

SEVEN VOYAGES OF ZYLARTHEN

**Rules for Original Style Sword and Sorcery
Campaigns Playable with Paper and Pencil
and Imagination**

OAKES SPALDING



BOOK OF MAGIC
VOLUME 3 OF FOUR BOOKLETS

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SEVEN VOYAGES OF ZYLARTHEN

VOLUME 3

BOOK OF MAGIC

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INDEX

Spells Table	3
Spell Descriptions	4
1st Level	4
2nd Level	6
3rd level	7
4th level	10
5th Level	13
6th Level	17
Magic Books	18
Magical Research	19
Evil High Priest Spells Table	20
High Priest Spells Table	20
Witch Spells Table	21
Additional Spell Descriptions	22
Maps/Magic Determination	25
Magic Items Tables	25
Potions	32
Scrolls	34
Swords	35
Armor	39
Magic Books (As Treasure)	39
Miscellaneous Weapons	40
Rings	41
Rods, Staves and Wands	42
Miscellaneous Magic	47
Fabricating Magic Items	62

SPELLS TABLE:

1st Level

1. Charm Person
2. Cure Light Wounds
3. Detect Evil
4. Detect Magic
5. Hold Portal
6. Light
7. Magic Missile
8. Protection from Evil
9. Purify Food & Water
10. Pyrotechnics
11. Read Languages
12. Read Magic
13. Shield
14. Sleep
15. Snake Charm
16. Speak with Animals
17. Strength
18. Ventriloquism
19. Web
20. Cause Light Wounds*

2nd Level

- Arcane Lock
- Clairaudience
- Continual Light
- Darkness, 5' Radius
- Detect Invisible
- ESP
- Find Traps
- Fortify
- Hold Person
- Infravision
- Invisibility
- Knock
- Levitate
- Locate Object
- Magic Mouth
- Mirror Image
- Phantasmal Forces
- Silence, 15' Radius
- Water Breathing
- Spoil Food & Water*

3rd Level

- Clairvoyance
- Cure Disease
- Dispel Magic
- Distract
- Explosive Runes
- Fire Ball
- Fly
- Growth of Plants
- Haste Spell
- Invisibility, 10' Radius
- Lightning Bolt
- Protection/Evil, 10' r.
- Protect./Normal Missiles
- Remove Curse
- Rope Trick
- Slow Spell
- Speak with Dead
- Suggestion
- Summon Monsters I
- Cause Disease*

4th Level

1. Charm Monster
2. Confusion
3. Create Water
4. Cure Serious Wounds
5. Dimension Door
6. Extension I
7. Fear
8. Hallucinatory Terrain
9. Ice Storm
10. Invisible Eye
11. Massmorph
12. Neutralize Poison
13. Polymorph Others
14. Polymorph Self
15. Speak With Plants
16. Summon Monsters II
17. Turn Sticks to Snakes
18. Wall of Fire
19. Wall of Ice
20. Cause Serious Wounds*

5th Level

- Animate Objects
- Cloudkill
- Conjure Elemental
- Contact Higher Plane
- Create Food
- Dispel Evil
- Extension II
- Feeblemind
- Growth of Animals
- Hold Monster
- Insect Plague
- Magic Jar
- Pass-Wall
- Summon Monsters III
- Telekinesis
- Teleport
- Transmute Rock to Mud
- Wall of Iron
- Wall of Stone
- Animate Dead*

6th Level

- Anti-Magic Shell
- Blade Barrier
- Conjure Animals
- Control Weather
- Disintegrate
- Extension III
- Find The Path
- Geas
- Legend Lore
- Lower Water
- Move Earth
- Part Water
- Projected Image
- Repulsion
- Speak With Monsters
- Stone to Flesh
- Summon Monsters IV
- Summon Servant/Stalker
- Word of Recall
- Death Spell*

* Usable by non-player characters (evil), only.

SPELL DESCRIPTIONS:

1st Level:

Charm Person: This spell will cause the recipient, if he fails his saving throw vs. magic, to regard the caster as a trusted mentor, friend or ally for an indefinite period. After a number of days equal to 19 minus the victim's intelligence score, a saving throw may be attempted to break the charm. If it fails, then another may be tried in a like number of days, and so on. Alternatively, a Dispel Magic spell will always break the charm. It is important to note that the spell does not enable the caster to control the recipient as an automaton or to successfully order him to perform any actions which obviously contradict any of his previously and strongly held beliefs, loyalties, moral principles or the like. So, for example, if a witch charms a good prince, she cannot force him to embrace evil or perform what he would regard as evil acts, but she will cause him to believe that she herself is not evil, and thus he might be induced to defend her to the death even against his friends. The spell will work against, humans, demi-humans and humanoids shorter than Ogre-size. Undead are immune. Range: 120'.

Cure Light Wounds: This spell will restore 2-7 hit points to the target character during the course of a full turn. Alternatively, it may be cast during surgery, giving the patient a +10% bonus to his adversity check. A character may be the recipient of this spell but once per day. Range: touch.

Detect Evil: This spell will detect evil intentions and thoughts or the presence of an evil object or entity. Duration: 2 turns, Range: 60'.

Detect Magic: This spell will determine whether an enchantment or charm has been placed on a place, thing or person. It is often used to divine whether a discovered item is magical. Duration: 2 turns, Range: 10'.

Hold Portal: This spell will bar a door, gate or similar. A Dispel Magic or Knock spell, or a creature with strong magical resistance will negate it. Duration: 2-12 turns, Range: 60'.

Light: This spell will create a 30' diameter globe of light around the caster, a point in space or a mobile or immobile object. The light created will not equal full daylight and thus cannot be used, say, to destroy a Vampire. Duration: 6 turns + 1 turn per level.

Magic Missile: This spell conjures a magic arrow that will do 2-7 points of damage if it hits. Those of 6th-10th levels may cast three simultaneous missiles. Those of 11th or higher levels may cast five simultaneous missiles. Chance to hit is computed as for a +1 bow, potentially modified by dexterity. Range: 150'.

Protection from Evil: This spell prevents attacks on the caster from enchanted, summoned or conjured monsters. As well, it subtracts -1 from the attack rolls of all evil creatures and gives the caster +1 to his saving throws against the same. Duration: 6 turns.

Purify Food and Water: This spell makes spoiled or even poisoned quantities of food or water usable again. These will serve up to a dozen people.

Pyrotechnics: This spell will produce a small-scale fireworks display from an already existing fire source—a torch, bonfire or the like—or a temporary 20' diameter cloud of smoke from the same. Depending on the context the effect might be delightful, frightening, obscuring, surprising, distracting, etc., but not directly harmful. Duration: 6 turns, Range: 240'.

Read Languages: This spell allows the caster to read an otherwise incomprehensible or indecipherable non-magical language or code. Duration: one or two maps, scrolls or sets of inscriptions, or perhaps 5% of a book.

Read Magic: This spell allows the caster to initially read and understand the writings in a magic book or scroll. In the case of a book, this will enable him to attempt to know the spells contained therein, or in the case of a scroll to use the scroll at a later time.

Shield: This spell will form a magical barrier around the caster equivalent to armor class 2 vs. missile attacks and armor class 4 vs. melee attacks. Duration: 2 turns.

Sleep: This spell will put to sleep all of the following within a 30' area of effect (no saving throw): 2-16 creatures of up to 1+1 hit dice, 2-12 creatures of up to 2+1 hit dice, 1-6 creatures of up to 3+1 hit dice and/or 1 creature of up to 4+1 hit dice. Range: 240'.

Snake Charm: The caster may hypnotically calm any number of snakes—normal or giant—with maximum collective hit dice equaling the level of the caster. Duration: 2-12 turns (as long as the caster maintains rough eye contact), Range: 60'.

Speak with Animals: This spell allows conversation between the caster and one form of animal. The animal or animals will never attack the caster and a positive reaction may mean that it or they may perform services for him. Duration: 6 turns, Range: 30'.

Strength: This spell will increase the strength of a willing target by from 2-8 points if he is a Fighting-Man and from 1-4 points if he is a Thief. Magic-Users will obtain no benefit. For each additional 2 points increased over a score of 18, an additional +1 bonus (cumulative with that already granted at 18) will be added to melee damage rolls. After use, the recipient must sleep for a full day. Duration: up to 8 hours.

Ventriloquism: The caster may “throw” his voice such as to make it issue from an animal, statue, around a corner, etc. If centered on a creature or object, those paying close attention may notice that the “mouth” is not moving. Duration: 2 turns, Range: 60'.

Web: This spell produces great sticky webs sufficient to cover an area 10' x 10' x 20'. The strands are quite strong, requiring a determined creature a number of turns equal to 22 minus his strength score to break through. The webs will last for 8 hours under normal conditions but are of course flammable. Range: 30'.

Cause Light Wounds: The mere touch of the caster will inflict 2-7 damage points over the course of one full turn. A standard attack roll may be required to hit, unless the target is unaware, surprised, etc.

2nd Level:

Arcane Lock: This spell will bar a door, gate or the like for an indefinite period. A Knock spell will only temporarily negate it. A Magic-User of at least three levels above the caster may ignore such a lock. Range: touch.

Clairaudience: This spell allows hearing at a distance. It is blocked by more than two feet of stone or by a thin coating of lead. Note that it can be cast through a Crystal Ball. Duration: 12 turns, Range: 60'.

Continual Light: Similar to a light spell but with these differences: It has an area of effect of a 240' diameter sphere, may not be cast on a mobile object and lasts permanently unless dispelled or countered with a Darkness spell or similar. Range: 120'.

Darkness, 5' Radius: This spell causes complete and utter darkness—sufficient even to block the sight of monsters that may normally see in the dark—within an area 10' x 10' x 10'. A Light spell will counter it, and vice versa. Duration: 6 turns, Range 120'.

Detect Invisible Creatures or Objects: This spell will reveal invisible (but not hidden) entities or items. Duration: 6 turns, Range: 10' per level of the caster.

ESP: This spell allows the caster to read the thoughts of most creatures (at least those that have thoughts). It will be blocked by more than two feet of stone or by a thin coating of lead. If the caster does not understand the target's language, the emanations will be quite general. Duration: 12 turns, Range: 60'.

Find Traps: The spell allows the caster to detect any mechanical or magical trap within 30'. Duration: 2 turns.

Fortify: This spell will give a bonus of +1 to the morale and attack rolls of all allied creatures within an area 50' x 50'. Duration: 6 turns.

Hold Person: This spell will completely immobilize 1-4 persons in the caster's area of vision at a distance of up to 180' (saving throw allowed). If the caster chooses to target but one person, the saving throw against the spell will be made at a -2 penalty. Duration: 9 turns.

Infra-vision: This will allow a willing recipient to see up to 60' in pitch darkness. Duration: 1 day.

Invisibility: This spell may be cast on a willing recipient and lasts until he chooses to break it, or until he attacks or is attacked. Range: 240'.

Knock: This spell will open all doors, even if locked, secret, magically held, etc. Range: 60'.

Levitate: This spell may lift the caster at a speed of 60' per turn up to a total height equal to his level x 20'. The spell does not enable lateral movement per se but the caster may use his hands to pull himself along the ceiling, etc. Duration: 6 turns plus the level of the caster.

Locate Object: The caster will be informed of the direction of a known item or a specific sort of object—a sword, a stairway upward, a doorway, etc. Range: 60' plus 10' per level of the caster. The thing sought must be within that range.

Magic Mouth: This spell will enchant an inanimate mouth such as that of a statue, or will create a temporary magical mouth on a wall, pillar, etc. When triggered, the mouth will utter a one-time message of up to twenty-five words. The caster may designate a necessary condition or set of conditions for the mouth to be triggered, subject to the approval of the referee. For example: "Speak at exactly midnight during the next full moon/when a beautiful woman comes within five paces/when my friend Casimir returns," etc.

Mirror Image: This spell will create 1-4 images that will look, move and act in a manner identical with the caster. Any attempted melee attack or successful missile attack against an image will dispel that image. Duration: 6 turns.

Phantasmal Forces: The caster may create the visual illusion of virtually anything he can imagine in a two-dimensional space with an area of up to 40' x 30'. The illusion may be maintained indefinitely by concentration but will vanish if touched. Range: 240'.

Silence, 15' Radius: This spell may be cast on a stationary point or object, or on the caster and his party to move with them. It will completely suppress all sounds, including the spoken words required to cast spells. The caster may cancel the spell at any time. Duration: 12 turns, Range: 180'.

Water Breathing: This spell allows the chosen recipient to breathe normally underwater. Duration: 12 turns, Range: 30'.

Spoil Food & Water: The reverse of Purify Food & Water.

3rd Level:

Clairvoyance: This spell allows seeing at a distance. It will be blocked by more than two feet of stone or by a thin coating of lead. Like Clairaudience it can be cast through a Crystal Ball. Duration: 12 turns, Range: 60'.

Cure Disease: This spell will cure any form of disease.

Dispel Magic: This spell can permanently dispel most enchantments, though it affects magic items and the like only temporarily. If the dispeller is of a lower level than the original caster, then the chance of success is expressed as a percentage determined by dividing the level of dispeller by the level of the original caster. Duration (if cast on a magic item): 1 turn, Range: 120'.

Distract: This spell inflicts a -1 penalty to the saving throws of all creatures within an area 20' x 20'. If cast by an Archimagus or a Wizard, the penalty will be -2. Duration: 2 turns (including the turn in which it was cast). Range 30'.

Explosive Runes: These may be placed on a book, map or scroll. If anyone other than the caster reads them, they will explode, doing three dice of damage to the

reader (no saving throw) and destroying the object they were placed upon. A Magic-User of at least two levels above the original caster will have a 50% chance of noticing the runes and a 75% chance of succeeding in removing them. They can also, of course be removed by the original caster whenever he desires.

Fire Ball: A hurled fire ball will tend to explode in a 40' diameter sphere, doing as many dice of damage to those inside as the level of the caster (a successful saving throw indicates half damage). The caster should always be aware that the blast naturally shapes itself to the area concerned in order to affect a similar volume of space. Range: 240'.

Fly: This spell allows the caster to fly through the air at a move rate of 12. Duration: 1-6 turns plus 1 turn per level of the caster.

Growth of Plants: This spell will cause an area of normal brush or woods with an area of up to 30' x 30' to become overgrown and virtually impassable. Duration: until dispelled, Range: 120'.

Haste: This spell will enable up to 24 creatures in a 60' x 120' rectangle to move at twice their usual rate and attack/defend at +2. A Haste spell may counter a Slow spell and vice versa. Duration: 3 turns, Range: 240'.

Invisibility, 10' Radius: This spell may be cast on a multiple group of persons and will last for each until he chooses to break it, or until he attacks or is attacked. Range: 240'.

Lightning Bolt: A lightning bolt will affect all creatures in a line 60' x 8', doing as many dice of damage as the caster's level (a successful saving throw indicates half damage). If there isn't space to allow a full 60' extension, the bolt will double back. Range: 240'.

Protection from Evil, 10' Radius: This spell will prevent attacks from enchanted, summoned or conjured monsters on those within a circle centered on the caster. As well, it subtracts -1 from the attack rolls of all evil creatures and gives those protected +1 to their saving throws against the same. Duration: 12 turns.

Protection against Normal Missiles: This spell will completely protect the target from normal-sized non-magical missiles such as arrows or bolts. Duration: 12 turns, Range: 30'.

Remove Curse: This spell will remove one curse from a creature or object.

Rope Trick: This odd but useful spell begins by enabling the caster to toss a length of magical rope 6' to 24' in the air where it will hang taut from an invisible point in space. The caster and up to three companions may then climb the rope and retreat into an extra-dimensional space where they may safely hide for up to 6 turns plus 1 turn per level of the caster. The rope will remain in physical space unless or until it is tampered with or removed, etc. Characters emerging from hiding without the rope will of course fall the appropriate distance.

Slow: This spell will slow up to 24 creatures in a 60' x 120' rectangle such that they will move at only half their usual rate (saving throw allowed) and at-

tack/defend at a -2 penalty. A Slow spell may counter a Haste spell and vice versa. Duration: 3 turns, Range: 240’.

Speak with Dead: The caster may communicate with a dead person or creature, provided there is a body (or at least a skeleton) available. The spell generally only works on beings that have been dead 1-4 days, though an Archimagus or Wizard may communicate with those dead for 1-4 months. Up to three questions may be asked, and the responses will most likely be in riddles. Note that only evil or neutral beings may be conversed with. Good beings will have already passed on to another place where they will no doubt have better things to do than banter with inquisitive Magic-Users.

Suggestion: Using this spell, a hypnotic suggestion is imparted to the target (saving throw allowed) that may be carried out at any point within a week’s time according to the instructions of the caster. This may very well end up having a harmful effect but the Suggestion itself may not be obviously or directly harmful.

Summon Monsters I: The caster summons one or more monsters to faithfully serve him—attacking his enemies or performing some other task. The type and number of monster will be determined randomly but will include 1-6 creatures from Monster Level Tables A or B, or 1-3 creatures from Monster Level Table C. Note that there is at least the possibility that the particular arrivals may very well be inappropriate or ineffective given the situation. The monsters take 1 turn to arrive and will stay for up to 6 turns.



Cause Disease: This spell will cause the victim to contract a randomly determined serious disease (saving throw allowed).

4th Level:

Charm Monster: If the target creature fails its saving throw, it will come under the influence of the caster in a manner identical to a Charm Person spell. A check to break the Charm will be made weekly, with possible success determined by the creature's hit dice:

<u>Hit Dice</u>	<u>Chance of Breaking Charm</u>
Under 2	5%
2-4	10%
5-7	20%
8-10	40%
11 and up	80%

Of course a Charm may also always be dispelled. Range: 120'.



Confusion: This spell will affect up to 2-12 enemy creatures (rolled secretly by the referee and determined randomly). Creatures of 2 hit dice or fewer are affected immediately, while those of 3 or more hit dice are affected in a number of turns equal to the score on a twelve-sided die less the level of the caster. Only creatures with 4 or more hit dice are entitled to saving throws. These are made each turn and determine only whether or not the creature will be affected in that turn. Affected creatures roll two dice each turn to determine their actions: attack the caster's party (2-5), do nothing (6-8) or attack each other (9-12). Duration: 12 turns.

Create Water: This spell creates water sufficient to supply two-dozen men and two-dozen horses for one day. It must be consumed on the day it is created.

Cure Serious Wounds: This spell will restore 4-14 hit points to the target character during the course of one full turn. Alternatively, it may be cast during surgery, giving the patient a +10% bonus to his adversity check. A character may be the recipient of a Cure Wounds spell (Light or Serious) but once per day. Range: touch.

Dimension Door: This spell allows a willing recipient to teleport up to 360' in any direction (including up or down). The recipient will appear exactly where the caster calls, e.g. 150' northeast and 20' up. Materializing within a solid wall or beneath the ground will result in death, but the existence of a smaller object or creature at the targeted spot will merely cause the recipient to conform himself around it—he might arrive sitting in a chair or hugging a Goblin, etc.

Extension I: This useful spell increases the duration of any 1st through 3rd level spell by 50%.

Fear: Within the area of effect—a cone projecting 60' from the user with a perpendicular base of 30'—all that fail their saving throws vs. magic must flee in fear for 6 turns. There is a 50% chance that fleeing creatures will drop any items they had in hand. Range: 240'.

Hallucinatory Terrain: By means of this spell a large item of terrain—a hill, swamp, forest, etc.—may be concealed or caused to appear as something else. The spell lasts until an enemy makes contact with the affected area. Range: 240'.

Ice Storm: Via this spell a hailstorm of short duration but tremendous force is created within an area 30' x 30'. All those within take three dice of damage (no saving throw). The spell may only be cast outdoors. Duration: 1 turn. Range: 120'.

Invisible Eye: This spell creates an invisible "eye", linked so as to function as the eye of the caster that he can direct at will. It may travel up to 240' away from the caster at a Move rate of 12. It may go under doors, through large keyholes, etc., but cannot penetrate solid material. Duration: 6 turns.

Massmorph: Up to 100 man-sized creatures may be disguised as a grove of trees. Contact will not dispel this multi-sensory illusion. Range: 240'.

Neutralize Poison: This spell serves as an antidote to any kind of poison. However, it will not revive a character that has already been killed by poison.

Polymorph Others: This spell will transform a willing or unwilling target into any creature the caster desires (saving throw allowed if unwilling), the effect being permanent unless or until dispelled. The victim will take on most of the characteristics and abilities of the new creature, though his offensive combat capabilities will not be more than those of his old self and his defensive combat capabilities will be at least those of his old self. Because of this, polymorphing, say, a Goblin into a Red Dragon would not be wise. On the other hand, polymorphing a Hill Giant into a mosquito would render the Hill Giant harmless but the mosquito would be tough to kill (having 8 hit dice, an armor class of 4 and a base move of 12!). Range: 60'.

Polymorph Self: The caster may change himself into any creature he desires. He acquires most abilities of the creature, though not those pertaining to magic or combat. Duration: 6 turns plus 1 turn per level of the caster.

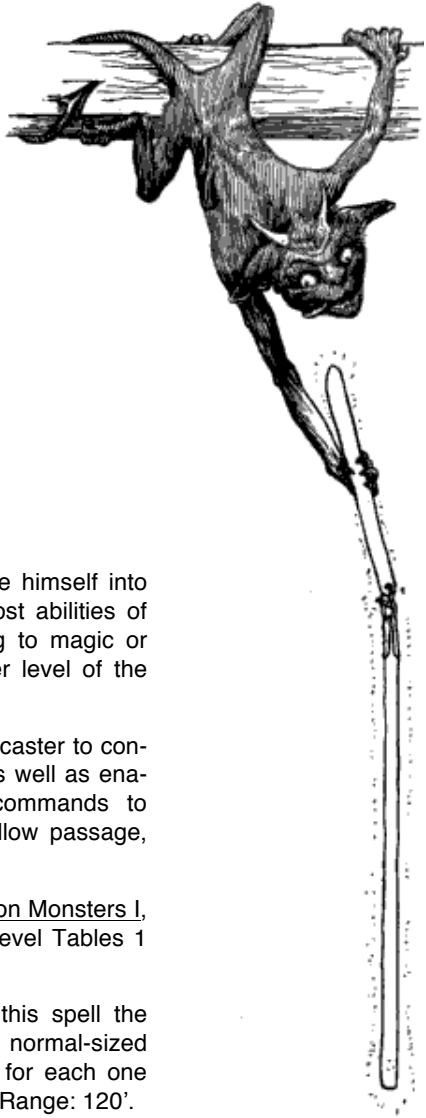
Speak with Plants: This spell allows the caster to converse with grasses, flowers, trees, etc., as well as enabling him to issue easily performed commands to them—inviting them to part in order to allow passage, etc. Duration: 6 turns, Range: 30'.

Summon Monsters II: Identical to *Summon Monsters I*, except that 1-2 creatures from Monster Level Tables 1 or 2 will appear.

Turn Sticks to Snakes: By means of this spell the caster may turn up to 2-16 sticks into normal-sized Snakes (see Vol. 2) with a 50% chance for each one that it will be poisonous. Duration: 6 turns, Range: 120'.

Wall of Fire: This spell creates a wall of fire in the form of a plane with an area of up to 60' in width by 20' in height, or a circle with an area of up to 30' diameter and 20' in height. The wall is effectively opaque and creatures of fewer than 4 hit dice will refuse to pass through it. More powerful creatures that attempt to penetrate the wall will take one die of damage (two dice if they are Undead). The spell lasts for as long as the caster concentrates on it. Range: 60'.

Wall of Ice: This spell creates a wall of ice in the form of a plane with an area of up to 60' in width by 20' in height or a circle with an area of up to 30' diameter and



20' in height. The wall is opaque and creatures of fewer than 4 hit dice will refuse to pass through it. More powerful creatures that attempt to penetrate the wall will take one die of damage (two dice if they are fire-using monsters). The spell lasts for as long as the caster concentrates on it. Range: 120'.

Cause Serious Wounds: The mere touch of the caster will inflict 4-14 hits on a victim over the course of one full turn. A standard attack roll may be required to hit, unless the target is unaware, surprised, etc.

5th Level:

Animate Objects: This spell temporarily vivifies physical objects. It can be used for any purpose, though it will usually be invoked in combat situations. Up to one large, two man-sized or four small items can be made to come to life, with recommended attack, defense and movement capabilities as outlined below:

<u>Item</u>	<u>#</u>	<u>Hit Dice</u>	<u>Armor Class</u>	<u>Move</u>	<u>Attacks</u>
Chair	2	2	7	15	Batter (one die)
Rug	2	4	8	3/12	Trip, Smother
Statue, large	1	8	2	3	Batter (four dice/2 turns)
Statue, man-sized	2	4	2	3	Batter (two dice/2 turns)
Tapestry	1	4	6	3/6	Immobilize, Smother
Weapon	4	1	5	3/12	Slash, Stab (one die)

A rug will trip any creatures standing upon it (saving throw allowed), and may then make a flying attack, attempting to smother the target—a successful attack does one die of damage on the first turn, and one automatic die of smothering damage each additional turn until either the rug or its victim expires. A tapestry will immobilize all of those covered or enfolded by its dimensions (saving throws allowed) for 2-5 turns, or it may attempt to smother one target as a rug. And so on. Duration: 6 turns, Range: 60'.

Cloudkill: This spell creates a 30' diameter cloud of poisonous vapors that will slay creatures of fewer than 5 hit dice (no saving throw). The cloud will float directly away from the caster at a move rate of 6 unless its course is altered by the wind. It may be dispelled by strong winds or broken by thick tree growth or similar terrain. Duration: 6 turns.

Conjure Elemental: This spell will conjure and control an Air, Earth, Fire or Water Elemental—all detailed in Vol. 2. The caster must maintain total concentration on the extremely dangerous and volatile creature (any successful attack will break that concentration) or the Elemental will almost certainly turn on him. Duration: until dispelled, the caster's concentration is broken or the Elemental is directed home, Range: 240'.

Contact Higher Plane: This spell allows one to seek information concerning earthly affairs from strange beings inhabiting higher planes of existence. Questions will generally be answered by a simple "yes" or "no" with the occasional "perhaps", "unknown" or "irrelevant" thrown in—especially likely for those queries deemed

excessively vague, subjective or philosophical. The higher the plane the greater the chance that the Magic-User will go temporarily insane—usually after only one question—for a number of weeks equal to the number of the plane contacted. In addition, the mind-bending weirdness of the process is such that there is almost always at least a small chance that the questioner will fall into a fatal coma (with no saving throw and no means of reversal except perhaps with a Wish).

Plane	# of Questions	Chance of Knowing	Veracity	Chance of Insanity	Chance of Death
3rd	3	55%	70%	5%	—
4th	4	60%	75%	10%	1%
5th	5	65%	75%	15%	1%
6th	6	70%	80%	20%	2%
7th	7	75%	85%	25%	2%
8th	8	80%	85%	30%	3%
9th	9	85%	90%	35%	3%
10th	10	90%	90%	40%	4%
11th	11	95%	95%	45%	4%
12th	12	95%	99%	50%	5%

Create Food: This spell creates food sufficient for two-dozen men and two-dozen horses for one day. It must be consumed on the day it is created.

Dispel Evil: This spell allows the caster to dispel any evil sending or spell—either a summoned evil creature or any summoned creature impelled to perform evil deeds. Range: 30’.

Extension II: This spell increases the duration of any 4th level spell by 50%.

Feeblemind: This spell works only against Magic-Users. It will cause the target to become feeble-minded until the spell is countered with a Dispel Magic. Saving throws against the spell are made at a -4 penalty. Range: 240’.

Growth of Animals: This spell causes 1-6 normal creatures, such as insects, mammals, reptiles, etc. to grow to giant size. Combat capabilities will be increased proportionately. Duration: 12 turns, Range: 120’.

Hold Monster: This spell completely immobilizes 1-4 monsters of any type in the caster’s area of vision at a distance of up to 180’ (saving throw allowed). If the caster chooses to target but one monster, the saving throw against the spell will be made at a -2 penalty. Duration: 6 turns plus 1 turn per level of the caster.

Insect Plague: By means of this spell, the caster summons a cloud of insects that will swarm an area roughly the size of two football fields. The insects will not be directly harmful, but vision within the cloud will be limited to 30’ and all creatures with less than 3 hit dice will immediately flee the area in panic. The caster may direct the plague where he desires up to the range of the spell. Note that Insect Plague may only be cast above ground. Duration: 1 day, Range: 480’.

Magic Jar: The caster removes his soul to a hollow inanimate object—a box, vase, tree or even a rock containing some kind of cavity—within 30'. From there he may attempt to introduce his soul into the body of any other creature within 120' of the vessel. If successful (saving throw allowed), the Magic-User may stay in the creature's body for up to one day until another saving throw is made, and so on for each day. If initially unsuccessful or if he is forced to leave, he must remain in or return to the jar (if it is still within 120') from whence he may either return to his own body (if it still within 30') or attempt another possession. If the body of the caster is at any point destroyed, he must remain in the jar or in a possessed body, where he will then live out a dull and/or short existence. If a possessed body is destroyed, the Magic-User must return to the jar. If the jar is destroyed while the Magic-User is occupying it, or if forced to "move" while out of range of the jar, he will instantly die.

Pass-Wall: This spell opens up a man-sized hole or tunnel through up to 10' of solid rock, wood or other otherwise impassable material. Duration: 3 turns, Range: 30'.

Summon Monsters III: Identical to Summon Monster II, except that 1-2 creatures from Monster Level Tables 3 or 4 will appear.

Telekinesis: This spell allows the caster to move objects or creatures merely by exercising his will. The weight of the objects moved may be as much as 20 lbs. per level of the caster. A creature is entitled to a saving throw. Duration: 6 turns. Range: 120'.

Teleport: This spell instantly transports the caster to any location desired, even, say, somewhere thousands of miles away, as long as the destination features some kind of solid surface to greet his arrival. However, use of the spell can be extremely risky, due to the dangers generated by possibly arriving off target:

Chance of Teleporting

<u>Destination Area Is</u>	<u>On</u>				
	<u>Low</u>	<u>Random</u>	<u>Target</u>	<u>Similar</u>	<u>High</u>
Very Familiar	—	01	02-98	99	00
Studied Carefully	01	02-03	04-96	97-98	99-00
Seen Casually	01-02	03-06	07-92	93-96	97-00
Viewed Once	01-04	05-12	13-80	81-92	93-00
Never Seen	01-08	09-24	25-69	70-84	85-00

Low: The caster finds himself entombed within a solid, thus causing instant death.

Random: The caster appears safely at a location up to 10% of the total distance traveled away from the desired location. (If the caster were attempting to teleport to a location 1000 miles away, he would instead arrive at a random spot 1-100 miles away from the desired location.)

On Target: The caster arrives safely at his destination.

Similar: The caster arrives safely at some similar location. This may or may not be at a distance—perhaps even a great distance—from the desired location.

High: The caster appears 10-100 feet in the air above the desired location.

Transmute Rock to Mud: This spell will affect a volume of up to 100,000 cubic feet of rock—a cube 50' on a side, a 100' x 100' square with a height of 10', etc.—transforming it into mud. It may be negated if an identical spell is immediately cast (the rock will be instantly restored to its formal shape and integrity). The water comprising the mud will naturally evaporate or drain in 3-18 days, though the resulting volume of dirt will hardly be identical to the originally existing mountain face, stone plateau, castle wall, etc. Those suddenly caught in the gook, of normal human weight or higher, and that have no extraordinary means of escape via levitation flight, teleportation or similar, will have a chance of drowning according to the following table:

<u>Encumbrance/Armor</u>	<u>Chance of Drowning</u>	<u>Must Remove Armor?</u>
Super-Heavy	90%	Yes
Heavy or Plate	50%	Yes
Medium or Mail	30%	Yes
Light	05%	
Unencumbered	Nil	

Those not drowned will still have their movement rate slowed by 90%. Range: 120'.



Wall of Iron: This spell creates an iron wall, three inches thick, with a maximum surface area of 50 square feet. Duration: 12 turns, Range: 60'.

Wall of Stone: This spell creates a 100 square foot stretch of wall, two feet thick. It will last until destroyed or dispelled. Range: 60'.

Animate Dead: This evil spell creates Skeletons or Zombies from available remains. Maximum number created = 1-6 for each level of the caster above 8th. They will persist until slain or dispelled.

6th Level:

Anti-Magic Shell: This spell will create a shell around the caster that will prevent all spells or magical effects from penetrating it in both directions. Duration: 12 turns.

Blade Barrier: This spell will create a whirling barrier of knives and razors enclosing a spherical area with a diameter of 30'. Any creature attempting to pass through it will take 12-48 hits of damage. Duration: 12 turns, Range: 60'.

Conjure Animals: This spell will conjure 1 large animal (Cave Bears, Woolly Rhinos, Titanotheres, Mastodons or Mammoths), 3 medium-sized animals (Dire Wolves, Lions, Bears or Giant Hogs) or 6 small animals (Wolves, Crocodiles, Giant Weasels) that will obey the commands of the caster. Duration: 10 turns, Range: 30'.

Control Weather: By use of this spell, the caster may create or cancel rain, alter temperatures to extreme (though natural) levels, create or negate tornadoes, hurricanes or other storms, and so on.

Disintegrate: This spell will reduce any reasonably sized creature or non-magical non-living object such as a dragon, giant, tree, boulder, cottage, section of wall, etc. to dust. Living creatures are allowed a saving throw versus magic. Range: 60'.

Extension III: This spell increases the duration of any 5th level spell by 100%.

Find the Path: This spell will enable the caster and his party to find the shortest or quickest way out of a trap, maze or dungeon, or will guide them out of being lost in the wilderness. Duration: 1 day if outdoors, or 6 turns plus 1 turn per level of the caster if underground.

Geas: The Magic-User may compel the target to perform some task or duty (saving throw allowed). Deviating from or simply ignoring a Geas will bring on increasing weakness eventually resulting in death. Duration: until the task is completed, Range: 30'.

Legend Lore: The caster may gain knowledge—often expressed in a riddle, poem or similar—of any authentically legendary item, place or person that he specifies. Overall casting time will be 1-100 days.

Lower Water: This spell will cause the water in a section of river, small lake or similar to drop to one-half of its depth. Duration: 10 turns, Range: 240'.

Move Earth: By use of this spell, hills, ridges or other similar items of terrain may be moved at a rate of 60' per turn. This spell will take 1 turn to go into effect. Duration: 6 turns, Range: 240'.

Part Water: This spell will part water up to 120' in depth. Duration: 6 turns, Range: 120'.

Projected Image: The caster projects an image of himself up to 240' away. All spells will appear to originate from that source. Missiles or spells directed at the image will appear to pass through it or have no effect. Duration: 6 turns.

Repulsion: All failing their saving throw must move as fast as possible away from the caster for the duration of the spell. Duration: 6 turns. Range: 120'.

Speak with Monsters: This spell will allow the caster to converse with any monster. Whether or not the monster will actually be interested in communicating will be up to the monster. Duration: 3-12 questions. Range: proximity.

Summon Monsters IV: Identical to Summon Monsters III, except that 1 creature from Monster Level Tables 5 or 6 will appear.

Stone to Flesh: This spell will free those that have been turned to stone. Range: 120'.

Summon Aerial Servant or Invisible Stalker: This spell summons the desired creature from the Ethereal Plane. See Vol. 2 for characteristics and effects.

Word of Recall: Uttering this spell will instantly remove the caster to the safety of a previously visited and designated place (perhaps hundreds or even thousands of miles away). Only one such location may be chosen and preparing it requires a ritual of no less than a day's duration. The location may be changed only if the ritual is again performed at both the old and the new location.

Death Spell: This horrible spell instantly slays 2-16 creatures of fewer than 7 hit dice within an area 60' x 60'. There is no saving throw. Range: 240'.

MAGIC BOOKS:

As explained in Vol. 1, each Magic-User begins the game with a Magic Book containing 1-9 spells. A Magic Book may contain up to 12 spells of a particular level. Upon finding another Magic Book or scroll, a Magic-User has the option of copying the new spells contained therein into one of his own books, as long as he does not exceed the 12-spell limit. Even "blank" spell books are fabulously rare and expensive items, requiring the finest parchment or paper and specially crafted bindings. Additional blank books and the appropriate ink and other supplies necessary to inscribe spells into them may be created or purchased at a cost of 2,000 Silver Pieces for a book capable of containing 1st level spells, 4,000 Silver Pieces for a book capable of containing 2nd level spells, 8,000 Silver Pieces for a book capable of containing 3rd level spells, and so on. Reading or rereading a spell from a book is necessary in order to internalize the magical energies of the spell and thus temporarily "memorize" the spell for casting. However, Magic-Users that know a par-

ticular spell are assumed to have permanently memorized the written words of that spell. Thus, if a spell-caster ever loses his book or books, he may rewrite the spells that he knows into a new book or set of books, assuming he has the necessary books or has the funds necessary to obtain them.

MAGICAL RESEARCH:

There may come a time when a Magic-User wishes to create his own spells (the form, nature and appropriate level being subject to the approval of the referee). Researching a new spell will cost a minimum of 1,000 Silver Pieces per spell level. For each 1,000 per spell level committed there is a 10% cumulative chance (90% maximum) that the research will succeed. Of course the Magic-User may still not exceed the maximum number of spells that can be known per level as determined by his intelligence score.

REFEREE NOTES:

EVIL HIGH PRIEST SPELLS TABLE:

<u>1st Level</u>	<u>2nd Level</u>	<u>3rd Level</u>
1. Cause Light Wounds	Find Traps	Cause Disease
2. Darkness*	Hold Person	Continual Darkness*
3. Detect Magic	Silence, 15' Radius	Detect Good*
4. Snake Charm	Locate Object	Minor Curse*
5. Speak with Animals	Spoil Food & Water	Speak with Dead
<u>4th Level</u>	<u>5th Level</u>	<u>6th Level</u>
1. Finger of Death*	Animate Dead	Astral Spell*
2. Cause Serious Wounds	Commune*	Control Weather
3. Create Water	Create Food	Death Touch*
4. Energy Drain*	Earthquake*	Speak with Monsters
5. Summon Divine Aid*	Insect Plague	Symbol*
6. Speak with Plants	Sphere of Protection*	Word of Power*
7. Turn Sticks to Snakes	Wind Walk*	Word of Recall

HIGH PRIEST SPELLS TABLE:

<u>1st Level</u>	<u>2nd Level</u>	<u>3rd Level</u>
1. Detect Evil	Continual Light	Cure Disease
2. Detect Magic	Find Traps	Protection/Evil, 10' r.
3. Light	Hold Person	Remove Curse
4. Purify Food & Water	Locate Object	Speak with Dead
5. Snake Charm	Silence, 15' Radius	Turn Undead*
<u>4th Level</u>	<u>5th Level</u>	<u>6th Level</u>
1. Create Water	Commune*	Astral Spell*
2. Cure Serious Wounds	Create Food	Control Weather
3. Neutralize Poison	Dispel Evil	Part Water
4. Restoration*	Earthquake*	Speak with Monsters
5. Speak with Plants	Heal*	Symbol*
6. Summon Divine Aid*	Sphere of Protection*	Word of Power*
7. Turn Sticks to Snakes	Wind Walk*	Word of Recall

* Additional spells not on the standard list for Magic-Users. See below for descriptions.

WITCH SPELLS TABLE:

1st Level

1. Cause Blindness*
2. Cause Deafness*
3. Change Self*
4. Detect Magic
5. Evil Charm*
6. Hold Portal
7. Magic Missile
8. Misdetection*
9. Sleep
10. Speak with Animals

2nd Level

- Clairaudience
- Detect Invisible
- ESP
- Hold Person
- Infravision
- Invisibility
- Knock
- Locate Object
- Silence, 15' Radius
- Water Breathing

3rd Level

- Clairvoyance
- Curse*
- Fire Ball
- Growth of Plants
- Hypnotic Pattern*
- Lightning Bolt
- Protect./Normal Missiles
- Slow
- Speak with Dead
- Wall of Fog*

4th Level

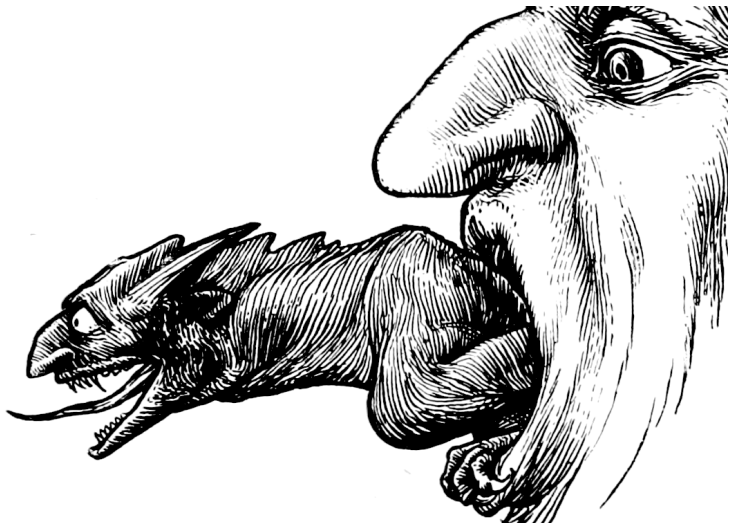
1. Cause Serious Wounds
2. Charm Monster
3. Confusion
4. Energy Drain*
5. Hallucinatory Terrain
6. Ice Storm
7. Polymorph Self
8. Speak with Plants
9. Wall of Fire
10. Wall of Ice

5th Level

- Feeblemind
- Growth of Animals
- Hold Monster
- Insect Plague
- Sphere of Protection*
- Telekinesis
- Teleport
- Teleport
- Transmute Rock to Mud
- Wall of Stone

6th Level

- Anti-Magic Shell
- Conjure Demon*
- Contact Demon*
- Control Weather
- Geas
- Illusory Item*
- Legend Lore
- Repulsion
- Speak with Monsters
- Word of Recall



ADDITIONAL SPELL DESCRIPTIONS:

Astral Spell: The caster may detach his spirit from his body and send it elsewhere where it will be undetectable. He may cast non-offensive spells in such a state but there is a 20% chance of failure and a 10% chance that the caster must return to his body. If while in astral form his body is destroyed or moved beyond the spell range, he will die upon attempting to return.

	<u>Outdoors</u>	<u>Underground</u>
Duration	8 hours	12 turns
Range	100 miles	240'
Move Rate	100 miles/hour	12

Cause Blindness: This spell will cause the target to lose his sight (saving throw allowed). The Witch may remove the condition at will, or it may be dispelled. Range: 120'.

Cause Deafness: As Cause Blindness, but affects hearing.

Change Self: This spell will enable the Witch to appear to be any sort of human, demi-human or humanoid creature (in terms of age, sex, physical build, etc.) of roughly the same size (no more than 20% variance in height). It generally cannot be used to imitate a particular person except in special circumstances—at a distance, under low light, etc. Duration: 24 turns.

Commune: This spell allows the caster to ask up to three questions of his deity. Veracity will be almost total within the scope of the god or demi-god's competence or knowledge. Commune may only be cast once per week, and after each instance the caster must rest for three days.

Conjure Demon: As Conjure Elemental, but the Demon will have 12 hit dice, inflict 3-18 hit of damage, have an armor class of 5 and a move rate of 18.

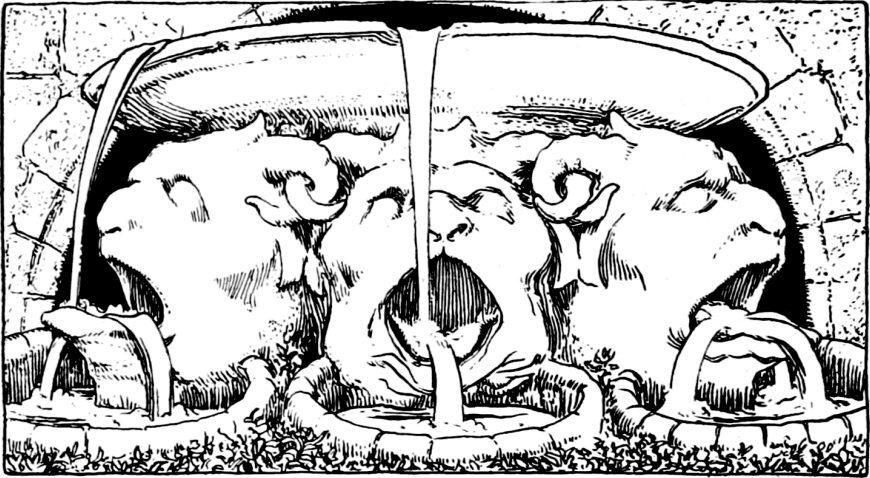
Contact Demon: As Contact Higher Plane.

Continual Darkness: Similar to a Darkness spell but with these differences: It has an area of effect of a 240' diameter sphere, may not be cast on a mobile object and lasts permanently unless dispelled or countered with a Light spell or similar. Range: 120'.

Curse: If the target fails his saving throw, the Witch may inflict an uncomfortable, annoying or potentially harmful (though not inevitably deadly) condition on the target. It will last until a Remove Curse spell is used, the Witch decides to lift the curse, or a condition specified by the Witch is fulfilled.

Death Touch: This spell slays the target outright with no saving throw. Casting the spell in a combat situation requires a successful "to hit" roll. Range: touch.

Detect Good: This spell will detect strongly virtuous intentions and thoughts or the presence of a supernatural or enchanted object or entity allied with Law. Duration: 2 turns, Range: 60'.



Dispel Good: This spell will dispel summoned or enchanted creatures allied with Law.

Earthquake: This will create a local earthquake in a “donut” beginning 20’ away from the caster and extending out to a radius of 300’. Small buildings or dwelling will be toppled. Walls, palisades and ramparts will be dislodged and weakened. And so on. Crevices will appear in the earth that will swallow 1 in 6 creatures within the area of effect (saving throw allowed for those with 5 or more hit dice).

Energy Drain: Drains one level with no saving throw. Range: 120’.

Evil Charm: As Charm Person but the target will be -2 on his saving throw. Also, the target must look the Witch in the eyes. Range: 80’.

Finger of Death: This spell will instantly slay any creature unless a saving throw is made. Range: 120’.

Heal: This spell may be used on any living human or demi-human creature, even a creature at zero hit points. The subject will fall into a deep sleep for one full day. Upon waking, all hit points will be restored and he will be cured of any disease or similar natural affliction such as blindness, deafness, paralysis, etc.

Hypnotic Pattern: This spell creates a pattern of gently swirling colors that will cause all creatures within the area of effect that view it to fall into a motionless trance (saving throw allowed). Duration: as long as the Witch concentrates plus 4-9 turns. Area of Effect: a half circle with a radius of 60’.

Illusory Item: This spell enables the Witch to create physical items that will have a temporary existence. Up to 30 lbs. worth of items may be created per day, and they will last for 14 days plus or minus up to 13 days based on the hardness of the item or items (a diamond will last for only 1 day, while a pillow will last for 27 days).

Minor Curse: This will give a -1 penalty to the attack and morale rolls of all enemies within a radius of 360’.

Misdetection: This spell, often cast discreetly, will cause any Detect Magic or Detect Evil spell to give a false result. Duration: 13 turns. Range: 30’.

Quest: This is similar to the 6th level Magic-User spell Geas, except that failure to carry out the service will result in a curse.

Restoration: Restores one lost life level. The caster must then rest for 2-20 days.

Sphere of Protection: As the 6th level Magic-User spell Blade Barrier, but the barrier will be a swirl of stars, or pitch black or invisible, etc., at the referee’s discretion.

Summon Divine Aid: This will summon 1-6 creatures in a manner identical to a Summon Monster spell. The creatures will be appropriate to the deity in question and may have up to 6 hit dice.

Symbol: The caster may inscribe a rune—peculiar and appropriate to his deity—on an object or surface. All those of opposite alignment or of hostile intent that read, touch or pass by it will be affected with no saving throw. Possible runes include:

Fear:	As the 5th level <u>Fear</u> spell.
Discord:	Will persist for 1 day.
Sleep:	As the 1st level Magic-User spell, but will affect double the number of creatures.
Stun:	2-20 turns.
Temporary Insanity:	Will persist for 1-6 days (saving throw allowed).

Turn Undead: By means of this spell a High Priest may Turn Undead as a 14th+ level character with a +2 wisdom bonus, whatever his actual level or wisdom score.

Wall of Fog: This spell creates a 60’ diameter wall of fog that will float directly away from the caster at a move rate of 6 unless its course is altered by the wind. It may be dispelled by strong winds or broken by thick tree growth or similar terrain. Duration: 6 turns.

Wind Walk: This spell allows the caster and if desired, one companion, to stride rapidly through the wind and clouds at a move rate of 48. Duration: 1 day maximum.

Word of Power: This will affect all creatures within a 30’ radius. Those of under 5th level will be killed (or, for High Priests, fall asleep). Those of 5th-8th levels will be stunned for 2-20 turns, and those of 9th-12th levels will be deafened. There is no saving throw.

MAPS/MAGIC DETERMINATION

Roll on 100% Dice

01-75	Magic Item
76-00	Treasure Map*

* Roll one-ten sided die to determine Treasure Class, then roll percentile dice to determine distance in miles. 50% of the time it will be guarded by a monster of the appropriate terrain type.

POTIONS:

01-03	Animal Control
04-06	Clairaudience
07-09	Clairvoyance
10-12	Delusion
13-15	Diminution
16-18	Dragon Control
19-21	ESP
22-24	Extra-healing
25-28	Fire Resistance
29-31	Flying
32-34	Gaseous Form
35-37	Giant Control
38-41	Giant Strength
42-44	Growth
45-48	Healing

MAGIC ITEMS

Roll on 100% Dice

01-24	Potions
25-43	Scrolls
44-62	Swords
63-76	Armor
77-81	Magic Books
82-86	Miscellaneous Weapons
87-91	Rings
92-95	Rods, Staves and Wands
96-00	Misc. Magic (Roll 100% Dice for Table)

49-52	Heroism
53-55	Human Control
56-58	Invisibility
59-62	Invulnerability
63-65	Levitation
66-68	Longevity
69-71	Oil of Etherealness
72-75	Oil of Slipperiness
76-78	Plant Control
79-82	Poison
83-85	Polymorph Self
86-89	Speed
90-92	Super-heroism
93-95	Treasure Finding
96-00	Undead Control



SCROLLS:

01-30	1 Spell*	61-70	Protection: Elementals
31-45	3 Spells*	71-80	Protection: Lycanthropes
46-50	7 Spells*	81-90	Protection: Magic
51-60	1 Curse	91-00	Protection: Undead

* Roll a die to determine the level of the spell or spells on each scroll (for reasons involving the arcane frequencies of magic, multiple spells on a single scroll will all be of the same level). Then roll a twenty-sided die to determine the identity of each spell.

SWORDS:

01-14	Cursed Sword -2
15	Cursed Sword +1
16-45	Sword +1
46-50	Sword +1, +2 vs. Lycanthropes
51-55	Sword +1, +2 vs. Magic-Users and Enchanted Monsters
56-60	Sword +1, +3 vs. Trolls
61-63	Sword +2
64-67	Dragon Slaying Sword +2
68-72	Flaming Sword: +1, +2 vs. Trolls, +3 vs. Undead
73-74	Sword +3
75-79	Sword +1, +3 vs. Dragons
80	Sword +1, Nine Steps Draining Ability
81-82	Sword of Cold: +1, +3 vs. Fire Using and Fire Dwelling Creatures
83-88	Sword +1, Locating Objects Ability
89-90	Sword +2, Charm Person Ability
91	Holy Sword +3
92	Dancing Sword +2
93	Sword, One Life Energy Draining Ability
94-98	Sword +1, Three Wishes Included
99	Sword of Sharpness +1
00	Vorpal Blade +1

ARMOR:

01-06	Armor of Vulnerability	78-85	Plate Armor +2*
07-12	Shield of Missile Attraction -1	86-88	Mail +4*
13-42	Magic Shield	89-93	Mail & Shield +5*
43-47	Buckler +1	94-96	Plate Armor +3**
48-62	Plate Armor +1	97	Mail +5**
63-67	Mail + 3	98-99	Mail & Shield +6**
68-77	Mail & Shield +4	00	Armor of Etherealness*

* These are usually made of mithril.

** These are usually made of adamantite.

MAGIC BOOKS:

01-25	1st Level	71-85	4th Level
26-50	2nd Level	86-95	5th Level
51-70	3rd Level	96-00	6th Level

MISCELLANEOUS WEAPONS:

01-09	Dagger +1, +2 vs. Goblins and Kobolds	43 44	Spear +2 Spear +3
10-13	Dagger +1, +3 vs. Orcs, Goblins and Kobolds	45-47 48-60	Cursed Spear of Backbiting 2-5 Javelins of Lightning
14-17	Axe +1	61-82	1-12 Magic Arrows +1
18	Axe +2	83-85	1-12 Magic Arrows +2
19	Axe +3	86	1-12 Magic Arrows +3
20-29	Mace +2	87	Arrow of Slaying
30	Mace of Disruption	88-90	2-16 Magic Bolts +2
31-34	War Hammer +1	91-94	Magic Bow
35-37	War Hammer +2	95-96	Crossbow of Accuracy +3
38	Dwarven War Hammer +3	97-98	Crossbow of Speed
39-42	Spear +1	99-00	Crossbow of Distance

RINGS:

01-13	Contrariness	64	Protection, +3
14-33	Delusion	65-66	Regeneration
34-35	Djinn Summoning	67-68	Shooting Stars
36-40	Fire Resistance	69-70	Spell Storing
41-45	Human Control	71-72	Spell Turning
46-50	Invisibility	73-74	Telekinesis
51-55	Mammal Control	75-78	Three Wishes
56	Many Wishes	79-83	Water Walking
57-61	Protection, +1	84-98	Weakness
62-63	Protection, +2, 5' Radius	99-00	X-Ray Vision

RODS, STAVES AND WANDS:

01-02	Rod of Absorption	42-45	Wand of Cold
03-04	Rod of Beguiling	46-50	Wand of Enemy Detection
05-14	Rod of Cancellation	51-55	Wand of Fear
15-19	Rod of Lordly Might	56-59	Wand of Fire Balls
20	Rod of Resurrection	60-64	Wand of Illusion
21	Rod of Rulership	65-68	Wand of Lightning Bolts
22-25	Snake Staff	69-73	Wand of Magic Detection
26-29	Staff of Commanding	74-83	Wand of Metal Detection
30-33	Staff of Healing	84-87	Wand of Negation
34	Staff of Power	88-91	Wand of Paralyzation
35-38	Staff of Striking	92-95	Wand of Polymorphing
39	Staff of the Archmagus	96-00	Wand of Secret Doors &
40-41	Staff of Withering		Traps Detection

MISCELLANEOUS MAGIC (01-30):

01-02	Amulet of Inescapable Location
03-07	Animated Broom
08-10	Bag of Devouring
11-13	Bag of Transmuting
14-15	Book of Darkness
16-17	Boots of Dancing
18-20	Bowl of Watery Death
21-22	Bracers of Defenselessness
23-25	Brazier of Sleep Smoke
26-30	Broom of Flying
31-34	Censor Summoning Hostile Air Elementals
35-37	Crystal Hypnosis Ball
38-40	Drums of Deafness
41	Dust of Sneezing and Choking
42-43	Eyes of Petrification
44-49	Flask of Curses
50-52	Gauntlets of Fumbling
53-58	Helm of Chaos
59-63	Horn of Bubbles
64-66	Horn of Collapsing
67-68	Jewel of Attacks upon the Owner
69-70	Libram of Chaos
71	Libram of Gainful Conjurations
72-75	Loadstone
76	Manual of the Gods of Law
77-81	Medallion of Thought Projection
82-83	Mirror of Opposition
84-85	Necklace of Strangulation
86-87	Poisonous Cloak
88	Robe of Powerlessness
89	Rope of Constriction
90-95	Rug of Smothering
96-97	Scarab of Death
98	Talisman of Chaos
99-00	Trident of Yearning

MISCELLANEOUS MAGIC (31-60):

01-04	Bean Bag
05-07	Bracers of Defense +3
08-10	Cloak of Protection +1
11-15	Crystal Ball
16-19	Crystal Ball with Clairaudience
20-22	Crystal Ball with ESP
23-27	Decanter of Endless Water
28-36	Deck of Many Things
37	Disappearance Dust

38	Dust of Appearance
39-41	Elven Boots
42-44	Elven Cloak
45-47	Figurine of Wondrous Power, Ebony Fly
48	Figurine of Wondrous Power, Marble Elephant
49	Figurine of Wondrous Power, Onyx Dog
50-52	Figurines of Wondrous Power, 2 Golden Lions
53-54	Figurines of Wondrous Power, 3 Ivory Goats
55-57	Gauntlets of Dexterity
58-60	Gauntlets of Swimming and Climbing
61	Girdle of Giant Strength
62-64	Horseshoes of Speed
65-66	Manual of Bodily Health
67-68	Manual of Gainful Exercise
69-70	Manual of Quickness of Action
71-73	Mattock of the Titans
74-78	Medallion of ESP, 30' Range
79-80	Necklace of Missiles
81-83	Pipes of the Sewers
84	Rope of Climbing
85-86	Scarab of Enraging Enemies
87-88	Spade of Colossal Excavation
89	Talisman of the Sphere
90-91	Tome of Clear Thought
92-93	Tome of Leadership and Influence
94-95	Tome of Understanding
96	Trident of Commanding Water Creatures
97	Trident of Warning
98-00	Wings of Flying

MISCELLANEOUS MAGIC (61-80):

01-05	Amulet vs. Crystal Balls and ESP
06-09	Arrow of Direction
10-12	Bag of Tricks
13-15	Beaker of Plentiful Potions
16-20	Boots of Levitation
21-26	Boots of Speed
27-31	Boots of Traveling and Leaping
32-35	Bracers of Defense +5
36-40	Chime of Opening
41-43	Cloak of Protection +2
44-45	Cube of Force
46-49	Eyes of Charming
50-55	Gauntlets of Ogre Power
56-57	Gem of Brightness
58-65	Helm of Reading Magic and Languages
66-68	Jug of Alchemy

69-71	Manual of Puissant Skill at Arms
72-74	Manual of Steady Pilfering
75-76	Phase Cloak
77-78	Rope of Entanglement
79-82	Saw of Mighty Cutting
83-87	Scarab of Insanity
88-95	Silver Horn of Valhalla
96-98	Stone Controlling Earth Elementals
99-00	Trident of Submission

MISCELLANEOUS MAGIC (81-90):

01-06	Bag of Holding
07-12	Bowl Commanding Water Elementals
13-20	Bracers of Defense +7
21-26	Brazier Commanding Fire Elementals
27-35	Bronze Horn of Valhalla
36-41	Censor Controlling Air Elementals
42-44	Cloak of Protection +3
45-50	Flying Carpet
51-56	Gem of Seeing
57-62	Girdle of Femininity/Masculinity
63-68	Helm of Teleportation
69-74	Luckstone
75-77	Lyre of Building
78-82	Manual of Golems
83	Mirror of Life Trapping
84-98	Scarab of Protection from Evil High Priests
99	Sphere of Annihilation
00	Talisman of Lawfulness

MISCELLANEOUS MAGIC (91-00):

01-05	Book of Infinite Spells
06-12	Drums of Panic
13-18	Efreet Bottle
19-24	Helm of Brilliance
25-34	Helm of Telepathy
35-40	Horn of Blasting
41-46	Iron Horn of Valhalla
47-51	Libram of Silver Magic
52-67	Medallion of ESP, 90' Range
68-73	Mirror of Mental Prowess
74-78	Portable Hole
79-84	Robe of the Archimagus
85-94	Robe of Blending
95-00	Robe of Eyes



POTIONS: A potion will generally (though not always) be one-use. Often a small sip will give a hint as to its properties without depleting its effectiveness. However such hints can be misleading. For example, tasting a Polymorph (into a small Roc) potion might convey the same sensation as tasting a Flying potion. Sampling an oil may (or may not) give useful hints. Effects last for 7-12 turns unless otherwise implied or stated.

Animal Control: One who drinks this mixture will be able to completely control 3-18 small animals, 2-12 medium-sized animals and/or 1-6 large animals. Magical, fantastic or unusual “giant-sized” creatures—giant insects, etc.—will not be affected. Range: 120’.

Clairaudience: As the 2nd level spell. Range: 60’.

Clairvoyance: As the 3rd level spell. Range: 60’.

Delusion: The user will believe (either upon taking a sip or quaffing it in its entirety) that the potion is whatever he most desires it to be. The referee will either decide what this is or else randomly determine it. This error may or not be apparent to others.

Diminution: If a full portion is used, the imbiber will shrink to six inches in height.

Dragon Control: This works as a Charm Monster spell on one type of Dragon (saving throw allowed as with the spell). It will potentially affect 1-3 in number. Dragon types: die 1 = Black, die 2 = Blue, die 3 = Brass, die 4 = Bronze, die 5 = Copper, die 6 = Golden, die 7 = Green, die 8 = Red, die 9 = Silver, die 10 = White. Range: 120’.

ESP: As the 2nd level spell. Range: 60’.

Extra Healing: This potion will restore 3-18 hit points. Alternatively, the full portion may be used during surgery, giving the patient a +10% bonus to his adversity check.

Fire Resistance: The drinker will be unaffected by normal fires and the Wall of Fire spell. Against extraordinary fires—a Fire Ball spell, Dragon breath, etc.—he will be at +2 to save and will subtract -1 from damage.

Flying: As the 3rd level spell.

Gaseous Form: The imbiber will temporarily assume gaseous form. He thus may penetrate any solid body, moving at normal speed. Arms, armor and equipment must unfortunately be left behind.

Giant Control: This works as a Charm Monster spell on one type of Giant (saving throw allowed as with the spell). It will potentially affect 1-4 in number. Giant types: die 1 = Cloud, die 2 = Fire, die 3 = Frost, die 4 = Hill, die 5 = Stone, die 6 = Storm. Range: 120’.

Giant Strength: The drinker of this potion will become as strong as a Hill Giant, allowing him to inflict two dice of damage in melee combat, among other things. He may also hurl boulders up to 120’ for three dice of damage.

Growth: He who drinks the full measure will increase his size such that he will be roughly 30' in height. Quaffing lesser amounts will have proportionate effects.

Healing: This potion will restore 2-7 hit points. Alternatively, the full portion may be used during surgery, giving the patient a +10% bonus to his adversity check.

Heroism: This potion will cause the drinker to temporarily assume the characteristics of a Knight—with 4 hit dice and an attack bonus of +2. Fighting-Men of 4th-7th level will temporarily advance in ability by two levels, and Fighting-Men of 8th-10th level will temporarily advance in ability by one level (with additional hit dice as well as possible advances in attack bonuses and saving throws). Fighting-Men of 11th level and above, Magic-Users of 7th level and above and Thieves of 4th level and above will be unaffected. Hit point losses will be reduced proportionately after the potion wears off.

Human Control: This will allow the imbiber to influence others as with a Charm Person spell (saving throw allowed), but the user may affect 1-12 persons of 3 or fewer hit dice, 2-8 persons of 4-6 hit dice, 1-4 persons of 7-9 hit dice and 1 person of 10 or more hit dice. Range: 120'.

Invisibility: As the 2nd level spell.

Invulnerability: The name is a bit of exaggeration, but the stuff is useful nonetheless. The drinker will receive a +2 bonus to all saving throws and all attacks against him will be at a -2 penalty. Only one such potion may be quaffed per week or it will have the reverse effect.

Levitation: As the 2nd level spell.

Longevity: This will reduce magical or supernatural aging by 10 years. It will reduce natural aging by 1 year but if used for this purpose, it will subtract 1 point from the drinker's constitution score.

Oil of Etherealness: When applied fully this will make the user ethereal, with the ability to move through solid objects. In that state he may attack out-of-phase or ethereal creatures and in turn may be attacked by such creatures. However, he may not engage in combat with ordinary opponents nor will he be vulnerable to attack by them.

Oil of Slipperiness: If applied to one's body and/or armor, it will make one fully resistant to being constrained by webs, ropes, tentacles, brawling holds, etc. Alternatively it may be spread over a stretch of floor or steps, giving a 95% chance that any person or creature will slip and fall. It lasts 24 hours or until removed with alcohol or a similar substance.

Plant Control: This will allow the drinker to control 1-6 plants or fungoid entities, or all smaller growths within a 10' x 10' area. Range is 60'.

Poison: This is quasi-magical and extremely toxic and will probably be undetectable as poison by sight or smell. However, if it is ingested or absorbed into the blood in a dose as small as a mere sip or drop, then it will kill (saving throw allowed). A flask of the liquid may be utilized in combat but at extremely high risk.

Polymorph Self: As the 4th level spell. Precisely what creature the drinker polymorphs into will already be determined as a property of the potion.

Speed: Imbibing this potion will double one's move rate.

Super-Heroism: This potion will cause the drinker to temporarily assume the characteristics of a Vindicator—with hit dice of 8+2 and an attack bonus of +5. (Regarding saving throws, Magic-Users and Thieves aided by the potion may use the most advantageous of either the saving throws for a Vindicator or the saving throws for their class at their original level.) Fighting-Men of 9th-12th level will temporarily advance in ability by two levels, and Fighting-Men of 13th-15th level will temporarily advance in ability by one level (with additional hit dice as well as possible advances in attack bonuses and saving throws). Fighting-Men of 16th level and above, Magic-Users of 12th level and above and Thieves of 13th level and above will be unaffected. Hit point losses will be reduced proportionately after the potion wears off.

Treasure Finding: This will allow the drinker to identify and locate treasure hordes at distances of up to 360'. What precisely constitutes a "horde" will be up to up to the referee.

Undead Control: This will enable the drinker to control 2-8 Undead of under 4 hit dice and 1-4 Undead of 4 or more hit dice in a manner similar to the other "control" potions.

SCROLLS: Only Magic-Users or Thieves of 10th level and above may utilize scrolls that contain standard spells. Magic-Users must first use a Read Magic spell to identify the spell or spells, but may then use them at any time. High-level Thieves may use them after a few turns of study. It is important to remember that a Magic-user may always cast any scroll spell, regardless of whether he knows the spell or whether he would normally be of a sufficient level to cast that spell. Whatever the level of the user of the scroll, spells will go off as if they were cast by a 6th level Magic-User unless a higher casting level would be required, in which case they will be of the minimum level to cast that spell. Members of any class may use Protection Scrolls. If a Cursed Scroll is opened and even a glance is taken at its contents by any class of character, he will find himself inexorably reading the foul words aloud and will immediately suffer its effects.

Scroll of Protection: Elementals: This spell will completely protect the caster and those within a 10' radius from 1 Elemental for 4 turns.

Scroll of Protection: Lycanthropes: This spell will completely protect the caster and those within a 10' radius from 2-12 Lycanthropes for 6 turns.

Scroll of Protection: Magic: This spell will create an invisible but completely impenetrable sphere in a 10' radius around the caster that will block all magic in either direction. The sphere lasts 8 turns and will move with the caster.

Scroll of Protection: Undead: This spell will completely protect the caster and those within a 10' radius from 2-24 Undead of 1-3 hit dice, 2-12 Undead of 4-5 hit dice or 1-6 Undead of 6 or more hit dice for 6 turns.

Scroll: 1 Curse: Random monster attacks, or the reader is infected with a fatal disease, is turned into a miniscule unicellular being, is instantly teleported to another planet, etc.

SWORDS: All magic swords were created many hundreds of years ago during the Ancient Wars between Law and Chaos. All will have an alignment, an Intelligence factor of from 1-12, and for those swords with an Intelligence of 7 or more, an additional Ego rating of from 1-12. The alignment of the sword is determined using percentile dice:

01 - 65	Law
66 - 90	Neutrality
91 - 00	Chaos

Persons initially grasping a magic sword may suffer damage based on any differences in alignment:

- Law vs. Chaos: 2-12 hits
- Neutrality vs. Law/Chaos: 1-6 hits

For purposes of the above, Lawful Thieves will count as aligned with Neutrality.

There are a few mighty weapons allied with either Law or Chaos that have been forged with a Special Purpose in the service of their side:

<u>Dice Roll</u>	<u>Law/Chaos</u> <u>Special Purpose</u>
01-90	No Special Purpose
91-92	Defeat Magic-Users of the opposite alignment
93-94	Defeat Fighting-Men of the opposite alignment
95-96	Defeat Priests of the opposite alignment
97-98	Defeat Monsters of the opposite alignment
99-00	Defeat Law/Chaos

Weapons with a Special Purpose will automatically have an Intelligence factor and Ego rating each of 12, and will have these special abilities versus those designated:

- Law:** The ability to slay members of the designated group.
- Chaos:** The ability to disintegrate members of the designated group.

If the sword does not have a special purpose, its Intelligence is determined using a twelve-sided die:

<u>Intelligence</u> <u>(Die Roll)</u>	<u>Primary Powers and Ability to Communicate</u>
1-6	None
7	One Primary Power and Empathy with the Wielder
8	Two Primary Powers and Empathy with the Wielder
9	Three Primary Powers and Empathy with the Wielder
10	Three Primary Powers, and Speaks Alignment Language plus 1-4 additional Languages
11	As 10 above plus Reads Magic
12	As 11 above plus one Extraordinary Ability

Primary Powers

<u>Dice Roll</u>	<u>Power</u>
01-10	Detect Evil/Good
11-15	Detect Gems (# and Size)
16-25	Detect Magic
26-33	Detect Metal & What Kind
34-35	Detect Meal (Food Source) and What Kind
36-50	Detect Sloping Passages
51-60	Detect Traps
61-70	Locate Secret Doors
71-85	Note Shifting Walls & Rooms
86-95	See Invisible Objects
96-99	Roll Again Twice
00	Roll for an Extraordinary Ability

Extraordinary Abilities

<u>Dice Roll</u>	<u>Ability</u>
01-10	Clairaudience
11-20	Clairvoyance
21-30	ESP
31-35	Flying
36-40	Giant Strength (once per day)
41-45	Healing (1-6 hit points per day)
46-55	Illusion Generation
56-60	Levitation
61-70	Telekinesis
71-80	Telepathy
81-90	Teleportation
91-97	X-Ray Vision
98-99	Roll Twice
00	Roll Three Times

If the sword does not have a special purpose but has an Intelligence factor of 7+, the Ego of the sword should then be determined using a twelve-sided die.

All magical swords (even those with only an Intelligence factor of 1-6) will strive to advance the fortunes of their alignment. This may include exerting their influence to lose a fight—if the owner's opponents are more favorable to their side—or attempting to pass into the hands of a creature or person better able to serve their cause. Thus, magical swords may always choose to miss or do less damage than rolled—something the player character may or may not notice. Even swords aligned with Law will not hesitate to perform actions that might be to the detriment of their owners if they perceive that it will further the cause, especially if the owners themselves are judged to be lukewarm in their commitment to it. While swords are generally inanimate, they have been known to slip from the grips of their owners at the wrong moment. Scabbards may become loose. Weapons may go lost or turn up in the possession of other party members. And so on.

In addition, some weapons may be capable of controlling their owners. Compare the difference between the Ego rating of the sword and the experience level of the owner:

<u>Difference</u>	<u>Result</u>
6 or more	Sword controls
-5 to 5	Which side prevails based on situational check
-6 or lower	Owner controls

Situational checks involve comparing the Intelligence Factor + Ego Rating of the sword with the wisdom + strength score of the owner, with these modifiers:

<u>Extraordinary Ability/Hit Point Loss</u>	<u>Modifier</u>
Each Extraordinary Ability	+1 for Sword
Owner has lost less than 10% of his hit points	+1-6 for Owner
Owner has lost 11% to 50% of his hit points	-1-4 for Owner
Owner has lost 51% to 99% of his hit points	-2-8 for Owner

<u>Difference</u>	<u>Result</u>
6 or more	Higher score controls
2 - 5	Higher score controls 75% of the time
0 - 1	50% chance either way

Controlling weapons will force the user to act in the interests of their alignment, but will often attempt to do so in a way that is not obvious to other party members. Swords aligned with Neutrality or Chaos may also desire to be housed in richer scabbards, to have additional jewels or precious metals added to their hilts, etc.

Magic swords apply their first bonus to hit but not for damage. Their second bonus, if any, is in turn applied to damage only. Most swords will emit a moderate glow with a radius of illumination of 20', at least when drawn in the dark. All magic swords are long swords. Further explanations for specific swords follow:

Cursed Sword -2: This weapon will force the wielder to immediately attack monsters at every possible opportunity. It may be removed from the hand only with a Remove Curse spell. It will always be aligned with Chaos

Cursed Sword +1: As above but luckily the sword carries an attack bonus.

Sword +1, +3 vs. Trolls: If the sword is Chaotic, then it will be +3 vs. Lawful Priests and High Priests.

Dragon Slaying Sword +2: In addition to the attack bonus, valid against all opponents, the sword will do 4-32 points of damage against one Dragon type: die 1 = Black, die 2 = Blue, die 3 = Brass, die 4 = Bronze, die 5 = Copper, die 6 = Golden, die 7 = Green, die 8 = Red, die 9 = Silver, die 10 = White. The alignment of the sword cannot contradict its mission.

Flaming Sword +1, +2 vs. Trolls, +3 vs. Undead: In addition to inflicting extra damage against the aforementioned types, the sword will be useful in slicing through the strongest webs, and so on, in one turn. If the sword is Chaotic, then it will be +2 vs. Pegasi, Hippogriffs, & Rocs, +3 vs. Treants.

Sword +1, Nine Steps Draining Ability: This super-powerful magic sword will drain one or more life energy levels from the target on any natural attack roll of 20. On the first such roll it will drain one life energy level. On the second roll (against the same target or a different one), it will drain two life levels, and so on up to nine, at which point it will revert to being an “ordinary” +1 magic sword.

Holy Sword + 3: In addition to having the largest attack bonus of any weapon, the Holy Sword will completely negate all hostile magic within a 10’ radius. The sword’s alignment will always be Lawful, and therefore it can only be wielded by Fighting-Men (not Thieves) devoted to the side of Law.

Dancing Sword: After three turns of combat, this magic sword +2 will leap out of the hands of its owner and fight on its own for three turns. Then it will return to its owner for three turns, perhaps to leap out again later for another three turns. And so on. While it is fighting on its own it cannot be hit and will attack at the level of its owner. The owner may of course use another weapon while his sword is “dancing”.

Sword, One Life Energy Draining Ability: This sword will drain one life level on any attack roll of a natural 20, subsequent to and in addition to inflicting standard damage.

Sword +1, Three Wishes Included: Wishes are useful and powerful, but they are not a grant to do anything, nor are they a license to reward either aggression or greed. Typically they are used defensively—“I wish that Dragon would fly back to his cave”, “I wish Fombur had never tried to open that chest”, “I wish we would quickly find an exit to this dungeon” are all standard and legitimate. However, wishes that transgress these boundaries will either yield results that require some additional effort or task from the person making the wish, or if too greedy or hostile, will often have “Monkey’s Paw” sorts of consequences such that the wish might be carried out in an unexpected manner and with unpleasant effects. For example, wishing to, say, gain an additional point in one’s prime requisite ability may bestow a map to the lair of a monster guarding a magic item that will accomplish that purpose. On the other hand, wishing for an ability score to go from, say, 8 to 18 may instantly polymorph the individual into a disgusting monster with such a score. Wishing for the death of another character or creature might result in the person who made the wish being whisked a million years into the future, where the wish will now be satisfied. And so on. Hastily or ill-formulated wishes may be (annoyingly enough) scrupulously instantiated to the letter. And of course inadvertent uses of one or more wishes—“I wish you would just shut up”—are all too common.

Sword of Sharpness +1: This is another form of the Holy Sword, above, in that it will negate all magic within a 10’ radius. Though it has a smaller to hit bonus, it does have the additional power that if the attack roll is +4 or more over that required to hit, or is a natural 19 or 20, it will sever a randomly determined extremity, such as a limb, tentacle, head or heads, etc. The sword may only be used by Fighting-Men aligned with Law.

Vorpal Blade +1: This is a third form of the Holy Sword, with the same powers and restrictions. It is similar to the Sword of Sharpness but only requires an attack roll +2 or more over that required, or a natural roll of 18 to 20, to unhead an evil opponent. As with the other Holy Swords, only Lawful Fighting-Men may wield a Vorpal Blade.

ARMOR: Armor will subtract the specified bonus from an opponent's attack roll. Bucklers will subtract the specified bonus only if used while unarmored or wearing leather armor. Mail and shield combinations will subtract the specified bonus if used together. If used separately, the mail will function as +1 armor and the shield will function as an "ordinary" magic shield with no bonus. Those using magic shields (but not bucklers) may invoke the "shields shall be splintered" option once per day without the shield being destroyed. In addition, they may invoke the option anytime in the standard way, with the probability that the shield will be destroyed as with normal shields. Users of magic bucklers may invoke the "shields may be splintered option" in the normal fashion as for non-magical shields, with the probability that the buckler will be destroyed. Magic bucklers and shields will have the encumbrance of their non-magical counterparts. Enchanted mail will have an encumbrance of •• whereas magical plate armor will have an encumbrance of ••••.

Armor of Etherealness: This suit of Mail +4 allows the wearer to become ethereal at will, as per the potion. The power to become ethereal may be used but 49 times. However, the suit will always retain its status as Mail +4.

Armor of Vulnerability: This will appear to be magical plate armor (+1 to +3) but when the first blow is struck against the wearer it will become apparent that it is a cursed item that works in reverse—the attacker adds +1 to +3 to his attack roll. After that it may only be removed with a Remove Curse spell.

Shield of Missile Attraction -1: This shield will appear to be a "helpful" magic shield. It's negative influence will only become apparent during the next attack from a missile or missiles. Thereafter the "shields shall be splintered" option cannot be used (in either form) and the shield may only be removed from the shield arm with a Remove Curse.

MAGIC BOOKS: 20% of these will be blank. The other 80% will contain from 1-12 spells of the specified level.





MISCELLANEOUS WEAPONS: With the exception of daggers, these may only be used by Fighting-Men. Unlike swords, most will grant a bonus to hit and to damage, though magic bows and crossbows will only apply their bonus to the attack roll. Magic arrows and bolts will apply their bonus to hit and to damage, and this bonus will “stack” with the to hit bonus of bows and crossbows.

Mace of Disruption +1: If the wielder of this mace successfully strikes an Undead creature, he may make a “turn Undead” roll (even if he or another member of the party has already made such an attempt). The roll is made at either the level of the wielder or 8th level, whichever is higher, and will be modified by the wielder’s wisdom adjustment, if any. A successful roll will disrupt the molecular structure of the monster, destroying it.

Dwarven War Hammer +3: This will be a +3 magic weapon in the hands of any Fighting-Man. When used by a Dwarf it will have these additional powers: 1) It may be thrown up to 120’ and then fly safely back to its owner. 2) It will do 2-12 hits of damage against most creatures. And 3) it will do 5-15 hits of damage against Goblins.

Javelins of Lightning: These may be thrown up to 120’ and will inflict standard damage if a hit is obtained. However, whether or not the standard attack roll is successful a lightning bolt extending 30’ out from the target and measuring 5’ in width will be created. The bolt will do 16 points of damage (save for half damage). The sudden release of energy will destroy the javelin.

Arrow of Slaying: This arrow is enchanted such that it will automatically slay one representative of a particular intelligent monster type. Roll for “Type A” on the Language Types Table in Vol. 4, rerolling if “Common” or any other non-monster language is generated. The arrow cannot be re-used.

Magic Bow: This gives a bonus of +1 to hit for all arrows, but like most other magic weapons does not increase damage.

Crossbow of Distance: This will have ten times the range of a normal crossbow.

Crossbow of Speed: This fires as quickly as a bow, for the enchanted mechanism draws back and winds on its own accord.

RINGS: Any character class may use rings. However, only two may be worn at the same time—one on each hand. Where relevant, spells will operate at 11th level.

Contrariness: This cursed ring will make the wearer unceasingly argumentative and contrary (though the referee and player are cautioned to use discretion here). The ring can only be removed by a Remove Curse spell, though of course the wearer will oppose that.

Delusion: The wearer of this ring will periodically see exactly and only what he wants to see. These will not be bizarre and impossible visions, but rather things that will initially at least seem plausible to the rest of the party. The ring can be removed at any time.

Djinn Summoning: This ring contains a resident Djinni who will serve the wearer for an indefinite period, possibly permanently.

Fire Resistance: As the potion, but the protection effect will last as long as the ring is worn.

Human Control: As the potion, but it may be used once per day.

Invisibility: The wearer of this ring may become invisible (or become visible again) at will. As with the spell, invisibility cannot be maintained during spell casting or combat.

Mammal Control: This ring allows the wearer to completely control from 3-18 small mammals or from 1-8 large mammals. Range: 60'.



Protection: Like magic armor, the ring subtracts its bonus from any attack roll directed against the wearer. In addition, it adds the bonus to any saving throw roll made by the wearer. It will function with armor but not with magic armor.

Protection, 5' radius: As above. In addition, a few of the wearer's nearby companions may also receive its benefits.

Regeneration: This powerful item will allow the wearer to regenerate 1 hit per turn in a manner identical to that of Trolls. It will even restore hit points if the wearer is at zero hit points, and similarly will reconnect or restore severed or damaged organs. As with Trolls, the process can only be stopped by fire, acid or similar.

Shooting Stars: This ring is only usable at night under the open sky. It may cast a Light spell, hurl a Fire Ball that will do 9 points of damage to all within a 30' diameter circle, or cause a falling meteor to do 12 points of damage to one creature (save for half-damage in both cases), all at a range of 240'. Each of these functions may be used once in a twenty-four hour period.

Spell Storing: This ring contains 1-6 spells of 1st to 6th level. As soon as he puts on the ring the wearer will know what spells it contains, and he may then cast them at any time, whatever his class. However, only a Magic-User may restore or recharge the ring, and only if he knows the spells in question.

Spell Turning: For any spell aimed directly at the wearer, 1%-100% of its effect or chance of effect will be reflected back at the caster. The ring will not work against rods, staves or wands, nor will it turn the Finger of Death.

Telekinesis: This ring will give the wearer permanent telekinetic power, as the spell cast by a 10th level Magic-User.

Three Wishes: See the description of Sword +1, Three Wishes Included, above.

Water Walking: This mischievous magic item will initially function as per the name, but at the most inappropriate point the wearer will sink.

Weakness: Once placed on the finger, this ring will quickly drain the wearer of half of his strength, inflicting a -2 penalty for purposes of attack, defense and saving throws. It may only be taken off with a Remove Curse. Note: anyone attempting to simply cut his finger off will receive 1-6 hits of electrical shock damage, doubling in magnitude with each additional attempt.

X-Ray Vision: Using this ring, the wearer may see through most solid substances. Up to 10' of stone or ½' of iron may be penetrated. In addition, most hidden doors or built-in traps will be revealed. However, lead or gold will block the operation of the ring.

RODS, STAVES AND WANDS: Rods will have varying requirements for which classes may use them. Staves and wands will generally only be usable by Magic-Users unless otherwise stated. Some will be of unlimited use, whereas others will only be usable a certain number of times per day or per week, or will contain a fixed number of "charges". For those that contain charges it is up to the referee whether or not they can be "recharged", how this may be accomplished and by

whom. If the referee does allow this, it is recommended that only high-level Magic-Users have this ability, and such an effort will in addition require a not insubstantial sacrifice of time and Silver Pieces.

Rod of Absorption: This rod will absorb any hostile spell directed at the wielder, storing its energy. Up to 100 levels of spells may be absorbed in this way. It may also be used to cast any spell the wielder has memorized without discharging the spell from his memory but instead using the energy stored by the rod. Both of these functions may be used in the same turn as long as the spell cast is not of a higher level than the spell absorbed. Magic-Users only.

Rod of Beguiling: This rod will, in effect, Charm all enemies within a half circle extending out from the wielder to a radius of 20'. There is no saving throw but the beguilement will only last for 4-16 turns and cannot subsequently be repeated on the same targets. Charges 1-25. Usable by Magic-Users and Thieves.

Rod of Cancellation: Upon striking a magical item, the Rod will permanently and irrevocably drain the item of its magic. Usually a successful "to hit" roll will be required (as if one were attacking the wielder of the item), though this may be modified based on the circumstances. The Rod will only work once, though multiple "misses" are allowed. Usable by all classes.

Rod of Lordly Might: This amazing mechanical device appears to be an ordinary (and somewhat short) staff, however, at the touch of a button it will extend, retract or otherwise conform itself into the wielder's choice of one of the following magic weapons:

Axe +2

Sword +1 (unlike most magic swords this will be a "sword" as opposed to a long sword)

Flaming Sword +1, +2 vs. Trolls, +3 vs. Undead

Spear +3

Pole Arm +1

If a hostile party witnesses one of these transformations, he will be paralyzed unless he makes his saving throw. However, if a saving throw is made, he will then flee in fear unless he makes a second saving throw. At the end of hostilities the rod will reconfigure itself back to its normal shape. In addition, another button will cause the rod to extend to 50', with rungs spaced along its length and multiple pitons or spikes that will penetrate and fasten to even the hardest stone—making the item into a formidable climbing apparatus. Using the weapon function will expend a charge, and the rod will have 1-25 of them. However, the climbing mechanism will continue to operate even after all charges are spent. Fighting-Men only.

Rod of Resurrection: Touching a deceased person with this horrible item will "resurrect" him as a Zombie. Only the Redeemer can truly give new life.

Rod of Rulership: This awesomely powerful item will allow the wielder to command up to 500 levels worth of creatures within a radius of 100' for a period of ten turns. Command will be equivalent to an enhanced Charm and only instructions explicitly and completely contrary to the nature and desires of the creature or creatures concerned will be disobeyed. Charges: 1-10. Usable by all classes.

Snake Staff: This useful item grants a +1 bonus to hit and to damage. If it hits, then the Magic-User may command it to entwine around the target where it will remain for 1-4 additional turns. If the target is man-sized or smaller, it will completely immobilize him, while if he is larger than man-sized, it will simply make him incapable of attacking.

Staff of the Archmagus: This staff will have the capabilities of a Staff of Power (see below) plus these additional powers:

+1 to hit in melee.

Invisibility: As the 2nd level spell.

Paralysis: May be invoked on a successful hit (saving throw allowed).

Pass-Wall: As the 5th level spell.

Summon Elemental: The wielder may summon an 8 hit die Elemental (roll a four-sided die to determine type).

Wall of Fire: As the 4th level spell.

Webs: See the entry for Giant Spiders in Vol. 2, p. 56.

Whirlwind: As a Djinni. See Vol. 2, p. 13.

Each will use one charge. Charges: 1-200.

Staff of Commanding: This item gives the wielder the powers of Animal, Plant and Human Control in a manner identical to the relevant potions. Charges: 1-200.

Staff of Healing: This staff will heal 2-7 hits at a touch, or alternatively will grant a +10% bonus to the adversity check for surgery. It may be used an unlimited number of times, but only once per day on a single person.

Staff of Power: This staff has the following powers:

Cold: The staff may issue an icy blast in the form of a cone 60' long with a 30' outer base. Any creature within the area of affect will take eight dice of damage (save versus wands for half damage).

Continual Light: As the 2nd level spell.

Fire Balls: The staff will hurl fireballs as the spell for eight dice of damage (save for half damage). Area of Effect: 40' diameter sphere. Range: 240'.

Lightning Bolts: The staff will spit lightning bolts as the spell for eight dice of damage (save for half damage). Area of effect: 60' x 8'. Range: 240'.

Striking: The staff will do two dice of damage if it hits in a melee attack.

Telekinesis: As the spell cast at the 9th level of ability.

Final Strike: In extremis the user may choose to break the staff, releasing all of its stored energy in the form of 8 x the number of remaining charges in hits. These will be evenly distributed to all creatures save the wielder within a radius of 30' (save for half damage).

The Staff of Power will have 1-200 charges. Use of any of these powers (except of course Final Strike) will use up one charge.

Staff of Striking: This does two dice of damage if it hits, and of course counts as a magical weapon, though with no “to hit” bonus. Unlike other staves, however, it is only usable by Magic-Users. Charges: 1-200.

Staff of Withering: In addition to inflicting standard damage, a successful strike with this staff will age the target by ten years. (Depending on the current age and average lifespan of the creature concerned this may or may not have a meaningful influence on the current battle.) Undead are immune. Charges: 1-200.

Wand of Cold: This wand emits an icy blast in the form of a cone 60’ long with a 30’ outer base. Any creature within the area of affect will take six dice of damage (save versus wands for half damage). Charges: 1-100.

Wand of Enemy Detection: This wand will reveal the presence (though not necessarily the exact location) of those who are themselves aware of the user and have hostile intent towards him. Range: 60’.

Wand of Fear: This wand will cause all within the standard 60’ x 30’ cone to flee in panic unless they make a saving throw versus magic.

Wand of Fire Balls: This wand will hurl fireballs as the spell for six dice of damage (save for half damage). Area of Effect: 40’ diameter sphere. Range: 240’. Charges: 1-100.

Wand of Illusion: This wand operates as the Phantasmal Forces spell. However, the caster may move while concentrating. Area of effect: 40’ x 30’ rectangle. Range: 240’. Charges: 1-100.

Wand of Lightning Bolts: This wand will hurl lightning bolts as the spell for six dice of damage. Area of effect: 60’ x 8’. Range: 240’. Charges: 1-100.

Wand of Magic Detection: This wand functions as the spell but with a range of 20’. At the referee’s discretion extended concentration may reveal more precise aspects or properties of the enchantment.

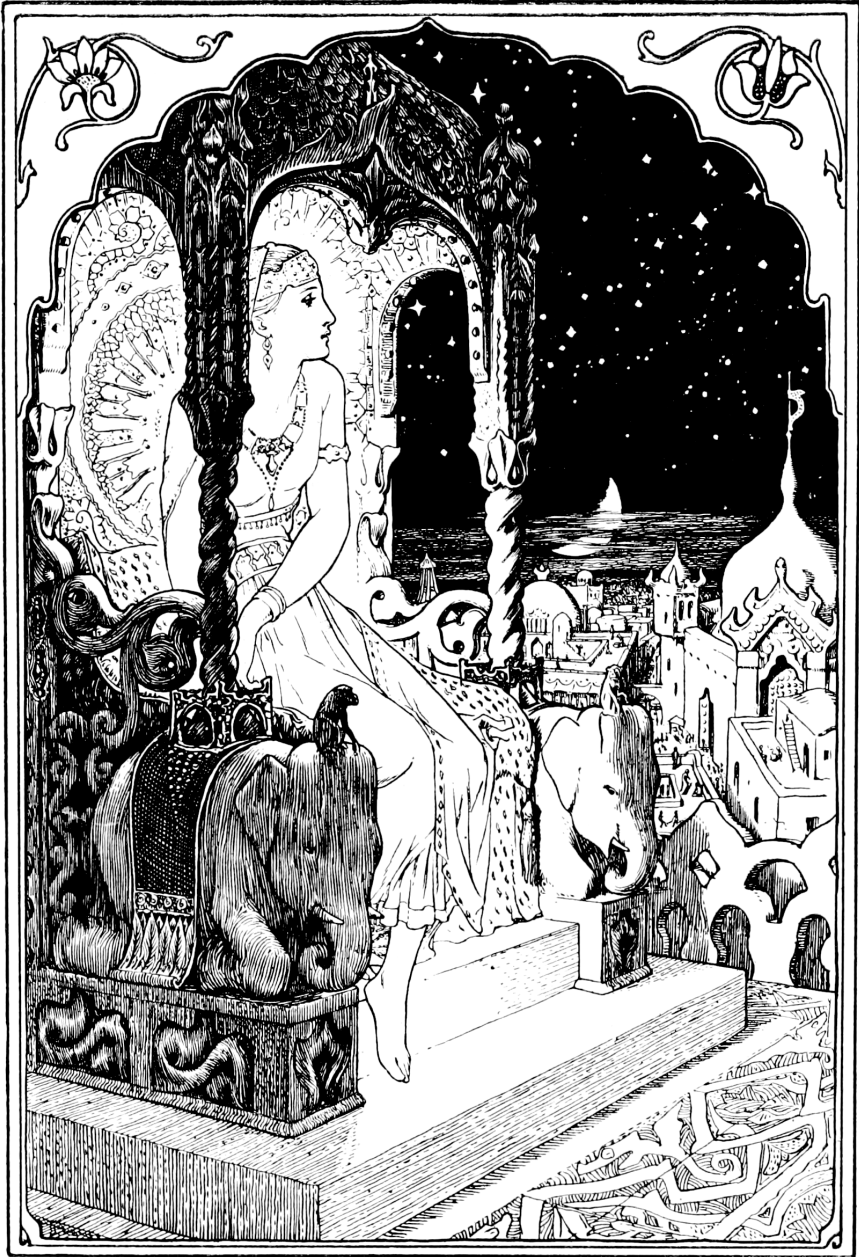
Wand of Metal Detection: This wand will indicate the presence and type of any body of metal, metal item or metal items equal to or greater than 30 lbs. in weight (approximately 1,000 coins). Range: 20’.

Wand of Negation: If this wand is pointed at another enchanted rod, staff or wand that operates at a distance, it will negate (or almost negate) its effect for one use or melee turn. Rods and staves will still operate at ¼ power. Charges: 1-100.

Wand of Paralyzation: All within a cone of 60’ x 30’ will be temporarily paralyzed unless they make a saving throw. Charges: 1-100.

Polymorph Wand: This wand acts as either of the relevant spells. A “friendly” use will last for a number of turns equal to 6 plus the level of the caster. A “hostile” use will last indefinitely until dispelled. Range: 60’. Charges: 1-100.

Wand of Secret Doors and Traps Detection: This wand will signal the presence of either within a range of 20’.



MISCELLANEOUS MAGIC: These items are usable by all classes unless otherwise indicated.

Amulet of Inescapable Locating: This appears to be an Amulet vs. Crystal Balls and ESP but instead works in reverse, rendering the user 100% vulnerable to any and all scrying attempts.

Amulet vs. Crystal Balls and ESP: Wearing this item will completely protect one against all such devices and spells.

Animated Broom: This item will slyly position itself to resemble a Witch's Broom of Flying. But if someone attempts to ride it, it will instead beat the user over the head until he is knocked unconscious or until the broom is destroyed.

Arrow of Direction: This magical arrow will act as a compass, pointing to the destination desired—the exit to the dungeon, a source of drinking water, the lair of the monsters that just attacked, etc.—for as long as seven turns. It may be used but seven times every seven days.

Bag of Devouring: This appears to be a Bag of Holding (see below) but instead is the gaping maw of a hungry extra-dimensional creature. It will devour anything placed inside within 7-12 turns.

Bag of Holding: This magical bag, the size of a large sack, will hold up to 200 items or 1,000 lbs. while never weighing more than the equivalent of 5 items. The opening of the bag may be stretched to a diameter of 3' and the interior volume will amount to at least 10' per side. Thus, it may accommodate a ladder or a suit of armor, etc.

Bag of Transmuting: This also appears to be a Bag of Holding, and will initially function as such, but any gold or silver placed inside it will turn to lead. After this is discovered, the bag will retain this function but cease to perform as a Bag of Holding.

Bag of Tricks: The owner of this otherwise empty looking bag may reach into it and pull out an animal (determined randomly) that will then fight for him. When combat is finished, the animal will be drawn back into the bag, and the same animal will emerge the next time around. Only if the current animal is killed will there be a chance of a different animal later becoming available (though there will of course be a 1 in 6 chance that the same animal that was just killed will be chosen again).

<u>Die Roll</u>	<u>Animal</u>	<u>Hit Dice</u>	<u>Attacks</u>	<u>Armor Class</u>	<u>Move</u>
1	Bear	5	2-12 hits	6	12
2	Lion	4+2	1-6 hits	6	12
3	Bull	3	1-6 hits	6	15
4	Ram	2	1-6 hits	7	15
5	Wolf	1	1-6 hits	8	18
6	Jackal	½	1-2 hits	8	12

Beaker of Plentiful Potions: This incredibly useful item will fill itself with 2-5 potions—any standard potions the user requests—once per week.

Bean Bag: There will usually be six beans in each bag. When planted, each bean will magically bring forth a randomly determined thing, with a greater chance, unfortunately, that it will be a bad thing:

<u>Die Roll</u>	<u>Result</u>	<u>Determination Method</u>
1-2	Curse	See Cursed Scroll, above
3-4	Monster	Roll randomly for level and then monster*
5-6	Treasure	Roll randomly for Class and then for type*

Book of Darkness: This vile tome will only be useful to non-player character Evil Priests and Evil High Priests. These will gain one level upon reading it. Lawful Priests and High Priests who read it will have a 75% chance of going insane. Thieves who read it will take 3-12 hits of damage and Fighting-Men aligned with Law will take 4-24 hits of damage. If the book is read by Fighting-Men aligned with Neutrality or Chaos or by Magic-Users of any alignment, they will be nominally unaffected, though Lawful Magic-Users may be tormented by nightmares for some time.

Book of Infinite Spells: This book has 24 pages. 3-18 of them will contain one spell, while the remainder will be blank. If the book is currently marked at a particular spell that spell may be memorized and cast once per day in addition to the standard number granted by level, even if it is a spell previously unknown or of a higher-level than the reader can normally cast. Once a page is turned it cannot be turned back. There is a 10% chance in between uses that a page will turn of its own accord, and a 5% chance that fumbling, wind, etc., will turn a page while it is being studied. The book may be utilized by high-level Thieves as well as by Magic-Users, but all non-Magic-Users will suffer 4-24 points of damage the first time they touch the book. Thereafter they can handle it normally.

Boots of Dancing: These boots will first function as one of the three benign items of footwear enumerated below. However on the first occasion where the wearer is running for his life, the boots will cause the wearer to stop in place and instead dance a jig, perform the Charleston or execute a Fouetté rond de jambe en tournant. If the wearer survives, he may then remove the boots.

Boots of Levitation: These will work as a Levitation spell that can be invoked at any time.

Boots of Speed: These boots grant a base move of 24. They may be used continuously for no longer than a day, and after each use the wearer must rest for at least as long.

Boots of Traveling and Leaping: These boots increase overland walking speed by ten miles per day. They will also enable the user to effortlessly leap 10' vertically and 30' horizontally.

Bowl of Commanding Water Elementals: This is a large, fragile bowl made of semi-precious materials (encumbrance: ●●●). It will take as many as 10 minutes to unpack, set up and fill with water (encumbrance of required water: ●●●). A Water Elemental may then be summoned. Magic-Users only.

Bowl of Watery Death: This appears to be a Bowl Commanding Water Elementals but on the first attempted use the Magic-User will shrink to one-half inch in size and will then be plunged into the bowl (saving throw allowed). He will then drown in 2-5 turns unless a Growth of Animals spell is cast or a Growth potion is immediately administered.

Bracers of Defense: These arm or wrist guards will subtract the requisite bonus from an opponent's attack roll for melee and observed missile attacks. They will only function if the user is not wearing or using any form of armor.

Bracers of Defenselessness: These appear to be Bracers of Defense but will instead add +2 to an opponent's attack roll. Once their true nature has been discovered, the bracers will not allow themselves to be taken off unless a Remove Curse spell is cast. Nor will they allow the wearer to don any kind of armor or touch a shield.

Brazier of Commanding Fire Elementals: It will take as many as 10 minutes to unpack, prepare and kindle this item (encumbrance, including required charcoal: ●●●●). A Fire Elemental may then be summoned. Magic-Users only.

Brazier of Sleep Smoke: This will be indistinguishable from the Brazier Commanding Fire Elementals but upon use its smoke will cause the summoner and anyone else within a radius of 10' to fall into an enchanted slumber. Only Dispel Magic will awaken them.

Broom of Flying: This is a Witch's item and can only be used by such. If utilized by a Witch, it will have a base move of 40. If any other person attempts to ride a Broom, it will zoom straight up at exponential speed, gaining 10' the first melee turn, an additional 20' the second melee turn, an additional 40' the third melee turn, and so on. Within minutes the rider will find himself in the upper atmosphere and soon in lower earth orbit. He may jump from the broom at any time, suffering 1-6 hits of damage for each 10' of height attained.

Censer of Controlling Air Elementals: It will take as many as 10 minutes to unpack and prepare this item (encumbrance including required incense: ●●). An Air Elemental may then be summoned. Magic-Users only.

Censer of Summoning Hostile Air Elementals: This appears to be the Censer Controlling Air Elementals, but it will summon a hostile Elemental that will immediately attack.

Chime of Opening: This ornate and beautiful instrument will instantly open any stuck, locked or magically held door. The gems, jewels and detailed metal work alone are worth 30,000 Silver Pieces.

Cloak of Protection: This item will subtract the requisite number from an opponent's attack roll, but only if the wearer has an armor class of 9. Magic-Users and Thieves only.

Crystal Ball: This wondrous (though morally problematic) device enables the user to "zoom in" on the current activities of a chosen subject at a distance. A Crystal Ball will be most effective if the user knows the subject well or when, say, he has a piece of the subject's clothing in his possession. Its operation will be hindered by great distances, or may be completely foiled by lead or certain protective spells. Each day, up to three viewing attempts only may be made (more than that may drive the user mad). Long or multiple uses may mandate at least an equal amount of rest. Each time a Crystal Ball is used that there is at least a small chance that the subject will know or at least suspect that he is being watched. Magic-Users only.

Crystal Ball with Clairaudience: As above but the user can hear conversations and the like. Magic-Users only.

Crystal Ball with ESP: As above but the user can read the thoughts of the subject. Magic-Users only.

Crystal Hypnosis Ball: This appears to be a normal Crystal Ball, but at best it will perform no positive function and will merely leave the user catatonic for 3-24 turns. If combined with a previously placed Magic Mouth spell, it might hypnotize the user with a Suggestion.

Cube of Force: Pressing one facet of this small trinket (1" to a side) will generate a powerful force field around the user. Nothing can immediately pass through it, though large-scale fires and Fire Ball, Lightning Bolt, Phase Door, Disintegrate and Pass-Wall spells, as well as four blasts from a Horn of Blasting will at least destroy the field. It is usable three times a day and may be lowered by the user at any time.

Decanter of Endless Water: True to its name, this nifty container will pour out water continuously and unceasingly (or at least until the stopper is put back) at the rate of ten gallons per turn.

Deck of Many Things: This item will immediately be recognized for what it is—a magical deck of cards with awesome and ominous powers to affect one's fortunes for good or ill. One and only one person may decide to make use of it, and he may draw at least one card. The effects are applied immediately, and another card may then be drawn (up to four in all, or more if a Joker or Jokers are chosen). After deciding to stop, or upon drawing the maximum number of cards, the remainder of the deck will vanish.

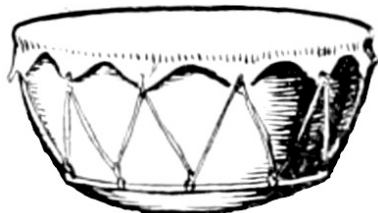
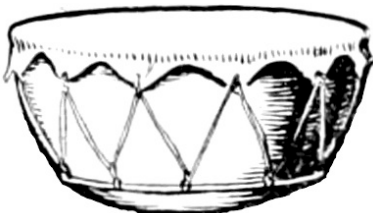
Card**Effect**

Jack of Hearts	Gain help from a Vindicator with +3 magic armor, shield and sword for up to one hour at a chosen time
Queen of Hearts	Gain 1-3 wishes
King of Hearts	Gain one beneficial miscellaneous magic item (randomly determined)
Ace of Hearts	Gain 50,000 experience points
Jack of Spades	A 5th or 6th level monster attacks by surprise
Queen of Spades	Death (no saving throw)
King of Spades	An Evil Lord with +4 magic armor, shield and sword immediately attacks (these magic items vanish at the end of combat)
Ace of Spades	Lose one level
Jack of Diamonds	Add one point to any chosen ability score
Queen of Diamonds	Gain scroll of seven spells (2nd, 3rd, 4th, 5th or 6th level)
King of Diamonds	Gain 5-30 pieces of jewelry
Ace of Diamonds	Gain map to the richest treasure in the dungeon
Jack of Clubs	Lose one point from prime requisite ability
Queen of Clubs	Turn to stone (no saving throw)
King of Clubs	Lose most valuable magic item, even if not carried
Ace of Clubs	Lose all owned coins, gems and jewelry, even if not carried (gold and silver turn to lead, gems and jewelry turn to glass and tin)
Joker	<u>Must</u> select two additional cards
Joker	<u>Must</u> select two additional cards

Disappearance Dust: Sprinkling this powder in the air will cause all within a radius of 10' to become invisible for 5-30 turns.

Drums of Deafness: These resemble the Drums of Panic, below, but upon first use all within 60' will be all but permanently deafened. Only a Remove Curse will reverse this.

Drums of Panic: Each of these large kettledrums has an encumbrance of ●●●● ●●●● and thus, a set of two may only be carried comfortably by a horse or the equivalent. When struck, all creatures of fewer than 5 hit dice, and all non-carnivorous animals within a range of 120' will flee in panic. More powerful creatures may also flee but are entitled to a saving throw versus magic.



Dust of Appearance: When a pinch of this enchanted substance is thrown into the air, all invisible, displaced, ethereal or other similar entities within a radius of 10' will become fully solid and visible for 12 turns. A typical quantity will be sufficient for 25 uses.

Dust of Sneezing and Choking: This appears to be either Disappearance Dust or Dust of Appearance, but when thrown into the air, all within a radius of 10' will die (saving throw permitted).

Efreet Bottle: An imprisoned Efreet will reluctantly serve the finder for a thousand and one days.

Elven Boots: These boots allow completely silent movement through or over virtually any sort of surface, including crunchy ice, a creaking floor, etc. Of course especially noisy armor may negate some of the effect.

Elven Cloak: This garment gives the wearer the near invisibility of an Elf.

Eyes of Charming: The wearer of these lenses may Charm persons as a Vampire (-2 on saving throws against it).

Eyes of Petrification: Donning these cusps will instantly turn the wearer into stone (saving throw permitted).

Figurines of Wondrous Power: These are small figurines, carvings or statuettes that upon command will grow into a life-size (or larger) version of the creature represented. If they are slain in this form, their magical powers will cease.

Onyx Dog: The dog can sense most invisible, hidden and otherwise undetectable creatures and objects within 240'. If cornered or commanded, it will fight as a Wolf. It may be used twelve times. Hit Dice: 1. Armor Class: 7. Move: 18.

Marble Elephant: This war elephant will serve as a beast of burden or fighting animal for up to one week, once per month. Hit Dice: 8. Attacks: 2-12 hits. Armor Class: 4. Move: 12.

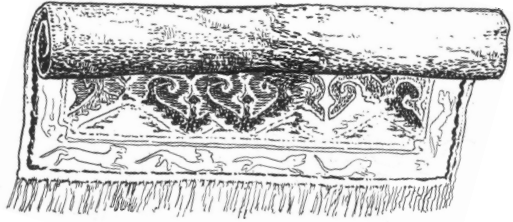
Ebony Fly: The fly is large enough for one man to ride. It may be used for up to a day's time, once per week. Hit Dice: 4. Armor Class: 5. Move: 6/24.

3 Ivory Goats: Each of these giant-sized goats may be used but once. The Goat of Fleeing can accommodate two riders and will gallop untiringly to the commanded location or for one full day. Hit Dice: 4. Armor Class: 6. Move: 48. The Goat of Fighting and Goat of Slaying will be powerful and ferocious companions in melee. Goat of Fighting: Hit Dice: 10. Attacks: 4-24 hits—double if charging. Armor Class: 2. Move: 12. Goat of Slaying: Hit Dice: 5+1. Attacks: 6-36 hits. Armor Class: 5. Move: 18.

2 Golden Lions: These may be used once per week and only in melee. Hit Dice: 5. Attacks: two dice. Armor Class: 6. Move: 15.

Flask of Curses: When the stopper is removed from this innocuous looking container a horrible curse will be released.

Flying Carpet: A flying carpet may carry up to three persons at a move rate of 18, or one person at a move rate of 30. When not in use, it can be caused to hover and may be summoned at a distance of up to 240'. Knowledge of the proper command word is required.



Gauntlets of Dexterity: While worn, these will add 2-8 points to one's dexterity.

Gauntlets of Fumbling: These appear to be useful gauntlets such as those above and below. But at the first instance of combat or a similarly important or dangerous situation their true nature will be revealed, with consequent effects determined by the referee. After that point they will only be able to be removed by a Remove Curse spell.

Gauntlets of Ogre Power: These will greatly enhance the strength of one's hands and arms and will increase melee damage by +2. Fighting-Men and Thieves only.

Gauntlets of Swimming and Climbing: These will allow the user to swim at a move rate of 18 (the standard for an unarmored man is 3) or climb virtually sheer surfaces even while encumbered. Fighting-Men and Thieves only.

Gem of Brightness: This enchanted diamond (which usually comes housed in a small hinged box) has an unearthly glittering to it that will fascinate those in close proximity. Anyone looking directly into the stone will be half-blinded and from then on suffer a -4 penalty on all attacks. (This may only be reversed with a Cure Serious Wounds spell.) The stone may be used offensively by opening the box and focusing it towards the eyes of the target. Unless the target is aware of its powers and thus intentionally avoids looking at it, there is a 90% chance that he will be affected by it if he is within 10', an 85% chance if he is within 20', an 80% chance if he is within 30', and so on up to a 45% chance at 100'. A Darkness spell will prevent it from working for 1-4 turns, and a Continual Darkness spell will darken it for 1-4 days.

Gem of Seeing: Looking through this stone will allow the user to see hidden, invisible, ethereal or any other otherwise difficult or impossible to detect creatures, entities or objects. A 10' x 10' area may be inspected in one full turn within a range of 30'.

Girdle of Femininity or Masculinity: This item will increase the masculinity of male characters or the femininity of female characters in a manner equivalent to adding +4 to their charisma score.

Girdle of Giant Strength: This item bestows on the wearer the strength of a Hill Giant, including giving the wearer a +6 attack bonus. The bonus is not cumulative with the normal attack bonus potentially granted by level. Thus, a 10th Level Lord with an attack bonus of +7 would not be helped and would even be slightly hindered by the item (it would make him more clumsy). The girdle does not increase damage.

Helm of Brilliance: This incredibly rich looking fiery and bejeweled helm is capable of conveying to its wearer a number of special protections and powers:

- 1 Protection against all normal fires, a +4 bonus to saving throws against Fire Balls, Dragon breath and the like, and -2 to each die of damage from similar.
- 2 The power to create a Wall of Fire around the user upon command.
- 3 The power to transform the wearer's ordinary or magical sword into a Flaming Sword (see above), though the sword will retain any additional magical properties it already possesses (Fighting-Men only)
- 4 Enhancement of all Fire Ball spells cast, by +1 hit per die, the granting of one additional Light or Continual Light spell for each one memorized and the power to cause flammable objects within 30' to burst into flame upon command (Magic-Users only).
- 5 The granting of a +2 bonus to all reaction rolls when dealing with fire-dwelling or fire-using creatures.
- 6 All cold-dwelling or using creatures will be quite hostile.

Helm of Chaos: If a Fighting-Man dons this helm, an ancient force—a Chaotic demi-god or extremely evil high-level historical personage—will come to possess the character and cause him to attempt to advance the side of Chaos. Once the character is possessed it will not be necessary for him to always wear the helm but he will keep it near him at all times, as it is the source of his power. What precisely has happened will not be immediately obvious to others. On the other hand, the increasingly “erratic” and “odd” behavior of the victim will be more and more apparent. The possession will end only if the helm is utterly destroyed or cast off, for example, by being tossed into deep ocean or into a bottomless crevice, etc. A Dispel Magic or Remove Curse spell will merely cause the victim to briefly return to normal, perhaps allowing a few seconds of conversation before the evil force regains control.

Helm of Reading Magic and Languages: Donning this helmet allows the wearer to read any otherwise foreign or indecipherable writings, including magical ones. If worn into combat, there is a 10% chance per successful attack that it will be cleaved or smashed.

Helm of Telepathy: This piece of non-protective headgear allows the wearer to read the thoughts of any creature within 90'. In addition the wearer may attempt to telepathically implant a Suggestion to the target in a manner similar to the spell. However, if a saving throw is made, not only will the Suggestion fail, but in addition the target will become aware of the attempt and probably aware of where it emanated from. All classes may use this item.

Helm of Teleportation: This item will allow a Magic-User to Teleport himself at any time and as many times as he wishes as long as he simultaneously has a Teleport spell in one of his memorized spell “slots”. In addition, using this form of teleportation eliminates the possibility of “Low” results, while preserving the possibility of “High” and other off-target results.

Horn of Blasting: Use of this intimidating instrument will create a blast cone out from the user, 100' long with a 20' base. All within the cone will suffer two dice of damage and be deafened for one full turn with no saving throw. (Since they are deafened, they will then be immune to the effects of further uses of the Horn for

that time.) In addition any door, gate or normal wall within the area of effect will be crushed or smashed.

Horn of Bubbles: This resembles one of the Horns of Valhalla, below. But instead of summoning Berserkers, the Horn will create a cloud of bubbles that will cling around the user for 4-12 turns. The bubbles themselves will be transparent but there will be so many of them that the cloud itself will be effectively opaque.

Horn of Collapsing: This cursed item appears to be a Horn of Blasting, but if used indoors, will instead bring the ceiling down on the user, causing 7-42 points of damage. If used out-of-doors, it will cause 4-24 rocks to fall out of the sky at the user, each doing 1-3 points of damage. In either case the user's companions, if any, will be surprised but unharmed.

Horn of Valhalla, Bronze: Use of this item will summon 2-8 friendly Berserkers of 3rd level who will fight to the death, if necessary. Fighting-Men only.

Horn of Valhalla, Iron: As above but with Berserkers of 4th level. Fighting-Men only.

Horn of Valhalla, Silver: As above but with Berserkers of 2nd level. All classes may use it.

Horseshoes of Speed: These will double the base move of any horse.

Jewel of Attacks upon the Owner: This unusually beautiful stone doubles the chances of wandering monsters and increases the chances of pursuit by 50%.

Jug of Alchemy: This jug may be used to pour out one chosen "ordinary" liquid up to seven times in a day (a different liquid may be chosen each day). Maximum amounts per pouring are as follows:

<u>Liquid</u>	<u>Volume</u>	<u>#/Containers</u>	<u>Encumbrance</u>
Water	10 Gallons	10 Skins	●●●● ●●●●
Beer	10 Gallons	10 Skins	●●●● ●●●●
Wine	5 Gallons	5 Skins	●●●●
Oil	2 Gallons	18 Flasks	●●
Acid	1 Gallon	9 Flasks	●
Hot Tea	1 Quart	3 Flasks	—
Poison	1 Quart	3 Flasks	—

Obviously, a great deal of liquid may be created in this manner. The "catch", however is that unless it is ingested, whatever is magically poured will only remain "real" until midnight of the day it was created—before evaporating or going bad, etc.—making accumulating it impossible and selling it problematic, to say the least.

Libram of Chaos: Magic-Users aligned with Chaos will gain one level upon carefully studying this volume. Neutral Magic-Users will not receive this benefit but will be otherwise unaffected. Magic-Users aligned with Law will take 2-24 hits of damage. All others will take 3-12 hits.

Libram of Gainful Conjurations: Neutral Magic-users who read this book will gain one level. Magic-Users not so aligned will take 4-16 hits of damage. All others will be unaffected.

Libram of Silver Magic: The reverse (fortunately) of the Libram of Chaos.

Loadstone: This will appear to be a benign largish stone (encumbrance: ●●●) such as that for controlling Earth Elementals or a Luck Stone. However, if the person carrying it finds himself being pursued by an enemy or monster, he will discover that his movement is suddenly slowed by 50%. Thereafter, the stone will resist being discarded—touching the stone or the pack containing it will deliver an electric shock, etc.—unless or until a Remove Curse is cast.

Luck Stone: This incredibly helpful largish stone (encumbrance: ●●●) will increase the possessor's "take" from treasure—in terms of either finding or division—by 5% to 20%. Fine-tuned referee discretion will be paramount here.

Lyre of Building: When strummed, this instrument will increase the productivity of a construction project in a manner equivalent to one hundred men working for a week. Alternatively, playing it will negate a Horn of Blasting. It is usable twice per week in the first capacity and once per day in the second.

Manual of Bodily Health: The first person that carefully reads this useful tome and carries out its exercises will gain 1 point in their constitution score. The volume will then crumble into dust.

Manual of Gainful Exercise: As above, but applied to one's strength score.

Manual of the Gods of Law: This tome will only be useful to non-player character Priests or High Priests aligned with Law. Upon studying it, these will immediately go up one level. Evil Priests or Evil High Priests who read it will lose two levels. Thieves reading it will take 4-28 hits of damage, while Magic-Users reading it will take 1-20 hits of damage and lose 10,000 experience points. Fighting-Men will be unaffected.

Manual of Golems: This book of instructions will enable a Magic-User to construct a particular type of Golem. There is a 40% chance it will be for a Flesh Golem, a 30% chance it will be for a Clay Golem, a 20% chance it will be for a Stone Golem and a 10% chance it will be for an Iron Golem. Creating a Golem will take from 1-3 months and cost 1,000 Silvers per hit point. Non-Magic-Users that handle this volume will take from 4-24 hits of damage.

Manual of Puissant Skill at Arms: Upon careful reading, Fighting-Men will gain one level. Magic-Users will lose 10,000 experience points or be reduced to zero. Thieves will be unaffected. After a Fighting-Man reads it, the book will vanish.

Manual of Quickness of Action: The first person that carefully contemplates this book's recommendations and follows its regimen will gain one point of dexterity. The text will then transform itself into an attractive but useless self-help manual.

Manual of Stealthy Pilfering: After reading this book, Thieves will gain one level. Fighting-Men will lose 2,000 experience points and Magic-Users will lose 5,000 experience points. Subsequent to benefitting a Thief the volume will self-combust and be devoured by flames.

Mattock of the Titans: This gigantic wooden hammer will destroy a normal door in 1 turn or a locked or magically held door, heavy gate or portcullis in 1-3 turns. It

is too large and unwieldy to be used in combat. It has ●●●● encumbrance. Fighting-Men only.

Medallion of ESP, 30' Range: This works just like an ESP spell but with the caveat that it will malfunction on a roll of 6—giving either no information or false information.

Medallion of ESP, 60' Range: As above.

Medallion of Thought Projection: The first time this item is used it will function as a Medallion of ESP. However, on subsequent attempts it will generally work in reverse, projecting one's thoughts to any creatures currently hidden behind doors or walls. To confuse things even more, on all following uses it will temporarily revert to reading the thoughts of others on a roll of 6.

Mirror of Life Trapping: This will "trap" up to 20 creatures (including Undead and other unusual types) within the mirror where they will remain until the Magic-User possessing it calls them forth, or the mirror is broken. The possessor may converse with those inside but they themselves will be powerless and will be unable to converse or interact with others so held (lucky for some of them). If the mirror is openly displayed, someone unaware and unsuspecting of its properties will have a 90% chance of looking into the mirror if he comes within 10', thus becoming trapped. However, if he is aware or suspicious, there will be less than a 10% chance. 50% of the time a newly discovered mirror will already contain 1-6 trapped creatures (determine randomly using the tables in Vol. 4).

Mirror Of Mental Prowess: This mirror functions as a Crystal Ball with Clairaudience, Clairvoyance and ESP. In addition it will answer one question a week regarding what is viewed. Usable by all classes.



Mirror of Opposition: This small but ornate mirror comes with a fine embroidered covering. If a person looks into the mirror, an exact duplicate will spring out and attack him.

Necklace of Missiles: This pendant contains from five to nine large beads. Each may be hurled up to 120' where it will burst as a Fire Ball doing 3, 4, 5, 6, 7, 8, 9, 10 or 11 dice of damage. Typical distribution of beads will be as follows:

<u>Number of Beads</u>	<u>Beads/Number of Hit Dice Damage</u>								
	<u>11</u>	<u>10</u>	<u>9</u>	<u>8</u>	<u>7</u>	<u>6</u>	<u>5</u>	<u>4</u>	<u>3</u>
5			1		2		2		
7		1		2		2		2	
9	1		2		2		2		2

Necklace of Strangulation: This piece looks like a Necklace of Missiles but when placed around the neck will strangle the user in 2-5 turns. Only a Wish will stop the process.

Phase Cloak: This garment, knit from the hairs of a Phase Spider, makes the user appear to be 1-10' from his actual location. It will thus subtract -2 from the attack rolls of opponents as well as adding +2 to saving throws against wands and the like.

Pipes of the Sewers: When played, these pipes will summon 10-60 Giant Rats in 1-4 turns. Each turn there is a 95% chance that they will obey the summoner, the chance dropping cumulatively by 15% a turn if the summoner becomes otherwise distracted. Note that the Pipes will not function in an area or type of terrain where there is absolutely no chance of Rats (e.g., a desert).

Poisonous Cloak: This horrible covering appears to be a benign magical cloak, but when donned it will kill the wearer (no saving throw).

Portable Hole: The hole will be 6' in diameter and up to 10' deep. One or more persons may hide in it (pulling it up after them), though there will be no oxygen in that extra-dimensional space.

Robe of the Archmagus: A Lawful Magic-User wearing this pure white robe will have a 95% chance of success when casting the following spells: Charm, Hold and Polymorph. There is a similar gray garment for neutral Magic-Users, and a fuligin **Robe of the Wizard** for those aligned with Chaos. The chances for each color are 60%, 30% and 10% respectively.

Robe of Blending: This garment allows the wearer to blend in, chameleon-like with his surroundings in a manner tantamount to invisibility, though the robe will in addition affect sound, smell and touch in a dynamic manner. Thus, if the wearer walks amidst a horde of Goblins, he will sound, smell and (if a Goblin puts his horny hand on him) feel like a Goblin. Characters of 11th or higher level or monsters of 11 or more hit dice have a 10% chance per level or hit die above 10 of detecting the wearer. The wearer will always be completely visible to fellow party members—they will see him exactly as he actually is.

Robe of Eyes: A Magic-User wearing this super-powerful garment will be able to see 240' in all directions as if Dust of Appearance covered all in the area. In addition, he will be aware of hidden enemies, making ambush or surprise effectively impossible. Finally, he may successfully track any creature that has passed by within one day's time.

Robe of Powerlessness: This garment resembles other magic robes in majesty. However, when it is donned, the wearer's strength score will immediately be reduced to 3, and he will suffer a -2 penalty on attacks and defense and a -1 penalty on melee damage. In addition all spells will be forgotten and no new spells may be memorized. The robe may only be removed with a Remove Curse.

Rope of Climbing: This 50' long magical rope will fasten itself to or unfasten itself from any surface or inanimate object upon command. It may then be climbed at rapid speed. The rope may be thrown or it can itself climb like a snake.

Rope of Constriction: This cursed hemp entity resembles the items above and below, but if an attempt is made to use it, it will entangle the user and from 1-5 others within 10'. All will perish from constriction in 2-5 turns unless a Dispel Magic spell is cast.

Rope of Entanglement: If this magical rope is thrown at a group of man-sized opponents, it will entangle 2-8 of them upon command, holding them fast (greater or lesser numbers of smaller or larger creatures will also be affected). Others may try to free their comrades by attempting to cut the rope, but it can only be hit on a natural roll of 20, and will take 20 points of damage. Range: 20'.

Rug of Smothering: This resembles a Flying Carpet but on the first attempt to use it the Rug will instantly enfold itself around the eager rider or riders and smother him or them in 2-5 turns unless an Animate Objects spell is cast.

Saw of Mighty Cutting: This magical tool will cut through a normal-sized tree or the equivalent in but 6 turns. Fighting-Men only.

Scarab of Death: After approximately one full turn of being worn or carried, this scarab will transform into a horrible monster that will burrow into the heart of he who possesses it, killing him unless a saving throw is made.

Scarab of Enraging Enemies: When this item is uncovered, all intelligent creatures within 60' will have a 50% chance of becoming completely enraged, attacking and continuing to attack whomever is nearest to them, foe or friend, for 6 turns. The Scarab will have 1-20 charges.

Scarab of Insanity: When this item is displayed, all intelligent creatures within 30' will become afflicted with insanity for 12 turns. Creatures of 10 or more hit dice will have a 25% chance of resisting. This device will contain 1-12 charges.

Scarab of Protection from Evil High Priests: This item will absorb and negate the Finger of Death or Touch of Death up to a dozen times before crumbling into dust.

Spade of Colossal Excavation: This tool will excavate a hole of 81 cubic feet (1 cubic yard or meter) in but one turn. However, it cannot by itself break through stone. Fighting-Men only.

Sphere of Annihilation: This 2' diameter sphere of utter blackness will completely and irreversibly destroy anything it comes in contact with. Its normal state is to hover in one place. However, any Magic-User within 60' may attempt to induce it to move in a desired direction or towards a particular target. There is a chance based on the level and intelligence score of the Magic-User that he will be successful. Check each turn. Failure indicates that the Sphere will instead move in the Magic-User's direction. If two or more Magic-Users attempt to control the Sphere at the same time, check at a 10% penalty for the stronger one first, and then the weaker. Failure for both means the sphere will move towards the weaker party. The Sphere has a move rate of 3.

	Intelligence Score						
Level	1-12	13	14	15	16	17	18
1-7	25%	27%	29%	31%	33%	35%	37%
8	30%	32%	34%	36%	38%	40%	42%
9	35%	37%	39%	41%	43%	45%	47%
10-11	45%	47%	49%	51%	53%	55%	57%
12-13	55%	57%	59%	61%	63%	65%	67%
14-16	65%	67%	69%	71%	73%	75%	77%
17	70%	72%	74%	76%	78%	80%	82%
18+	75%	77%	79%	81%	83%	85%	87%

Stone of Controlling Earth Elementals: It will take as many as ten minutes to unpack and prepare this item (encumbrance: ●●●). An Earth Elemental may then be summoned. Magic-Users only.

Talisman of Chaos: This horrific item will slay High Priests aligned with Law (no saving throw) and thus will be greatly sought after by many. Lawful characters that touch with it will instantly take 6-36 hits of damage. It may be used six times.

Talisman of Lawfulness: This unique and helpful item will, upon command, immediately sink an Evil High Priest into the center of the Earth (no saving throw). It may be used up to seven times. It will not function for Neutral characters or Thieves. Chaotic creatures that touch it will suffer 6-36 points of damage.

Talisman of the Sphere: This device will give the wearer a bonus of 20% to control a Sphere of Annihilation. If touched by a non-Magic-User, it will inflict 2-24 points of damage.

Tome of Clear Thought: Upon completing this volume, 1 point will be added to the reader's intelligence score.

Tome of Leadership and Influence: When opened and carefully perused, 1 point of charisma will be conferred.

Tome of Understanding: Anyone who carefully and thoroughly reads this work will immediately gain 1 point of wisdom.

Trident of Commanding Water Creatures: This item acts as a Staff of Commanding against water dwelling creatures (Charm for 12 turns—saving throw allowed). Creatures within 60' may be affected up to these maximum numbers:

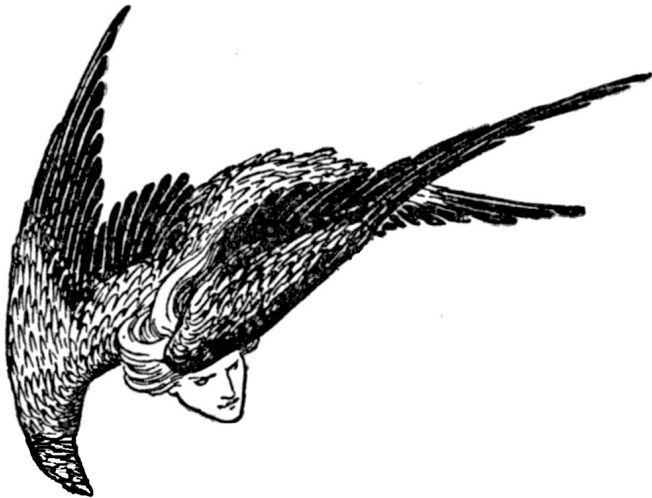
<u>Hit Dice of Creatures</u>	<u>Number of Creatures</u>
1-3	1-12
4-6	2-8
7-9	1-4
10+	1

Trident of Submission: Any creature struck by this super-powerful item will immediately surrender to the wielder (saving throw vs. magic allowed). However, the victim will “snap out of it” in 3-12 turns. Fighting-Men only.

Trident of Warning: This magical weapon allows the user to know the location, type and number of any hostile sea creatures within 240'. Fighting-Men and Thieves only.

Trident of Yearning: This cursed item causes the holder to desire to move as efficaciously as possible to a large body of water and completely and permanently immerse himself in it. It may only be countered with a Dispel Magic spell.

Wings of Flying: These allow one to fly at a rate of 15. However, after one hour the user must rest for at least an equivalent time.



FABRICATING MAGIC ITEMS:

Archimagi and Wizards may manufacture magic items for personal use or for sale. Typical minimum costs and fabrication times are given below. Many items will often require special or rare ingredients or materials over and above standard costs. For example, potion recipes may call for appropriate parts from particular plants or monsters, armor construction may require the necessary quantities of mithril or adamantite, and so on. If an item other than a potion has effects that duplicate or are strongly similar to a particular spell, knowledge of that spell will usually be required. For each level above 11th of the Magic-User, time required will be reduced by -10%. Created rods, staves and wands will come with maximum charges. If recharging such items is allowed, it is suggested that such may be done at half the usual cost and time, prorated according to the number of charges desired. Assuming a willing buyer exists and may be found, sale price for any manufactured item will be on the order of a 1%-20% markup over standard cost plus 100-600 Silver Pieces per week of work required for an 11th level Magic-User (those of higher levels will finish in fewer weeks and thus potentially make more profit per week).

Of course, creative players may propose that their characters design or fabricate items not listed below. Such attempts should be allowed, but as always will be subject to the discretion of the referee.

Potions:

<u>Item</u>	<u>Cost</u>	<u>Item</u>	<u>Cost</u>
Growth	200 + 1 week	Speed	300 + 2 weeks
Plant Control	200 + 1 week	Flying	500 + 2 weeks
Polymorph	200 + 1 week	Oil/Slipperiness	500 + 2 weeks
Animal Control	300 + 1 week	Super-heroism	500 + 2 weeks
Clairaudience	300 + 1 week	ESP	500 + 3 weeks
Fire Resistance	300 + 1 week	Extra-healing	500 + 3 weeks
Gaseous Form	300 + 1 week	Human Control	500 + 3 weeks
Healing	300 + 1 week	Giant Strength	1,000 + 3 weeks
Levitation	300 + 1 week	Longevity	1,000 + 3 weeks
Clairvoyance	300 + 2 weeks	Oil/Etherealness	1,000 + 4 weeks
Diminution	300 + 2 weeks	Treasure Finding	2,000 + 4 weeks
Heroism	300 + 2 weeks	Undead Control	2,000 + 2 months
Invisibility	300 + 2 weeks	Giant Control	3,000 + 2 months
Invulnerability	300 + 2 weeks	Dragon Control	5,000 + 6 months

Scrolls:

These cost 100 Silver Pieces per spell level and will require 1 week per spell level to inscribe. In addition, Protection scrolls will have these costs and times:

<u>Item</u>	<u>Cost</u>	<u>Item</u>	<u>Cost</u>
Lycanthropes	2,000 + 4 weeks	Magic	3,000 + 2 months
Elementals	3,000 + 2 months	Undead	3,000 + 2 months

Armor:

<u>Item</u>	<u>Cost</u>	<u>Item</u>	<u>Cost</u>
Magic Shield	1,000 + 4 weeks	Mail +4	10,000 + 9 months
Buckler +1	2,000 + 4 weeks	Mail & Shield +5	15,000 + 1 year
Plate Armor +1	2,000 + 2 months	Plate Armor +3	20,000 + 15 months
Mail +3	3,000 + 3 months	Mail +5	25,000 + 18 months
Mail & Shield +4	5,000 + 4 months	Mail & Shield +6	30,000 + 21 months
Plate Armor +2	7,500 + 6 months	Armor of Etherealness	50,000 + 2 years

Miscellaneous Weapons:

<u>Item</u>	<u>Cost</u>	<u>Item</u>	<u>Cost</u>
12 Arrows +1	500 + 3 weeks	Hammer +2	5,000 + 4 months
Dagger +1, +2	1,000 + 3 weeks	Mace +2	5,000 + 4 months
Axe +1	2,000 + 4 weeks	Axe +3	7,500 + 6 months
12 Arrows +2	2,000 + 2 months	Spear +2	7,500 + 6 months
Dagger +1, +3	2,000 + 2 months	Crossbow of Distance	7,500 + 6 months
Javelin of Lightning	2,000 + 2 months	Crossbow of Speed	7,500 + 6 months
Hammer +1	2,000 + 3 months	Crossbow of Accuracy	15,000 + 1 year
12 Arrows +3	3,000 + 3 months	Spear +3	15,000 + 1 year
Spear +1	3,000 + 3 months	Mace of Disruption	20,000 + 2 years
Axe +2	3,000 + 4 months	Arrow of Slaying	25,000 + 2 years
Magic Bow	3,000 + 4 months		

Rings:

<u>Item</u>	<u>Cost</u>	<u>Item</u>	<u>Cost</u>
Fire Resistance	7,500 + 2 months	Human Control	30,000 + 6 months
Invisibility	10,000 + 3 months	Spell Storing	35,000 + 6 months
Telekinesis	15,000 + 3 months	Protection +2	50,000 + 6 months
Mammal Control	15,000 + 4 months	X-Ray Vision	50,000 + 1 year
Protection +1	15,000 + 6 months	Regeneration	60,000 + 1 year
Shooting Stars	20,000 + 6 months	Protection +3	100,000 + 1 year
Spell Turning	25,000 + 6 months		

Rods & Staves:

<u>Item</u>	<u>Cost</u>	<u>Item</u>	<u>Cost</u>
Lordly Might	5,000 + 2 months	Rulership	35,000 + 1 year
Cancellation	5,000 + 3 months	Commanding	50,000 + 2 years
Beguiling	10,000 + 6 months	Healing	50,000 + 2 years
Absorption	15,000 + 1 year	Staff of Power	100,000 + 5 years
Snake Staff	20,000 + 1 year	Withering	125,000 + 6 years
Striking	25,000 + 1 year	Staff of the A.M.	200,000 + 10 years

Wands:

<u>Item</u>	<u>Cost</u>	<u>Item</u>	<u>Cost</u>
Metal Detection	5,000 + 3 months	Paralyzation	10,000 + 6 months
Enemy Detection	7,500 + 4 months	Polymorphing	10,000 + 6 months
Fear	7,500 + 4 months	Cold	10,000 + 6 months
Negation	7,500 + 4 months	Lightning Bolts	10,000 + 6 months
Illusion	10,000 + 4 months	Magic Detection	15,000 + 9 months
Fire Balls	10,000 + 6 months	Doors/Traps Detection	25,000 + 1 year

Miscellaneous Magic:

5,000 + 6 months

Bracers of Defense +3
Cloak of Protection +1
Crystal Ball
Decanter of Endless Water
Disappearance Dust
Dust of Appearance
Wings of Flying

10,000 + 6 months

Crystal Ball with Clairaudience
Gauntlets of Dexterity
Gauntlets of Swimming and Climbing
Horseshoes of Speed
Medallion of ESP, 30' Range
Rope of Climbing
Trident of Warning

25,000 + 6 months

Boots of Levitation
Bracers of Defense +5
Cloak of Protection +2
Crystal Ball with ESP
Helm of Reading Magic and Languages
Rope of Entanglement
Trident of Submission

25,000 + 1 year

Amulet vs. Crystal Balls and ESP
Arrow of Direction
Boots of Speed
Boots of Traveling and Leaping
Displacer Cloak
Gauntlets of Ogre Power
Stone Controlling Earth Elementals

50,000 + 1 year

Bag of Holding
Bowl Commanding Water Elementals
Bracers of Defense +7
Brazier Commanding Fire Elementals
Censor Controlling Air Elementals
Cloak of Protection +3
Gem of Seeing

100,000 + 1 year

Flying Carpet
Helm of Telepathy
Helm of Teleportation
Medallion of ESP, 90' Range
Portable Hole
Robe of Blending
Robe of Eyes

Referee Notes:

