagined) of its wearer. All henchmen and soldiers of the wearer within line of sight have their MOR increased by 2. If a human wears the tabard, he and his underlings also get a +1 bonus damage when they charge. Tier F.

Trousers of the Badger: anyone wearing these trousers can burrow a hole in dirt or sand big enough to hide himself



in only 1 round and can make a 5'x5'x5' tunnel segment in 1 round. A badgermon wearing them can make double the output. Tier F.

Trousers of the Dwarves: the wearer gains a Saving Throw, if one is not allowed, or a chance to re-roll a failed Saving Throw against any normal or magical effect that would knock him prone. Dwarves wearing these trousers are completely immune to being knocked prone. Tier D.

Umbrella of the Sprites: if someone holds the umbrella open in one hand, he is immune to all Water or Air Realm spells. A sprite can also use it as sure-fire parachute, lowering himself down 10' per round from any height. Tier K.

Vest of the Ape: anyone wearing this vest can leap from one tree to another, up to 30' away as his move without the risk of falling. An ape can increase that to 45'. Tier D.

Cursed Boots of Lead Foot: these boots appear to be one of the other types of magic boots on a Read Magic examination, but are cursed. Anyone who puts them on believes them to be boots of leaping, but they actually reduce the wearer's movement allowance to a mere 5' per round. It takes a remove curse, limited wish or wish spell to release the boots.

### ACCESSORIES LIST 3: MYSTIC DEVICES

Amulet of the Mind: while wearing this amulet, character's INT improves by 2. Tier J.

Animated Rope: this light-weight 100' coil of rope can move on its own, climb up a wall and tie itself off at the top. It can move across the ground at 20' per round going wherever the owner orders. Tier E.

Bag of Holding: while counting as only a single item for encumbrance, this magic bag can hold up to 35 items within it at seemingly no weight. Tier H.

Book Box of Security: any book or papers (up to 2 books or 20 scrolls or maps) placed in this box are immune to potentially damaging attacks from fire, book worms or any other source. Tier D.

Cauldron of Potions: this cauldron is found empty, but when gotten home it will begin to function when filled with 7 different potions and a good bucket or two of wine or ale. It will then dispense 1 potion each day, in the order they were added, so each one is dispensed once per week. Once a month, the owner must make a Saving Throw, if he fails, the cauldron runs dry and must be refilled with 7 new potions (ones not drawn from the cauldron). If the cauldron runs dry 2 months in a row, it vanishes to some other land. Tier M.

Chests of Transfer: this is a pair of 2 identical chests. One can only be open at night, the other only during the day. An object placed in either chest exists in both simultaneously, no matter how far apart they are. So if a sword is placed in one of them in the Ice Wilds during the day, at night it could be taken out of the other in the Dry Desert thousands of miles away. Tier M.

Circlet of Serenity: wearing this platinum circle around your head increases WIS by 2. Tier J.

Crystal Ball: the user (must be a magic-user or cleric) picks a location or person anywhere in the world, and may view it through the ball. It takes 10 minutes to achieve the vision and he may look for up to an hour. If he has been to the place or met the person before, he needs to roll his WIS or less on 1d20 to see it. If he has never been to the place or met the person, he must roll both his WIS and his INT or less on 1d20 each to see. The 3<sup>rd</sup> level magic-user spell Scry can be cast through the crystal ball, which allows the user to hear as well as see what is happening at the location. Normally, the user must wait 1 hour before using the ball again, and may only use it three times per day. But, if he violates either rule, he must make a saving throw or become overwhelmed with mystic exhaustion, falling unconscious for 3d6 hours. Tier L.

Door Bell: ringing this hand bell opens all stuck and locked doors in a 30' radius, but will attract a wandering monster or patrol on a roll of 5+ on 1d10. Tier G.

Flying Broom: this allows 1 sized M or 2 sized S characters to fly at a movement of 60'. Tier H.

Flying Carpet: this carpet flies with a movement rate of 70' and can carry 1 size L, 2 size M, or 4 sized S people. Tier I.

Gong of the Four Elements: this mighty gong can be sounded 4 times per day, when it is, it summons up a Medium Elemental of one of the 4 types chosen by the caster, one each per day. It takes 2 people to carry the gong, and it takes 1 round to set it up before it can be used. Apart from the size of the creature, the summoning works exactly as the 5<sup>th</sup> level magic-user spell Conjure Elemental. Tier N.

Lyre of Enchantment: if the user rolls his CHA or less on a d20 after playing the lyre for 1 round he can cast a Charm Person spell (as the magic-user spell). He can instead try to cast a Mass Charm, but needs to roll CHA or less on 1d100. Tier K.

Medallion of Mind Reading: the user can read the thoughts of anyone within 60' as an attack action whenever he wishes. All the details of the 2<sup>nd</sup> level magic-user spell Mind Reading apply. Tier H.

Pipes of the Rats: playing the pipes causes 1d6x10 giant rats to travel to the player, if they are present within a half mile. As long as he keeps playing, the rats will obey his every whim. When he stops playing, roll 1d20, if the result is a "1" the rats turn on the piper, any other result means they flee as fast as possible. The pipes may call rats only 1 time per day. Tier G.

Tiara of the Summoner: when wearing this headpiece, the wearer doubles the numbers of creatures summoned and the duration of their stay when he casts any Summoning Spell or uses any device that summons creatures of any

sort. Tier L.

Cursed: All Consuming Container: this appears to be either a bag of holding, pouch of Lizardo, Chest of Transference or Book Box of Security, and will act as one for 24 hours after it is first used. However, after 24 hours it will destroy all the things placed inside of it, and will stand open as if jimmed by some thief.

#### **ACCESSORIES LIST 4: TOOLS OF BATTLE**

Banner of Glory: being within 50' of this banner while it is in friendly hands, gives all a +1 to hit and +1 on saving throws. Tier G.

Drums of Doom: this large pair of kettle drums cause enemies to make a morale check each round they hear them, but are not actually fighting. Tier E.

Drums of Victory: this large pair of kettle drums cause allies to get +3 to all morale checks as long as they are heard playing. Tier F.

Flag of Terror: When this flag is carried on a charge or advance into contact with a group of enemies, they must make a morale check before contact is made or flee. They must make a further morale check any round of battle where they take more casualties than they inflict. Tier G.

Horn of Blasting: when the horn is blown all creatures in a 100'x20' cone take must make a Save or take 2d6 points of damage, be knocked prone, and be deafened for 1d6 hours. Buildings in the area must make a saving throw or be wrecked (wooden 15+, fortress gates 13+, stone 11+, stone fortifications 8+, earthworks 4+). After the first time blown each day, the user must roll CON or less on a d20 or be stunned for 1-3 rounds each time he blows it thereafter that day. Tier M.

Horn of the War Gods: once per week this horn can be blown to summon a small band of warriors from the realms of the gods. These will be 3d6 Berserkers of Valhalla (see Book 2). When rolling the number appearing, any time a 6 appears, add 1 additional d6 to the total appearing, they stay until slain or 1 hour whichever is first.. Tier H.

Medallion of Leadership: the wearer of this medal gains +2 to his CHA score. Tier J.

Portable Ram: on command the ram shrinks down to the size of a knife or back to the size of a stout 6' log. It can be wielded by 2 men, or by 1 who has a STR of 18. The magic power of the ram will knock down any gate, door, etc with a single swing on a standard skill check (1d6, 3+). Tier G.

Scabbard of Wound Closing: wearing this scabbard causes each hit by non-magical melee or missile attack to be reduced by 1 point, and makes the wearer immune to the bleeding wound effects of any magical weapon. Tier L.

Scepter of the Battle Master: as an attack action, the holder of this scepter can have allies in a 40'x40' area either re-roll failed saves, re-roll a failed morale check, add 15' to the round's movement, or get +1 to hit and damage to their next attack. Tier M.

Surcoat of Glory: this over-armor coat gives the wearer's subordinates a feeling of confidence in him. If he stands within 40' of his own men, they get a +2 to their MOR stat and if they break morale, he can attempt a Rally without spending a move or attack. Tier H.

Tent of Healing: up to 20 size M, 10 sized L or 40 size S people, horses etc who spend the night in this large pavilion will have all their lost hit points restored over night. Tier L.

Trumpet of the Mighty Charge when this trumpet is sounded, all members of the same band, army, retinue as the trumpeter be able to make a charge that round, but at +2 to hit (instead of +1), and +4 damage (instead of +2), with lance charges doing 3x damage (instead of x2), and with the chargers gaining an additional +15' to their movement. Tier H.

Cursed: Flag or Horn of Cowardice: this appears to be one of the other horns, trumpets, banners or flags above, but it lowers the morale of the troops for whom it flies to MOR 4, and causes them to check morale any round that they take any casualties. The curse makes it so that all members of the army involve blame the unit commander, not the flag for the bad results. Remove Curse, Limited Wish, or Wish spell are the only way that the unit, army, company, retinue or band involved will be relieved of the item.

## 2.3—ARMOR

**TABLE 1: Size (1d12)**

1-3: Small  
4-11: Medium  
12: Large

**TABLE 2: Armor Type**

1-5: Shield  
6-7: Leather Armor  
8-9: Gambeson  
10: Lamellar  
11: Scale Armor  
12-15: Chain Mail  
16-17: Brigandine  
18-20: Plate Armor

**TABLE 3: Enchantment**

1-10: +1—Tier D  
11-12: +2—Tier G  
13-17: +0 Special Feature—Tier D  
18-19: +1 Special Feature—Tier F  
20: +2 Special Feature—Tier J

**TABLE 4: Special Features (if indicated in Table 3 result)**

If it is a shield, roll 1d8, if it is other armor, roll 1d20

1: Cursed: Missile Attraction  
2: Fire Resistance  
3: Acid Resistance  
4: Cold Resistance  
5: Lightning Resistance  
6: Missile Protection  
7: Saving  
8: Protection from Energy Drain  
9-10: Quickness  
11-12: Power  
13: Protection from Chaos  
14: Protection from Law  
15: Shining  
16: Water Walking  
17-18: See in the Dark  
19: Cursed -2  
20: Cursed Magic Vulnerability

### ARMOR PROPERTIES AND SPECIAL FEATURE EXPLANATIONS

The enchantment number (+0, +1 or +2) increases the AC of the wearer in addition to the armor value of the armor normally. Note there are some items that just have a special feature, and do not give an AC bonus. The enchantment bonus of a shield stacks with that of armor, but AC 23 is the highest armor class that can be reached by any combination of factors. A Read Magic analysis will not reveal that a Curse is present, instead it will falsely claim that the item has some other non-cursed feature or enchantment.

Quickness: the character wearing this armor adds 5' to his movement allowance, and the armor itself does not make him "armored" for encumbrance purposes.

Power: the wearer adds +1 to all damage rolls with melee weapons while wearing the armor.

Protection from Chaos: the armor acts exactly like the spell of the same name, only Lawful clerics can make this armor and only Lawful characters can wear it.

Protection from Law: the armor acts exactly like the spell of the same name, only Chaotic clerics can make this armor and only Chaotic characters can wear it.

Shining: this suit of armor constantly radiates light to 60' radius.

Missile Protection: any non-magical missile weapon shot at the wearer will miss.

Saving: the armor's bonus (+1 or +2) applies to Saving throws as well.

Fire/Acid/Cold/Lightning Resistance: the wearer gains +2 on Saving Throws and Half Damage against all attacks of the stated form.

Protection from Energy Drain: energy drain attacks have no effect on the wearer.

Water Walking: wearer can walk on water just as if on land at same speed.

See in the Dark: any character who wears this armor can see as if in daylight at night or in an unlit underground place, and even under a Darkness spell.

Cursed -2: the AC of the wearer is lowered by 2. Once the user has put on the armor he will refuse to wear any other until a Remove Curse, Limited Wish or Wish spell frees him

Cursed Missile Attraction: any missile weapon shot by the enemy in range has a 50% chance of being targeted on the wearer of this armor. Once the user has put on the armor he will refuse to wear any other until a Remove Curse, Limited Wish or Wish spell frees him

Cursed Magic Vulnerability: the wearer of this armor suffers a -4 on all saving throws against any magical effect. Once the user has put on the armor he will refuse to wear any other until a Remove Curse, Limited Wish or Wish spell frees him

## 2.4—BOOKS

<b>The Great Books (1d20):</b>	<b>The Common Books</b>
1--Book of Infinite Spells	1 Accursed Codex of the Damned
2--Book of Golems	2 Book of Air
3--Book of the Vacant Mind--Cursed	3 Book of Earth
4--Codex of Action	4 Book of Fire
5--Codex of Holy Faith	5 Book of Water
6--Codex of Summoning	6-8 Encyclopedia of Healing
7--Forbidden Scrolls of the Abyss	9 Library of Knowledge
8--Grimoire of Elevated Wizardry	10-11 Notebook of Potions
9--Grimoire of the Dark Secrets	12 Rituals Against the Dead
10--Grimoire of the True World	13-15 Spell Book: Apprentice
11--Guide to Potion Making	16-17 Spell Book: Journeyman
12--How to Win Friends and Influence People	18 Spell Book: Master
13--Library of the Worldly Mystic	19 Spirit Guide
14--Manual of Arms	20 Tome of Curses
15--Secrets of Creation	
16--Serenity Now!	
17--Treatise on Muscular Development	
18--Tome of Acquisition	
19--Tome of Logical Process	
20--True Account of a Healthy Life	

**The Great Books** are a set of Tomes that cannot be made by mortal hands but are discovered in various places in various versions. Each copy has considerable magic power and must be created by Divine or Infernal powers. They each look indistinguishable from the outside and the contents are revealed only when opened. A detect magic will show that the books have a very powerful magic force. No person can benefit from the same book more than once in his lifetime.

Book of Infinite Spells: there seems to be an infinite number of pages to this book, each of which has a magic-user spell at random on it; yet it can only be flipped through in one direction. A magic-user who has claimed and examined the first few pages, will discover that he can cast whatever spell is on the page to which the book is open, at will, no matter how far he is from the book, without having to prepare. Each time he casts the spell, roll 1d20. If a "1" appears, the book vanishes forever. If a 17-20 appears, the book flips to the next page. If you copy a spell from the book onto a scroll or into your book, it will be successful, but the page will automatically flip and you still have to roll to see if the book vanishes.

Book of Golems: the book has the formula to construct each form of the Golem monsters. It takes one week to read the book, after which it can be used to create golems in the manner discussed under the monster descriptions.

Book of the Vacant Mind—Cursed: whoever opens the book will think it is the sort of book which will raise his experience level, however, after a week of reading, he will discover that he's lost all power to cast spells. If a remove curse is placed on the book and then the book is burned, the power will return.

Codex of Action: reading this book, taking about a week, after which the book magically vanishes, will give the reader the knowledge to undergo a series of exercises that over 2 months will increase the character's DEX by 2 points.

Codex of Holy Faith: if a Lawful cleric reads this book, taking about a week, after which the book magically vanishes, he will gain enough experience points to put him mid-way through the next higher experience level.

Codex of Summoning: any cleric or magic-user can use this book to cast any Summoning Realm spell directly from the book regardless of his level (or class for clerics).

Forbidden Scrolls of the Abyss: if a Chaotic cleric reads this book, taking about a week, after which the book magically vanishes, he will gain enough experience points to put him mid-way through the next higher experience level.

Grimoire of Elevated Wizardry: if a Lawful Magic-User reads this book, taking about a week, after which the book magically vanishes, he will gain enough experience points to put him mid-way through the next higher experience level.

Grimoire of the Dark Secrets: if a Chaotic Magic-User reads this book, taking about a week, after which the book magically vanishes, he will gain enough experience points to put him mid-way through the next higher experience level.

Grimoire of the True World: if a Neutral Magic-User reads this book, taking about a week, after which the book magically vanishes, he will gain enough experience points to put him mid-way through the next higher experience level.

Guide to Potion Making: as long as a cleric or magic-user has this book at his work-table he can use the Brew/Sanctify Potion spell to create any potion, even the Special Potions, and even if it is a potion of a spell he doesn't know, or even one belonging to the other class' list.

How to Win Friends and Influence People: reading this book, taking about a week, after which the book magically vanishes, will give the reader the knowledge to undergo a series of social exercises that over 2 months will increase the character's CHA by 2 points.

Library of the Worldly Mystic: if a Neutral cleric reads this book, taking about a week, after which the book magically vanishes, he will gain enough experience points to put him mid-way through the next higher experience level.

Manual of Arms: if a fighter reads this book, taking about a week, after which the book magically vanishes, he will gain enough experience points to put him mid-way through the next higher experience level.

Secrets of Creation: this book contains secret rituals and practices that allow a cleric or magic-user to create new hybrid monsters (like combining a rhinoceros and a giant eagle into a rhineagle). It takes about 1 month and 1000gp per HD of the final monster to create these new species.

Serenity Now! reading this book, taking about a week, after which the book magically vanishes, will give the reader the knowledge to undergo a series of mental exercises that over 2 months will increase the character's WIS by 2 points.

Treatise on Muscular Development: reading this book, taking about a week, after which the book magically vanishes, will give the reader the knowledge to undergo a series of exercises that over 2 months will increase the character's STR by 2 points.

Tome of Acquisition: if a thief reads this book, taking about a week, after which the book magically vanishes, he will gain enough experience points to put him mid-way through the next higher experience level.

Tome of Logical Process: reading this book, taking about a week, after which the book magically vanishes, will give the reader the knowledge to undergo a series of mental exercises that over 2 months will increase the character's INT by 2 points.

True Account of a Healthy Life: reading this book, taking about a week, after which the book magically vanishes, will give the reader the knowledge to undergo a series of exercises that over 2 months will increase the character's CON by 2 points.

**The Common Books**: are books created and copied by ordinary magic-using and clerical mortals, most of them are spell books of some sort, which can be mined for spells when discovered. If it is a spell book, it is constructed using the standard procedure using Prepare Spell Book magic-user spell. If it is a clerical book, it will say Clerics Only and a Tier will be listed for creating the book using Sanctify Permanent Item spell.

Accursed Codex of the Damned: this is a regular spell book with all the "forbidden spells". It has all the standard Necromancy spells, plus Summon Demon, Grip of Death, Grip of Pain, and Protection from Law/Chaos.

Books of Air, Earth, Fire and Water: each of these is a regular spell book which has all of the canonical spells of its particular element copies into it.

Encyclopedia of Healing: a cleric reading aloud certain passages from this book can make a Cure Wounded, Neutralize Poison and Cure Disease spell he casts affect 2 people each instead of the usual 1. He must have 1 hand free to hold the book in order to read it. Clerics only, Tier E.

Library of Knowledge: this is a standard spell book that contains all of the Knowledge Realm spells.

Notebook of Potions: each one of these contains the formulae for 1d4 Special Potions.

Rituals Against the Dead: this contains certain rituals and liturgies that aid Lawful clerics against the undead. If a Lawful cleric reads a liturgy directly from this book when Turning Undead, he will turn as if 3 level higher than his actual level. Likewise, if he draws a Divine Circle while reading directly from this book, undead have a -4 to their saves when trying to cross the circle. He must have 1 hand free to read from the book aloud. Clerics only, Tier G.

Spell Book: Apprentice: this is an ordinary spell book of a soon-to-be or just begun first level magic-user, it contains Read Magic, Circle of Protection and 1d4 randomly rolled first level magic-user spells.

Spell Book: Journeyman: this is an ordinary spell book of a level 3-4 magic-user. It has Read Magic, Circle of Protection, Mind-Reading, Brew Potions and 1d6 each random first and second level spells.

Spell Book: Master: this is an ordinary spell book of a level 5-6 magic-user. It has Read Magic, Circle of Protection, Brew Potions, Mind Reading, Dispel Magic, Prepare Spell Book, 3d4 first level spells, 2d4 second level spells, and 1d4 third level spells.

Spirit Guide: this is a standard spell book with all the Summoning Realm spells, but also contains the names and descriptions of many types of extra-worldly creatures such as demons and angels. Make a skill check to find useful information on this topic.

Tome of Curses: this is a favorite liturgical book of Chaotic clerics. If such a cleric reads certain passages out loud directly from the book while casting any Cursing Type spell it will double the range, area of effect and number of targets of the curse. He must have one free hand to hold the book while reading. Clerics Only, Tier H.

## 2.5—MISSILE WEAPONS

**TABLE 1: Weapon Type: (1d20)**

1:	Hatchet*
2:	Dart*
3:	Javelin*
4:	Sling
5:	Short Bow
6:	Horse Bow
7-8:	Long Bow
9-10:	Composite Bow
11:	Light Crossbow
12:	Heavy Crossbow
13-17:	Arrows (3d6)
18-19:	Bolts (3d6)
20:	Sling Bullets (3d6)

**TABLE 2: Enchantment: (1d20)**

1-10:	+1--- ammo Tier A, weapon Tier D
11-13:	+2—ammo Tier B, weapon Tier F
14:	+3—ammo Tier C, weapon Tier J
15-17:	+1, special feature—ammo Tier B, weapon Tier F
18-19:	+2, special feature—ammo Tier-C, weapon Tier J
20:	+3, special feature—ammo Tier D, weapon Tier M

Those marked with an \* all return to the user's hand if thrown

**TABLE 3: Special Feature** (if indicated on Table 2)

Weapon	Ammunition
1-5: Seeker	1-4: Caster Slayer
6-8: Fast Load	6-8: Exploding
10: Reflex Shot	9-11: Penetrating
11: Hide-a-way	12-13: Dragon Slayer
12-14: Friendly	14-15: Through Wood
15-18: Long Shot	16-17: Through Stone
19: Magic Load	18-19: Bleeder
20: Cursed: Back Shooter	20: Cursed: Back Shooter

### PROPERTIES AND SPECIAL FEATURES EXPLANATIONS

All magic weapons are able to hit and damage *invulnerable* creatures. Each one has an enchantment bonus (table 2) from +1 to +3, the number is the bonus both for the "To Hit" roll and the Damage Roll every time the weapon is used. However, if a magic arrow/bolt/stone is shot from a magic bow/crossbow/sling, only the higher of the two enchantments apply. Magic arrows and bolts are destroyed if they score a hit. Arrows and bolts that miss (and all sling bullets) may be recovered, but it takes a full hour of searching to find all of them. If a hatchet, dart or javelin is received it will magically return to their owner at the end of the round it was thrown. A Read Magic analysis will not reveal that a Curse is present, instead it will falsely claim that the item has some other non-cursed feature or enchantment.

Seeker: this weapon can track and shoot any target ignoring invisibility, illusion, hiding, or any other means of obscuring location.

**Fast Load:** the weapon operates at 1 ROF faster than a normal weapon of the type. Bows and darts can shoot 3 times per round; javelins and hatchets twice, light crossbows 1 time without spending a move to reload, and heavy crossbows only take a move to reload .

**Reflex Shot:** if the user is surprised, he can still shoot this weapon in the surprise round, although he cannot do anything else

**Hide-A-Way:** this weapon and its ammunition can be transformed to/from the shape of some pocket lint with a simple command word.

**Friendly:** this weapon can be shot into melee without any chance of hitting an ally.

**Long Shot:** this weapon has double the normal range of a weapon of its type, in all 3 range categories.

**Magic Load:** this weapon automatically creates a piece of ammunition when used, so the user never has to carry any. It does not increase ROF.

**Caster-Slayer:** this weapon gets an additional +1 to its "to hit" roll and rolls twice the number of damage dice when attacking a target who can cast spells.

**Exploding:** when the arrow/bolt/stone hits a target it explodes in a 20'x20' area doing 3d6 points of fire damage to all in the zone (save for half).

**Penetrating:** each time a hit with this weapon rolls maximum damage on its damage die, it gets to add a second damage die.

**Dragon Slayer:** this weapon gets an additional +1 to its "to hit" roll and rolls twice the number of damage dice when attacking a Dragon, Dinosaur, Hydra, Lizardo, or any sort of lizard.

**Through Wood:** this arrow/bolt/stone passes through wood as is it were not there. The target gets no cover bonus to AC for trees, bushes, doors corners of wooden buildings, etc. Shooter could shoot right through a wooden wall or door and hit a target behind it. A side benefit, the AC for a non-magical shield does not count against this attack.

**Through Stone:** this arrow/bolt/stone passes through stone as is it were not there. The target gets no cover bonus to AC for rocks, cliffs, doors corners of stone buildings, battlements etc. Shooter could shoot right through a stone wall or crenelation and hit a target behind it. A side effect, the weapon has no effect on Earth Elementals, Stone Golems, Stone Statues or Xorn.

**Bleeder:** when this arrow/bolt/stone hits it creates a bleeding wound which inflicts 1 hit point of damage every round until stopped by healing magic or a First Aid check (which however takes 10 rounds to attempt).

**Cursed: Back Shooter:** when first contacting this item, the user will be convinced that it is the best in the world and only a remove curse, limited wish or wish spell can free him from the compulsion. Each time it is used roll 1d6, on a "1" the missile will target the shooter himself (as if the shooter was making the attack) on any other roll, it will target one of the caster's allies instead of an enemy.



## 2.6—POTIONS

Table 1: Standard Potions		Table 2: Special Potions, Dusts and Powders (1d12)	
1-3	Heal Wounded (CL)	1	Heroism-2
4	Protection from Chaos (CL or MU)	2	Reincarnation-4
5	Protection from Law (CL or MU)	3	Invulnerability-4
6	Speak with Animals (CL)	4	Gaseous Form-2
7	Neutralize Poison (CL)	5	Shrinking-2
8	Cure Disease (CL)	6	Giant Strength-3
9	Locate Object (CL or MU)	7	Growth-2
10	Detect Magic (CL or MU)	8	Speak Language-1
11	Disguise (MU)	9	Regeneration-4
12	Mind Reading (MU)	10	Longevity-4
13	Protection from Normal Missiles (MU)	11	Poison-2
14	Detect Invisible (MU)	12	Delusion—curse
15	Invisibility (MU)	13	Dust of Appearance--3
16	See in Darkness (MU)	14	Dust of Disappearance--3
17	Water Breathing (MU)	15	Dust of Sneezing and Choking--3
18	Haste (MU)	16	Dust of the Mummy--4
19	Polymorph Self (MU)	17	Fairy Dust--4
20	Fly (MU)	18	Dissolving Powder--4
		19	Mighty Flash Powder--2
		20	Wound Powder--4

### POTIONS EXPLANATIONS

A potion is a magic spell that has been put into liquid form. The advantages of this process is that any character can simply drink the potion and get the benefit without the spell caster needing to be anywhere near the recipient. Each potion comes in a 1 pint bottle and the whole potion is consumed to get the effect.

The standard potions are ones that are simply spells from the spell lists placed into potion form by using either Brew Potions or Sanctify Potions spells. All the details are exactly like the spell descriptions. The special potions are ones that exist solely as potions and can only be made by players or NPC alchemists if a sample is found and analyzed or a written formula discovered. They are each given a level here, listed after the potion name above, for potion brewing purposes. While standard potions each have their own duration, special potions have a 1-hour duration (unless they are immediate and permanent, like longevity or poison).

**Heroism:** a mortal of 3<sup>rd</sup> level or lower is increased in hit dice, attack bonus, saving throws and rampages to 4<sup>th</sup> level fighter for the duration of the spell. A first level Jack or an apprentice who takes the potion and defeats an enemy while under the influence rolls 1d6, and on a 5-6 he becomes a first level fighter when the potion wears off.

**Reincarnation:** this is a salve that can be smeared on a corpse or mixed with the charred ashes of a dead person. It will then re-incarnate the spirit of the lost person exactly as the magic-user spell Reincarnation.

**Invulnerability:** anyone who drinks this potion is immune to damage from non-magic weapons or ordinary beasts for the duration of the effect.

**Gaseous Form:** the drinker turns into a cloud of gas that can still see, hear and move as it wills, but can move through tiny cracks and is immune to most forms of attacks except for Air Realm spells. However, the cloud person cannot communicate with his fellows or make any sort of attack, cast any spell or use any magic or normal device until the spell wears off.

**Shrinking:** the character shrinks down to a height of 6" for the duration of the spell.

**Giant Strength:** the drinker takes on the muscular power of a Stone Giant, with his attack roll increasing to +9 in place of his class and strength bonus, and his weapon damage rising to 3d6; he also takes the better of 2 rolls, with an 18 rating, for any STR check (like opening a stuck door etc.).

Growth: the character and his gear grow to twice his normal height for the duration of the spell. His STR is rated as an 18 for any STR checks, he rolls double normal weapon damage dice and moves an additional 10' per move action.

Speak Language: the drinker can speak and understand the oral language of anyone he meets for the duration of the spell.

Regeneration: drinking this potion regrows a lost limb and cures blindness or deafness.

Longevity: the drinker's physical age decreases by 10 years (but not to less than 18). The effect is immediate and permanent, but each time he takes such a potion there is a 1% cumulative chance that all the decreases will be undone.

Poison: the potion is a deadly ingested poison, save or die at the merest taste.

Delusion—curse: the drinker believes the potion is some other useful potion, usually flying, speak languages, mind reading, invisibility or disguise, but it's not. It does just last an hour.

Dust of Appearance: throwing 1 dose of this dust in a 10x10' area caused any object or creature that is invisible to become visible. There are usually 1d6 doses per vial found.

Dust of Disappearance: throwing 1 dose of this dust in a 10'x10' area turns all creatures within the area to become invisible, as the invisibility spell. There are usually 1d6 doses per vial.

Dust of Sneezing and Choking: throwing this dust in a 10x10' area causes all within to make a save or become powerless with sneezing and choking for 1d6 rounds, taking 1d4 points of damage per round. There is only one dose per vial.

Dust of the Mummy: throwing this dust in a 10'x10' area causes anyone within to make a saving throw or become infected with Mummy Rot (see Mummy monster description) and to flee in fear for 1d6 rounds.

Fairy Dust: throwing this dust into a 10'x10' area gives all within the power to fly at their normal movement speed for 1 hour.

Dissolving Powder: pouring this powder on a 10'x10' section of wall or a door will dissolve it away in 1d4 rounds.

Mighty Flash Powder: throwing this powder in the air causes all creatures within 60' who are looking in the direction of the powder to make a saving throw or become blinded for 2d4 rounds. Wound Powder: if this powder is rubbed on the skin of a living creature, that creatures will regenerate 1 hit point per combat round every round for the next hour (even regenerating wounds suffered after the powdered was applied).

## 2.7—RINGS

- 1: Acid Resistance--H
- 2: Call Spirit--K
- 3: Charm--I
- 4: Cold Resistance--H
- 5: Elemental Domination--L
- 6: Feather Falling--E
- 7: Fire Resistance--H
- 8: Invisibility--J
- 9: Lightning Resistance--H
- 10: Meteor Swarm--N
- 11: Protection +1--G
- 12: Protection +2--H
- 13: Protection +3--J
- 14: Regeneration-M
- 15: Spell Deflection-M
- 16: Spell Storing-M
- 17: True Sight--L
- 18: Water Walking--I
- 19: Wishes--N
- 20: Cursed: Defenselessness

Rings, even those that cast magic-user or cleric spells, can be used by any class of character or even a monster or NC, as long as they have fingers to wear one. Any person can wear only 2 rings at a time. Rings do not count as an Item for encumbrance. The letter code following each ring is the Tier rating for creation of the item.

Acid/Cold/Fire/Lightning Resistance: the wearer of this ring gets +3 on Saving Throws against the named type of attack and takes one half the normal damage from it.

Call Spirit: once per day the caster can summon up a spirit to aid him in whatever manner he desires. The being will obey any commands it is given, will understand the summoner's language, and will stay for 30 minutes or until "slain". The type of spirit depends on the user's class, level and alignment. Most users summon a Soldier of the Heavenly Host, Berserker of Valhalla or Demonic Warrior. Lawful M-U or CL can summon an Angel if they are of a level equal or greater than the Angel's HD instead. Chaotic casters can summon a Demon if they are of a level equal or greater than the Demon's HD instead. Neutral casters can summon any Neutral spirit if they are a level equal or greater than the Spirit's HD instead.

Charm: 3 times per day the ring can be used to cast a Charm Person spell and once per day a Hold Monster spell.

Elemental Domination: a wearer of this ring has full mind control of Elementals of one of the four elements within range of 360'. When the ring is found, roll 1d4, 1=Air, 2=Fire, 3=Earth, 4=Water. The ring also makes the wearer immune to any magic-user spell that comes from the Realm corresponding to the ring's Element. The ring does not grant any summoning powers.

Feather Falling: a wearer of this ring never takes any damage from falling, no matter what the height.

Invisibility: putting this ring on activates an Invisibility Spell on the wearer that works exactly like the 2<sup>nd</sup> level magic-user spell. The ring can be activated 3 times per day.

Meteor Swarm: once per day the wearer can launch a Meteor Swarm Spell (as the 9<sup>th</sup> level magic-user spell) with the fireballs doing 9d6 each.

Protection: wearing this ring gives the wearer a bonus to his AC and Saving Throws equal to its enchantment number (+1, +2, +3). This bonus does not stack with any enchantment bonus from a magic shield or magic armor.

Regeneration: the wearer of this ring quickly heals 1 hit point per combat round, except for damage caused by Fire or Acid. Wearing this ring for a week will also re-grow a lost or broken limb. The ring does not function when a character is critically injured.

Spell Deflection: if any spell is targeted on the wearer, or any spell's Area of Effect includes the wearer, the wearer makes a special saving throw, and if he succeeds, the spell is deflected harmlessly. Roll 1d6, on a 6 the spell is

reflected back onto the original caster of the spell. The ring only works on the first spell cast at the wearer each round.

Spell Storing: this ring holds up to 5 spells within it at a time. As any spell is brought forth, it opens an empty slot in the ring. A magic-user or cleric can cast any spell desired to fill up an empty slot. Any character can use the ring to cast a stored spell regardless of class or level of the spell or the character.

True Sight: the wearer of this ring can see all invisible objects, people or creatures, can see right through any illusion, disguise or transformed shape.

Water Walking: the wearer can walk or run on water just as if it were dry land.

Wishes: this ring contains 3 wishes (as 9<sup>th</sup> level magic-user Wish Spell) which each can be used exactly once. The wisher must put on the ring and say "I wish.." to activate the wish.

Cursed: Defenselessness: the wearer of this ring is convinced that it is a +3 ring of protection and only a remove curse, limited wish or wish spell will convince him to take it off. While wearing this ring, the user drops to AC 10, and suffers a -5 to all Saving Throws.

## 2.8—RODS AND STAFFS

1—Absorption (m,c)	11--Lordly Might (f)
2—Air (m)—Tier M	12—Necromancy (m)
3—Building (any)	13—Restoration (cl)
4—Cancellation (any)	14—Safe Guard (cl,m)
5—Control (m,c)	15—Shadows (m, t)
6—Curses (c)	16—Summoning (m)
7—Earth (m)	17--Ultimate Chaos (cl)
8—Fire, (m)	18—Water (m)
9—Lawful Triumph (cl)	19—Wizardry (m)
10--Life Trapping (m, c)	20--Cursed: Despair (any)

### RODS AND STAFFS: Explanations of Properties

Rods and Staffs are special spell storage devices that are not simple 1-spell storage devices like wands or talisman, but must be made through the permanent item construction process (if they can be made by mortals at all, Judge's option) and all count as Tier M for cost and time. The creator decides whether the item is made as a Rod or a Staff (although items useable by all classes are always rods). Rods usually appear as metallic cylinders about 18" long and 1" in diameter and count as a +0 magic baton if used in melee. Staffs made of wood and be about 5-6' in length and can be used as a +0 magic staff in melee. The user of the rod often must be of a specific class, but he need not know a particular spell or even be of sufficient level to cast it to bring it forth from the rod (so a first level magic-user could use a Rod of Fire to cast a 3<sup>rd</sup> level fireball spell). Many rods begin with 100 or 200 charges when created, but likely will have fewer when discovered as treasure. Rods that expend all their charges are destroyed, losing any other benefits they might have.

Absorption: a magic-user or cleric can use a rod of absorption to absorb a spell that was aimed at him. Each rod can absorb a maximum of 100 spell levels. The user can expend the charges to cast a spell he has prepared without using up that prepared slot for the day. The owner needs to keep track of how many spell levels were ever absorbed (maximum 100) and how many are currently stored in the rod and how many have been expended. When the total absorbed reaches 100 it can absorb no more. When the total expended reaches 100, then the rod is finished and crumbles.

Air: the Rod of Air begins with 100 charges. It can be used by any magic-user (except an Earth Specialist) to call forth any of the Air Spells at the cost of 1 charge per spell level. The rod also grants the holder half damage against lightning attacks.

Building: this rod can be used by any character class. It begins with 100 charges. Expending a charge will protect a 240'x240' area from the effects of a Horn of Blasting for 1 hour. Expending a charge can also magically construct 1000gp worth of buildings in a single day. The buildings are real and can't be magically dispelled. For example, spending 8 charges would build an 8000gp large round tower.

Cancellation: the rod of cancellation can be used by any character but contains only a single charge. If the user makes a successful "to hit" roll with the rod against a target, he can declare that one particular magic item carried, worn or used by the target has been hit by the rod, which immediately permanently destroys both the rod and the targeted magic item.

Control: a magic-user or cleric can use this rod. It begins with 100 charges. Spending 1 charge per HD of any creature, living, dead, summoned or construct, within 60' brings that creature completely under the mental control of the user. The control lasts for 1 hour or until the rod is used again, whichever is sooner.

Curses (c): only a cleric may use this rod, which begins with 100 charges. It can be used to bring forth any of the Cursing Type of clerical spell, at the cost of 1 charge per spell level of the spell.

Earth: the Rod of Earth begins with 100 charges. It can be used by any magic-user (except an Air Specialist) to call forth any of the Earth Spells at the cost of 1 charge per spell level. The rod also gives the user half damage against acid attacks.

Fire: the Rod of Fire begins with 100 charges. It can be used by any magic-user (except a Water Specialist) to call forth any of the Fire Spells at the cost of 1 charge per spell level. The rod also gives the user half damage against fire attacks.

Lawful Triumph: only a cleric of Lawful alignment may use this rod which has 7 charges. The cleric may spend one charge to have a flaming crack open under the feet of a chaotic cleric within 60' and send him hurtling to the center of the earth forever without saving throw. If anyone other than a Lawful cleric even touches the rod, he takes 5d6 damage. The rod can also be used in combat as a +1 mace.

Life Trapping: a magic-user or cleric may use this rod, which has 20 charges. The user points it at an enemy who must make a saving throw or be sucked into the rod, trapped. This costs 1 charge, and when 20 lives have been so trapped the rod cannot trap more, even if some are released. The holder of the rod can release a trapped being at a command word. He can also communicate with all the beings trapped in the rod.

Lordly Might: only a fighter may use this rod, which does not expend charges. The rod can transform into a +2 sword, a +1 Flaming Sword, or a +3 Spear at the touch of a button. Anyone who attempts to engage the wielder of the rod must make a morale check first. Every time the wielder scores a 20 or above (not a natural, but adjusted 20) the target must make a save or become paralyzed for 1d6 rounds. Anytime the user of this rod is critically injured, he must make a saving throw or the rod abandons him, vanishing to some other place.

Necromancy: this mighty rod may be wielded by magic-users (except Enchantment Specialists) only and begins with 200 charges. The user can use the rod to cast any Necromancy spell at the cost of 1 charge per spell level. The rod can also extend to be used as a +2 magic quarterstaff. The caster can voluntarily break the rod which causes 5 points of damage times the number of charges left in the rod to be evenly distributed among every creature (including the user) within 30' of the user. The rod also grants a +5 on saves vs. energy drain.

Restoration: only clerics can use this rod, which begins with 100 charges. The rod can be used to cast any cleric spell of the healing type, at the cost of 1 charge per spell level. The rod also gives off light as a continual light spell.

Safe Guard: a magic-user (except a Summoning Specialist) or a cleric can use this same rod, which begins with 100 charges, to cast either any Protection Realm Spell (for magic-user casters) or any Protection Type spell (for a clerical caster) and the cost of 1 charge per spell level. The Rod also grants +2 to Saving Throws and AC (which does not stack with magic armor, shield or rings of protection).

Shadows: magic-users (except Perception specialists) and thieves may use this rod, which begins with 100 charges. The rod can be used to cast any illusion spell at the cost of 1 charge per spell level. The rod can also be used (by Jacks) as a +1 club.

Summoning: a magic-user (except a Protection Specialist) can use this rod, which begins with 100 charges, to cast any Summoning Realm spell at the cost of 1 charge per spell level. The rod can also be used as a +1 baton.

Ultimate Chaos: only a cleric of Chaotic alignment may use this rod which has 7 charges. The cleric may spend one charge to have a flaming crack open under the feet of a Lawful cleric within 60' and send him hurtling to the center of the earth forever, without a saving throw. If anyone other than a Chaotic cleric even touches the rod, he takes 5d6 damage.

Water: the Rod of Water begins with 100 charges. It can be used by any magic-user (except a Fire Specialist) to call forth any of the Water Spells at the cost of 1 charge per spell level. The rod also grants half damage against cold attacks.

Wizardry: this very mighty rod may be wielded by magic-users only and begins with 200 charges. Each charge allows the casting of any 3<sup>rd</sup> level magic-user spell. The use of 10 charges allows the casting of a Disintegrate Spell. The rod can also extend to be used as a +3 magic quarterstaff. The caster can voluntarily break the rod which causes 5 points of damage times the number of charges left in the rod to be evenly distributed among every creature (including the user) within 30' of the user.

Cursed: Despair: this rod appears to be another sort of useful rod, but whoever claims it is cursed to complete despair. He must roll his WIS or less on a d20 before taking each action or he won't complete it. Only remove curse, limited wish or wish spell will remove the curse.

## **2.9—SCROLLS, WANDS AND TALISMAN**

Scrolls, wands and talisman are spell storage devices created and used by clerics and magic-users. Each scroll, talisman or wand contains a single spell. The scroll is a single-use item, with 1 use of a particular spell inscribed on parchment to be read out, releasing the spell. The scroll crumbles to dust after the single casting. A wand or talisman is a device that can store multiple castings of a particular spell (each casting called a charge) which can be released one at a time by a caster of the correct class. Wands are made by magic-users. Talisman are made by clerics.

Magic-Users can use magic-user scrolls and wands. Clerics can use clerical scrolls and talisman, but only talisman from their own alignment. Even if a scroll/wand/talisman contains a spell that is on both classes lists, magic-users and clerics cannot use the others' devices. Jacks with the Read Scrolls spell can cast spells from Magic-User scrolls, and Jacks with the Use Wands skill can cast from Magic-User wands on a skill roll. Jacks with the Mummery skill can cast from cleric scrolls and talisman provided they are of the right alignment.

## SCROLLS:

### Type:

When a scroll is found, roll 1d6. If the result is 1-4, then the scroll contains a magic-user spell. If the result is a 5-6, then the scroll contains a cleric spell.

### Spell Level 1d20

1-9 First Level Spell  
10-14 Level 1-4 random  
15-19 Level 1-6, random  
20: Level 7-9, chosen by Judge

## WANDS AND TALISMAN

### Spell Level and Charges 1d20

1—8	First,	4d10 charges
9-13	Second,	3d10 charges
14-17	Third	2d10 charges
18-19	Fourth	2d6 charges
20	Fifth	2d4 charges

## SPECIFIC SPELLS: WANDS, TALISMAN AND SCROLLS

Once you know the spell level and class of a device, For cleric spells, go to the list for that spell level and roll 1d8, using the result corresponding to the number rolled. If a "1" occurs, roll 1d6, 1-2 Law, 3-4 Neutral, 5-6 Chaos.

For magic user spells, go the list for that spell level and roll 1d12, using the result corresponding to the number rolled.

## 2.10—SWORDS, KNIVES AND DAGGERS

**TABLE 1: Weapon Type: (1d20)**

1:	Pair of throwing knives
2:	Knife
3-7:	Dagger
8-10:	Short Sword
11-15:	Arming Sword
16-18:	Bastard Sword
19-20:	Two-Handed Sword

**TABLE 2: Enchantment: (1d20)**

1-7:	+1—Tier D
8-10:	+2—Tier F
11:	+3—Tier J
12-17:	+1, special feature—Tier F
18-19:	+2, special feature—Tier J
20:	+3, special feature—Tier M

**TABLE 3: Special Feature** (if indicated on roll 2)

If the weapon is a knife, knives or dagger, roll 1d8

If the weapon is a short sword, arming or bastard sword or two-handed sword, roll 1d20

1--Wizard-Slayer	11--Sword of Chaos
2--Cleric-Slayer	12--Sword of Earth
3--Quick Blade	13--Demon-Slayer
4--Assassin's Blade	14--Giant-Slayer
5--Life-Drainer	15—Dragon Slayer
6—Defender	16—Bloodletter
7—Orc Slayer	17—Head Chopper
8—Vision Blade	18—Cursed -2
9--Flaming Sword	19—Cursed—Berserk +2
10 --Sword of Law	20—Cursed--Quest

### PROPERTIES AND SPECIAL FEATURES EXPLANATIONS

All magic swords, daggers and knives will give off a 30' radius of light when drawn (the light can be hidden if the weapon is placed back in its scabbard). All of them are able to hit and damage *invulnerable* creatures. Each one has an enchantment bonus (table 2) from +1 to +3, the number is the bonus both for the "To Hit" roll and the Damage Roll every time the weapon is used. If the pair of throwing knives is received, the knives will magically return to their owner at the end of the round that they were thrown.

Wizard-Slayer: this weapon gets an additional +1 to its "to hit" roll and rolls twice the number of damage dice when attacking anyone with 1 or more levels of the Magic-User class.

Cleric-Slayer: this weapon gets an additional +1 to its "to hit" roll and rolls twice the number of damage dice when attacking anyone with 1 or more levels of the Cleric class.

Quick Blade: this weapon allows the user to make 1 additional attack action per round, if he uses the quick blade to make a melee or missile attack as at least one of them.

Assassin's Blade: this weapon gets an additional +2 to hit and 1 additional die of damage when used to make a surprise attack, rear attack or back-stab.

Life-Drainer: when the user rolls a natural 20 on an attack roll, it drains 1 level or Hit Die from the target and heals 1d6 points of damage suffered by the user. This weapon cannot be used by Lawfully aligned characters.

Orc Slayer: this weapon gets an additional +1 to its "to hit" roll and rolls twice the number of damage dice when attacking an Orc, Half-orc, Goblin, Hobgoblin or Bugbear.

Vision Blade: the user of this weapon can use the Detect Magic, See Invisible and Locate Objects spells each once per day.

Flaming Sword: instead of giving off radiant light, this sword is surrounded by crackling flame when drawn from the scabbard. It does 1d6 extra damage against, plant-monsters, undead, trolls and cold-using monsters like Frost Giants and cold-breathing dragons. It can also be used to ignite flammable objects like oil, kindling, piles of garbage.

Sword of Law: this sword, which can only be used by Fighters of Lawful Alignment who have been initiated into the worship of a Lawful god, does 1 extra die of damage against anything of Chaotic alignment, automatically dispels any spell or magic effect in a 10' radius which had been created by a Chaotic caster, and prevents any demon or undead being from approaching closer than 10' of the caster.



Sword of Chaos: this sword, which can only be used by Fighters or Thieves of Chaotic Alignment who have been initiated into the worship of a Chaotic god, does 1 extra die of damage against anything of Lawful alignment, automatically dispels any spell or magic effect in a 10' radius which had been created by a Lawful caster, and prevents any angel or lawful extra-worldly being from approaching closer than 10' of the caster.

Sword of Earth: this sword, which can only be used by Fighters of Neutral Alignment who have been initiated into the worship of a Neutral god, does 1 extra die of damage against lycanthropes and anything of extra-earthly origin (demons, angels, elementals, djinni, efreeti etc.). It dispels any hostile clerical spell or Earth, Air, Fire or Water magic-user spell that comes within 10' of the user. If it scores a Natural 20 against a Lawful or Chaotic cleric, the target must make a Saving Throw or be transformed into Green Slime.

Demon-Slayer: this weapon gets an additional +1 to its "to hit" roll and rolls twice the number of damage dice when attacking a Demon. 75% of these swords are restricted to Lawful wielders.

Giant-Slayer: this weapon gets an additional +1 to its "to hit" roll and rolls twice the number of damage dice when attacking an Ogre, Half-Ogre, Trollson, Titan, Troll or any species of Giant.

Dragon Slayer: this weapon gets an additional +1 to its "to hit" roll and rolls twice the number of damage dice when attacking a Dragon, Dinosaur, Hydra, Lizardo, or any sort of Lizard.

Bloodletter: each time this sword scores a hit, it creates a bleeding wound, which inflicts 1 extra point of damage each round until stopped by First Aid or magical healing.

Head Chopper: each time this weapon scores a natural 20, it cuts the target's head clean off.

Cursed -2: when someone tries this weapon in battle, he will be convinced it is the greatest weapon ever made and will use no other, under any circumstance. A remove curse, limited wish or wish spell is the only way to get the victim to use any other weapon (even if the sword is stolen, he won't fight without it). The sword has a -2 to hit and damage penalty.

Cursed—Berserk +2: the sword is +2 to hit and damage, but once the user starts fighting, he will keep fighting until everyone in view is dead. He will take a round to finish off critically wounded enemies, and each time he kills an enemy there is a 1 in 6 chance that he will attack an ally instead of an enemy. When all enemies are dead, he will turn on his friends. A remove curse, limited wish or wish spell is the only way to get the victim to use any other weapon (even if the sword is stolen, he won't fight without it).

Cursed—Quest: this sword acts as a +1 to hit and damage sword, but after it is first used the wielder will fall under the effects of a Quest spell with no saving throw. He must carry out the mission of the quest in preference to all other tasks. Only a remove curse, limited wish or wish spell will remove the Quest from the victim. If the quest is completed, the curse is removed from the blade.

## 2.11—WEAPONS

**TABLE 1: Weapon Type: (1d20)**

1:	Light Hammer*
2-4:	Mace
5:	Flail
6-7:	War-hammer
8:	Morning Star
9-10:	Hand Axe*
11-13:	Battle Axe
14:	Great Axe
15:	Halberd
16:	Bill
17-19:	Spear*
20:	Lance

**TABLE 2: Enchantment: (1d20)**

1-10:	+1—Tier D
11-13:	+2—Tier F
14:	+3—Tier J
15-17:	+1, special feature—Tier F
18-19:	+2, special feature—Tier J
20:	+3, special feature—Tier M

Those marked with an \* all return to the user's hand if thrown

**TABLE 3: Special Feature** (if indicated on Table 2)

1-2:	Parry	12:	Dwarf Slayer
3:	Penetrator	13:	Cat Slayer
4-5:	Paralyzer	14:	Rat Slayer
6:	Dog-Slayer	15:	Lycanthrope Slayer
7:	Bear-Slayer	16-17:	Hero's Sign
8-9:	Corpse Bane	18:	Cursed: -2
10:	Sweeper	19:	Cursed: Rot
11:	Elf Slayer	20:	Cursed: Mind Fog

### PROPERTIES AND SPECIAL FEATURES EXPLANATIONS

All magic weapons are able to hit and damage *invulnerable* creatures. Each one has an enchantment bonus (table 2) from +1 to +3, the number is the bonus both for the "To Hit" roll and the Damage Roll every time the weapon is used. If a Light Hammer, Hand Axe or Spear is received it will magically return to their owner at the end of the round they were thrown. A Read Magic analysis will not reveal that a Curse is present, instead it will falsely claim that the item has some other non-cursed feature or enchantment.

Parry: this weapon adds its enchantment bonus to the user's armor class in melee combat (not against missile fire).

Penetrator: each time a hit with this weapon rolls maximum damage on its damage die, it gets to add a second damage die.

Paralyzer: any time the user rolls a natural 20 with this weapon, the target must make a saving throw or become paralyzed for 1d6 combat rounds.

Dog-Slayer: this weapon gets an additional +1 to its "to hit" roll and rolls twice the number of damage dice when attacking a dog, Dogger, wolf, were-wolf, blink dog or any other partially dog monster.

Bear Slayer: this weapon gets an additional +1 to its "to hit" roll and rolls twice the number of damage dice when attacking a bear, Owlbear, bugbear, were-bear or any other bear-like monster.

Corpse Bane: any time a natural 20 is scored with this weapon against an Undead Target that target is blasted out of existence without a saving throw.

Sweeper: any time a natural 20 is scored with this weapon, the user may make an Extra Attack against each and every target in melee contact.

Elf Slayer: this weapon gets an additional +1 to its "to hit" roll and rolls twice the number of damage dice when attacking an Elf or Half-elf.

Dwarf Slayer: this weapon gets an additional +1 to its "to hit" roll and rolls twice the number of damage dice when attacking a Dwarf, Gnome or Halfling.

Cat Slayer: this weapon gets an additional +1 to its "to hit" roll and rolls twice the number of damage dice when attacking a cat, tiger, lion, puma, Catter, were-tiger, or any cat-like monster.

Rat Slayer: this weapon gets an additional +1 to its "to hit" roll and rolls twice the number of damage dice when attacking a rat, giant rat, Ratter, were-rat or any other rat-like monster.

Lycanthrope Slayer: this weapon gets an additional +1 to its "to hit" roll and rolls twice the number of damage dice when attacking a were-wolf or any other sort of lycanthrope.

Hero's Sign: if the wielder uses his attack action during a round, he can raise this weapon over his head and make a shout. All allies will get +1 to hit and saving throws for 1d6 rounds, and also all allies who have failed morale within 100' will immediately rally.

Cursed -2: when someone tries this weapon in battle, he will be convinced it is the greatest weapon ever made and will use no other, under any circumstance. A remove curse, limited wish or wish spell is the only way to get the victim to use any other weapon (even if the weapon is stolen, he won't fight without it). The sword has a -2 to hit and damage penalty.

Cursed: Rot: the user is infected with Mummy Rot, and will flee from the presence of any cleric and will resist any attempt to cure him.

Cursed: Mind Fog: the user of the weapon will consider it the best weapon in the world and will never use another until a remove curse, limited wish or wish spell is used to break the curse. As long as he has the weapon, he will always be surprised in every encounter, will never spot anyone trying to sneak up on him or hide from him, and will never find a secret door, trap or hidden object of any sort.